



ADAM'S BYTES NEWSLETTER

is a **GULF COAST ADAM USERS** publication

6665 Timbers Drive Mobile, AL. 36695 (205) 639-1368

Building ADAM'S Future BYTE by BYTE (with you!)

March, April 1990

ISSUE # 39

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EDITOR'S

MARKET

TIDBITS

PLACE

It seems that if you work 65 hours each week and attempt to edit a newsletter in your spare time the days do not contain enough hours to do all that is necessary. The past several issues of ADAM'S BYTES have been produced at the last moment with no time left for proofing, a task at which I admit to being lack anyway, so the rough print out is rushed off to be printed in order to get them mailed before the monthly meeting. With this issue this has changed. Articles for this and future newsletters will be collected edited and stored on disk until they are used in a newsletter. Thus the article you read this month may be several months old however I will attempt to not use article that are time critical. A few pages will be reserved for late breaking news. This method should allow me to deliver a better newsletter to you. I would appreciate any suggestions, articles ect that you may submit. Your help is needed.

Beginning with this issue a series of articles by Terry R. Fowler of ADAM'S HOUSE & Adam International Media will be included in your newsletter. These articles first appeared in AIM and have been gleaned from ANN.

The new section MARKET PLACE seems to have met with success judging from what I hear from you our readers. Chuck Wayman had sold his article before the last issue was released, this shows ADAM is still popular. I have had several phone call from members interested in the other articles that we listed last month and have received articles to list this month in our column. If you like this feature let me hear from you.

As most of you know I buy many used ADAM's. These usually come with some software, much of which is original Coleco software, but usually the documentation is not included. Imagine trying to operate ADAMCALC or SmartFILER withno instructions. I am in the process of collecting as many instruction sets for these programs as possible. If you have a program without documentation please let me know and I may have the documentation and will allow you to review it at a meeting. I cannot let you take the instructions with you as I have lost several by doing this. Some of the documentation can be copied and I will be glad to have it copied for you at the price that I am charged for this service. REMEMBER unless the program is a public domain program the documentation is copyrighted and cannot be copied.

Last months Market Place suprised me in the amount of interest it generated. Several phone calls were placed to me concerning items listed and I know that some of the items did sell. Usually when I include an article in the newsletter it is hard to determine if it is what you want because no one seems to say one way or the other. This was not the case with Market Place as practically everyone mentioned it to me. If enough of you send in items to buy or sell the section can be expanded.

For Sale:

One ADAM computer with one data drive, both game controllers, SmartBASIC, Blank data pack,,Buck Rogers & manuals \$125 or will trade for disk drive

Adam formatted data packs 10 Maxell brand, clear shell \$17.50 10 Sony brand \$19.00 Generic tapes (no case) \$.75 each

25 5 $\frac{1}{4}$ DS/DD diskettes \$7.50 with paper sleeves labels, and tabs \$8.75

10 3 $\frac{1}{2}$ disk \$7.50

External 1200 baud Hayescompatible modem, LED panel display, cable, operations manual. New in box \$75.00

3.5 diskdrive, IBM compatible (brand new) Installation kit included: brackets, rails, connectors, ect, \$80.00

The above can be purchased from: Danny Grantham Box4333 Biloxi, MS 39536 (sorry he did not include a phone number).

For sale:

Ribbons forthe ADAM printer \$7.00 includes shipping.

available from:

Joe Quinn

6665 Timbers Dr.

Mobile, AL. 36695 (205) 639-1368

One disk drive (NEW) \$170.00 includes shipping.

Order from:

Jimmy Necaise

7750 Creekwood Dr.

Mobile, AL.

Phone (205)633-7750 or 633-7751

ADAM INTERNATIONAL MEDIA

LOOKING BACK
The Best of AIM
by Terry R. Fowler

SmartFILER - Allows up to 1000 records, each with 32 fields, of which 4 may be designated as searchable.

SmartWRITER - Deletion of a file does NOT delete the stored material. It only erases the stored name from the directory menu. When the directory area on the datapack is full, no more files may be stored EVEN when plenty of room exists according to the BLOCKS LEFT information displayed using SmartBASIC.

