



ADAM'S BYTES NEWSLETTER

is a GULF COAST ADAM USERS publication

6964 Airport Blvd. Apt. 53 Mobile, Al 36608
Phone (205) 343-3085

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

July-August 1998

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SPECIAL Notice:

Please disregard the new address in this issue and continue to send all correspondence to the following address:

Joe Quinn
6665 Timbers Dr.
Mobile, AL. 36695

Phone (205) 639-1368

This applies to Gulf Coast Adm Users
And GrafTEX Software as well.

It seems that things are again starting to shape up. When you move it seems that half of the things that you need are not where they are supposed to be. But enough about problems there is a newsletter to write and business to finish. We had started a series of articles to enable you to use graphics in your SmartBASIC programs. The last issue contained a rather long listing of PICT-MNG. This issue will contain an even longer program BOOT-PIC. BOOT-PIC will allow you to place a graphic design on the screen while SmartBASIC loads. This lets you have something other than a blank screen to look at and also allows you to provide information or hints about the program contained on the media. As always when you type the listing be extremely careful to enter it exactly as it appears in the listing. If you should have trouble with the program after entering it you may wish to print your listing and compare it with the newsletters listing. To do this just type PR#1 press return and then type LIST and press return. If you do find a mistake remember you can just replace the line containing the mistake by typing the line number followed by the correct listing and will replace the old line with the new one.

The comments I have received concerning the series of graphic programs have all been favorable. Please continue to keep me informed as to your likes and dislikes of articles in ADAM'S BYTES

This weeks mail brought the latest catalog from American Design and much to my suprise they are again listing the ADAM computer and printers. If you plan to purchase a back-up computer or have friends that are interested in an ADAM I will try to bring the catalog to the next meeting 7/21/90.

Sol Swift of Phoenix 2000 has a new release a personal calendar program that looks very nice however I have not had the opportunity to use the program as yet due to the move and other problems. Look for a review in the next issue or better yet view the program at the next meeting.

The Emerald Coast ADAM Users are planning a special meeting for September. I don't have all the information as yet but understand it will offer the opportunity to copy Public Domain programs. I will keep you informed as I learn more and perhaps we can get a group together and attend this meeting.

TRACKER

The success of TRACKER continues to amaze me when this idea first came up it was felt that a few ADAM owners along the Gulf Coast would be interested in such a program. There is so much interest that we are continuing to update the program. TRACKER now not only displays the Gulf Coast but also includes the Eastern Seaboard. Now when you enter data you do not have to convert the weather reports coordinants just enter them as they are reported. There are some who are working on a module for the program that will allow the printing of the map showing the path of the hurricane. This project was planned as a joint effort of ADAM owners but it was not until it was released that many showed an interest in the program. I wish to thank all of you who have contributed to the program and ask for your continued support. If you have purchased an early version of TRACKER just bring it to the meeting for an update or if you prefer just mail it to me. If you use the mail please include \$1.00 to cover the cost of return postage.

NEW ADDRESS

There is a new address for Gulf Coast ADAM Users and myself as follows:
6964 Airport Blvd.
Apt 53
Mobile, AL. 36608
Phone (205)343-3085.
Please use this address for all future correspondence.

ADAM ECHO

I have been informed by Jim Coker that there is now a local BBS that is carrying the ADAM ECHO. Unfortunately since my move I have been unable to dial out on either of my modems so cannot report on my experience with this BBS however I am including the number for those of you who may wish to use this service. 452-3897 or 457-8434 I will report more as soon as the telephone company solves my line problems. In the meantime those of you who do call please keep me informed. This could be something to stir up an even greater interest in ADAM in this area. Perhaps Jim will tell us more at the next meeting 7/21/90.

