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PRaise GOD, I HAVE RECEIVED MANY POSITIVE COMMENTS FROM YOU ON THE PREMIERE ISSUE OF NIAD - THANKS FOR THE ENCOURAGEMENT. PLEASE ALSO PROVIDE ANY SUGGESTIONS FOR IMPROVEMENTS. I HOPE I AM MEETING THE OBJECTIVES OF PROVIDING YOU PRACTICAL INFORMATION THAT ENHANCES THE USEABILITY OF YOUR ADAM.  
 I THINK YOU'LL FIND SOME EXCITING INFORMATION IN THIS ISSUE - THINGS ARE DEFINETLY LOOKING UP.  
 I'M TRYING DIFFERENT SPACING TO IMPROVE READABILITY. THIS SHOULD ESPECIALLY HELP ON THE PROGRAM LISTINGS. I'M TRYING TO PROVIDE YOU AS MUCH INFORMATION ON EACH PAGE AS POSSIBLE, BUT I DON'T WANT TO BE SUED FOR ANY EYESTRAIN PROBLEMS !! PLEASE NOTE THAT ALL PROGRAMS THAT ARE LISTED IN EACH ISSUE ARE ALSO INCLUDED ON THE SOFTWARE EXCHANGE PROGRAM - SO IF YOU DON'T WANT TO TYPE IN THE PROGRAMS, TAKE ADVANTAGE OF THIS FREE SERVICE TO OBTAIN PROGRAMS ON DDP OR DISK.

NIAD MEMBERSHIP IS GROWING RAPIDLY AS IS THE USE OF THE BUYING SERVICE. MY GOAL IS TO SHIP ALL ORDERS OUT WITHIN 48 HOURS OF RECEIPT (I HAVE BEEN SHIPPING WITHIN 24 HOURS SO FAR). I AM INCREASING MY INVENTORY, BUT CAN'T AFFORD TO STOCK LARGE QUANTITIES. I CAN USUALLY OBTAIN STOCK WITHIN 1 WEEK IF I AM OUT OF AN ITEM. THE BUYING SERVICE LIST OF PRODUCTS IS GROWING AS I FIND ADDITIONAL GOOD PRODUCTS FOR THE ADAM AND COLECO RELEASES ADDITIONAL SOFTWARE. I AM ENCOURAGED BY THE NEW SOFTWARE THAT IS COMING OUT IN THE NEAR FUTURE. SEE THE UPDATE SECTION FOR THE GOOD NEWS !

MANY OF YOU KNOW JOHN ZIMMERMAN, WHO HAS BEEN VERY ACTIVE ON COMPUSERVE. JOHN HAS SPENT ALOT OF HIS TIME CHAIRING THE CONFERENCES ON SUNDAY AND WEDNESDAY EVENINGS. JOHN IS RECOVERING FROM A SERIOUS OPERATION AND SHOULD BE BACK SOON. I PRAISE GOD FOR THE WAY HE HAS SUSTAINED JOHN AND IS BRINGING HIM BACK TO A FULL RECOVERY.

ITS HARD TO EXPLAIN THE JOY AND PEACE THAT YOU CAN HAVE UPON ACCEPTING JESUS AS YOUR LORD AND SAVIOUR. JESUS SUFFERED AND DIED SO WE CAN BE FREE AND HAVE ETERNAL LIFE - WHAT A GLORIOUS GIFT FROM GOD TO US HIS CHILDREN. ALL WE HAVE TO DO IS ACCEPT THIS GIFT - IT IS THERE FOR THE TAKING.

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COLECO, ADAM, COLECOVISION, SMARTWRITER, ADAMCALC, SMARTFILER, SMARTBASIC, CPM 2.2, SMARTLOGO, SUPER ZAXXON, DRAGON'S LAIR ARE ALL TRADEMARKS OF COLECO INDUSTRIES, INC.

" IF WE SAY WE HAVE NO SIN, WE DECEIVE OURSELVES, AND THE TRUTH IS NOT IN US. IF WE CONFESS OUR SINS, HE IS FAITHFUL AND JUST, AND WILL FORGIVE OUR SINS AND CLEANSE US FROM ALL UNRIGHTEOUSNESS. IF WE SAY WE HAVE NOT SINNED, WE MAKE HIM A LIAR, AND HIS WORD IS NOT IN US." I JOHN 1:8-10

I'M EXCITED AND VERY OPTIMISTIC BECAUSE OF THE NEW SOFTWARE COMING OUT FOR THE ADAM. COLECO HAS STATED IN WRITING THAT THEY WILL CONTINUE TO DEVELOP ADDITIONAL SOFTWARE FOR THE ADAM. NOW, LETS UNDERSTAND THAT THIS IS THERE CURRENT POSITION WHICH COULD CHANGE. HOWEVER, IT ONLY MAKES SENSE FOR THEM TO DEVELOP THIS SOFTWARE SINCE IT HAS TO BE A MONEY MAKER FOR THEM. THEY HAVE A CAPTIVE AUDIENCE AND VERY LITTLE COMPETITION. ADDITIONALLY, THEY CAPITALIZE ON THE COLECOVISION SOFTWARE DEVELOPMENT (E.G. CHOPLIFTER, ETC.). IT WOULD SEEM FOOLISH TO ME FOR THEM TO ABANDON ADAM SOFTWARE UNLESS THEY WERE GOING TO DROP COLECOVISION AS WELL. IN ANY EVENT, THERE IS MORE SOFTWARE COMING OUT NOW FROM COLECO AND OTHER SOURCES (SEE UPDATES). WATCH FOR REVIEWS IN NIAD.

ADDITIONALLY, THE RELEASE OF THE ADAM TECHNICAL MANUAL AS WE PREDICTED WILL REALLY OPEN UP THE ADAM TO THIRD PARTY AND "HACKER" DEVELOPMENT - THIS IS WHAT WILL KEEP THE ADAM A VIABLE SYSTEM.

CPM 2.2 IS EVEN BETTER THEN I HAD HOPED. IT IS A FULL FUNCTION VERSION OF CPM THAT WILL OPEN THE ADAM UP TO A WEALTH OF PUBLIC DOMAIN SOFTWARE. IT WILL ALSO ALLOW THE DEVELOPMENT OF ASSEMBLY LANGUAGE PROGRAMS FOR THE ADAM. NIAD IS WORKING TO PROVIDE ALL MEMBERS WITH CPM SOFTWARE.

RELATIVE TO HARDWARE PERIPHERALS, THERE WILL DEFINETLY BE NO ADDITIONAL PRODUCTS FORM COLECO FOR THE ADAM. I PREDICT THAT SOME ENTERPRISING PEOPLE WILL COME OUT WITH A RS-232 INTERFACE CARD SOON (SCHEMATICS ARE IN THE TECHNICAL MANUAL). I DOUBT WE'LL SEE A 80 COLUMN CARD BECAUSE THERE IS NO REAL NEED FOR IT AND IT IS A TECHNICAL PROBLEM TO DO. I BELIEVE A SEPARATE POWER SUPPLY OUT SOON AS WELL.

THERE ARE RUMORS THAT GTE MAY PURCHASE THE MANUFACTURING RIGHTS FOR THE ADAM - THIS WOULD BE GREAT BUT I CAN'T SEE IT IN THIS COMPETITIVE MARKET UNLESS THE PRICE WAS RIGHT. THE LOW END HOME COMPUTER MARKET IS A DISASTER !

THE ADAM DISK, MODEM, EXTRA DDP DRIVE, 64K EXPANDER AND ALL SOFTWARE ARE READILY AVAILABLE (AT LEAST THRU NIAD). BY THE TIME YOU RECEIVE THIS NEWSLETTER THE FORMAL ANNOUNCEMENT THAT REVCO WILL TAKE OVER THE RETAIL DISTRIBUTION OF ALL ADAM PRODUCTS SHOULD BE OUT. IT APPEARS THAT ALL ADAM PERIPHERALS AND SOFTWARE WILL REMAIN AT ABOUT THE CURRENT PRICE WITH THE COMPLETE ADAM SYSTEM DROPPING TO ABOUT \$400 (ALREADY AVAILABLE AT THAT PRICE AT TOYS R US). I'M SURE REVCO WILL ADJUST PRICES BASED ON DEMAND.

PLEASE MAKE SURE YOU SEND IN THE SURVEY SHEET FOR SMARTBASIC 2.0 AND THE ADAM UTILITY KIT. WE NEED TO LET COLECO KNOW OUR NEEDS.

. BC'S QUEST FOR TIRES AND BC: GROG'S REVENGE HAVE BEEN RELEASED ON ONE DDP. THESE PROGRAMS HAVE BEEN DEVELOPED BY SYDNEY DEVELOPMENT OF CANANDA AND WILL BE MARKETED THROUGH VIDEO TAKE OUT IN LOS ANGELES FOR \$30. THIS IS A GREAT DEAL FOR TWO EXCELLENT PROGRAMS. THE BEST NEWS IS THAT SYDNEY HAS MORE PROGRAMS IN THE WORKS !!

. VICTORY SOFTWARE (ADVENTURE PACKS I/II, TREK, ETC.) IS DEFINETLY COMMITTED TO THE ADAM AND WILL BE RELEASING TWO MORE SOFTWARE TITLES SHORTLY.

. COLECO IS ON SCHEDULE WITH THE RELEASE OF BEST OF BRODERBUND (OUT NOW), FAMILY FEUD, 2010: TEXT ADVENTURE, JEOPARDY AND THE ADVANCED ADAMLINK TELECOMMUNICATIONS SOFTWARE FOR MARCH RELEASES.

. COLECO IS DEBATING WHETHER THEY WILL COMPLETE THE DEVELOPMENT OF SMARTBASIC 2.0 AND THE ADAM UTILITY TOOL KIT. WE AS ADAM OWNERS NEED TO FEEDBACK OUR DESIRES TO COLECO. PLEASE FILL OUT THE ENCLOSED SURVEY AND RETURN IT TO ME AND I WILL COMPILE THE RESULTS FOR COLECO.

. MANY OF YOU ARE LEARNING CPM 2.2 AND WILL NO DOUBT BE LOOKING FOR SOME CPM SOFTWARE AS SOON AS YOU LEARN HOW IT WORKS ! I AM WORKING WITH A LARGE CPM USERS GROUP IN CALIFORNIA TO OBTAIN PUBLIC DOMAIN CPM SOFTWARE FOR THE ADAM. I WILL HAVE A SURVEY IN THE MARCH ISSUE TO DETERMINE WHAT TYPES OF SOFTWARE YOU ARE INTERESTED IN SO I CAN ARRANGE FOR THESE TITLES TO BE CONVERTED TO THE ADAM FORMAT. UNFORTUNATELY, WESTICO IS RECONSIDERING WHETHER THEY WILL CONVERT THEIR TITLES TO ADAM FORMAT BASED ON THE PRICE RANGE OF THEIR PRODUCTS (CHEAPEST IS \$100.00). I DON'T THINK THE TYPICAL ADAM OWNER IS READY TO PAY \$195 FOR SUPERCALC WHEN WE HAVE ADAMCALC OR \$495 FOR WORDSTAR, ETC. THESE PRICES ARE JUST OUT OF THE BALLPARK FOR THE ADAM OWNER AT THIS POINT. WE'LL HAVE TO SEE HOW THIS GOES.