The 160K Disk Drive was originally sold for \$289, MODEMS originally sold for \$100, ADAMCALC sold for \$75, CP/M 2.2 sold for \$80, as did SmartLOGO.

Versions of SmartFILER before Revision 27D will not sort more than 255 entries. To see your revision number, after the program loads and SmartKEYS are displayed, press the CONTROL KEY and the "R" KEY together. This also works on SmartWRITER (R79 or R80), ADAMLINK (R12, R12X12, R13X15 depending on whether you have ADAMLINK II, III, or III+), DISK MANAGER (15.0) after the system is first powered up. A block will be displayed onscreen which lists the revision number of the Software. In SmartBASIC V1, type ? peek(260) to see your revision - 79.

DEATH SPIN - SmartWRITER begins a loop (indicated by the pointer on the left side of the screen scrolling down over and over again) when certain events are encountered while storing a file. If at first the "NO MORE ROOM" message is displayed, and then an old file is DELETED from the menu to provide space for storage, when the file is then saved it will attempt to store the file and then RESTORE the original data while displaying the message, "RESTORING FILE." The spin may continue for 10 or 15 minutes end with control being returned to the operator, or the ADAM may freeze and require a reset---losing all the text in the workspace. This is the single most encountered BUG in SmartWRITER.

SmartWRITER will place a space and a half on any line with only the RETURN symbol. A nonprinting character can be placed in front of the RETURN to overcome this problem. Try using the CONTROL KEY and "6" together before the RETURN. Although you can see the symbol onscreen it will not print and resolves the printer problem.

If it happens that you need to place a RETURN at the end of a line so that the next line can be INDENTED, but you find you get a Buzz, rather than using the INSERT function (time consuming), just go to the end of the line and use the backspace key. Then space over and you will be able to add the RETURN.

UNDERLINE BUG - Problems occur when you reset your left margin to 1 and begin the line with an underlined word. There is no fix other than to set the margin at 2 in this situation.

SmartWRITER will not recognize a disk drive unless power is applied to the disk drive FIRST (or at the same time), before turning on the ADAM System. SmartWRITER will not recognize a SECOND Disk Drive because the software was not completely written. The information needed at the time was not available. To properly INIT your disk, type this first (in the immediate mode): POKE 25305,160 followed by the RETURN KEY.

Transferring text files using ADAMCALC may result in the file having gaps throughout the document. This occurs due to the way SmartWRITER line wraps each line. Those spaces are created because the file is saved or stored with the spaces at the end of each line.

When you INITIALIZE a Datapack, the old directory is stored in block 0. In this way, a program can be used to restore the old directory back to block 1, returning the datapack back to its original form.

When a DATAPACK wears out, the Directory area located in block 1 is the area of the tape to first begin showing signs of trouble since it is the most used portion of the datapack. The dreaded message, "CANNOT ACCESS THIS DATAPACK" appears, and only repeated attempts may provide access. Immediately make a backup copy before it is too late!

When a specific FILE on a Datapack cannot be ACCESSED, editing the directory can recover at least part of the file. The procedure works by changing the length of the file just prior to the file named in the directory in block 1 so that when the file loads it will load all information specified according to the length. It will be necessary to delete the first file information, some codes or garbage, and possibly retyping a portion of the document.

PROGRAMMING

The program listed this month is from the gHAAUG public domain library. BABY BOX is designed to enable the youngest ADAMites to enjoy their computer. When BABY BOX is executed any key press or movement of the game controller will change the screen color and play a note. This program forms a continuous loop but the programmer did insert a way out CONTROL KEY + "C" pressed together will break the program. I selected this program for two reasons, first to give the younger ADAMites a program that they could control, and second because it is a good demonstration of several routines that are very useful in programming. NOTICE the POKEs to address 17115 this is the address in SmartBASIC that sets the background color. Also note the CALLs to address 28000 the address at which he selected to begin the sound routine. Random numbers are used throughout the program to select the screen color and the note to sound. Study how he used the random number routines along with the POKEs and CALLs and you will gain important knowledge about programming with SmartBASIC. The simple programs such as this often provide some of the best situations for learning. The use of data in this program is kept to a minimum which makes it easy to see how it is used. Note early in the program the statement READ a. Every time the program encounters this statement it will read one set of data to use in the program. At first glance you may feel that the program does little but as you study it you will see how the same routines could be used by you in a different program and get entirely different results. EXAMPLE: If you wish to call attention to a correct answer in a quiz type program you could use the background color change routine along with a loop to make the colors change so fast the screen would appear to flash with each color only being seen briefly. The same could be done with the sound routine to have the routine play several random notes or selected notes i.e. a jingle. Think of the many ways you could use routines in your programs.