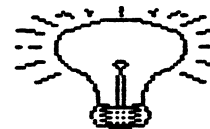
Support Software

MATH WIZ

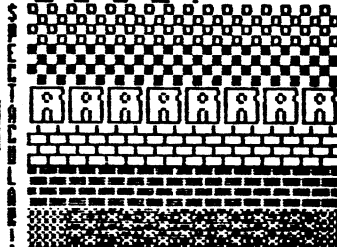
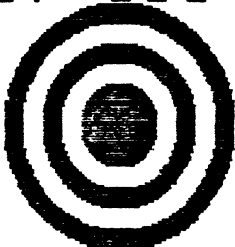
The term support software is used to describe the software that is released following another program. This software adds to the usefulness and value of the original program. A case in point is PowerPAINT from DEI. When this program was first released it was considered the best graphic design program available for the ADAM. Since that time the support software designed for use with this program has greatly enhanced its usefulness. PaintMATE was perhaps the first commercial program designed to be used with PowerPAINT. PaintMATE provided many different fonts that could be used in graphic designs. Then came PowerTOOLS from REEDY Software more fonts, sprites, brushes, and even a giant set of fonts were provided by this program. PaintPallet from GrafTEX software allows for the use of over 200 different shades of color in PowerPAINT. The public domain now contains hundreds of pictures that can be used with the program. So as you can see even a program that is considered tops can be improved by support software. Elsewhere in this issue you will see the announcement for the August meeting. Notice the large letters these are from a new font set by Tony Patterson. Tony calls these Chrome fonts and as you can see they do resemble chrome piping. At the time of this writing Tony is not certain just how he will distribute this set of fonts but has allowed me to use them for this issue. Do you have a program lying around or even some pictures that you have drawn to be used with PowerPAINT? If so why not join the ranks of the support software producers? Your pictures or programs may be just what some other ADAMite has been looking for. Support Software does indeed add to the value of existing programs and in so doing helps keep ADAM alive and doing well.

Math Wiz has been in our public domain library for quite some time however I believe that it is overlooked all too often. Are your children having trouble with math in school? Math Wiz to the rescue. This program makes a game of learning math and can provide helpful practice from the beginning level all the way through high school and into college. Play begins by asking the player to input their age. Then the player selects the level of difficulty by the floor that they ride the elevator to. At the lowest level the player simply moves numbers and symbols on the screen to form correct equations. As play progresses a devil is added to the screen and chases the player the object then is to provide the correct response and exit the room before the devil catches you. The faster you can solve the problem the higher your score will be. Enough levels are provided to allow you to select the proper level on which practice is needed.

From a psychological viewpoint this program would rank high. Positive reinforcement is provided immediately for correct responses while the buzz that is heard when you fail to solve the equation correctly is not offensive but is unwelcome. If your child does not like math you may find that he/she will enjoy playing this game and in return should see their grades improve. Available from your Public Domain Library.



POWER PAINT IS SIMPLY ONE AMAZING PROGRAM. It will allow you to easily create stunning graphics. You can even use these designs in your own programs -- basic or z80



From

Gulf Coast ADAM Users
EZLABELS

To

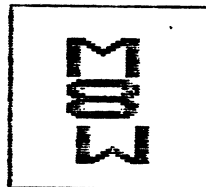
PROGRAMMING

DRAGON

Elsewhere in this issue you will find the listing for BOOT-PIC. I would suggest that you take frequent breaks when typing this program as it is rather lengthy. This is the second in the series of programs designed to allow you to use graphics in your BASIC programs. We are indebted to Digital Express, not Phoenix 2000 for donating these programs to the public domain. This program can be used with last issue's program PIC-MNG to allow you to place a graphics display on your screen while SmartBASIC loads. No longer must you stare at a black screen while waiting for SmartBASIC to load. Now you can have a colorful display on the screen while you wait. If you poke a 201 into address 11065 the display will stay on the screen until a hello program is loaded. REMEMBER to poke a 33 into this address as the first line of your HELLO program or your screen will continue to display the graphic. ie. POKE 11065,33:TEXT. You will find that this program functions quite well and can make the waiting time more enjoyable. Suggestion: Make your display give a hint of what the medium contains. If you have ShowOFF I or PowerPAINT from DEI you will find the task of designing your screen very enjoyable. If you don't have either of these programs the next issue will contain a program to allow you to design your screens. Below is an example of what your boot-screen could look like.

