

NIAD

Northern
Illiana **ADAM**
User's Group

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Continuing our study of John chapter 3...

²⁵Now a discussion arose between John's disciple and a Jew over purifying. ²⁶And they came to John, and said to him, "Rabbi, he who was with you beyond the Jordan, to whom you bore witness, here he is, baptizing, and all are going to him."

²⁷John answered, "No one can receive anything except what is given him from heaven. ²⁸You yourselves bear me witness, that I said, I am not the Christ, but I have been sent before him. ²⁹He who has the bride is the bridegroom; the friend of the bridegroom, who stands and hears him, rejoices greatly at the bridegroom's voice; therefore this joy of mine is now full. ³⁰He must increase, but I must decrease."

³¹He who comes from above is above all; he who is from the earth belongs to the earth, and of the earth he speaks; he who comes from heaven is above all. ³²He bears witness to what he has seen and heard, yet no one receives his testimony; ³³he who receives his testimony sets his seal to this, that God is true. ³⁴For he whom God has sent utters the words of God, for it is not by measure that he gives the Spirit; ³⁵the Father loves the Son, and has given all things into his hand. ³⁶He who believes in the Son has eternal life; he who does not obey the Son shall not see life, but the wrath of God rests upon him.

The "John" in this passage is John the Baptist, whose purpose was to announce the coming of the Lord and preach repentance of sins. In those days a prophet like John the Baptist would openly preach his message as God instructed him to and those who responded would be baptized as a sign of their belief in the message the particular prophet was preaching. Baptism in water was a common method of displaying the "washing" away of sins.

This goes back to the Old Testament when Moses parted the Red Sea and all the Israelites escaped from the Egyptian Pharaoh. Egypt symbolized sin and the Israelites were slaves there for several hundred years - this symbolizes bondage (slavery) which is what eventually happens to anyone who falls into sin. When Moses led them out of Egypt (symbolizing turning away from sin), the last act of their escape was when they went through the Red Sea and the "sin of Egypt" was left behind forever.

Disciples were those who so strongly believed in a particular prophets message that they traveled with him to assist in whatever way possible. When Jesus arrived, many of John the Baptist's disciples questioned why so many people were now following Jesus instead of John. John the Baptist explained how Jesus "must increase, but I must decrease." John had a particular purpose prior to Jesus' arrival, but his work was over at that point. John explained to his followers that he was of the earth and spoke of things of the earth, but that Jesus was from

heaven and hence his words and teaching were on a much higher plane than John's.

Who was Jesus ? The Bible says he was the Son of God and that he came in the flesh. These two statements appear contradictory since God is a Spirit and can't be limited by a fleshly physical body. The Bible also says that Jesus was with God in the beginning, at the time of creation (John 1:1). Hence, Jesus is a spirit as God the Father is.

The reality is that Jesus is both God's Son and a man. He is the **Son of God come to earth in the form of a man**. He had a physical body, emotions and all the limitations that we do, but he was also God's Son.

Jesus is the link between man and God - he represents God's reaching out to establish a personal relationship with his creation, his children. God sent his very own Son to walk with us, teach us the ways of God, show us God's love and forgiveness and to reach out to mankind.

Jesus was God, in a human body who came to show how much God loves us. As Jesus taught, he expressed the very nature of God. Every word, every story, every action displayed the character of God. Jesus brought God to earth in a tangible way - he was the Word of God become flesh as John 1:1 states. Jesus displayed God's compassion for mankind by healing hundreds of people - God does not want us to be sick or crippled. Jesus taught that our God loves us as a father loves his children, forgiving them when they sin.

Jesus tied all the Old Testament prophecies together because he was the Christ, the messiah that had been predicted hundreds of years before. However, he did not come to be the king of an earthly kingdom and defeat the Romans as most of the Jews hoped, he came to bring the Kingdom of Heaven to earth and offer everyone salvation for eternity.

Verse 3:36 reads: "**He who believes in the Son has eternal life; he who does not obey the Son shall not see life, but the wrath of God rests upon him.**"

This verse appears contradictory to the concept of a loving, forgiving God. We must realize that God set down one basic rule for mankind that he requires adherence to - OBEDIENCE. This is not much different than what we require of our children.

Sin is simply disobeying God - nothing more, nothing less. God created us and he sets the rules, it is as simple as that. God gave Adam and Eve almost unlimited freedom, but he gave them one rule which they broke - this was the original sin.

Now, if you give your children a rule and they break the rule, what is your recourse ? Don't you usually give them a consequence if they break your rules so they know what to expect ? If they break your rule and you punish them as you said you would, are you a monster who hates your children ? NO, your love for your children (continued on page 2.)

NIAD - A CHRISTIAN RUN BUSINESS

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N.I.A.D. PROCEDURES



⇒ N.I.A.D. is published monthly except for the months of December/January and July/August, which are combined issues by the Northern Illiana ADAM User's Group. Individual issues may be purchased for the current month or a backissue for \$3.00. The April issue of N.I.A.D. is the 63rd issue published by N.I.A.D., there are 62 preceding issues. When ordering backissues, please specify the issue number and month.

⇒ The standard membership rate for 10 issues is **\$19.00 USA Third Class** and **\$26.00 Canadian, USA First Class** and its **possessions**. Contact us for membership rates outside of these specified areas.

⇒ N.I.A.D. welcomes contributions of original reviews, programs, articles, questions, suggestions and comments. Please include a SASE (Self-Addresses Stamped Envelope) if you want a written reply. Also, any contribution sent in on DDP or DISK will be available to receive a public domain program or volume in return at no charge!

⇒ Your N.I.A.D. member ID number is on the first line of your mailing label (affixed to the newsletter). The first four digits are the month and year of the final issue in your current membership. Please check this number each month to make sure that issues are not missed.

⇒ N.I.A.D. will not be held liable for any issues missed due to an address change which we are not informed of. Please get this information to us as soon as possible so as not to cause any type of difficulties. Also, include your member ID number.

⇒ N.I.A.D. accepts advertising for ADAM related products and services. Cost is \$50 for a half page ad and \$75 for a full page ad for one month. Contact us for multi-issue discounts. Well over a thousand ADAM owners receive our newsletter each month and many more get to see it second hand. You may send in your ad in either SmartWRITER, SpeedyWRITE, PowerPAINT, PrintWORKS, other ADAM formats, IBM ASCII or PUBLISH IT! DTP format files or even supply us with a high quality printout for reproduction in the newsletter. N.I.A.D. reserves the right to not advertise certain products.

⇒ If **0490** are the first four digits in your member number, it is time to renew your membership to insure that you do not miss an issue.

⇒ N.I.A.D. welcomes developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to test and to review in the newsletter. N.I.A.D. offers a 50/50 split of the sale price on all items that we handle distribution of for all developers. You will find that this is one of the best offers around in the ADAM community. We will also publish a review on the product as soon as possible.

⇒ Our Chicago Local Chapter Meetings are a great way to learn more about our beloved ADAM systems. You have the opportunity to meet fellow ADAM owners, ask us questions, see live demonstrations of hardware and software and also purchase products. We meet in our store, CompuKINGDOM, the second Thursday of each month at **7:30 PM**. If you need directions getting here, just give us a call.

The meetings which will be held throughout the year will fall on the following dates (remember that there are no meetings scheduled for the months of June, July and August):

May 10, 1990
September 13, 1990
October 11, 1990
November 8, 1990
December 13, 1990

We have exercised due care in the preparation of this newsletter (that doesn't mean we're perfect!). No warranty, expressed or implied with regard to the information contained herein is given, either by interpretation, use or misuse. The opinions expressed herein do not reflect those of the editor or staff unless noted.



(continued from front page) doesn't mean you should never punish them. You have an obligation to your children to teach them right from wrong if you love them. God is the same with his children. The "wrath" referred to in verse 36, is simply the punishment due as a result of disobedience. It does not imply a vengeful God who is waiting to zap us at the first opportunity.

God is a loving father, but he must follow his own rules. Disobedience of God's rules automatically results in punishment.

However, the stakes are much higher then here on earth. Disobedience is Sin to God and He is a righteous God who can not accept sin. If we sin, we can no longer have a relationship with God because our sin separates us.

This is where Jesus comes in. God loved us so much that he devised the perfect plan to give all of his children the opportunity to have their sin removed so that our relationship with Him could be reestablished. Our sin had to be paid for, the just punishment for that sin had to be dealt out. Jesus was the sacrificial lamb, who received the punishment for all of our sins so our sin could be removed. Jesus took our sin upon himself, suffered the punishment and gave us the opportunity to be forgiven forever.

What a gift!! What a plan!! Jesus came to earth to teach us about God and then to offer himself as a sacrifice for the forgiveness of our sins. Jesus had the power to save himself from this ordeal, but he willingly gave himself as a sacrifice for us - showing God's love and forgiveness for us. All we have to do is accept this gift by confessing our sins, asking forgiveness for them and accepting Jesus as our Lord and savior.

Happy spring to all of you. I don't know about where you live, but we have been having spring rains here in the upper midwest almost every day !! We are all tired of this cloudy an cold spring, but, I'm sure the sunshine is on it's way.

You local NIAD members really missed out by not attending the April 12th meeting here at the store. We had a surprise guest - Jim Walters of Walters Software Co. !! YUP, you folks really blew it by missing this meeting. Jim was doing some traveling and called us early in the week to say he would be in town on Thursday and would like to attend the meeting. He brought his PowerMATE HARD DRIVE system and demonstrated his new SmartMATE MANAGER cart which allows the use of the PowerMATE expansion unit / hard drive with standard EOS software.

Currently, the software that is supplied with the PowerMATE unit is much stronger for CP/M users. Jim's software will greatly extend the utility of the PowerMATE hardware due to far greater compatibility with EOS programs (although there are still a good number that will never function). Jim demo'd several software programs and it was amazing to see the speed of loading from the hard drive. Jim is still working on this software and it should be released soon. I am very excited about this since it demonstrates the continuing expansion of the ADAM's capability.

Jim also answered questions on his products as well and we talked about the ADAM's history and it's future. Also, Jim brought in a few items to be raffled off, including a copy of The Print Works and two gift certificates. Thanks Jim for your continuing support of the ADAM.

Finally, as the I am writing this editorial, the weather around here is starting to look much better after having to endure a long winter and an extended period of heavy rain. Everything just seems to go better for myself when it is sunny and 80 or 90 degrees outside, versus the below zero weather that we midwesterners are so accustomed through winter.

As Lyle has already mentioned, we were paid a visit by Jim Walters a couple of weeks ago and I had a great time while the day lasted. I had first meet Jim Walters in Orlando at the first ADAMCON and could only sit in awe as he described different aspects of his programming techniques and as he explained how our little ADAM went about it's operations. Once again, I was in awe as Jim brought in his PowerMATE and hooked it up using his new SmartMATE cart during the day before anyone else has a chance to look at it. To think that Jim had only received his PowerMATE a couple of months ago and already had developed a driver program that was as easy to use as any Coleco program through the use of a SmartKEY user-interface. Every option of choice is made by simply pressing the appropriate SmartKEY or using the arrow keys to highlight a file. That's it. No need for reading through elongated menus or having to read extensive manuals on how to use the product. I was able to sit down with the hard drive after a brief run through by Jim Walters and perform all types of functions from running programs from the hard drive, to copying volumes from the hard drive to disks and also the all important PARK function which locks the heads in place so that the head can't accidentally come in contact with the hard disk surface and therefore cause loss of data.

We had one gentleman who had been asking when we would get a PowerMATE system for ourselves so that he could see how it worked and thanks to Jim we were able to supply him with a demonstration. Although at first we became a little nervous because the member was a bit late. But all ended up well, and a number of persons curiosities and questions were finally answered about the PowerMATE.

The only drawback to Jim's visit and I don't even consider it a drawback was that the planned demonstration on CompuSERVE was cancelled until the May meeting. The PowerMATE, physically, is identical to what I saw down in Orlando, but software has developed in leaps and bounds since that time. Now with the SmartMATE Cart available soon, the PowerMATE capabilities are really shinning through and Jim Walters just informed me that SmartFILER is now working with the PowerMATE and he is starting work on patches to allow SmartFILER to work from a ramdisk! Yes, finally a ramdisk for SmartFILER is in the works and it looks like it will become available fairly soon. No longer will you have to wait forever to perform sorts and other read / write functions. One can now work with the database on the ramdisk and perform all types of input / output functions faster than ever imagined before and then once the session is completed, simply copy the ramdisk back to a ddp or disk!

On another subject, many new ADAM support firms are starting to pop up all over the place. Most are operated by people who we are very familiar with, but others are just fly-by-night operations which promise great service and products, but deliver poor service, products and in some cases nothing at all. Be careful when ordering through a new company for the first time unless you see them mentioned in our newsletter or one of the other many respected publications. It's not fun being taken (I've experienced that) and companies that are not on the up-and-up do not care one way or the other whether the customer is satisfied or if the ADAM continues to live on due to the efforts of many devoted individuals.