. COLECO WILL SHORTLY BE RELEASING THE ADAM TECHNICAL MANUAL TO SOFTWARE/ HARDWARE DEVELOPERS.

### NEXT MONTH

. DETAILS ON THE REVCO "DEAL" AND HOW THE ADAM PRODUCTS WILL BE DISTRIBUTED

. CONTINUATION ON OUR WORKSHOPS

. REVIEWS OF VIDEOTUNES FROM FUTUREVISION, ADAM'S RIB FROM TAPEWARE TECH, 2010: TEXT ADVENTURE, FLASHCARD MAKER AND SMART LETTERS & FORMS FROM COLECO, TWO SURPRISES FROM VICTORY SOFTWARE.

. CPM PUBLIC DOMAIN SOFTWARE INFORMATION AND SURVEY OF MEMBER INTERESTS.

. UPDATES ON NEW SOFTWARE PLANS FROM COLECO AND OTHER VENDORS.

## COMPUERVE UPDATE

WHAT IS COMPUERVE ? IT IS AN INFORMATION SERVICE FOR USE BY COMPUTER OWNERS WHO HAVE A MODEM THAT CAN BE USED TO TRANSMIT AND RECEIVE DATA OVER PHONE LINES. THERE ARE ALOT OF BENEFITS TO THE COMPUTER OWNER WHO CAN USE THEIR SYSTEM TO OBTAIN INFORMATION FROM LARGE COMPUTER DATA BASES. I WON'T GO IN TO ALL THE DATA THAT IS AVAILABLE ON COMPUERVE - IT IS QUITE EXTENSIVE.

IN ADDITION TO OBTAINING DATA, COMPUERVE CAN BE USED AS A CENTRAL MESSAGE CENTER FOR COMPUTER OWNERS. FAMILY COMPUTING HAS AN "ELECTRONIC" MAGAZINE ON COMPUERVE THAT CONTAINS A MESSAGE FORUM THAT IS USED HEAVILY BY ADAM OWNERS. WE "MEET" TO EXCHANGE INFORMATION IN A CONFERENCE MODE WHERE MANY USERS CAN PARTICIPATE AT ONE TIME. ALSO, WE CAN LEAVE MESSAGES TO EACH OTHER AND REVIEW HELPFUL INFORMATION LEFT BY OTHER ADAM OWNERS. THIS IS A GREAT SOURCE OF DATA FOR ADAMITES AND IS HELPFUL IN CONFIRMING/ DISCOUNTING RUMORS. ONE CAN MEET OTHER ADAM OWNERS WITH SIMILAR INTERESTS AND EXCHANGE INFORMATION TO EVERYONES BENEFIT.

COMPUERVE ALSO HAS A PERSONAL "ELECTRONIC MAIL" SYSTEM WHICH IS USED TO LEAVE MAIL FOR AN INDIVIDUAL FOR LATER "PICKUP". THIS IS USEFUL IN EXCHANGING PERSONAL INFORMATION THAT IS NOT OF GENERAL INTEREST.

IN ORDER TO GET INTO COMPUERVE YOU MUST HAVE THE ADAMLINK MODEM WHICH IS USED TO CONNECT THE ADAM TO YOUR PHONE LINE. AN ENHANCEMENT TO THE COMMUNICATIONS SOFTWARE SUPPLIED WITH THE ADAMLINK MODEM WILL ALLOW US TO TRANSFER SOFTWARE PROGRAMS TO AND FROM COMPUERVE. IN THIS WAY WE CAN "LEAVE" A NIAD SOFTWARE EXCHANGE PROGRAM ON THE COMPUERVE DATABASE FOR ANY MEMBER TO "RETRIEVE" FOR THEIR USE.

COMPUERVE COSTS INCLUDE AN INITIAL "STARTER" FEE OF \$20 - \$30 AND A PER HOUR CONNECT CHARGE OF \$6.00 (6:00 PM TO 5:00 AM). YOU MUST DIAL A LOCAL NUMBER TO GET INTO COMPUERVE (THIS MAY BE A TOLL CALL DEPENDING ON YOUR LOCATION I.E. RURAL AREAS).



## ADAM™ SmartBASIC™

I'M HAPPY TO ANNOUNCE THAT CHUCK KOLANDER HAS OFFERED TO MAINTAIN THE SMARTBASIC SOFTWARE LIBRARY. PLEASE SEE THE SOFTWARE EXCHANGE SECTION FOR INFORMATION ON HOW LIBRARY PROGRAMS ARE EXCHANGED.

SORRY GANG, I COMMITTED THE STUPID ERROR OF NOT RUNNING THE THREE VOICE CANON PROGRAM BEFORE PRINTING IT !! HENCE, YOU MAY HAVE FOUND THE ERRORS IN THIS PROGRAM. PLEASE REPLACE THE FOLLOWING LINES IN THE PROGRAM:

```
1000 L1%= 3: P1%=F(FN M(N/4))
6040 POKE CHIP%, SECOND%:CALL SOUND%
6100 FOR DELAY =1 TO DURATION*TEMPO:NEXT DELAY
    THE LAST TWO LINES OF THE PROGRAM SHOULD READ AS
FOLLOWS:
17000 REM FOR "TWILIGHT ZONE" CHANGE LINE 16910 TO
0,0,277,294,277,233,277,294,277,233
17010 REM ALSO CHANGE LINE 910 TO 1 AND LINE 16760 TO 1
```

THE FOLLOWING PROGRAM PLOTS A SIMPLE SINE WAVE. TRY ADDING MORE WAVES OR CHANGING THE FORMULA FOR SOME NICE RESULTS.

```
5REM SINEWAVE DISPLAY USING HIGH RESOLUTION H PLOT
10HGR2
15HCOLOR =3
20FOR X=0 TO 600 STEP .3
30 Y=95*SIN(X/13)+95
40HPLOT X, Y
50NEXT X
60STOP

5REM BLOCKS
7REM BY C KOLANDER
10HGR
20INPUT "BLOCK LOCATION (2 NUMBERS COMMA BETWEEN)": X,
Y
30INPUT "BLOCK COLOR": C
35IF X>250 OR Y>150 THEN GOTO 20
40HCOLOR =C
45 A=Y
50FOR YC=1 TO 10
60HPLOT X, A TO X+10, A
65 A=A-1
70NEXT YC
80HPLOT X+10, Y-10 TO X+15, Y-15
90HPLOT X+10, Y TO X+15, Y-5
100HPLOT X, Y-10 TO X+5, Y-15
110HPLOT X+5, Y-15 TO X+15, Y-15
120HPLOT X+15, Y-15 TO X+15, Y-5
130HOME:GOTO 20
```

```

900DIM A(12)
905REM PROGRAM BY C. KOLANDER
910REM 12 BAR GRAPH
950HOME
955VTAB 11
959REM TITLE
960HTAB 8:?"SIMPLE BARGRAPH"
965FOR I=1 TO 2000:NEXT I
970HOME
1000REM GET PLOT POINTS
1050?"INPUT 12 VALUES 4 AT A TIME"
1051?"WITH COMMA'S BETWEEN."
1052?"(MIN. 0/MAX. 145)"
1053?:?:HTAB 6:?"1,2,3,4 <RETURN>"
1054HTAB 6:?"-----":?
1055HTAB 5:INPUT A(0), A(1), A(2), A(3)
1056HTAB 5:INPUT A(4), A(5), A(6), A(7)
1057HTAB 5:INPUT A(8), A(9), A(10), A(11)
1060HGR:HCOLOR =3
7998REM DRAW MAIN BARS
7999 x=15
8000FOR B=0 TO 11
8005IF A(B)>145 THEN A(B)=145
8006IF A(B)<0 THEN A(B)=0
8010 Y=(159-A(B))-14
8020FOR I=X TO X+5
8030HPLOT I, 159 TO I, Y
8040NEXT I
8045REM DRAW 3D LINES
8050HPLOT I, 159 TO I+10, 150
8060HPLOT I, Y TO I+10, Y+9
8070HPLOT I+10, 150 TO I+10, Y+9
8999 x=x+20:NEXT B
9010END

```

## ADAMCALC WORKSHOP

ADAMCALC GENERALITIES BY W. MOTEL  
 FORGOT TO COVER THIS IN THE LAST ISSUE - AS YOU MAY BE AWARE THE ADAM KNOWS ABOUT TWO TYPES OF FILES. AN "A" FILE IS ONE CREATED BY SMARTBASIC AND ADAMCALC (OTHER PROGRAMS ALSO) WHEREAS AN "H" FILE IS ONE CREATED BY SMARTWRITER. THE PROBLEM IS THAT YOU CAN'T CREATE A FILE WITH SMARTWRITER AND READ IN WITH ADAMCALC BECAUSE THE FILE TYPES ARE INCOMPATIBLE !! HERE IS THE METHOD YOU SHOULD FOLLOW TO CREATE THE ADAMCALC FILE WITH SMARTWRITER: (NOTE: IF THIS PROCESS IS TOO CUMBERSOME FOR YOU, SEE THE SOFTWARE EXCHANGE SECTION FOR HOW TO GET THESE PROGRAMS ON DDP OR DISK).

- . CREATE A FILE UNDER BASIC AS FOLLOWS -  
 10 DATA
- . SAVE THIS FILE WITH THE NAME "DATA"
- . TYPE IN YOUR ADAMCALC FILE AS GIVEN IN THE NEWSLETTER UNDER SMARTWRITER
- . WHEN YOU'RE COMPLETED, POSITION THE CURSOR AT THE END OF THE ADAMCALC FILE
- . THE DDP OR DISK THAT HAS THE "DATA" BASIC FILE SHOULD BE IN YOUR DRIVE
- . PRESS THE "STORE/GET" KEY AND WHEN THE DIRECTORY COMES UP "SELECT" THE FILE "DATA"
- . THIS WILL APPEND THIS FILE AT THE END OF YOUR ADAMCALC FILE
- . DELETE ONLY THE LINE "10 DATA" (DO NOT DELETE THE LAST LINE THAT ONLY HAS A CARRIAGE RETURN ON IT)
- . SAVE THE NEW FILE, USING THE SAME NAME AS THE "DATA" FILE (I.E. DON'T CHANGE THE NAME AT THIS POINT - YOU CAN CHANGE IT AFTER ITS STORED, HOWEVER)
- . THIS WILL STORE THE FILE AS AN "A" SO ADAMCALC WILL READ IT IN.

THE FOLLOWING IS A SHORT ADAMCALC SHEET THAT I WILL USE TO EXPLAIN HOW THE SPREADSHEET VALUES ARE STORED AND HOW TO READ THEM TO RECONSTRUCT A SPREADSHEET.