Reedy Software's DRAGON "The Chinese Challenge", is fast becoming one of my favorite games for the ADAM. This game consists of a hi-resolution graphic screen composed of 144 tiles 42 different designs. The object of the game is to remove the tiles from the screen by matching identical tiles. If you manage to clear the screen entirely then you defeat the dragon. Control of the guide used to select the tiles is by either the keyboard or the joystick. When I first played this game and wrote a review several months ago I suggested that a method of shuffling the tiles when you can not proceed would enhance the game. After thinking about this I am now convinced that REEDY was right by not including this feature as it would not add to the challenge of the game. I do however play a different version of the game to enable me to win more often. I have selected the M8 tile as a target tile and will consider myself a winner if I can remove all 4 of these tiles from the screen. I select the M8 because of a personal like of this tile you could select any other tile. This may sound like a very simple game to play but you must consider the tiles are stacked in from 1 to 5 tiles high and the only way to see the lower tiles is to remove those on top. Many unique features have been added to this program by Reedy including the option to use the keyboard or joysticks, dialog boxes, and the use of pop-up SmartKEYS. Sound adds much to this program and the feature that allows you to use the inverse screen can make the display much better on some sets. Order your copy of DRAGON from:

REEDYSOFTWARE
P.O. BOX 129
Lowell, MI. 49331.

EXAMPLE OF A BOOT-SCREEN

This is an example of one of the tiles from Dragon by REEDY SOFTWARE.

AUGUST

MEETING

**AUGUST
18
2 PM**

**COTTAGE
HILLS
LIBRARY**

Get answers
to your
questions.

View the
latest for
ADAM.

Browse thru
our Public
Domain
Library.

Help other
ADAM owners.

Your group
needs your
support and
participation

Help us plan
the future
of our group.

