

**NIAD**

Northern  
/ Iliana ADAM  
User's Group

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**MULTI - FUNCTION USER GROUP  
MONTHLY NEWSLETTER - PUBLIC DOMAIN LIBRARY  
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Continuing our study of the Gospel of John Chapter 3...

Now when the Lord knew that the Pharisees had heard that Jesus was making and baptizing more disciples than John <sup>2</sup> (although Jesus himself did not baptize, but only his disciples), <sup>3</sup> he left Judea and departed again to Galilee. <sup>4</sup> He had to pass through Samaria. <sup>5</sup> So he came to a city of Samaria, called Sychar, near the field that Jacob gave to his son Joseph. <sup>6</sup> Jacob's Well was there, and so Jesus, wearied as he was with his journey, sat down beside the well. It was about the sixth hour.

<sup>7</sup> There came a woman of Samaria to draw water. Jesus said to her, "Give me a drink." <sup>8</sup> For his disciples had gone away into the city to buy food.

<sup>9</sup> The Samaritan woman said to him, "How is it that you, a Jew, ask a drink of me, a woman of Samaria?" For Jews have no dealings with Samaritans. <sup>10</sup> Jesus answered her, "If you knew the gift of God, and who it is that is saying to you, 'Give me a drink,' you would have asked him, and he would have given you living water." <sup>11</sup> The woman said to him, "Sir, you have nothing to draw with, and the well is deep; where do you get that living water? <sup>12</sup> Are you greater than our father Jacob, who gave us the well, and drank from it himself, and his sons, and his cattle?" <sup>13</sup> Jesus said to her, "Every one who drinks of this water will thirst again, <sup>14</sup> but whoever drinks of the water that I shall give him will never thirst; the water that I shall give him will become in him a spring of water welling up to eternal life." <sup>15</sup> The woman said to him, "Sir, give me this water, that I may not thirst, nor come here to draw."

<sup>16</sup> Jesus said to her, "Go, call you husband, and come here." <sup>17</sup> The woman answered him, "I have no husband." Jesus said to her, "You are right in saying, 'I have no husband'; <sup>18</sup> for you have had five husbands, he whom you now have is not your husband; this you said truly." <sup>19</sup> The woman said to him, "Sir, I perceive that you are a prophet. <sup>20</sup> Our fathers worshiped on this mountain; and you say that in Jerusalem is the place where men ought to worship." <sup>21</sup> Jesus said to her, "Woman, believe me, the hour is coming when neither on this mountain nor in Jerusalem will you worship the Father. <sup>22</sup> You worship what you do not know; we worship what we know, for salvation is from the Jews. <sup>23</sup> But the hour is coming, and now is, when the true worshipers will worship the Father in spirit and truth, for such the

*Father seeks to worship him. <sup>24</sup> God is spirit, and those who worship him must worship in spirit and truth." <sup>25</sup> The woman said to him, "I know that Messiah is coming (he who is called Christ); when he comes, he will show us all things." <sup>26</sup> Jesus said to her, "I who speak to you am he."*

This used to be confusing story for me.

Jesus many times spoke in parables to get his messages and teachings across to the Jews. Parables are a way of expressing teachings in a familiar way, using every day examples that help the audience understand that message.

Here Jesus is speaking to a Samaritan woman, who the Jews would have nothing to do with and vice versa, about getting a drink of water from a well. She reacts indignantly to Jesus' request and he begins to talk about "living water" after which she will have to drink no more. Jesus many times used natural elements in his parables. Water is obviously basic to all human life and Jesus is saying here that "**Living Water**" is also essential for eternal life.

Jesus is talking about the spiritual equivalent of physical water. Most of Jesus' teachings were aimed at trying to explain spiritual things which are difficult for many of us to understand because we only see and relate to the physical world. Jesus was sent to explain and teach about the kingdom of God which is based on spiritual principles. The living water Jesus referred to is the Holy Spirit. I talked about how water is a symbol of the Holy Spirit in a previous study. Jesus is saying that if the woman accepts the living water of the Holy Spirit she will "thirst no more". If we don't have God at the center of our lives, there is always something missing, something that leaves a void in our lives. We blame this feeling on such things as money problems, our family members or our job. However, even if the rest of our life were perfect, we would still have this void which is our need for God in our lives. People try to fill this need with work, money, pleasure, or drugs but it can not be filled until we accept God into our lives. I believe it was Henry Thoreau who said that all humans have a "God shaped" hole in their hearts. God created us as spiritual beings and we need to have a spiritual relationship with him in order to be fulfilled.

Won't you ask and accept Jesus into your heart today? God bless you all.

**NIAD - A CHRISTIAN RUN BUSINESS**

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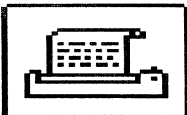
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## N.I.A.D. PROCEDURES



= 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 \$2.00. The May issue of N.I.A.D. is the 64th issue published by N.I.A.D., there are 63 preceding issues. When ordering backissues, please specify the number of the issue, month and year.

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

= N.I.A.D. welcomes contributions of original reviews, programs, articles, questions, suggestions and comments. Please include a SASE (Self-Addressed-Stamped-Envelope) if you want a written reply. Also, any contribution sent in on DDP or DISK will be eligible 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 print out for reproduction in the newsletter. N.I.A.D. reserves the right to not advertise certain products.

= If **0590** 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.

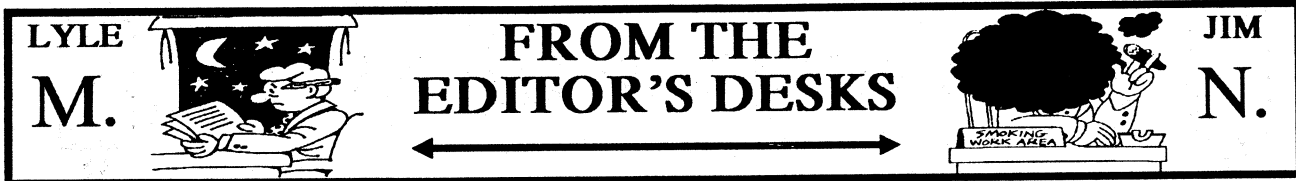
= N.I.A.D. welcomes software developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to test and to review in the newsletter. N.I.A.D. offers a 50/50 split of the sale price on all items that we handle distribution of for all developers. You will 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):

**September 13, 1990**  
**October 11, 1990**  
**November 8, 1990**  
**December 13, 1990**

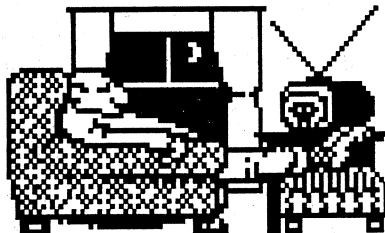
**We have exercised due care in the preparation of this newsletter (that doesn't mean we're perfect!). No warranty, expressed or implied with regard to the information contained herein is given, either by interpretation, use or misuse. The opinions expressed herein do not reflect those of the editor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



Hello, Hello to all you hungry ADAMites!

We are all encouraged by the continuing activity in the ADAM community. We get many calls and letters inquiring about hardware, software and accessories for the ADAM. There are also many questions asked which is an indication of how many of you are actively using your ADAM - this is great to see.

As I have said many times, it is so easy to get frustrated with any computer and not use it to it's fullest potential, which is a real shame, because computers can provide both fun and productivity for the entire family. I feel that computers are much better than relying on the television for entertainment. TV makes us



into couch potatoes, encouraging inactivity and a lack of involvement with our families. A computer is like a board game - you can have enjoyment and get the whole family involved. Family activities are very important and we don't make them a priority these days, which is a real mistake, especially for our children. We tend to let the television be our baby-sitter, which is not a good idea. Television may be teaching our children the wrong principles and taking away opportunities for discussion, working out problems and touching, which our kids desperately need. I don't advocate a complete ban on TV, but let's not allow it to dominate our family time.

I would propose that the computer is a good compromise family activity. It has the visual stimulation that children desire, but it is an interactive media unlike television, which is a single direction media. Additionally, computer programs, both entertainment and educational, can be group activities where more than one person is involved. People need interaction with others, we were created as "social animals" and a lack of social interaction can lead to serious emotional problems. Our children not only need social interaction, but they need interaction with their parents. We are the major influences on their lives, especially when they are young. By not spending enough time with them, we in essence teach them that this is not important, unfortunately this also teaches them that we don't consider them important enough to spend time with them - this can be a serious problem. All of us need to have self esteem - a positive view of ourselves in order to function in this world. This positive (or negative view) is formed when we are very young, primarily as a result of how others (mostly our parents or other important people in our lives) express views of us. If we get primarily negative input or no input, we tend to view ourselves this way. If we get positive input, we tend to view ourselves this way. If we get positive input, we develop self confidence and adequately deal with the problems we will face in life.

Well, I got on my soap box a little bit here, but I think you get the point - let's spend quality time with our kids, because they deserve it and need it. Working with them on the computer is just ONE way of doing this and can be a replacement for the television. I am not saying that computers are the answer to family time by any means, we need to spend time talking, sharing experiences and discussing problems. Remember, tell your kids positives about themselves - they really need that from their parents.

Low and behold, we are already entering the sixth month of the year already! It is amazing how fast time flies when one is having so much fun (?). In looking back upon some of the past issues which I have put together, it is scary how many spelling and grammatical mistakes I have made in the articles I have written. I guess I take it for granted that the powerful IBM programs I use to put the newsletter together will catch all my errors, but this isn't always the case. I apologize for this lack of professionalism, but thankfully most errors were easy enough to figure out the meaning of.

As we move into the summer months (doesn't feel like summer around here yet), the inevitable computer sales slow down will undoubtedly hit, but for the meantime we have countered with an eye opening list of specials and close out pricing that will continue through out the summer. Take advantage of these discount prices while you have the chance, since many of the products will not be available again through NIAD when stock is sold out. Other ADAM dealers will, of course, still offer products which we are discontinuing, but unlikely at the prices we have them on special for.

While sales are on the decline, so to will the release of new hardware and software decline over the next couple of months for this very reason, as well as summer being the time of year that families get to spend more time with one another on vacations, etc. Don't be alarmed by the lack of new products being released over the summer, once the fall and Christmas season are upon us, many new products will start to hit the market once again. A good way to pass the time is with the purchase of public domain software. It is very cheap and most public domain titles are worth the price of commercial (copyrighted) programs. All types of software abounds in our library from games to graphic design utilities to telecommunications software, all for the extremely low price of \$4.00 on disk or \$6.00 on data pack. Also, to make your choices easier, the public domain listing has been expanded to contain better descriptions of the titles. Hope this helps!

A lot of praise should go to Barry Wilson for the work he has done in making the ADAM News Network a great success. Barry has been a prominent member of the St. Louis AUG for a couple years now and through his efforts, many newsletter editors are finding it easier to supply their membership with informative articles on the ADAM computer. Not only is A.N.N. available to ADAM organizations, but also to the general public under subscription terms. If you are interested, please write to Barry Wilson for further details on becoming a member of this disk / ddp mailing. Not to go unnoticed are the efforts of Dean Roades of 463 ADAM. Dean has worked wonders in aiding Barry Wilson by compiling and organizing information over the past couple months and deserves a lot of credit for the success of A.N.N. We have been receiving the A.N.N. distribution disks for a couple of months now and thank Bob and Valorie Zimmermann for sending these out to us at their own cost. Now we will be making all the articles which appear in the NIAD Newsletter available to A.N.N. each month in order to do our share. Perhaps somehow a national ADAM newsletter can be developed from the idea behind A.N.N.?

**Barry Wilson**  
**12967 Weatherfield Dr.**  
**St. Louis, MO 63146**

Until next month "KEEP ON ADAMING"!

# NIAD NEWS & UPDATES

⇒ N.I.A.D. has compiled an extensive list of specials and sale items on ADAM Products which is valid through July 31, 1990. Many of the products are in short supply and will never be offered by N.I.A.D. again, so don't delay! An updated listing will be provided in next month's June issue along with further specials.

⇒ ADAM PRINTER POWER SUPPLIES are once again in stock, but the price has been raised to \$34.95. On the other hand, DIGITAL DATA DRIVES are becoming scarce after years of ample supply. Remember, only so many systems and extra components were made, so stock up now before it's too late (like it is with the COLECO ADAMLINK 300 BAUD MODEM and 5 1/4" 160K DISK DRIVE)!

⇒ FEDERATION SOFTWARE, founded by Joe Waters, is about to release their first commercial product, VISI-SPRITE V6.5. This is a full fledged sprite development utility similar to SpritePOWER and SpriteMASTER, but with the inclusion of some powerful media utilities. A crippleware version, VISI-SPRITE V6.0, has been made available in the public domain for ADAM owners to get an advance look.

⇒ STEVE PITMAN SOFTWARE is in the development stages on their first utility package after releasing five outstanding entertainment packages over the past two years. Their sixth commercial release will be a graphics print utility for 24-Pin Dot Matrix Printers such as the Panasonic KX-P1124. This will be the first graphics utility which will fully support 24-pin dot matrix printers hooked up to the ADAM via a Parallel Interface.

⇒ NORMAN CASTRO has available complete maps of all 30 levels from Steve Pitman's ADAM BOMB game. For a free copy of any level (1 through 30) send two stamps, \$3.00 for copies of any 5 levels or \$15 for copies of all 30 levels contained in ADAM BOMB. Send to: NORMAN CASTRO - 809 W. 33rd Ave. - Bellevue, NE 68005.

⇒ ADAM SOFTWARE SUPPORT has completed their second software catalog containing over 45 commercial software titles for the ADAM which includes such companies as PITMAN SOFT., GERLACH FAMILY SOFT., WIZARD'S LAIR SOFT., A&S SOFT., FEDERATION SOFT. and ADULTWARE as well as complete print outs of all ten volumes of HAPPY CLIPS by Gerlach Family Soft. and two volumes of CLIP-ART by Wizard's Lair Soft. For a free copy, send two first class stamps to: ADAM SOFTWARE SUPPORT - 8125 W. Catherine - Chicago, IL 60656.

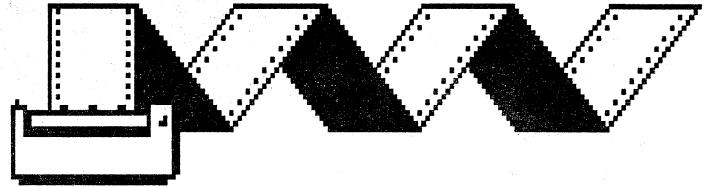
⇒ THE COLECO GRAPHICS PROCESSOR CART is now available through NIAD for \$29.95. This cartridge version does not require a memory expander to operate and also allows for the capturing and saving of hi-res screens from supergames and cartridges (cartridges which were copied to disk or ddp) and also boots up instantly upon pulling the < CARTRIDGE RESET >.

⇒ SmartCLOCK, by TRISYD VIDEO, has been officially released and is in stock. We will have a complete run down on this new hardware product in next month's issue. SmartCLOCK is retailing for only \$39.95!

