METRO ORLANDO
ADAM USERS GROUP

METRO ORLANDO
ADAM USERS' GROUP
WISHES YOU:

Peace and Joy
Love and Laughter
Throughout This Year
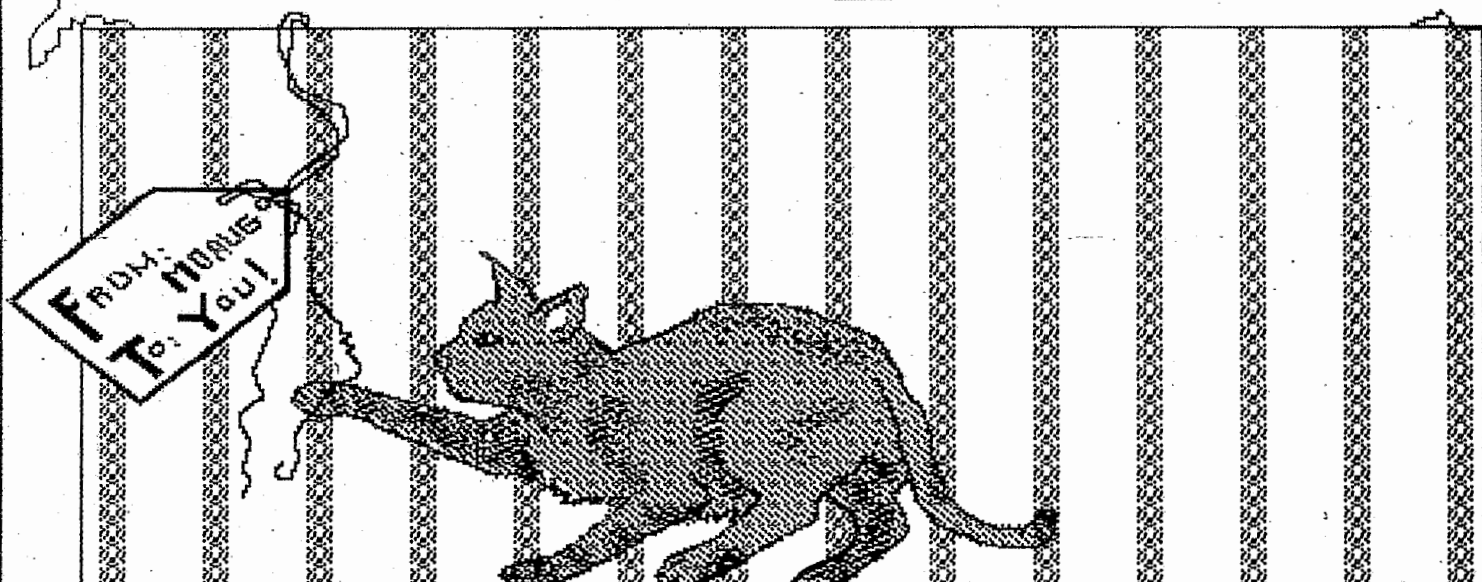**A**nd Forever After

December, 1990

SEASON'S GREETINGS

FROM: MOAUG
TO: You!

THIS MONTH'S MEETING IS: **Sunday, Dec. 9th**

1:45 P.M.

(Address on Back Cover)

~See you Sunday! ~Pat

ADAM LIVES!!

Dear Fellow ADAMite,

WHERE HAS THIS YEAR GONE? Here we are, already publishing the last issue of 1990. You'll find it weighted rather heavily toward the lighter spirit of the holidays. We'll get back to being a bit more serious NEXT year. Maybe. If you have definite opinions on how you'd like the newsletter to be constructed, do yourself and everyone else a favor and get involved... write for us, help with the editing, or at the very least, let us know what you're looking for! Maybe you can put it on your list of New Year's Resolutions. I can't stress strongly enough that the whole ADAM community is held together by the willingness of individuals to help each other out. YOU COUNT!!!!!

Being the "deer" that I am, I took back the "reins" for this issue so that the busy Neece family can concentrate on their own myriad projects. (OUCH, don't punch me! Santa Claus is watching!) My children aren't so young any more, but how well I remember the frantic holiday seasons when they were!

My main reason for telling you this is that if anyone from St. Louis wants to sue somebody, Monte is blameless. So there. It's also my own mistake that the promised article by Bob Blair does not appear in this issue. I thought it was on a disk of CP/M programs that he donated to the club library, but it's apparently on a separate disk. Hope I find it SOON. You all know how organized I am (choke)!

So, okay, this issue is finally put to bed. But you will not believe how fast January's deadline will crop up! James Poulin has volunteered to help with the January issue, and I am sure we can count on others, too. But if you have any contributions for the next issue, PLEASE try to get them in a few days before New Year's. (See calendar!)

Last month, some of our regulars missed the meeting. The Bells were volunteering at a golf tournament, Monte was flying around somewhere, and Jack Tilson was part of a Veteran's Day ceremony. We missed them, but we REALLY missed the Terrys, who ran into some snags with a bond drive kickoff for the parish hall of the church where we meet. It wouldn't be so bad, except that John Terry has the keys!

So... it must have been a dreary meeting, right? WRONG. It was one of those rare days that is so gorgeous you'd rather be outside anyway. So we met outside. And we had quite a crowd, too... MORE new folks, and some who have been members for awhile but have never before attended a meeting.

Personally, I think it was a lot of fun. Maybe we should have more "picnic" meetings in pretty weather!

Anyway, Francis Terry tells us that this time next year, we will have a real parish hall to meet in, rather than the trailer we are now using. (A few months ago, we voted to donate $50 to the building fund.)

John and Francis Terry are proud to announce that little Lisa will be baptized at the church on Sunday, December 23. You are all welcome to join them in celebrating the event. Services begin at 10:15 A.M. (See map on back cover.) I didn't get the news in time to include it on this issue's calendar, but go ahead and pencil it in!

I never got around to telling you about our visit from Tom Ozretich, founder of the Californian "Bay Area AUG" and new MOAUG member. He came out to my house, and we were joined by the Bells, the Britos, and the Neeces. We talked and fooled around with ADAM for quite awhile (Tom was still on West Coast time!) We were able to exchange some disks, and even to lend Tom some ADAMCON photos to take back to show BAAUG members. Quite an interesting visit!

IMPORTANT: The annual editor's open house will NOT be held at the editor's house this year. Lani Brito has volunteered to have it at her house, and since Lani intends to make some Hawaiian snacks like lumpia, I could not resist the offer. I LOVE LUMPIA, and so will you! I'll bring the traditional clam chowder, though. You can bring something if you feel like it, but you don't need to. And you can bring whomever you like... family, friends, snowbirds, visiting elves...

We keep the Open House hours as broad as possible, because everybody is usually so busy this time of year that they have to grab an hour wherever they can. So drop in and out according to your own schedule. Just to keep it from getting out of hand, we have set hours from about three in the afternoon until nine. Probably most people will have left by nine, but if there is still a crowd, no problem... Lani isn't going to kick us out. Probably.

