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HELLO TO ALL MY FRIENDS AND NIAD MEMBERS.
SINCE THIS WILL BE THE LAST ISSUE YOU WILL RECEIVE BEFORE CHRISTMAS, I, MY WIFE JULIE, SON BRIE AND DAUGHTER DAWN WANT TO WISH YOU AND YOUR FAMILY A MERRY CHRISTMAS. I PRAY THAT THIS CHRISTMAS MAY BE ONE OF JOY AND CLOSENESS BETWEEN YOU AND YOUR LOVED ONES. THIS IS THE TIME OF YEAR TO REMEMBER THAT GOD EXPRESSED HIS LOVE FOR US BY SENDING HIS PRECIOUS SON JESUS TO RECONCILE MANKIND BACK TO HIM. ISN'T IT AMAZING THAT GOD WOULD SEND HIS ONE AND ONLY BEGOTTEN SON AS A BABY IN A MANGER - POOR AND HELPLESS, RATHER THEN IN SPLENDOR AND POWER REPRESENTING HIS STATURE AS THE SON OF GOD. THIS WAS ALL PART OF GOD'S PLAN TO REDEEM US BY HIS GRACE. GOD'S GRACE IS HIS GIFT TO US WHEREBY HE FORGAVE OUR SINS WITHOUT US HAVING TO EARN IT. ALL HE REQUIRES IS THAT WE BELIEVE THAT JESUS DIED FOR THE FORGIVENESS OF OUR SINS AND ACCEPT HIM AS OUR PERSONAL SAVIOUR. WHAT A FANTASTIC DEAL GOD HAS GIVEN US - ETERNAL LIFE WITH HIM IN HEAVEN, ABUNDANT BLESSINGS HERE ON EARTH. GOD IS A PERSONAL GOD, NOT A STATUE FOR US TO WORSHIP BUT ONE WHO CAME TO EARTH AS A BABY AND THEN AS A MAN SUFFERED AND DIED FOR OUR SALVATION. GOD REACHED OUT TO MANKIND WITH HIS LOVE AND BLESSINGS - IF YOU DO NOT KNOW HIM, WON'T YOU RESPOND TO GOD'S LOVE FOR YOU, BELIEVE IN HIS WORD, ACCEPT THE FORGIVENESS OF YOUR SINS AND RECEIVE JESUS AS YOUR PERSONAL SAVIOUR? I CAN TESTIFY THAT IT WILL CHANGE YOUR LIFE BECAUSE IT DID MINE. I WAS LOST IN MY OWN PRIDE AND PERSONAL STRIVING FOR "SUCCESS" IN THIS LIFE, BUT I CAME TO REALIZE THAT SUCCESS IN THIS LIFE, BE IT MONEY, JOB, POSSESSIONS WAS NOTHING AND DID NOT BRING ME HAPPINESS. I HAD A "HOLE" INSIDE THAT COULD NOT BE FILLED. I TRIED TO FILL IT IN MANY WAYS THAT ONLY GOT ME IN MORE TROUBLE UNTIL I FOUND OUT THAT JESUS LOVED ME AND GAVE HIMSELF FOR MY SALVATION - I RECEIVED HIM AS MY SAVIOUR AND HAVE BEEN BLESSED EVER SINCE.

DON'T NEGLECT YOUR ETERNAL LIFE PLAN FOR SOME "SHORT TERM" PLANS THAT WILL LEAD YOU TO NO WHERE. GOD HAS A ETERNAL RETIREMENT PLAN THAT COSTS NOTHING AND HAS THE GREATEST PAYBACK IN THE WORLD !!

CONTINUING OUR STUDY IN EPHESIANS CHAPTER ONE - 22
AND HE HAS MADE HIM THE HEAD OVER ALL THINGS FOR THE CHURCH, ²³ WHICH IS HIS BODY, THE FULNESS OF HIM WHO FILLS ALL IN ALL.

CHAPTER TWO

AND YOU HE MADE ALIVE, - WHEN YOU WERE DEAD THROUGH THE TRESPASSES AND SINS ² IN WHICH YOU ONCE WALKED, FOLLOWING THE COURSE OF THIS WORLD, FOLLOWING THE PRINCE OF THE POWER OF THE AIR, THE SPIRIT THAT IS NOW AT WORK IN THE SONS OF DISOBEDIENCE.