NIAD NEWS & UPDATES

- ⇒ NIAD has implemented a new process of handling mail and phone orders. All invoice processing is handled via a computer program, which in the long run, means that we will now be able to deliver your orders much faster than ever before. Hopefully, all will go well on our end in learning the invoicing program, but for the next month or two, please check over your invoice and products received to insure that no mistakes were made.
- ⇒ If you have a change of address to report, please send this new information into us on a separate piece of paper from any orders or questions which you may also send in at the time to insure that your new mailing address is not overlooked.
- ⇒ QUICKCOPY V5.0 is finally available through us in the public domain. QK V5.0 is a tremendous enhancement over the last version which was sold commercially, QK V3.0. Enhancements include full support of all disk drive sizes (160K, 320K and 720K), a ramcopy feature for making multiple copies from the ramdisk to a disk or data pack as well as ramdisk drivers which are compatible with SmartBASIC, SmartWRITER, etc. We have also converted all the CP/M documentation into EOS SmartWRITER files (38 pages in all - 5 files). See the review in the Public Domain Workshop.
- ⇒ TDOS V4.0 is also another new public domain addition this month. This super-enhanced version of CP/M 2.2 comes on a bootable disk or ddp with the 40 column install program (the 80 column install file has not been included yet, but the user can setup the serial port addresses, etc. to access this unit) for setting up the TDOS according to the hardware which your ADAM system consists of. TDOS requires at least a 64K Memory Expander to operate and is roughly 99% compatible with all available CP/M 2.2 commercial and public domain programs. Also made available is a 31 page manual on using TDOS and the many new enhancements. Our hats off to Tony Morehen and all the other people who were involved in the creation of this unbelievable operating system. See the review in the Public Domain Workshop.
- ⇒ ADAM PRINTER POWER SUPPLIES are still in short supply. We have received small quantities from time to time from our supplier, but have quickly sold out. We will continue to list this unit in the Product List until we definitely can't get anymore in stock. Please call before ordering this item to make sure we have them available.
- ⇒ EXPANSION MODULE #2 DRIVING CONTROLLERS with the included Turbo game cartridge (\$39.95) and the ROLLER CONTROLLER with Slither cartridge (\$34.95) are once again readily available in quantity. The Roller Controller is a super addition for those who use graphic design programs, such as PowerPAINT, since the trakball can be used as a mouse controller. The Super Action Controllers with Super Action Baseball (perhaps the best joysticks made for any computer) are still in short supply and we are doing our best to find another reliable source.
- ⇒ EVE ELECTRONICS has recently informed us that they are offering sale prices on all remaining hardware products while supplies last. Some of the products include the SP-1 Serial/Parallel Interface for \$95 and the VD-MB 80 Column Interface for \$295. For further details contact: Eve Electronics - 2 Vernon St., Suite 404 - Framingham, MA 01701 - (508) 653-6911.
- ⇒ Further details on ADAMCON 02, to be held August 15th-18th in Toronto and sponsored by MTAG and other area ADAM Users groups, are quickly becoming available. At ADAMCON 02 there will be featured speakers, new hardware and software demos, special gamer's seminars and seminars on how to use CP/M utilities, EOS graphics, telecommunication packages, "How To" for beginners and tips & tricks. There will also be prizes and game contests. Full payment before May 31st is \$249 for U.S. citizens and \$289 for Canadians. For additional pricing for other family members contact: In Canada, Ken Batcher - 530 Kelvedon Mews - Mississauga, ONT., CAN. L4Z-1G4, In U.S., Monte Neece - 1048 Winter Springs Blvd. - Winter Springs, FL 32708.
- ⇒ T.A.P.P.S. MUSIC BBS, the official ADAMCON 02 BBS, information was incorrectly listed in the Feb. '90 Issue #61. We apologize for the mistake, the correct number and log-on information is as follows. SYSOP: Terry Cairns - HOURS: 24 hours 7 days a week - PARAMETERS: 8/N/1 at 300/1200 baud - PHONE #: (416) 741-2432.
- ⇒ KOSOWSKY'S ADAM REPAIR is now offering a full 1 Year Warranty on all repairs they perform on ADAM equipment. Cost for the year coverage is only \$10! The warranty coverage applies to the Memory Console (minus Data Drives), ADAM Printer (minus ribbons, print wheels) and other servicable components of the ADAM. If your ADAM is in need of repair contact: Kosowsky's ADAM Repair care of Philip Kosowsky - (315) 699-6456 after 6:00 pm eastern time on weekdays and reasonable hours on the weekends.
- ⇒ TRIPLE A AUG (AAAUG) is an user's group based in Albany, New York. They are looking for local ADAM owners to join their group. There is no membership fee, so drop them a line if you are interested at: AAAUG - 3 Robinhood Rd. - Albany, NY 12203 - (518) 456-3293.
- ⇒ THE ADAM CONNECTION (a mail order company which has been in operation for almost two years) will be starting a new newsletter called CAIN (Coleco ADAM Informative Newsletter) this May. The first issue will go out either the beginning of June or the end of May. Subscription costs for 1 year are \$19.95 US, \$21.95 Canadian and \$23.95 Foreign. With your subscription, you will receive two free P.D. volumes of your choice or an extra issue. CAIN will focus on CP/M, EOS, TDOS, PowerMATE HD, Basic, Telecommin' and much more. For further details contact: The ADAM Connection - c/o Steve Major - P.O. Box 562 Mason Rd. - Champlain, NY 12919-0562 - (518) 298-8193.
- ⇒ MICRO INNOVATIONS has announced the imminent availability of their new Multi-purpose Interface Board 2 for the ADAM. The MIB2 provides two RS-232 serial ports, an ADAM compatible centronics parallel printer port and an addressor connection for larger memory expanders. Also, communications programs are provided to use the interface board with an external modem as well as TDOS V4.5. M.I. will begin shipping MIB2 around the first of May, introductory price is set at \$69.95 and peripheral cables are \$9.95 each. We will have a full review next month as well as carry the MIB2.
- ⇒ TRISYD VIDEO has announced that the SmartCLOCK software has been fully completed and the SmartCLOCK is now available for \$39.95. We will have a full review in the May issue. The Dynamite Sound Digitizer software is still under development by Syd Carter and planned completion looks to be the end of May. The new MegaCopy software which will allow for the formatting of 302K and 320K data packs will follow after the completion of a market ready D.S.D.
- ⇒ PHOENIX 2000, Soloman Swifts re-organized company, has recently released three new commercial products: U-Match-Em, Super Parrot

and GoDOS V1.2. All three of these products are reviewed in this issue. Word out of Phoenix 2000 has it that the new newsletter, ADAM Computing Today, will be published twice a month, but nothing has been received yet. We will let you know when we receive any further news.

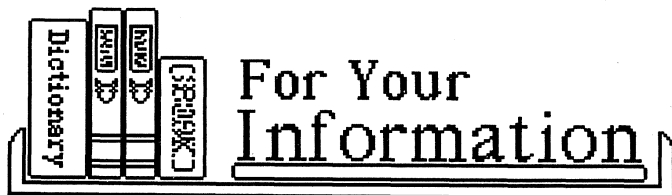
→ OASIVE PENSIVE ABACUTORS has yet to release any further news on the release date of the ADAM Image Maker. Some newsletters have mentioned that this product is available while other sources indicate that this product is still under development. We recommend holding off on ordering this product until we can confirm it's availability. NIAD will be carrying the A.I.M. when it is completed.

→ WALTERS SOFTWARE CO. is in the final stages of production on their SmartMATE CART for use only with the PowerMATE Hard Drive. We got a first hand look at the hard drive operating under control of the SmartMATE CART when Jim Walters paid us a visit and were truly impressed over how easy this cart makes using the PowerMATE. If you own or plan to purchase the PowerMATE in any configuration, make the SmartMATE CART your next purchase. We hope to have a review supplied to us by Jim Walters for an upcoming issue.

→ MacADAM MANUAL, developed and distributed through a joint effort between Jim Casey and Jim Walters, has been released and is available for \$19.95. Demo programs/routines are also available for an additional \$5 on disk or data pack. See the review in this issue.

→ Through an arrangement between ourselves and Walters Software Co., we can now offer ADAM owners with the ability to have their favorite version of SmartBASIC converted to a cartridge. This cart version will load almost instantly upon pulling the CARTRIDGE RESET switch. Any version of SmartBASIC can be supplied as well as being setup to automatically check for a HELLO program on the drive the user specifies to be setup. For commercial versions of SmartBASIC, such as Super Basic Plus by TCR Software, proof of ownership will be required. If you are interested, please call first before ordering. Walters Software Co. can also supply ADAMites with cartridge versions of their favorite software as long as the program is 32K long or smaller. They also have available cartridge versions of all the Coleco system test software which will be an advantage to own over the disk or data pack versions when your system refuses to boot for the physical drives. For further details contact: Walters Software Co. - RD #4 Box 289-A - Titusville, PA 16354 - (814) 827-3776.

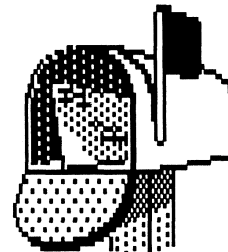
→ NORMAN CASTRO offers free, sample subscriptions to the Omaha ADAM Users Club for anyone who will send him two first class stamps. He also has back issues of his newsletter - receive any six issues (1 years worth) for \$4.25. A two year back issue collection sells for \$8. Norman also provides printed instructions for six game systems including: RCA Studio II, ADAM/Colecovision, Atari 5200, Intellivision and Odyssey 500. Send two first class postage stamps for samples of your choice of system(s) and a listing of what is available to: Norman Castro - 809 W. 33rd Ave. - Bellevue, NE 68005.



Dear NIAD,

I just received my March newsletter and read the SmartLOGO Workshop. Mr. Gerlach had printed a printer patch for SmartLOGO to print out text. I typed it in just as it said to, making no mistakes along the way and when I tried to run it, it didn't work! So I thought about it for

a moment and pulled out my Easy Printer Patch by Walters Software Co., booted it, and choose the SmartBASIC branch of the menu screen. I then put in my disk of SmartLOGO and pressed "ANY KEY" just as my screen told me. It booted SmartLOGO and I went on to test it. I first loaded the "PRDRIVER program, then typed PRINTER to activate the printer and then typed .CONTENTS to see the program and it printed out beautifully on my dot matrix. Just like with PR#1 or CONTROL-P in SmartBASIC.



If you could pass this along to Mr. Gerlach, he might be able to try this for himself. It would save a lot of time typing in the program.

David F. Ramsey Jr.



IMAGE FILES by Ron Collins

A conversation last night via computer with Barry Wilson and then later with Tony Patterson got me thinking about EOS and CP/M IMG files with respect to downloading and then using them. The situation is this... an image file is a file created by capture of a certain number of blocks on an EOS disk. The disk could

contain hundreds of files... we don't really care. These blocks are then stored in CP/M format as one single file.

The file can be transmitted over the telephone lines to somebody who needs it or wants it. If the person is using CP/M telecommunications programs such as IMP, MEX, ASCOM or ZMP, there is no problem. He or she can simply use CLONE2.COM to take that single file and restore it to a new disk or data pack, which can then be booted or accessed via the standard EOS conventions.

PROBLEM... what if the downloader is using AdamLINK III+ with XMODEM to download this image file? He must download the file and store it to an EOS type disk. Next, he must get out of AdamLINK and boot his CP/M disk. Then he or she must run ADAM.COM to take that file off of the EOS disk and put it onto a CP/M disk. Still not finished, the file must now be processed with the above mentioned CLONE2.COM which will turn around and put it BACK on another EOS disk!

What a round-about way of doing things. This alone makes learning a CP/M modem program beneficial!

There are, however, some who would STILL rather use AdamLINK III+... and it's such a great program that I can't say I really blame them too much. But... what do THEY do about that image file if they REFUSE to CP/M even if it's to get that IMG file?

Simple. Use File Manager (or any media utility which will give a block allocation for files and allow for one to block copy)!! Yep! You read it right. Just find out in the directory where the IMG file starts and how big it is, then copy those blocks to a new disk or ddp starting at block 0 on the destination. If the file is 44K in length and it is listed in your catalog (as viewed with File Manager) as residing at block 50, then just setup File Manager to copy 44 blocks starting at block 50 with the destination starting block at 0. Once completed, you can then put the new disk or ddp in and pull the computer reset. If it's a bootable disk, it'll run just like new since the boot block and directory are also contained in the IMG file!



USING WALTERS UTILITIES with MegaRAM (or other ADAM Memory Expanders) by Ed Jenkins of E & T Software



It appears that many ADAM owners are confused about just how to use the different types of Ram Disk utilities that Walters Software Co. has available.

What is a Ram Disk? This is an area of memory (Random Access Memory) that is used as a high speed storage device (like your tape or disk drives). In order to have a Ram Disk, you MUST have some type of memory expander and a software program that uses it as a Ram Disk.

For those of you that are unfamiliar with Walters Software's products, the following utilities are available from this fine company:

- o **SmartDSK I:** Allows for the use of ADAM's SmartWRITER Word Processor with a Ram Disk
- o **SmartDSK II:** Uses Tape Drive #2 for the Ram Disk
- o **SmartDSK III:** Allows the use of SmartBASIC V1.0 or SmartBASIC V2.0 with a Ram Disk and supplies a complete set of utilities.
- o **AUTOBACKUP:** Works with SmartDSK I, II, and III. It copies your favorite programs / files to or from the Ram Disk - automatically
- o **PrBOOT:** Allows the user to auto-boot SmartFILER or SmartWRITER - with or without dot matrix printer support, ADAMLINK, ADAMCALC, SmartLOGO, SmartBASIC V1.0 and SmartBASIC V2.0. The program also allows the user to 'BOOT' these programs directly from the Ram Disk.
- o **RamBOOT:** Automatically copies SmartBASIC 1.0, SmartBASIC V2.0 and ADAMCALC directly onto your expander - 256K or larger required for all programs. Allows the user to almost instantly switch between the above various programs as well as SmartWRITER.