Lani and Dally live right across from Universal Studios. If you are coming from I-4, get off on 435 (Kirkman) and turn left onto Orlando/Vineland Road. Go two lights and take a right at the Family Treatment Center on Peregrine Avenue. One block later, make a left into Sand Crest Circle. The Brito house is on the left, at number 6132. If you need more information, call Lani at 345-5398. Aloha!
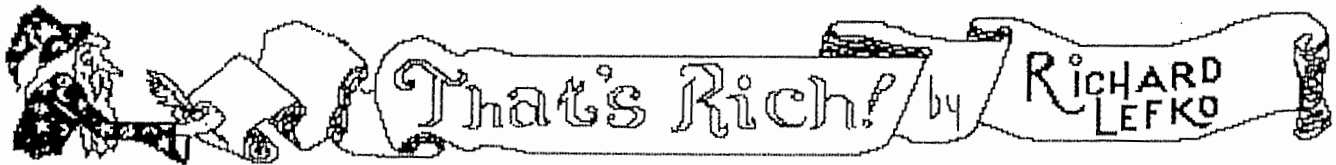
Well, it's nice to be back!! Say, what do you mean you didn't notice I was gone?!?!?!

What a nice time to be back as well, during the Holiday season!! I've moved and bought a home so I could join the ranks of the indebted and broke. Congratulate me!!

After my 2 month hiatus from writing, I must say it's been rather interesting sitting on the sidelines and just "watching" for a change.

The things I've seen truly run the gamut from positive to negative reports about our ADAM.

Let me say this about that. I've owned my ADAM since the beginning and I've seen all kinds of "supporters" come and go. As each one left they touted the demise of the ADAM, and you know what, despite these "predictions" we're still here! In fact, new users and supporters always seem to take their place and they have that zeal that we all had in the beginning (some of us "old-timers" still do y'know) and they are now supplying us with new ideas, new products, and the thing that's helped ADAM survive where others have faded into oblivion, new friendships.

As the New Year is almost upon us we have an impressive new array of ADAM products, and new ADAM vendors, to choose from in 1991 as well as the 3rd ADAMCON to look forward to!! I really hope to make this one!

Articles I hope to be writing these next few months should include a review and discussion about OPENFILER3 and how I converted my video database. Mel Ostler of Roadrunner Publications has graciously sent me two of his books to review, "Learning to Read with ADAM", and his newest endeavor, "Learning to Write with ADAM". I've only just started reading them and they are IMPRESSIVE!! Any questions I can answer about these or anything else, please feel free to write me (please include a SASE) to the address at the end of this article.

For those of you interested in tele-communicating, I'm now a SubOP on the CONNECTION bulletin board run by Steve Major in New York. (518-298-4294) It's operating 24 hours a day now at 300/1200 baud, 7-E-1 for ADAMLink and 8-N-1 for any others. While I haven't been there much I do plan to frequent the board more often in the future so feel free to contact me there. I hope to do some future articles about this board as well. I'm also on Compuserve, user ID# 70017,3535.

I've just received the beta test version of "YULE-TOOLS" from the good folks at EYEZOD GRAPHICS and let me tell you, this is absolutely a MUST BUY for POWERPAINT & PRINTWORKS owners!! What a holiday package!!! Just to give you a sneak preview on this, it has 480 individual sprites, 62 files in all for a total of 158K of artistic beauty all on one disk or data-pack!! If you see this one before the end of the year, BUY IT!!

Since the holiday season is upon us, I'd like to remind those that have forgotten the hint included in my last year's holiday article.(Which I know you've memorized!!) Fill out some order forms, as many as is humanly possible, and leave them lying around (so your significant other can find and send them) to ASSURE yourself the thrill of opening an ADAM software gift this year!! There's no better fun than locking yourself up on Christmas Day with ADAM and a new piece of software!! Hmmm...perhaps I should put that another way? <smile>

I'd like to wish all those reading this a joyous holiday season and a Happy New Year from the bottom of my heart!! A very special wish to PJ & Family, we've become good friends and we all have much to be thankful for!! I've truly enjoyed writing for MOAUG these past 2 years and hope to keep going for 2 more!

ADAM....INTO THE 90s AND BEYOND.....

Rick Lefko
20 Ashley Drive
Milford, NH 03055

Editor's Note: PJ and family also wish to extend warmest wishes to Rich and his wonderful wife, Nancy, for a happy holiday season, and congratulations on their new home. But the Editor wishes to take exception with the hypothetical two years... we hope to run That's Rich for MANY years to come!

Yo ADAMITES!!!! Tis I Jerome of the Great White NORTH! Coming at you once again with BIOS CALL, the number one place for CP/M info!

To explain my absence last month is a LOOOOONG story, but to shorten it the movers trashed my harddrive so now I have to REWRITE all 12 articles from the STARTER PAK II (Jerome's Revenge). So this month I'll pick up where I left off last time with a short recap.

As of this point you have ALL the files for.UNZIP pulled out of the library and onto a DDP. Now we are going to upset a lot of people, because as I said I'm going to treat the remainder ofthis set of articles as though you are running STRICTLY from 2 DDP's. The reason for this is that most ADAMITES have 2 DDP's and SP2 was arranged so as to fit onto a DDP in its entirety.

So boot CP/M and load the DDP with all of the De- lbr'd files into drive A: and place another BLANK, CP/M FORMATTED and sysgened DDP into drive B:. Basically all you have to do is copy all the UNZIP files to a blank DDP. When you have finished this copy procedure copy UNCR20.COM onto that DDP as well.

Now we all have 2 CP/M DDP's in ADAM. In drive A: we have all the unzip files PLUS UNCR23.COM and on drive B: we have nothing! From here it is a simple matter to type:

        UNCR23 a:*.* b:*.*

Your DDP's will spin and the screen will update to let you know that there is actually work that is being done. As the DDP's are slow (but dependable) this is a real good time to go bake a cake!

When all is said and done you will be ablbe to DIR B: and should get a listing of all the files that WERE on drive A: except that now they are in a usable form!!!

As always DOC files can (and in this case should) be printed out to give you a more indepth explanation of what we are going to do here. But this article will give you the short course...

Now on drive A: we have all of the files that were pulled out of the UNZIP.LBR and on drive B we have those SAME files, but in a more usable form! To save time and DDP's we are going to ERASE EVERYTHING on drive A:. Don't worry you always have the ORIGINAL files in the UNZIP.LBR, so that if anything goes wrong you can go back and correct it later!!

So go to drive A: and type:

        ERA *.*

Adam will check to make sure that that's what you want to do, then it will proceed with the erasure.

Once that's complete you will want to take the (now) blank DDP out of drive A: and put the UNZIP DDP (from drive B:) into drive A: - Always remember that when you change DDP's you'll want to finish the process with a CONTROL C so as to tell poor ADAM what you've done!

Now in drive A: you have your working copy of UNZIP, into DRIVE B: you will want to put your ORIGINAL (or backup copy) of the STARTER PAK II. This is the DDP with MOAUG2.ZIP on it.

Once you've got your DDP's straight go to drive B: and

        COPY B:MOAUG2.ZIP A:

Since MOAUG2.ZIP is a pretty long file it might be a good time to get up and take the cake out of the oven so as to give it time to cool.....

Now on drive A: we have all the UNZIP files, UNCR23.COM and MOAUG2.ZIP (and it's getting just a TAD crowded too!).

Now comes the fun part. Insert the BLANK, FORMATTED, SYSGENED DDP from the previous paragraph into drive B: and hit CTRL-C after everything settles down you will begin to see why we are going through all this trouble!

Back on STARTER PAK ONE, I CRUNCHED a lot of the files to save space. Well, with Starter Pack II I have ZIPPED them and wait until you see everything that is here!

Your DDP's are ready, the cake is cool----let'er RIP!