VERSES 22 AND 23 SPEAK OF THE FACT THAT GOD HAS PUT JESUS CHRIST OVER THE CHURCH OF BELIEVERS IN HIM AND THAT IT IS JESUS THAT FILLS THE CHURCH. JESUS TRULY IS "IN" ALL THOSE WHO BELIEVE IN HIM AND IS CONSTANTLY WORKING TO BLESS US AND FILL US WITH HIMSELF. JESUS SAID THAT HE WOULD ALWAYS BE WITH US AND NEVER FORSAKE US, EVEN TO THE END OF THE AGE. CHAPTER 2:1 & 2 SIMPLY STATES THE PLAN OF SALVATION - THAT HE (JESUS) HAS MADE US ALIVE AGAIN, WHEN WE WERE DEAD THROUGH THE SINS WE HAVE COMMITTED. JESUS ACCOMPLISHED THIS FOR US, SOMETHING WE COULD NOT DO FOR OURSELVES. MANY PEOPLE HAVE A PROBLEM WITH ACCEPTING THAT THEY ARE "SINNERS" - THIS IS A TOUGH TERM TO PIN ON YOURSELF. I HAD A DIFFICULT TIME WITH THIS MYSELF. I FELT THAT I WAS A GOOD PERSON, AS I DEFINED GOOD. YOU SEE, IT IS EASY FOR EACH OF US TO DEFINE OUR OWN STANDARDS OF SALVATION SO THAT WE ARE ALWAYS "A GOOD PERSON". HOWEVER, GOD, THE GOD THAT CREATED THE UNIVERSE HAS DEFINED THE STANDARD FOR SALVATION, AND STATED IN ROMANS 3:23 THAT "ALL HAVE SINNED AND FALLEN SHORT OF THE GLORY OF GOD." THIS PUTS US ALL IN THE SAME BOAT, BUT MANY OF US WANT TO THINK OF OURSELVES AS BETTER THEN SOMEONE ELSE. GOD SEES US ALL THE SAME - WE ALL NEED TO BE FORGIVEN OF OUR SINS. HE LOVES ALL HIS CHILDREN EQUALLY AND I THANK HIM THAT THIS IS HIS PLAN BECAUSE IT GIVES US ALL AN EQUAL OPPURTUNITY TO RECEIVE HIS GRACE!
GOD BLESS YOU ALL.

Lyle Marschand



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NIAD NEWS

. WELL NIADITES, THE CHRISTMAS BUSY SEASON IS UPON US. MANY OF YOU ARE ORDERING ITEMS YOU HAVE PUT OFF IN THE PAST. IF YOU WANT ITEMS BEFORE CHRISTMAS PLEASE MAKE SURE YOU ORDER THEM AT LEAST 2 WEEKS IN ADVANCE TO ALLOW ADEQUATE PROCESSING AND MAILING TIME. THINGS REALLY SLOW DOWN AT THIS TIME OF YEAR AND I WANT TO MAKE SURE YOU GET THE ITEMS YOU REQUIRE. TO AID YOU IN THE PLACING OF ORDERS YOU MAY CALL IN CHARGE CARD OR COD ORDERS MONDAY THRU FRIDAY FROM 10:00 AM TO 1:00 PM CENTRAL TIME.

THIS ISSUE IS AGAIN FULL OF REVIEWS OF NEW PRODUCTS AND EXCELLENT PROGRAMS - ENJOY.

. I HAVE DECIDED TO HOLD THE PRICE FOR RENEWALS AT THE CURRENT RATE OF \$18 FOR 3RD CLASS AND \$24 FOR FIRST CLASS PER YEAR. PLEASE GET YOUR RENEWALS IN EARLY - THE MONTH OF THE LAST ISSUE YOU WILL RECEIVE IS THE FIRST 2 DIGITS OF THE MEMBER NUMBER THAT PRINTS ABOVE YOUR NAME ON THE MAILING LABEL.

. I APOLOGIZE FOR THE POOR QUALITY OF SOME OF THE PAGES IN THE OCTOBER ISSUE. I HAD TO DECIDE WHETHER TO DELAY THE ISSUE A WEEK TO HAVE IT REPRINTED OR GO AHEAD WITH IT AS IS. I COMMIT TO BETTER QUALITY IN ALL FUTURE ISSUES.

. SEE OUR BASIC AND CPM WORKSHOPS FOR SOME INFORMATION THAT SOME OF YOU HAVE BEEN REQUESTING ON THE PUBLIC DOMAIN LIBRARIES.

SEE OUR BEGINNERS BASIC WORKSHOP AND NEW ADAM OWNERS WORKSHOP FOR HELPFUL INFORMATION FOR ADAM NOVICES.

. SEE A NEW SECTION ON SMARTWRITER TIPS FROM DON ZIMMERMAN - HE HAS A SECRET WAY TO VERTICALLY ALIGN MULTIPLE PAGE DOCUMENTS !

. SEE OUR NEW PERIPHERALS WORKSHOP FOR YOU SP-1 INTERFACE, SS-CC SPEECH SYNTHESIZER OWNERS.

. WE'RE RUNNING A SPECIAL ON THE MARTIN CONSULTING PRODUCTS - FANTASY GAMER AND SMARTBASIC BONANZA. THESE ARE BOTH SUPER PRODUCTS AND WE'RE GIVING YOU A DISCOUNT IF YOU BUY BOTH.

. SEE OUR PACKAGE SPECIALS IN EFFECT UNTIL CHRISTMAS - TAKE ADVANTAGE OF THESE BARGAINS.

