

THE SAINT LOUIS

TM

ADAM

USER GROUP

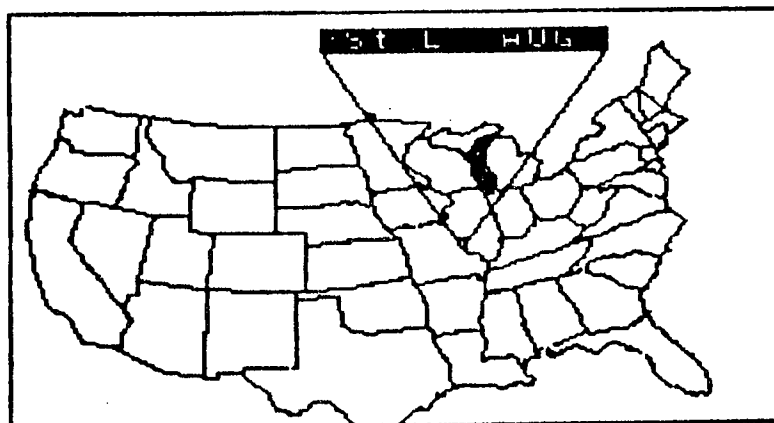
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St. Louis, Mo. 63146

The ST. LOUIS ADAM USER GROUP NEWSLETTER is produced to keep our members up to date on new software and hardware for the ADAM computer. It is also our desire to pass along ideas, hints, and tips for programming, word processing, telecommunications, and gaming. Each of our members can help us in this task by sharing ideas with us.

We meet on the second Saturday of each month at the Thornhill Branch of the St. Louis County Library. This is located on Fee Fee Road across from Parkway North High School. We meet from 12:30 to 4:00 p.m. All of our members are urged to attend. We invite visitors to come and see if we can help each other.

This newsletter will be distributed at each of our meetings. For those members who have paid their dues, we will mail your newsletter to you if you are unable to attend the meeting. You can help keep our costs down by being at the meeting to pick up your copy. The postal rates have made mailing costs a serious matter.

SEE YOU AT THE MEETING!!



St. L AUG Newsletter  
April/May 1998

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Want to palce and AD? It is easier than you think. Contact Mike Keith. He'll be glad to help you with layout, size, and rates. We reach coast to coast & to Germany and Australia. Write for circulation and other details.

## MIKE'S NOTES

You are the proud owner of a special issue of the STLAUG newsletter. This is the first, only, and-hopefully-the last double issue of this newsletter. I found myself getting further and further behind until I was ready to mail the April issue at the same time I was putting the May issue together. I felt that it would be better for all of us if we just had one large issue. I know that it was less confusing for me. At any rate, this could become a collectors item.

Look through this newsletter carefully. There is a great deal of information, reviews, ideas, and hints here. We have been very fortunate in having several of our members and others submit ideas and articles for our newsletter. That's what this is all about. If you have anything for us--MAIL IT IN. We are always glad to have your material.

Again this month, we have several game 'hints' articles. These are included so that all of us can better enjoy the games for ADAM. I know that I find this 'hints' very helpful. Not only have I lost many of my docs in three moves, the hints give a fresh perspective on each game.

There are some program listings, reviews, and tips for Speedy Write. There are also some rather astounding and downright unbelievable articles in here. Remember, if it seems unbelievable, chances are it is--at least for now.

Look forward to talking to you next month.-->MAK

## ADAM NEWS NETWORK HEADLINE NEWS:

## BIG JOHN LINGREL ARRESTED FOR BLACKING OUT EAST COAST.

Police in Akron Ohio in connection with FBI agents arrested Big John Lingrel today, claiming that his 36 Gega-deca-hepta-maxi HD with 36 assorted 720 K disk drives and 1,200,200,200 K memory expander was responsible for blacking out the entire East Coast of America as his power requirements caused circuit breakers in 26 states to trip. FBI Agent Ron Smith further stated.....[CON'T ON PAGE 37]

BARRY WILSON AT A MEETING OF THE UNITED AUGS OF EARTH TODAY UNVIELED PLANS FOR COORDINATING ACTIVITIES WITH AUGS ON MARS & JUPITER IN AN EFFORT TO BRING ABOUT GREATER COOPERATION. [DETAILS OF SPEECH ON PAGE 45]

BOB BLAIR UNVEILS AWAUG'S NEW 36,000 BAUD MODEM TO BE USED AS PART OF THE INTEGRATION OF THE UNITED STATES STRATEGIC DEFENSE COMMAND COMMUNICATION SYSTEM INTO THE NATIONAL ADAM BBS NETWORK. Bob indicated that there may be a few bugs in the system but Tony would surely be able to correct these shortly. [Pictures inside on pages 51-53]

PATRICIA HERRINGTON WINS MRS. AMERICA CONTEST SCORING HEAVILY IN BOTH THE SWIMSUIT AND COMPUTER TALENT PORTIONS OF THE CONTEST. Pat Herrington using her Adam computer to demonstrate desk top publishing scored high in the talent portion of the contest. [Swimsuit pictures on page 66]

ADAM CON. 14 SCHEDULED FOR THE MONTH OF OCTOBER IN SHEA STADIUM. Chairman Monte Neece indicated that if the crowd is larger than expected and Shea Stadium proves too small, the overflow will utilize the state of Rhode Island for additional meeting space. Talking of Adam Con. 15 already, Monte stated.....[CON'T ON PAGE 56]

CONGRESS PASSES ANTI-PIRACY ACT INCLUDING PENALTIES CALLING FOR CASTRATION, LIFE IMPRISONMENT, DEATH and more severe penalties for repeated offenses. A joint committee acting on the House version of the Senate revision of the House-Senate joint resolution # 1232, today obtained a favor vote on .....[CON'T PAGE 62. COMPLETE TEXT OF BILL ON PAGE 74]

DUNES HOTEL IN LAS VEGAS BANS USE OF ADAM COMPUTER ON PREMISES. The Dunes Hotel which has suffered very large losses lately, today banned the use of the Adam Computer on Hotel premises. On the steps of the bankruptcy court, Dunes owner ..... [CON'T. PAGE 45]

U.S. ARMY ADMITS SELLING SHERMAN TANKS TO ADAM PROGRAMMERS FOR USE IN ULTIMATE COPY PROTECTION PROGRAM. After an alleged software pirate was blown up today by a Sherman Tank, Army officials were quoted as saying .....[CON'T ON PAGE 56. RELATED STORY ON PAGE 78].

NIAD THREATENED WITH CLOSURE. NIAD TODAY ADMITTED THAT THEY HAD FINALLY PUBLISHED THE ENTIRE OLD AND NEW TESTAMENTS AND WOULD CEASE PUBLICATION OF THEIR NEWSLETTER AS THEY LACK FURTHER FRONT PAGE MATERIAL. Rejecting the suggestion that they use the KORAN for their first page .....[CON'T ON PAGE 77]

^AANN THANKS DAN RYAN OF ATLANTA GA. FOR THE FOLLOWING INFORMATION AND CONTRIBUTION.

### THE DESPERATION DATA PACK

It finally happened. My MEGACOPY tape formatter malfunctioned and my supply of data packs was depleted. There was no time for mail order... I needed data packs THEN!! It was time to make a true homemade data pack, the kind I had attempted to make for years. I had spent countless hours before that night attempting to make a data pack using my dual deck cassette recorder. I had met with only frustration and failure. I had concluded that it was a task not suited to me or my cassette recorder. But now the Mother of Invention was on my side: necessity!

I spent some time thinking about all I knew about ADAM tape formatting. I remembered that Hackers Guide to ADAM I told us that it was indeed possible to make a data pack on a home-style cassette deck. I also remembered that Syd Carter's MEGACOPY documentation told us that a minimum of one minute of blank tape was required at the end of the formatted tape in order for the completed product to function properly. THE LIGHT CAME ON!!! I had failed in previous attempts to leave that critical minute of blank tape at the end of the cassette.

First, I used a Sony SF-90 (yes 90) tape which gave me a loose tolerance for blank tape. I used a Sony SF-60 as my master, feeding the 90 minute slave. Both tapes were completely rewound. I allowed the slave C-90 to record nothing for over a minute, then pressed the play button on the master tape side. When that side had finished, I repeated the process on the other side of the tape. The moment of truth had arrived. It was time to load BACKUP 3.0+ and block check my newly formatted (hopefully) data pack. MASTERPIECE!!!! No bad blocks.

Next came the challenge of getting a Sony SF-60 to format. I felt I had two good options. One was to use a Coleco (Loran) original as my master, requiring drilling two extra holes in the bottom of the case to allow insertion into standard cassette equipment. The other was to use a Loran duplicate, such as the ones sold by ADAM'S House. The reason I preferred not just using an already formatted C-60 as my master is that the Loran or Loran-like tapes are a couple of minutes shy of 60 minutes. I wanted to be sure to leave that critical blank tape at the start and end of my slave tape. I chose the Loran duplicate tape to avoid the extra drilling. The result was complete success.