To work with your memory expander, PrBOOT and AUTOBACKUP require you to also have SmartDSK I, II or III. If you use only SmartDSK I, then you can ONLY access the files on your Ram Disk with SmartWRITER. To explain how each utility package works, the following is a brief explanation:

- o **SmartDSK I** works with your expander and SmartWRITER. You can store / retrieve your programs or files using SmartWRITER (ADAM's built-in word processing program).
- o **SmartDSK II** uses Tape Drive #2 as the Ram Disk (even if you don't have a second tape drive). The purpose of this program is to allow older ADAM programs, such as SmartFILER, ADAMCALC, and various BASIC programs that were not designed to access device #7 (a Ram Disk). This program fools ADAM into thinking that the Ram Disk is tape drive #2 so that any standard program should work with the Ram Disk.
- o **SmartDSK III** uses 'd7' as the Ram Drive designation and also supplies a complete set of utilities in both SmartBASIC V1.0 and SmartBASIC V2.0 formats. This package is my favorite.
- o **AUTOBACKUP** allows the user to auto-boot various programs from Tape, Disk or Ram Disk. When using a Ram Disk, you can 'boot' directly from the expander - thus the expander acts just like a

Hard Drive. Two different programs are included: AUTOLOAD - loads data to ram disk. AUTOSAVE - save ram disk contents to disk or ddp.

- o **RamBOOT** works like AUTOBACKUP and PrBOOT. Programs are automatically copied directly to the Ram Disk and then can be 'booted'. An added feature is the ability to almost instantly switch between the various programs by simply pressing the <CONTROL> and <DELETE> keys at the same time. The program does not have a utility for re-copying your programs back to your Tape or Disk. To fully use this package, a 256K or larger expander is recommended. To automatically load the programs and your favorite files, a 320K or 720K Disk Drive is suggested (you can, however, fit a lot of programs / files onto a Data Pack).

All of the Walters utilities allow the user to reset the system (pull the computer reset switch without damaging any of the files or programs on the Ram Disk). This gives you the ability to use the Ram Disk, 'boot' a game such as Buck Rodgers, and then reactivate the Ram Disk and use the stored programs or files again. However, the program which you load, in this case Buck Rodgers, must not use the expander or else the data on the Ram Disk will be lost.

Since none of these utilities double-boot (load themselves and then another application program), Walters has a double-boot media available for all registered owners of SmartDSK III. Available for only \$5.00, this special media allows you to put AUTOLOAD / AUTOSAVE (from AUTOBACKUP) or SmartBASIC V1.0 or SmartBASIC V2.0 onto the same media.

With this special double-boot media, you can customize it just about any way you want. To give you an example, I have one setup with SmartBASIC V1.0 and the Basic V1.0 utilities from the SmartDSK III package. And, I have another setup with SmartBASIC V2.0 and the utilities that work with Basic V2.0. To use either of these two versions, I simply insert the media and pull the <COMPUTER RESET>, activate my full expander by pressing SmartKEY #1, SmartBASIC loads and then loads the HELLO program giving me access to all the available programs. Without the double-boot media, I would have to 'boot' SmartDSK, insert a copy of Basic (with all the utilities copied onto it) and press <RETURN>. As you can see, the double-boot media saves me from an extra tape or disk swap.

The double-boot media comes with SmartDSK (from SmartDSK III), a double-boot block (block #20) and SmartBASIC V1.0. Before using this double-boot media, the first thing you do is make a backup copy, don't use the original.

To use SmartBASIC V1.0 programs (such as those found on the SmartDSK III media), simply copy them to the backup double-boot disk. To activate your expander and then use the programs, just insert and pull <RESET>, choose either SmartKEY I (full expander) or SmartKEY II (reserve first 64K if you have a 128K or larger expander). The version of BASIC will then 'boot' and then 'boot' your HELLO program if you have one on the media. The first thing you should do is make two or three copies of the double-boot disk, use MODIFIER to delete the BASICPGM program and then use PURGE to clear the directory. Be sure to do this only on the copies that you wish to use with something other than SmartBASIC V1.0.

To use SmartBASIC V2.0, do the following to one of the above copies: Use MANAGER to copy the BASICPGM (from SB 2.0), use TOOLKIT and copy block #0 (from BASIC 2.0) onto block #20, use MANAGER to

copy your favorite BASIC 2.0 programs onto the media. MODIFIER, MANAGER, PURGE & TOOLKIT are on the SmartDSK III media. Now you can load the program just like the SmartBASIC V1.0 version.

To further illustrate how we used the various combinations, we created the following disks:

1) On disk #1, we copied block #0 from AUTOLOAD (on the AUTOBACKUP media) onto block #20 of our special disk (after deleting BASIC and PURGEing the directory). This procedure gave us a disk that has SmartDSK and AUTOLOAD on it. We then used MANAGER to copy SmartBASIC V2.0 and all the programs and data files we use for our ADAM'S ALIVE members. We then used MODIFIER to RENAME the BASICPGM to BASICPGM2. This was done so that we can 'boot' SmartBASIC V2.0 directly from the expander by using PrBOOT. This procedure is fully explained in the PrBOOT manual.

Since 'The Print Works' and 'The Label Works' both access the expander as a Ram Disk, you could setup a special version as above, instead of copying SmartBASIC V2.0 and the various programs, you could copy all your favorite clip-art files instead. In this way, your expander could be setup and all the clips automatically copied to it. You could then 'boot' The Print Works or The Label Works and access the clips directly from the expander card.

2) On disk #2, we copied block #0 from AUTOSAVE (on the AUTOBACKUP media) onto block #20 of our second special disk. This gave us SmartDSK and AUTOSAVE on the same media.

For those of you that are registered owners of SmartDSK III and PrBOOT, Walters has a special double-boot media with both SmartDSK and PrBOOT on it. Send them \$5.00 and request this special disk. Since PrBOOT requires a special disk, you cannot make your own double-boot disk by following the above explained procedures.

This is how we would use the above three mentioned disks:

1) We insert disk #1 and pull <RESET>, we press SmartKEY I for the full expander, and at the AUTOLOAD screen we press <RETURN>. This process activates our expander card, and then automatically loads all the programs / files onto our expander.

2) To 'Boot' from the expander, we insert the special SmartDSK / PrBOOT media and pull <RESET>, we press SmartKEY I to re-activate the expander (all our programs / files are still unchanged on the expander), at the PrBOOT screen we press SmartKEY I (for SmartDSK), and then press the appropriate SmartKEY to load SmartBASIC V2.0 from the expander. Basic loads and then runs the HELLO program directly from the MegaRAM card or other memory expander.

If we changed anything on our expander, E&T MegaRAM (added or changed records on our data files), we then use disk #3 to re-copy the contents back onto disk. This is accomplished in the following manner: We insert disk #2 and pull <RESET>, we again press SmartKEY I to re-activate the expander, at the AUTOSAVE screen we insert disk #1 and press <RETURN>, all the contents of the expander card is now copied automatically back onto disk #1.

As you can see, the two special double-boot tapes / disks give you the ability to turn your expander card into something like a Hard Drive.

Since this article was written, Walters Software Co. has released the SmartDSK CART to further add to ADAM owners choices. The SmartDSK CART plugs into the cartridge port on the top of the Memory Console and supplies the user with all the features of SmartDSK, AUTOBACKUP and some of the features of PrBOOT. The SmartDSK CART has fast become one of the best selling products released for the ADAM and is a must for the serious ADAM owner.



USED & SWAP CORNER

- o Expansion Module #3 ADAM Computer System with Colecovision for sale. Includes ADAM Daisy Wheel Printer and all manuals. Contact for pricing: Faye Ellington - 102 Hillcrest Ave. - New Britain, CT 06053.
- o Complete ADAM Computer System (like new) with 33 game tapes, 2 tape cases, extra controllers, SmartLOGO and more. I would like \$385 plus postage for everything. Contact: Mrs. M. E. Pickens - 10275 Saigon Dr. - El Paso, TX 79925 - (915) 591-4430.
- o Coleco 64K XRAM, 2 Keyboards, 1 Printer Power Supply, SmartBASIC DDPs (in quantity), Buck Rodgers DDPs (in quantity), Blank DDPs (Loran brand). Many software titles also for sale on DDP or DISK with instructions. No reasonable offer refused. Will consider trades. Contact: Clint Wormsbecker - 6432 St. Louis Dr. - Orleans, ONT. CAN. K1C-2Y2.

PHONE ORDERS ONLY! USED HARDWARE & CARTRIDGES

- o Exp. Mod. #3 Complete w/ Colecovision, Printer, Manuals\$125
- o Brain Strainers by Coleco\$10
- o Burgertime by Coleco.....\$15
- o Cabbage Patch Kids: Adventures in the Park by Coleco.....\$10
- o Campaign '84 by Sunrise Software\$10
- o Congo Bongo by Coleco.....\$15
- o Decathlon by Activision\$10
- o Donkey Kong Jr. by Coleco.....\$10
- o Fortune Builder by Coleco.....\$10
- o Fraction Fever by Fisher Price.....\$10
- o Frenzy by Coleco\$10
- o Front Line by Coleco (Requires Super Action Controllers).....\$10
- o Gorf by Coleco.....\$10
- o Jukebox by Spinnaker.....\$10
- o Lady Bug by Coleco\$10
- o Learning with Leeper by Spinnaker.....\$10
- o Looping by Coleco.....\$10
- o Miner 2049er by MicroFun\$10
- o Montezuma's Revenge by Parker Brothers\$10
- o Omega Race by Coleco\$10
- o Pepper II by Coleco.....\$10
- o Roc 'N Rope by Coleco\$15
- o Rocky Boxing by Coleco (Requires Super Action Controllers)\$10
- o Smurf Paint 'N Play Workshop by Coleco.....\$10
- o Space Fury by Coleco.....\$10
- o Star Trek by Coleco\$15
- o Star Wars by Parker Brothers.....\$10
- o S.A. Baseball by Coleco (Requires Super Action Controllers)\$10
- o Tapper by Coleco.....\$15
- o Tarzan by Coleco\$15
- o Turbo by Coleco (Requires Exp. Mod. #2 Driving Controller)\$10
- o Tutankham by Parker Brothers.....\$10
- o WarGames by Coleco.....\$15
- o Zaxxon by Coleco\$10



RIBBON RAVINGS

by CAPT. R.D. Symonds, MC, USN



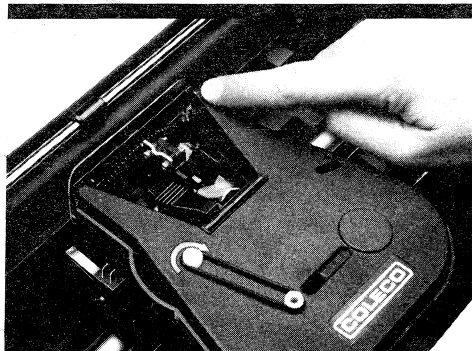
Our Little Orphaned ADAM is prone to many idiosyncracies, most of which I've learned to work around. I'm careful not to start a line with an underlined word so that the left hand margin won't decide to march off on it's own in the middle of the text. I start most of my letters with a letterhead I've saved in a SmartWriter file, and in which I've altered the vertical margin settings so that I don't have to watch helplessly while the printer continues to merrily tap-tap-tap on the black platen, the paper having finished earlier than the text. I give the machine a chance to cool from time to time... and I've learned to save my data more often in the event of a freeze-up.

So ADAM and I get along pretty well. My wife, Marilyn, loves ADAM as much as I, and even though she has access to our XT clone, she battles me for ADAM (or is it the other way around?).

I have our ADAM hooked up to an Epson LX 800 Dot Matrix Printer, a fairly reliable little machine, through an Orphanware Parallel Printer Interface. And it works pretty well, when it works. The manuals that come with these printers could just as well be printed in ancient Egyptian for all the help I am able to extract from them. I still haven't figured out how to make it work with Speedywrite II since the codes are so well coded I think they're uncodable. So I use the noisy, slow, (but letter quality) printer that came with ADAM. Why? Because I know it'll work... everytime. Everytime, that is, until the printer ribbon decides it's time to have a little fun with me.

Perhaps the most popular fix for our printer ribbons is the one that involves adjusting the spring tension. I don't know why this is such a common problem when we have the technology to put a man on the moon. As the ribbon passes from the right to the left (looking from above, with the pointy end away from you) the tension seems to increase proportionately. It finally gets to the point where it'd take King Kong to move it another character's worth. The print, like MacArthur's characterization of Old Soldiers, "just fades away." I think you all know what I'm talking about. The worse thing is that the ribbon has been only half used when this happens.