ADAM LIVES

```
10 REM **BootPic Deluxe **
20 REM Written by DIGITAL EXPRESS
30 REM presented in Nibbles & Bits
40 REM October 1987
50 REM if you exit the program, you can recover your graphic
51 REM screen by entering the command (GR, HGR, HGR2)
52 REM then entering gosub 10600
53 REM For example "HGR2:gosub 10600:get k$:run
100 IF PEEK(259) <> 195 GOTO 10100
110 LOMEM :45000: POKE 16149, 255: POKE 16150, 255: im = PEEK(17003)
115 GOSUB 10400: FOR x = 108*256 TO 112*256-1: POKE x, 0: NEXT
120 DATA 33,0,116,17,0,48,6,0,112,35,27,122,179,32,249,201
130 FOR x = 27600 TO 27615: READ mc: POKE x, mc: NEXT
140 DATA 1,0,0,17,0,0,33,0,116,205,0,253,201
150 FOR x = 65520 TO 65532: READ mc: POKE x, mc: NEXT
160 DATA view graphics screen,set background color
170 DATA clear SmartPAINT title bar,begin storage,exit program
180 FOR x = 1 TO 5: READ m1$(x): NEXT
190 DATA 175,17,16,0,33,0,0,205,38,253,201
200 FOR x = 27620 TO 27630: READ mc: POKE x, mc: NEXT
210 DATA tape one,disk one
220 FOR x = 1 TO 2: READ dr$(x): NEXT
230 k$ = "BootPic"+CHR$(2)+CHR$(3)
240 FOR x = 1 TO LEN(k$): POKE x+27634, ASC(MID$(k$, x, 1)): NEXT
250 FOR x = 1 TO LEN(k$): POKE x+28415, ASC(MID$(k$, x, 1)): NEXT
260 j$ = "BASICPGM"+CHR$(2)+CHR$(3)
270 FOR x = 1 TO LEN(j$): POKE x+28425, ASC(MID$(j$, x, 1)): NEXT
280 cv% = PEEK(25431): IF im = 1 THEN cv% = PEEK(18607)
300 DATA 62,4,33,243,107,17,0,44,1,0,0,205,201,252,50,255,107,201
310 FOR x = 28672 TO 28689: READ mc: POKE x, mc: NEXT
320 DATA 62,4,17,243,107,33,160,253,205,207,252,50,255,107,201
330 FOR x = 28690 TO 28704: READ mc: POKE x, mc: NEXT
340 DATA 62,4,1,0,0,17,0,0,33,0,116,205,246,252,50,255,107,201
350 FOR x = 28705 TO 28722: READ mc: POKE x, mc: NEXT
400 REM bootstrap routine (VRAM setup)
410 DATA 1,128,1,205,32,253
420 DATA 1,2,0,205,32,253
430 DATA 33,0,0,62,4,205,41,253
440 DATA 33,0,32,62,3,205,41,253
450 DATA 33,0,24,62,2,205,41,253
460 DATA 6,3,33,0,24,175,197,245,229,17,1,0,205,38,253
470 DATA 225,241,35,60,32,242,193,16,237
480 DATA 1,15,7,205,32,253
490 DATA 1,192,1,205,32,253
500 REM load picture file
510 DATA 58,111,253,17,0,203,33,160,253,205,204,252,194,231,252
520 DATA 237,91,173,253,33,0,116,6,12
530 DATA 197,58,111,253,1,0,0,213,229,205,243,252,225,209
540 DATA 194,231,252,1,0,4,9,19,193,16,231
550 REM show picture
560 DATA 33,0,116,17,0,0,1,0,24,205,26,253
570 DATA 33,0,140,17,0,32,1,0,24,205,26,253
580 REM play sound effect
590 DATA 6,30,62,128,211,224,120,211,224,62,146,211,224
600 DATA 17,0,15,27,122,179,32,251,5,16,234,62,159,211,224
610 REM boot SmartBASIC V1.0
620 DATA 58,111,253,6,1,33,10,203,205,192,252,194,231,252
630 DATA 1,0,112,33,0,1,205,210,252,194,231,252,62,1,205,195,252
```

```
650 DATA 58,111,253,50,1,65
660 REM begin BASIC
670 DATA 195,0,1
680 DATA -1
700 st = 27648: tt = 0
710 READ mc: IF mc = -1 GOTO 730
720 POKE st, mc: st = st+1: tt = tt+mc: GOTO 710
730 IF st = 27861 AND tt = 23317 GOTO 1000
740 TEXT: PRINT "data entry error!!!"
750 PRINT "check your data value": END
1000 IF im <> 0 THEN GOSUB 10500
1010 TEXT: PRINT "This program creates a self-"
1020 PRINT "booting graphics screen(gr,"
1030 PRINT "hgr,or hgr2) on your Smart-"
1040 PRINT "BASIC V1.0 backup. Your"
1050 PRINT "picture should be on"
1060 PRINT "screen when you first run this"
1070 PRINT " program. Selecting option #"
1080 PRINT " 2 from the menu will write"
1090 PRINT " that screen to the disk as"