        UNZIP099 A:MOAUG2 B:*.*

What you have just told ADAM to do is to UNZIP ALL the files in MOAUG2 and place them on drive B: That cake is probably ready to be frosted and EATEN now.....

If all goes well when you come back from dessert you should have a B: drive that is OVERFLOWING with files. Some bare files, some crunched files and quite a few libraries. You know that all is going well when ADAM has settled down and you take a DIR of drive B: and at least ONE of the files is called VDE263.LBR. VDE263 is a complete full screen editor and, if all goes well will be the forthcoming subjects for the next few months....

Ok. Aside from ADAM you will be able to continue to write to me at my old P.O. Box # for the next few months. As soon as I establish a new Box here it will be forwarded. I can't give out my home address due to the unreliability of the residential deliveries here during the upcoming seasons... But as always I check into the Net once a week, just drop me a line........

Chapter 7: FLOWCHARTING

Flowcharting is the graphic displaying of a computer program or system.

Flowcharting is accomplished by using a flowcharting template and imagination.

To properly appreciate this chapter, it will be necessary to obtain a flowcharting template from a stationery store or office supply store. The templates are not very expensive and are reusable.

Once you have obtained a flowcharting template, notice that each of the cut-out figures is labeled ("Terminal", "Decision", etc.)

The oblong "Terminal" is normally used to identify the start and end of the program.

The rectangular block "Process" is used to write what is happening (movement of data, arithmetics, etc.)

The offset box labeled "Input/Output" is used to identify the input to or output from the program.

The other cut-outs are self-explanatory.

To use the flowcharting template, draw around the desired cut-out and write what is happening. The next cut-out should be placed below or beside the first depending on the diretion of the flow of the chart. Continue drawing around the cut-outs and moving the template until you have the program displayed on paper in picture form.

Draw connecting lines between drawn cut-outs and use arrowheads to indicate the direction of flow.

Write your program to conform as closely as possible to the flowchart.

When corrections are made that cause the flowchart to change, redraw the flowchart. It should always agree with the program. If additions are made to the program, redraw the flowchart.

The flowchart, any notes that may have been made, and the printed program make up the basic program documentation. The better the documentation, the easier it will be at a later date to go back into the program and make changes or corrections.

Keep the documentation of a program in a file folder labeled with the same title as the program.

When any changes are made to the program, document the changes and include this in the documentation package.

One other item that should be included in the documentation package is the operating instructions for the program.
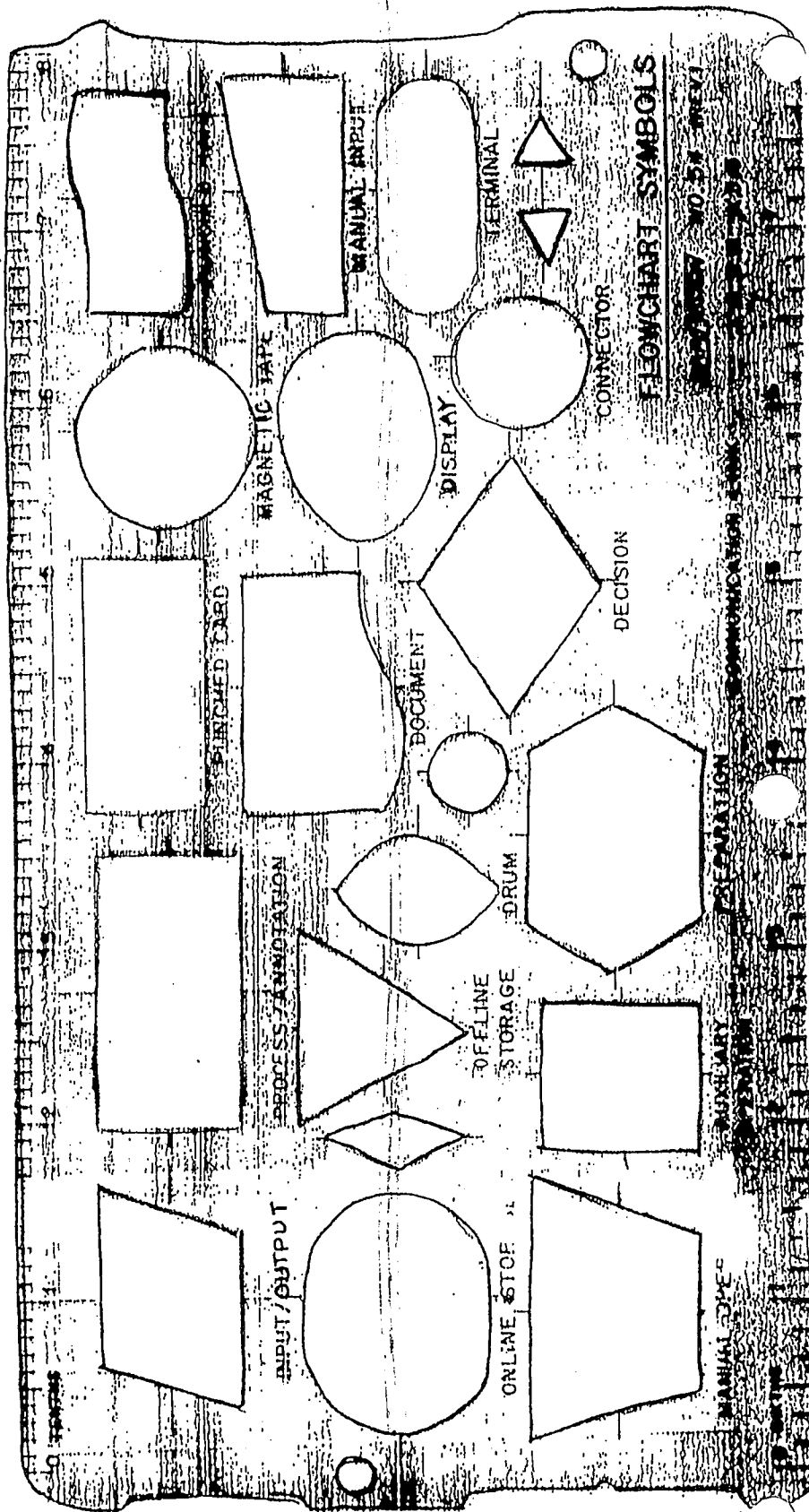
CHAPTER 7: FLOWCHARTING

Continued From Previous Page

Once all of this information has
been assembled, a complete
documentation package will be
available as needed. Most
programers have their biggest
failing in not properly
documenting or maintaining the
documentation of a program. The
bigger the program, the more
important is the documentation.

The better the documentation,
the easier it is to get into a
program and understand what has
been done. Even if the program
is one that you wrote, you might
not remember exactly what you
did or why it was done in that
particular way. Proper
documentation will tell you.

Many commercial software
packages have very poor or no
documentation. When this
occurs, using what you know,
develop your own documentation
package. Prnt a copy of the
program and draw a flow chart to
the best of your ability with
the information on hand. As
your knowledge of the program
increases, add to your
documentation package, always
keeping it up to date. Later,
if problems occur or changes to
the program are made, there is a
documentation package available
to help.

Next: Chapter 8
DEBUGGING

FLOWCHARTING TEMPLATE

Let's see, you've had your ADAM for a few years, you've purchased a memory expander to access all those neat new programs written lately. Now you're even thinking about buying that dot matrix printer to make all those neat graphics and/or speed up your printing capabilities. BUT, you still have that fuzzy screen on the old television that is hard to read - to say the least! Now you're thinking maybe you don't really need that dot matrix printer to print all those neat graphics after all.