Of course, in all instances, drilling of two holes in the back (top) of the slave cassette is required to allow

insertion into the ADAM digital data drive. Simply examine the holes on an existing data pack and duplicate the arrangement. It isn't hard. An important point to make is that if your initial block check indicates bad blocks from the beginning, stop the process and remove the data pack. Then drill the two top holes on the OTHER side of the cassette and block check it that way. That will probably solve your problem.

I really can't advocate this approach for the heavy data pack user, simply because it is too time consuming. I suppose a cassette recorder with one of those fast duplication features would speed the process up, but it would still be slow. There are a number of sources of good third party data packs at reasonable prices. MEGACOPY is still a great device, and I recommend it. But for the casual user who just needs a couple of data packs or the moderate user who needs a few data packs FAST, this is an alternative you deserve to know about. If you think your dual deck recorder is not fancy enough to do the job, mine is a basic \$60 job with no VU meter and no fast duplicate feature. It worked just fine, once I became desperate enough to figure out the process! And thus the Desperation Data Pack was born.

Dan Ryan

THE FOLLOWING "HOME-MADE" GAME DOCS ARE THE WORK OF JEFF SYLVA OF PSAN and came to A.N.N. through the kind assistance of Bart Lynch (ZONKER) of UPNADAM BBS 24 hrs., 206-859-2018.

We appreciate the time and effort JEFF SYLVA has taken to prepare these "Home-Made" game Docs.

## GUSTBUSTER

Navigate your way through videogame's most colorful amusement park WITHOUT THE USE OF THE JOYSTICK(different huh?)!!

Keep an eye on the windsocks since they indicate the force and direction of the wind gusts that will blow you around the park. Select your balloons with the keypad. Inflate and deflate the balloons to reach the disired altitude by using each firebutton.

But be careful that you don't inflate too much or you will bust the balloon and have to land and replace it with one in your pocket. Avoid park hazards such as rides, fireworks, and animals to name a few, while attempting to land in the most crowded areas in the park to sell your balloons. Restock your supply of balloons by landing on the randomly appearing popcorn truck. GUSTBUSTER offers a challenge for the entire family.

## OBJECT OF GAME

You travel around the amusment park by inflating or deflating balloons to position yourself in the proper level of gusting wind, while attempting to sell balloons to the park visitors.

### ON THE GROUND

In order to land all balloons must be fully deflated. Landing on a crowd enables you to gain points by selling the balloons in your pocket. These balloons are indicated at the top right of the screen.

Landing on a popcorn truck enables you to restock your supply of balloons. Any landing allows you to transfer balloons from your pocket to your hand.

### IN THE AIR

Inflating your balloons causes you to rise. Depending on your height, the wind gusts determine your horizontal direction. Wind direction and speed are indicated by the wind socks at left. If you hit a stationary object, e.g. park sign or fountain, you will lose your grip on your balloons and fall to the ground. If a moving object, e.g. fireworks or airplane, hits your balloon it will pop that balloon, if it hits you , you will lose your grip on your balloons.

### SCORING

Points are awarded when you sell your balloons to the crowds. Bonus points are awarded when the amusement park is lapped.

#### LEVELS OF PLAY

At each level additional hazards appear. At the fifth level the wind changes direction.

Left Button-releases air from a balloon, constantly depressed

Right button-pumps air into a balloon, repeatedly pumped.

Keypad

1-selects red balloon

#3-selects the yellow balloon

#7-selects the blue balloon

#9-selects the green balloon

When a game is completed, the \* or # keys will start a new game.

#### HELPFUL HINTS

When inflating balloons, pump rapidly until the balloon full sound(honk) is heard, then stop.

When the balloon full sound is heard, the next pump will bust that balloon, therefore, you must select another balloon to pump or deflate that balloon.

Work with as few balloons as possible to achieve desired height i.e. always fill up a balloon completely before selecting the next one.

Sell your balloons as early as possible so that you can take advantage of the popcorn truck when it appears.

All balloons must be fully deflated in order to land so that you can sell balloons, replenish supply, or replace a busted balloon.

Whenever possible save some balloons in your pocket for emergencies.

Use the different wind directions to synchronize your flight with the fountain and the peanut in order to avoid a collision.

You may wish to pass up some crowds if landing on them brings you too close to an obstacle, since you would be unable to take off successfully after the sale.

Have Fun!!

## BARRY PATCH SCIENTIFIC REPORT AND WARNING.

As a public service and to help prevent the inadvertent destruction of many Adamites, the Barry Patch is reporting on an article appearing in the prestigious Journal of Experimental Computer Physics.

Dr. Dementia of the CIS Institute of Computer Science issued a warning to all Computer Users.

Dr. Dementia noting the something squared such as " C Squared " can also be expressed as C to the 2nd POWER.

Working from Einstein's original equation of  $E = MC^2$ , Dr. Dementia explained the significance of the popular CP/M trend of crunching, librarying, squeezing and archieving of files.

Substituting C to the 2nd Power for C Squared, and doing a simple re-arrangement of order of terms, Dr. Dementia showed that the equation could be read as  $E = CP/M$  (putting then C from  $E = MC^2$  first, using power instead of square, etc.).

So it can readily be seen that theoretically energy is equal to and produced by certain CP/M reactions or manipulations.

Now as we all know the CPMers of the world in total disregard for the creator's scheme are rushing in where angels fear to tread. The CPMers have been squeezing, crushing, crunching, librarying, archieving, compacting, etc. bits, nibbles, bytes, K's, etc. into smaller and smaller spaces. More and more bytes, K's bits, etc. are being compressed. I have heard of 500-700 K being put into the space where an EOSer would only have 159 K maximum.

As Dr. Dementia points out the atomic bomb works by achieving a critical mass by compressing uranium or other radioactive isotopes into smaller and smaller spaces until the dense of sub-atomic particles is sufficient to reach a critical mass (sufficient density) to cause a chain reaction and then from  $E = MC^2$  or  $E = CP/M$  there is a tremendous release of energy.

Well Dr. Dementia has shown in theory that compressing bytes, and K's into smaller and smaller spaces, greatly increasing the density of the bytes, K's etc. can result in a similar critical mass of computer particles and using the  $E = CP/M$  equation indicated above reached the conclusion that the world and civilization as we know it is threatened by this continuing trend to compress more and more data into smaller and smaller CP/M spaces.

LET THIS BE A WARNING TO ALL CP/Mers, REPEAT, TURN TO EOS, IT CAN SAVE YOU AND IN TURN SAVE THE WORLD.

Dr. Dementia of CIS University.

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BEST OF BRODERBUND: A.E. and CHOPLIFTER

#### CHOOSING YOUR GAME

If you want to play A.E. press keypad button 1 on either hand controller, the game loading screen appears followed by the title screen. See A.E., following, for instructions on how to play the game. If you want to play Choplifter, press keypad button 2 on the hand controller.

#### A.E.

A.E. is an anti-environment encounter-an agility exercise in automaton elimination!!!

The AE were designed as pollution-fighting robots, intended to save the world. However, the AE prototypes have a bug which makes them the polluters. The AE somehow slipped through quality control, out into the unsuspecting universe. Out of control, they have quickly become a menace and are in danger of contaminating large areas of the cosmos.

The AE must be stopped!! You must use your anti-AE blaster missiles to drive these pestering, polluting squadrons deep into space where they can do no harm. Annihilate every AE in a wave to make a perfect attack. Three perfect attacks in a battlefield moves you to the next encounter zone. After you have eliminated the EA in all four enter zones, you return to the first battlefield, wher the AE have become even more troublesome!!

Environmentalists everywhere are counting on you to stop the AE! Clean up their act and do your part to help keep the universe pollution free!!

#### GAME PLAY

As in most Coleco games, Skill 1 is easiest, while sill 3 plays at arcade level, and skill 4 is even harder..

Push control stick left or right to move your anti-AE missile launcher to a good position.

Press either side button to fire you anti-AE Blaster missiles. A short press of the side button shootsshort blasts, while a long press fires the missiles at a long range. Hold in the button and when you want your missile to blow up, release the fire button!!

To pause the action during the game, press the '\*' button.

To restart push the same button again.

To leave one screen and go to the next you must make three perfect attacks on the AE, meaning you have wiped out all eight AE in a wave before any of them can evade and escape your missiles.

Force the AE into the infinite regions of space where they are no threat to any life in the universe!! Each wave you eliminate saves another precious natural resource from contamination. It's a dirty job, but someone's got to do it.

#### SCORING

EACH AE ELIMINATED...150

PERFECT ATTACK...400

3 PERFECT ATTACKS in same encounter zone.....2000

At all skill levels, each player has three game lives, represented by anti AE missile launchers. The game is over when all missile launchers have been lost. Have FUN!!