1100 PRINT " a file. And, it will write"
1110 PRINT " a new bootstrap (block 0)"
1120 PRINT " routine for SmartBASIC.": PRINT: PRINT
1130 PRINT " You may use any size directory";
1140 PRINT " and you may already have"
1150 PRINT " files on the medium. You can"
1160 PRINT " use EZfileXFER (sept 1986"
1170 PRINT "issue) to transfer BASIC to"
1180 PRINT " the medium later. And, BASIC"
1190 PRINT " will boot from any drive with"
1200 PRINT " that drive as the default.": PRINT: GOSUB 10300
1500 TEXT: FOR x = 1 TO 5: PRINT " "; x; "~"; m1$(x): NEXT
1510 GET k$: k% = VAL(k$): IF k% < 1 OR k% > 5 GOTO 1510
1520 ON k% GOTO 2000, 3000, 4000, 5000, 10100
2000 HOME: PRINT "press any key to view the"
2010 PRINT "graphics screen. Then press"
2020 PRINT "any key again for the menu.": GET go$
2030 IF im <> 0 GOTO 2100
2040 HOME: PRINT " no screen to view...": GOTO 2200
2100 IF im = 1 THEN GR
2110 IF im >= 2 THEN HGR2
2120 GOSUB 10600
2200 GET go$: GOTO 1500
3000 HOME: INPUT "Enter color value (1-15): "; cv$
3010 cv% = VAL(cv$): IF cv% < 1 OR cv% > 15 GOTO 3000
3020 IF im = 1 THEN POKE 18607, cv%
3030 IF im = 2 OR im = 3 THEN POKE 25431, cv%
3040 GOTO 2000
4000 IF im < 2 GOTO 1500
4010 HGR2: GOSUB 10600
4020 GOSUB 10600
4100 FOR x = 0 TO 23: POKE 27626, x: CALL 27620
4110 POKE 27626, x+32: CALL 27620: NEXT: GOSUB 10500: GOTO 1500
5000 GOSUB 10200: dv% = 8/dr%: GOSUB 10400
5010 POKE 28673, dv%: CALL 28672: IF PEEK(27647) = 0 GOTO 5100
5020 er% = PEEK(27647): HOME: HTAB 2
5030 IF er% = 22 THEN PRINT "I/O error!": GOTO 5090
5040 IF er% = 24 THEN PRINT "not EOS directory!": GOTO 5090
5050 IF er% = 6 THEN PRINT "filename already exists!": GOTO 5090
5060 IF er% = 13 THEN PRINT "no more room!": GOTO 5090
```



```
5070 PRINT "file access error!"
5090 PRINT: PRINT: GOSUB 10300: GOTO 1500
5100 POKE 28691, dv%: POKE 28699, 204: CALL 28690
5110 POKE 64940, 146: POKE 64947, 12: POKE 64948, 0
5120 POKE 64949, 0: POKE 64950, 4
5130 POKE 28699, 207: CALL 28690
5140 sb = PEEK(64942)*256+PEEK(64941)
5150 IF PEEK(27647) = 0 GOTO 6000
5160 HOME: HTAB 2: GOTO 5070
6000 POKE 28706, dv%: FOR x = 0 TO 11: POKE 28711, x+sb
6010 POKE 28715, x*4+116: CALL 28705
6020 IF PEEK(27647) = 0 GOTO 6040
6030 HOME: HTAB 2: PRINT "block write error on: "; x+sb: GOTO 5090
6040 NEXT x
6100 POKE 27709, cv%: POKE 28711, 0: POKE 28715, 108: CALL 28705
6110 IF PEEK(27647) <> 0 GOTO 6030
6120 HOME: HTAB 2: PRINT "procedure successful...": GOTO 5090
10000 POKE 16953, 223: IF PEEK(17008) = 0 THEN POKE 16953, 95
10010 END
10100 HOME: POKE 16953, 223: IF PEEK(17008) = 0 THEN POKE 16953, 95
10110 PRINT "program terminated!": END
10200 HOME: PRINT "Which drive?"
10210 FOR x = 1 TO 2: PRINT " "; x; " = "; dr$(x): NEXT
10220 GET dr$: dr% = VAL(dr$): IF dr% < 1 OR dr% > 2 GOTO 10220
10240 HOME: PRINT " insert "; LEFT$(dr$(dr%), 4); " in the drive,"
10300 PRINT "press any key to continue...";
10310 GET go$: PRINT: RETURN
10400 HOME: PRINT " one moment please...": RETURN
10499 REM read graphics routine
10500 GOSUB 10700: POKE 65522, np: POKE 65530, 29: POKE 65525, 0
10510 CALL 65520: POKE 65525, 32: POKE 65528, 140: CALL 65520
10520 POKE 65528, 116: RETURN
10599 REM recover graphics routine
10600 POKE 65522, 24: POKE 65530, 26: POKE 65525, 0: CALL 65520
10610 POKE 65525, 32: POKE 65528, 140: CALL 65520
10620 POKE 65528, 116: RETURN
10700 np = 20: IF im = 3 THEN np = 24
10710 CALL 27600: RETURN
```