CORRECTIONS- THE "LONG LIFE" RIBBONS DESCRIBED IN THE OCTOBER ISSUE WERE INCORRECTLY REFERRED TO AS BEING "REINKABLE". THIS IS NOT THE CASE - THESE ARE NYLON INKED RIBBONS, SIMILAR TO INKED TYPEWRITER RIBBONS. THEY LAST MUCH LONGER THEN THE CARBON RIBBONS WE SELL, BUT DO NOT HAVE AS SHARP AND CRISP AN IMPRESSION.

- . NEW PRODUCTS NOW CARRIED BY NIAD INCLUDE:
- NIAD DATA PACKS AND DISKETTES PRE-FORMATTED FOR BOTH CPM AND NON-CPM USE .
 - LONG LIFE NYLON RIBBONS
 - ROYAL AMBASSADOR EDUCATION PACK
 - PERSONAL ACCOUNTANT
 - LEARNING EXPRESS AUDIO COURSE
 - DISK DRIVE COVERS
 - DUST COVERS FOR THE PRINTER, KEYBOARD AND EXPANSION MODULE
 - ADAM RESOURCE DIRECTORY
 - RECONDITIONED DIGITAL DATA DRIVES
 - SMARTBEST WHICH IS A SUPER ENHANCEMENT PROGRAM FOR SMARTBASIC (SEE REVIEW THIS ISSUE)
 - 2010: TEXT ADVENTURE GAME FROM COLECO
 - PS-1, AN INDEPENDENT POWER SUPPLY FOR THE ADAM (SEE REVIEW THIS ISSUE).
 - INFOCOM TEXT ADVENTURE GAMES FOR CPM.

. NOTE THAT NIAD NOW OFFERS A 30 DAY MONEY BACK QUARANTEE FOR SELECTED SOFTWARE PRODUCTS. THIS OFFER WILL ALLOW YOU TO RETURN A PRODUCT IF YOU ARE DISSATISFIED WITH IT IN ANY WAY OR IT DOES NOT MEET YOUR EXPECTATIONS. WE FEEL CONFIDENT THAT THESE PRODUCTS ARE OF SUCH HIGH QUALITY THAT WE WANT TO EXTEND THIS OFFER TO YOU.

NIAD BASICS

- . NEW MEMBERS SUBSCRIPTIONS ARE STARTED WITH THE LAST ISSUE PUBLISHED.
- . BACK ISSUES OF THE NIAD NEWSLETTER ARE AVAILABLE FOR \$3.00 EACH AND I WOULD RECOMMEND YOU PURCHASE THEM FOR THE REVIEWS AND WORKSHOP INFORMATION.

. TELEPHONE CALL INS ARE TAKEN SATURDAY AM'S FROM 8:00 TO 11:00, CHICAGO TIME.

. REGARDING PRODUCT ORDERING -

SEND A MONEY ORDER OR CHARGECARD NUMBER IF YOU WANT TO EXPEDITE YOUR ORDER ON ALL FIRST TIME ORDERS (NOTE: ESTABLISHED MEMBERS MAY PAY BY CHECK WITHOUT THE 10 DAY DELAY).

IF YOU ORDER ITEMS THAT ARE SHOWN AS NOT YET AVAILABLE AT THE SAME TIME YOU ORDER OTHER ITEMS, YOU WILL BE CHARGED TWO SHIPPING CHARGES UNLESS YOU SPECIFY THAT I SHOULD HOLD YOUR ORDER UNTIL ALL ITEMS ARE AVAILABLE.

. IF YOU WANT ME TO SHIP TO A POST OFFICE BOX, INCLUDE THE SHIPPING CHARGE FOR US MAIL SINCE UPS DOES NOT SHIP TO PO BOXES.

. ALL SHIPMENTS TO CANADA AND HAWAII ARE CHARGED THE US MAIL 1ST CLASS RATE.

. PLEASE CALL ME FOR MAILING INSTRUCTIONS BEFORE RETURNING ANY DEFECTIVE MERCHANDISE.

. SPECIFIED SOFTWARE CARRIES A MONEY BACK GUARANTEE IF YOU ARE NOT SATISFIED WITH IT FOR ANY REASON. WE REQUIRE A LETTER EXPLAINING WHY YOU ARE RETURNING IT WHICH MUST BE RECEIVED WITHIN 30 DAYS OF PURCHASE ALONG WITH YOUR RECEIPT.

. IF I AM BACKORDERED ON AN ITEM THAT IS NOT SHOWN AS "NOT YET AVAILABLE", I WILL FILL THE REST OF YOUR ORDER AND SEND THE BACKORDERED ITEM WHEN RECEIVED (WITH NO ADDITIONAL SHIPPING CHARGE).