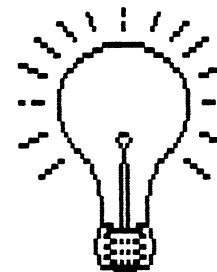
The purpose of listing programs in each issue is not just to give you some additional programs but to aid you in learning to program. The program may not be one that you would choose but we feel that they are a good learning tool.

If after entering the program it does not perform as it should you may wish to print a hard copy to compare with our listing to do so just load the program into memory, type PR#1 and press RETURN. Then type LIST, press the RETURN KEY and ADAM will print you a list to compare. Notice have paper in printer before trying this.

```

1REM gHAAUG PD LIB VOL 1
5& LIBRARY DISTRIBUTION TAPE#4
10LOMEM :29000
20FORi=28000 TO 28012
30READ a
40POKE i, a
50NEXT i
59&--SET WHITE TEXT ON BLACK BACKGROUND--
60POKE 17115,240
70TEXT
80? TAB(11);"*-BABY BOX-*"
90?
100?TAB(4); "PRESS THE KEYS OR MOVE THE"
110? TAB(12);"JOYSTICK."
120VTAB 20:HTABS
130? "PRESS ANY KEY TOSTART." 140GET k$
150HOME
160 x=0
169& --PREPAREFOR KEYPRESS--
170CALL 28007
179& --"PEEK(64885)" TELLS LAST KEY PRESSED--
180IF PDL(5)<>0OR PDL(7)<>PDL(9)<>0 OR PDL(13)<>1
5 OR PEEK(64885)<>0 THEN 270
190IF x=0 THEN 180 200 x=x+1
210IF x<50 THEN 180
219& --TURNOFF SOUND--
220POKE 28006,159
230CALL 28000
240POKE17115, 240
250TEXT
260GOTO 160
270 x=1
280back=INT(RND(1)*14)+2
290fore=back+INT(RND(1)*13)+1
300IFfore>15 THEN fore=fore-14
309& --SET RANDOM TEXT AND BACKGROUND COLORS--
310POKE 17115,back+16*fore
320TEXT
329&--PLAY A RANDOM NOTE--
330POKE28006, 130+INT(RND(0)*10)
340CALL 28000
350POKE 28006,20+INT(RND(0)*50)
360CALL28000
370POKE 28006, 144
380CALL 28000
390GOTO 170
1000DATA 58,102,109,211,255,201,0,62,0,50,117 ,253,
201 -

```



PD REVIEW

M.A.S.H.

The latest volume added to our public domain library is another program with a former TV program for its theme. M.A.S.H. allows you to fly the rescue helicopter in search of wounded service men. You compete with Trapper as you try to bring the wounded to the hospital. This program offers 4 different options on the entrance screen. 1- Welcome to Korea, 2- Operating Room, 3- Helicopter Pilot, & 4- Heavy Flak. For the members who know me or those of you who have read ADAM'S BYTES for some time are well aware, I am probably the worlds worst video game player. Despite this when I received M.A.S.H. I felt that a review was needed for this issue. I first tried the Welcome to Korea option and after attempting to rescue many of the wounded I found it was almost to simple until I discovered that the helicopter I thought I was flying was being flown by Trapper and that I was the pilot of the other helicopter. I had not rescued a single person. When the helicopter returns you automatically go to the operating room. There you see the wounded and can see the bullet in the body. Using the instrument provided your task is to remove the bullet. I would like to tell you how easy this was also but so far none that I have operated on have survived. Perhaps one of you will write a review telling us how to play this game. I can tell you that the graphics are excellent and that the game does provide a challenge worthy of the better players. I did try the option helicopter pilot but found that I still was not good enough to fly the helicopter properly I could land and rescue the wounded but when I returned to the hospital could not keep the helicopter on the ground long enough to unload the wounded. I did not attempt Heavy Flak as it was fast becoming evident that the gamewas too good for me. All in all this game appears to be one of the better arcade type games available through the public domain library in some time. Try it you'll like it and then maybe you will write the review it deserves.