#### CHOPLIFTER

##### PILOT ALERT!!!

The following orders have been classified confidential-Top Secret. A crisis situation has developed in the cold war between the United States and the Bungeling Empire. The 64 delegates to the United Nations Peace Conference have been kidnapped by the militaristic Bungeling near their territorial border. Escalation must be avoided. The U.S. has launched a mission to rescue these hostages, and the call has gone out for a heroic but level-headed pilot to command the rescue helicopter-you!

Your mission begins at the U.S. Command Post just east of the Bungeling border. After your chopper lifts off and heads into the hostile territory, you will see barracks where the prisoners are being held. Your goal--release and rescue!! It won't be easy. The Bungelings are not going to give up the hostages without a fight and will use all the weapons at their disposal to thwart the rescue mission. Success depends on your valiant effort. There can be no rest as long as lives are in peril and a threat to world peace exists!

Choose your challenge. Skill one is easiest, 3 is an arcade level challenge and four is even harder.

Move the control stick left right up or down to make your helicopter move in the selected direction.

Press the left side button once to make your helicopter turn, another face and it turns again.

Press the right side button to have your helicopter fire at enemies or barracks. Hold down the button and your chopper will fire continuously.

You can fire on a tank only when your helicopter is facing towards you. To aid the hostages escape, you can fire on barracks only from the left or right of the helicopter position. You can shoot down jets from any chopper direction.

Pause-Press the \* button to pause. Press again to start game again.

## RESCUE MISSION UNDERWAY

### BUNGELINGS HOLD 64 HOSTAGES

To pick up hostages you must land near them and wait while they get on board. But watch out for enemy fire and Jets!!

You can hold sixteen hostages, one barracks full on each trip you make.  
To release 16 more hostages, approach an unopened barracks with the chopper facing left or right and fire down on the building. The barracks burst into flame, and the prisoners rush outside, to be picked up immediately or to wait for rescue later. Dont land on the barracks fire or it will blow up your helicopter!!

Watch out for enemy Jet Fighter!!  
Once youve gotten all the hostages aboard, fly back to your base, and land gently. The hostages will empty your helicopter, leaving you room to go back for more. One nice little guy always waves to you too!!

Your mission ends when all hostages have been accounted for, or when you have lost three choppers. The number of captives that you have saved appears in the right scoring indicator. The number that have died is shown in the left scoring indicator.  
The middle indicator shows how many hostages are currently on the chopper, to a maximum of 16.

At all skill levels each player has three game lives, called sorties, to rescue and return the hostages to safety. The game is over when all three game lives have been lost.

Be careful and have fun CHOPPER PILOT!!

(I have these games for my ADAM and I have found them to be tinteresting and challenging.--MAK)

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## PITSTOP by Epyx Computer Software

### INTRODUCTION

Get your speed up and your timing down. Puststop challenges you to master six of the most unforgiving race tracks in the world.

If you survive the hairpin turns of the famous Monaco Grand Prix, and the grueling pace of the Le Mans, then the narrow Kyalami straight-aways wait to eat you alive. Even seasoned professionals dread the icy, snowcapped Albi inclines and the merciless heat of the Jarama desert. But the worst of them all is St. Jovite which has a nasty reputation as a racer's graveyard. Until you get a few laps under your belt, you'll need a practice run on each of these monsters of the racing world. Then it's on to the Mini or Grand Circuits where the real test begins.

The Mini Circuit presents you with a random selection of three of the six famed race tracks, you never know which one you'll be racing next. Then when you think you have the skills required, try your luck on the Grand Circuit. Only the top professional drivers have the endurance to survive each of the six grueling races which comprise the Grand Circuit. When you start to get a feel for some of the races, boost your number of laps per race. you'll be frantically searching for a pitstop around every curve. Each of the six courses will push your performance race car to the limit. The harder you drive the faster you run out of fuel, and the sooner your tires break down from the strain. But wait, dont panic. Look at your radar map of the track, the nearest pitstop which seemed a hundred miles away, is just around the corner. Watch for the entrance and slow doen, or youll miss your only chance for survival. Pull into the pits and prepare your crew to race the clock as your opponent's whiz by.

Remember, even the best driver in the world is only as good as his pit crew.

### OBJECTIVE

You've got decide when it's time to put the pedal to the metal and when it's time to hit the pits. Keep your eye on the road and watch out for the other cars, some will even try to run you off the track. Get in and out of the pits as fast as you can but dont forget your fuel. Watch your tires, a blowout knocks you out of the race. Run out of gas and you lose. Survive the challenge and claim your purse. Accumulate the highest earnings and the Grand Circuit Championship is yours.

Works with regular controllers or Driving Module

Steering-Use steering wheel or joystick to steer your car while on the track

Speed-Push down on foot pedal or push forward on joystick. To decelerate release pedal or pull back on joystick.

Pit Crew-Use your joystick to move cursor(+) to the crew member you wish to use first, press the fire button or foot pedal one time. You can now use your joystick to move that crew member. To use another crew member, press

• fire button or foot pedal to disengage cursor, then reposition it once again using joystick,  
To choose difficulty levels, etc. push joystick until the number you want appears on screen, then press fire button or any button on keypad.

#### RACING

On the Track: Use your radar map, located at left of screen, to determine your position and the distance to the pit. Pay attention to both your fuel supply and and tire wear. The faster you drive the more fuel you use. Bumping into another car or hitting the side of the road will cause your tires to wear. Tire wear is indicated by a color change. Your tires start dark blue., change to green, light blue, and finally red. Once red, even the slightest bump can cause a blow out and end the race for you. Pit entrance will appear on right side of track.

In The Pits: Its a race against the clock. Every second counts so hurry! Grab that worn tire and run to the new stack. Return to the car with a new tire and mount. To refuel, move gas attendant to rear of car. Don't overfill! The tank may explode and youll have to fill it up again. To leave the pits, move your cursor to the Flagman. Make sure all crew members are standing away from your car, then press the fire button of gas pedal to get back to the tracks. Whew! Races can be won or lost in the pits.

#### SCORING

After each race, the office results will list your place and display the number of laps you have completed. Then check your purse. Firs place wins \$50,000, Second earns you 25,000, Third place take home \$15,000 and the Fourth place winner pockets \$10,000. Not only that, but you get another \$1000 for every lap you complete.

Only by completing the race will you be eligible for the big prize money. All your winnings from a Grand Or Mini Circuit are totaled on the Official Circuit Standings Board.

Just because you don't win every race on the circuit doesnt mean you cant finish first in the standings. Everybody has a bad race now and then, just dont make it a habit.

#### HINTS

A bump from another car is easier on the tires than colliding with the side of the track.

To play it safe, change your tires before they turn red.

Keep an eye on your radar screen, you may miss your chance to get into the pits.

Get two pit crew members working at the same time by starting the gas first, then change a tire or two while hes filling up.

Watch your fuel gauge when filling up. AN overfill will cause your tank to explode.

You don't have to change all the tires every time youre in the pits.

Replace the worn ones and get back on the track.

HAVE FUN!!

JOHN HARRIS writes regularly for the MOAUG newsletter and we carry his articles as part of MOAUG's contribution to ANN.

This particular article is an earlier one that may have appeared in MOAUG but had not appeared in ANN as there was no ANN at the time. Anyway, I liked it and John was kind enough to send to me on disk.  
[Barry Wilson]

Remembering those early days with ADAM...

By John Harris

(I wrote this article for The Boca Raton, Fla., Times in 1985, before I learned what a super versatile computer I had acquired for so little money. I'm now a firmly hooked ADAMite and member of the Metro Orlando Adam Users Group.)

Observations of one who had no intention of buying a home computer--but did:

I resisted for a long time. Frankly, I felt the home computer was a fad which would soon find its way into America's closets to gather dust alongside Nehru jackets, pet rocks, CB radios, and other items of the "I-thought-I-couldn't-get-along-without" genre.

And besides that--I simply had nothing to compute!

Who needs one? And for what?

To balance your checkbook? Of course not! Your friendly banker has batteries of computers which will obligingly notify you anytime you are overdrawn.

So you can become "computer literate" and a part of the computer age? Forget it!

After all, we've been in the jet age for some 40 years now, but few of us feel compelled to buy a jet plane or to learn the intricacies of flying one. Who needs to? Dozens of airlines are vying for our dollars and in exchange will fly us anywhere in the world.

And so it was that I planned to avoid any entangling alliance with computers.

That was until two strokes of fate converged into my situation:

1. I found myself in need of a new typewriter--an urgent matter in that this newspaper expects its reporters to produce each week, and over the years I've acquired an expensive habit of wanting to eat three times a day.