. IF YOU ARE HAVING TROUBLE RECEIVING YOUR NEWSLETTER VIA THIRD CLASS MAIL, YOU MAY UPGRADE TO 1ST CLASS DELIVERY BY SENDING IN \$.50 FOR EACH MONTH REMAINING IN YOUR SUBSCRIPTION (EXPIRATION MONTH AND YEAR IS THE FIRST 4 NUMBERS OF YOUR MEMBERSHIP NUMBER ON YOUR MAILING LABEL).

UPDATES

. COLECO HAS FINALLY RELEASED 2010: TEXT ADVENTURE ON DDP. THIS IS A COMBINATION GRAPHICS AND TEXT ADVENTURE GAME THAT IS VERY WELL DONE. WE WILL HAVE A FULL REVIEW IN THE NEXT ISSUE.

. WE NOW HAVE AN ENHANCED VERSION OF SMARTBASIC - SEE OUR REVIEW OF SMARTBEST THIS ISSUE.

. CAPITAL SOFTWARE (P.O. Box 370, St. Louis, MO, 63032) SELLS A PRINTER INTERFACE FOR THE COMMODORE COMPATIBLE OKIDATA 10 COLOR PRINTER AND OKIDATA 120 DOT MATRIX PRINTER. A STANDALONE PARALLEL INTERFACE TO INTERFACE TO OTHER PRINTERS IS ALSO AVAILABLE FOR \$119.95. THE PARALLEL INTERFACE IS SIMILAR TO EVE ELECTRONICS SP-1, THE COMMODORE INTERFACES WILL ONLY WORK WITH COMMODORE COMPATIBLE SERIAL PRINTERS. SOFTWARE TO SUPPORT THE PRINTERS IS ALSO SUPPLIED. WE ARE GETTING MORE INFORMATION ON THESE NEW PRODUCTS AND WILL HAVE A REPORT ON IT IN THE NEXT ISSUE OR YOU MAY WRITE DIRECTLY TO CAPITOL. IT IS NICE TO SEE ANOTHER ADAM PERIPHERAL SUPPLIER COME ON BOARD.

. AAL COMPUTING (PO Box 8006, LUGANA HILLS, CA, 92654) NOW OFFERS A VOICE SYNTHESIZER KIT FOR THE ADAM CALLED THE CHATTERBOX. THE KIT INCLUDES LESS THEN 20 PARTS, A 32 PAGE INSTRUCTION BOOK AND SOFTWARE ROUTINES. PRICE IS \$49.95 PLUS \$2.50 SHIPPING. WE HOPE TO HAVE A REVIEW IN THE NEXT ISSUE. AAL STATES THAT A MODERATE LEVEL OF ELECTRONIC SKILL IS REQUIRED TO CONSTRUCT THE KIT. THE NATURAL QUESTION IS HOW DOES THIS PRODUCT COMPARE TO THE SS-CC SPEECH SYNTHESIZER/CLOCK CALENDAR FROM EVE OTHER THEN THE FACT THAT ONE IS A KIT. WE WILL COVER THIS NEXT ISSUE.

. FOR YOU ASTRONOMY BUFFS, YOU NOW HAVE YOUR VERY OWN PROGRAM - STELLAR5. SEE REVIEW THIS ISSUE.

. SEE OUR REVIEW OF MULTICART BACKUP AND VIEWLOAD DEVELOPED BY PRACTICAL PROGRAMS.

. WE WILL BE TAKING ORDERS FOR THE [EVE 80 COLUMN VIDEO BOARD AS OF DECEMBER 1ST FOR DELIVERY PRIOR TO CHRISTMAS. PLEASE CALL FOR THE FINAL PRICE OF THE 80 COLUMN. NOTE THAT YOU WILL NEED A MONOCHROME MONITOR TO DISPLAY 80 CHARACTERS. EVE IS BUILDING IN AN OPTION TO ADD RGB COLOR OUTPUT TO THE 80 COLUMN LATER.

ADAM'S FUTURE

AS THIS YEAR COMES TO A CLOSE IT IS INTERESTING TO REFLECT ON WHAT COULD HAVE BEEN. THE ADAM IS A WELL CONCEIVED AND DESIGNED SYSTEM GEARED FOR THE HOME COMPUTER MARKET. COLECO MARKETED THE SYSTEM VERY POORLY BY RESTRICTING THE DEVELOPMENT OF THIRD PARTY SOFTWARE AND NOT PROVIDING THE RIGHT LEVEL OF CONSUMER EDUCATIONAL SUPPORT. IF ONLY IT HAS BEEN DIFFERENT!! OH WELL, ENOUGH LAMENTING ABOUT THE PAST. THE FUTURE IS BRIGHT!! WE NOW HAVE A HOST OF QUALITY SOFTWARE WE HAVE ACCESS TO ALOT OF PUBLIC DOMAIN SOFTWARE, ESPECIALLY IN THE CPM ARENA. ESSENTIAL SUPPLIES OF DATA PACKS, RIBBONS, ETC. ARE READILY AVAILABLE. THERE HAVE BEEN MANY CONCERNS EXPRESSED ABOUT SERVICE AND INFORMATION SUPPORT. I HAVE CONFIRMED THAT THE COLECO HOTLINE 800 NUMBER WILL BE OPERATIONAL INTO AT LEAST 1988 DUE TO WARRANTY LAWS THAT REQUIRE COLECO TO SUPPORT WHAT THEY MANUFACTURE. HONEYWELL HAS A FIVE YEAR CONTRACT TO SERVICE THE ADAM WHICH RUNS THROUGH 1988. HENCE, WE ADAMITES SHOULD NOT FEEL ABANDONED. OF COURSE WE HAVE OUR USER GROUPS WHICH OFFER CONTINUAL SUPPORT.