What if I told you that all your dreams are possible after all? No, you didn't win the lottery. If you haven't purchased that color monitor just yet, here's the answer to your problem! There is a "fix" for your color tv to make it work as well as a monitor. The best part is that it is a very inexpensive project to tackle! The supplies needed can be purchased at your local Radio Shack store. This is what you'll need:

1-signal booster # 15-1118	$12.95
1-4' coaxial cable #15-1529	$2.79
1-1 1/2' RCA to RCA cable #42-2365	$1.79

The object is to make 2 cables with an RCA computer plug on one end and coaxial tv plug on the other. The RCA cable is a similar design to the coaxial tv cable, which helps simplify the process.

First, cut both the cables in half. Next solder the center wire of one RCA cable & the center wire of one coaxial cable together and then solder the outer casing wires together. Make two cables this way. Now tape up the connections making sure to tape up the center wires first so that they do not touch the outer casing wires as you tape the cable together. Your two cables will now each have a coaxial plug on one end and a computer RCA plug on the other.

Now that you're done making the cables, start disconnecting all the goodies from your ADAM so you can get at the plug in the back. Plug one RCA end into this same port, then plug the coaxial end into the input port of the signal booster. Plug the second coaxial end into the output of the signal booster and the RCA end into the game adapter on the tv.

Alternate connection - if your tv has coaxial cable input - use only the "adapter" cable to the signal booster and use a regular coaxial cable from the booster to the tv coaxial input. The coaxial input to the tv makes for a slightly better picture on the tv.

Now put your ADAM all back together again - hopefully in the same manner in which you took it apart, and plug the booster into a wall plug.

Now it's time to power up and test it out. Be ready for a pleasant surprise! What we've done is boost the computer signal to the tv so as to overcome most, if not all the line interference between the ADAM and the tv.

If you need help or don't quite understand the process, let me know and I'll help you any way possible.

Bob Slopsema   1815 Camille SE   Kentwood, MI 49546

"Yes, *&$% Happens!"
by Rob Friedman, CIS sysop

        Ok... it happened to me. I noticed that my 320 5.25" drive light was
out... so I figured it might be the power supply. I swapped the power
supply with the one from my main drive, my 720 3.5"... and it still didn't
work. BUT... it turned out that now BOTH drives were down. See... it wasn't
the power supply... it was the 320 drive. I opened the power supply <not an
easy feat...since it's a sealed plastic unit> and found both fuses in the
power supplies blown. I made a quick bridge, and re-plugged it in the (now
opened) 320 drive. And... I smoked a diode!
        Okay, now I KNEW we had problems! Well... after panicking at no longer
having a boot drive to access my Hard drive <for want of 2 disk drives...I
could no longer use one single block> I started calling. Ron Collins wasn't
home. BJ wasn't home. I woke up Alan <sorry Alan> Neeley. I took one of my
TDOS.GIV datapacks and reinstalled it for the Hard Drive... so I could
access my BHD program <that's the TDOS Big Hard Drive version... since I
have a 40 meg> and I was back online.
        The next morning, I took the Vulcan's Computer Monthly from
November, in which Faye Deere mentioned several places to get the drive fixed.
Well... I wasn't waiting. I called Jane Lingrel and got the number where BJ
was staying. Phil Kosowsky wasn't in. Oscar's wasn't open yet. And then I
tried good old M.W. Ruth. Talked to Kyle... and he recommended calling
Oscar's in Florida. I called them from work right afterwards and talked to
Marty. He was incredibly helpful <after he found out I wasn't afraid to
tackle my own disk drive>. He told me the amperage of fuse in the disk drive
power supply <it's 3 amp Slo-blo> and also told me a little about the 5v
regulator <mine has been running hot all the time>. I called back about an
hour later and talked to Howard Pines. He told me about modifying the
regulator <BJ had told me about that some years previously.. but I didn't
listen to him> and also the type of diode it needed.
        At lunch I went to two different Radio Shacks and got all the parts. That
night, after a few hours with a hot soldering iron, I was back online. Total
downtime... a single night! I called BJ where he was staying in Florida on
business, and told him what happened. He was happy that it was fixed, and
that Oscar's had all the info to give out over the phone <like he used to do
with me when he was doing is ADAM modifications.> About all I can say is,
"BRAVO, OSCAR'S!!" <The only deal for pay was to mention Oscar's on
CompuServe, which I already have.>
        So... yes... things can go wrong... BUT if you have some knowledge of
soldering, and aren't afraid to try a repair yourself, it CAN be fixed. I,
for one, would recommend Oscar's to anybody who has a problem with their unit.

The address is:

                OSCAR's Computers
                Mariner Plaza
                224-F Elgin Parkway
                Fort Walton Beach, FL 32548
                904-862-1007

My thanks to Faye Deere for having the information in Vulcan's, Marty and
Howard at Oscar's for helping me over the phone so quickly, Kyle at MW Ruth
for the suggestion to call Oscar's, my old friend John Lingrel for doing <or
helping me do> my 320 conversions some years ago, and Pat Herrington for
suggesting I write about this, which is what you've just read.

Well, be brave, cross your fingers, and I hope it never happens to you. Oh,
the comment in the title that is not printed... well, it rhymes with pit.
<SMILE... and, PEACE!>
                Rob Friedman   East Rockaway, NY   11/8/90

Last month we learned what T-DOS is and worked through an
sample installation. T-DOS can be installed for many hardware
configurations and has many options for you to choose from. The
installation example was set up for a TV type monitor but T-DOS is
capable of driving an 80 column display as well. There are a few
differences when installing 80 column T-DOS, one of the most
notable differences is that you run the 80TDOS45.COM program.
When you get to the I/OBYTE setting, you select **CON=UC1**. If you
are using an EVE VD-MB, you answer **YES** to that question. This
will set the correct comm port for the video output. There are no
color selections for the 80 column display.

If you are using parallel printer, select **LST=PAR.** When you get
to EDIT SMART KEY STRINGS, you may set up the SMART Keys with your
favorite commands. This is similar to defining keyboard macros.
I have customized my SMART Keys so that I can display the TDIR
(directory with date stamps shown), the resident DIR command,
return to the EOS operating system, and others with just one key
stroke. Any command is acceptable except ^X and ^Z, string of
commands, and executable program names (files with .COM and .SUB
extension) can be input here. This means that one key stroke can
run a program or a group of T-DOS commands. It is a convenience
for sure. You can always reinstall the system at a later date to
change these key definitions. This brings to mind an important
point, always write down a record of how you installed T-DOS. It
can be a valuable reference in the future.

T-DOS also works with either of the Orphanware (minni-winnie) or
the Micro-Innovations Hard Disk drive systems. You must however,
use the correct install program (Micro-Innovations version will
not work with the Orphanware system). T-DOS will automatically
sense the hard drive system and install the drivers for you. You
will still have to boot your system from disk, tape or cartridge.

I mentioned in the first article that the operating system resides
on disk, tape or cartridge. To clarify the cartridge; after you
get T-DOS set up the way you like it, make a second installed disk
or DDP by answering **YES** to the Do you want to install another?
question. Send the second installed ·T-DOS media to Walters
Software and they will make up a boot cartridge for you from your
media. Now you can boot T-DOS from the cartridge and save wear
and tear on your drives.