The adjustment of the spring tension does work. But it's critical. If it's not enough, it'll bind again. If it's too much, the ribbon flops up from the front of the

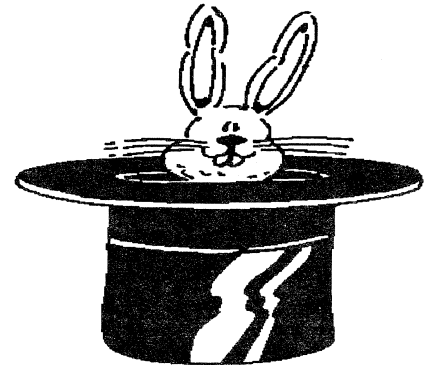


daisy wheel and you get intermittent impressions or impressions that are part black and part white. Unsat. If you ever get a spring adjusted exactly right, I suggest you save it and transfer it into a new ribbon when the old one is worn out.

But there are a couple of other methods I've toyed with to fix a couple of other problems.

If you've ever rewound a ribbon, in an attempt at "thrif" (better word than "cheap"), or if you're caught without a fresh one on hand, you'll find that as it works it's way through the second time, it gets kinda' lumpy on the take-up spool. This binds the ribbon and it stops.

Then there's the case of the knurled knob on the left side of the ribbon cassette. This is the white knob closest to the pointy end around which the rubber band travels. In Diablo Hytype I ribbons, this white piece of plastic is under tension from a coiled spring. In Coleco ribbons, the mechanism is virtually stationary. In both mechanisms, the ribbon sometimes becomes wrapped around the knurled knob, whether you've attempted to adjust the spring tension or not.



So what fixes are available?

One method I've picked up, which is swift and brutal, is to take all the ribbon off the take-up spool and toss it. Sometimes the sticky tape that attaches the end of the ribbon to the take-up spool can be reused. If not, a small piece of cellophane tape can be cut. Works like a charm, and the remainder of the ribbon acts as though you just put a new ribbon in the machine.

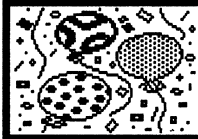
Another fix, which stops the binding around the knurled knob, but can be wasteful, is to take the ribbon out from between the white plastic mechanism on the left side of the cassette, and through which the ribbon passes on its way to the take-up spool. Just let it ride free. Boy, it sure zips through then. Put a small black ink dot on each of the white posts sticking through the top of the cassette and watch them spin. I just recently tried this and printed out one of the sharpest, blackest letters I've seen come from the ADAM printer. When I looked at the ribbon, there was no overlapping of impressions at all. The only justification I can think of to use this, is that the ribbon can be rewound and used several times before it's worn out. The convenience is that there's virtually no resistance and there's always a "new" area of ribbon in front of the print character, especially if you've adjusted the spring tension a little t-o-o much.

This last idea is too new for me to really provide a good appraisal. The one time I used it (on a shortened ribbon) it worked very well, but the ribbon really flew through the cassette. Oh, well, ADAM ribbons last too long anyway, and just dry out... how's that for rationalizing away "thrif."

In general, I recommend you do nothing until you have a problem with the ribbon... the old "if it ain't broke, don't fix it" school of thought. I tried spring adjustment and tearing off the used part of the ribbon together and had no problem. But, I had no problem when I just tore off the used part of the ribbon.

I think there's merit in all these ideas, depending on what problem you're faced with. Try them.

There's more than one way to skin the proverbial cat.



DESIGNING GRAPHICS WITH ADAM LOW RESOLUTION GRAPHICS by Ricki J. Gerlach



We have been doing graphics for the ADAM for several years now. We first started with SignSHOP, and released five volumes to the Public Domain Library, labeled as HAPPY SIGNS. We are also the only producer of adult graphics in SignSHOP format that we know of. Since SignSHOP, several others have produced top quality software for graphics with the proper hardware additions to ADAM. We have now produced 10 volumes of graphics titled HAPPY CLIPS, for use with PowerPAINT and now The Print Works and The Label Works and soon, GoDOS with it's associated programs.

Being able to produce top quality graphics is not difficult, but is only time consuming, and the secrets to making graphics should be made available to anyone desiring to take the time needed to work with them.

It is our desire, to share some of the secrets to quality graphics with all ADAM owners, not to put us out of business, but rather to expand the graphics available to ADAM owners through the interest and work of others in the ADAM world.

Hopefully, following our guide, anyone desiring to try to produce graphics may be able to do so, using our own learning experiences.

This guide is not copyright protected, and is released to the general public as an instructional guide. Any comments, additions, corrections, or changes are welcome.

Please address all correspondence to:

GERLACH FAMILY SOFTWARE
C/O RICKI J. GERLACH
P.O. BOX 175
FT. CAMPBELL, KY 42223

TERMS

GRAPH PAPER: Paper which is divided up into little squares with larger squares highlighted. The two types we use are:

DRAFTBOARD Inc. 8 x 8 squares
UUP 202D GRAPH PAPER 10 x 10 squares

Any graph paper will do, they do not have to be the two types that we use. We recommend any type at all.

PIXELS: The dots that are printed, and make up a picture. Dots or pixels are actually little squares, and one pixel is represented by one square on the graph paper.

LOW-RES LOW RESOLUTION GRAPHICS: The graphics found in games like the ATARI 2600. Made of large squares, can be printed using the ADAM SmartWRITER Printer and the SignSHOP program.

HI-RES HIGH RESOLUTION GRAPHICS: The fine line, greatly detailed drawings found from most computer generated graphics. These can be printed with ADAM, if a dot matrix printer is attached with the proper hardware, and software programs such as PowerPAINT, ShowOFF I, or some other graphic program.

SignSHOP GRAPHICS

DESIGNING A PICTURE

Designing graphics is only limited by your imagination and a little ability to draw. Very little ability to draw.

First, you have to start out with an idea, or a design for a picture you want to get into ADAM. Doing Low-Res on SignSHOP requires us to remember some basic rules:



- o 1. The width may only be 50 squares
- o 2. The height may only be 50 squares
- o 3. Each square on the paper represents one pixel in ADAM
- o 4. SignSHOP does not have the ability to place two pictures next to each other like the Hi-Res programs

DRAWING YOUR PICTURE

First pencil your design onto the graph paper. Then fill in the boxes or squares where the pencil line crosses. After you have done this, set it about three feet from you, and look at it. You might want to make some changes prior to programming it into ADAM.

Once you have decided that the graph paper picture is what you want, the next step is to number the squares, both across the top, and down the side. This is to help you when you load it into ADAM.

SignSHOP PROGRAMMING

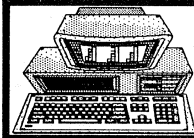
Now you load SignSHOP, and enter the picture editor. Place the (X) in every location you have a box or square filled in on the graph paper.

You can keep track of where you are in SignSHOP with the numbers you placed across the top and down the side of the graph paper, so your picture will print out the way you want it to in SignSHOP.

Use the rough draft print option (SmartKEY II), while in the editor, to see if you have all the X's in the right spots, before you save it. Once saved, sometimes going back to the editor will add or delete some pixels, and cause more work for you. A much easier way to edit a picture you saved in SignSHOP is to use the ADAM SmartWRITER Word Processor mode, pull the picture up, and add a capital X or a dash (-) to replace the X, and save under the same name. This is the method we use to edit a picture already saved in SignSHOP, and it works much faster.

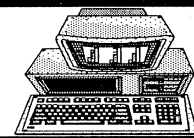
Just remember, that the picture FIRST MUST BE SAVED USING SignSHOP

One final note, SignSHOP can only load SignSHOP format picture files, NewsMAKER can load it's own format files as well as load and save SignSHOP format files. Both programs by Strategic Software Inc.



A FURTHER LOOK AT THE PowerMATE HARD DRIVE

by Terry Fowler of ADAM'S House



PowerMATE has turned out to be a joy to use. It is what I always envisioned working with ADAM would be like, less the frustrations. It is a computer that has great software, more being developed to take fuller advantage of new hardware add-ons, and now an easy way to inexpensively expand. PowerMATE takes full advantage of the most useful ADAM expansions, and replaces the previous storage devices (Data Drive and Disk Drive) with one unit that can act like 14 high capacity electronic drives or Ram Disks.

The HARD DISK DRIVE can be divided into 10 "Disk Drives" each with it's own directory and a full MEGABYTE of storage space. The rest of the space is used for 4 sections devoted to TDOS (CP/M Language Format). With a 20 MEG HARD DISK, the space allowed for TDOS programs is divided into Four Drives, A with 2050 Bytes and B, C, D with 2788 Bytes. A 40 MEG DRIVE substantially adds space to TDOS, but EOS space can only supply 10 One Meg Drives. This could be changed if specific situations call for it. The result of having all this storage space in one Hard Drive is simplicity itself coupled with reliability. Thousands of programs can be brought into ADAM Memory within a few seconds. TDOS and EOS may both easily be used or switched between.

The SHIFT/UNDO Keys pressed together produce an EOS MENU from which you can choose an EOS (Elementary Operating System) that runs programs like SmartBASIC V1.0, V2.0, ADAMCalc, ADAMLink, SmartLOGO, FLASHCARD MAKER, SPLAT, MacADAM, SmartFILER, ExperTYPE and most of your favorite programs like THE PRINT WORKS, THE LABEL WORKS and possibly SpeedyWRITE. Also included is FILE MANAGER V3.0 for PowerMATE that allows you to make BACKUP COPIES using full Expansion Ram (if a Memory Card is installed) in addition to many utility functions that make using PowerMATE very, very simple! From the EOS MENU, you can press the WILDCARD Key to go immediately into TDOS, Volume A where over 300K of programs reside. Drive B contains over 842K of general purpose programs and D contains EOS Patches and Information documents which can be TYPES for reference. Patches are already placed on VOLUME 0 of the EOS Directory.

From the EOS MENU, you can select the Patch for VOLUME 0 that will load selected pieces of software currently running with the HARD DISK. Many of the EOS programs listed above currently are running, and Walter's Software and Tony Morehen are currently working on more patches and innovative boot software. Soon a cartridge will run a new form of EOS that will not require patches. Demo versions of this cartridge SmartMATE, allow the Game Switch to bring up the SmartMATE Menu and provide the functions discussed. However, most Software will be able to boot directly from the Hard Disk, Ram Disk or Coleco Disk or Tape Drives. In addition, the PowerMATE FLOPPY DISK DRIVE (5.25" Disk 320K/360K or 3.5" Disk 720K) will be able to boot software -- a real advantage if you now only have data drives. All these things are coming fast, just in time to provide an economical alternative to the no longer available Coleco Disk Drives.

PowerMATE allows easy installation - one card which connects the PowerMATE Hard Disk with one cable, a cable for a Centronics Dot Matrix Printer and two cables for Serial Port use: Modem or Terminal connection. The card also provides addressing for the MegaRAM or older Orphanware 256K Card. However, the Hard Disk is so fast that having a Memory Card will basically serve only as a Copy Buffer, using the Ram Disk space to make back-up copies of your programs or volumes without excessive drive reads and writes and also for programs that require a memory card. As an Electronic Ram Disk, a Memory Card can also be used to temporarily store programs and

allow the user to switch between programs until power is turned off. The Hard Drive actually performs the same results without requiring set-up at the beginning of each use period and little time delay. For initial expansion, at least a 64K card is suggested to speed up backup copying your volumes. PLEASE DO MAKE BACK-UP COPIES OF ALL HARD DISK DRIVES, ESPECIALLY WHEN YOU REPARTITION TO ADD EOS DIRECTORIES!

The PowerMATE Hard Drive operates by turning on the power switch of the ADAM System, and then the PowerMATE Drive Switch located on the back of the unit. The drive will come up to speed within a few seconds. A System Disk is furnished with all the necessary programs to get started, plus programs duplicated on the Hard Disk Drive VOLUME A of TDOS. If it ever happens that an accident occurs, such as erasing the VOLUME 0 Directory or Boot program, the System Disk contains the programs to reset the Hard Disk.

Reliability is of key importance in evaluating the PowerMATE. The finest quality parts and workmanship have gone into this product, and even the floppy drives used are the finest available. Cool, quiet operation is provided since the Hard Disk enclosure is provided with a quiet cooling fan. And the floppy drives themselves, provide the quietest trouble-free operation of any we have used for Disk Drive Conversions. As a matter of fact, we now use the same drives as the PowerMATE to provide 160K Disk Drive Conversions and Conversion Kits for our customers. They are the simplest conversion kits we have ever offered for ADAM use, and both kits cost the same -\$109.95, your choice. Advantages for 320K 5.25" Drives? Commercial software is currently only available on data pack or 5.25" Disk. However, most software can be copied to 3.5" diskette for use, and 3.5" diskettes now cost much less (69 cents each) and hold 400K bytes more.