2. A certain toy company, famous for its Cabbage Patch dolls, found that while customers scrambled over each other to buy the ugly-looking dolls, customers were definitely not scrambling over each other to buy its home computer called the Coleco ADAM. So the company was taking its losses on the non-selling computer, halting production, and cutting the price over 50 percent in an effort to liquidate them.

That's when I found I could buy the computer and printer for less than I could buy a top line IBM Selectric typewriter. A lot less, in fact.

So while I wasn't all that sold on the need for a home

computer, the opportunity to get my articles written and save a bundle of bucks at the same time appealed to my Scottish heritage of frugality (which my wife insists on calling "cheapness.")

But before buying, I made the mistake of consulting a few of my computer buff friends about the wisdom of my planned purchase. They scoffed.

"That's not a serious computer," one told me. "The fact that you buy it at the toy store should tell you something!"

And another: "Harris, why are you buying a toy, when you live right in the shadow of Big Blue (Boca Raton was birthplace of the IBM PC)?" Well, as best I could figure at the time, there was a difference of about \$2,000.

So I did the only sensible thing--ignored all their advice, went to the toy store, plunked down my \$299.95 and came out carrying a very large box.

Here are some of the discoveries I made with my gingerly debut into the high tech world of computers:

First, I found that a computer--at least my computer--is not like a typewriter. No way would it fit on my desk. When all set up, there are four pieces of equipment instead of one--a detached keyboard, memory console, printer, and monitor (in my case a TV set), all strung together by wires.

No way that goes on the kitchen table either.

So ADAM is now set up in our guest room, occupying a good portion of it.

When Aunt Bea comes to visit, she will have a choice--share the guest room with ADAM, or truck out to Holiday Inn.

Printers--at least mine--are loud. It cuts loose with a staccato peck-peck-peck resembling the firing of a Uzi machine gun. I close the guest room door and take a coffee break while its printing.

Computers, I found, are not "user friendly" despite what the ads tell you. They can be downright cantankerous!

For instance, I was going to store an article I had written, so I inserted a tape and instructed the computer to store. But it balked, sending me a blinking message saying "Please insert tape or disk."

That was too much! "Dammit!" I yelled, "I've already inserted the tape, you dumb damn bucket of bits, bytes and bolts!" The computer just continued its robotic blinking and beeping. Didn't comprehend a southern drawl, I guess, or else didn't give a damn. User friendly indeed!

One might think that when you buy a program for your computer, it will do whatever it is the program was designed to do. After all, if you buy a phonograph record, all you have to do is plop it onto the turntable and immediately you have the melodious sounds of the London Philharmonic wafting through the room.

But buy a program for your computer and it's more like having to conduct the orchestra--select the instruments, choose the tempo, tell the oboes when to come in, and all that.

Even though I had been hammering typewriters professionally for 30 years, I found this was of little help when I turned to the computer as a glorified typewriter. I had to go through the manual step-by-step just like everyone else.

I found the computer has unbelievable capabilities to switch paragraphs, delete sections, make insertions, search out and replace words--amazing feats that your typewriter will not do. It will also set your type in subscript or superscript. And perform numerous other feats that you probably have lived your entire life without needing to do even once.

But for all its quirks and downright orneryness, I must admit that just a few weeks of word processing on ADAM has spoiled me.

So my advice on computers is the same as for heroin: Don't monkey around with either. There's a strong chance you'll get hooked!

#### CURE OF NAUS ANNOUNCED BY NAUSEA IN THE JOURNAL OF THE AMERICAN MEDICAL ASSOCIATION.

The current edition of JAMA (Journal of American Medical Association) ran as its feature story (on the page across from Miss Stethoscope for May) the cure for NAUS announced today by NAUSEA.

NAUSEA or the New Adam User Syndrom Extermination Association announced today that a cure for NAUS (New Adam User Syndrom) was at hand.

As you may be aware, NAUS affects hundreds of new Adam Users annually, taking a horrible toll on both man and machine.

The NAUS affected individual can easily be identified as follows: He (or she) will be standing and staring at a non-functioning Adam Computer. They will be glassy eyed, their mouths will be hanging open, there will be a blank look in their eyes, they often will be muttering or cursing to themselves. They may be physically attacking their Adam computer (yes the disease can destroy the mind to such an extent that the NAUS victim may think that pounding upon or kicking the Adam computer will restore its function. Sad but true, some can slip so far).

As you can see this NAUS disease is one to strike fear into the hearts of man and to combat it NAUSEA was formed.

Well NAUSEA today announced the cure for NAUS and it has been given the identifying name of AUG.

AUG is not a new miracle drug but an ADAM USER GROUP. Yes joining a local Adam User Group will cure NAUS, usually within the 1st or 2nd meeting.

AUG was found to reverse the harmful effects of NAUS totally and completely, restoring full function to the ADAM computer and a return to normal useful productive life for the former NAUS victim.

This is confusing because the 2 option is "add to an existing list," but that's how you start a new list also.

SORTER will then prompt you for each item on the list, sorting them as you go along.

Each entry to the list is limited to 33 spaces. SORTER will cut it off at that and ignore the remainder.

And don't put commas with your entries. SORTER will ignore anything after the first comma. So if you're listing names, and it's "Jones, John J." then type it in: "Jones John J." Later, after you've stored your list to disk or tape, you can pull it back up in SmartWRITER and quickly insert the commas in the allotted spaces. Or if you did not leave space for them originally, insert them in the normal manner. It just takes longer.

For SORTER to put numbers in order, they must all be of an equal number of digits. For example, if your list contains the numbers: 8, 92, 758, and 1748; they must be entered 0008, 0092, 0758, and 1748.

The entries are sorted by ASCII values. Numbers have the lower ASCII values, therefore they come first; then upper case, and finally lower case. Thus, "Cat" will come before "cat", and "123" will come before "ABC." I found the best idea is to use a consistent style--all lower case, all caps, or cap first letter and remainder of the word lower case--in the entries and you then get a true alphabetical list.

To correct a typo after an entry is made, use the "replace item" option.

SORTER permits you to delete only the last item on your list. Since the list is sorted after each entry, the item deleted is always the highest ASCII value string in the list. So, if you wish to delete an item elsewhere in the list you can do it by replacing it with "zzzzzzzz" which will take it to the bottom of the list. Then the "delete last item" will remove it from the list entirely.

When you've finished, type in "quit" or "QUIT" (without the quote marks).

You can then display, store, or print your list. If you chose print, you get a two-column format.

When storing list (option 6), tape or disk will spin and display a complete directory of your target disk. Press any key and SORTER asks you for a filename. Type in one word, no more than 10 characters, all caps. Do this carefully! Otherwise ADAM may swallow your entire list as he did mine on several of my first tries.

Once stored, it's far easier to edit your list using SmartWRITER. To do this, remove the disk, reset to SmartWRITER, insert disk on which list is stored, get directory, and get file. Now you can easily edit your list into any format you like, and also print it. Restore it with a new file name, and that makes it a SmartWRITER (H) file.

Your original stored SORTER list (a Basic A file) can be retrieved using the SORTER program and entries added later, using the options: load list and add to existing list.

FROM THE AWAUG BBS, 24 hrs. 202-561-2475.  
A9958 09:25 Mar-08-1990

TO: ALL

FROM: EDWARD JORGENSEN

SUBJ: DRIVE CONVERSIONS

AS OF 03-07-90 I WILL BE DOING CONVERSIONS OF DISK DRIVES! I talked it over with Ron collins and through him I have permission from B.J. I will be doing all drives conversions 320,360,720. Price will be \$36.00 labor, plus part and mechanics. At present I have a good source for mechanics, reasonable. I am waiting on present prices. will post as soon as I receive new prices. Ship to: Ed. Jorgensen 2609 SW 13th Place Ft. lauderdale, Fl. 33312 these will be adam 160's that you want converted. they have to be working drives. other wise it is plus repair. which I also do.

SUBJ: drive repairs

As of last message I also want to announce that I also repair disk drives. this includes the Adam 160's. Also we repair 320's, 360's, 720's. Prices are labor \$36.00 plus parts. Send to: Ed. Jorgensen 2609 SW 13th Place Ft. Lauderdale, Fl. 33312 all repairs and conversion are plus shipping. I will supply mechanics and parts when requested. phone

-305-584-9239

When you select the "load list" option, SORTER asks from which drive. It then gives you a directory of all files on the tape or disk in that drive. Then it asks for the filename of the list you want loaded.

After informing you that the list has been loaded, it will return to main menu. You then select option 2: "Add to an existing list."

You will then be prompted to add the next entry to the list. For example, if there are 18 entries on the loaded list it will prompt: "Enter item #19."

The final option on the main menu, "exit program," returns you to BASIC. If you select it inadvertently, just enter: GOTO 500 <return>. This will resume the program without affecting your list.

--Your comments are welcome and may be addressed to: John S. Harris, 105 Burning Tree Lane, Boca Raton, FL 33431.