Built-In (Resident) Commands:
The following commands are built into the T-DOS CCP and represent
an improvement over the original CP/M commands.

   1. DIRECTORY (prints a sorted directory to the screen)
   2. TYPE (prints an ASCII file to the screen)
   3. LIST (prints an ASCII file to the screen and printer)
   4. COPY (copies files between drives and user areas)
   5. DELETE (erases files)
   6. RENAME (renames files)
   7. CLEAR SCREEN (clears the screen, like ^L in the EOS system)
   8. SAVE (saves the contents of memory to disk or tape)
   9. GO (restarts the program in memory)

1. The DIRECTORY command: The directory command returns a sorted
   directory listing of the contents of any specified drive and/or
   user area. A sorted directory listing is one that is sorted
   alphabetically by the program name. The general syntax is:
   DIR [du:][afn] where [du] is the   optional   drive/user
   designation and the [afn] is Ambiguous File Name. I'll discuss
   file names later.
   Acceptable command forms are as follows:

           DIR - Returns a sorted directory for all files on
                  the default drive, same as DIR *.*
      DIR *.COM - Returns directory information for all .COM
                  files on the default drive
     DIR READ.ME - Returns directory information for the file
                  READ.ME on the default drive
        DIR A: - Returns a directory of all files on the "A" drive
     DIR A:*.?O? - Returns a directory of all files on drive "A"
                  that have an "O" in the center position of the
                  extension
        DIR B5: - Returns a directory listing of all files on
                  drive "B" that are located in user area "5"
   DIR 3:TDOS.COM - Returns a directory listing of the specified
                  file TDOS.COM located in user area "3" of the
                  default drive.

2. The TYPE Command: The type command will print a file to the
   screen 24 lines at a time, pausing at each screen.   Simply
   press RETURN to carry on. If you want to abort the   display,
   press RETURN twice in a succession.

   Similar to the DIR command, TYPE can print a' file from any
   drive/user area.   It has the following syntax:

          TYPE [du:]UFN [/n]

   Note that no wild cards are allowed in the file name as denoted
   by the UNAMBIGUOUS file name (UFN).

   The [/n] option lets you disable the paging.

3. The LIST Command: List is similar to TYPE but it sends the
   selected file to the screen and printer.   It adjusts it's
   default page length to 58 lines and sends a FORM FEED to the
   printer at every page. It has the following syntax:

          TYPE [du:]UFN [/n]

   If you want to LIST a file that already has form feeds in it,
   use the '/n' option to suppress the line count.

Next month I will continue discussing the resident Commands and
perhaps we'll get into the utility files that come with T-DOS.

If you have any questions or need help with T-DOS, you can contact
me (James Poulin) at the following phone numbers:
Work: (407) 853-4775   Home: (407) 631-0958   Fax:(407) 730-3025

If you are not yet familiar with all the functions of the MOVE/COPY key, now is the time to learn! You will get infinitely more use from your YULE TOOLS when you know how to manipulate all the design elements.

To access this menu, simply press the MOVE/COPY key. You will then be presented with several options. "COPY CELL" is used to place the entire screen of the current cell in one or more different cells. This is very useful for keeping interim versions of work in progress, for making experimental changes, and for creating headers and footers. Select the number of the cell you wish to copy to by pressing the corresponding number on the keyboard (1 to 4, or 1 to 8, depending on the size of your memory expander.) You can copy to as many cells as you like. Each time, you will be shown the contents of the new cell, and asked whether you really wish to replace it. When you are done, press ESCAPE to return to the MOVE/COPY menu.

Another useful option is MOVING WINDOW. This helps you to see how the contents of your workspace line up in relation to each other. You can scroll between cells, moving up, down, left, or right, depending on your current cell. Use the arrow keys to scroll, and the ESCAPE key when you are done. No changes are possible from this function.

PULL PICTURE allows you to move the entire screen in any direction, or to move just one 8-pixel row at a time. You probably will not use PULL BY ROW very much, but it is handy for centering text. PULL (entire) SCREEN is very convenient for erasing large areas of graphics around any of the four edges of your screen. For example, if you wish to eliminate the text on the bottom of the CANDLES: picture, use the DOWN arrow key to pull the picture to the bottom of the screen until the text disappears. Then use the UP arrow key to pull the candles back in place. MOVE SLOWLY. The screen moves 8 pixels at a time, and the results do NOT appear on the screen instantly. Holding the arrow key down for too long can easily erase the entire picture. If this happens, don't panic. TO GET YOUR PICTURE BACK, PRESS THE <UNDO> KEY!!!!

PULL SCREEN also helps you to center graphics between cells. If you would like to place a picture in the middle of a letterhead, and then add details to either side of the picture, you first copy the cell to the adjacent cell. Then use PULL SCREEN to pull the picture in Cell 1 to the right, and, after returning to the Primary Menu and switching cells, use the same technique to move the contents of the right cell to the left. Your screen is now centered, and you can add any details you like. The GARLAND: pictures were designed this way. If you press the left or right arrow key 15 times, you will move your picture exactly half way across the screen. You can use the same technique to center vertically with the up and down keys. (To move half the screen VERTICALLY, press the key only ten times.)

The other option in this menu is SET FRAME. When you press this key, a small shape appears which represents the location of the upper-left hand corner of your frame. You can move it across the screen with your arrow keys, and press <RETURN> to fix it in place. Then another shape appears, representing the lower right-hand corner. Use the arrow keys and <RETURN> to finish your frame. Whatever is inside the frame can now be moved, copied, or erased. You are limited to 8-pixel increments. Your frame can be square or oblong, but can be no smaller than 8 pixels square and no larger than 64 pixels square.
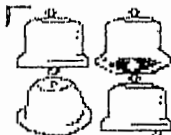
I. GET desired clip; use CLIP ART to position on screen.

II. From Primary Menu, press MOVE/COPY key.

III. Select SET FRAME.

IV. Use arrow keys to place upper left corner of frame at the top of the bell. Fix in place with <RETURN>.

V. Use the same procedure to fix the lower right corner.

VI. Choose MOVE or COPY; use arrow keys to move or copy the contents of the frame to a new location. (You can also Control + U to move or copy to a higher-numbered cell; or Control + D for a lower-numbered cell.)

<MOVE>
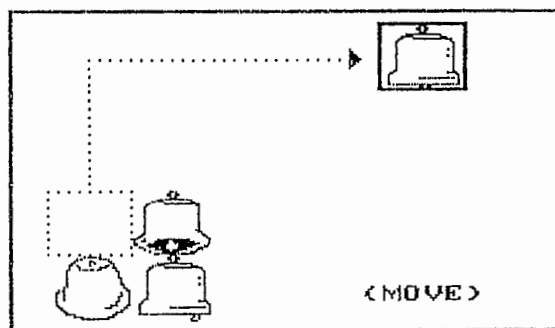
VII. Press <RETURN> to fix in new location. When asked "ARE RESULTS OKAY?" press "YES" (unless you do not like the change!)
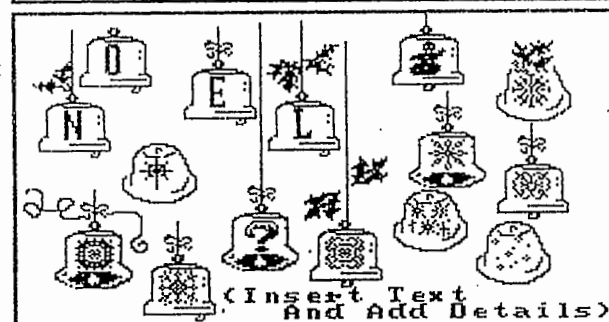
VIII. Press SET FRAME again if you want to continue.