PAGE 1

1	2	3	4	5
1	\$1.00	*	1E+00	1
6	7	8	9	10
2	+100.0%	\$1.00	+ 1.000	\$1.00
				1
				1

```

A1,1;>DEFAULT:1
A1,2;>BARS:1
A1,3;>E-FORM:1
A1,4;>FREE:1
A1,5;>WHOLE#:1
A1,6;>PERCENT:1
A1,7;>MONEY:1
A1,8;>STOCK:1
A1,9;>,DEFAULT:1
A1,10;>TEXT:1
A1,11;<TEXT: 1
A1,1;>D:1
A1,2;>B:1
A1,3;>E:1
A1,4;>F:1
A1,5;>W:1
A1,6;>P:1
A1,7;>I:1
A1,8;>S:1
A1,9;>,D:1
A1,10;>T:1
A1,11;<T: 1
>,M
0:8

```

FROM ADAMCALC "PRINT VALUE"

FROM SMARTWRITER

**ADAM Family Computer System**

# ADAMCALC WORKSHOP

THE SAMPLE SPREADSHEET ABOVE USES THE VALUE OF 1 STORED IN A COLUMN WITH EACH OF THE VARIOUS FORMATS AVAILABLE. SHOWN IS THE SPREADSHEET VALUES FROM ADAMCALC "PRINTVALUE". ALSO SHOWN IS A PRINTOUT OF THE DATASET FROM SMARTWRITER. NOTICE, THEY ARE SIMILAR, BUT THE PRINTOUT FROM SMARTWRITER SHOWS SOME ADDITIONAL INFO AT THE END. MORE ON THIS LATER.

THE FIRST PART OF THE FILE SHOWS A LINE FOR EACH COORDINATE. THE INFORMATION IS SHOWN AS -  
 CELL COORDINATE; CELL FORMAT; VALUE OF EQUATION  
 THE CELL COORDINATE IS R,C  
 THE CELL FORMAT IS - > (RIGHT ADJUST) OR < (LEFT)  
 - , IF COMMAS  
 - LETTER DENOTING FORMAT

THE CONTENTS - EITHER A VALUE  
 EQUATION I.E. SUM([10,6;10,8])  
 CELL REFERENCE [10,10]

YOU CAN SEE IN MY SAMPLE THE VARIOUS LETTERS FOR THE FORMATS. NOTE THAT CELL 1,1 IS RIGHT ADJUST DEFAULT, NO COMMA (>D), WHEREAS CELL 1,9 IS RIGHT ADJUST DEFAULT, WITH COMMA (>,D).

NOW FOR THE REST OF TH CODING. HOW DOES ADAMCALC KNOW WHAT THE DEFAULT IS ? SEE THE FIRST LINE AFTER THE CELL ENTRIES IN THE SMARTWRITER LISTING (>,M). THIS IS THE DEFAULT VALUE. IN MY SAMPLE IT IS RIGHT ADJUST, MONEY.

THE NEXT LINE (LAST LINE IN THE SAMPLE) IS THE DEFAULT COLUMN WIDTH (0;8). 0 INDICATES DEFAULT AND 3 IS THE WIDTH. IF YOU LOOK AT THE TAXFORM LISTING IN THE JANUARY ISSUE, COLUMN 2 HAS A WIDTH OF 2, COLUMN 4 A WIDTH OF 4 AND ALL OTHERS A DEFAULT OF 3. THIS SHOULD HELP IN LOOKING AT THE LISTINGS PRODUCED BY ADAMCALC.

## MONTHLY BUDGET (CONTINUED FROM JAN/85) BY W. MOTEL

LYLE PREMATURELY CUT OFF THE MONTHLY BUDGET PROGRAM LAST MONTH. THE SEQUENCE FOR EACH ROW E.G. R 4,1 THROUGH R 4,40 IS REPEATED THROUGH ROW 34 (THAT IS WHY LYLE CUT IT OFF AFTER THE ROW 4 SEQUENCE. HOWEVER, THE TOTAL ROWS ARE DIFFERENT. THESE BEGIN AT ROW 35 - BELOW IS THE REMAINING PART OF THE PROGRAM BEGINNING WITH ROW 35. DON'T FORGET TO INCLUDE THE SEQUENCE FOR ROWS 5 THROUGH 34 DUPLICATING THE DATA IN ROW 4. USE THE SMARTWRITER "COPY" FUNCTION TO DO THIS DUPLICATION AND THEN JUST CHANGE THE ROW NUMBER:

```

R35,1;<T;TTL
R35,2;>D;SUM([3,C;33,C])
R35,3;>T;|
R35,4;>D;SUM([3,C;33,C])
R35,5;>D;SUM([3,C;33,C])
R35,6;>D;SUM([3,C;33,C])
R35,7;>D;SUM([3,C;33,C])
R35,8;>T;|
R35,9;>D;SUM([3,C;33,C])
R35,10;>D;SUM([3,C;33,C])
R35,11;>D;SUM([3,C;33,C])
R35,12;>T;|
R35,13;>D;SUM([3,C;33,C])
R35,14;>D;SUM([3,C;33,C])
R35,15;>T;|
R35,16;>D;SUM([3,C;33,C])
R35,17;>D;SUM([3,C;33,C])
R35,18;>D;SUM([3,C;33,C])
R35,19;>D;
R35,20;>T;|
R35,21;>D;SUM([3,C;33,C])
R35,22;>D;SUM([3,C;33,C])
R35,23;>D;SUM([3,C;33,C])
R35,24;>D;SUM([3,C;33,C])
R35,25;>T;
R35,26;>T;|
R35,27;>D;SUM([3,C;33,C])
R35,28;>D;SUM([3,C;33,C])
R35,29;>D;SUM([3,C;33,C])
R35,30;>D;SUM([3,C;33,C])
R35,31;>D;SUM([3,C;33,C])
R35,32;>D;SUM([3,C;33,C])
R35,33;>T;|
R35,34;>D;SUM([3,C;33,C])
R35,35;>D;SUM([3,C;33,C])
R35,36;>T;
R35,37;>D;SUM([3,C;33,C])

R35,39;>T;|
R35,40;>D;SUM([R,4;R,37])
R35,41;>T;
R36,1;<T;
R36,3;>T;
R36,8;>T;
R36,12;>T;
R36,15;>T;
R36,20;>T;
R36,26;>T;
R36,33;>T;
R36,39;>T;
R36,41;>T;
R37,1;<T;CIN
R37,2;<D;0.0
R37,3;<T;
R37,4;<T;+ SALARY -
R37,5;<T;EXPENSES =
R37,6;<T;CARRY OVER
R37,7;>D;[35,21]+[37,21]-[35,40]{CARRYIN + SALARY -
EXPENSES}

R37,8;<T;
R37,12;<T;
R37,15;<T;
R37,20;<T;
R37,26;<T;
R37,33;<T;
R37,39;<T;
R37,41;>T;
>.M
0:11
1:3
3:1
8:1
12:1
15:1
19:1
20:1
25:1
26:1
33:1
36:1
38:1
39:1
41:3
  
```

MONTHLY CHECKBOOK BY B. WALLIS

THE FOLLOWING ADAMCALC MODEL IS FOR MAINTAINING AND  
BALANCING YOUR MONTHLY CHECKBOOK.

```

A1,2;<T; REGIS/DD/Y
A1,3;>T; TER
A1,4;<T; FOR MM/DD/
A1,5;<T; YY THRU MM/DD/YY
A1,6;<T; DD/YY
A3,1;<T; #
A3,2;<T; DATE
A3,3;<T; PAYEE
A3,4;<T; DEBIT(-)
A3,5;>T; CREDIT(+)
A3,6;<T; CANCELLED
A3,7;<T; |
A3,8;<T; BALANCE
A4,1;<T;-----
A4,2;<T;-----
A4,3;>T;-----
A4,4;>T;-----
A4,5;>T;-----
A4,6;>T;-----
A4,7;<T;+
A4,8;>T;-----
A5,3;<T; BALANCE FORWARD
A5,8;>D; CREDITS - DEBITS
A6,1;<T;-----
A6,2;<T;-----
A6,3;>T;-----
A6,4;>T;-----
A6,5;>T;-----
A6,6;>T;-----
A6,7;<T;+
A6,8;>T;-----
A7,3;<T; TOTALS
A7,4;>D; SUM([5,4;R-2,C])
A7,5;>D; SUM([5,5;R-2,C])
A7,6;>D; SUM([5,6;R-2,C])
A7,8;>T;
A9,6;<T; STATEMENT BALANCE
A10,6;<T; OUTSTANDING CHECKS AND DEPOSITS
A10,8;>D; BALANCE + CANCELLED
A11,6;>T;
A11,8;<T;=====
A12,6;<T; ACCOUNT BALANCE (ACCORDING TO BANK)
A12,8;>D; STATEBAL + OUTSTAND
A13,6;>T;

```

```

A13,8;<T;=====
A14,6;<T; DIFFERENCE
A14,8;>D; ACCOUNTBAL - BALANCE
>,M
0:11
1:5
2:6
3:3
7:1
DEBITS:7,4
CREDITS:7,5
BALANCE:5,8
NUMBER:0,1
DATE:0,2
PAYEE:0,3
DEBIT:0,4
CREDIT:0,5
CANCELLED:0,6
CANCELLED:7,6
STATEBAL:9,8
ACCOUNTBAL:12,8
OUTSTAND:10,8
DIFFERENCE:14,8

```

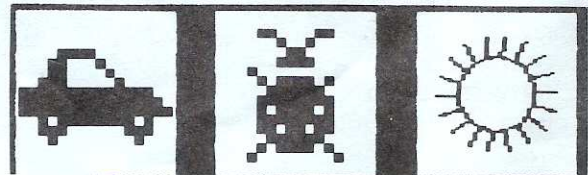
SMARTLOGO WORKSHOP

LOGOLINK II BY BARRY WALLIS

"A CARELESSLY PLANNED PROJECT WILL TAKE THREE TIMES  
LONGER TO COMPLETE THAN EXPECTED; A CAREFULLY  
PLANNED PROJECT WILL TAKE ONLY TWICE AS LONG."

WHEN PLANNING A PROJECT IN ANY LANGUAGE (ESPECIALLY  
LOGO), IT IS OF PRIMARY IMPORTANCE TO FIRST WRITE  
DOWN YOUR OBJECTIVES. THESE OBJECTIVES SHOULD  
TELL WHAT YOU WANT TO ACCOMPLISH (AS OPPOSED TO HOW  
YOU WANT TO ACCOMPLISH IT). ONCE YOU DO THIS, YOU CAN  
THEN CONCENTRATE ON THE BUSINESS OF FULFILLING YOUR  
OBJECTIVES.

FOR EXAMPLE, THE PURPOSE OF THE MENU ROUTINE IS TO GIVE  
US A SIMPLE WAY TO GET INPUT FROM A USER VIA A MENU.  
IT SHOULD HAVE A TITLE AND A SEPARATE LINE FOR EACH  
POSSIBLE ANSWER. IT SHOULD ALLOW THE USER TO PICK  
ONE OF THE ANSWERS AND IT SHOULD RETURN A VALUE TO THE  
PROGRAM INDICATING THE ANSWER PICKED.