GUY'S HELLO

From the ADAM FriendlyUsers Group of Ontario Canada I received this month an excellent volume written by Guy Cousineau containing some VERY good basic programs. Knowing Guy's abilities I quickly load this volume and as you would expect was impressed with what it offered. A real clock that would remain on the screen as you entered programs, or that timed your play in one of the games included on this volume. The STATES program forms a word-search game that you solve on the screen. The clock adds to the game as it keeps up with how long you have played. This is the best word search puzzle I have seen in that after you find the first two letters the cursor will continue to move in the direction you have chosen, up,down,backwards, forwards or diag. All 50 States are hidden in the puzzle and each time you play they are in a different location. Another program WILDWEST reminds me of the board game CLUE in that you must decide what was the weapon used and the location of the murder. This volume offers a good assortment of programs from the two just described to one that allow you to run a business and either make a fortune or go broke, to a disambler to help you discover how ADAM programs are stored. As you quickly learn about pd volumes some are fair, some good, and some outstanding This volume is outstanding. It would be well worth ordering if you only wanted one of the programs contained on it.

MARKETPLACE

CONTINUED

One ADAM with disk drive and a good assortment of software \$225. or best offer.

Call Jeff Kraft
(205) 666-6501

Sorry for having to place this item for Market Place on a different page but the other page had been printed before it was received. Maybe next month we can devote a full page to Market Place. Send in items you have

SmartLOGO

WORKSHOP

LOGO was originally developed to assist children in learning to use the computer. Unfortunately many people think of it today as a toy and failed to realize what a fine programming tool it really is. The idea of giving directions to a turtle is hard for many adults to accept but if they would spend one hour with this system they would begin to understand just how powerful it really can be. Graphic illustrations and usage of Sprites quickly becomes simple everyday procedures that anyone can do. If you would like to design your own games then SmartLOGO may be the answer that you have been looking for.

SmartLOGO's language involves the use of everyday words. The programmer simply tells the turtle what they want done. Let's look at a few of the LOGO words:

FORWARD simply tells the turtle to move forward to determine how far forward the turtle moves just follow the **FORWARD** with a space and then a number. i.e. **FORWARD 50** will cause the turtle to move forward (in the direction the turtle is headed) 50 pixels. If you first tell the turtle **PENDOWN** the turtle will draw a line as it moves.

RT tells the turtle that you want him to turn right once again you input a number to tell him how many degrees you wish him to turn. **RT 90** tells the turtle to turn 90 degrees to the right. Using these three procedures let's draw a square:

```
PENDOWN <RETURN>
```

```
FORWARD50 <RETURN>
```

```
RT 90<RETURN>
```

```
FORWARD 50 <RETURN>
```

```
RT90 <RETURN>
```

```
FORWARD 50<RETURN>
```

```
RT 90 <RETURN>
```

```
FORWARD50 <RETURN>
```

The above program will cause the turtle to draw a square 50 pixels on each side.

You may use just **FD** for **FORWARD** to make your programming easier. **REPEAT** is another word that the turtle understands thus **PENDOWN <RETURN>**
REPEAT 4 [FD 50 RT 90] <RETURN>

will draw the same square. NOTICE the use of the square brackets to enclose the **FD 50 RT 90** this is called an envelope in the SmartLOGO language and is used to enclose a LIST of commands, in this case the **FD 50 RT 90**.

I said at the start of this workshop that SmartLOGO also allowed you to use sprites. The turtles are in reality a sprite and SmartLOGO provides a simple method to change the shape of the turtles. Assume that you were writing a program that involved the use of cars in the display. Just use the built in shape maker and change the shape of one of the turtles to a car then any command that you gave the turtle would be performed by the car. You may store up to 30 different shapes to be used in your programs and the beauty of this is that each time you boot SmartLOGO you can change these shapes. When you have changed a shape and stored a program on tape or disk then each time you run the program SmartLOGO will remember the shape that you designed when you wrote the program.