DATELINE: NEW YORK CITY  
TENACIOUS POLICEMAN SOLVES OLD MURDER MYSTERY.

It was today announced that Officer Fred Friendly solved the old Ray Smith Murder mystery which had baffled police for many years.

As you may remember, the body of Ray Smith was found dead in his LOCKED apartment that showed NO sign of entry, forced or otherwise.

Ray Smith was found with a telephone in his hands and at one time several different theories were advanced concerning methods by which someone could have been murdered over the phone. These rejected and/or unproved theories included electric current being sent through the phone, loud sudden noises causing heart attacks, etc.

Officer Friendly working with old telephone company records and checking the inventory of property found in the Smith home was able to piece together a theory which has now been accepted as the cause of death.

The evidence consisted of the inventory item: computer, adam, 1, non-functioning.

The phone company records indicated that the call was made to a phone number for the Coleco Toy Company.

The cause of death is now taken to be not murder or at least murder of the type that could be criminally prosecuted.

It appears that Ray Smith died of mal-nutrition while waiting for someone to answer the Adam help-line at Coleco. Being a stubborn but trusting man, Mr. Smith was sure that Coleco would eventually answer their help-line and tell him how to get his Adam functioning.

[EDITOR: Its a shame he never heard of a local AUG, it might have saved his life].

Congratulations to Office Friendly. He was awarded a Timex Computer for his service above and beyond the call of duty.

THE FOLLOWING "HOME-MADE" GAME DOCS ARE THE WORK OF JEFF SYLVA OF PSAN and came to A.N.N. through the kind assistance of Bart Lynch (ZONKER) of UPNADAM BBS 24 hrs., 206-859-2018.

We appreciate the time and effort JEFF SYLVA has taken to prepare these "Home-Made" game Docs.

## SUBROC

You're in the middle of the greatest sea and air battle ever fought. Line up your crosshair sights and fire at the battleships, mines and missiles zooming RIGHT AT YOU!!!

A fleet of hostile forces has assembled around your vessel. But this fleet is unlike any you've encountered. Flying saucer fire missiles and mines as they rush at you! Ships launch torpedoes. Line up your crosshair sight and shoot back! At the lowest altitude, your Subroc vessel fires torpedoes at the cruisers and drones. Raise your sight and unleash missiles at the flying attackers. Shift left and right to avoid enemy fire. Just when you think you've got control, the deadly command ship attacks!!

Skill One is the easiest, skill three is the level of the arcade game and skill four is even harder.

## BONUS

A mystery ship can appear in every attack but you never know when. When you hit the mystery ship, a bonus value appears and the words, "mystery ship" blink. You win the bonus points displayed. But don't take too long, Mystery ships don't hang around to get shot!!

### BLAST THE COMMAND SHIP

The sea clears, a bonus value appears in the mystery bonus indicator. Suddenly, the command ship swoops in from above. The bonus value starts to decrease. If you eliminate the command plane before the bonus value hits zero, you win the points in the indicator at the time you hit the plane. The ship fires missiles and hides behind a moving shield. If you hit the center of the shield, it vanishes for a split second and you earn points. Then fire your missile at the space ship.

### DAYTIME, NIGHTTIME AND IN BETWEEN

In even numbered rounds, you start out battling during the day. When the sky turns from blue to orange, you're in twilight. Keep a sharp eye. Soon the sky turns to black. It's dark of night as the battle progresses! Time continues to shift until you reach the next odd numbered, when daylight prevails.

The game is over when all your subroc vessels have been eliminated.

Press \* during the game to pause. The screen blanks and

music plays. Press \* again to return to the game at the point you stopped. There's a slight delay for you to size up the situations before play begins again.

## SCORING

Battleship....150

Interceptor...200

Cruiser.....400

Drone.....400

Fighter.....400

Flying Saucer.400

Shield.....400

For each enemy eliminated you earn the points listed above plus 100 points times the number of the round you are playing. When you confront the command plane, the mystery bonus indicator starts at 2000 points plus 1000 points times the number of the round that you are playing. If the timer goes to zero before you destroy the ship you earn no points for eliminating it.

You get a bonus ship when your score reaches 20,000 points. Win another ship at 100,000 points and every 100,000 points thereafter.

Have Fun!!

From Pat Herrington - MOAUG  
HARDWARE REQUIREMENTS

I would like to see a software requirements chart. Many of the new programs released will not work with the base ADAM. Some will work, but not to their full advantage. I would like to see a concise reference on hardware requirements for ADAM software. Categories could include: Required hardware, Beneficial hardware, Recommended hardware, etc.

From Joe Alford - 463 ADAM

## EXPANDED LOGO?

While programming a chess game in logo, I had things working quite nicely. The piece chosen for a move would flash, then appear at the new location. Then I ran out of memory! Can a memory expander be used in LOGO?

Responses to any of the above can be directed to:

463 ADAM

8522 Hohman Ave.

Munster, IN 46321

THE FOLLOWING IS BY RICHARD CLEE OF METRO-TORONTO AUG and while it is directed to the members of his group much of what he says is certainly applicable to ALL ADAMITES.

It makes good reading as does all of Rich's writings.

There comes a time, as you wade through snow up to your armpits in -20 cold to get to an MTAG meeting, that you are going to wonder if it is all worth while. In fact, if you've been around for a couple of years, you'll wonder if the membership itself is even worth it any more.

After all, you've been to the meetings and gained an awareness of what your ADAM can do. You've bought all the software, PD and commercial, you can see any present or future use for. And you know what the sources are. The same is true of the hardware. You know who fixes ADAMs, and who the suppliers are. What has the club done for you - lately?

Are there any real reasons why you should squander the price of a tankful of gas for two dozen meetings, half of which at least you won't attend, and thirty pages of newsletter chatter every second month? Or is there more to club membership, something you're overlooking?

Maybe you just bought the ADAM because it's the best typewriter ever made, and have no ambitions beyond using Smartwriter. What are you going to do when you run out of printer ribbons? Sure, the club will sell them to you - if the club still exists, and if you can find it.

People and institutions aren't eternal. The club executive exists at the pleasure of the membership. The whole executive, or any member, can be dismissed at any meeting. Suppose the members decide on a change, and you aren't there? Suppose a population shift makes them decide to move to Mississauga? Suppose your regular, possibly only, contact quits or moves?

Then - who do you turn to when you need a ribbon? Where's a buddy to ask why your printer has suddenly taken to trying to beat its way through its side panel? Who might guess what subtle change in your style has caused the line marker to go into a terminal death spin and eat all your text, every time you try to save it?

Perhaps you gave the ADAM to your kids. They're doing fine - using it for homework, doing drills, playing games. If you're not there, who will tell you where to get SmartLogo when the youngest starts computer training in school? Where will you get the notice of new games, reviews that tell you which to buy (and which not to waste your money on), and hints on how to solve the mysteries and build scores on the action types?

Perhaps you're a serious hacker, and bored out of your skull at meetings because explanations you've heard a hundred times still have to be repeated for novice members. You know everything in the

newsletter and more; maybe even wrote part of it. But won't you miss the regular contact with Syd and Gary and Wade and Joseph, and the visitors from other ADAM groups who so often favour us with their presence? Won't you miss (let's be honest) the ego trip of seeing your work in print, especially now that with the developing ADAM News Network the good stuff is likely to be reprinted - with your by-line - all over the continent? Where will you find the corner flea market where you can dispose of your old printer to subsidize a colour dot-matrix, dump your early colour monitor for one that takes full advantage of the A.I.M. board, pick up a hot-rod EPROM for your second disc drive?

It's easy to say that though members may come and members may go, the club will continue. It ain't necessarily so. In Ontario, the Kitchener club is failing fast. In big cities, such powerful groups as the Montreal and Houston, Texas are history. Where, now, can their former members turn for support?

Your ADAM is an orphan computer. You know from bitter experience no dealer or commercial computer outfit wants to know you. You also know, from your MTAG membership, that you have a number of ADAM-enthusiast buddies, in your neighbourhood, in your city, and in hotbeds all over North America, who will fall all over themselves (sometimes at a price) to cater to your every need and whim. You have a very well-supported computer, the envy even of some equivalent model computer owners whose makers, while still in business, have long since abandoned their roots.

The ADAM support system will continue to exist as long as there is a demand for it. But for the demand to exist in reality, there has to be a way for developers to economically get out word of their new products, and for ADAM users to locate and communicate with suppliers who can't afford to advertise except by the most direct, specialist channels.

It's easy for Reedy or E&T or The Software Factory or M.W. Ruth to meet your needs when one catalog sent to MTAG will notify a couple of hundred users of their offerings. If you're not a member, how do they find you? If they don't find you, how will you find them? Somewhere out there is someone desperate to sell something you are desperate to buy, that last completing touch needed to bring your ADAM to perfection. As long as you are a member of MTAG (or of course any similar club) the contact is there. What happens if you walk away?