THERE ARE LOADS OF QUALITY SOFTWARE AND NEW HARDWARE AVAILABLE, INCLUDING A GOOD ENHANCEMENT PROGRAM FOR SMARTBASIC. SOME OF YOU HAVE EXPRESSED CONCERNS ABOUT THE AVAILABILITY OF SOME OF THE COLECO SOFTWARE AND HARDWARE IN THE FUTURE. WE NEED TO FACE THE FACT THAT IT WILL RUN OUT AT SOME POINT, PROBABLY IN 1986 SO MAKE SURE YOU GET THOSE ITEMS YOU REALLY NEED. MY HOPE IS THAT SOMEONE WILL PICK UP THE RIGHTS TO SOME OF THE SOFTWARE PROGRAMS THAT COLECO FINISHED BUT NEVER RELEASED SUCH AS THE BEST OF ELECTRONIC ARTS, JEOPARDY, BERENSTEIN BEARS, MATHQUEST AND MANY OTHERS.

NEW ADAM OWNERS WORKSHOP

THE PURPOSE OF THIS COLUMN IS TO HELP NEW ADAM OWNERS GET STARTED AND EFFECTIVELY USE THEIR SYSTEM. OBVIOUSLY, SOME OF YOU NEW ADAM OWNERS MAY BE COMPUTER EXPERTS IN THAT YOU MAY HAVE HAD OTHER SYSTEMS AND ONLY NEED ACCLIMATION TO THE SPECIFICS OF THE ADAM. THE REST OF YOU MAY HAVE PURCHASED THE ADAM AS THEIR FIRST COMPUTER SYSTEM.

THE FIRST THING TO STRESS IS READ THE INSTRUCTIONS AND MANUALS SUPPLIED WITH YOUR ADAM. MANY QUESTIONS I HAVE ANSWERED COULD HAVE BEEN SOLVED THROUGH READING THE COLECO MANUALS. NOW, I KNOW THAT THIS IS TOUGH FOR THE IMPETUOUS AMONG US (I AM ONE OF THESE TYPES), BUT IT NECESSARY IF YOU WANT TO EFFECTIVELY USE YOUR SYSTEM. I DO RECOMMEND A TRAINING COURSE THAT WILL HELP YOU GET STARTED WITH YOUR ADAM CALLED THE LEARNING EXPRESS. THIS AUDIO COURSE WAS REVIEWED IN NIAD ISSUE # 10 AND IS A GREAT WAY TO GET STARTED, ESPECIALLY IF YOU ARE A NEW COMPUTER OWNER. THE AUDIO TAPE AND MANUAL DOES A NICE JOB OF STEPPING THE NOVICE THROUGH SETTING UP THE COMPUTER, AND USING BOTH SMARTWRITER AND SMARTBASIC. DEPENDING ON WHAT YOU PLAN TO USE YOUR ADAM FOR WILL DETERMINE WHAT EDUCATION YOU NEED. IF YOU JUST PLAN TO USE THE WORDPROCESSING PROGRAM (SMARTWRITER) THEN A COMBINATION OF THE BOOK SUPPLIED WITH ADAM AND ONE CALLED THE SECOND BOOK OF ADAM: USING SMARTWRITER. BOTH OF THESE ITEMS ARE AVAILABLE THROUGH THE BUYING SERVICE.

FOR YOU POTENTIAL BASIC PROGRAMMERS, YOU NEED TO PLAN ON SPENDING SOME TIME TO LEARN THE BASIC PROGRAMMING LANGUAGE. THERE ARE ALOT OF BASIC PROGRAMMING BOOKS AROUND AND THE BEST ONE FOR THE BEGINNER THAT I AM AWARE OF IS THE FIRST BOOK OF ADAM: SMARTBASIC. NOW IF YOU WANT TO GET INTO OTHER LANGUAGES SUCH AS LOGO OR USE PROGRAMS SUCH AS ADAMCALC OR SMARTFILER YOU WILL HAVE TO STUDY THE MANUALS THAT COME WITH THESE PROGRAMS. I WOULD SUGGEST YOU GET THE BACK ISSUES OF NIAD TO READ THE REVIEWS AND WORKSHOPS ON SOME OF THESE PROGRAMS.