# SMARTLOGO WORKSHOP

THE REST OF THIS COLUMN WILL SHOW YOU HOW THESE OBJECTIVES HAVE BEEN ACCOMPLISHED.

```
TO MENU :TITLE :LIST
  CS PR :TITLE PR "
  OP MENU% :LIST []
END
```

THIS IS THE TOP LEVEL PROCEDURE. ITS INPUT IS A TITLE FOR THE SCREEN, AND A LIST OF THE FORM:

```
[[VALUE1 [DESCRIPTION 1]][VALUE2 [DESCRIPTION 2]]...]
```

IT IS MENU%'S FUNCTION TO TAKE THIS LIST, DISPLAY EACH DESCRIPTION ON A SEPARATE LINE, AND RETURN THE VALUE CORRESPONDING TO THE DESCRIPTION PICKED. THE SECOND ARGUMENT TO MENU% IS VERY IMPORTANT. ALTHOUGH THE VALUE, PASSED IN IS NEVER USED, THE VARIABLE HOME, IS DECLARED TO BE LOCAL TO MENU% AND ITS SUB-PROCEDURES.

```
TO MENU% :LIST :HOME
  MAKE "HOME CURSOR
  MENU_PRINT :LIST
  SETCURSOR :HOME
  TYPE CHAR 0
  SETCURSOR :HOME
  OP FIRST ITEM ( MENU_ITEM :LIST 1 RC ) :LIST
END
```

HOME IS USED TO REMEMBER WHERE THE FIRST DESCRIPTION

LINE IS. YOU CANNOT ASSUME THAT THE FIRST DESCRIPTION LINE STARTS ON LINE 3 (THE SECOND LINE AFTER THE TITLE LINE), BECAUSE THE SETTEXT COMMAND MAY HAVE BEEN GIVEN TO CHANGE IT. FIRST, WE PRINT THE DESCRIPTIONS. THEN, WE RESET THE CURSOR, PRINT THE RIGHT ARROW (CHAR 0), AND PUT THE CURSOR BACK ON TOP OF THE ARROW. FINALLY, WE USE MENU\_ITEM TO PICK THE PROPER SUB-LIST OF LIST AND OUTPUT THE FIRST ELEMENT OF THE SUB-LIST (THIS IS THE APPROPRIATE VALUE).

```
TO MENU_PRINT :LIST
  IF EMPTY% :LIST [STOP]
  ( PR "\ LAST FIRST :LIST
  MENU_PRINT BF :LIST
END
```

NOTHING TRICKY HERE, WE SIMPLY PRINT EACH DESCRIPTION PRECEDED BY A SPACE.

```
TO MENU_ITEM :LIST :N :RC
  IF ( ASCII :RC ) = 13 [OP :N]
  IF ( ASCII :RC ) = 160
    [MAKE "N MENU_CURSOR "UP :N COUNT :LIST]
  IF ( ASCII :RC ) = 162
    [MAKE "N MENU_CURSOR "DOWN :N COUNT :LIST]
  IF NOT OR ( ASCII :RC ) = 160 ( ASCII :RC ) = 162
    [BEEP]
  OP MENU_ITEM :LIST :N RC
END
```

THIS PROCEDURE IS THE REAL WORKHORSE. IT CALLS ITSELF RECURSIVELY UNTIL THE USER PRESSES THE RETURN KEY; WHEREUPON IT OUTPUTS THE NUMBER OF THE DESCRIPTION LINE THE ARROW IS ON. THE LINE NUMBER IS MAINTAINED IN N WHICH IS INITIALLY 1 (SEE THE LAST STATEMENT IN MENU% ABOVE). IF AN ARROW KEY IS PRESSED, MENU\_CURSOR IS CALLED TO MOVE THE ARROW AND RETURN THE UPDATED VALUE OF N.

```
TO MENU_CURSOR :DIR :N :MAX
  IF AND :DIR = "UP :N > 1
    [TYPE "\ MENU_SETCURSOR -1 -1
    TYPE CHAR 0 MENU_SETCURSOR -1 0 OP :N - 1]
  IF AND :DIR = "DOWN :N < :MAX
    [TYPE "\ MENU_SETCURSOR -1 1
    TYPE CHAR 0 MENU_SETCURSOR -1 0 OP :N + 1]
  IF NOT OR :DIR = "DOWN :DIR = "UP
    [CS PR [INTERNAL ERROR!!!!]]
  BEEP
  OP :N
END
```

MENU\_CURSOR IS USED TO POSITION THE ARROW AND RETURN THE NUMBER OF THE LINE IT IS ON. THE PROCEDURE IS A BIT MORE COMPLEX THAN YOU WOULD EXPECT BECAUSE IT HAS TO MAKE SURE THE USER DOESN'T GO ABOVE THE TOP LINE OR BELOW THE BOTTOM LINE. IF HE DOES, THE TERMINAL BEEPS AT HIM. THE FINAL IF STATEMENT IN THE PROCEDURE IS THERE IN CASE THE PROCEDURE IS CALLED WITH AN INVALID ARGUMENT (THIS IS CALLED DEFENSIVE PROGRAMMING).

```
TO MENU_SETCURSOR :COL :LINE
  SETCURSOR SE ( FIRST CURSOR ) +
  :COL ( LAST CURSOR ) + :LINE
END
```

SINCE MENU\_CURSOR WAS CONFUSING ENOUGH, I TOOK THE COMMAND TO ACTUALLY MOVE THE ARROW AND MADE IT A SEPARATE ROUTINE.

TO BEEP  
TOOT 0 440 15 5  
END

FINALLY, WE HAVE BEEP. THIS FUNCTION IS CALLED  
WHENEVER WE WANT TO WAKE THE USER UP.

A CHALLENGE: WHAT CHANGES WOULD HAVE TO BE MADE TO  
ENABLE THE USE OF THE JOYSTICK AND FIRE BUTTONS  
INSTEAD OF THE ARROW AND RETURN KEYS?

WELL, I HAVE AN APOLOGY TO MAKE. I MISCALCULATED THE  
LENGTH OF THE COLUMN AND WILL HAVE TO COVER THE  
TECHNIQUE FOR OUTPUTTING LISTS (AND OTHER TRICKS  
BORROWED FROM LISP) NEXT MONTH.

REMEMBER, TO GET A COPY OF THE LOGO TOOLS DISK,  
CONTAINING MENU AND OTHER LOGO TOOLS, SEND A DISK  
WITH AT LEAST ONE NEW TOOL ON IT WITH A SELF-ADDRESSED  
STAMPED MAILER TO:

BARRY WALLIS  
2140 BESSANT STREET  
SAN BERNARDINO, CA 92404

IF YOU HAVE ANY SUGGESTIONS OR COMMENTS, WRITE TO ME AT  
THE ABOVE ADDRESS OR SEND COMPU SERVE E-MAIL TO  
74726,500.

## SmartFILER™

LAST MONTH WE GOT DOWN THE BASICS OF A GENERAL PURPOSE  
DATA BASE PROGRAM OF WHICH SMARTFILER IS AN EXCELLENT  
EXAMPLE. JUST OF NOTE, I WAS TALKING WITH A FRIEND AT  
CHURCH TODAY WHO HAS AN IBM PC COMPATIBLE SYSTEM. HE IS  
LOOKING AT GENERAL PURPOSE DATA BASE PROGRAMS TO KEEP  
TRACK OF HIS BUSINESS MAILINGS. HE SAID THEY START AT  
\$200.00 !! LETS NOT FORGET WHAT AN ECONOMICAL SYSTEM  
WE HAVE IN THE ADAH. I WOULD VENTURE AN EDUCATED GUESS  
THAT THESE EXPENSIVE PROGRAMS DON'T OFFER MANY MORE  
FUNCTIONS THEN OUR SMARTFILER EXCEPT THAT THEY CAN  
STORE 5,000 RECORDS - WHO CARES !!  
ANYWAY, LETS LOOK AT IMPLEMENTING A MAILING ADDRESS  
SYSTEM ON FILER.

THE FIRST THING WE DO IS TO "DESIGN FORM" WHICH SETS UP  
OUR FIELDNAMES THAT ARE PARTICULAR TO OUR SPECIFIC  
NEED. NOW, WHEN WE DESIGN OUR FORM WE NEED TO SPECIFY  
THE "LENGTH" OF EACH FIELD SO FILER CAN RESERVE SPACE  
FOR OUR ENTRIES - THIS IS SIMPLY THE NUMBER OF  
CHARACTERS IN EACH FIELDNAME. WE ALSO NEED TO SPECIFY  
WHETHER THE FIELD WILL ONLY CONSIST OF NUMBERS OR BOTH  
NUMBERS AND CHARACTERS. HERE ARE THE ONES FOR OUR  
EXAMPLE :

FIELDNAME	TYPE	LENGTH
LAST NAME	C	24
FIRST NAME	C	24

TITLE	C	6
STREET	C	40
CITY	C	24
STATE	C	16
ZIP	N	11
PHONE	N	16
ID NUMBER	C	15
NOTE	T	2

REMEMBER THAT THE TOTAL LENGTH OF ALL FIELDS CANNOT  
EXCEED 255. NOTE THAT I MADE THE LAST FIELDNAME (NOTE)  
A TYPE "T". THIS DESIGNATES THAT THIS FIELD WILL BE A  
"TEXT" FIELD WHICH WILL ALLOW THE INPUTTING AND STORING  
OF UP TO TWO PAGES OF GENERAL PURPOSE TEXT WHICH WILL  
BE ATTACHED TO THE SPECIFIC RECORD YOU ENTER IT ON.  
THIS IS A VERY USEFUL ADDITIONAL FUNCTION THAT COLECO  
PROVIDED FOR US. MOST DATABASE SYSTEMS DO NOT PROVIDE  
THIS FEATURE. IT IS USEFUL FOR ATTACHING LENGTHY TEXT  
TO A RECORD. IN OUR EXAMPLE PERHAPS THE NAMES AND  
BIRTHDAYS OF CHILDREN, NOTES ON THE LAST LETTER WRITTEN  
TO AN OLD FRIEND OR ANY PARTICULARS THAT YOU FIND  
IMPORTANT TO STORE. NOTE: THE ONE DRAWBACK OF USING  
THE "[TEXT]" FEATURE IS THAT IT WILL LIMIT THE NUMBER OF  
RECORDS YOU CAN STORE ON A SINGLE DATA BASE TO A FEW  
HUNDRED DEPENDING ON THE TOTAL LENGTH OF THE REST OF  
YOUR DATA BASE. THIS IS ONLY A CONCERN IF YOU ARE  
MAKING A VERY LARGE DATA BASE FOR A BUSINESS.

ONE OTHER NOTE, DON'T BE STINGY WITH THE LENGTHS OF THE  
FIELDS, ITS BETTER TO OVERESTIMATE THEN CUT YOURSELF  
SHORT BECAUSE YOU CAN'T GO BACK AND CHANGE THE LENGTH  
ONCE YOU'RE DONE.