⇒ PERSONAL CALENDAR UTILITY by PHOENIX 2000, Soloman Swift's reorganized company, has recently been released, but we did not receive it in time to include a review in this issue. PERSONAL CALENDAR UTILITY is a powerful package for creating all types of calendars (full page or smaller). These calendar creations can also be saved in a PowerPAINT compatible format for even further editing. P.C.U. even allows for the use of clip-art pictures and different print

styles and sizes when creating a calendar. At least a 64K Memory Expander is required to use. We will have a complete review of this fantastic calendar utility in the June issue. Retail price is set at \$19.95.

⇒ PHOENIX 2000 has also announced three other software projects which will be available soon: PASTEUP - a graphic WYSIWYG page layout package, R&S SLIDESHOW - a graphic slideshow package for VCR owners used to design their own professional-quality movie headers, SWIFT BOOKKEEPING SYSTEM - a full featured accounting package, as well as the completion of GoDOS V2.0. The newsletter, ADAM COMPUTING TODAY, will officially begin publishing on August 1st and a preview issue should be on it's way to subscribers of NIBBLES & BITS before the end of June.



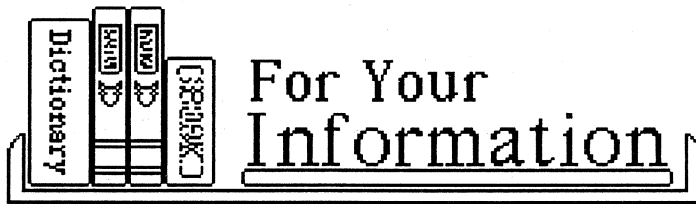
⇒ WALTERS SOFTWARE CO. is currently starting work on a new version of their already popular SmartDSK CART. This new version will use drop down menus, windows and dialog boxes. It will contain the most advanced set of machine language utilities ever released for the ADAM. These utilities will replace those found on all other SmartDSK packages. Owners of the first SmartDSK CART will be offered an update to the new version for a certain fee which has not been set yet.

⇒ E&T SOFTWARE has run into a production snag in development of the 320K EXTENDED DATA PACK which was produced by TRISYD VIDEO. These data packs will not be in stock for the meantime, so please hold off on ordering these data packs until we pass word along that they are back in stock. Orders received will be backordered.

⇒ OASIVE PENSIVE ABACUTORS has released no further news as to the release of the ADAM IMAGE MAKER. We have been told that the developer, Gary Bowser, has been hard at work on TI-99/4A (which looks to be in production again!) hardware. Hopefully, he will have time in the near future to finish this long awaited video enhancement for the ADAM.

⇒ MMSG, founded by Jim Marshall, seems to have foregone further development of their first ADAM entertainment package, GALACTIC BOUNTY HUNTER, as well as any other products. All other packages by MMSG: BACKUP 3.0 and + 3.0, COPYCART 1.0 and + 2.0 and EASY COME, EASY GO will continue to be available through NIAD and other ADAM firms.

⇒ NEW PUBLIC DOMAIN TITLES have been added this month to the NIAD Public Domain Library. These titles include: VISI-SPRITE V6.0, COLECO PERSONAL CP/M and ADAM FORTH V1.1. For complete descriptions of these new public domain titles, read the PUBLIC DOMAIN WORKSHOP. Also, a couple older volumes have been updated to include original documentation: M.A.S.H., ARTILLERY DUEL, WORD FEUD and TOMARC THE BARBARIAN. Hope this helps those of you who are stumped in trying to play these games. The NIAD Public Domain Listing has undergone a change which hopefully will make selecting volumes a whole lot easier, check out page 21 of the Product List to see.



DEAR N.I.A.D.,

Now that The Softworks Factory has closed it's doors, I may be holding on to an impossible dream: namely, a response to any of six or so letters I've sent to Tony & Sol in regards to my re-subscription that I've been waiting for any one copy to come through the mail since November of '89.

But of special interest, there was mentioned in the letters a concern involving three errors I've spotted in Dr. Swift's game 'CHESS CHAMP'. It will be interesting to know how many ADAMites out there who own this game have also come across the same errors. I would greatly appreciate your sharing this information with your readers. Unfortunately as it is, I wanted to confer with Dr. Swift on this matter as a first effort, but like I said, after six or so letters with nary a reply to any of them, I feel that I have to get off of 'square one' and continue with my endeavor of relating my experience with the game to all my fellow readers.

Following are three errors I've found in the game:

\*\*\* 1 \*\*\* It seems as if, even at level #9, the computer fails to 'win' a game (...and I'm just a fair player). It appears to represent itself solely as a defensive player, without inputting any offensive logic of it's own device.

\*\*\* 2 \*\*\* When the computer has finally reached the end of the board, it does not change it's pawn to a piece of a higher rank. The pawn remains a pawn throughout the rest of the game.

\*\*\* 3 \*\*\* When a situation arises calling for 3 choices in a 'Check' condition, the computer ignores one of these choices: ie. to be able to block the 'line of Check' with one's own piece. Instead, it displays the statement "it is illegal to leave the White King in check".

The last situation can undoubtedly prove to be rather frustrating! As a whole, the game presents many professional elements that resound of Dr. Swift's gifted talents in it's making. I truly commend him in his efforts.

I was hoping that, with my presentation of these errors to him, he would have been able to try to revise the game for all those who share the same problems.

Even though Dr. Swift might not be able to ever get to revise 'CHESS CHAMP' in the future, maybe there's someone out there, reading this in your column, that may be able to.

Thank you for you kind attention, sir!

Respectfully, Richard Whiting

**EDITOR'S REPLY:** As far as your subscription renewal to Nibbles & Bits, it should be carried over to Soloman Swift's new company, PHOENIX 2000, which will publish ADAM Computing Today. We have been told a demo issue will be sent out no latter then the end of June and the official first issue will be sent out August 1, 1990! As far as Chess Champ, the ease at defeating the computer has been brought up many times and updates were promised many times. I don't know if an update will ever be made available, but for now there is an

alternative, A-CHESS SARGON, which is a public domain chess game which many an experienced chess player has had difficulty at defeating. While not graphically as appealing as Chess Champ, it does provide for a lot tougher computer opponent. It is possible that Soloman Swift never received your letters due to the breakup of T.S.F., but he does receive this newsletter and hopefully will be able to answer your questions.

## DIGITAL RESEARCH CUTS OFF SUPPORT OF CP/M

Digital Research is no longer supporting CP/M. Not even to answer questions about it. If you call them about some problems regarding CP/M, they will refer you to Bob Ross, who lives in Riverside, California. Bob is the CP/M SIG (Special Interest Group) leader of the North Orange County Computer Club. If you should ever need to call him about any CP/M problem, his telephone number is (714) 684-9855.

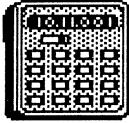
It is sad to see the decline in the use of CP/M, but their is no point in not recognizing the fact. This is still NOT true in Europe nor in Japan. CP/M is flourishing there and CP/M is far and away the most widely used system in industrial controls, such as the robotics used on automobile assembly lines. It is, by no means, a desperate situation. There are still hundreds of new programs being written every year for CP/M users and most are in the public domain.

It is my feeling that the criterion of value is not the growth of the inventory, so much as it is the extent that people use the existing material. The number of programs available for use on the ADAM is enormous and growing!

**EDITOR'S NOTE:** Thomas Keene is the editor of the Inland Empire ADAM Users Group newsletter which is based heavily on CP/M 2.2 use. Also, there is such a tremendous number of people who are involved in CP/M (for any computer which supports CP/M like the ADAM), that there will never be a lack of support or lack of new programs (commercial or public domain) to use in this alternative DOS system for the ADAM. The fact that Digital Research will no longer supply support for CP/M is no surprise at all with their growing involvement with MS-DOS machines over the last couple years. Like the ADAM was orphaned from it's creators (Coleco and Hewlett Packard), CP/M has been orphaned by it's creator, but will continue to grow and expand it's horizons through the efforts of many devoted users. On the ADAM front, CP/M users and abusers should be very thankful to the efforts of Sharon MacFarlane, Rob Friedman, Ron Collins, Tony Morehen, Guy Cousineau, Thomas Keane, Irv Hoff and many others who have spent countless hours configuring programs or writing programs for use under ADAM CP/M. CP/M may be considered a dinosaur by many a person, but like the ADAM, there is something about it that keeps people coming back to it (like the ADAM). I can't personally put a finger on it, because I'm a true-blue EOSer, but everyone has their reasons and CP/M has been around for so long that they must be right!

## SpeedyWRITE ALERT! by Dean Rodes of 463 ADAM

I ran into a problem with SpeedyWRITE V2.0 locking up on me when I tried to use < CONTROL + ] > to check the length of a document. I found out that when there are printer codes imbedded in the document, the < CONTROL + ] > sends the code to the dot matrix printer. I did not have any paper in the printer at the time (a rare occassion) so the printer was 'off line'. ADAM was not really locked up, it was waiting for the code to be sent to the printer! I don't think that this would be a problem with the ADAM printer, but those of you with a DMP, be aware.



# SUMMER HEAT WAVE SALE

PRICES EFFECTIVE 6/1/90 THRU 7/31/90  
LIMITED QUANTITIES ON SOME PRODUCTS



## NEW MEMBER / RENEWAL SPECIAL

- o THIRD CLASS RENEWAL \$19.00  
Receive one free Public Domain Volume of your choice
- o FIRST CLASS RENEWAL \$26.00  
Receive two free Public Domain Volumes of your choice

## SOFTWARE SPECIALS

	WAS	NOW
o ADAM BOMB (64K) by PITMAN SOFTWARE	\$19.95	\$14.95
o AFL FOOTBALL by SUPERIOR SOFTWARE	\$15.95	\$9.95
o BASIC BONANZA by MARTIN CONSULTING	\$14.95	\$9.95
o BEAMRIDER CART by ACTIVISION	\$18.95	\$11.95
o BEYOND TREK (64K) by DIGITAL EXPRESS	\$15.95	\$11.95
o BLACK GOLD by IMAGE MICROCORP	\$15.95	\$9.95
o BRAIN STRAINERS CART by COLECO	\$17.95	\$11.95
o CENTIPEDE CART by ATARISOFT	\$12.95	\$9.95
o DEFENDER CART by ATARISOFT	\$12.95	\$9.95
o DIABLO by IMAGE MICROCORP	\$15.95	\$9.95
o DINOSAUR DIG (64K) by PITMAN SOFTWARE	\$16.95	\$13.95
o G.A.M.E. SET #2 by DIGITAL EXPRESS	\$12.95	\$6.95
o GOLF CART by CBS SOFTWARE	\$18.95	\$11.95
o HEIST CART by MICROFUN	\$18.95	\$11.95
o NOVABLAST CART by IMAGIC	\$18.95	\$11.95
o PITY by PHOENIX 2000	\$18.95	\$12.95
o PRO GOLF CHAMP by SUPERIOR SOFTWARE	\$14.95	\$9.95
o REEDY SOFTWARE LIBRARY by REEDY SOFT.	\$17.95	\$12.95
o STAGE FRIGHT by REEDY SOFTWARE	\$13.95	\$9.95
o STARCROSS (CP/M - DISK) by INFOCOM	\$19.95	\$14.95
o STRATOZAP by A.C.E. SOFTWARE	\$16.95	\$11.95
o SUPER ZAXXON (DDP) by COLECO	\$9.95	\$5.95
o TOURNAMENT TENNIS by IMAGIC	\$18.95	\$12.95
o VASE OF TURR by WALTERS SOFTWARE	\$29.95	\$24.95
o WIZARD'S PINBALL ARCADE by WIZARD'S LAIR	\$14.95	\$9.95
o LINKBUILDER by SUPERIOR SOFTWARE	\$19.95	\$15.95
o AMERICA AT WAR (DDP) by A-WARE	\$9.95	\$5.95
o RICHARD SCARRY'S BEST (DDP) by COLECO	\$20.95	\$12.95
o C.P. KIDS PICTURE SHOW CART by COLECO	\$18.95	\$12.95
o DANCE FANTASY CART by FISHER PRICE	\$12.95	\$6.95
o DR. SEUSS FIX UP/MIX UP CART by COLECO	\$18.95	\$12.95
o GREAT INVENTIONS GAME (DDP) by PARALLEL	\$9.95	\$5.95
o LEARNING WITH LEEPER CART by SIERRA	\$12.95	\$6.95
o NUMBER BUMPER by SUNRISE SOFTWARE	\$15.95	\$9.95
o SOLAR SYSTEM (DDP) by A-WARE	\$9.95	\$5.95
o STATES & CAPITALS (DDP) by PARALLEL	\$9.95	\$5.95
o TELLY TURTLE CART by COLECO	\$18.95	\$12.95
o WORLD CAPITALS (DDP) by PARALLEL	\$9.95	\$5.95
o ADAM CONNECTION (IBM - DISK) by WHITE CO.	\$24.95	\$19.95
o BACKUP 3.0 (DISK) by MMSG	\$16.95	\$9.95
o FORMATTER II (DISK) by WALTERS SOFTWARE	\$12.95	\$9.95
o OPENFILER V3.0 by ACOLYTE SOFTWARE	\$19.95	\$14.95
o SmartDSK CART by WALTERS SOFTWARE	\$29.95	\$24.95
o BUSINESS PACK I by E&T SOFTWARE	\$18.95	\$12.95
o EASY COME, EASY GO by MMSG	\$19.95	\$12.95
o FILE PRINTER by ADAM'S HOUSE	\$14.95	\$9.95
o MISSPELLER by WALTERS SOFTWARE	\$18.95	\$12.95
o SmartTYPE V2.0 by REEDY SOFTWARE	\$17.95	\$9.95
o SOFTPACK I by E&T SOFTWARE	\$18.95	\$12.95
o SPEEDYWRITE V2.0 by WHITE CO.	\$39.95	\$29.95
o SPEEDYWRITE SPELL by WHITE CO.	\$24.95	\$19.95

o TAX 1989 by ADAM'S HOUSE	\$14.95	\$8.95
o BASEBALL STATISTICIAN by WIZARD'S LAIR	\$12.95	\$8.95
o FONTPOWER by DIGITAL EXPRESS	\$14.95	\$11.95
o SmartLOGO (DDP) by COLECO	\$21.95	\$15.95
o SmartTERM V1.2 by DENNY KEHOE	\$15.95	\$9.95
o SPRITEMASTER by MURDOC GAMES	\$18.95	\$11.95
o SPRITEPOWER by DIGITAL EXPRESS	\$15.95	\$11.95
o CLIP-ART VOL. I by WIZARD'S LAIR	\$12.95	\$8.95
o CLIP-ART VOL. II by WIZARD'S LAIR	\$12.95	\$8.95
o GRAPHIXPAINTER by NIAD SOFTWARE	\$19.95	\$14.95
o GRAPHIXPIX I by NIAD SOFTWARE	\$14.95	\$9.95
o GROOVY GRAPHICS by DAVID SEAMAN	\$19.95	\$14.95
o PAINTMASTER (DDP) by STRATEGIC SOFTWARE	\$22.95	\$12.95
o POWERPRINTS VOL. I by WIZARD'S LAIR	\$12.95	\$8.95
o SNAPSHOTS VOL. I by WIZARD'S LAIR	\$10.95	\$7.95