CPM IS A WHOLE OTHER WORLD AND I WOULD SUGGEST YOU GET ACQUAINTED WITH THE ADAM FOR AWHILE BEFORE YOU TACKLE CPM. SEE THE CPM WORKSHOPS IN THE VARIOUS ISSUES FOR INFORMATION ON THIS OPERATING SYSTEM AND ASSOCIATED PROGRAMS.

THERE ARE SOME BASICS YOU NEED TO GET STARTED.

1. THE FIRST IS A "BACKUP COPY " UTILITY THAT WILL ALLOW YOU TO CREATE A SECOND COPY OF IMPORTANT PROGRAMS SUCH AS YOUR SMARTBASIC TAPE AND OTHER KEY PROGRAMS. THIS IS A COMMANDMENT TO INSURE THAT YOU HAVE AN EXTRA COPY OF THESE KEY PROGRAMS IN CASE YOUR ORIGINAL IS LOST OR DAMAGED. IF YOU DO NOT HAVE ONE OF THESE PROGRAMS (THERE ARE A BUNCH ON THE MARKET) YOU SHOULD ORDER THE NIAD PUBLIC DOMAIN VOLUME UTILITY # UNDV1 WHICH CONTAINS A PROGRAM CALLED UTILICOPY WHICH WILL MAKE BACK UP COPIES OF ALL YOUR DATA PACKS AND DISKS EXCEPT FOR THE SUPERGAMES.

2: REPAIR FOR YOUR ADAM (EXCEPT FOR THE DISK DRIVE) CAN BE OBTAINED AT A HONEYWELL SERVICE CENTER LOCATED NEAR YOU - CALL INFORMATION OR THE COLECO TOLL FREE "HOTLINE" FOR THE PHONE NUMBER.

3. READ THE PRODUCT REVIEW SUMMARY YOU RECEIVED AND DETERMINE WHICH PRODUCTS YOU ARE INTERESTED IN AND THEN READ THE DETAILED REVIEW IN THE BACK ISSUE INDICATED FOR MORE INFORMATION IF REQUIRED - DON'T BUY INDISCRIMINATELY JUST BECAUSE A TITLE SOUNDS GOOD BECAUSE YOU MAY BE DISAPPOINTED AND FRUSTRATED.

4. ORDER BASIC SUPPLIES OF RIBBONS AND EXTRA DATA PACKS/ DISKETTES SO YOU DON'T RUN OUT WHEN YOU'RE IN THE MIDDLE OF A HOT PROJECT.

BEGINNERS BASIC WORKSHOP

WE'RE CONTINUING OUR SERIES ON GRAPHICS WRITTEN BY DAN PEASE, WHICH HOPEFULLY WILL GET YOU OFF TO A GOOD START WITH THE ADAM'S GREAT COLOR CAPABILITIES. AGAIN, PLEASE WRITE IN AND LET US KNOW WHAT TYPE OF INFORMATION YOU AS A BEGINNER WOULD LIKE TO SEE COVERED IN THIS WORKSHOP. ALSO SEND IN YOUR QUESTIONS AND WE WILL ADDRESS THEM HERE - REMEMBER NO QUESTION IS TOO DUMB, EVERYONE CAN BENEFIT FROM YOUR QUESTIONS.

LOW RESOLUTION WORKSHOP BY DAN PEASE

HOW ABOUT SOME QUICK "GR" PROGRAMS? LET'S DO A SCREEN BACKGROUND OR TWO IN A NEW WAY:

```
10 GR:COLOR=2
20 FOR X=0 TO 19
30 VLIN 0,39 AT X:VLIN 0, 39 AT X+20
40 NEXT
```

THIS GIVES A SPLIT SCREEN FILL THAT ENDS UP A FULL SCREEN OR A COLORED BACKGROUND.THE SAME WOULD WORK WITH HLTN INSTEAD OF VLTN, IT WOULD JUST TRAVEL IN A DIFFERENT DIRECTION TO DO THE JOB!

WHAT ABOUT MULTI-COLOR BACKGROUNDS? TRY THIS ONE FOR STRIPES:

```
10 GR
20 FOR X=0 TO 39
30 COLOR=INT(X/3)+1:REM THIS MAKES THE STRIPES!
40 VLIN 0,39 AT X
50 NEXT
```

AGAIN, HLTN COULD BE SWITCHED FOR VLTN HERE.THIS WOULD GIVE A TOTALLY DIFFERENT SLANT TO THE STRIPES IN THIS EXAMPLE.SO THIS IS A REAL GOOD ONE TO DO THE SUBSTITUTION OF THE VLIN/HLTN COMMANDS TO GET A DIFFERENT SCREEN.