PUBLIC DOMAIN

Until a catalog of the many volumes available in our public domain library can be produced we will attempt to list a few each issue.

Video Hustler

This program allows you to play a game of pool using your ADAM. You can bank shots, shoot the cue ball slow or fast, aim where you wish your shot to go, and of course scratch. WARNING may be habit forming.

SARGON CHESS

ADAM is a worthy adversary in this graphically illustrated game of CHESS. There are several different level of skills available so you can be sure to find the level that will challenge you.

Cabbage Patch Kids

A favorite with the children. A stroll through the park with the kids can lead to many exiting opportunities to score points. Great Fun for the younger ADAMite.

JEOPARDY

Just like the popular TV program this volume pits you against either the computer or a human adversary. If you win ADAM offers you the option to print a winning certificate.

EZMATCH

From Solomon Swift comes this game which is similar to Concentration, fast moving, pits you against ADAM.

PUFF

Another of Sol's games. Objects fall from the ceiling while you try to blow them into your opponents wall while prevent it from being blown into your wall. Can be hours of fun.

SUBROC

You are the Captain of the submarine and must try to escape the net while trying to destroy or avoid then enemy. Great graphics with a 3-D effect.

M.A.S.H.

Just as the TV program you are a MD at an army field hospital. Fly helicopters, perform surgery, and try to be better than your pponent.

DA VINCI

One of, if not the best, graphics desing program available in the public domain. Rather hard to learn to use but once you master it you will love using it.

ADAMCALC1-5

Volumes for use with the popular AdamCALC program. Pre designed spreadsheets to help you with your AdamCALC programs.

TRACKER

The program that allows you to plot and track a hurricane in the Gulf or Alantic. Come with FREDERIC and HUGO on the media for demonstration. Allows you to add new storms as they approach.

PAINTS VOLUME1-14

Pre drawn picture for use with PowerPAINT or in your basic programs.

LOGO 1-4

Programs for use with SmartLOGO. You are required to have SmartLOGO to use these programs.

Jim's Drawings

A volume of ten drawings by Jim Casey. Jim as many of you know is an excellent artist and the designer of the front page for our newsletter. PowerPAINT is needed to use these programs however they can also be used in your basic programs or as boot-pics.

Pat's Drawings

Drawings by Pat Herrington of MOAUG. some of these use PaintPALETTE and display in many different shades of color. PowerPAINT needed but can be used in basic or viewed with our viewer program.

VIEWER

A volume that allows you to vier PowerPAINT picture s without the 64K expander. Great to enjoy many fin e drawings on the screen. Contains no provision to print the pictures.

Graphics Design UTILITY

The five programs we are in the process of listing in our newsletter. Why wait when you can use all of these programs now.

Gulf Coast Adam Users

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Mobile, AL. 36608

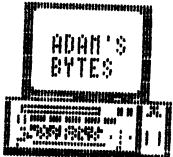
Please send the following
Volumes @ \$5.00 each. Or 5 volumes \$20.

Mail to:

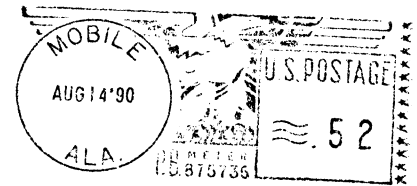
Name _____

Address _____

City, State, Zip _____



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(205)-639-1368



AIR MAIL