<MOVE>

<MOVE>

<COPY>

<COPY>
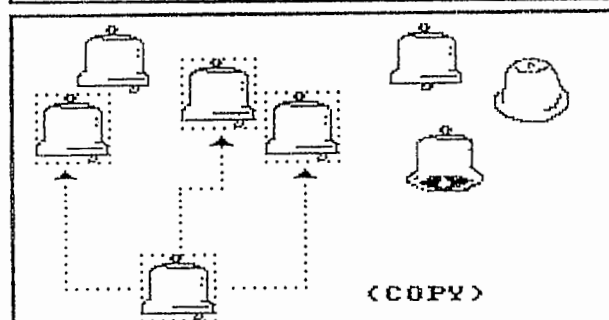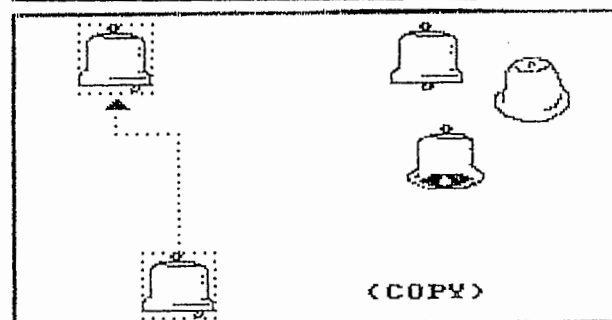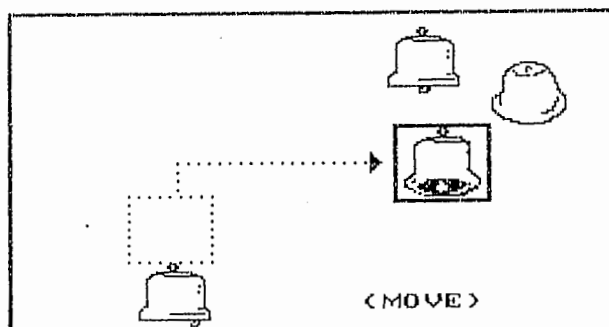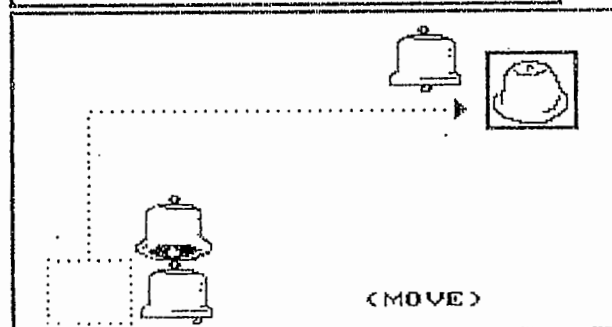
REPEAT PROCEDURES AS ABOVE UNTIL ALL ELEMENTS ARE IN DESIRED LOCATIONS... THEN RETURN TO PRIMARY MENU.

****

YOU ARE NOW READY TO ADD SPRITES, DRAW DETAILS WITH FOREGROUND MENU, "INSERT" TEXT WITH INSERT KEY, ETC.

(Insert Text And Add Details)

CAUTION: Do NOT use MOVE if you are not certain that the new location will NOT overlap any part of the original location, otherwise you may ERASE contents of frame. If you are not sure, use COPY instead of MOVE. Then follow up with ERASE if desired (or use Space Bar from INSERT.)

PowerPAINT Workshop: MOVE/COPY Tutorial (continued)

You are now presented with three options. ERASE will eliminate the contents
of the frame: all the foreground details will be gone, and the background
will be changed to default black. (If you do not want black background, you
can change it later from any of three menus: GLOBAL COLOR, DRAW BACKGROUND, or
even INSERT, using the space bar.)

Rather than ERASE, you can choose to MOVE or COPY the contents of the frame.
MOVE will put them in a different area, erasing them from the original
location. COPY will leave the original graphics but place another copy of
them in a new location. In either case, you choose the new location (in
8-pixel increments) with the arrow keys and fix in place with <RETURN>.   You
can MOVE or COPY to a different cell, too. Hold down the Control key while
pressing either U or D (for Up or Down.) Control U will move to a
higher-numbered cell, and Control D will move to a lower-numbered cell. When
your frame is in the correct cell, use the arrow keys to position it and
<RETURN> to fix it permanently. You will be asked whether or not the results
are okay. If you press Y, the change is permanent. Then you will return to
the original cell. If you press N, you will return to the original cell, but
nothing will have happened. You can start again if you like.

Think of the contents of your frame as being Clip Art that you choose yourself
from portions of your screen. The difference is that the "clip" can be of
different sizes. (The minimum size is the same as a font letter, and the
maximum is as large as a regular clip.) This flexibility means that you can
choose just a small portion of a clip and place it in various locations in
your workspace (in every cell, if you like.) For example, you can set a frame
around each individual ornament in the "frame clips" on this volume (one at a
time) and move it to a new location.