PowerMATE, even when all it's capabilities are not used, is a great value that will allow inexpensive expansion in your future. If PowerMATE is purchased less the Floppy Drive(s) option, the floppy can be added by ADAM'S HOUSE later for only \$100, plus S/H. A MegaRAM Card may be added and one wire attached to the PowerMATE Interface Card (Slot #2) for completion of the circuit. Terminals are provided and a connector available for plug in connection. Our MegaRAM Cards are provided with this connector for PowerMATE. A Dot Matrix Printer need only be plugged into the AC Outlet and the cable from the PowerMATE Interface Card. A Modem is attached in like manner to the Serial Port Cable #1. A Terminal, also, in like manner to Cable #2 for Keyboard and Display even in another room (with extended cable available). Hundreds of programs are already provided on the Hard Disk, most in compacted LIBRARIES. Wordstar, DBASE and others will work from TDOS. And if you have an 80 column unit or the upcoming new ADAM IMAGE MAKER (AIM), TDOS will provide you with a full 80 column screen, in COLOR with the AIM unit installed on the end of the ADAM Console. But, PowerMATE provides a full function means to expand ADAM and provide the needed storage capability to eliminate hundreds of floppy disks collected in dozens of disk containers. Our evaluation is that PowerMATE will provide for ADAM very adeptly no matter whether you only have the basic system with Data Drives, or whether you have Disk Drives (which are valued much higher these days in case you want to sell one). If you have an 80 Column Card, External 1200 Baud Modem, Terminal, Dot Matrix printer or MegaRAM Memory Card, they're just icing on the cake. And now, PowerMATE can come equipped with a 40 MEG Hard Disk Drive for the same price as the 30 MEG Drive. If you're looking for the ultimate size drive, PowerMATE can provide for you. And, if you're still not convinced PowerMATE is right for you, stay tuned for the news of the coming software. The future looks bright indeed!



PUBLIC DOMAIN WORKSHOP

QUICKOPY V5.0

The Quickcopy V5.0 program is an updated version of Quickcopy V3.0. Quickcopy V5.0 will use a 16K, 80K, 144K, 272K or 528K copy buffer. It will also support single-sided 5 1/4 inch disk drives containing 160 block disks, double-sided 5 1/4 inch disk drives containing 320 block disks and 3 1/2 inch disk drives containing 720 block disks. Quickcopy V5.0's main functions include the ability to perform block copies or file copies from one disk or data pack to another. The BLOCK COPY function is fairly straightforward in that you select the drive or drives which will be designated as your source and destination (the user can copy from and to the same drive, but this will require the swapping of disks or ddps). Then the source starting block and the number of blocks to copy will need to be entered in followed by the destination start block. Once all the criterion has been entered in, the copy process can be started and in a few minutes, the destination disk or ddp will contain the contents of the blocks which were copied from the source.

The FILE COPY function is every bit as easy to use as the BLOCK COPY function with the exception that each and every file is listed out separately by the program along with all of the file's attributes. Prior to the file display, a source and destination drive will have to be designated. Once again the drive which you are copying from can be the same as the drive you are copying to, therefore causing media swaps, or they can be two different drives. When the drives are selected, the catalog will be read in from the source and all the files will be displayed one at a time. On this catalog display screen will be displayed the FILENAME, START BLOCK of the file, the BLOCKS ALLOCATED to the file, the physical BLOCKS USED as well as the number of BYTES USED in the last block. Also displayed for the user is further information on the file such as whether or not it is PERMANENTLY PROTECTED, READ PROTECTED, a USER FILE, DELETED, WRITE PROTECTED, EXECUTABLE, a SYSTEM FILE or NOT A FILE. Know the user will have the option to either tag the file for copying or not, more onto the next file or move back to the previous file. All files contained in the catalog will have to be viewed before the copy process will begin, there is no way to say tag the first file in the catalog and proceed directly to copying.

QUICKCOPY V5.0 also comes with another program called RAMDRIVE. What is a RAMDRIVE? A ramdrive is computer memory which is used as if it were a normal tape or disk drive. Since the ramdrive is actually memory, Input/Output operations (read write a file or a block) are completed almost instantly. The size of the ramdrive will vary according to how much expansion memory is installed on your system. A memory expander is required for this option.

The RAMDRIVE program is a new program written as part of the GJMG/OS. This program provides an EOS format ramdrive to many existing EOS programs. This is done by assigning a tape or disk drive to be the ramdrive. Whenever the user refers to this drive, the ramdrive program will intercept the I/O request and perform it, all of the existing Coleco programs and many of the 3rd party titles were programmed only to use the existing I/O devices: TAPE 1, TAPE 2, DISK 1 and DISK 2. These programs do not know how to access the ramdrive so ADAM has to be fooled into believing that the ramdrive is an actual device. To accomplish this, a trap is installed in the I/O routines. Let's say a trap is set to intercept all I/O to TAPE 1 and ADAMCALC is booted. Whenever a request is made for ADAMCALC to perform I/O (read/write a file) to TAPE-1, the trap will intercept the I/O request and instead of reading/writing the file to TAPE 1, the trap performs the I/O on the

ramdrive. The ramdrive provided is treated as a normal tape or disk. You may actually copy a tape or disk to the ramdrive and then BOOT the ramdrive. The ramdrive is preserved when the system is reset (booted).

Also included is RAMCOPY. The RAMCOPY program is actually a specially modified version of QUICKCOPY V5.0. The major difference between the two is that RAMCOPY uses a 1K buffer for copying block or files. When RAMCOPY reads a block from the source tape or disk, it will immediately write the block to the destination drive. The routine will work when copying to and from the ramdrive or when copying from a tape or disk to another tape or disk. This routine works well for making a quick copy of a disk or when copying a tape or disk to another tape or disk. It does not work quite as well when copying from tape to tape. It should be clear by now that this method will not work very well if you try to do a single drive copy. RAMCOPY will stop after each block read/write and tell you to mount the source/destination tape or disk. Use QUICKCOPY to perform single drive copies.

QUICKCOPY V5.0 comes with five EOS SmartWRITER documentation files which have been converted from their original CP/M file. All told, the manual is 37 pages long when printed!

TDOS V4.0 (40 Column Version)

TDOS is an alternative operating system for the Coleco ADAM that is 99% compatible with Coleco's CP/M 2.2. CP/M stands for Control Program Monitor. TDOS, like CP/M, helps the different parts of your ADAM communicate with each other for you to use them with greater advantages. You can run a whole new series of programs that can make it into an efficient, powerful home computer. This new operating system will provide you with more capabilities and features than the EOS or standard CP/M systems. Add to that the ability of TDOS to access hardware and software previously inaccessible to ADAM owners.

TDOS has corrected several deficiencies and bugs in the original CP/M system as well as introducing advanced features to help you get the most of the operating system. That dreaded CONTROL-C ever time you change a disk or ddp in a drive is also removed from TDOS!

TDOS is a very flexible system which can handle disk drives of various sizes, ram disks up to 1 megabyte, parallel printers, internal and external modems and much more. TDOS also comes with many built-in features which reduce the number of utilities required to run the system. If you have been waiting for something a little easier to use than CP/M, TDOS is the way to go.

TDOS 4.0 (40 Column version) comes on a bootable disk with the 40 column install program. Your first step should be to format a disk or get a new ddp and then boot the TDOS medium. Next you would enter TDOS40 to execute the install programs. From this point on, it is just a matter of making selections from menus. Also available is a 31 page manual with instructions detailing the enhancements for \$4. Also recommended is the original CP/M 2.2 package from Coleco since the included instructions do not explain everything.

NOTE: There is mention in the manual of some other COM files which should be included, but these are not available at the time.



C.G.P. WORKSHOP (A.K.A. PROJECT NAME BY LINE) by Jim Notini



As many of you are finding out, there is a tremendous amount of untapped potential in C.G.P. With the recent release of the cartridge version which can capture screens from programs, hundreds of ideas are racing through the minds of ADAM programmers all over. Not only will this capture feature be a welcome addition to programmers, but also to newsletter editors who would like to be able to reprint screen shoots of ADAM programs or cartridges in order to give the reader a better idea of what the program looks like. For the last few months, I have been breaking into programs in order to capture screens and this can, at times, be a long and tedious process. Also, this only worked if the program was done in SmartBASIC, since I have the faintest idea on how machine code works!

Recently, Steve Pitman (IE: ADAM BOMB, DINOSAUR DIG, BRAINSTORM, etc.) contributed a SmartBASIC V1.0 program for the public domain which will actually load and display C.G.P. picture files on the SmartBASIC V1.0 HGR2 screen. The listing is very short (only 2K), but the program is very professionally done and performs flawlessly.

Upon entering the program and saving it to disk or ddp (you can't save this program on the same media as C.G.P. or any of the C.G.P. PIX VOLUMES) type 'RUN' and you will be presented with an option screen which prompts the user for the drive which contains the C.G.P. picture files. You may choose from either Disk #1 and #2 or Tape #1 and #2. When you have chosen the drive, the program prompts you to insert the C.G.P. picture media into the drive and then it will display a directory listing of all the picture files on the media. To load and display one of the picture files, use the <UP> and <DOWN> cursor keys and then press <RETURN> when the arrow is pointing to the file you want loaded. The picture file will load and be displayed on the HGR2 screen automatically and the program will end with the picture still displayed.

If you wish to view another picture file, then simply type 'RUN' and press <RETURN> to start the C.G.P. SCREEN LOADER program again. When you type 'RUN', you will not be able to see it due to the fact you are in the HGR2 mode, you may however type 'TEXT' first to put you back in the text mode and then type 'RUN', either way works fine.

What about saving the screen as a file which can be loaded into PowerPAINT? At this time (3/30/90), since we still do not have available the public domain title "GRAPHICS CONVERTER" by Sol Swift which will load C.G.P. picture files into SmartBASIC as well as save them as a GraphixPAINTER format file automatically, you will have to actually own GraphixPAINTER in order to have access to the program GPsave. This program can be executed immediately after the picture file is displayed by placing the GraphixPAINTER disk into the current drive and entering the

command 'RUN GPsave' <RETURN>. The GPsave program will display a menu for saving options and then read the data stored in VRAM (Video RAM) to store the entire HGR2 screen. This is the only program available that I know of that allows for the entire screen to be saved, others which I have seen (pix.mgr and SimplePAINTER, both public domain) only save the HGR screen which cuts off the bottom 1/8 of the screen. When the file is saved, you will have taken a picture file for use on C.G.P. and on a NON-EOS media and saved it as an EOS file on an EOS media which can be loaded by PowerPAINT for further editing or printing.

When you load this GraphixPAINTER format picture file into PowerPAINT, the picture will be split up into two different cells (cell 1 and 3) due to the fact that the screen size in PowerPAINT is HGR and the picture file size is HGR2. No need to worry, however, because when you want to print the picture out, just select PRINT WORKSPACE and the entire picture will be printed out intact with the exception of the first eight columns which are cut-off unless you print the picture with GraphixPAINTER.