YOU COULD TAKE THAT LINE AND USE IT IN THE PDL TEST PROGRAM IN THE SMARTBASIC MANUAL TO MAKE THE COLOR CHANGE AND DRAW IN CHANGING COLORS WITH THE JOYSTICK, BUT I WOULD RATHER LEAVE IT THE WAY THEY PUT IT. I AM REALLY SURPRISED THAT THEY DID NOT PUT MORE ABOUT

THAT "TEST" PROGRAM IN THE MANUAL. IT IS A FINE LITTLE PROGRAM! IT IS ONE OF THE BEST EXAMPLE THEY GAVE FOR THE MANUAL AND I AM SO GLAD THEY USED IT. I WOULD ONLY WISH THEY HAD MORE PROGRAMS OF THAT CALIBER OR USEFULNESS IN THE MANUAL.

THIS IS JUST SOME LOW RES FUN I HAD:
(PART OF MY PROGRAM "GAMESUBS")

```
10GR:COLOR =1
20 CO=1: X=1: C=1: XC=0: D=60
30VLINE 0, 39 AT X
31VLINE 0, 39 AT 39-X
35 CO=CO+2: X=X+2
40IF CO>15 THEN CO=CO-15
42 C=C+1
45IF X>39 THEN X=0
47IF INT(C/2)=C/2 THEN COLOR =0:GOTO 50
48COLOR =CO
50HLINE 0, 39 AT X
51HLINE 0, 39 AT 39-X
59IF XC>40 THEN 70
60IF C=D THEN COLOR =8: XC=XC+1: X=X+1
64IF X>39 THEN X=0
65IF C=D GOTO 50
69GOTO 30
70COLOR =2
75VLINE 10, 30 AT 5
76VLINE 10, 30 AT 10
77VLINE 10, 30 AT 17
78VLINE 10, 25 AT 35
79VLINE 10, 25 AT 30
80VLINE 10, 15 AT 22
81VLINE 29, 30 AT 30
82VLINE 29, 30 AT 35
85VLINE 24, 30 AT 22
86PLOT 21, 23
87PLOT 21, 16
88PLOT 20, 17
89PLOT 20, 22
90PLOT 19, 21
91PLOT 19, 18
92HLINE 6, 9 AT 10
93HLINE 6, 9 AT 30
94PLOT 18, 19
95PLOT 18, 20
105? " PRESS ANY KEY TO SEE #2":GET K$:TEXT
110GR:COLOR =1
120 CO=1: X1=0: X=39
125FOR C=1 TO 40
130VLINE 0, 39 AT 39-X
131VLINE 0, 39 AT 39-X1
132COLOR =CO
133VLINE 0, 39 AT X
134VLINE 0, 39 AT X1
135 CO=CO+1: X=X+1: X1=X1-1
140IF CO>15 THEN CO=CO-16
145IF X>39 THEN X=0
146IF X1<1 THEN X1=39
149HLINE 0, 39 AT X1
150HLINE 0, 39 AT X
151COLOR =0
152HLINE 0, 39 AT 39-X1
153HLINE 0, 39 AT 39-X
155NEXT C
```

THIS IS REALLY TWO SHORT PROGRAMS COMBINED. IF YOU START AT LINE 110, IT WILL BE A SEPARATE PROGRAM.

HAVE FUN AND MAY GOD BLESS YOU ALL!

SMARTBASIC WORKSHOP

NIAO PUBLIC DOMAIN
PROGRAM DESCRIPTIONS #BNDV4

- *LOCATERHGR, LOCATERGR- H PLOT, PLOT POINTS AND DISPLAY POSITION
- *LOWRES002- APPEALING LOW-RES GRAPHICS DISPLAY
- *DESRTDRAMA- A LOW-RES DESERT SUNSET AND NIGHT
- *LETRCHASE- A GAME IN WHICH YOU TRY TO BEAT THE COMPUTER EATING LETTERS TO SPELL A WORD
- *MUSICMAKER- COMPOSE AND SAVE SONGS
(LETRCHASE&MUSICMAKER ARE FROM THE BOOK ADAM'S COMPANION)
- *MMBACHDMIN, MMTESUBACH- SAMPLES MADE USING THE MUSICMAKER PROGRAM
- *GOLDEN- 'THE GOLDEN FLUTE'; A TEXT ADVENTURE
- *SURROUND- THE CLASSIC GAME
- *GRAVITY- GAME WHICH USES DRAWS; YOU MUST MOVE TO A POINT AND SET YOUR COURSE SO THAT THE PLANETS' GRAVITATION GETS YOU TO THE BASE
- *QUIZ- AN INTERESTING KNOWLEDGE TEST
- *PANDORA- LOW-RES GRAPHICS
- *SUB- A STRATEGY
- *CARDS- ARE YOU GOOD AT GUESSING ?
- *ELIZA- AN EXAMPLE OF AN ARTIFICIAL INTELL. PROGRAM
- *WORDPUZZLE
- *DEADRINGER- SIMILAR TO SURROUND
- *LOCKOUT- A NUMBER GUESSING GAME WITH AN ADDED TWIST