As long as all ADAM users stay as a tight community, tied together within and between their clubs, the visible market is there to keep everything from the smallest supplies to the most grandiose add-ons available for you. But when the clubs decline, the market dies too, and support dries up.

Yes, ploughing through the snow is tough. Many activities can be boring; the club has to serve every member, not just you. But in behind the scenes, in opening and keeping open the channels of communication, in making visible the mass of known interested

users, your name on MTAG's membership list keeps available the support you count on. Because MTAG is you. Every new member helps you; every dropout brings nearer the day you will call for help and find "that number is not in service". If you value your ADAM and all the rewards it can bring to you, stick with the people who are working to support you.

The following column appeared in the 3/90 issue of the 463 ADAM User Group newsletter.

### THE DREAMER

by Dean Roades

Ever have an idea and thought it was impossible or just plain silly? Is there a topic you would like to see covered with an article or workshop? Is there a program that would be easier to use if you had a 'help' sheet? In short, is there anything you would like to see to make working with your ADAM easier or more productive? Write or call with your requests. There may already be something out there that will fill the bill. If not, perhaps one of the experts in the ADAM community will see your idea and create something to do the job, or at least tell us that it is, indeed, impossible. What would you like to see? Don't be shy, hardware software, articles, etc.

Here are a couple of ideas I have been thinking about:

### DOUBLE DISK COPIES?

As a distribution link and Librarian for the ADAM News Network, I make a lot of disk copies. The MegaRam 256k memory expander has helped tremendously by allowing me to load an entire disk into memory, then make as many copies as I need without reading the source disk each time. This not only saves time, but also wear and tear on the drives. BUT - the more speed you have, the more you want. While making a copy, the other disk drive is sitting there, doing nothing. You can format disks in two drives at once, why can't you copy from RAM to two drives at once? ADAM programmers, I await your reply.

### GRAPHIC REFERENCE

I have a number of graphic design programs and others that utilize graphics. My problem is, I don't use them often enough to remember which graphic formats work with which programs. Clip art for PowerPaint must be re-formatted for PrintWorks, but which format works with LabelWorks? Font sets for PowerPaint can't be used in Printworks. PowerPaint can save picture in 10k and SmartPAINT format. SpritePower can save sprites in 3 formats. Which one is for PowerPaint? The list goes on and on. What I would like to see is a reference chart, (all on one page??) to help keep things in order.

Graphics experts - HELP!!

The following article is a hardware review of a 256k buffer: It was written by Tony Patterson, and first appeared in the March, '90 MOAUG. Distributed here by permission of author--- PJH

You've spent the last half hour typing in a letter of some importance. After much hair pulling and re-working to get everything just right... you are finally ready to print out all of that wonderful prose for the world to see, but there is just one more thing that you have to do before print time... get the coffee. You spent plenty on that great new dot matrix printer because of its incredible speed, so why do you find yourself going to get a cup of coffee to drink while your letters print out? Because you still have to wait for the printer to finish and return control of your computer back to you for another letter or that great new game that just came in.

#### TECHNOLOGY TO THE RESCUE!

A print buffer can take that letter from your computer as fast as lightning and feed it to the printer at just the right speed, thus freeing up the computer to do other things besides feeding ASCII values to the printer. Many buffers even have a copy function that will let you print a second copy of the same letter at the touch of a button. So you can print a file copy of one letter while working on another, or saving the world from the Flingon Invaders, and never skip a beat! But then the grappling hooks of reality begin to sink in... These little beasties are not inexpensive. The smaller 64k buffer can run up to \$120 while a good size 256k can run upwards of \$250! As this hit me I slowly began heading in the general direction of the coffee maker.

#### TECHNOLOGIC SYSTEMS TO THE RESCUE!

While waiting for the coffee to brew, I was thumbing through my last (Yes... I dropped it too) issue of Computer Shopper, I noticed a small sidebar Ad for Inter Buffers. Two things caught my eye... The strange-looking machine pictured and the listed price for a 256k buffer, \$99.95. The machine had a button, L.E.D. and cable connection on the face of the unit. I later found out that this was the input connection and there was an output connection on the other side. Talk about throughput, in one side and out the other! But that price... \$99 and a 30 day money back guarantee... and they shipped C.O.D. too. I was hooked!

#### THE UGLY WORKHORSE

Ok, ok... so I had to buy an adapter and another printer cable, but the total including these items plus shipping and C.O.D. charges was only \$118, still not bad at all. The installation was a snap and operation is almost invisible, though you must remember to reset the buffer between documents. To reset just press and hold the one (and only) button for two seconds. For an extra copy just touch the button twice in one second, that is all there is to it. The designers of this unit must have taken the day off while the engineers were hard at work. For while it performs flawlessly there is just no way to incorporate the unit into a system set-up so that it looks good. After trying every way I could think of to set it on a shelf I finally ended up with it stuck between the desk and the printer, sitting on end so that I can see the light and get to the button.

Testing out the unit on a two page document using form feeds between the pages gave me control of the computer in about 20 seconds, now that is FAST! The major drawback is in graphics printing. I do all of my graphics within PowerPAINT, and this program does not send the graphics to the printer very quickly at all. I doubt that there is any savings when printing out detailed graphics... but turn this baby loose on a word processing document and learn the true meaning of multi-tasking! As a matter of fact... by the time the printer gets to these words I will be deeply involved (and losing badly I'm sure) in a game of Addictus. May the buffer be with you...

Buffers up to 2 megabytes are available from:

TECHNOLOGIC SYSTEMS, 18277 Timber Trails, Marysville, OH 43040.  
(513)-644-2230

----- TONY PATTERSON February, 1990

## WALKING

```
50 REM WALKING by JERRY VRANCKS 1988
55 REM just measure and count your stride
60 REM in inches and one minute
65 REM and enter info
100 CLEAR: POKE 17115, 244: TEXT: PRINT
110 PRINT " WALKING IS GOOD": INVERSE
120 PRINT "   EXERCISE   ": NORMAL: PRINT
140 PRINT "HOW FAR CAN YOU WALK IN "
150 PRINT "A GIVEN TIME ?": PRINT
160 PRINT " NOTE: YOUR STRIDE MAY INCREASE"
170 PRINT "AS YOUR PACE QUICKENS": PRINT
180 PRINT " YOUR AVERAGE WALKING STRIDE"
190 INPUT "IN INCHES IS "; si: PRINT
200 PRINT " NUMBER OF STRIDES PER"
```

```
210 INPUT "MINUTE IS "; ns: PRINT
300 aa = si*ns
310 ab = 63360/aa
320 ac = aa*60/63360
400 HOME: PRINT: PRINT
410 PRINT " IF YOU WALKED AT THIS PACE": PRINT
420 PRINT " IT WOULD TAKE YOU "; ab
430 PRINT " MINUTES TO WALK ONE MILE": PRINT
500 PRINT "       OR ": PRINT
510 PRINT " HOW MANY MILES DO YOU WANT"
520 PRINT " TO WALK AT THIS"
530 INPUT " PACE ? "; hm: PRINT
600 mw = 63360*hm/aa/60
620 mv = mw*60
700 HOME: PRINT: PRINT
710 PRINT " IT WOULD TAKE YOU "; mw
720 PRINT " HOURS OR "; INT(mv); " MINUTES TO WALK "; hm; " MILES": PRINT
800 INVERSE: PRINT " OH ! YOUR POOR FEET ": NORMAL: PRINT
810 PRINT " PRESS KEY (c) TO RERUN"
820 PRINT " OR ANY OTHER KEY TO QUIT": PRINT
900 GET x$
910 IF x$ = "C" OR x$ = "c" GOTO 100
920 FLASH: PRINT "   HAVE A NICE DAY   ": NORMAL
930 FOR i = 1 TO 2000: NEXT
940 HOME: POKE 17115, 240: TEXT: END
```

I'M NO ARTIST (part two)  
by Solomon M. Swift

(Printed in slightly different form in MOAUG March '90)

-----  
BIT IMAGE GRAPHICS:

One of the typical reasons for drawing graphics on the monitor screen is to print your creation out on paper. With some graphics print programs on just about every system there is a problem in translating the screen graphics proportionally (dot for dot) to the printed hardcopy; the printed rendition will be either stretched or squeezed horizontally. This can be the result of the graphics card, the dot matrix printer, and/or the software generating the hardcopy. Because this inconvenience was rather widespread, the acronym WYSIWYG (pronounced WIZ-EEE-WIG) was coined to describe those exceptional programs that allowed you to print in exact proportion to the screen images, What You See Is What You Get.