To get back to C.G.P., when storing your picture files, always store them from the MAIN MENU. You can't see the picture when you are at the MAIN MENU, but it is in Video RAM and will be saved correctly without the SmartKEY display also being saved in the picture. If you save your picture files while in the GRAPHICS EDITOR, the SmartKEY display will be saved on top of the picture, therefore causing the loss of about 1/8 of the picture. Also, before using C.G.P. make sure you have an ADAM formatted disk or ddp ready, the FORMAT option in the MEDIA FUNCTION MENU (accessed by pressing the STORE/GET key) only initializes the media for use with C.G.P. You can store a total of 13 picture files on a disk and 21 on data pack (I think, not tested on ddp).

```

-> 10 REM 3/90 By Steve Pitman - Loads C.G.P. screens into SmartBASIC V1.0 HGR2 mode
-> 100 LOMEM :45000
-> 110 DATA 62, 4, 1, 0, 0, 17, 1, 0, 33, 000, 108, 205, 243, 252, 201
-> 120 FOR t = 27500 TO 27514: READ d: POKE t, d: NEXT: POKE 17954, 1: POKE 17963, 1
-> 130 a$(1) = "DISK #1": a$(2) = "DISK #2": a$(3) = "TAPE #1": a$(4) = "TAPE #2"
-> 140 a(1) = 4: a(2) = 5: a(3) = 8: a(4) = 24
-> 150 DATA 1, 0, 24, 17, 0, 32, 33, 0, 108, 197, 205, 26, 253, 193, 17, 0, 0, 33, 0, 132, 205, 26, 253, 201
-> 160 FOR t = 27624 TO 27647: READ d: POKE t, d: NEXT
-> 170 POKE 17115, 33: POKE 17059, 1: POKE 17126, 81: TEXT
-> 180 INVERSE:HTAB 4?: "GRAPHICS DESIGNER LOADER": VTAB 3: HTAB 6: ? "1990 By Steve Pitman"
-> 190 NORMAL: VTAB 6: HTAB 9: ? "SELECT DRIVE:": VTAB 9: HTAB 10: ? "1 - ": a$(1)
-> 200 VTAB 11:HTAB 10?: "2 - ": a$(2):VTAB 13:HTAB 10?: "3 - ": a$(3): VTAB 15: HTAB 10: ? "4 - ":a$(4)
-> 210 GET r$: IF ASC(r$) = 27 THEN END
-> 220 r = VAL(r$): IF r < 1 OR r > 4 THEN 210
-> 230 VTAB 20: ? " Insert "; a$(r); " - Press RETURN": GET r$: POKE 27501, a(r)
-> 240 POKE 27506, 0: POKE 27510, 117: POKE 27509, 48: CALL 27500
-> 250 HOME: HTAB 2: INVERSE: ? "SCREEN DIRECTORY": VTAB 3: d=30002: NORMAL
-> 260 HTAB 3: FOR t = d TO d + 11: ? CHR$(PEEK(t)): : NEXT
-> 270 ? : d = d + 16: IF PEEK(d-2) = 0 THEN h = 3: POKE 16953, 32: GOTO 290
-> 280 ct = ct + 1: GOTO 260
-> 290 ? : INVERSE: ? " CHOOSE WITH ARROW KEYS": ? " THEN PRESS RETURN": NORMAL
-> 300 VTAB h: HTAB 2: INVERSE: ? ">": : NORMAL: HTAB 25: ? CHR$(7);
-> 310 GET r$: IF ASC(r$) = 160 AND h > 3 THEN VTAB h: HTAB 2: ? " "; : h = h - 1: GOTO 300
-> 320 IF ASC(r$) = 162 AND h < ct + 2 THEN VTAB h: HTAB 2: ? " "; : h = h + 1: GOTO 300
-> 330 IF ASC(r$) = 13 THEN 350
-> 340 GOTO 310
-> 350 b = (h-2) * 12 - 11: POKE 27510, 108: POKE 27509, 0: POKE 16953, 95
-> 360 st = 108: FOR t = b TO b + 11
-> 370 POKE 27506, t: POKE 27510, st: CALL 27500: st = st + 4: NEXT
-> 380 HGR2: CALL 27624

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TANK WARS

Review by Jim Notini

TANK WARS by BIT CORPORATION (distributed by TeleGAMES USA) is a cartridge game which has been available for a couple of years now. The object of TANK WARS is to protect the Radar Base and your own tank from being hit by fire from various enemy tanks which are assaulting your installation. The radar base, which it is your job to protect, is surrounded by a wall and the surrounding play field is also broken up by segments of walls. These walls serve as protection for you from enemy tank fire as well as protection for the enemy from your tank fire, but the walls are not indestructible and if hit enough times by your fire or enemy fire, they will crumble to the ground. Therefore exposing whatever might be behind them, be it a tank or the radar base! Due to the walls vulnerability, it is imperative for the player to destroy the enemy tanks as soon as possible so that they do not reach the radar base and blow it up with a precisely placed shoot.

To start TANK WARS, plug the cartridge into the cartridge slot on the Colecovision or Memory Console and press the <CARTRIDGE RESET>. A nice opening animation sequence of a tank moving out on to the screen and blowing up the words TANK WARS to some appropriate music will set the mood. The next screen will display the oh-so-familiar Coleco game option screen. TANK WARS offers for one or two player games with four increasing levels of difficulty, but it does not allow for two players to go head-to-head at the same time, players must alternate turns until all 5 allocated tanks are lost or the Radar Base is destroyed. Control of the tank is via hand controller #1 or #2 for a second player and to fire the gun, the player uses the fire-buttons on the controller. All told there are 6 different scenes (or levels) in TANK

WARS, each level re-positions the Radar Base as well as all the walls. In order to clear each level, the player will have to destroy a total of 20 enemy tanks, which come in three different forms: BLUE which is slow and an easy target, YELLOW which is moderate in speed and a bit harder to hit and RED which is the fastest tank the enemies have, therefore making it the hardest to hit.

As play progresses into higher scenes (levels), the player will face more of the yellow and red tanks and less of the blue tanks, making the challenge that much harder. Not only can the enemy succeed in it's invasion by destroying the Radar Base or blowing up your tank five times by fire, they can also ram into you to eliminate one of the allocated tanks on reserve. The hilarious part of TANK WARS is that enemy fire can destroy one of their own tanks, so if you are having problems hitting a tank, just act as a decoy for another tank and try to bring a second tank into the line of fire of the first.

Scoring is based on many different situations as far as destroying the enemy tanks and the proximity of the enemy tank to your own. In defeating an enemy tank at it's furthest position to your's, 300 points are awarded. A tank destroyed at mid-distance garners 500 points, near to you garners 800 points and an enemy tank destroyed next to you garners 1,000 points. Also, with the successful destruction of 20 tanks, therefore completing a scene, you receive bonus points. Don't become obsessed with the points that you are accumulating and stay focused on the mission at hand, which is to protect the Radar Base, because the next level will become even more frantic in pace.

Players will find out quite quickly that the wall segments which divide up the play field play a major role in defeating the enemy onslaught. Although these walls are not indestructible, a smart player will be able to situate his tank into a position which is hard for the enemy to successfully move into position to fire upon. But do not stay in one position to long, because eventually enough enemy tanks will roll onto the screen and surround you if you stay in one place to long. You will

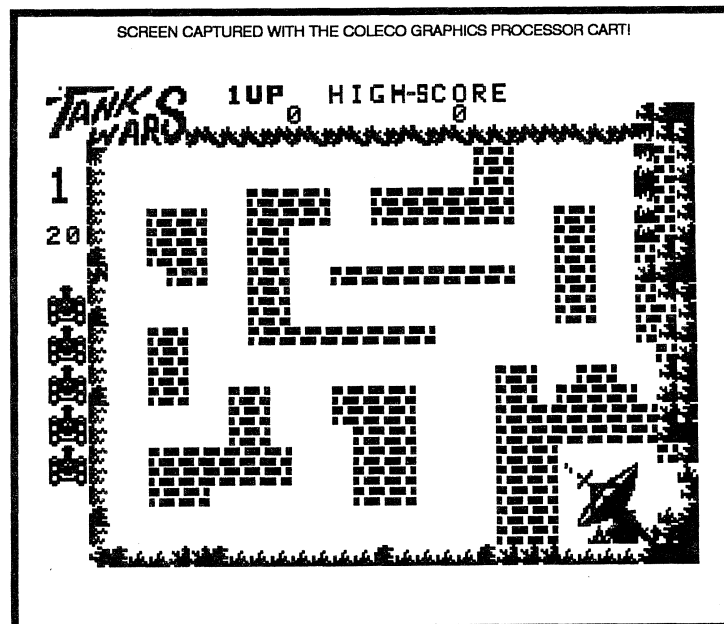
also have to watch the movements of all the enemy tanks on the screen and not only one or two at a time due to the fact that they are all out to get you and shoots can travel the full length of the screen as long as a path is open. The wall which surrounds the radar base does provide for some protection against enemy fire, but eventually will crumble under constant fire and can even be destroyed by your own fire, so act swiftly and do not allow the current scene to last to long.

As a whole, TANK WARS is a very solid action arcade, strategy game. The graphics and sound effects are not astounding, but are more than adequate and should add to the game's appeal. What makes TANK WARS a winner is the intense action which this game

is played at. There is no time to rest at all in any of the scenes, and you will always have to be on your toes for potential weaknesses in the radar's surrounding wall. If tank fire hits the radar, be it your's or the enemies', the battle is lost. If you were a fan of the ATARI 2600 cartridge 'TANK', then TANK WARS will be a must for you. It doesn't allow for two player head-to-head play, but the computer controlled enemy tanks will provide enough of a challenge. TANK WARS is available through TeleGAMES USA for only \$14.95! Contact them at:

TeleGAMES USA
Box 901
Lancaster, TX 75146
(214) 227-7694

RATING: RECOMMENDED B+



STRIKE-IT

Review by Jim Notini

STRIKE-IT by BIT CORPORATION (distributed by TeleGames) is the Colecovision / ADAM rendition of the classic Breakout style game with a few added twists. It is your task to keep the ever moving ball in the field of play by positioning your racket in the proper location to deflect the ball back up towards the wall of multi-colored blocks. Each time the ball strikes a block in the wall, that particular block or blocks are removed from the wall. If you do not succeed in deflecting the ball back up, it will fall off the bottom of the screen and another of the six allocated balls will take it's place. Sounds like child play, but it isn't! STRIKE-IT offers a few new twists that add to this games overall playability, such as trapped balls inside the wall of blocks which can only be freed by knocking away the blocks surrounding it. Once freed, any block that this bonus ball touches is removed from the playfield. There are even screens where two bonus balls are placed on the screen waiting to be released by well placed shoots from your racket. Also, there are bonus animals running back and forth at the top of the screen above the wall. If a ball hits one of these animals or you catch the animal after it falls through an opening in the wall with your racket, you receive bonus points. Clear the screen of all the multi-colored blocks and the player receives a bonus and moves onto the next level. Did I forget to mention that the ball increases in speed as the level progresses?

To start STRIKE-IT, plug the cart in the cartridge slot on the Memory Console or Colecovision and press the Cartridge Reset. The familiar title screen will be displayed followed by a little demo of the game play. Next the player(s) choose the particular skill level and game which they will play. There are eight different skill levels in all which offer for solo game play, two players at the same time, two players alternating turns or four players alternating two at a time. The four player option is a great addition since two teams, made up of two players each, can play head-to-head. There aren't many games around that will allow two players to go up against one another, but Strike-It offers up to four players to compete! All control of the racket is accomplished through either hand controller #1 or #2.

All told there are six different play screens that comprise the game. Each screen presents a different wall setup as well as placement of bonus balls and animals. The third scene is a bonus round which starts out with four balls trapped in the upper part of the screen above the wall, eventually they will knock out enough blocks to create an opening to fall through. If you catch any of the balls when they finally do break out of their captivity, you will earn a bonus ball before you move onto the next level. Scoring is based on which color block that is knocked out by the ball hitting it. The yellow bricks are worth 30 points, green are worth 50 points, and blue are worth 80 points. If the ball hits an animal the player earns 500 points and if the animal is caught with the racket, 300 points are awarded.

Strike-It is not the most original game concept, but it does hold true with the original breakout game concept while adding enough twists to make it an enjoyable game. The graphics and sound are adequate at best, but in a game such as Strike-It, the graphics are not what make the game. Game play is what decides if a game of this nature is good or not, and Strike-It offers plenty of challenge. The option to play head-to-head simultaneously really sets this game apart from other renditions, but the most unique option of Strike-It is the ability to play the game with two teams of two. If you can find three other people to sit down with you, this game takes on a whole new feel. Strike-It may not be a game that interests everyone, but it surely will appeal to us older joystick jockeys who used to spend hours in front of the Atari 2600 playing Breakout. Plus at only \$14.95 through TeleGames, Strike-It is a bargain.

RATING: RECOMMENDED A

COSMIC CRISIS

Review by Jim Notini

COSMIC CRISIS by BIT CORPORATION (distributed by TeleGames) is an all action strategy arcade game which is a direct spin-off of the Coleco title Space Panic. The premise of Cosmic Crisis sets the player(s) in the role of saving the world from an attacking onslaught of demons. No fighting is required in this game, rather you have to run along different girders on the screen which are connected by ladders and use your hammer to create holes in the floors. Hopefully, a demon will be foolish enough to try to catch up to you by walking over the hole, but will fall into it instead. Now it is up to you to fill the hole back up, therefore causing the demon to loose it's grip and fall to it's doom on the level below. But be careful, because some of the demons must fall more than one level in order to be vanquished from play. You only have a limited amount of time to clear the screen of all the demons, so don't waste time as it is of the essence.

To start Cosmic Crisis, plug the cart into the Cartridge Slot on the Colecovision or ADAM consoles and press the Cartridge Reset. The familiar Colecovision title screen and copyright notice will be displayed followed by a brief demo of how to defeat your foes. Next the option screen will be displayed. Cosmic Crisis allows for one or two player alternating action and the choice of four different skill levels. The difficulty setting will basically reflect how fast the demons move along the girders and up and down the ladders except in level four, which also adds an extra red demon. All movement of the on-screen hero / heroin is controlled via hand controller #1 or #2. To move left and right, press the controller in the appropriate direction, to climb ladders, position yourself at the bottom of a ladder and press up or at the top of a ladder and press down. To dig a hole in the girder you are on, press the left fire-button and to fill the hole back up, press the right fire-button.

The action does become frantic at times since you have to worry about the time factor which is constantly running down. But what makes Cosmic Crisis a real challenge from level to level is the addition of different demons which have to fall more than one level in order to be eliminated. On level one, three white demons must be dealt with; level two, three white demons and one red, etc. The player(s) also have to be careful not to create too many holes in the girders due to the fact that if a the same demon falls into a hole twice and climbs out both times before you can fill the hole in, it will transform into a stronger demon. For instance, the slow moving white demon will transform into a red demon and a red demon will transform into a blue demon if it can escape twice from holes which you created. Also, to eliminate white demons, it only has to fall one level, a red demon must fall two levels and a blue demon must fall three levels in order to be eliminated. Points are awarded depending on how many levels the demon falls to it's doom and also what color the demon is. In all there are five floors for each of the six scenes, but even to be able to setup a two floor path for a demon to fall through is very difficult and to think, a three level fall is required to eliminate the blue demons!