## HARDWARE & BOOK SPECIALS

o 256K MegaRAM EXPANDER by E&T SOFTWARE	\$134.95	\$119.95
o 64K MEMORY EXPANDER by E&T SOFTWARE	\$34.95	\$29.95
o 64K MEMORY EXPANDER w/ FILE MANAGER V2.0	\$52.90	\$46.95
o 2 TAN HAND CONTROLLERS by COLECO	\$11.90	\$7.95
o 7 FOOT ADAMNET CABLE by COLECO	\$2.95	\$1.00
o SOFTWARE DEMO VIDEO #1 by ADAM'S HOUSE	\$19.95	\$14.95
o SOFTWARE DEMO VIDEO #2 by ADAM'S HOUSE	\$19.95	\$14.95
o PANASONIC KX-P1180	\$209.95	\$189.95
o PANASONIC KX-P1191	\$269.95	\$239.95
o PANASONIC KX-P1180 w/ INTERFACE & CABLE	\$249.95	\$229.95
o PANASONIC KX-P1191 w/ INTERFACE & CABLE	\$309.95	\$279.95
o NIAD PRODUCT REVIEW BOOK by NIAD	\$19.95	\$14.95
o BASIC BASIC PROGRAMS FOR THE ADAM	\$8.25	\$4.95
o FROM BASICS TO BASIC	\$15.00	\$12.00
o LEARNING TO READ WITH ADAM (Z-80)	\$25.00	\$19.00
o DISASSEMBLY: SmartBASIC V1.0	\$25.00	\$19.00
o DISASSEMBLY: EOS	\$15.00	\$12.00
o 6 ADAM RIBBONS	\$29.70	\$24.95
o RIGHT DIRECTORY DATA PACK	\$1.50	\$1.00
o EXP. MOD. #2 DRIVING CONTROLLER w/ Baseball	\$39.95	\$34.95
o ROLLER CONTROLLER w/ Slither	\$39.95	\$29.95

## PRODUCT ORDER SIZE

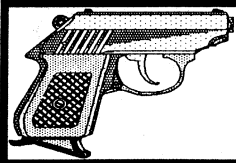
- 50.00 to 99.99 - CHOOSE TWO FREE P.D. VOLUMES
- 100.00 to 199.99 - CHOOSE FOUR FREE P.D. VOLUMES
- 200.00 AND UP - CHOOSE SIX FREE P.D. VOLUMES

## PUBLIC DOMAIN SPECIAL

BUY 5 P.D. VOLUMES AND GET 1 FREE  
BUY 10 P.D. VOLUMES AND GET 2 FREE

## BACKISSUE SPECIAL

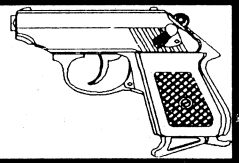
- o N.I.A.D. BACKISSUE \$3.00 \$ .50
- Choose from any of the published backissues of the N.I.A.D. Newsletter EXCEPT FOR ISSUES #2, 4, 5, 6, 7, 9, 10, 12, 14, 15, 19, 20, 23 & JULY / AUGUST #55. Remember that starting with the July / August 1986 #19/20, all issues for July and August are combined into one as well as December / January.



# THE ALL IMPORTANT BACKUP

"DON'T BE CAUGHT WITHOUT ONE!"

by Jim Notini



How many times have you read in this newsletter and the many other fine ADAM publications about the importance of making a backup copy of all your important data files and programs? A hundred times? A thousand time? More? Probably more than you would want to read, but this topic will always arise in newsletters because it is one of the most important aspects of owning a personal computer. This is magnified hundreds of times over in the case of the ADAM Computer due to the fact that there aren't any local computer stores in the locale where you can stop by to have a corrupted disk or ddp recopied or replaced. In order to get a program fixed, you will more than likely have to mail it off to your favorite ADAM Users Group if you aren't fortunate enough to have other ADAM owners in the area who have the program! Since many ADAM owners are located hundreds of miles from such ADAM organizations, time will play a major factor in the program getting to the AUG, fixed and then mailed back. Time that some people just cannot afford to waste due to deadlines for work, school or personal reasons.

We have all, at one time or another, experienced the loss of an important program or data, but fortunately for myself, I have access to all the commercial or public domain programs in the case I do. What will happen more times than not is the loss of information on a data pack. Although more reliable than the cassette players used by systems older than the ADAM, the data pack is still a non-reliable way to read and write information on the ADAM. Many people have experienced all types of problems using these drives while others have used their ADAM for five or six years without the loss of one data pack or even the need to replace the original digital data drive! Hard to believe, but there are those ADAM owners out there that have never had to replace a data drive, while others like myself seem to be buying new ones every couple months.

How exactly do you go about making a backup copy of a program or data files so as to prevent headaches down the road? The first step would be to purchase a copy program such as BACKUP 3.0, BACKUP+ 3.0, KOPYKAT, QUICKOPY V5.0, FILE MANAGER V2.0, SmartDSK III & UTILITIES or UNCLE ERNIE'S TOOLKIT. There are many other commercial and public domain programs which will allow for the user to create a copy of a disk or data pack to another disk or data pack. I would recommend the purchase of either FILE MANAGER V2.0 or SmartDSK III & UTILITIES since both these programs support any size memory expander as well as any size disk drive which you may own and also include many other utilities such as file copiers, block editors, block copiers, format and init routines, editors, etc. My personal choice for the best utility program would be FILE MANAGER V2.0 by AJM SOFTWARE (\$17.95) due to how easy it is to use and the vast amount of functions it can perform. SmartDSK III by WALTERS SOFTWARE CO. (\$24.95) would be my second choice for when I have to make multiple copies of one program since SmartDSK III allows the user to setup a ramdisk to which the user can copy a program or files too and then make as many copies to a disk or data pack from the ramdisk as you desire (saves wear and tear on physical drives and reading from the ramdisk is many times faster than reading from a disk or data pack). SmartDSK III's copy program is also the only one available today that will adjust the number of blocks remaining on the destination disk or data pack in the case that you are copying from and too two different sized drives!

The next step that most be taken is to insure that you have available an ADAM formatted disk or data pack. If not, many of the aforementioned programs allow for the formatting of disks from within the program, but data packs cannot be formatted, you will need to buy them or create your own with the MegaCOPY III device by TRISYD VIDEO (\$49.95).

Once your set with a blank media (disk or data pack) you may go about three different ways to create a functioning copy.

**STEP 1:** Use the standard BACKUP MEDIA (or IMAGE BACKUP) option to create an exact copy of the source media. This option is sufficient for most purposes and is the easiest method since all you have to do is specify the source and destination drives. But remember that if you are copying between different sized drives to insure that the source does not contain more used blocks of data than the destination can hold or else your copy will not contain the entire contents of the source media.

**STEP 2:** Use a BLOCK COPY option which allows the user to specify a range of blocks to copy from the source and also designate the starting block which the data will start to be written at on the destination. This option is a real time saver if you know that the source, for instance, only contains 50 used blocks. Therefore, you can specify to copy only the 50 blocks from the source to the destination instead of using the BACKUP MEDIA option which will copy all of the source blocks to the destination.

**STEP 3:** Use a FILE COPY option (works only on EOS format media) to specify certain files to copy from the source to the destination. This is the option I use most since it allows you to copy only the files off of the source which you want on the destination and since I do not trust any PURGE or CRUNCH utility for any computer to remove deleted files, this is the only choice left available. When using FILE COPIERS, also remember that if the source is an auto-booting program that you will also need a BLOCK COPIER in order to copy block 0 from the source to the destination block 0 or else your destination media will be useless. For instance, if you use FILE MANAGER V2.0 to file copy the BASICPGM file from your SmartBASIC media to another media, that media which contains the BASICPGM file still can't load SmartBASIC upon pulling the < COMPUTER RESET > because block 0 is what tells the system what machine code file is on the media and how to load it.

There are many other idiosyncracies to be aware of when making backup copies. Once such example is the existence of Right Directory Data Packs. These data packs were used by Coleco for their supergame packs (Zaxxon, Jeopardy, Troll's Tale, etc.) and when copying a supergame to a data pack, you will need to copy it to a Right Directory Data Pack. If you copy the supergame, whether it be on disk or data pack, to a Center Directory Data Pack, the backup will not operate. Also, the safest way to copy a Right Directory Data Pack is by using a BLOCK COPIER and copying all blocks (0-255 ddp or 0-159 disk) from the source to the destination. BACKUP 3.0 and BACKUP+ 3.0 by MMSG are the only programs I know of that offer an option specifically for making backups of Right Directory Data Packs.

If you use CP/M 2.2 or Tony Morehen's TDOS V4.0, you can make a backup copy of your disks or data packs with the BACKUP utility contained on the CP/M 2.2 media or you can use one of the many EOS copy programs to make backup copies. Works with no problem at all.

If you have any questions which need to be answered, please give me a call or write and I will do my best to answer your questions. Most of all, remember that copy programs were developed to allow the user to create backup copies of their programs, not to be used for making copies of programs to trade with others or to sell. Don't be a PIRATE, BOOTLEGGGER or whatever else you may call it since it will only lead to the loss of programmers who develop software for our system. There aren't very many talented programmers left for the ADAM and more seem to be moving away from the ADAM each month due to this piracy problem!



# TO GO TO TORONTO

By Richard Clee

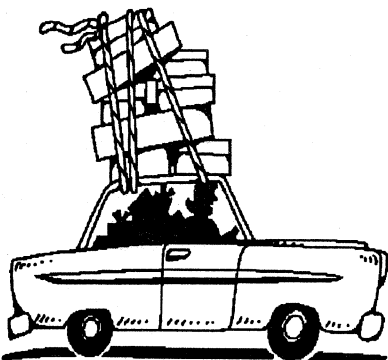


I nearly flipped. The gas station attendant, seeing my Ontario plate, remarked "yeah, I'd like to visit Canada. But it's so far away". The problem was, the gas station where I was filling was in Sault Ste. Marie, Michigan. From the forecourt, you could see Canada across the St. Mary's River, only several hundred yards away.

ADAMCON 02's in Canada? Way up there? I'd love to go, but it's too far!

If you're beginning to feel disappointed that the ADAMCON you so desperately want to go to is out of reach, look again. For most residents of the U.S., Toronto is much closer than they think. Let's take some samples, based on the location of some major ADAM groups and suppliers.

Toronto is about a four-hour drive from where Loranger lives. It's a bit over five hours from the home of the Akron BBS. It's a shorter drive from St. Louis than Denver is. Jim Notini of NIAD and Dean Rhodes of 463 ADAM can make a round trip to Toronto in less distance than a one-way to Orlando. For Jay Forman of M.W. Ruth it's closer than Columbus, Ohio. For Mark Gordon of Micro Innovations, Toronto is about the same trip as Myrtle Beach and closer than Detroit. For anyone anywhere in the New England states, the central states or the mid-West, Toronto may be foreign - but it isn't far. In fact, it's less than a 90 minute drive from Niagara Falls, N.Y. to the parking lot of the ADAMCON 02 hotel.



The ADAMCON 02 date has been set to allow those who choose to, to incorporate it as part of a summer vacation tour. It's expected a large number of registrants will come with their families, by car. So, how do they get there from here - wherever "here" may be?

Toronto is on the north shore of Lake Ontario, towards the western end.

You can see its skyline on a clear day from Fort George, N.Y., but by road around the end of the lake from Buffalo it's about two hours. Still, ADAMites driving from most of Pennsylvania, Ohio, and West Virginia will find a run up I-90 and a crossing at Buffalo or Niagara Falls to connect with Canada's first superhighway, the Queen Elizabeth Way, the way to go, as will those from western New York state.

Anyone further east will have a choice to make. It doesn't look that way on a map, but when checked on an odometer it turns out that from the junction of I-81 and I-90 in Syracuse, N.Y. the ADAMCON hotel is only four miles further via I-81 and Ontario 401 than via the Thruway and QEW. The I-80 and 401 route takes you through the beautiful 1000 Islands area on uncrowded superhighways in good condition, but requires buying more gasoline in Canada, where prices are about double U.S. levels. On the other hand, Thruway tolls are saved, and you don't have to drive through the rough road complex of the congested Buffalo area.

For southerners the map is also deceptive. The eastern American coastline slants in so much that the east coast city of Miami is little less

than directly due south of Detroit. That's why, for Canadian snowbirds, I-75 south from Detroit has always been the route of choice, and for MOAUG and ECAUG members coming the other way, the wide-open 100-kph 401 superhighway from Windsor makes the final dash the easiest - at least till Toronto is reached.

Of course some people may find the Detroit area driving as hair-raising as I do. For them, there's an option, especially if they are coming from Chicago or west. I-69 runs north from Indianapolis, crossing I-80/I-90 on its way to Lansing, Flint and Port Huron. It's a reasonably open road, in better repair than many interstates, and connects with Ontario 402 at the end of the Bluewater international bridge in Sarnia. Advantages to this route include lighter traffic (402 to junction 401 is positively lonesome), more laid-back Customs people, and gas cost saving as a tankful bought in Port Huron will last to Toronto.



For others, coming by air may be preferred. It's easy. Almost every major American air hub has a daily flight to Toronto; some have several non-stops every day. Any competent travel agent should be able to find you a route that will leave you airborne less than five hours. But book ahead; it's cheaper, and Toronto is a very popular destination so some flights may sell out early.

What about entering a foreign country? Do have some sort of identification, though in the unlikely event you're asked for it, a drivers' licence will usually do. Belt and suspenders types can bring a birth certificate. Under no circumstances bring a gun or other weapon, drugs or similar prohibited substance. If you use booze or butts, Customs will usually pass a fifth and a carton for your own use, and unless you're from New York State, Canadian prices are about double yours at home. Canadian retailers accept U.S. money happily, but have to pay a service fee to exchange it and are at the mercy of exchange rates that swing back and forth by the minute, so if you want the best premium on your cash, change it at a bank. Visa and Mastercard are welcomed almost everywhere, and you'll get the bank wholesale rate when the charge for Canadian purchases is converted back to U.S. funds, so use them generously. Canadian gas stations take them and do not charge for credit card use.

Canada - all that way away? For most Americans, Toronto is nearer to them than most of America. Foreign, sure; different, definitely; but far away - we're just across the water. You can see us from here.

**FOR A FURTHER UPDATE ON  
ADAMCON 02 CONVENTION PRICING,  
READ THE ADAMCON 02 UPDATE  
ARTICLE CONTAINED IN THIS ISSUE  
BY RICHARD CLEE**





## THE CARE OF THE ADAM DIGITAL DATA DRIVE

by Claude Ferland



"Coleco data drives are prone to error." How many of you have heard this statement or read about it in assorted ADAM articles? My limited experience tells me that, on the average, this is true. Can anything be done to help minimize the error count? The answer is YES. Temperature control, routine maintenance and operating speed verification are the keys to attaining maximum performance from your data drives.

**Temperature Control:** Can be achieved in two ways.

**Method #1** - Increase air circulation around your data drives. Do you have a small fan? If so, take the top cover off your ADAM console and point the air flow towards your data drives. I'm planning on cutting a round hole in my top cover directly over the drives and mounting a four-inch square fan (about \$16 at Princess Auto). I should then be able to run my drives almost constantly.