OK, THE OTHER ENTRY REQUIRED ON THE "DESIGN FORM"  
SCREEN IS THE "SEARCH" CHARACTERISTIC. THIS IS VERY  
IMPORTANT TO INSURE YOU CAN RETRIEVE RECORDS FROM YOUR  
DATA BASE IN THE FUTURE. FILER REQUIRES THAT THE FIRST  
FIELD IS ALWAYS A SEARCH FIELD - I PUT "LAST NAME"  
FIRST SINCE THIS IS AN OBVIOUS SEARCH FIELD FOR A NAME  
AND ADDRESS SYSTEM. WE NEED TO CAREFULLY PICK OUR  
OTHER SEARCH FIELDS SINCE WE CAN ONLY HAVE FOUR IN  
TOTAL INCLUDING THE "LAST NAME" FIELD.  
YOU NEED TO DECIDE HOW YOU MAY WANT TO RETRIEVE RECORDS  
FOR YOUR PARTICULAR DATA BASE APPLICATION AND MAKE  
THESE FIELDS "SEARCHABLE". THERE IS ONE OUT THAT I  
WOULD HIGHLY RECOMMEND AND THAT IS TO USE AN ID NUMBER  
OR SOME SUCH FIELD THAT CAN HOLD INFORMATION YOU MAY  
WANT TO SEARCH ON IN THE FUTURE BUT CAN'T SPECIFY NOW.  
MAKE THIS FIELD SEARCHABLE AND LARGE ENOUGH TO HOLD  
MULTIPLE PIECES OF DATA. AS AN EXAMPLE YOU MAY WANT TO  
PUT THE STATE AND ZIP CODE IN SUCH A FIELD SO YOU CAN  
SEARCH ON ONE OR BOTH OF THESE IN THE FUTURE (WE WILL  
TALK ABOUT RETRIEVING RECORDS NEXT MONTH). IN THIS WAY  
YOU CAN STORE TWO ITEMS IN ONE SEARCHABLE FIELD. I USE  
FILER TO STORE EACH OF YOUR NIAD MEMBERSHIP NUMBERS  
WHICH ALLOWS ME TO SELECT AN INDIVIDUALS RECORD BASED  
ON VAROUS PIECES OF DATA (NAME, EXP DATE, ETC.).

MORE NEXT MONTH.....





## BEST OF BRODERBUND BY W. MOTEL

THIS IS THE LATEST GAME SOFTWARE RELEASE FOR THE ADAM FROM COLECO AND IT CONTAINS NOT 1 BUT 2 TRANSLATIONS OF GAMES ORIGINALLY DEVELOPED BY BRODERBUND, A LONG TIME SUPPLIER OF COMPUTER SOFTWARE. BOTH GAMES GIVE THE NORMAL 1/2 PLAYER OPTION WITH 4 DIFFICULTY LEVELS AND A PAUSE OPTION. THERE IS NO HALL OF FAME FOR RECORDING OF SCORES, HOWEVER.

A.E.

THIS IS AN "ANTI ENVIRONMENT" BATTLE WHERE YOU FIGHT POLLUTION-FIGHTING FLYING ROBOTS THAT HAVE GONE HAYWIRE. YOUR BLASTER IS THE TYPICAL RIGHT/LEFT SLIDE AND SHOOT CONTROL. THE ROBOTS COME AT YOU ACROSS THE TOP AND SIDES IN MOVEMENTS SIMILAR TO GYRUSS AND GALAXIAN DIVING MAUEUVERS. THE ATTACKS CONSIST OF 8 AE'S THAT ARE BOTH CLOSE TO ONE ANOTHER AND SPREADOUT. THE FIRING MECHANISM IS SOMEWHAT UNIQUE. WHEN THE BUTTON IS PUSHED, A MISSLE IS FIRED BUT NOT DETONATED UNTIL THE BUTTON IS RELEASED. THIS REQUIRES SOME SKILLFUL TIMING, AS THE FROMATION IS DIVING AND SHOOTING BACK AT YOU. YOU CAN NOT DESTROY THE INCOMING SHOTS, ONLY THE AE'S THEMSELVES. YOU CAN DESTROY A GROUP OF AE'S WITH A SINLE BLAST.

THERE ARE 4 ENCOUNTER ZONES (SCREENS). THESE IN NO WAY EFFECT THE GAME PLAY, BUT SIMPLY PROVIDES A DIFFERENT BACKGROUND. YOU CHANGE ZONES BY SUCCESSFULLY DEFEATING 3 FORMATIONS (ALL 8 AE'S IN EACH). YOU ARE ONLY GIVEN 3 BLASTERS PER GAME.

RATING - B+

## CHOPLIFTER

THIS IS THE FAMILIAR HELICOPTER RESCUE GAME WHERE YOU AREN'T GRADED ON DESTRUCTION, BUT RESCUE ONLY. A GAME CONSISTS OF TRYING TO RESCUE AS MANY OF THE 64 HOSTAGES AS POSSIBLE..FLYING INTO ENEMY TERRITORY YOU HAVE ROOM TO TRANSPORT A MAXIMUM OF 16 HOSTAGES BACK TO SAFETY AND THEN GO BACK FOR MORE. TO DETER YOUR EFFORTS THERE ARE ENEMY TANKS AND A JET THAT FIRES AIR TO AIR MISSILES. MISSING FROM THE ORIGINAL GAME IS THE KILLER SATELLITE. THE TANKS CAUSE THE MOST PROBLEM WHEN YOU ARE LANDED, PICKING UP HOSTAGES. THE JET ALWAYS GIVES YOU TROUBLE, ESPECIALLY SINCE IT MANEUVERS MUCH BETTER THEN A HELICOPTER. ALTHOUGH YOU SOMETIMES NEED TO DESTROY THESE YOU DO NOT EARN ANY POINTS FOR THIS. THE GAME CONSISTS OF 3 COPTERS FOR 64 HOSTAGES. WHEN ALL 64 HOSTAGES ARE PICKED UP OR LOST OR YOU LOSE 3 COPTERS, THE GAME IS OVER. YOU CAN LOSE HOSTAGES BY THEM BEING SHOT IN A RESCUE ATTEMPT OR IF YOUR LOADED COPTER IS DESTROYED.

THE JOYSTICK IS USED TO MOVE THE COPTER UP/DOWN AND LEFT/RIGHT. THERE IS A GRAVITY FACTOR THAT TENDS TO PULL THE COPTER DOWN. THE RIGHT BUTTON IS FOR FIRING IN THE DIRECTION OF THE FRONT OF THE COPTER. THE LEFT BUTTON CONTROLS THE DIRECTOIN THE COPTER FACES- LEFT, TOWARDS YOU AND RIGHT. EACH PUSH CHANGES IT. THIS DIRECJION IS NEEDED MORE FOR SHOOTING, NOT FLYING. YOU MUST FACE TOWARD YOU TO SHOOT TANKS. SINCE THE SHOOTING IS ALSO ON AN ANGLE, YOU MUST ALSO POSITION YOUR COPTER IN THE PROPER UP/DOWN POSITION TO HIT THE TANK.

RATING - B-

## IMPRESSION:

ALTHOUGH THE SOUND IS SOMEWHAT SPARSE THE GRAPHICS ARE GOOD AND VERY COLORFUL. OF THE TWO, I PREFERRED AE, HOWEVER I THINK SUPER ZAXXON IS STILL THE BEST GAME FROM COLECO. I AM NOT OVERALLY IMPRESSED WITH EITHER GAME, BUT IN FAIRNESS, THIS IS NOT COLECO'S FAULT. THEY DID A FINE TRANSLATION. ITS THE ORIGINAL GAMES THAT I DON'T THINK ARE THAT GREAT. I KNOW CHOPLIFTER HAS BEEN REFERRED TO AS A "CLASSIC". I WISH SOMEONE COULD TELL ME WHY. OVERALL THE TRANSLATION WAS VERY WELL DONE. AND YOU'RE GETTING TWO GAMES FOR THE PRICE OF ONE. IF YOU HAVE ALWAYS WANTED EITHER ONE OF THESE , HERE THEY ARE. I HOPE COLECO DOES THIS GOOD A TRANSLATION WITH THE BEST OF ELECTRONIC ARTS (HARD HAT MACK AND PINBALL CONSTRUCTION SET).

# REVIEWS

## TREK BY W. MOTEL

THIS GAME WRITTEN IN SMARTBASIC BY VICTORY SOFTWARE IS THE STANDARD STAR TREK COMPUTER STRATEGY GAME WHICH CONSISTS OF YOU EXPLORING AND DESTROYING KLINGONS IN A GALAXY CONSISTING OF 64 QUADRANTS (8x8). EACH QUADRANT (YOU ARE ALWAYS IN A SECTOR OF A QUADRANT) CONSISTS OF 64 SECTORS (8x8). THIS IS BASICALLY THE ORIGINAL COMPUTER SIMULATION WHICH WAS THE BASIS OF STELLAR TRACK/PHASER PATROL/STARMASTER CARTRIDGES ON THE ATARI 2600. ALTHOUGH INFORMATION IS SHOWN ON THE SCREEN, IT IS MORE TEXT ORIENTED GAME, NOT A GRAPHIC ACTION GAME. WHAT DOES THIS MEAN? IF YOU ARE IN A QUADRANT WITH ENEMY KLINGONS, YOU DETERMINE THE DIRECTION AND ENERGY OF YOUR SHOTS BASED ON YOUR SECTOR LOCATION AND THE ENEMY. YOU ARE NOT TREATED TO A GRAPHIC CONFRONTATION SUCH AS IS PHASER PATROL OR STARMASTER.

WHAT CAN BE IN A SECTOR? STARBASES (YOU HAVE 2 TO REPLENISH ENERGY AND DO REPAIRS), ENEMY KLINGONS, STARS (THEY BLOCK YOUR SHOTS AND MOVEMENT), OR NOTHING.

YOU HAVE 35 YEARS TO REPEL THE INVASION. DEPENDING ON THE RANK (DIFFICULTY) YOU CHOSE, THIS WILL DETERMINE THE NUMBER OF KLINGONS. THE ONLY THING THAT COST YOU TIME IS WARPING (MOVING). THE OTHER NICE THING IS THAT YOU CAN CHOSE (WITHIN EACH RANK) 1 OR 1000 GALAXIES. YOU CAN ALWAYS GET THE SAME ARRANGEMENT BY SELECTING THE SAME RANK/GALAXY.

WHAT COMMANDS ARE AVAILABLE?

WARP - MOVE FROM SECTOR TO SECTOR, OR TO ANOTHER QUADRANT. COSTS ARE TIME AND ENERGY.

PHASERS - THESE ARE BLASTS OF ENERGY. THEY USE UP ENERGY AND ARE EQUALLY DIVIDED AMONG ALL KLINGONS IN YOUR QUANDRENT. THE FARTHER AWAY, THE LESS EFFECTIVE.

TORPEDOS - THESE MUST BE AIMED, BUT ARE 100% EFFECTIVE. YOU ONLY GET 6 PER DOCKINGS.

OTHER FEATURES:

SCANNERS - BOTH SHORT RANGE (CURRENT QUADRANT)

COMPUTER - AUTOMATICALLY DISPLAYS KLINGON STRENGTH/DAMAGE

ALL OF THE ABOVE ARE SUBJECT TO DAMAGE AND THESE STATUS IS REPORTED.