Cosmic Crisis, as a whole, is an average game at most. Blocky graphics, sparse sound effects and unoriginal game play or should I say, lack of any original game elements, really hurts this game. The entire concept and setup are taken directly from the Coleco title Space Panic, which was released back in 1982. Compared to Space Panic, Cosmic Crisis just doesn't hold it's own. The graphics, sound effects and erie music, and overall look and feel of Space Panic make it a much better choice than Cosmic Crisis. Usually when a game is copied from, there are new twists involved in the new version, but not here. Plus, both games are available through TeleGames for the same price, \$14.95. So if you were looking to buy Cosmic Crisis, pick-up Space Panic instead, it is a much better choice and offers more.

RATING: NOT RECOMMENDED C

U-MATCH-EM

Review by Jim Notini

U-MATCH-EM by PHOENIX 2000 is a colorful, memory exercise matching game based on the popular board game and television game show 'CONCENTRATION' and is the commercial version of the public domain title, EZ-MATCH, which was published in the August 1989 issue of the NIBBLES & BITS newsletter. Players, be it two people against one another or a person against the computer, alternate turns flipping two tiles on an on-screen play board consisting of forty tiles. If the two objects which are exposed by flipping the tiles match, the matching objects and two tiles are removed; also the player wins a point and gets to select two more tiles to flip in order to find another match. If the objects do not match, the two tiles which were flipped are replaced back on the objects uncovered, thereby concealing them once again. The important facet of U-MATCH-EM is to remember where each object is even when you do not make a match, so that on further turns you will know where the matching objects are. The player with the most matches after all the tiles are removed is the winner.

Upon boot, a colorful game board is displayed with a scoreboard located at the upper right of the screen where the total number of matches for each player is displayed throughout the game. Then the gamer is prompted to select either a one or two player game (in a one player game, the opponent will be the computer). Choices are made by positioning the on-screen cursor with the ARROW KEYS or HAND CONTROLLER to the desired function and pressing the RETURN KEY or the FIRE-BUTTON. All menu options (word choices) and movement of the tile cursor are accomplished by this POINT-AND-CLICK method. Pressing the ESCAPE KEY at anytime will restart the game.

When the game starts, you have three types of objects to select from: ALPHABET SHAPES, OBJECT SHAPES and ABSTRACT SHAPES. The ABSTRACT SHAPES are far more challenging than the ALPHABET or OBJECT SHAPES. The next menu will ask if you wish a PREVIEW OPTION which permits the players to view the entire board of exposed objects for about 20 seconds before they are covered with tiles (cheating if you are playing the computer!) or STANDARD PLAY which does not allow the player(s) to see the objects before they are covered with the tiles. The final menu option allows for the selection of a one or two player game. Players will now alternate turns flipping two tiles in order to try to match the shapes.

U-MATCH-EM is a very true to life version of 'CONCENTRATION'. The graphics of the on-screen game board and all the objects are very well done and colorful, which will in effect, retain the attention of younger children even more so. Sound effects which correspond with what is happening in the game at any given time also add an extra touch of professionalism to U-MATCH-EM. Game play is very straight forward and should be rather easy for children to learn. The addition of three shape sets, which are always randomly placed, to choose from also is a welcome addition since the player will not always have to work with the same objects and when using the ABSTRACT SHAPES, matching pairs will become very difficult since many of the shapes resemble one another. If you are one for mind challenges, U-MATCH-EM is a welcome challenge and should offer hours of fun (or headaches). U-MATCH-EM is also a perfect game for children who need to work on their memory and recognition skills, although it will also appeal to adults as it has for me. Don't pass this one up, at the price of \$12.95, U-MATCH-EM is a little gem of a software program and continues faithfully in the new line of strategy mind games developed by PHEONIX 2000. One option I would have liked to have seen implemented would be the ability to create ones' own shape files to use when the included shapes are outgrown, hopefully Sol has already thought of this option and will make something available to perform this task.

RATING: RECOMMENDED A

SUPER PARROT

Review by Jim Notini

SUPER PARROT by PHOENIX 2000 is a colorful, memory exercise game based on the SIMON electronic game and is the commercial rendition of the public domain title PARROT. The computer will sound a musical note and flash a color arrow on the monitor screen. You, in turn, play the note back by tapping the corresponding arrow key on the keyboard (you may also move the joystick in the appropriate direction). For each correct human playback, one additional note is added, making an ever-increasing sequence of notes. Play continues until you miss three times in repeating a sequence of notes. After a sequence of 10 to 15 notes, game play becomes very challenging. The first and second times that you miss a particular sequence, ADAM will play it back for you at a slow pace so as to give the player a better chance to remember the sequence. In all, Super Parrot will accommodate up to a 400 note sequence. However, even a 50 note playback is quite difficult.

Upon boot, a colorful game board is displayed. In the center of the game board is a window which contains four enlarged arrows each pointing in a different direction like the arrow keys on your keyboard (UP is BLUE, RIGHT is GREEN, DOWN is GREY and LEFT is RED). On either side of this window are two very well done renditions of parrots. All menu options (word choices) and on-screen cursor movement is accomplished via a POINT-AND-CLICK method using either the ARROW KEYS and the RETURN KEY or the HAND CONTROLLER and FIRE-BUTTON. You may also press the ESCAPE KEY to restart.

After the screen is displayed, you will be presented with the first menu of options which allows for the choice of the version of Super Parrot that you will play: ADD-A-NOTE or NEW NOTES. With each version, one note is added to the total number in the sequence for you to playback. That is the only similarity, the ADD-A-NOTE option will add a note to the previous sequence while the NEW NOTES option will change the sequence each and every time and also add by one to the length of the sequence. The NEW NOTES version will obviously provide for a more memory intensive game. The next option menu will allow for the player to select the skill level, there are 9 skill levels and this option controls the number of notes that will be in the first sequence. The final option is to select the note-play speed, be it SLOW, MODERATE or FAST.

Once all options are chosen, the first note sequence will play and the player will have to repeat the same sequence by pressing the appropriate ARROW KEY or joystick direction. While the computer plays the note sequence, the corresponding arrow key on the screen will light up and a musical note which corresponds with that arrow will play, so not only is Super Parrot using your visual recognition skills, but also audio recognition skills. As the sequences grows larger and larger, you will find that the audio response plays just as much of a factor in playing the sequence back as the visual and in my case the audio played more of a factor in my successful playback of the sequence.

Super Parrot as a whole is not the most exciting entertainment package to come along and isn't even a fresh idea, but it does hold true to the original SIMON electronic game and it doesn't require batteries as well as offering the option of creating an entirely new sequence with the addition of an extra note by choosing the NEW NOTE game. The screen graphics and sound effects are very well done and should capture a child's attention for a while, but it is not a game that children will keep coming back too. Super Parrot will appeal more to adults and as SIMON was, should be a good party game (especially after a few drinks!!). Overall, though, there just is not enough of a game to make Super Parrot a program that one will keep coming back to. Super Parrot will definitely be a hit to those SIMON fans out there, but otherwise one will quickly bore of the game. Not bad, not great.

RATING: B-

GoDOS V1.2 w/ GoBASIC Documentation file by Soloman Swift

GETTING STARTED:

This contains the GoDOS operating system with GoBASIC. GoBASIC is included so that more ADAM owners can start making use of this graphic computing power. Just turn the system on according to Coleco's instructions, insert the medium in any drive and pull the computer reset. Two title screens will appear as the program loads into memory. When finished, you are presented with six software options; select GoBASIC. To do this just move the hand-pointer to the words "get GoBASIC" on the command line (with the arrow keys, joystick, or mouse). Now just tap <RETURN> twice (right trigger on your game controller or right button on mouse). GoBASIC instantly appears in memory ready for you to use. "RUN" the DEMO programs to get more familiar with the system. Be SURE to read the HELP NOTES in the programs that offer this option.

When you are ready to start programming in GoBASIC print out the 19 "COM" files on the other disk (with SmartWRITER). You will automatically be included in our GoDOS database when you register your purchase. This will entitle you to receive GoDOS 2.0 and the USERS MANUAL when completed. These will be shipped to you upon completion whether you purchase from PHOENIX 2000 or another vendor. You will also receive update reports periodically until the final version and the extensive hardcopy manual are shipped to you.

THE USER INTERFACE:

At the top of the GoDOS window is the COMMAND LINE; this contains the primary options for a program. When you DOUBLE CLICK on an option (point to it and tap <RETURN> twice) another action takes place. This is typically a PULL-DOWN menu appearing beneath the selected COMMAND BOX or a DIALOG BOX popping up. The PULL-DOWN MENU works just like the options in the command line; just point to your preference and DOUBLE CLICK on it. The purpose of the DIALOG BOX will vary from program to program, though it will typically present some information and require you to DOUBLE CLICK on an ICON OPTION (small picture) within the ICON LINE of the DIALOG BOX.

When you first CLICK on an option it will REVERSE color. If you CLICK on it a second time you signify that this is, indeed, the option you want. If you don't want the option just tap any other key. This is what makes the user interface so easy; there is nothing to remember. Just POINT-AND-CLICK.

THE DEMO PROGRAMS:

You will note that each of the demo programs is written in GoBASIC. These are just SIMPLE demonstrations of the system's capabilities. To get a more extensive look at the various possibilities experiment with the numerous GoBASIC commands. Upon completion of version 2.0, you will have many commercial quality Z80 programs to choose from for use with the operating system. Also at that time the Technical Reference Manual will allow other Assembly programmers to start encoding their own GoDOS commercial programs.

SHORTCOMINGS:

The finished version of GoBASIC will have about 30 more commands. There will also be a few more GoDOS functions. There is one major shortcoming to the version that you have. When I finished the beta version, I patched the system to only have an 8K BASIC workspace for testers to experiment with. Making updates thereafter I inadvertently lost track of these patches. Thus you have a small workspace with this

particular version; but, you can do some amazing things even with this limited area (you can also chain programs by having one run another).

Version 2.0 will have approximately 40K of GoBASIC workspace; approximately 50K of direct GoDOS workspace (with larger options for bigger memory expanders).

EXPERIMENT:

Play around with the various GoBASIC commands. GoDOS has just about all SmartBASIC, SmartLOGO, and PowerPAINT capabilities combined into one system. There is currently one Public Domain volume of GoBASIC programs (written mostly by Joe Quinn of the Mobile AUG to demonstrate the use of the various commands); others are currently being written as well. I hope that you enjoy your new operating system while 2.0 is completed and commercial quality support software is underway. THANK YOU for your purchase.

IN CLOSING:

If you have any questions, comments, or suggestions concerning GoDOS and/or GoBASIC please write to me. If you'd like a reply, please include an SASE. Also, let me know if a speedy hand-written reply will be okay.

The Reasoning for GoDOS V1.2 by Jim Notini

As I'm sure you are saying, "*Is GoDOS really available?*". The answer to this is YES, BUT there is a major limitation in the use of GoBASIC which still leaves a big question mark hanging over this products head. The GoBASIC workspace is only 8K, SmartBASIC V1.0 offers over a 24K workspace for programmers or to load programs into. By typing in the statement '? FRE(0)', GoBASIC returns the line that over 30K is available, but this is incorrect. A workspace of 8K does offer quiet a bit of flexibility as far as programming goes, especially with all the new commands built into GoBASIC that will cut long routines in half, but for advanced programmers and commercial developers, 8K just won't cut it. There are a number of outstanding demo programs included with GoDOS V1.2 to demonstrate the abilities of GoBASIC, especially three label producing programs that allow the user to create labels for a 5 1/4" or 3 1/2" disks by designing the label in PowerPAINT. However, there is still nothing included which explains GoDOS or allows for any advanced use of this mythological operating system!

Currently, I truly do not believe that GoDOS V1.2 with GoBASIC should be marketed yet. Although the purchaser of V1.2 is guaranteed of receiving the appropriate updates and user's manual when completed, there just isn't enough reason yet to purchase V1.2. Yes, you will get a jump on others in learning all the new commands (and there are A LOT!!), be able to experiment in GoBASIC programming and even possibly put together some complex programs by chaining a number of program files together, but that's about it. There is no further support software, commercial or public domain, yet available and will not offer anything to those who do not program. Also, we all know how long it has taken to get this far with GoDOS, just how long will someone who doesn't program have to wait to receive V2.0 so that commercial GoDOS programs can be developed and used?