**Method #2** - Duty Cycle. For every ten minutes of drive activity, let your drives cool down for twenty minutes. This will help limit how hot your drives get.

Once a program is loaded into your ADAM, if the program doesn't have to access the data drives for the next ten to sixty minutes, remove the data pack from the drive. When a data pack is installed in a data drive, the motors have some power applied to them to take up the slack in the tape.

When my ADAM was new, the console had four small rubber feet that would hold it a small distance above whatever flat surface I put it on. The console has many air slots molded into the case to allow passage of air through it. If the rubber feet fall off (three of mine did), and you continue to use your ADAM in this condition, the probability of heat-related problems and heat damage is greatly increased due to restricted air flow. You can buy self-sticking or screw-mounted cushion feet from popular electronics retail stores. You should install cushion feet that hold your console above the table or desk even higher than the original rubber feet.

If your ADAM console barely fits into the chosen location on your computer desk, get it out of there. The airflow afforded by such a set-up is probably unacceptably low. Operating your ADAM on a cloth surface such as a bed or pile of laundry or any cloth surface other than a thin, unpadded table cloth is an absolute no-no. You must not obstruct any air slots for any length of time on any piece of electronic equipment.

**Routine Maintenance:** Cleaning your data drives is a must. Magnetic particles on the surface of the tape inside all datapacks become loose and fall off regularly. This is known as SHEDDING. Brand new data packs are worse than old data packs for shedding. The most likely time that shedding takes place is when the tape is moving in either direction against the record/playback head in the data drive (normal wind and rewind). Therefore, the most likely place for these ferric oxide particles to accumulate is on the head itself. Some particles will cling to the rubber on the speed-transducer wheel and to the tape guide on each side of the record/playback head. These deposits must be removed regularly to ensure proper tape-to-head contact. This contact is extremely important when "reading" or "writing" is taking place (especially writing). How thick is a fingerprint? Would you believe thick enough to interfere with the record/playback process which must be 100% accurate within a computer environment?

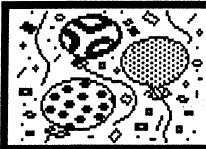
Cleaning your data drives is a snap with almost any of the many products on the market. DO NOT use cleaner cassettes because they only clean what they come in contact with in the tape path and may

take a path of their own. Most are advertised as non-abrasive, but can become abrasive because they will contain foreign matter accumulated during previous cleanings. Solvents specially designed for head cleaning are perfect. Cotton-tipped cleaning sticks are just right for the job. Dip the cleaning stick only once into the container of solvent. Then, rub the cleaning tip back and forth over the record/playback head, concentrating on visible deposits. Next, clean the tape path guide on each side of the head. Hold the cleaning stick in the guide in approximately the same position as a loaded tape and slide it back and forth while exerting a small amount of downward pressure. Then clean the rubber speed-transducer wheel. Do this by holding the cleaning stick against the rubber wheel and turning the wheel with your cleaned finger. Finally, throw away the cleaning stick. DO NOT contaminate your remaining solvent by dipping a used cleaning stick into it. The cleaning sticks only cost about two cents each in hundred lots. I personally clean my drives at least once each computer day and after each datapack that I format and verify. I've taken the cheapie route. I bought a half-litre container of 99% ISOPROPYL ALCOHOL from an economy drug store and a 400-pack of Q-tip type economy cotton swab sticks. This route will cost me about two dollars a year. I store my "working" quantity of solvent in a two-ounce bottle that I refill from the half-litre bottle. The cheapie cotton swab sticks are too short to dip into the bottle once a couple of inches of solvent are gone.

Last and certainly not least, Data Drive Operating Speed Verification. Your data drives must operate reasonably close to the original intended speed. If your drives have wandered off the original factory-set speed for whatever reason (components changing value or speed control played with), you should get hold of an ORIGINAL program similar to the SPEEDCHECK program, E.A.U.G. Lending Library tape #169. Upon loading this program, a scale that reads from +6 to -6 percent appears on the screen. After a few more seconds, a pointer will appear under the appropriate number indicating the operating speed of the drive. Many data drives have their speed adjustment control accessible only from the bottom of the data drive. You will need a Phillips screwdriver to remove three screws at the back of each data drive to allow removing the drive from its normal location. The two data drive connecting cables must remain connected to the console. Locate the speed adjustment control - about one tenth of an inch in diameter with a small screwdriver slot in it. You will need a very small screwdriver to adjust this control. Turn the control one full turn counter-clockwise and notice the effect it has on the pointer on the screen. You will also be able to physically see and hear the difference in the operating speed of the drive. Adjust the control so that the pointer appears under the "0" on the screen. Of the dozen or so data drives that I have adjusted, only one was operating more slowly than the correct speed prior to adjustment. Several drives were operating beyond the +6 percent indicator. Once adjusted properly, re-install the data drives in your console.

**IMPORTANT** - Be aware that if you are using a non-original copy of the SPEEDCHECK program, this copy of the program might not have been produced on a data drive that was not operating at the correct speed. This would cause an erroneous result and could leave you worse off than you were before attempting this procedure.

**SUMMARY** - Your data drives should now be ready to give you many, many hours of trouble-free operation. If, after following these steps, your drives have difficulty loading programs such as your original SmartBASIC V1.0, either there is a problem in your ADAM's console, or you could probably use a new data drive. I'm embarrassed to say how many replacement data drives I bought before getting around to applying the steps that I have just described. Happy computing.



# DESIGNING GRAPHICS WITH ADAM

## HIGH RESOLUTION GRAPHICS

by Ricki Gerlach



### PowerPAINT & SmartLOGO

HI-RES graphics has a set of rules different from SignSHOP:

- o 1. Screen size is limited to to 256 pixels across and 192 pixels up and down.
- o 2. Bigger is not necessary better.
- o 3. The ideal picture size when starting out does not exceed 5632 pixels. Don't let this number worry you. This number represents twenty-two grids 16 pixels by 16 pixels, which is a good size picture.

### DRAWING YOUR PICTURE

As in SignSHOP, you first have to draw your picture on graph paper. After you have drawn it, fill in all the boxes or squares that you have drawn over, to determine where the pixels are to be.

Once you have your picture graphed onto paper, we have to 'process' the paper for programing. To do this, we number the squares across the top from 1 to 16, beginning at the first column where you have a square filled in. When you reach 16, start over with 1 and number to 16 again. Continue to do this, until you have numbered all the squares across the top. Do the same thing down the side as you did across the top. When you are finished, you should have a grid-work of boxes, with 16 x 16 squares.

Once this is completed, you are ready to program the picture using SmartLOGO.

### SmartLOGO SETUP

We use SmartLOGO to initially set up ADAM for hi-res graphics. To do this, the following steps are taken:

- o 1. Insert SmartLOGO into ADAM and pull computer reset.
- o 2. When prompt appears, enter "N".
- o 3. Type " ERALL CS HT RECYCLE " This clears the memory of all unneeded procedures, and starts with a clean memory.
- o 4. Remove SmartLOGO and replace with a empty Data Pack or Disk.

### SmartLOGO PROGRAM

To set up ADAM initially, we first must tell ADAM we want to use certain shapes and have these loaded for us. The inital program we use is as follows:

TO SETUP1

```
PUTSH 1 :G1
PUTSH 2 :G2
PUTSH 3 :G3
PUTSH 4 :G4
PUTSH 5 :G5
PUTSH 6 :G6
PUTSH 7 :G7
PUTSH 8 :G8
PUTSH 9 :G9
PUTSH 10 :G10
PUTSH 11 :G11
```

END

TO SETUP2

```
PUTSH 12 :G12
PUTSH 13 :G13
PUTSH 14 :G14
PUTSH 15 :G15
PUTSH 16 :G16
PUTSH 17 :G17
PUTSH 18 :G18
PUTSH 19 :G19
PUTSH 20 :G20
PUTSH 21 :G21
PUTSH 22 :G22
```

END

TO SETUP3

```
TELL 1 SETSH 1
TELL 2 SETSH 2
TELL 3 SETSH 3
TELL 4 SETSH 4
TELL 5 SETSH 5
TELL 6 SETSH 6
TELL 7 SETSH 7
TELL 8 SETSH 8
TELL 9 SETSH 9
TELL 10 SETSH 10
TELL 11 SETSH 11
```

END

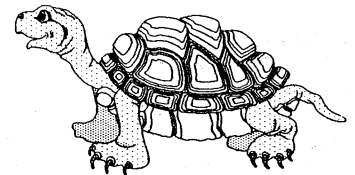
TO SETUP4

```
TELL 12 SETSH 12
TELL 13 SETSH 13
TELL 14 SETSH 14
TELL 15 SETSH 15
TELL 16 SETSH 16
TELL 17 SETSH 17
TELL 18 SETSH 18
TELL 19 SETSH 19
TELL 20 SETSH 20
TELL 21 SETSH 21
TELL 22 SETSH 22
```

END

TO START

```
CS
TELL ALL PU HOME SETPC 1
SETUP1 SETUP2 SETUP3 SETUP4
END
```



Now we are ready to start getting out drawing into ADAM using SmartLOGO.

### DRAWING IN SmartLOGO

To draw in SmartLOGO, we use the shape editor, and reshape the turtles. This way we can draw fine details and place them where we want them.

To enter the shape editor, for the first 16 x 16 grid on our graph paper, we enter the following:

ES 1

A 16 x 16 grid will now appear, with a design in it. To clear the grid, push the key labeled ' CLEAR ' on the upper right of your ADAM keyboard.

Now, you fill in the grid, to match your first grid, To do this, you use the arrow (cursor) keys to move the cursor to the box you want to fill in, and push Home Key to fill in. If you decide you want the box clean, push the Home Key again, and the box is empty. once you have the first grid completed, you have to push [ Smartkey VI ] to save the shape.

Now you have to save the data into your program, before you go on to the next grid. Failure to complete this next procedure will cause you to loss the shape you just made. To save the shape into your program, we use the following entry:

MAKE "G1 GETSH 1

Now, your shape, from grid one, is installed into your program, as the 'G1' in the procedure 'TO SETUP1'.

You now can go to your next 16 x 16 grid, by calling it up, as: ES 2

Once again clear the grid with [CLEAR] key, and redesign it to match your own grid. Save it as you did the first one. Remember that when you save it, name it for the next grid:

MAKE "G2 GETSH 2

Failure to use the correct numbers will cause you to change the wrong shapes and might loss the grid you just completed.

## PUTTING YOUR GRIDS TOGETHER

Once you have all your grids designed, and saved, it's time to put them all together as a picture. To do this you have to write another procedure. For our example, we have four grids, so we will write a procedure or program for this example. Remember, that a grid is 16 x 16. So when you place them on the screen, you must place the 16 spaces apart.

Since our picture shows Tex, we will call our procedure Tex. The program would look as follows:

```
TO TEX
  START (this calls up our start up program)
  TELL 1 PD STAMP PU (this puts grid one down)
  TELL 2 RT 90 FD 16 PD STAMP PU (this puts grid 2 16 spaces right of grid 1)
  TELL 3 BK 16 PD STAMP PU (this puts grid 3 down 16 spaces)
  TELL 4 BK 16 RT 90 FD 16 PD STAMP PU (this puts grid 4 under grid 2)
END
```

Now, just enter the following:

TEX

and the picture will appear.

- o TELL 1 is your first grid.
- o PD tells the grid you want to put the pen down.
- o STAMP is like an ink stamp, imprints the picture on the screen.
- o PU tells the grid to pick up the ink again.
- o FD 16 and BK 16 tells the grid to move forward or back 16.
- o RT 90 tells the grid to face that direction. All grids are facing the top of the screen when starting out, all are in the center.

You now are ready to proceed to saving the picture to use in PowerPAINT.

## SAVING SmartLOGO PICTURES

There are two methods to save a SmartLOGO picture. We use both. The first method, saves all procedures. This is nice, as now you have the basic program, for all future pictures. All that's required is to call up a picture, use the editor (ES and a number) change the shapes, save it, and call the picture by a new name, and presto, another picture.

To save all procedures to a disk or ddp, enter:

SAVE "TEXLOGO (TEXLOGO is a name you pick to call it)

Now all procedures are saved. This can not be used by PowerPAINT. So we must save it another way. To make it available to PowerPAINT, enter:

SAVEPICT "TEXPIC (Once again, you name it whatever you want)

The picture is now saved in a format that can be used by PowerPAINT.

## NEW PICTURES

Once you have the picture saved, you may want to continue with another picture. All you have to do, is erase the TEX procedure, and reuse START and the four SETUP procedures. To erase the TEX procedure enter:

ER [TEX]

If you want to check if it is erased, just enter POTS and all procedures in memory will print out.

It is recommended to save the picture under both procedures, incase you want to edit it later. To see if the picture is in memory, enter:

LOADPICT "TEXPIC

and the picture will load from disk, and go on the screen. To load the other procedures, enter:

LOAD "TEXLOGO

You will see the procedures load, and once the cursor comes back, you may enter:

TEX

and the picture should appear.

## SmartBASIC GRAPHICS

In order to put your picture into SmartBASIC, you will need the data from your SmartLOGO picture. To get this, you must have your printer on, with paper in it. Fanfold is best, as procedures are long in SmartLOGO.

To turn on the printer in SmartLOGO, enter:

PRINTER

To get the data to print, enter:

POALL

once all data is printed, turn off the printer by:

NOPRINTER

The data just typed will look strange, but what is important for SmartBASIC are at the end, labeled

MAKE "G1 [ 32 numbers inside brackets] MAKE "G2 [ 32 numbers inside brackets]

These G numbers are your grids as you numbered them, and the data inside the brackets make up the 16 x 16 grid square. Save the data for use in SmartBASIC.

## PowerPAINT & SmartLOGO FILES

Once saved, you can load PowerPAINT. When loaded, remove the disk and insert the LOGO files. Push the STORE/GET key, and then SmartKey V to read the disk. Now get the file you want, remember that only pictures stored with the [ SAVEPICT ] command will show on the screen. If you try to recover another file stored with only the [ SAVE ] command in SmartLOGO ADAM will think it's a RLE picture and you will get trash on the screen.

Once the picture is on the screen, you need to do a global background color change, to prevent any color bleeding problems that came over from SmartLOGO.

You now have the picture you designed, in PowerPAINT and can edit it more, add color, or whatever, and save it as a PowerPAINT picture.

# ADAMCON 02 UPDATE CONVENTION COST

by Richard Clee

A bargain vacation in Toronto? When the Canadian National Exhibition is on? Someone has to be smoking the cheap stuff - or are they?

Yes, Toronto has a reputation as a high-cost city, like all major cities of the world. It is the place where some hotels offer bargain January discount rates of "only" \$110 per night, and those who want to can blow \$150 a couple for a restaurant dinner. But canny registrants for ADAMCON 02 in Toronto August 15th to 18th can have a big-town vacation and cut their costs too.