ONE NICE FEATURE ON THE TAPE IS THAT IT INCLUDES BASIC WITH THE HELLO PROGRAM. WHEN YOU PUT IN THE TAPE AND HIT RESET, BASIC IS LOADED AND AUTOMATICALLY CALLS HELLO, WHICH IS THE INITIAL INTRO PROGRAM. YOU ARE THEN GIVEN INSTRUCTIONS TO RUN TREK. THIS LOADS IN AND THE GAME BEGINS. IF YOUR LOOKING FOR THE GOOD-OLD ORIGINAL COMPUTER STRATEGY VERSION OF STAR TREK THIS IS IT.

Symbols used on SCANNERS:

E - Enterprise  
 1~5 - Klingons  
 \* - Star  
 0 - Starbase  
 o - Torpedo

There are two starbases.  
 Locations: UNKNOWN  
 Status: FULLY OPERATIONAL

You have 35 years to repel the Klingon invasion.

Starfleet intelligence reports an invasion force of 15 Klingons.

(hit any key)

```

-----
-*---*          0          ++++++++
--*--*          ++++++++
*---*--*        \  /      ++++++O10
---*---*      270 -*- 90  ++++++100
--*---*          /  \      ++++++++
-E---*--*        /  \      ++++++++
-----          180      ++++++++
  
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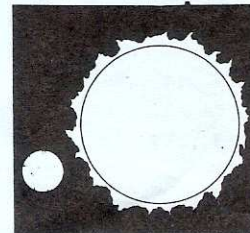
SCANNERS                      GALACTIC  
     MAP

Command?

		Computer Normal
		GLTC Map Normal
Years	35	Phasers Normal
Klingons	15	Scanners Normal
Energy	5000	Torpedo Normal
Torpedoes	6	Warp PWR Normal

DON'T EXPECT FANCY GRAPHIC ACTION, BUT DO EXPECT GREAT LOGICAL THINKING AND STRATEGY. THE ONLY COMPLAINT I HAVE IS THAT SINCE SOME TV SETS OVERSCAN AND LOSE PART OF THE LEFT SIDE, YOU COULD HAVE A PROBLEM, SINCE YOU COULD LOSE SOME OF THE CURRENT QUADRANT DISPLAY.

RATING - A-



QBERT'S QUBES BY W. MOTEL

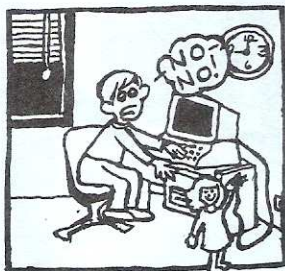
ALTHOUGH THIS CARTRIDGE FROM PARKER BROTHERS IS JUST BECOMING AVAILABLE IN THE STORES, IT HAS BEEN AVAILABLE AT SEARS AND WAS JUST DROPPED TO \$12.97. THE GAME CONSISTS OF QBERT BUT INSTEAD OF A PYRAMID, HE TRAVELS AROUND SUSPENDED CUBES. THERE ARE 25 CUBES IN ALL WITH THE OBJECT BEING TO GET TIC TAC TOE WITH 5 CUBES IN A ROW. THIS IS DONE BY ROTATING EACH CUBE SO THAT THE 3 SIDES SHOWING MATCH THE TARGET CUBE. DEPENDING ON THE ROUND OR LEVEL YOU MUST GET 1,2 OR 3 ROWS MATCHING TO COMPLETE A SCREEN. AFTER EVERY 4 SCREENS IS A BONUS ROUND. THIS IS A MUCH BETTER GAME AND ONE THAT I THINK HAS SOME STAYING POWER. DEPENDING ON THE LEVEL, EACH CUBES 6 SIDES WILL CONSIST OF 2 THRU 5 COLORS. THE MORE COLORS, THE MORE ROTATION NEEDED TO MATCH THE TARGET. THE GAME ALSO HAS VARIOUS ADVERSARIES THAT QBERT MUST CONTEND WITH, INCLUDING SOME THAT REROTATE THE CUBES. THIS CARTRIDGE SEEMS WELL WORTH THE REDUCED PRICE. THIS COMBINES ELEMENTS OF BOTH THE ORIGINAL QBERT AND RUBIK'S CUBE INTO A INTERESTING GAME. THE GAME CONSISTS OF 4 DIFFICULTY LEVEL FOR 1 OR 2 PLAYERS. GRAPHICS ARE EXCELLENT AND VERY COLORFUL.

RATING A-

ZENJI BY W. MOTEL

THIS CARTRIDGE BY ACTIVISION IS ON SALE AT TOYS R US FOR \$14.97. THE GAME CONSISTS SIMPLY OF A MATRIX OF CELLS. THE MATRIX CAN BE ANYWHERE FROM 4X3 TO 7X6. ONE CELL CONTAINS THE "SOURCE". YOUR JOB IS TO CONNECT THE CELLS SO THAT THEY ALL FOLLOW A PATH TO THE SOURCE. THE CELLS CONTAIN VARIOUS DESIGNS WHICH MUST ROTATE TO CONNECT THE PATH. TO MAKE MATTERS DIFFICULT, YOU HAVE BOTH A TIME LIMIT AND 2 CREATURES WHICH BOTH CHASE YOU AND SHOOT SPARKS AT YOU. THE GAME IS VERY GOOD, ESPECIALLY IF YOU ENJOY SOLVING PUZZLES. YOU'LL KEEP PICKING THIS ONE UP FOR A FEW MORE PLAYS; IT IS VERY CAPTIVATING AND YOU SHOULD GET YOUR MONEYS WORTH. THERE ARE 4 LEVELS WITH 1 OR 2 PLAYER OPTIONS. IT ALSO KEEPS TRACK OF THE 5 TOP SCORES DURING A PLAYING SESSION.

RATING - B



ONE ON ONE BY STAN NOWAK II

AT LAST THE ELECTRONIC ARTS GAME HAS COME TO ADAM AND COLECOVISION. THERE ARE FOUR LEVELS OF PLAY AS WELL AS EITHER AGAINST THE COMPUTER OR SOMEONE ELSE. YOU CHOOSE EITHER A SET SCORE OR A 2,4,6 OR 8 MINUTE QUARTERS; ALSO WHETHER WINNERS OR LOSERS GET OUTS. THE PLAYERS PLAY LIKE REAL LIFE. LARRY HAS A GREAT OUTSIDE SHOT AND REBOUNDS WELL WHILE THE DOCTER IS QUICKER THEN THE BIRD AND JUMPS HIGHER, FARTHER AND LONGER. THERE ARE FOULS, A FATIGUE FACTOR AND EVEN A HOT STREAK WHICH WILL SINK ANY SHOT THROWN UP. AND FOR YOU HOT DOGS, A "SHATTERING BACKBOARD" FOR THOSE FEROCIOUS DUNKS. THE ONLY PROBLEM WITH THE GAME IS THAT THE FIGURES ARE BLOCKY. THE REST OF THE BACKGROUND REALLY GOOD GRAPHICS. THE MOVEMENT IS REAL EASY WITH THE JOYSTICKS AND THE GAME IS FUN TO PLAY. WHEN YOU'RE ON OFFENSE YOU HAVE TO MOVE AROUND YOUR OPPONENT OR SHOOT FROM OUTSIDE, ONCE YOU SHOOT YOUR OPPONENT BLOCKS YOU OUT FROM THE REBOUND. THERE IS EVEN A THREE POINT LINE. ON DEFENSE YOU HAVE TO BE QUICK, THE COMPUTER GOES RIGHT TO WORK WHEN IT GETS THE BALL. YOU NEED TO TRY TO KEEP YOUR MAN OUTSIDE SO THAT IF THE SHOT MISSED YOU CAN GET IN POSITION TO GET THE REBOUND. THE LEFT BUTTON IS USED TO SHOOT. PRESS IT AND YOUR PLAYER JUMPS AND WHEN YOU RELEASE IT THE BALL IS SHOT. THE RIGHT BUTTON TUNS YOUR PLAYER 180 DEGREES. ON DEFENSE THE LEFT BUTTON IS USED TO JUMP FOR BLOCKING SHOTS WHILE THE RIGHT BUTTON IS USED FOR TRYING TO STEAL. AS I WENT INTO TOYS R US TO SEE IF THEY HAD THIS CARTRIDGE I NOTICED THAT ALL OF THE COLECO CARTRIDGES, INCLUDING THIS ONE WERE ON SALE FOR \$19.97. IT SEEMS THAT ALL CARTRIDGES MAY BE COMING DOWN IN PRICE. LIKE THE GAME SAYS, YOU'RE THE BIRD OR THE DOCTOR AND THATS THE LAST DECISION YOU HAVE TIME TO MAKE.

RATING - A-



## REVIEWS

### JULIUS ERVING AND LARRY BIRD GO ONE ON ONE BY C KOLANDER

ONE ON ONE, A GAME CARTRIDGE BY MICRO FUN, IS A BASKETBALL SIMULATION THAT LETS YOU HAVE THE SUPERSTAR CAPABILITIES OF JULIUS (DR. J) ERVING OR LARRY BIRD. THE GAME LETS YOU PLAY ONE ON ONE WITH THE COMPUTER OR ANOTHER PLAYER. IT ALLOWS YOU A LOT OF OPTIONS LIKE WHO YOU PLAY, 4 SKILL LEVELS, FULL GAME OR TO A CERTAIN SCORE AND MORE.

THE GAME PLAY IS EXCELLENT AND THE ANIMATION REAL SMOOTH. YOU CAN EVEN BREAK THE GLASS BACKBOARD WITH A SLAM DUCK. ON OFFENSE ONE BUTTON LETS YOU JUMP AND SHOOT WHILE THE OTHER LETS YOU SPIN 180 DEGREES. ON DEFENCE YOU CAN EITHER JUMP TO BLOCK THE SHOOT OR STEAL THE BALL.

THIS GAME HAS REBOUNDED, FOULS, TIMEOUTS AND EVERYTHING YOU CAN ASK FOR IN BASKETBALL. THE ONLY REASON I RATE IT A A- IS THAT THE PLAYER GRAPHICS ARE VERY 2600ISH AND DON'T IMPRESS ME, OTHER WISE THIS GAME IS AN A+. P.S. WATCH OUT FOR DR. J ON THOSE INSIDE MOVES.

RATING - A-

### DECATHLON BY C KOLANDER

DECATHLON, A GAME CARTRIDGE BY ACTIVISION, IS EXACTLY WHAT THE NAME IMPLIES. YOU ARE PUT THROUGH TEN DIFFERENT EVENTS AGAINST THE COMPUTER OR A FRIEND. THERE IS A PRACTICE MODE FOR THOSE NOT UP TO ALL THE EVENTS. SOME OF THESE INCLUDE THE HIGH JUMP, DISCUS, POLE VAULTING AND 400 METER RACE. THE GRAPHICS AND ANIMATION ARE EXCELLENT, THE ONLY THING THAT SPOILS (AND THERE HAD TO BE ONE) THIS OTHERWISE FANTASTIC CART IS THE CONTROLLERS. IN ORDER TO MAKE YOUR ATHLETE RUN YOU HAVE TO ROTATE YOUR JOYSTICK VERY RAPIDLY. THIS IS VERY HARD ON THE HAND AND YOU CAN'T SEEM TO GET YOUR SPEED FAST ENOUGH. TRY IT BEFORE YOU BUY IT.