Note that ADAM's video chip is capable of designing graphics in both the background and the foreground. However, you can only print one of these. If you tried to print both, the result would just be a large shaded box; every dot on the screen would be printed whether it was turned on (foreground) or turned off (background). Also note that to print these graphics you need a dot matrix printer with at least an 8-pin printhead; and, it should be IBM 5152 or Epson FX (or RX) graphics compatible (virtually all DMP's manufactured in the last few years have this compatibility.)

ADAM'S GRAPHICS PRINT PROGRAMS:

We have six WYSIWIG graphics print programs for ADAM. Each of these programs requires a Centronics compatible parallel interface (available from several ADAM vendors) and a dot matrix printer. "GraphixPAINTER" by Wayne Motel of NIAD was the first. It offers both landscape and portrait options (horizontal and vertical printing). "SimplePAINTER" (a public domain contribution by me) and "IMAGE 2.0" (by Vihn Lee) also do only printing of existing graphics. Both IMAGE 2.0 and GraphixPAINTER offer inverse and mirror image printing. SimplePAINTER is not as fast in printing because part of the print function is written in BASIC rather than Z80 machine code; but the program does allow you to enlarge a fourth of the screen to fill the entire screen and then save it.

"ShowOFF I", by Digital Express, prints screen graphics in various sizes and allows you to design the graphics within the program. It offers design conveniences such as displaying screen coordinates, automatic polygon functions, and easy color changes. It will store and retrieve pictures in its own file format.

"PowerPAINT", also by Digital Express, is, by far, the most versatile graphics printing or design program available for the ADAM. But, all this power comes with a price; it costs more than any of the others and it requires at least a 64K memory expander. PowerPAINT lets you print one screen, two screens (joined horizontally) for a printed letterhead, four screens (two horizontally, two vertically) for a half a printed page, and eight screens (two horizontally, four vertically) for a full printed page.

It also has an option to print the upper half of a screen to print graphic disk labels. And there are numerous options such as background or foreground printing, vertical stretching (two or four times standard proportion), and mirror image. Even though the program offers a wide range of typefaces and sizes, it does not have any other word processing features.

Because PowerPAINT does have so many design and print capabilities a wealth of support software has grown up around it (both utilities and pre-drawn pictures). In fact, most software writers for ADAM today use PowerPAINT to design their games' colorful, graphics screens. We'll discuss this program in a little more detail next month when we take a look at the various graphics design programs for ADAM. Also next month we'll examine "SwiftPRINT", the sixth graphics print program for ADAM.

## LANDSIZE

```

50 REM PLOTSIZE by G.L. Vrancks 1989
51 REM figures sq. & acreage for a given lot
52 REM give length & width in feet only
100 HOME: POKE 17115, 244: TEXT
110 PRINT: PRINT
200 PRINT "    LAND AREA": PRINT: PRINT
300 PRINT "WHAT IS THE LAND LENGTH "
310 INPUT "IN FEET "; l1: PRINT
400 PRINT "WHAT IS IT'S WIDTH"
410 INPUT "IN FEET "; l2: PRINT
448 REM square feet
450 sf = l1*l2
458 REM acreage
460 la = sf/43560
500 PRINT: PRINT
510 PRINT "A LOT "; l1; " FEET LONG": PRINT
520 PRINT "AND "; l2; " FEET WIDE": PRINT
600 PRINT
610 PRINT "HAS AN AREA OF"
620 PRINT sf; " SQ. FT. "
630 PRINT "    or"
640 PRINT la; " ACRES ": PRINT: PRINT
700 PRINT "PRESS ANY KEY"
710 GET z$
715 REM changes screen color
720 POKE 17115, 240: TEXT: END

```

## NUMERICAL

```

10 REM NUMERICAL by Jerry Vrancks
11 REM Puts whole numbers in numerical order
12 REM 50 to 100 numbers will fit on screen
13 REM It will do decimals if number doesn't end in 0
14 REM Enter numbers in any order
15 REM If number is over 9 digits you will get a E error
16 REM Numbers go from left to right
17 REM Part of the right most number may be on the next line
50 HOME: PRINT: PRINT
60 CLEAR
70 PRINT "HOW MANY NUMBERS DO YOU WISH": PRINT
80 INPUT " TO ENTER "; zz: HOME: PRINT: PRINT
110 DIM a(zz)
120 FOR i = 1 TO zz
130 PRINT " NUMBER "; i; " IS ";
135 INPUT " "; a(i)
140 NEXT
150 FOR a1 = 1 TO zz-1
160 FOR a2 = a1+1 TO zz
170 IF a(a1) < a(a2) THEN 210
175 HOME
180 t = a(a1)
190 a(a1) = a(a2)
199 HOME: PRINT: PRINT
200 a(a2) = t
210 NEXT

```

(Continued on back page)

ExpertType Review by Richard Lefko, as it appeared in his March '90 MOAUG column (warning to editors: contains some hyphenated lines.)

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How's your typing? Mine stinks! It is getting better, though, and some of the credit goes to ExpertType (ET.)

ET is COLECO's original typing tutor software program. It can improve the performance of any typist, ages 10 to adult, and is SmartKey driven for ease of use.

ET comes on a data pack but is easily copied to disk format. Placing either medium in the proper drive and pulling RESET causes ET to autoloading. After the opening screen you are asked to type in your name, and if this is your first time, your age. ET creates your lessons, in part, based on your age! This is the only time you will be asked for your age, unless you use another name. You see, ET saves your own personal profile at the end of each session!

After you press <RETURN>, ET will go directly into touch typing mode. ET will then teach you where the home keys are, while your instructions on what to type appear at the top of the screen. As you type, ADAM underlines in red any mistakes you might make as you go along. After completing five touch typing lessons, ADAM presents your report card (which will be discussed later.) Once you are done touch typing, which can be any time you decide, pressing DONE (SmartKey VI) will display a whole new set of SmartKey options. These are: Characters, Words, Free Style, Dictation, Touch Typing and Sign Off.

Let's take a look at each of these:

Pressing the Characters SmartKey will take you into a lesson where you will have the opportunity to practice your problem keys. How do you know what your problem keys are, you ask? That's one of the great things about ET. IT keeps track of the keys you're having problems with from your touch typing lessons!

Pressing the Words SmartKey will give you practice typing words that contain your problem keys.

Pressing the Free Style SmartKey will cause ADAM to choose one of two different freestyle lessons. The first will ask you to type something off the top of your head (a story, poem, whatever.) In the second, ADAM starts a thought and asks you to finish several lines beyond. The results of both these exercises are stored in your personal profile.

Pressing the Dictation SmartKey will display a READY or PRINT SmartKey. When the READY SmartKey is pressed, the dictation lesson begins and you type the lines as they appear at the top of the screen. Pressing the PRINT SmartKey will allow you to put a piece of paper in the ADAM printer. Then ET will print out the passage for you to type. ADAM stores this information in your profile as well.

Your performance report is displayed after each Free Style or Dictation exercise. It is shown as a typewriter keyboard with your problem keys in red. After viewing this you may choose any other lesson, and that lesson will be geared toward helping you with those problem keys!

At the end of every fifth lesson, ET automatically displays your report card. (See, I remembered!) The report card screen displays one line EXACTLY as you typed it, and it will also show your typing speed in words per minute, AND it will display any keys you are still having problems with!

Once you are finished with your lesson, you MUST press the Sign-off Key. This will allow ET to store your profile on the DDP/disk and it will

be called up the next time you log on so your lessons will once again be tailored to your problem keys!

Overall, ExpertType is a well thought-out and useful program. It can help those just beginning typing to get a good start, and I think even those who type well can get some good practice using ExpertType. In fact, even if you do type well, you may consider using ET to gauge your words per minute speed.

ExpertType is available from American Design Components for \$7.95, item # 20864, 1-800-524-0809.

^I

Editor's Note: I did not know how to type when I got my computer and, in fact, did not believe I was capable of learning after all those years of hunt-and-peck. ExpertType not only worked for me, but it was fun!

## ^J WORD PROCESSING

### SPEEDYWRITE TIPS

#### "THE DREADED EXTRA SPACES!"

SpeedyWrite, by David White, is such an extensive program that I keep finding ways to save time and energy (which is important at 11:30 PM). One of the more time consuming tasks in preparation of our newsletter has been converting files stored in SmartWriter to SpeedyWrite for editing and printing. There are two procedures involved:

1. Changing the SmartWriter 'H' type file to an 'A' type file. This is done by LOADING a file into SmartWriter, LOADING a blank 'A' file at the end, then SAVING the file. It SAVES as the same file type as the last file LOADED. No problem, just time consuming since SmartWriter only recognizes one disk drive. Not much can be done to speed up this process.

2. When a file is converted to SpeedyWrite, a number of spaces are added between some of the words. I suspect that a certain number of spaces per line are transferred and when a word is 'wrapped' to the next line, the spaces left on that line are included in the SpeedyWrite file. At any rate, in the past, I would go through the document, word by word, looking for these spaces and take them out. If the spaces were in the middle of the line on the screen, they were easy to spot. If they were at the end of a line, they were easy to miss.