Early planning pays. The convention location has been carefully chosen. The Ramada 400/401 hotel is reached from the first highway 401 exit after the junction with the airport expressway. It's also only a short taxi ride from the airport bus terminal at Yorkdale. For those arriving by car, there's ample free parking. For movement about the city, save by forgetting about rental cars. A main route city bus stops right in front of the hotel, about seven minutes away from the main north-south subway line to the heart of downtown. And you can get a day pass to ride the whole system all day for \$5.00.

The convention cost is \$299 Canadian per person. That buys your room (double occupancy) for four nights, plus a generous reception party, three breakfasts, two lunches, the final banquet and all convention privileges. There's an appropriate discount for early registration. A spouse who would rather skip the lunches and see the town can register for \$269, and kids staying with their parents are \$49 each. Those who want to come a couple of days early, or stay a couple of days after, can buy up to three extra nights stay for \$75 per night. For vendors or others who need more room, there's also a very favourable rate for upgrade to a junior executive suite.

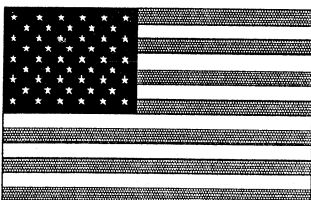
For Americans, the bargains are even better, because all the prices quoted are in Canadian funds. While historically the premium commanded by the U.S. dollar in Canada drops during the summer, right now the premium is quite high, and those who pay their registrations early enough can knock \$20 off the price for payments received prior to March 31st, or \$10 if they get it in before May 15th. For those planning to fly to Toronto, air fares to Toronto from U.S. points are cheaper than those to comparably distant U.S. destinations, with early booking offering the opportunity of discounted advance fares.

With cheap transit the easiest way to travel anyway, low or minimal costs for many attractions and the ADAMCON organizers working on group rates for others, ADAMCON would be a bargain travel package for a summer vacation without the convention. With it, it's like visiting all your friends for free.



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### IN U.S. CONTACT:

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Winter Springs, FL. 32708

# PRESS RELEASE: Multipurpose Interface Board 2

by Mark Gordon

Micro Innovations is pleased to announce their new Multipurpose Interface Board (Part number: MIB2) for the Coleco ADAM computer. The MIB2 provides two RS-232 serial ports, a Centronics compatible parallel printer port, and an E&T Software compatible memory expander board control port.

One of the RS-232 serial ports is set up for direct connection of a CRT terminal or a serial interface printer. The other is set up for direct connection of an external modem. However, by using a null modem cable, either serial port can have a CRT terminal, a serial printer, or an external modem connected. The serial ports are compatible with the serial ports on all Micro Innovation's Powermate products. Communications programs are provided to use the interface board with an external modem. Also provided are port and pin definitions for the patching of other programs or for the development of custom programs to use the serial ports.

The parallel printer port is located at the standard ADAM printer port address and is compatible with all known ADAM software. The memory expansion board control port provides the E&T Software MegaRAM Card and the Orphanware memory expander boards with the control signal to switch memory banks. It is compatible with all known ADAM memory expander products.

Micro Innovations also provides several software programs with MIB2. Included are two versions of TDOS version 4.5 by AJM Software of Ottawa, Canada. One version is for a floppy disk based system (no hard disk) and the other is for an Orphanware hard disk based system. No Powermate version is provided as Powermate comes with a similar interface board and all necessary software. Also provided is an EOS printer patch program and the MEX, IMP, and ZMP communication packages, modified to use the MIB2 modem port with an external modem.

MIB2 installs in the center expansion slot inside the ADAM (expansion slot #2). The ribbon cables exit the left side of the ADAM. It is recommended that a small slot (about 2" long and 1/8" wide) be cut along the left side of the top cover to allow them to neatly exit the computer.

Micro Innovations will begin shipping MIB2 around the first of May, 1990. Introductory pricing is set at \$69.95 retail, peripheral cables are sold separately for \$9.95 each or can be made from standard insulation displacement connection (IDC) ribbon cable and connectors. MIB2 will also be available through Adam's House or Pearland, Texas and through other reputable dealers. Each MIB2 comes with a 90 day warranty and is completely assembled, tested and ready to use.

To place an order for MIB2 or Powermate or to request additional information on either, contact Mark Gordon at:

**Micro Innovations**  
12503 King's Lake Drive  
Reston, Virginia 22091 - (703) 620-1372

Normal business hours are 6:30 PM through 9:30 PM. Orders can also be placed (and information can be requested and downloaded) through the Micro Innovations Bulletin Board at (703) 264-3908. BBS hours are 6:30 PM through 6:30 AM, Monday through Friday and around the clock on weekends and holidays. Do not call this number before 6:30 PM or after 6:30 AM, Thank you.



# EXPLORING CP/M

by Margaret Carr



This is not going to be a re-write of information included in the manual that is included when you purchase CP/M. I will go over some areas where I found the procedures either obscure or intimidating.

I am assuming that, if you are reading this, you are, for some reason, interested in CP/M [the best reason I know is "because"]. I am also assuming that you are neither an expert nor in search of expertise. I am not an expert. I am a plodder with several years experience working / playing with public domain CP/M 2.2 programs. My purpose here is simply to share some of the frustrations and triumphs I have had in the hope that this will help you to overcome some of the frustrations you face and achieve triumphs of your own.

One last caveat: if you are hoping to find the legendary free software, the word processors, spreadsheets, and databases that are equal to or better than commercial products, I cannot help you. I have never found any. I have found useful utilities and simple versions of languages that have given me a chance to try before buying.

## Getting Started with Security Blanket Tips

First fix firmly in your mind that, if you exercise reasonable care, it isn't really that difficult. Learning CP/M was easy compared to teaching my cat to keep her paws and nose off the keyboard when I am typing! By the time I get her to keep her tail out of my face and to realize that disks are NOT provided for chin scratching [why I've never lost a disk to fur is a mystery!] I expect to have learned to program in C.

Second, keep your expectations reasonable. Typing / programming with a cat or small dog on your lap is possible. Trying to keep the cat out of your lap is usually more trouble than it is worth, and, should your lap be occupied by a German Shepherd, anything other than scratching her ears is beyond MY reach!

If you have already used FORMAT, SYSGEN, and BACKUP you can skip this next section and goto Toolkits.

Formatting is one of, if not THE, most intimidating procedures you will ever have to face. The first attempt is always the hardest and with CP/M it is even more nervewracking since you cannot even backup your original DDP until you have formatted a DDP or Disk to Backup to. The advantage to this is that you will know that once you have done it once everything else will be easier. So grab as many Security Blankets as

you can and get started.

READ the Sections in the Manual on Formatting and Backup several times. KEEP the Manual handy. PLAN before you start. Know what drive you are using to boot (load CP/M) from, which drive will be formatting, and how many DDPs/Disks you plan to format. WRITE out the steps you will follow, including Drive designations.

HINTS: I use plain white labels on my Disks / DDPs and put them on before I format them. After they are formatted I add a color coding dot [the dots will not stick to the rough plastic so I put them on the white label.] The dots go on immediately after the Disk / DDP is formatted and they are stacked in a separate pile. If you prefer color-coded labels that would work just as well. I suggest that you do wait until after formatting before applying the label, and, applying it immediately after removing the media from the drive.

Since Backup overwrites everything, including the System track, I do any Backups before I use Sysgen. If the System is on the original, it will be copied onto the backup. Now Sysgen. It won't hurt to copy it over itself, but you can check to see if it is already there by trying to log in the disk or DDP. [A safety measure built into CP/M requires you to log in any new media by holding down the Control key and typing C. This is usually written as <CNTRL> C or ^C.] If the System is not there you will see a message "BAD SYSTEM RETRY ON A". Do make sure that it IS a CP/M Disk or DDP before using Sysgen. I once got a BASIC Disk mixed in and found out the hard way that Sysgen will write the System on an EOS formatted Disk. It overwrote the Directory.

## TOOLKIT Disks and Exploring PD CP/M

In brief, I have set up several Toolkit collections on separate disks. Each is a collection of favorite utilities for particular purposes. I will describe some of them in future articles.

In future Exploring PD CP/M sections, I will cover [not cover UP!] both successes and failures in my search for the jewels hidden in those long lists of USQs and FLISPs and USERMANs. I will NOT try to explain the rationale of filenames. Let a few months go by as I am hard put to decipher any logic in my own naming of files!

If you want to go exploring the first rule is that you will need lots and lots of Disks [or DDPs.] Since they will all need to be formatted I suggest stocking up on reading matter as well.

## NULU Command Menu:

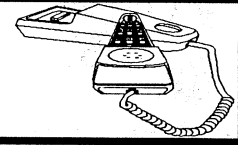
- |                         |                             |
|-------------------------|-----------------------------|
| □ A = Add Members       | □ P = Print Members         |
| □ B = Brief Toggle      | □ Q = Unsqueeze Members     |
| □ C = Close the Library | □ R = Replace Members       |
| □ D = Delete Members    | □ T = Replace / Add Members |
| □ E = Extract Members   | □ U = Drive / User Change   |
| □ F = Filesweep Mode    | □ V = View Members          |
| □ G = Get Filespec      | □ X = Exit NULU             |
| □ K = Krunch Library    | □ Y = Disk Directory        |
| □ L = List Members      | □ Z = Zap Disk Files        |
| □ M = Menu              | □ > = Redirect Output       |
| □ N = Rename Members    | □ < = Redirect Input        |
| □ O = Open a Library    |                             |

## NSWP Commands:

- |                              |  |
|------------------------------|--|
| □ ? = Menu                   | □ Q = Squeeze / Unsqueeze Tag  |
| □ X = Exit                   | OPTIONS:   |
| □ :C = Copy                  | S - Squeeze  |
| □ D = Delete                 | U - Unsqueeze  |
| □ P = Print (^ C interrupts) | R - Opposite of what file is   |
| □ R = Rename (* into batch)  | □ B = Move Back through DIR  |
| □ V = View                   | □ S = Calculate space remaining on drive specified                               |
| □ T = Tag                    | □ W = Wildcard Tag of Files  |
| □ U = Untag                  | □ C (opt) = Copy with option when prompted for drive, add a 'V'. Example: 'B3:V' |
| □ M = Mass Transfer          |  |
| □ A = Tag Again              |  |
| □ L = Log New Drive          |  |

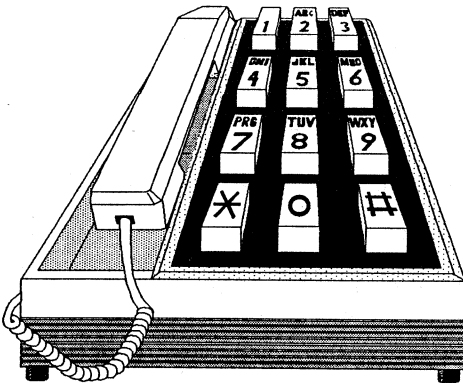


# USED & SWAP CORNER



N.I.A.D. will be selling used items that we have purchased from ADAM owners. Additionally, members may send in lists of items they wish to sell to or trade with other members.

We have a couple (or only one) of each of the items listed, therefore we have to restrict orders on any of the of the products listed below to phone orders (first call, first serve). Please, as they say on the commercial, "PHONE FIRST!" If orders for used products are received through the mail, we will promptly return your order unfilled unless the product is available or you cleared it with us.



## COLECO/ADAM CARTS with Original Box and Manual

- o Cabbage Patch Kids: Adventure .....\$10
- o Donkey Kong Jr.....\$10
- o Fortune Builder.....\$10
- o Omega Race.....\$15
- o Roc 'N Rope.....\$15
- o Space Fury.....\$10
- o Tutankham .....\$10
- o Zaxxon .....\$10

## COLECO/ADAM CARTS with Original Manual

- o Brain Strainers .....\$10
- o Burgertime.....\$10
- o Cabbage Patch Kids: Pic Show.....\$10
- o Campaign '84.....\$10
- o Decathlon .....\$10
- o Frenzy .....\$10
- o Golf .....\$10
- o Learning with Leeper .....\$10
- o Looping.....\$10
- o Pepper II .....\$10
- o Star Trek.....\$15
- o Star Wars.....\$10
- o Super Action Baseball .....\$10
- o Turbo.....\$10
- o WarGames .....\$15

## COLECO/ADAM CARTS without Original Box or Manual

- o Brain Strainers.....\$10
- o Decathlon .....\$10
- o Fraction Fever.....\$10
- o Lady Bug.....\$10
- o Miner 2049er.....\$10
- o Montezuma's Revenge.....\$10
- o Super Action Baseball.....\$10
- o Super Action Boxing: Rocky.....\$10
- o Tarzan.....\$10
- o Zaxxon .....\$10

## ATARI 2600 CARTRIDGES

- o Asteroids.....\$5
  - o \*Cosmic Arc.....\$5
  - o Defender.....\$5
  - o Demon Attack .....\$5
  - o Haunted House.....\$5
  - o Missile Command.....\$5
  - o Riddle of the Sphinx.....\$5
  - o Spiderman.....\$5
  - o Spitfire Attack.....\$5
  - o \*Star Raiders w/ Touch Pad .....\$10
  - o \*Venture .....\$5
  - o \*Warlords .....\$5
  - o Yar's Revenge.....\$5
- \* signifies instruction manual included

## USED ADAM SOFTWARE with Original Manual

- o ADAMCalc (DP) .....\$10
- o Basic System Mgr. 3.0/Fastrun 2.1 (D).....\$10
- o Best of Broderbund (DP).....\$5
- o CP/M 2.2 & Assembler (DP).....\$10
- o Fantasy Gamer (DP) .....\$5
- o Home Files Manager (DP).....\$5
- o NewsMAKER (DP) .....\$10
- o Personal Checkbook Manager (DP).....\$5
- o ProofReader (DP) .....\$10
- o SmartLOGO (DP) .....\$10
- o Strategy Strain (D) .....\$5

## USED ADAM HARDWARE

- o 3 1/2" 720K Disk Drive w/ Power.....\$269  
Supply, Cable, Instructions and Formatter
- o 5 1/4" 320K Disk Drive w/ Power .....\$239  
Supply, Cable, Instructions and Formatter
- o Teknika 14" RGB Monitor .....\$175  
Compatible w/ ADAM, includes Cable
- o Atari Disk Drive Cover (fits ADAM) .....\$5
- o Digital Data Drive.....\$10
- o ADAMLink 300 Baud Modem.....\$45
- o Coleco Hand Controller.....\$2
- o R80 Motherboard .....\$10

- o R80 Memory Console w/ Tape Drive.....\$59
- o ADAM Printer .....\$49
- o Keyboard w/ Joystick, Holder, Cable.....\$15
- o 6 ft. TV / Monitor RCA Cable.....\$4  
with A-B Switchbox

## FOR SALE

The items listed for sale below are for sale by the owner. If you are interested in any of the products listed below, contact the person that has the item(s) available.

- o Complete ADAM Sytem with Printer and miscellaneous programs on diskette or data pack. Also recently made available, White & Clear Shell Data Packs (introductory copies): White Shell DPs - \$1.50, Clear Shell DPs - \$2.00. Contact: Danny Grantham - P.O. Box 4333 - Biloxi, MS 39535-4333.