GoBASIC with all it's assorted programs LOOKS REALLY GREAT, but LOOKS CAN BE DECEIVING, especially if you have no knowledge of programming and do not want to learn. Until V2.0 is released, with the user's manual and 30K, 40K or 50K workspace for programs, I would recommend holding off on ordering. If you must have a copy immediately, you can order through M.W. RUTH CO. - (609) 667-2526.

MacADAM MANUAL Review by Jim Notini

The long awaited revised addition of the MacADAM Manual has finally been released! This is the manual which many people have been waiting for from Jim Casey (published by arrangement through Walters Software co.) due to the fact that the original instruction manual which comes with the MacADAM Macro Assembler program in SmartWRITER format files is lacking in both continuity as well as useful demonstrations of the programs' use. The MacADAM program was developed by a pair of French programmers as a simpler means of creating assembly code programs and routines to be implemented into ones own machine code or SmartBASIC programs. Originally, it was to be distributed by CBS Software, but due to the ADAM's swift demise, MacADAM became another one of those never officially released programs and later found it's way into circulation channels via P.D.

In this Revised Edition of the MacADAM instructions, Jim Casey has tried to enlighten the reader with simple, step by step, methods of programming MACRO's within the MacADAM's operating system. That goal is continued through out this edition, in hopes that this manual will help those interested in Assembly Language, to explore and expand this interest. The title alone may not tell you enough about the programming level at which Jim Casey is aiming. What this manual is not, is an in-depth study of Z-80 Assembly Language and the interfacing of the ADAM with various hardware. That demands a deeper understanding of the requirements of both ADAM's operating system (OS) and the Z-80 Language to develop the software necessary to operate the associated hardware and devices. This is outside the scope of this manual.

The Subroutines and programs in this manual, for the most part, are intended to introduce the new assembly language programmer to some methods of using the commonly available hardware - console, line printer, disk - associated with the ADAM Computer operating under SmartBASIC or the EOS system. Because of the apparent complicated nature of assembly language, it appears to be avoided by many programmers, particularly at the personal computer level. This is where the MacADAM Manual really shines.

Since so many ADAM owners are quite familiar with SmartBASIC, this manual will be a perfect purchase due to it's relatively entry to intermediate means of explaining how to go about programming in assembly code. Also, we have the first sensible instructions on all or most of the capabilities of the MacADAM program as well as descriptions of all the menu choices. The manual is broken up into 4 separate parts. Part 1 deals mainly with what the menu choices will do and how to go about using them. Part 2 starts out with details on the different types of instructions as well as explaining what a macro-instruction is. Part 3 deals with different routines which can be used as well as how to go about creating routines. Part 4 is broken up into 4 different appendices; Z80 Assembly Code Summary, Z80 Hardware Definitions, ASCII Character Set (ADAM) and ASCII Character Set (Standard for all computers).

The MacADAM Manual covers some 72 pages and is very professionally designed. Much, if not all, all of the manual still looks like a foreign language to myself, but if there is a first step to be taken on the way to learning how to use MacADAM, this manual is it. Also, there are a number of other commercially available books which are suggested to purchase if you find the need to go on further than this manual will take you. Truly a must have product for those who want to learn assembly code. Also, there are a few demo routines which are available on ddp or disk for an additional \$5.00. The routines can be BLOADED into SmartBASIC and CALLED to execute.

HIGHLY RECOMMENDED: A+

THE HANDY MAN HOW TO SERIES VOLUME 1 Review by Preston Harris

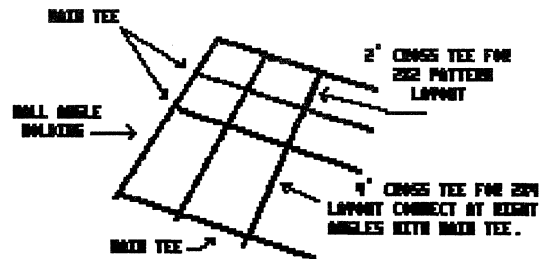
THE HANDY MAN is a delightful new program by Gerlach Family Software, copyrighted in 1989. The Handy Man is a Basic application, (it is a program coded in basic). It is the first in a series of instructional volumes by Gerlach Family Software. This particular volume is devoted to aiding you in constructing a suspension ceiling. This article will discuss the program structure and worth, not how well your ceiling will turn out.

THE HANDY MAN is a self-booting medium, so there is no need to load Basic first. When the program is fully loaded you are prompted with an options menu. The options include: a) Tool and Material Checklist, b) Instructions, and c) Exit Program. Option (A) gives you a list of tools and materials which range from the main items to hacksaws, levels and wire. All in all, the checklist includes twenty items, fortunately the item checklist may be outputed to the screen, dot matrix printer, or Adam Smartwriter printer. Option (B) is a thirty-two screen instruction tutorial which includes six informative high-resolution photos on how to build the ceiling. Each step in building is carefully outlined and easy to understand.

For example the first screen instructs you to get exact measurements of the room you wish to roof; the second step on screen two instructs you to draw the exact dimensions of the room. The following steps are just as easy to understand, even a child should be able to understand them. However, as mentioned before, graphic diagrams are displayed on screen, to illustrate the outlined steps. Option (C) really doesn't need explanation, it simply stops program execution and sends you into SmartBasic.

In conclusion The Handy Man is a creative new type of program. Thus far no one has created instructional software for building ceilings or any other type of structures. The program is incredibly easy to use, and you won't find any cryptic language only Bob Villa could decipher. The menus also makes the program very user friendly. Output to both the Smartwriter printer and dot matrix printers also are a nice touch. The icing on the cake (or paint on the ceiling) are the informative screen pictures included with the instructional tutorial. Gerlach Family Software has been known for some time as one of the better sources for graphic volumes for PowerPAINT, SmartLOGO, SignSHOP and NewsMAKER, and they have put their know how to work in this creation. Overall I rate the program very good because its easy to use and avoids too many construction terms, and it's a great value at a modest price if you have the need for such a program.

RATING: RECOMMENDED IF YOU HAVE THE NEED - A-



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By Gerlach Family Software



GENIPI



VIRGO



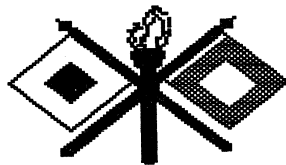
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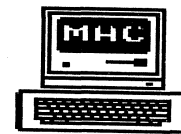
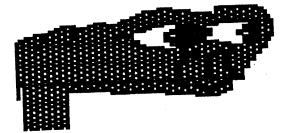
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2 hour video tape covering product demos and seminars that were held at the ADAM Convention in Orlando, Florida - Oct. 7-11, 1989.
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9 pin dot matrix printer with 4K buffer and parallel connector. Draft speed 192 CPS, Near Letter Quality speed 38 CPS. Many built-in print styles: compressed, elite, pica and size adjustable. Bottom / Rear paper feed. One ribbon enclosed. Two year limited warranty.
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- **PARALLEL PRINTER INTERFACE (Disk or DDP)**.....\$39.95
Interface card with software that plugs into Slot #2 in the Memory Console and provides the ability to print text / graphics on any standard dot matrix printer. Requires Parallel Printer Cable.
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Contains detailed reviews of over 100 ADAM products previously printed in NIAD Newsletter. Save money by knowing about products.
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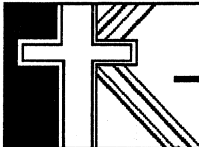
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- **SUPER SUB-ROC:** This is the supergame version of the cartridge and is tremendous. Hall of Fame option included.
- **TROLL'S TALE:** This is a children's adventure game with graphics, but is very challenging. Was supposed to be released by Coleco.
- **JEOPARDY:** Coleco's version of the game show, fabulous game with great graphics, multi-player capability, load/save games, Hall of Fame.
- **ADAM DIAGNOSTIC:** Coleco cartridge on ddp or disk for testing the components of the ADAM, requires a memory expander.
- **ADAMLINK II:** Advanced telecomm. software with all the features of ADAMLINK I and the added ability to up & download ASCII files.
- **SmartBASIC V1.0:** Replacement on DDP or DISK.
- **SmartBASIC V2.0:** Extended version of SmartBASIC V1.0 (49K), memory expander access, SmartWRITER documentation file included.
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- **CABBAGE PATCH KIDS: ADV. IN THE PARK:** Modified version of the cartridge with better graphics and added obstacles.
- **SPEED CHECK V1.0:** Check drive speeds to assure the proper operation of the read / write heads. For older data packs (pre-1984).
- **SPEED CHECK V2.0:** Enhanced Speed Check program by Coleco. Now will give a better reading of the data drive operation speed.
- **ADAM UTILITIES:** Coleco In-House utilities and demo programs. 64K required for some of the system tester utilities.
- **SUPER FRONT LINE DEMO:** Never finished supergame of the cartridge version. Runs through two demo screens with sound.
- **MACADAM:** Z80/EOS Assembler written in machine code for intermediate/advanced machine code programmers with docs.
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- **TEMPLE OF APSHAI Revision 2:** Role playing text adventure with graphics. Disk and DDP not compatible. Now with instruction sheet.
- **FALL GUY / VIDEO HUSTLER:** Unreleased cartridges on disk or ddp: driving simulation and a pool game. Docs on media.
- **YOKE'S ON YOU / MATH WIZ:** Unreleased cartridges on disk or ddp: help the chicken collect her eggs and math skills arcade builder.
- **NIAD BACK ISSUE INDEX:** SmartFILER database detailing the contents of past NIAD Newsletters through 1987.
- **UKAS MINI-REVIEWS:** SmartFILER database with mini-descriptions of hundreds of software and hardware titles.
- **ADAM SUPPORT DIRECTORY:** SmartFILER database containing names, addresses, etc. of ADAM firms by Hector Sanchez.
- **ONE-MINUTE FORMATTER:** A DEI contribution which will format 160K and 320K 5 1/4" disks as well as 3 1/2" 720K disks with verify.
- **A-CHESS (SARGON):** Great graphic chess game. Includes documentation file on how to use.
- **THE ANIMATOR:** Sprite development package for use in SmartBASIC V2.0. Some bugs in the program, but fun to play with.
- **FRENCH BASIC:** Great modification of SmartBASIC V1.0 with demos. Must have version for the serious SmartBASIC programmer.
- **SmartBASIC V2.1:** Great modification of SmartBASIC V2.0 that adds macros for certain string inputs with formatter and backup programs.
- **SmartBASIC V2.0 40:** 40 column text in STDMEM and EXTMEM modes. No longer do you have to deal with only 31 columns.
- **AUSTRALIAN SmartBASIC:** SmartBASIC V1.0 with SmartKEY display of some of the most often used SmartBASIC commands.
- **STRATEGIC SOFTWARE PRINTER PATCHES:** Dot matrix printer patches for SignSHOP, NewsMAKER.
- **MULTIWRITE PATCHES:** Great enhancements for Strategic Software's MultiWRITE Word Processor.
- **daVINCI:** Great graphic design utility from France with SmartBASIC utility to convert daVINCI files into GraphixPAINTER files. **DISK ONLY.**
- **X-10 SOFTWARE:** Home appliance control/security system. Requires a Serial Interface, Cable and the X-10 hardware or won't load.
- **COLECO PRESENTS: SOFTWARE:** Database containing lists of planned Coleco software for the ADAM by Coleco. **DDP ONLY.**
- **COLECO GAME COPY:** Coleco cartridge copy utility and media backup utility roled into one program.
- **5 SCREEN DONKEY KONG JR.:** Super Donkey Kong Jr. with an additional 5th play level, MARIO'S BAKERY (Level 9, 13, etc.).
- **SHAPEMAKER:** Great SmartBASIC V1.0 utilities for creating shapes and placing text on the HGR or HGR2 screen, includes DOC files.
- **COLECO GRAPHICS PROCESSOR:** Coleco's graphics design utility used to create graphics for cartridges & supergames. Instructions on Graphics Converter public domain volume. 64K Expander required.
- **C.G.P. PIC VOL. # 1 - 2:** 2 volumes of pictures files for use with the Coleco Graphics Processor, all taken from Coleco/ADAM programs.
- **GRAPHICS CONVERTER:** Two SmartBASIC programs which will convert daVINCI and C.G.P. picture files to GraphixPAINTER format.
- **M.A.S.H.:** Unreleased cartridge game on ddp or disk developed by CBS Software. Help the M.A.S.H. characters perform their job properly.
- **SUPER COBRA:** Helicopter arcade action game in which it is your job to destroy the enemy ground installations.
- **FLASH FACTS: MUSIC STUDIES:** Eight flashcard files for use with Electronic FlashCard Maker by Coleco dealing with music theory.
- **COLECO CHECK LIST:** Comprehensive list of software and cartridges developed or not for the Colecovision and ADAM systems.
- **MEMORY MANOR:** Children's game that tests the memory capacities of your child. Good graphics and sound. Documentation on media.
- **CHESS SOLITAIRE:** Great graphics version of chess where you try to guess the moves of the masters (15 different classic games to play).
- **MEDIA MATE:** Three tremendous utility programs for editing data packs or disk with informative SmartWRITER documentation files.
- **ARTILLERY DUEL:** Unreleased cartridge game on ddp or disk: bomb your opponents gun before he bombs yours. Good graphics & sound.
- **TOMARC THE BARBARIAN:** Unreleased cartridge on ddp or disk: save your girlfriend from the evil caveman before your strength dries up.
- **WORD FEUD:** Unreleased cartridge on ddp or disk: race against an opponent or computer to find words hidden in the game board.
- **QUICKOPY V5.0:** Excellent machine code copy program (block and file) and ramdrive software with 37 page manual in SmartWRITER files.
- **TDOS V4.0:** Super enhanced version of CP/M 2.2 which operates much like MS-DOS. **Add \$2.00 for 16 page manual.**



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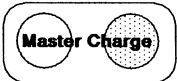
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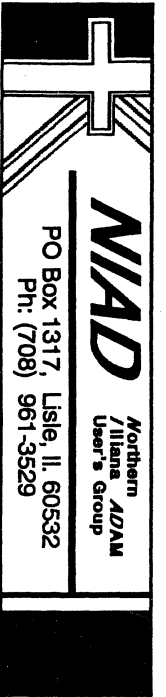
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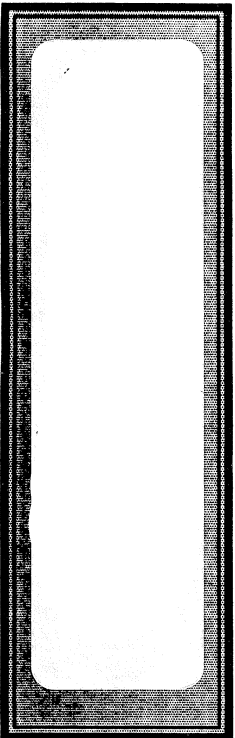


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NIAD NEWSLETTER For →



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