SpeedyWrite to the rescue!! Using the search function, I look for 2 spaces together. CTR+L places the cursor on the first of the two spaces. Then CTR+E will 'eat' or delete all the spaces to the next word. Last, in INSERT mode, press the spacebar to add one space. Its sounds more complicated than it really is.

Here it is again:

- |                   |                          |
|-------------------|--------------------------|
| PRESS             | SEE                      |
| 1. CTR+F          | "ENTER FIND PHRASE"      |
| 2. (space)(space) |                          |
| 3. "RETURN"       | (Screen returns to edit) |

4. "INSERT" Insert Mode On...  
From this point on, the CTR key may be held down. No need to release for each keypress.

- |               |  |
|---------------|--|
| 5. CTR+L      | Cursor moves to 1st space of two together. |
| 6. CTR+E      | All spaces deleted                         |
| 7. "Spacebar" | 1 space is inserted                        |

Repeat steps #5 - 7 until the end of the document is reached. NOTE: This will also close up the two spaces normally between sentences. By watching the screen, you can skip those spaces by pressing CTR+L again, or adding two spaces after the CTR+E. A further time saver would be to set up a macro for steps #5 - 7.

#### "FINGERTIP CATALOG"

Some time saving tips are right in the manual, but overlooked. When working with the same disk or tape to load and edit several files it's nice to have the directory of the medium available in an instant to see how files names are spelled. CTR+K will capture anything on the screen and hold it to be viewed when you press SK VI. It will not update with any changes you make (save, rename, delete) but that is not always necessary.

- |   |                               |
|---|-------------------------------|
| PRESS                                     | SEE                           |
| 1. "STORE/GET"                            | (File menu)                   |
| 2. Move cursor to 'Catalog'               |                               |
| 3. "Return"                               | Catalog of medium             |
| 4. CTR+K                                  | Inverse 'capture' Window.     |
| 5. Position window with cursor keys (U/D) |                               |
| 6. CTR+K                                  | Normal screen                 |
| 7. "ESCAPE"                               | (screen returns to edit mode) |

Now, anytime you want to see the directory you captured, press SK VI. SK VI turns the window off again.

Some of you may already be using these ideas, but they are new to me. If you have a time saving tip, macro, or anything else to make word processing easier in SpeedyWrite, SmartWriter, or anything else, send it in! This column will appear as often as we have something for it.

## PRODUCT

## REVIEWS



## SUPER PARROT

Review by Jim Duffy

PHOENIX 2000 has come out with a game for ADAM called Super Parrot. This game is a computerized board game for a single player and you can compete with other players to see who can get the highest score. The instructions for this game are also on the disk in a READ.DOC file which can be read through SmartWRITER.

SUPER PARROT is a colorful, memory exercise game similar to the SIMON electronic game. To begin the game you insert your disk/ddp into a drive and pull the computer reset switch. After the game loads you are presented with a game board and asked to select the primary game option: ADD-A-NOTE or NEW NOTES. You can use either your game controller or you may use the ARROW KEYS and the RETURN KEY to make your selection.

The object of the game is to listen and watch real close as the computer sounds a musical note and flashes a color arrow on the monitor screen. You then play the note back by tapping the corresponding arrow key on the keyboard (or by using the joystick). For each correct human playback, one additional note is added making an ever-increasing sequence of notes. After about 10 notes the game becomes very challenging and the first and second time you miss a particular sequence, ADAM will play it back for you much slower.

If you choose the ADD-A-NOTE option the new note is added to the total number in the sequence for you to playback. With the NEW NOTES option, each sequence is new and the game becomes more intense. Next you can select the starting level by tapping a number key for the number in the sequence that you want to begin with. The final option is to select the note-play speed, SLOW, MODERATE or FAST (if you choose fast do not blink or sneeze or else you might miss a note).

This game uses nice screen colors and makes good use of the ADAM sound chips. For anyone that has played the SIMON game and enjoyed it they would certainly enjoy this game.

RATING-B

## PRODUCT

## REVIEWS



## U-MATCH-EM

Review by Jim Duffy

U-MATCH-EM is another great game from the PHOENIX 2000 software company. This is a computerized board game for one or two players. To begin the game you insert the disk/ddp into a drive and pull the reset switch. Then after the game loads you are presented with the game board and asked to select the number of players (one or two). You can use either the game controller or the arrow keys to play this game.

The object of this game is to flip two tiles on an on-screen play board and make them match. If the two tiles you choose match, the tiles are removed from the game board and the player wins a point and selects again. If the objects do NOT match the tiles are replaced atop the objects thereby concealing them again and the player with the most matches wins.

As the game starts you have three types of objects to select from: ALPHABET SHAPES, OBJECT SHAPES, and ABSTRACT SHAPES. You may also choose the PREVIEW OPTION which permits you to view the entire board for about 20 seconds before the objects are covered by the tiles. The STANDARD PLAY option does not preview the objects.

I really enjoyed the use of the POINT-AND-CLICK method of selecting tiles and game options. And with all the different sounds and colors I think this game is great for the whole family.

RATING-A

## PRODUCT

## REVIEWS



## THE HANDY MAN

How to series volume 1

Review by Jim Duffy

Gerlack Family Software has come out with another great idea for the ADAM, a handy man series that is sort of a "how to" book except it is on a disk/ddp. The first in the series is "How to install a suspended ceiling." This is a self-booting disk with some fine title screens and good use of screen colors.

To begin the project you have a choice from the first screen of pressing A) TOOL AND MATERIAL CHECKLIST B) INSTRUCTIONS or C) END PROGRAM. When you press "A" the next screen gives you three more choices that are A) Display On Screen Only B) Display and Print Out List or C) Return To Main Menu. By pressing "A" again you have a list of all the tools and materials you will need for the project printed on the screen and if you choose "B" you have the choice of using an ADAM or dot matrix printer to print out a hard copy of your checklist. By pressing "B" at the main menu the instructions are presented screen by screen taking you through the project. At certain stages in the instructions you are asked if you would like to see an example or continue. If you choose to see an example it might be a price list you can use (you enter the number of pieces and price per item) to get an idea of the cost of the project or a sketch of the area your working in. And finally by pressing "C" from the main menu ends the program.

I found this program very easy to use and if or when I install my own suspended ceiling I think by being able to start the project and look at my monitor (my ADAM is in the basement also) for the next step and then go back to the project would be easier than flipping the pages of a book and trying to hold it open to the right page.

After going through the entire disk step by step I can hardly wait for the next project in the Handy Man Series to come out.

RATING-A



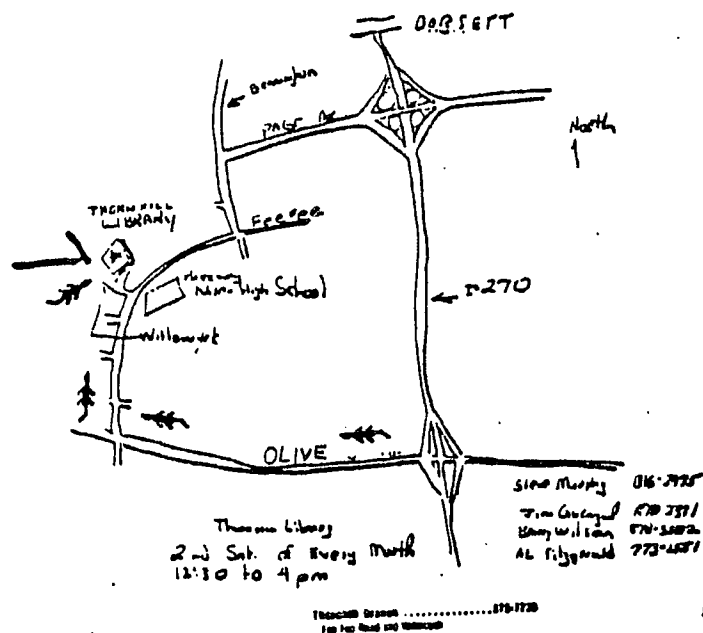
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### STLAUG MEETING DATES

February 10, 1990  
March 10, 1990  
April 14, 1990  
May 12, 1990  
June 9, 1990  
July 14, 1990  
August 11, 1990  
September 8, 1990  
October 13, 1990  
November 10, 1990  
December 8, 1990

TO: ➡



St. Louis ADAM USER'S Group  
Meeting Place + Time

IMPORTANT !! PLEASE TRY & BRING THE FOLLOWING TO THE MEETING:

1. BLANK Media (disk or tape) so that new PB programs can be copied for you.
2. Software to demonstrate for other members.
3. HARDWARE SO WE CAN SET AT LEAST 2 ADAM SETUPS RUNNING. More would be helpful.