One word of caution: do NOT use the MOVE function unless you are moving to an
entirely new location. If any portion of the new location overlaps any
portion of the old location, the contents of the frame will be ERASEd instead.
When in doubt, use the COPY function. Then you can follow up with ERASE if
you still need to get rid of anything. Or you can erase by using the space
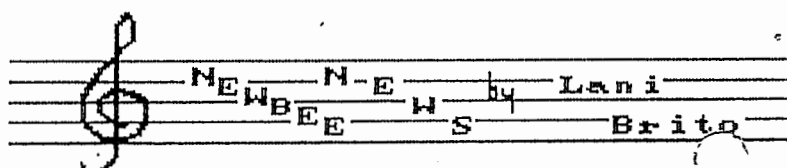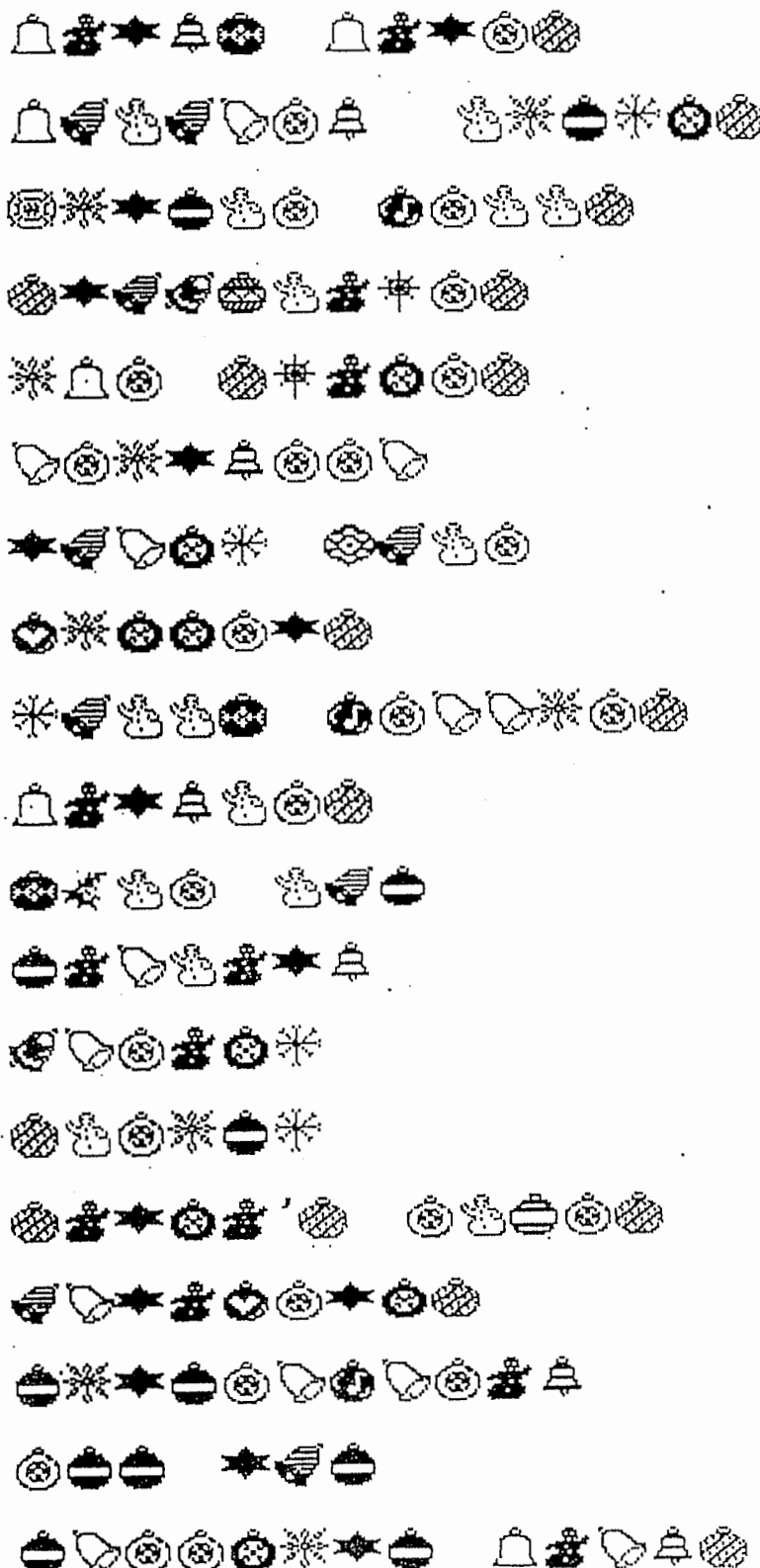bar in the INSERT menu.

Remember that the correct keys for moving or copying the contents of a frame
to a different cell are Control plus U or D, NOT Control plus the arrow keys.
Do not be intimidated by all the references to "8 pixel increments". You do
not have to count pixels. The frame will automatically count off the
increments. Play with it and find out what you can and cannot do.

If you ever become frustrated because something you've drawn does not fall
within the increments, you might want to know that there is a way around it.
If you SAVE your picture as a SmartPAINT file, you can use a Public Domain
program by Digital Express called Simple PAINTER to replot the picture a few
pixels. (There is also an updated version of this program released by The
SoftWORKS Factory. Either version will do the trick.) Though SimplePAINTER
is not as user- friendly as most DEI programs, it is free, and it works.

There are many reasons you might want to move portions of your screen to
another screen (besides the obvious reason that you might just WANT them
there.) For example, you might want to change foreground or background colors
in only one portion of your picture. You might want to add texture or shading
with Brushes. You might want to REVERSE SCREEN to transform foreground into
background, and vice versa, without affecting any of the rest of the picture.
You might want to try any number of experimental changes before making them
permanent. You might want to split a clip or sprite so that you can place
part of it in one cell and part in another. All those options are open to you
from the MOVE/COPY menu. Don't be afraid to experiment. Have fun!

                  ~ Courtesy EyeZod Graphics Dec. 1990 ~

SYMBOLISM

IN THE FOLLOWING PUZZLE, EACH
SYMBOL REPRESENTS A LETTER
OF THE ALPHABET. EACH WORD
OR PHRASE IS ASSOCIATED WITH
THE SEASON. OLDER KIDS (FROM
ABOUT AGE 9 OR 10 AND UP)
WILL ALSO ENJOY SOLVING THIS.

(puzzle of pictographic symbols — bells, angels, stars, ornaments, snowflakes, etc.)

NEWBEES by Lani Brito

"NOTES" of a new ADAM owner

Ah, what a wonderful day it was
when I looked in my mailbox and found
it loaded with goodies! The colored
diskettes from MEI/Micro Center, the
catalogs from MW Ruth and REEDY Soft-
ware, and last but definitely not
least: VIDEOTUNES!!!

As most MOAUG members know, I'd
really like to take advantage of
ADAM's sound capabilities. But as a
"newbee", there is so much I need to
learn. I believe that purchasing this
program is a step in the right
direction for me.

VIDEOTUNES is pretty easy for me to
use, since I have some experience with
keyboards. It allowed me to compose
my own music and play it back. I can
play up to three notes at once. The
onscreeen keyboard has four octaves,
while my sheet music (complete with
bass and treble cleffs) is displayed
right above it. And the songs I
compose can be up to 1000 notes long!

You can edit your music, too!
Using your hand-held controller, you
can insert, delete, or change the dur-
ation of any note. And when you are
done, you can store your compositions
on a blank disk or ddp for future use.

The manual that was included also
has a nice "extra". There was a short
but very informative intro to the fun-
damental concepts of music. It intro-
duces you to notes, pitch, scales,
tempo, and so on.

The only thing I found a little
disappointing was the fact that I
could not print out my compos. I
dread the idea of having to "chicken
scratch" everything down on paper.
Despite this minor setback, I must say
that VIDEOTUNES had me sitting in
front of my ADAM for 4 hours straight!

I'll be ready for the MIDI in no
time!

Holiday Puzzle by PJ Herrington
SOLUTION ON REQUEST

Santa Claus and Barry Wilson: *Could They Be The Same Person?*
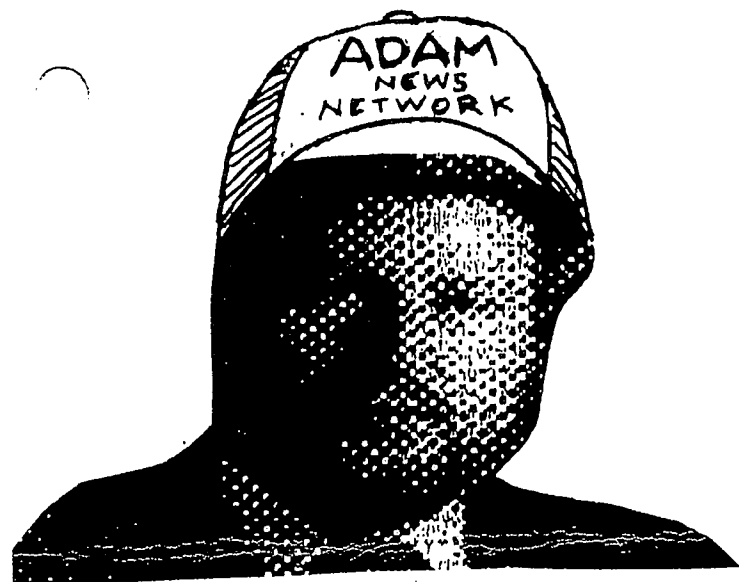
DIGITIZED PHOTO COURTESY JIM WALTERS

CHECK OUT THE FACTS:

Santa Claus:	Barry Wilson:
* Distributes gifts around the world.	* Distributes ANN disks around the world.
* Cannot be reached by telephone.	* Cannot be reached by telephone.
* Says "HO HO HO" an awful lot; shakes when he laughs like a bowl full of jelly.	* Writes a lot of funny stuff, presumably laughs in the process; Shakes up ADAM crowd.
* Keeps a staff of elves busy year 'round cranking out toys.	* Keeps a staff of A.N.N. editors busy year round cranking out news.
* Often makes his contributions anonymously.	* Often makes his contributions anonymously.
* Wears neatly-groomed facial hair.	* Wears neatly-groomed facial hair.
* Wears a red suit.	* Wears a dark suit.
* Works out of his home.	* Works out of his home.
* Keeps a list of who's naughty and who's nice, who's been good or bad, who's awake and who's sleeping, etc.	* Keeps lists of who has help to offer or stuff for sale or will write articles, draw, or man the phones, etc.
* Consorts w/ Reindeer.	* Consorts w/Faye Deere.
* Nobody you know has ever actually seen him in person.	* Nobody you know has ever actually seen him in person.