- o Complete ADAM System with covers, 5 1/4" 160K Disk Drive, extra Printer Power Supply and Keyboard, ADAMLink 300 Baud Modem as well as numerous commercial and public domain titles with documentation. All for \$600.00. Contact: Daniel Rasmussen - 104 Pinecrest Ave. - Auburn, CA 95603 - (916) 823-7460.

- o Coleco 5 1/4" 160K Disk Drive with power supply and manuals for sale, asking \$200.00. Contact: Eric deBeaubien - 10310 Camelback Circle - Charlotte, NC 28226 - (704) 541-3602.

- o Complete ADAM System for sale including Printer and Keyboard. Also for sale, Magnavox Monochrome Monitor and numerous software titles, and accessories. Contact: David Hoogenboom - 8028 Norwood Ct. - Woodridge, IL 60517 - (708) 985-0370.

- o Complete ADAM System for sale including Printer and Keyboard with some software and game cartridges. Asking \$125.00, but is negotiable. Contact: Doug Strong - 240 E. Palmer - Northlake, IL 60164 - (708) 562-7667.



Used products sold by N.I.A.D., be it cartridges, software and hardware, have all been fully tested and are guaranteed to work properly. If within 30 days the product fails to operate, contact us and we will try to get you a replacement, exchange for another product or a refund. Use this section of the newsletter to your advantage. If you have items for use with the ADAM that you no longer use, feel free to send us a list along with pricing and the easiest way for people to contact you and we will reprint it hear and NO CHARGE!



# PUBLIC DOMAIN WORKSHOP

## VISI-SPRITE V6.0

by FEDERATION SOFTWARE

The Visi-Sprite series originated out of a need for a decent, workable sprite editor for the ADAM. The first version of the program was called "The Animator 2.0," and was written in SmartBASIC 2.0 right after that "new" version of BASIC came out, allowing easy manipulation of sprites from SmartBASIC. However, this program had some very major drawbacks: it was bug-laden, extremely slow, and only allowed access to 20 of the 32 available sprites in the TMS video display processor. After a lengthy hiatus where I learned Z80 machine language and figured out how to control the VDP without the slow limitations of BASIC, I rewrote the program into Visi-Sprite. The first production version was 4.0, but due to time and monetary considerations, this program never got very wide distribution. Around a year later, I decided to write a supra-enhanced version of 4.0; the result is version 6.5. Features of Visi-Sprite revision 6.5 include:

- o Ability to access up to 32 single-color animated sprites, or 8 four-color sprites simultaneously.
- o Support for standard ADAM printer, as well as Centronics parallel interface, including support for those printers which support the expanded ANSI graphics character set.
- o Advanced media options, allowing the user to pull "sprite overlay files" out of Coleco cartridges and supergames.

There are a great many features to this software, but we figure that the best way to show you just what Visi-Sprite can do is to give you a sample of how it works. Visi-Sprite 6.0 is a public domain version of 6.5 (soon to be released commercially); version 6.0 incorporates the basic features of 6.5, while at the same time retarding the more advanced features. This way, the user can see a sample of what he is purchasing BEFORE he buys. To boot the software, simply place the media in either drive and pull the computer reset switch. After about 40 seconds (it's a rather long program), the main menu should come up. The entire program is menu and SmartKey driven, and is extremely easy to use. That's as far as this documentation goes; in order to reap the full benefits from this software, you'll need version 6.5, which includes a complete 20+ page instruction manual, detailing all of the advanced features of Visi-Sprite. VISI-SPRITE V6.0 has replaced the "ANIMATOR" public domain volume.

## COLECO PERSONAL CP/M

This is Coleco's In-House version of CP/M 2.2 which eventually evolved into the version of CP/M 2.2 that was released in 1985. The DOS system is loaded by inserting the tape or disk into drive #1 and pulling the <COMPUTER RESET>. Once loaded, a SmartKEY menu will be displayed with a number of different options. Many of the familiar CP/M commands are present, but this version is not compatible with the commercially released CP/M 2.2.

Personal CP/M was designed more or less to test CPU components with regards to CP/M operation. This beta test version will simply load or not load, with a non-loading occurrence indicating a defect in the components of the ADAM system being tested. The only functional SmartKEY command is DIR. To test operation under the CP/M operator included in CP/M, type < TYPE SC.HLP > followed by pressing the < RETURN > key. Loading of the SC.HLP (documentation file) for the SUPERCALC program (not included on this beta version) will follow.

Should the software load, complete with SmartKEY labels intact, execution of the DIR command worked, and reading of the SC.HLP file was achieved. The ADAM system, therefore is fully operational. If an error occurs in any part of loading Personal CP/M or the SC.HLP file, then the ADAM system is possibly in need of repair.

Personal CP/M will load on any system ranging from an R-59 all the way up to an R-80 revision motherboard as well as work with or without a memory expander inserted in the memory console. A one page instruction sheet accompanies this program. This is a program that is made available for collectors in the ADAM community, it won't serve much of a purpose for those that already own ADAM system test software.

## ADAM FORTH V1.1

Coleco ADAM FORTH runs in EOS, but has no directory since classic Forth does not make use of a specific directory. Forth has a means of "looking" at any block (called SCREENS in Forth) on the disk or data pack. Thus, you may load Forth from any block or read any block in ASCII. Since there is no specific directory block, ADAM Forth has used blocks numbered 35 through 39 to list the "SCREENS" supplied on the disk or data pack. ADAM Forth boots up logged onto DR0 (this is Digital Data Drive #1). If you have booted ADAM Forth from another drive, then enter DR1 (or DR2, or DR3) and press < RETURN > to log onto the appropriate drive. DR0 = Tape Drive #1, DR1 = Tape Drive #2, DR2 = Disk Drive #1 and DR3 = Disk Drive #2.

Now enter < 35 LIST > followed by < RETURN >, then < 36 LIST > and < RETURN >, < 37 LIST > and < RETURN >, < 38 LIST > and < RETURN >, < 39 LIST > and < RETURN >. Do not type the greater and less than signs, just what is inside of them. What ADAM will display is the directory of ADAM Forth screens currently on the medium.

To LOAD any of these programs, you only need to enter the first screen of each since this first screen will auto-load the rest of the screen in a particular program. Thus typing:

- o 40 LOAD - Will load 41-61 which is a Vocabulary Editor
- o 70 LOAD - Will load 71-88 which is a Line Editor
- o 90 LOAD - Will load 91-99 which is a Utility
- o 100 LOAD - Will load 101-105 which is a Supplement
- o 110 LOAD - Will load 111-126 which is a Z80 Assembler

To utilize ADAM Forth, you must obtain an Integer Forth book to explain the many instructions available. This short description is only to acquaint you with the ADAM specifics of ADAM Forth.

- o Pressing < CONTROL-P > toggles the printer on and off.
- o Pressing < CONTROL-L > will clear the screen.
- o Typing < HEX > and < RETURN > will cause all inputs to be expected in HEX.
- o Typing < DECIMAL > and < RETURN > will cause all inputs to be expected in DECIMAL.

You must also keep in mind that instructions are expected in F<sub>16</sub>N (in reverse order). Of course, you may re-program ADAM Forth to accept them anyway that you want! This EXPANDABILITY and ease of customization is what sets FORTH apart from all other high level languages. If you have programmed in FORTH or need to learn FORTH, ADAM Forth will be a welcome addition.



## ELECTRONIC FLASHCARD MAKER

Review by Lyle Marschand  
From March, 1985 - Issue #3

I sure hope all of you know what Flashcards are! COLECO has done a nice job in creating a practical educational program for memory drilling, reviewing of something you once knew or even for just playing some memory games called Electronic Flashcard Maker (E.F.M. for short).

The base E.F.M. program provides the facility for making your own flashcards, editing of flashcards previously created, reading the flashcard questions and answers, keeping track of "MISSES" and correct answers, storing and retrieving card "DECKS", sorting cards, printing of the card decks (questions only, both questions and answers, etc.), inserting and renumbering decks. Additionally, the cards can be displayed automatically with a variable time interval between cards. You can also review only your misses after completing a deck.

As you can see there is a lot of functions which are provided with this program, there is even a "PAPER SHUFFLE" sound as the answer side of each card is turned over for you. I was impressed with the program and the instruction book. The explanations are clear and a nice diagram is included which "WALKS" you through the various Electronic Flashcard Maker functions. A list of suggested applications is also included to get you started.

Coleco also sells three additional Flash Facts programs which contain flashcard decks that are used by the Electronic Flashcard Maker program. The first Flash Facts package is American History, which contains 22 different card decks covering History from 1490 through current date. A deck on the Presidents is also included. Each deck includes from 35 to 50 cards (containing both questions and answers), which provides almost 1000 individual cards for all decks. This is quite a collection of data, which I think is quite a value for the minimum price charged. My eleven year old son likes it and is keeping up with his current History course. Additionally, we will be adding cards that are specific to his History course.

The second Flash Facts package is Vocabulator, which contains 25 decks and 1000 words. Most of the decks provide definitions of words in specific categories like Places, Foreign terms, Toughies (words that are usually missed), Everyday expressions. There are also decks for synonyms, roots of words, prefixes, antonyms. One deck helps you define words through application in sentences. Again, this program contains a wealth of information for a small price. I recommend it for children to aid in what I always found was a tough subject!

The third Flash Facts package is Trivia. With the current craze, this will also be a popular program. There are 23 decks starting with Kids Literature and going on to Geography, Sports, Showbiz, Animals, Bible (I like this one of course), Inventions, History, Rock'N Roll and Music in general. I didn't review this one in detail, but assume it is the standard Trivia concept.

Overall, I think the Flashcard series of programs is an excellent one for the child student or anyone who needs a drilling system for helping them memorize a series of facts. The utility of the Flashcard Maker is only limited by the creativity of the user.

**RATING: HIGH RECOMMENDED A+**

## L.V.A.C. ARCHIVES #1

Reviewed by Lyle Marschand  
From July, 1985 - Issue #7

This is a series of 10 SmartBASIC programs put out by the Las Vegas ADAM Club. I want to both congratulate and encourage this group of ADAMites for the fine work they have done on this series of programs. It's very encouraging to see a group of ADAM owners get together and work to produce a quality product for their fellow ADAMites. Well done folks! All the programs and the menus use color very nicely, as it should be used for all basic programs. The 10 programs are contained on a menu so there is no entering of the specific program names. There is even an instruction file that contains hints for each of the 10 programs, which can be printed for later reference. All this is done from the menu. A good questionnaire is included (you answer the questions on the system and it prints out the answers and even the envelope!), which asks for input as to what kind of software products the user would like to see in the future for the ADAM. Two utility programs are provided: **COLOR POKES** - Demonstrates the various color options available for background, text and field. You select the colors you like and the poke locations are given to you, which you can then print out by just hitting the "Print" key. **CATALOG P/O** - Allows you to print out the catalog of any SmartBASIC disk. This would be useful for printing out the catalogs for all your disks for reference.

There are 7 games included, all of which make good use of color: **MATCH-EM** - This game "hides" a series of characters behind a "board". You enter the row and column of the square you want to reveal with the goal of matching two of the same item. **LETTER MATCH** - You must guess the correct letter combination poked by ADAM. If you guess one of the letters, but not the correct location you are told. There are 3 difficulty levels. **SNAKE EYES** - Graphic game of dice where you try to get to 100 points without getting to many snake eyes. **CARD TRICK** - You pick a card and ADAM guesses it. Several cards are graphically displayed and you enter which row your pick is in. I remember this one! **MORSE CODE** - Teaches Morse Code to the beginner. **TRIVIA MAKER** - You can construct a file of trivia questions with multiple choice answers in different categories for use by Triv.Game. **TRIV.GAME** - You answer questions created by Trivia Maker and your score is accumulated (similar to flaschcards).

The last program stands in a category by itself. **I.Q. TEST**. This is a real life IQ test on the ADAM, which even includes those crazy figures with the questions... "Which of the following doesn't belong with the others?" Remember those? This is an excellent program with good graphics and obviously took someone a lot of time to construct and test. I give the LVAC a lot to credit for this one. My 11 year old son took the test which consisted of 60 questions (I don't know if the test gears itself for different age groups). His IQ was computed along with the number of correct answers. I tried to get my wife to take it, but she refused (I think she was afraid she would score less than my son !! Of course I am too busy to take it !!!). Overall, I am impressed with this series of programs, they are professionally done, well tested and provide some good software for ADAM owners. The only complaint I have is that in some of the games you can't get out of the game until you finish a round because "Control-C" is disabled. This is frustrating on games like **LETTER MATCH** which can take some time. The fact that there are ten programs with good documentation makes this a great value for \$9.95.

**RATING: RECOMMENDED A**



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Adamcon 02 is under full swing as you read this. The organizers have been planning for this event since Adamcon 01. With the co-operation and knowledgeable guidance of the originator of Adamcon, Monte Neece, plus the support of Canada's largest Adam Users groups, it will be every bit the success as the original was and more. Toronto is a multicultural city bursting with a wide range of in and after hours entertainment. The month of August offers an excellent time of year for climate as well as outdoor activities. Two full scale fairs Canada's Wonderland and Canadian National Exhibition are easily reached from the convention hotel which is situated at the heart of Toronto's main highway interchange. For the spouses who desire time away from convention matters, Toronto offers quality merchandise retail outlets and unique shopping opportunities.

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This software is FREE!! You pay only the COPY COST and SHIPPING & HANDLING. Most the software programs in S.M. VIDEO's Library were never released and others are some that were, but are no longer available from ADAM suppliers. This software will be taken out of our library if original's become available. To the best of my knowledge, all our software in the public domain is the best available bug free versions. If you have any unreleased software or a better version than the one's listed below, S.M. VIDEO will pay you \$50.00 for each one. We are looking for Coleco's Apple Cider Spider, 9 to 5, Chess Challenger, Lord of the Dundeon, PowerLords, The Pursuit of the Pink Panther, Tunnels 'N Trolls, Side Trak or any other unreleased software, hardware, etc.