It is very easy to animate the shapes that you design using LOGO. For example you could draw two shapes of a bird one with its wings up and the second with its wings down then just swap from one to the other and the bird will appear to flap its wings. Do this and at the same time tell the bird to move and the bird will seem to fly.

I confess that I haven't spent as much time with SmartLOGO as the program deserves when you consider its many features but each time I use this program I am impressed by the ease of use it provides. I plan to spend more time with LOGO in the future and hope to be able to write many articles on workshops for LOGO.

SmartLOGO is NOT a public domain program however there still are many sources where you can obtain this program and there are some programs available in PD that you can use with SmartLOGO. Some of these programs are very good. Pat Herrington of MOAUG has written a Christmas greeting card with Rudolph the reindeer that is exceptionally well done. This card has Rudolph playing in the snow with music in the background. I plan to demonstrate SmartLOGO at this month's meeting and hope that many of you can be there to see this fine program in operation.

Drawbacks to SmartLOGO: The only drawback to LOGO that I have found is that it does not allow the use of the memory expanders that many ADAMites have added to their system. The operating system for LOGO consumes much of the memory available in the ADAM and leaves very little space for programming

MACADAM
INSTRUCTION
MANUAL

CHANGES

Today I received from Jim Casey his latest project an instruction manual for the MACADAM assembler. For those of us who have said we would like to program in the assembly language but could find no tutorial this is the answer. This manual will be distributed by Walters Software and will be priced at \$19.95. This may seem a little high to those of us who are used to purchasing books from books unlimited but those books are ones that are now out of print. When the time spent in writing this manual is considered the price is very reasonable. To assist you in understanding assembly language Jim has included some routines from some old issues of Nibbles and Bits. These short routines accomplish the same results as the basic program that were in the same issues of N&B but use much less memory and operate much faster. I have given my copy of Jim's book a quick review and I believe that he has made the instructions simple enough for anyone to understand. One big feature that I did not know about in MACADAM is that it is heavily dependent on menus to operate thus making it easier for one to use.

Jim used all full size type in his manual so that we would have no problem in reading the text. The manual is 71 pages long and does go into considerable detail in explaining how to use MACADAM

If you like me have always wanted to be able to program using an assembler then this book is for you. Order from:

WALTERS SOFTWARE CO.
RD#4 BOX289-A
TITUSVILLE, PA. 16354

Sure'n I'd be
wishin' you,



A HAPPY ST. PATRICK'S DAY!

Each day consist of 24 hours some of these hours must be devoted to working, sleeping, eating, and playing. For the past almost 3 years my playing has been devoted to playing with the ADAM and the Gulf Coast ADAM Users and this newsletter. I work 65 hours each week and have attempted to produce this newsletter monthly for these 3 years. It has become evident that this is an impossible task so beginning with this issue you will receive ADAM'S BYTES every other month. It is hoped that we will be able to enlarge the newsletter and maybe even develop a catalog of public domain volumes that are available from our library. What good does a 300 volume library do our members if they have no way of knowing what volumes it contains? I regret having to make this decision but do feel that it will be best for all members. For the last several months it has seemed that I have had no control over what the newsletter contained but have had to just select articles that would fill space and have been unable to begin a series of instructions on the use of some of ADAM's many fine programs. You will notice in this issue I have begun what I hope will be a continuing series on SmartLOGO, in the months to come I hope to be able to present workshops on other ADAM programs. LOGO was picked as the first workshop because I felt that many ADAMites could benefit from this program and believed that many were of the opinion that it was strictly a kids program. As you study this workshop you will quickly see that LOGO is a powerful program that can be used for writing games that will provide action from the sprites that you can design.

This article probably should have been included in the EDITOR'S TIDBITS article but this decision was not made until after that article had been written and sent to the printer. So you might say that beginning with this page these articles would have appeared in the April ADAM'S BYTES.

I hope that this decision meets with your approval but if you can suggest a better solution I am open to your suggestions.

PUBLIC DOMAIN ORDER FORM

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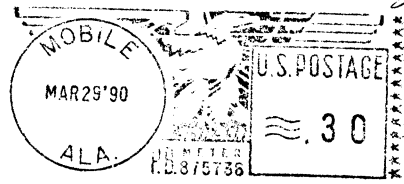
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