THINK ABOUT IT: —HAVE YOU EVER SEEN A PICTURE OF BOTH OF THEM TOGETHER?

LETTERS TO (and from) THE EDITOR

Dear Editor: Is there REALLY a Barry Wilson? Some of my little friends say he doesn't exist, but I disagree. I asked my Papa and he didn't seem to know the answer. He just said, "If you see it in the MOAUG newsletter, it's so."
-- Virginia

Virginia, your little friends are wrong. There IS a Barry Wilson, just as surely as there are Hard Drives and MIDI interfaces for an orphaned computer.
-- Editor

Well, but is Barry Wilson Santa Claus?
-- Virginia

Oh, probably not.
-- Editor

But then, why haven't I ever seen a picture of Santa Claus and Barry Wilson together, huh? HUH? Answer me THAT, why don't you? Huh?
-- Virginia

Uh... well, who knows? Maybe Barry IS Santa.
-- Editor

Are you willing to testify to that in court?
-- Virginia

Get serious! Don't you know that Barry Wilson is a lawyer? Don't you think I'm in enough hot water already?
-- Editor

Is nothing sacred?
-- Virginia

I refuse to answer on the grounds that Barry Wilson is a lawyer (previously proven theorem.)
-- Editor

BACKSLASH BYTEHACKER'S CHRISTMAS CAROL

"Backslash Bytehacker" is the tongue-in-cheek creation of Ron Mitchell, the talented and funny editor of the ADAM USER-FRIENDLY GROUP newsletter (Ontario, Canada.) Slash's adventures appear in each issue. This month, Slash finds himself the unwilling recipient of an eerie message — in verse, no less! (Reprinted from AUFG Nov/Dec issue)

Backslash Bytehacker

by R.H. Mitchell

December threatened, grey and cold
A month had come and gone.
And fearing soon some winter snow,
The Slash cleaned up his lawn.

A chilly and persistent breeze
Blew leaves in from the street
And with them one small scrap of paper
Near to Slash's feet

At first he just ignored it,
Raking it into the pile,
But then he saw the writing,
"For Slash, a README file!"

"OK!" Bytehacker yelled aloud,
Just who the Hell are you?
And show yourself this instant,
Or I'll call the boys in blue!"

A darting glance along the street,
No answer, not a sound,
No stranger introduced himself,
For no one was around.

Bytehacker took the paper
Opened it, and shook his head,
Thinking, "Why should I be singled out
For love notes from the dead?"

The note began quite simply,
Hello Slash, remember me?
I'm the windswept ghostly voice
That clued you in on Z8E.

So now that winter's here
And soon the Christmas season too,
I thought I'd write this note and thus
With facts enlighten you

It seems we didn't mesh that night
I blew into your ear.
And told you of the software
That struck your heart with fear.

So now I'll try another tack
In hopes to make it through
That dense and foggy skull of yours
It's hard to talk to you!

You can think of me as Santa's 'man'
I supervise the elves
I whip the little devils
When it's time to stock the shelves

So last year Santa asked me
What I thought you'd want to see
To help you with your ADAM
And to grace your Christmas tree.

I told him plain and simple
'His IQ's no more than ten,
Give him anything he asks for,
Anything but CP/M.'"

The Slash gave forth a shudder
Looking skyward, then said he,
"I don't deserve this wierdo, Lord,
How come he's bugging me?"

"You know," the note continued,
"That it does no good to moan.
Already neighbours here abouts,
They know you live alone.

So anyway, where was I,
Oh yes, on CP/M
Well Santa just ignored me,
He'll do that now and then.

So through the year I watched you
Flounder, crash, and try again
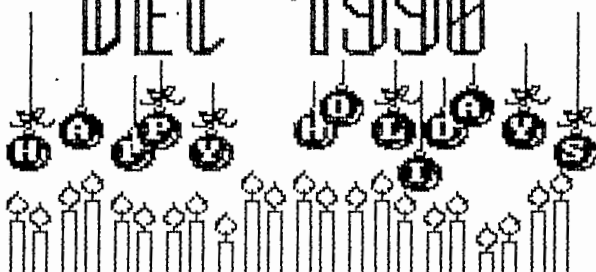With the operating system
That is known as CP/M

I do not think yo'll make it Slash,
Without some help from me,
So come the New Year, we'll begin,
It will go well, you'll see.

And meantime, Merry Christmas,
For this month, I think it best
If you're going to use your ADAM,
Better stick with EOS!"

DEC 1998

HAPPY HOLIDAYS

JAN 1991

SUN	MON	TUE	WED	THR	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

SUN	MON	TUE	WED	THR	FRI	SAT
WELCOME KATIE ELIZA NUNES!! Born to CompuServe Sysop Tim Nunes and Wife Kathy on 11/22 at 11:22!!!						1
2	3	4	5	6	7 PEARL HARBOR DAY	8
9 MOAUG MEETING 1:45	10	11	12 First Day of HANUKKAH	13	14	15
16 OPEN HOUSE	17	18	19	20	21 First Day Of Winter	22
23	24 Christmas Eve	25 Christmas Day	26	27 Deadline MOAUG Newsletter Submissions January issue	28	29
30	31 New Year's Eve	HAPPY NEW YEAR!!!				

*PLEASE NOTE: This Year's Annual Holiday Open House Will Be Held at Dally and Lani Brito's House. They Live just across from the Universal Studios, at 6132 Sand Crest Circle. See the directions in this issue. If you need more infor- mation Call (407) 345-5398.

TIME: Any Time After 3 P.M. Until about 9 P.M. EVERY Body Is Invited, Including Families & Guests. Casual Dress. Contributions Wel- come But Not Necessary. We Know You Are Busy at This Time of Year, But if You CAN Join Us, PLEASE DO! We Will Be Looking For You!!!

TEAMWORK MAKES IT HAPPEN

ADAM

Editor: Patricia Herrington
1003 Oak Lane
Apopka, FL 32703

METRO ORLANDO ADAM USERS GROUP

45 USA Harvey C

ANGLICAN CHURCH OF THE INCARNATION
X ← 1515 EDGEWATER DR

↑ TO
COLLEGE
PARK

EDGEWATER DRIVE

IVANHOE BLVD.

I-4

LAKE IVANHOE

ORANGE AVENUE

STEAK & ALE

(HWY 50) COLONIAL DRIVE

ADAM LIVES!