RATING - B

### INFORMATION FOR ADAM EXPLORERS BY W. MOTEL/ L. MARSCHAND

THIS COULD BE REVIEWED AS EITHER A BOOK OR SOFTWARE, I CHOSE THE LATER SINCE THERE ARE SOME EXCELLENT PROGRAMS CONTAINED IN THIS "MANUAL".

THIS MANUAL IS REALLY DIRECTED AT THE PROGRAMMER WHO WANTS TO GET INTO SOME REAL PROGRAMMING ON THE ADAM. IT IS NOT FOR THE NOVICE WHO ONLY WANTS TO DO SOME SIMPLE BASIC PROGRAMMING.

THIS TYPE OF MANUAL IS WHAT THE ADAM USER SORELY NEEDS TO EFFECTIVELY USE THEIR COMPUTER AS A PROGRAMMING SYSTEM. AS THE AUTHOR ACCURATELY QUOTES " JOHN DVORAK RECENTLY ANALYZED THE HISTORY OF THE MICROCOMPUTER INDUSTRY IN INFOWORLD AND CONCLUDED THAT THE ONLY FACTORS UNIQUE TO THE TWO CLEARLY SUCCESSFUL MACHINES, APPLE AND IBM, WERE THE COMPLETE DOCUMENTATION AND ENCOURAGEMENT OF INDEPENDENT SOFTWARE AND HARDWARE DEVELOPERS." THE AUTHOR IS TRYING TO FILL THAT GAP WITH HIS "INFORMATION FOR ADAM EXPLORERS". I AM AMAZED AT WHAT PETER HAS BEEN ABLE TO PUT TOGETHER THROUGH HIS OWN "EXPLORING". THIS MANUAL IS FULL OF IMPORTANT INFORMATION FOR THE ADAM PROGRAMMER AND A MUST FOR THE SERIOUS HACKER !

THE APPROXIMATELY 50 PAGE MANUAL CONTAINS THE FOLLOWING:

I. NUMBERS - EXPLANATIONS OF BINARY, HEXADECIMAL AND NOW TO DO CONVERSIONS.

II. Z80 CPU - EXPLANATION OF REGISTERS, ADDRESSING MODES, THE INSTRUCTION SET.

III. MEMORY MAP/ SMARTBASIC - ADDRESSES OF BASIC ROUTINES, ENTRY POINTS FOR TAPE ROUTINES, ETC.

IV. PROGRAMS - DISASSEMBLER FOR Z80 PROGRAMS, MEMORY DUMP/DISPLAY FOR ANALYZING CONTENTS OF MEMORY.

V. SOUND/ GRAPHICS - GOOD INFORMATION ON HOW THE ADAM'S SOUND AND GRAPHICS ARE GENERATED. SAMPLE ROUTINES ARE INCLUDED WHICH ARE VERY HELPFUL - THE PROGRAMMER CAN USE THIS AS A STARTING POINT.

# ADAM

VI. CHIP DIAGRAMS/ PINOUTS - THIS IS USEFUL FOR THE TECHNICIANS AMONG US.

ALL IN ALL THIS MANUAL IS PACKED WITH USEFUL INFORMATION FOR THE SERIOUS ADAM PROGRAMMER. I HAVE TALKED WITH PETER AND KNOW HE IS COMMITTED TO THE ADAM AND WILL CONTINUE TO PROVIDE USEFUL INFORMATION TO USERS. PETER IS PRESENTLY WORKING ON A SECOND EDITION WHICH WILL BE PROVIDED TO ALL PURCHASERS OF THE CURRENT EDITION. I KNOW THIS SECOND EDITION WILL CONTAIN EVEN MORE USEFUL INFORMATION.

I COMMEND PETER FOR HIS DEDICATION TO THE ADAM (YOU WILL SEE THIS WHEN YOU READ HIS MANUAL). WE NEED MORE LIKE HIM TO MAKE THE ADAM A CONTINUING SUCCESS.

ORDER DIRECTLY FROM : PETER HINKLE  
117 NORTHVIEW RD  
ITHACA, NY 14850  
PRICE IS \$ 9.95

NOTE: INCLUDE A BLANK DDP WITH YOUR ORDER AND PETER WILL COPY THE PROGRAMS ON IT FOR YOU (RECOMMENDED - THE DISASSEMBLER IS LENGTHLY).

RATING - A

## CP/M2.2

THIS IS A CONTINUATION OF THE REVIEW I STARTED LAST MONTH. I FELT THE NEED TO PROVIDE YOU MORE INFORMATION DUE TO THE COMPREHENSIVENESS OF CPM 2.2 AND THE CONFUSION THAT SURROUNDS IT.

LAST MONTH I GAVE YOU SOME OF THE FEATURES OF CPM 2.2. I CAN IN NO WAY ATTEMPT TO DESCRIBE ALL THE FEATURES OF THIS SYSTEM SO I WILL ATTEMPT TO GIVE YOU SOME INFORMATION THAT YOU CAN USE TO DECIDE IF YOU SHOULD PURCHASE IT AND FOR WHAT PARTICULAR USE.

AS I STATED LAST MONTH, CPM IS AN OPERATING SYSTEM FOR SMALL COMPUTERS THAT PROVIDES ALL THE FUNCTIONS NEEDED TO INTERFACE TO DDP/DISK DRIVES, PRINTERS AND TERMINALS. YOU CURRENTLY HAVE AN OPERATING SYSTEM IN YOUR ADAM. IF YOU HAVE THE DISK DRIVE, YOU HAVE A DIFFERENT SYSTEM THAT ALLOWS YOU TO PERFORM MORE FUNCTIONS EASIER (RENAME, COPY, ETC. AGAINST YOUR FILES). CPM DOES ALL THESE SAME FUNCTIONS AND MUCH MORE !! NOW, THE QUESTION YOU HAVE TO ASK IS "DO I NEED MORE FUNCTIONS?". THIS MAY NOT BE FAIR BUT LET ME SEPARATE ALL YOU ADAM OWNERS INTO TWO GROUPS:

1. THOSE WHO HAVE PROGRAMMING EXPERIENCE OR WANT TO LEARN IT AND HAVE THE TIME TO ALLOCATE TO LEARNING AND USING THE ADAM FOR PROGRAMMING.
2. THOSE WHO DON'T HAVE PROGRAMMING EXPERIENCE AND WANT TO USE THE ADAM FOR WORDPROCESSING, GAMES, ADAMCALC AND SOME SIMPLE BASIC PROGRAMMING.

FOR THOSE OF YOU THAT FALL SOMEWHERE IN BETWEEN THESE TWO GROUPS - READ CAREFULLY !!

CPM 2.2 IS AN ABSOLUTE MUST FOR GROUP #1 IN ORDER TO GET THE MOST OUT OF YOUR ADAM. IT WILL ALLOW YOU TO PERFORM FUNCTIONS YOU CAN'T ON THE CURRENT ADAM OPERATING SYSTEM - IT WILL TURN THE ADAM INTO A FULL FLEDGED COMPUTER SYSTEM TO COMPETE WITH THE BIG BOYS. THIS IMPLEMENTATION OF CPM IS NOT A STRIPPED DOWN VERSION FOR THE ADAM, IT IS A COMPREHENSIVE OPERATING SYSTEM. THE MANUAL IS FANTASTIC AND COVERS ALL FUNCTIONS IN GOOD DETAIL - 300 PAGES WORTH !! AS I DISCUSSED THIS WITH THE PEOPLE AT WESTICO, THEY COULDN'T BELIEVE THAT COLECO WAS SELLING CPM 2.2 FOR THIS PRICE !

ANOTHER SIGNIFICANT ADVANTAGE OF CPM 2.2 IS THE INCLUSION OF AN ASSEMBLER, EDITOR AND DEBUGGER FOR USE IN ASSEMBLY LANGUAGE PROGRAMMING. THIS SEPARATES THE REAL TECHIES FROM THE REST OF US !! OBVIOUSLY, ASSEMBLY PROGRAMMING IS NOT FOR ALL OF US, BUT FOR THOSE WHO DO IT AND LIKE IT, YOU WILL HAVE TO HAVE CPM 2.2 TO DO IT. THERE ARE MANY ADDITIONAL PIECES OF INFORMATION FOR THE ASSEMBLY LANGUAGE PROGRAMMER IN THE MANUAL.

NOW, FOR THE SECOND GROUP OF ADAM OWNERS AND THOSE OF YOU IN THE MIDDLE - WHAT CAN CPM DO FOR YOU. AT THIS POINT, NOT MUCH IF ANYTHING! WHAT I MEAN IS THAT THERE IS NO REAL ADVANTAGE TO GETTING CPM IF YOU DON'T NEED ANY OF ITS FUNCTIONS. THE ADAM OPERATING SYSTEM CAN MEET THE NEEDS OF MOST USERS WITH THE DDP DRIVE. IF YOU HAVE THE DISK DRIVE YOU MAY GET SOME ADDITIONAL FUNCTIONS IF YOU HAVE A LOT OF FILES. HOWEVER, BE AWARE OF THE FACT THAT YOU CAN'T READ OR MANIPULATE ADAM FILES (I'M SPEAKING OF FILES CREATED USING SMARTWRITER, SMARTBASIC, ADAMCALC) UNDER CPM UNTIL YOU HAVE CONVERTED THEM USING A CPM SUPPLIED PROGRAM. THEY MUST THEN BE CONVERTED BACK TO ADAM FORMAT TO USE THEM UNDER SMARTBASIC, ADAMCALC, SMARTLOGO, FILER, ETC. ADDITIONALLY, YOU CAN'T USE THE ADAM PROGRAMS UNDER CPM - THEY ARE NOT COMPATIBLE. IN OTHER WORDS YOU CAN'T LOAD CPM INTO THE ADAM AND THEN LOAD AND RUN ADAMCALC, SMARTBASIC, ETC. WE WILL HAVE TO WAIT FOR CPM VERSIONS OF THESE PROGRAMS. HENCE, MY CONCLUSION THAT CPM WILL NOT PROVIDE YOU MUCH. HOWEVER, WHAT CPM 2.2 WILL DO IS OPEN UP THE ADAM TO A HOST OF CURRENT SOFTWARE THAT, WITH SOME CONVERSION WORK WILL RUN UNDER THE ADAM. MUCH OF THIS SOFTWARE IS AVAILABLE FOR A SMALL FEE SINCE IT HAS BEEN PLACED IN THE "PUBLIC DOMAIN" WHICH MEANS THAT IT IS NON-COPYRIGHTED. ONCE THIS SOFTWARE BECOMES AVAILABLE YOU TOO WILL FIND AN ADVANTAGE TO CPM 2.2.