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- GRAPHICS DESIGNER CONVERTER - This program, by Dr. Swift, lets you view pictures captured from Project Name by Line in BASIC. With best version of Project Name By Line in EOS, not CP/M.
- COLECO PROJECT NAME BY LINE PICTURE FILES - Pictures where captured by P.N.B.L. CART, for C.G.P. LOADER or P.N.B.L.)
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Allows attaching of a Composite Monitor to the ADAM Memory Console providing both audio and video. Monitor must have separate RCA Audio and Video input jacks. **NOTE:** Note available for the ADAM Expansion Module #3 Unit that attaches to the Colecovision Game System.
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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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- FROM BASICS TO BASIC .....\$15.00
- LEARNING TO READ WITH ADAM (Z-80).....\$25.00
- DISASSEMBLY: SmartBASIC V1.0.....\$25.00
- DISASSEMBLY: EXTENDED OPERATING SYSTEM.....\$15.00
- MacADAM MANUAL.....\$19.95
- MacADAM MANUAL with DEMO PROGRAMS (Disk or DDP) . \$24.95

## MISCELLANEOUS SUPPLIES

- ADAM DIABLO HYTYPE I FILM RIBBON..... \$4.95
- ADAM PRINT WHEEL.....\$6.55  
Specify font style for ADAM Printer: GOTHIC 12, SCRIPT 12, ELITE 12, EMPHASIS/ORATOR, COURIER 10 OR PICA 10
- DIGITAL DATA DRIVE HEAD CLEANING KIT.....\$ .50
- 5 1/4" DISK DRIVE HEAD CLEANING KIT.....\$5.95
- 3 1/2" DISK DRIVE HEAD CLEANING KIT.....\$5.95
- 3 PIECE DUST COVER SET for COMPLETE ADAM .....\$18.95
- 3 PIECE DUST COVER SET for EXP. MOD. #3 ADAM .....\$23.95
- 5 1/4" OR 3 1/2" DISK DRIVE DUST COVER .....\$8.95
- 5 1/4" DISK STORAGE CASE (HOLDS 70).....\$7.95
- 3 1/2" DISK STORAGE CASE (HOLDS 50).....\$7.95
- 6 OUTLET SURGE PROTECTOR.....\$16.95

## DISKS / DIGITAL DATA PACKS

- 320K EXTENDED DIGITAL DATA PACK.....\$2.25
- 10 320K EXTENDED DIGITAL DATA PACKS .....\$21.50
- 256K NIAD ECONOMY DIGITAL DATA PACK.....\$2.00
- 10 256K NIAD ECONOMY DIGITAL DATA PACKS .....\$19.00
- 256K RIGHT DIRECTORY DIGITAL DATA PACK .....\$1.50
- 10 256K RIGHT DIRECTORY DIGITAL DATA PACKS .....\$14.00
- 50 5 1/4" DS/DD GENERIC DISKS with SLEEVES, TABS .....\$19.95
- 25 5 1/4" DS/DD GENERIC DISKS with SLEEVES, TABS .....\$14.95
- 25 3 1/2" DS/DD 720K GENERIC DISKS.....\$19.95

## COLECO CONTROLLERS

- EXPANSION MODULE #2 DRIVING CONTROLLER .....\$39.95  
Steering wheel with gas pedal controller for use on the ADAM or Colecovision. Comes with a free TURBO cartridge and manuals.
- ROLLER CONTROLLER .....\$39.95  
Trackball with two joysticks slots to create a control center for use on ADAM or Coleco. Comes with a free SLITHER cartridge and manuals.

## GENESIS 16-BIT GAME SYSTEM

- GENESIS 16-BIT GAME SYSTEM ..... \$189.95  
1 HAND CONTROLLER, TV HOOK-UP, STEREO HOOK-UP, ALTERED BEAST. ADAM Monitor Cable required for hookup to a monitor.
- POWER BASE CONVERTER.....\$38.95  
Allows GENESIS to play all SEGA MASTER SYSTEM 8-bit games.

- GENESIS PAD CONTROLLER .....\$24.95
- GENESIS CARTRIDGES:
  - AIR DIVER.....\$50.95
  - ALEX KIDD: ENCHANTED CASTLE .....\$41.95
  - ARNOLD PALMER: TOURNAMENT GOLF.....\$53.95
  - FORGOTTEN WORLDS.....\$57.95
  - GHOULS'N GHOSTS.....\$55.95
  - GOLDEN AXE .....\$60.95
  - HERZOG ZWIE .....\$47.95
  - LAST BATTLE .....\$53.95
  - MYSTIC DEFENDER .....\$57.95
  - PHANTASY STAR II .....\$68.95
  - RAMBO III .....\$55.95
  - REVENGE OF SHINOBI, THE .....\$61.95
  - SHOVE-IT .....\$47.95
  - SPACE HARRIER II.....\$53.95
  - SUPER HANG-ON.....\$CALL
  - SUPER HYDLIDE .....\$55.95
  - SUPER THUNDER BLADE .....\$53.95
  - THUNDERFORCE II.....\$55.95
  - TOMMY LASORDA BASEBALL.....\$59.95
  - TRUXTON.....\$55.95
  - WORLD CHAMPIONSHIP SOCCER.....\$41.95
  - ZOOM! .....\$45.95

## SEGA 8-BIT GAME SYSTEM

- SEGA BASE 8-BIT GAME SYSTEM .....\$69.95  
2 HAND CONTROLLERS, HANG ON / ASTRO WARRIOR
- SEGA SPORTS PAD CONTROLLER (TRAKBALL) .....\$43.95
- SEGA 3-D GLASSES .....\$38.95
- SEGA LIGHT PHASER.....\$28.95
- SEGA CONTROL STICK .....\$17.95
- SEGA CARTRIDGES:
  - AFTERBURNER .....\$28.17
  - ALEX KIDD: HIGH TECH WORLD .....\$22.17
  - ALEX KIDD: THE LOST STARS .....\$21.57
  - ALF .....\$22.17
  - ALTERED BEAST.....\$35.96
  - BLADE EAGLE 3-D (3-D Glasses Required) .....\$25.17
  - CALIFORNIA GAMES .....\$25.17
  - CAPTAIN SILVER.....\$22.17
  - FANTASY ZONE II .....\$21.57
  - FANTASY ZONE: THE MAZE .....\$17.97
  - GOLVELLIUS .....\$33.56
  - GREAT VOLLEYBALL .....\$15.95
  - KING'S QUEST .....\$23.37
  - KUNG FU KID.....\$17.97
  - MARKSMAN / TRAP SHOOTING (Light Phaser Required) .....\$17.97
  - MIRACLE WARRIORS .....\$31.17
  - PENQUIN LAND.....\$28.17
  - PRO WRESTLING.....\$17.97
  - R-TYPE.....\$39.96
  - RAMBO: FIRST BLOOD PART II .....\$17.97
  - RAMBO III (Light Phaser Required).....\$33.56
  - RAMPAGE .....\$34.36
  - RASTAN.....\$37.56
  - SHINOBI .....\$25.17
  - SHOOTING GALLERY (Light Phaser Required) .....\$17.97
  - SPACE HARRIER.....\$15.95
  - TIME SOLDIERS .....\$35.96
  - VIGILANTE.....\$35.96
  - WANTED (Light Phaser Required) .....\$22.17
  - WHERE IN THE WORLD IS CARMEN San DIEGO.....\$23.97
  - WONDER BOY III: THE DRAGON'S TRAP .....\$35.96
  - WORLD GRAND PRIX.....\$15.95
  - Y'S: THE VANISHED OMENS .....\$43.96
  - ZAXXON 3-D (3-D Glasses, 2-D Mode Available).....\$25.17

**ENTERTAINMENT**

ABOMINABLE SNOWMAN, THE	\$13.95
ACTIVISION'S DECATHLON	\$18.95
ADAM BOMB (64K)	\$19.95
ADDICTUS	\$17.95
AFL FOOTBALL	\$14.95
ALCAZAR	\$18.95
AQUATTACK	\$17.95
BASIC BONANZA	\$14.95
BEAMRIDER (CART)	\$18.95
BEYOND TREK (64K)	\$15.95
BIBLE JEOPARDY	\$14.95
BLACK GOLD	\$15.95
BLOCKADE RUNNER	\$15.95
BOULDER DASH	\$18.95
BRAIN STRAINERS (CART)	\$17.95
BRAINSTORM	\$16.95
CENTIPEDE (CART)	\$12.95
CHESS CHAMP (64K)	\$15.95
DEFENDER (CART & DDP)	\$12.95
DIABLO	\$15.95
DINOSAUR DIG (64K)	\$16.95
DRAGON: THE CHINESE CHALLENGE	\$17.95
ELECTRONIC GAME PACK I	\$17.95
ELECTRONIC GAME PACK II	\$17.95
FAMILY FEUD QUESTION PACK	\$14.95
FATHOM	\$18.95
G.A.M.E. SET #2	\$12.95
GHOST ZAPPER (64K)	\$11.95
GORF (CART)	\$18.95
H.E.R.O.	\$16.95
HEIST, THE (CART)	\$18.95
JEOPARDY QUESTION PACK	\$14.95
KEYSTONE KAPERS	\$17.95
KID'S TRIVIAPAK I	\$12.95
L.V.A.C. ARCHIVES I	\$9.95
LAB MOUSE	\$12.95
LAS VEGAS CRAPS	\$16.95
MAGE QUEST	\$13.95
MIND OVER ADAM	\$11.95
MOONSWEEPER	\$15.95
MR. T SEARCH	\$12.95
MR. T SEARCH: GAMEPAK I	\$9.95
MR. T SEARCH: TRIVIA WORD SEARCH	\$7.95
MYSTERY	\$14.95
NIAD GOLD: GAMES	\$9.95
NIAD GOLD: TEXT ADVENTURES	\$9.95
NOVA BLAST (CART)	\$18.95
PHRASE CRAZE	\$17.95
PHRASE PAK I	\$9.95
PHRASE PAK II	\$9.95
PITFALL	\$17.95
PITFALL II	\$17.95
PITY	\$18.95
PRO FOOTBALL	\$18.95
PRO GOLF CHAMP	\$14.95
REEDY ENTERTAINMENT PACK	\$13.95
REEDY SOFTWARE LIBRARY	\$17.95
RIVER RAID	\$17.95
ROCK'N BOLT	\$18.95
SEWER SAM	\$17.95
SMARTGAMES PACK	\$9.95
SQUISH'EM SAM	\$18.95
STAGE FRIGHT	\$13.95
STARCROSS (CP/M DISK)	\$19.95
STRATOZAP	\$16.95
SUPER PARROT	\$12.95
SUPER ZAXXON (DDP)	\$9.95

TEMPLE OF THE SNOW DRAGON	\$21.95
TIME PILOT (CART)	\$9.95
TOURNAMENT TENNIS	\$18.95
TRIVIAPAK I	\$12.95
U-MATCH-EM	\$12.95
VASE OF TURR, THE	\$29.95
WING WAR	\$18.95
WIZARD'S PINBALL ARCADE	\$14.95

**CONSTRUCTION SETS**

FAMILY FEUD WRITER	\$19.95
JEOPARDY WRITER	\$19.95
LINKBUILDER	\$19.95
MAGE QUEST CONSTRUCTION SET	\$13.95
PHRASE PAK CONSTRUCTION SET	\$9.95

**EDUCATIONAL**

AMERICA AT WAR (DDP)	\$9.95
BEST ELEC. WORKBOOK EVER (DDP)	\$20.95
CABBAGE PATCH: PIC SHOW (CART)	\$18.95
DANCE FANTASY (CART)	\$12.95
DR. SEUSS' FIX UP/MIXED UP (CART)	\$18.95
EASY AS A,B,C & 1,2,3	\$11.95
EXPERTYPE (DDP)	\$9.95
FRANCAIS POUR LES CHIC	\$15.95
GREAT INVENTIONS GAME (DDP)	\$9.95
LEARNING WITH LEEPER (CART)	\$12.95
NIAD GOLD: SCIENCE & EDUCATION	\$9.95
NUMBER BUMPER	\$15.95
ROYAL AMBASSADOR EDUC. PACK	\$9.95
SCHOOL DAZE	\$16.95
SMARTBASIC CONSTRUCTION KIT	\$12.95
SOLAR SYSTEM, THE (DDP)	\$9.95
STATES & CAPITALS (DDP)	\$9.95
TELLY TURTLE (CART)	\$18.95
WORLD CAPITALS (DDP)	\$9.95

**MEDIA UTILITIES**

ADAM CONNECTION (IBM DISK)	\$24.95
ADAMCALC DOT MATRIX PATCH	\$9.95
ADAMLINK II DOT MATRIX PATCH	\$9.95
AUTOBACKUP (64K)	\$17.95
BACKUP 3.0 (DISK)	\$16.95
BACKUP+ 3.0	\$24.95
BASIC SYSTEM MANAGER/FASTRUN	\$18.95
COPYCART+ V1.0 (DDP)	\$12.95
COPYCART+ V2.0 (DISK)	\$19.95
DISK DOCTOR	\$9.95
FILE MANAGER V2.0	\$17.95
FORMATTER II (DISK)	\$12.95
PrBOOT	\$17.95
OPENFILER V3.0 with OPENRECIPE	\$19.95
RAMBOOT (256K)	\$19.95
SMARTDSK I for SmartWRITER (64K)	\$18.95
SMARTDSK II for DEVICE #2 (64K)	\$16.95
SMARTDSK III for BASIC 1 & 2 (64K)	\$24.95
SMARTDSK CARTRIDGE (64K)	\$29.95

**HOME / BUSINESS**

ADAMCALC (DDP)	\$15.95
BUSINESS PACK I	\$18.95
EASY COME, EASY GO	\$19.95
FILE PRINTER	\$14.95
INVOICER (64K)	\$14.95
MISSPELLER	\$18.95
NIAD GOLD: HOME & BUSINESS	\$9.95
SMARTFILER (DDP)	\$15.95
SMARTTYPE V2.0	\$17.95
SOFTPACK I	\$18.95
SPEEDYWRITE V2.0	\$39.95
SPEEDYWRITE SPELL (64K)	\$24.95
SPELLINGAID	\$26.95
TAX 1989	\$14.95

**PRODUCTIVITY**

ADAMLINK III+	\$24.95
ADAMLINK III UPGRADE TO III+	\$5.00
ADAMTALK V1.1 (EVE SS-CC)	\$19.95
ADDRESS BOOK / CALENDAR	\$9.95
AUTOWRITER	\$14.95
BASEBALL STATISTICIAN, THE	\$12.95
BASICAID V2.0	\$9.95
BORDERSPLUS	\$15.95
E.O.S. FILE INDEXER	\$9.95
ELECT. FLASHCARD MAKER (DDP)	\$9.95
FLASH FACTS: HISTORY (DDP)	\$6.95
FLASH FACTS: TRIVIA (DDP)	\$6.95
FLASH FACTS: VOCABULATOR (DDP)	\$6.95
FONTPOWER	\$14.95
HANDY MAN VOL. 1, THE	\$12.95
LABEL WORKS, THE	\$24.95
MR. T LIBRARY	\$10.95
PERSONAL CALENDAR UTILITY (64K)	\$19.95
PRINT WORKS, THE	\$27.95
RECIPE FILER (DDP)	\$10.95
SMARTBASIC CART	\$29.95
SMARTLETTERS & FORMS (DDP)	\$9.95
SMARTLOGO (DDP)	\$21.95
SMARTTERM V1.2	\$15.95
SPRITEMASTER	\$18.95
SPRITEPOWER	\$15.95
SUPERBASIC PLUS	\$9.95
VIDEOTUNES	\$21.95

**GRAPHIC DESIGN**

CLIPPER	\$15.95
CLIP-ART VOLUME I	\$12.95
CLIP-ART VOLUME II	\$12.95
COLECO GRAPHICS PROCESS. CART	\$29.95
GRAPHIXPAINTER	\$19.95
GRAPHIXPIX I	\$14.95
GROOVY GRAPHICS	\$19.95
HAPPY CLIPS VOL. 1 TO 10 (Each vol.)	\$10.95
PAINTAIDE with the SWIFT FONT KIT	\$16.95
PAINTMASTER (DDP)	\$22.95
POWERPAINT (64K)	\$29.95
POWERPRINTS VOLUME I	\$12.95
POWERTOOLS	\$12.95
SNAPSHOTS VOL. I	\$10.95
SNAPSHOTS VOL. II	\$10.95