AS MENTIONED, I AM WORKING TO GET SOME OF THIS "FREE" SOFTWARE CONVERTED FOR THE ADAM AND WILL PROVIDE YOU PROGRESS REPORTS IN FUTURE NIAD NEWSLETTERS.

ALL IN ALL, I HAVE NOTHING NEGATIVE TO SAY ABOUT CPM .  
2.2 FROM THE STANDPOINT OF WHAT IT CAN PROVIDE THE ADAM  
OWNER. I HAVE NOT USED IT ENOUGH TO PROVIDE ANY IN  
DEPTH REVIEW OF ALL OF ITS FUNCTIONS - THIS WILL COME  
IN FUTURE CPM 2.2 WORKSHOPS.

RATING - A\*

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# ADAM

## SOFTWARE EXCHANGE

NIAD SUPPORTS A SOFTWARE EXCHANGE FOR ALL MEMBERS IN  
ORDER TO SUPPLY PUBLIC DOMAIN AND NOW-COPYRIGHTED  
PROGRAMS. "LIBRARIES" WILL BE MAINTAINED FOR EACH OF  
THE MAJOR SOFTWARE PRODUCTS BY A NIAD MEMBER. CURRENT  
LIBRARIES ARE:

SMARTBASIC >>>>>>>> C. KOLANDER  
1295 A PEARL AVE  
GLENDALE HTS, IL 60139

SMARTLOGO >>>>>>>> BARRY WALLIS  
2140 BESSANT ST  
SAN BERNADINO, CA 92404

ADAMCALC & SMARTFILER >>>>>>>> L. MARSCHAND

### SOFTWARE EXCHANGE RULES:

IN ORDER TO RECEIVE ALL THE LIBRARY PROGRAMS IN A  
SPECIFIC LIBRARY SEND A DDP OR DISK WITH ONE PROGRAM  
FOR THE LIBRARY ( ALL PROGRAMS SHOULD BE TESTED AND  
WELL DOCUMENTED VIA A SEPARATE "README" FILE ) TO THE  
LIBRARIAN. INCLUDE A SELF ADDRESSED AND STAMPED RETURN  
MAILER. THE LIBRARIAN WILL COPY THE ENTIRE LIBRARY ON  
YOUR DDP OR DISK AND RETURN IT TO YOU.

A LIBRARY INDEX WILL BE INCLUDED IN THE MARCH  
NEWSLETTER.

### BOOKS

THE FOLLOWING IS A LIST OF BOOKS WRITTEN FOR THE ADAM.  
IF ANY OF YOU HAVE READ THESE BOOKS, I WOULD APPRECIATE  
IT IF YOU WOULD SUBMIT A REVIEW OF THE BOOK TO AID  
OTHER NIAD MEMBERS.

NOTE: I RAN OUT OF ROOM AND WILL INCLUDE THE REMAINING  
LIST IN THE MARCH ISSUE.

CURRENT BOOKS AVAILABLE FOR  
THE ADAM FAMILY COMPUTER SYSTEM

LEARNING TOGETHER WITH ADAM  
PETER SCHARF  
MCGRAW-HILL

ADAM SMARTWRITER WORD PROCESSING USER'S GUIDE  
EUGENE D. MORTIMER  
PRENTICE-HALL

KIDS, BASIC, AND THE COLECO ADAM  
PAT CASSIDY & JIM CLOSE  
PRENTICE-HALL

THE PRACTICAL ADAM: A FAMILY GUIDEBOOK  
ROBERT WOLENIK  
PRENTICE-HALL

### MEMBER COMMENTS

. MANY OF YOU HAVE EXPRESSED CONCERN OVER THE SITUATION  
WITH THE GARDEN OF ADAM (ADAM USERS OF AMERICA -  
TAYLOR BARCROFT). YOU HAVE REPORTED THAT YOU HAVE ONLY  
RECEIVED ONE ISSUE OF THE NEWSLETTER AND GET NO  
RESPONSE WHEN YOU TRY TO CONTACT AUA. BOB MORNINGSTAR  
HAS OFFERED TO COORDINATE AN EFFORT TO SEE WHAT CAN BE  
DONE RELATIVE TO THIS SITUATION. THANKS ALOT BOB FOR  
OFFERING TO HELP YOUR FELLOW ADAMITES.  
PLEASE SEND PROOF OF PURCHASE (CANCELLED CHECK, CHARGE  
CARD RECEIPT) TO BOB AT:

5321 CHERRYWOOD #203  
GREENBELT, MD 20770

. SOME HINTS FROM MEMBERS ABOUT SAVING TIME AND MONEY  
ON COMPUSEVE -  
IF YOU'RE ONLY LOOKING FOR A SPECIFIC SUBJECT OR PERSON  
USE THE "RS" FUNCTION (READ/SEARCH) WHICH WILL LOCATE  
ALL OCCURENCES OF YOUR SEARCH STRING.  
I USE THE "SD" FUNCTION (SCAN/DISPLAY HEADERS) ALL THE  
TIME NOW BECAUSE IT ONLY DISPLAYS THE FROM, TO AND  
SUBJECT FIELDS AND ALLOWS ME TO READ ONLY THE ONES THAT  
LOOK INTERESTING.  
USE "CONTROL O" FOLLOWED BY A RETURN TO STOP THE  
DISPLAY OF A MESSAGE AND JUMP TO THE NEXT MESSAGE.

. FINE FIRST ISSUE OF NEWSLETTER. I NEED A LITTLE HELP  
WITH THE LAYUOUT FOR THE ADAMCALC WORKSHOP PROGRAMS.  
HOW DO YOU ENTER THE INFORMATION INTO THE SPREADSHEET  
TO COME UP WITH A WORKING PROGRAM ? ROBERT JOHNSON  
GOOD QUESTION, ROBERT. PLEASE SEE THE ADAMCALC  
WORKSHOP THIS MONTH WHICH EXPLAINS HOW TO ENTER THE  
LISTINGS PROVIDED IN NIAD.

. MANY OF YOU HAVE CALLED INDICATING THAT SUPPLIES OF  
ITEMS SUCH AS RIBBONS, DDP'S, ETC. ARE DISAPPEARING IN  
THE ADAM MAINSTAYS SUCH AS TOYS R US. I THINK MOST OF  
THIS IS A RESULT OF THE RETAILERS NOT ORDERING  
ADDITIONAL SUPPLIES UNTIL THEY SEE WHAT IS GOING TO  
HAPPEN WITH THE REVC0 RETAIL DISTRIBUTION. HOPEFULLY  
THIS WILL IMPROVE AFTER 3/1. HOWEVER, I AM STOCKING  
LARGER QUANTITIES OF THESE ITEMS FOR YOUR CONVENIENCE.

" FOR GOD SO LOVED THE WORLD THAT HE GAVE HIS ONE AND ONLY SON, THAT WHOEVER BELIEVES IN HIM SHALL NOT PERISH BUT HAVE ETERNAL LIFE. FOR GOD DID NOT SEND HIS SON INTO THE WORLD TO CONDEMN THE WORLD, BUT TO SAVE THE WORLD THROUGH HIM. WHOEVER BELIEVES IN HIM IS NOT CONDEMNED, BUT WHOEVER DOES NOT BELIEVE STANDS CONDEMNED ALREADY BECAUSE HE HAS NOT BELIEVED IN THE NAME OF GOD'S ONE AND ONLY SON. ".....JOHN 3:16-18



PRODUCT LIST

AS YOU CAN SEE NIAD HAS ALL THE NEW COLECO SOFTWARE AVAILABLE. MY COMMITMENT IS TO PROVIDE MEMBERS NEW SOFTWARE AS IT IS RELEASED BY COLECO AT DISCOUNT PRICES. CALL FOR THE LATEST INFORMATION ABOUT NEW PRODUCT AVAILABILITY.

I HAVE ADDED PRINT WHEELS THIS MONTH. THESE WHEELS WILL ALLOW YOU TO PRINT USING VARIOUS FONTS ( COURIER, EMPHASIS, SCRIPT, ETC.).

I AM NOW PROVIDING TDK DISKETTES FOR THE ADAM DISK DRIVE. THESE DISKS ARE TOP QUALITY AND HAVE A LIFETIME QUARANTEE AT A SIGNIFICANT DISCOUNT.

I HAVE DROPPED THE CARTRIDGE SOFTWARE DUE TO THE CONSTANT PRICE FLUCTUATION. I WILL ONLY SELL ADAM DDP/DISK SOFTWARE.

BASED ON MY PRODUCT REVIEWS, I WILL EVALUATE CARRYING PRODUCTS FROM FUTUREVISION AND TAPEWARE TECHNOLOGY FOR THE MARCH ISSUE.

HARDWARE/ ACC'S	PRICE
ADAM DISK DRIVE 7817	\$235.00
ADD'L DATA DRIVE 2409	\$175.00
MODEM 7818	\$ 84.95
ADDRESS BOOK/AUTO	
DIALER 7815, 9658 DSK	\$ 37.95
64k EXPANDER 2562	\$175.00
DIGITAL DATA PACKS 2564	\$ 5.55
DATA PACKS (10 OR MORE)	\$ 3.95
RIBBONS 7806	\$ 5.55
PRINTER WHEELS (SPECIFY FONT DESIRED)	\$ 5.55
ACCESSORY KIT 7816	\$ 32.95
MONITOR CABLE 7830	\$ 10.95
TDK DISKETTES (Box of 10)	\$ 17.95
COMPUERVE STR KIT	\$ 21.95

SOFTWARE (DDP UNLESS NOTED) \*\*

SUPER ZAXXON 2623	\$ 29.95
SMART LOGO 7600;9621 DSK	\$ 62.95
EXPERTYPE 7602;9610 DSK	\$ 39.95
SMART FILER 7813;9656 DSK	\$ 18.95
RECIPE FILE 7814;9657 DSK	\$ 18.95
SMART LTRS/FORMS	
7805;9613 DSK	\$ 25.95
FLASHCARD MAKER 7662	\$ 25.95
FLASHFACTS (TRIVIA 2902, HISTORY 2901, VOCAB 2900)	\$ 13.95
ADAMCALC 7831;9662 DSK	\$ 37.95
R. SCARRY'S WORDBOOK 7658	\$ 25.95
DRAGONS LAIR 2683	\$ 29.95
WACKY WORD GAME 7834	\$ 19.95
CPM 2.2 & ASSEMBLER	
7832;9663 DSK	\$ 62.95
BEST OF BRODERBUND: AE & CHOPLIFTER 7850	\$ 29.95
*2010: TEXT ADVENTURE	
GAME BY MGM/UA 7849;9659	\$ 25.95
*FAMILY FEUD 7710	\$ 25.95
*JEOPARDY 7716	\$ 25.95

OTHER SOFTWARE\*\*

BOUNTY HUNTER VS4048	\$19.95
ADVENTURE PK I VS4011	\$19.95
ADVENTURE PK II VS4015	\$19.95
TREK VS5004	\$19.95
SAVINGS & LOAN VS5051	\$19.95

PRICES VALID UNTIL 4/1/85

\*ITEMS NOT YET AVAILABLE

\*\* NOTE: DISK VERSIONS NOT AVAILABLE UNTIL 3/85



# **GOD** **YOU**

**'For God so loved the world, that he  
gave his only begotten Son, that whosoever  
believeth in him should not perish, but  
have everlasting life.'**

**—John 3:16 (KJV)**