**\$4.00 DISK NIAD PUBLIC DOMAIN SOFTWARE PLEASE NOTE: Specify VOLUME #, TITLE and DISK OR DDP \$6.00 DDP**

**PRODUCTIVITY VOLUMES**

- o **ADAMLINK II**: Coleco's advanced telecomm software with all the features of ADAMLINK I and the added ability to up & download ASCII files. Comes with addendum instructions to the AdamLink I manual.
- o **MARKET MONITOR**: Coleco's Canada management system program for the personal investor. Not totally bug free. Contains SmartWriter documentation files.
- o **TAX PLANNER**: Coleco of Canada business software which will create a clearer and more complete picture of your tax situation. Contains SmartWriter documentation files.
- o **VISI-SCRIPT V6.0**: Advanced script development package with many powerful built-in features. This is the crippled version of the commercial copyrighted version 6.5, and is made available for demo purposes, and a chance to test out before buying V6.5.
- o **DEVINCI**: Great graphic design utility from France using a point and-click method of operation with a SmartBASIC utility to convert devinci files into GraphicsPAINTER files. Contains SmartWriter documentation file. Disk ONLY.
- o **X-10 SOFTWARE**: Home appliance control/security system. Requires a Serial Interface, Serial Cable and the X-10 hardware. The program will not load. Contains SmartWriter documentation file.
- o **COLECO PRESENTS: SOFTWARE**: Coleco self booting database program containing lists of planned Coleco software and cartridges for the ADAM by Coleco. DDP ONLY.
- o **COLECO GRAPHICS PROCESSOR**: Coleco's graphics design utility used to create graphics for cartridges & supergames. Instructions are provided on the Graphics Converter public domain volume as well as a conversion program. Requires a 64K Expander or larger. Cartridge version is available for \$29.95 which includes screen capture abilities.
- o **COLECO CHECK LIST**: Comprehensive list of software and cartridges developed or not for the Colecovision and ADAM systems by Richard Salvati to be viewed in SmartWriter.
- o **TDOS V4.0**: Super enhanced version of CP/M 2.2 which operates much like MS-DOS. Adds many new functions to CP/M to make it an easier system to work with. 40 Column version minus utilities mentioned in manual. Add \$4.00 for 31 page manual.

**INTERPRETERS - LANGUAGES**

- o **SmartBASIC V1.0**: Coleco's original SmartBASIC which came with the ADAM. This is available for replacement on DDP or DISK and has been updated to use the new 64K Expander.
- o **SmartBASIC V2.0**: Coleco's extended version of SmartBASIC V1.0 (8K) with many new features. Not fully compatible with V1.0. Contains SmartWriter documentation file.
- o **FRENCH BASIC**: Great modification of SmartBASIC V1.0 with demos. Must have version for the serious SmartBASIC programmer that includes 10 new commands for doing sprites, windows, easy color changes, etc.
- o **SmartBASIC V2.1**: Nice modification of SmartBASIC V2.0 that adds macros, SmartWRITING inputs, with formatter and back-up programs. Contains SmartWriter documentation file.
- o **SmartBASIC V2.0 40**: 40 solution file version of SmartBASIC V2.0 which works in the STDMMBI and EXTIME modes. No longer due to SmartWRITER documentation file.
- o **AUSTRALIAN SmartBASIC**: Enhanced SmartBASIC V1.0 with SmartKEY display of some of the most often used SmartBASIC commands (EJECT, LIST, SAVE, LOAD, CONTROL, C & S).
- o **ADAM FORTH V1.1**: ADAM compatible version of the popular programming language, FORTH. Comes with live programs already in the media and instruction sheet.
- o **COLECO PERSONAL CP/M**: Coleco's In-House version of CP/M evolved into CP/M 2.2. Made available for collectors and also available for testing the ADAM system components.

**\$4.00 DISK NIAD PUBLIC DOMAIN SOFTWARE PLEASE NOTE: Specify VOLUME #, TITLE and DISK OR DDP \$6.00 DDP**

**GRAPHICS VOLUMES**

- o **RLE PICS VOL. # 1 - 4**: 4 different volumes of RLE picture files which can be viewed in SmartBASIC V1.0 with the included CBpicFAST program or PowerPAINT. Contains SmartWriter documentation file.
- o **READY ART GALLERY VOL. # 1 - 2**: 2 different volumes of 13 SmartPAINT format picture files to be viewed in SmartBASIC V1.0 with an included loader program or in PowerPAINT, ShowOFF I, etc.
- o **M & B PIX VOL. # 1 - 29**: 29 different volumes of 13 SmartPAINT format picture files to be viewed or edited in PowerPAINT, ShowOFF I and other public domain loader programs by Digital Express.
- o **PAINTMATIC VOL. # 1 - 12**: 12 different volumes of clip-art, sprite and font files for use with PowerPAINT, SpritePOWER and CLIPPER by Digital Express and The Print Works or The Label Works by Walters Software Co. Also, in SmartBASIC with appropriate loader program.
- o **PAINTFORMS VOL. # 1 - 4**: 4 different volumes of assorted letterheads, labels and miscellaneous graphic files solely for use with PowerPAINT by Digital Express.
- o **C.G.P. PIC VOL. # 1 - 2**: 2 different volumes of pictures files for use with the Coleco Graphics Processor public domain program, all are taken from Coleco / ADAM programs and carts through the use of the cartridge version of The Coleco Graphics Processor.

**ENTERTAINMENT VOLUMES**

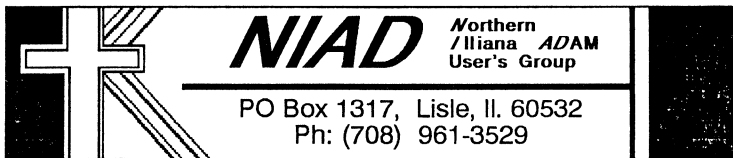
- o **SUPER BUCK RODGERS**: This is the supergame which comes with the ADAM Computer and is offered here for replacement in the case of damage to your original.
- o **PINBALL CONSTRUCTION SET / HARD HAT MACK**: (The Best of Electronic Arts) Coleco supergame pack that contains two great games combined in one package. New bug free version with 2 demo pinball games. Comes with instruction sheet. Add \$2.00 for 40 page manual.
- o **SUPER SUB-ROC**: Coleco supergame pack version of the Sub-Roc cartridge. This is a tremendous 3-D arcade action game with great graphics and a Hall of Fame option. Comes with instruction sheet.
- o **TROLL'S TALE**: Coleco supergame pack originally developed by Sirius Software. This is a children's adventure game with decent graphics, but is a great game for children. Comes with instruction sheet.
- o **JEOPARDY**: Coleco supergame pack of the popular game show. Fabulous game with great graphics, multi-player ability, load / save games and a Hall of Fame option. Comes with instruction sheet.
- o **CABBAGE PATCH KIDS: ADV. IN THE PARK**: Modified version of the popular Coleco cartridge of the same name but with better graphics and added obstacles to be avoided by the gamer.
- o **TEMPLE OF APSHA**: Revision 2. Epyx supergame which was never released. This is a role playing text adventure with graphics and some arcade action. Disk/DDP incompatible. Comes with instruction sheet.
- o **FALL GUY VIDEO HOSTLER**: Unreleased cartridges on disk or ddp which were developed by Fox Games. Fall Guy is a combo driving simulation and arcade game. Video Hustler is a video pool game. Contains SmartWriter documentation file.
- o **YOKES ON YOU / MATH WIZ**: Unreleased cartridges on disk or ddp by Fox Games and Sierra. Play the role of a royster in helping the chicken collect her eggs and a tremendous math skills arcade builder for ages 4 to 7. Comes with instruction sheet.
- o **A-BYESS (SARGON)**: Great graphic chess game developed by Chris Brachman in CP/M. Comes on an auto-booting disk and includes a documentation file on how to use viewed after booting.
- o **5 SCREEN DONKEY KONG JR.**: Coleco's In-House version of Super Donkey Kong Jr. with an additional 5th play level. MARIOS BAKERY (Level 9, 13, etc.). This version automatically runs through all five screens without having to enter a hidden sequence first.
- o **M.A.S.H.**: Unreleased cartridge game developed by Fox Games. Two arcade sequences: pick-up the wounded in the field and remove snrappel in operating room. Contains SmartWriter documentation file.

**MISCELLANEOUS VOLUMES**

- o **SmartBASIC BNDV # 1 - 35**: 35 different volumes containing assorted SmartBASIC entertainment, application, graphics, patch, utilities and other misc programs. Most volumes are auto-booting and contain SmartWriter documentation files. For a complete listing of each volume, purchase the P.D. Review Book.
- o **SmartBASIC UTILITIES UNDOV # 1 - 2**: 2 different volumes containing SmartBASIC utility programs such as file copiers, backup utilities, patches and other misc programs. Both volumes are auto-booting and contain SmartWriter documentation files. For a complete listing of each volume, purchase the P.D. Review Book.
- o **SmartLOGO UNDOV # 1 - 5**: 5 different volumes containing SmartLOGO entertainment, application, graphics, utilities, patch and other misc programs. All volumes require the user to boot SmartLOGO first and contain SmartWriter documentation files. For a complete listing of each volume, purchase the P.D. Review Book.
- o **ADAMCALC ANDV # 1 - 4**: 4 different volumes containing ADAMCalc spreadsheets, tutorials and demonstrations. All volumes require the user to boot ADAMCALC first and contain a SmartWriter documentation file on how to use.
- o **CP/M 2.2 CNDOV # 1 - 54**: 54 different volumes containing CP/M 2.2 utilities, games, interpreters, patches, compilers, word processors and other misc programs. All volumes require the user to boot CP/M 2.2 first and most programs contain documentation files in CP/M on how to use.
- o **P.D. SIGNS UNDOV # 1 - 2**: 2 different volumes containing SignsShop and NewsMaker graphics picture files for use with these programs by Strategic Software. Each volume requires the user to boot either SignsShop or NewsMaker first and contain a SmartWriter documentation file on how to use.
- o **PINBALL GAMES PNDV # 1 - 7**: 7 different volumes containing Pinball Construction Set pinball games that were designed with the PINBALL CON. SET by Coleco. Each volume is auto-booting and contains a SmartWriter documentation file on how to use.
- o **VIDEOTUNES SONGS UNDOV # 1 - 3**: 3 different volumes containing many different song files each that are for use with Videotunes by FutureVision. Each volume requires the user to boot Videotunes first and follow the instructions in the Videotunes manual to load the song files.
- o **SOLO ADVENTURE PACK VOL. # 2 - 3**: 2 different volumes of Solo-Adventures for use with MAGE QUEST by Reedy Software. Each volume requires the user to boot MAGE QUEST first and contain a SmartWriter documentation file on how to use. These are the largest Solo-Adventures ever created for use with MAGE QUEST.
- o **SUPER FRONT LINE DEMO**: A Coleco In-House demo of the never finished supergame version of the Colecovision cartridge Front Line. Program is auto-booting and runs through two very detailed demo screens of the supergame with sound.
- o **NIAD BACK ISSUE INDEX**: SmartFILER database detailing the contents of past NIAD Newsletters through 1987. Requires that the user boot SmartFILER first and then follow the instructions in the manual to view the database's contents. Comes with pre-made print setup and an instruction sheet on how to use.
- o **ADAM SUPPORT DIRECTORY**: SmartFILER database containing names, addresses, etc. of ADAM support firms and users groups by Hector Sanchez. Requires that the user boot SmartFILER first and then follow the instructions in the manual to view the database's contents.
- o **FLASH FACTS: MUSIC STUDIES**: Eight flashcard files for use with Electronic FlashCard Maker by Coleco. Dealings with exclusively with music theory. Requires the user to boot Electronic FlashCard Maker first and then follow the instructions in the manual to use these files and also comes with a SmartWriter documentation file.

**UTILITY VOLUMES**

- o **ADAM DIAGNOSTIC**: Coleco In-House test program for testing the components of the ADAM (Memory Console, Digital Data Drive, Printer, Keyboard, etc.) Requires a memory expander.
- o **EOS DISK MANAGER**: Coleco utility program that was supplied with the Coleco 5 1/4" 160K Disk Drive. This is made available for those people who have defective copies. Available on DDP or DISK.
- o **SPEED CHECK V1.0**: Coleco test program which check data drive version is for use with the older data packs (pre-1984).
- o **SPEED CHECK V2.0**: Coleco test program which is the enhanced Speed Check program by Coleco Now. Will give a better reading of the data drive operation speed for data packs available since 1984.
- o **ADAM UTILITIES**: Coleco In-House utilities, test and demo programs contained on an auto-booting media. 64K required for some of the system tester utilities. Also contains ADAM Diagnostic.
- o **MACADAM**: Z80/EOS Assembler written in machine code for intermediate to advanced machine code programmers. Contains a 20 page SmartWriter documentation manual.
- o **ONE-MINUTE FORMATTER**: A Digital Express contribution which will format 160K and 320K 5 1/4" disks as well as 3 1/2" 720K disks with full verify options and ability to set the directory size from 1-8 blocks.
- o **STRATEGIC SOFTWARE PRINTER PATCHES**: Programs for patching Strategic Software's SignsShop, NewsMaker, etc. programs for use with dot matrix printer. Contains SmartWriter documentation files.
- o **MULTIWRITE PATCHES**: SmartBASIC programs for patching Strategic Software's MultiWRITE Word Processor. Some major enhancement are made. Contains SmartWriter documentation file.
- o **COLECO GAME COPY**: Coleco In-House cartridge copy utility as well as a media backup utility rolled into one program. Will copy most of the available cartridges, but not all.
- o **SHAPEMAKER**: Great SmartBASIC V1.0 utilities for creating shapes and placing text on the HGR or HGR2 screen. Shapes created can be used in PowerPAINT by following instructions outlined in the PowerPAINT manual. Contains SmartWriter documentation files.
- o **GRAPHICS CONVERTER**: Two SmartBASIC programs which will convert devinci and C.G.P. picture files to EOS GraphicsPAINTER format which can be loaded by PowerPAINT. Contains SmartWriter documentation files for the Coleco Graphics Processor program.
- o **MEDIA MATE**: Three tremendous utility programs for editing data packs or disk in SmartBASIC. Contains informative SmartWriter documentation files on how to use programs.
- o **QUICKCOPY V5.0**: Excellent machine code copy program (block and file) with additional remote and ramcopy software. Compatible with all memory expanders and disk drive sizes. Contains a 37 page manual in SmartWriter files.



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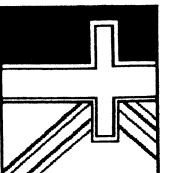
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" For God so loved the world that he gave his one and only SON, that whoever believes in him shall not perish but have eternal life. For God did not send his SON to condemn the world, but to save the world through him. . . . John 3:16

NIAD NEWSLETTER For →

Member # ---->0291sp114912075 Steve Pitman 3705 Church St. Cincinnati, OH  45244 *
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