HERE A COUPLE OF THE GAME PROGRAMS FROM NIAO PD VOLUME # BNDV4:

```
10 HS=0: FL=0
20TEXT:VTAB 2:HTAB 9:INVERSE:? "DEAD RINGER!":NORMAL
30IF FL=0 THEN FL=1:GOTO 70
40VTAB 4:? "CURRENT HIGH SCORE:": HS
50VTAB 6:? "YOUR LAST SCORE:": S
70VTAB 11:? "CONTROLLER #1 CONTROLS THE RED"
80? "RINGER (THE ONE THAT STARTS ON THE LEFT)."
90?:? "EITHER TRIGGER WILL MAKE THE":? "GAME PAUSE AND LOWER YOUR":? "SCORE."
100VTAB 22:? "PLEASE PRESS ANYKEY ON THE"
110? "KEYPAD TO BEGIN.":
120IF NOT PDL(11) THEN 120
130GR:HOME:VTAB 21:HTAB 11:? "SCORE:": S=0
140FOR I=1 TO 15:COLOR =INT(RND(1)*12)+2
150 CL=INT(RND(1)*37)+2:IF CL=4 OR CL=35 THEN 150
160PLOT CL, INT(RND(1)*37)+2:NEXT I
170COLOR =15:HLINE 0, 39 AT 0:HLINE 0, 39 AT 39
180VLINE 0, 39 AT 0:VLINE 0, 39 AT 39
```

```

190 O=INT(RND(1)*15)
200 X1=4: X2=35: Y1=20-O: Y2=19+O: XC=0: YC=1
210 K=PDL(5)
220FOR D=1 TO 150:NEXT D
230IF PDL(7) OR PDL(9) THEN S=S-1:GOTO 290
240IF K<>0 AND K/3<>INT(K/3) THEN XC=(K*2)-(K*8):
YC=(K*4)-(K*1)
250 X1=X1+XC: X2=X2-XC: Y1=Y1+YC: Y2=Y2-YC
260IF SCRNX(X1, Y1)<>0 OR SCRNX(X2, Y2)<>0 THEN 310
270 S=S+10
280COLOR =1:PLOT X1, Y1:COLOR =14:PLOT X2, Y2
290VTAB 21:HTAB 18:7 S
300GOTO 210
310FOR I=1 TO 100:NEXT I
320IF S>HS THEN HS=S
330?:? "PLEASE PRESS ANY KEY ON THE"
340? "KEYPAD TO START OVER.":
350IF NOT PDL(11) THEN 350
360GOTO 20
370END

```

906 PANDORA'S REVENGE

916 PROGRAMMED BY SHERMAN MURDOCK

```

95 SC=1500
96 F=0: B=0: C=0
97 Z=0
99GR
100COLOR =11
110FOR X=1 TO 12
120READ A, S, D
130VLINE A, S AT D
140NEXT
150FOR X=1 TO 11
160READ A, S, D
170HLINE A, S AT D
180NEXT
190FOR X=1 TO 2
200READ A, S
210PLOT A, S
220NEXT
233 X=19: Y=19
234PLOT X, Y:GOSUB 600
240LET M=PDL(5):IF SC<1 THEN GOTO 249
241FOR O=1 TO 10:NEXT
242COLOR =15:PLOT X, Y
243COLOR =0:PLOT X, Y
244IF X=B AND Y=C THEN GOSUB 600
245IF F=10 THEN GOTO 248
246GOTO 250
248IF X=19 AND Y=19 THEN GOTO 900
249IF SC=0 THEN ? "SORRY, YOU LOSE.":GOTO 910
250COLOR =0:PLOT X, Y
252 Z=Z+2:IF Z=10 THEN GOSUB 400
253IF Z=100 THEN GOSUB 450
254IF Z=200 THEN GOSUB 500
255IF Z=300 THEN GOSUB 400: Z=0
256 SC=SC-1:HTAB 10:VTAB 1:?"SCORE ", SC
260IF M=0 THEN COLOR =15:PLOT X, Y:GOTO 240
270IF M=1 AND SCRNX(X, (Y-1))<>11 THEN Y=Y-1:COLOR
=15:PLOT X, Y:GOTO 240
280IF M=4 AND SCRNX(X, (Y+1))<>11 THEN Y=Y+1:COLOR
=15:PLOT X, Y:GOTO 240

```

```

290IF M=8 AND SCRNX(X-1, Y)<>11 THEN X=X-1:COLOR
=15:PLOT X, Y:GOTO 240
300IF M=2 AND SCRNX(X+1, Y)<>11 THEN X=X+1:COLOR
=15:PLOT X, Y:GOTO 240
310COLOR =15:PLOT X, Y:GOTO 240
400COLOR =11:PLOT 24, 24:PLOT 18, 29:PLOT 30, 10:PLOT
8, 5
410COLOR =0:PLOT 14, 23:PLOT 27, 15:PLOT 10, 32:PLOT
27, 5
420RETURN
450COLOR =11:PLOT 14, 23:PLOT 27, 15:PLOT 10, 32:PLOT
27, 5
460COLOR =0:PLOT 22, 14:PLOT 11, 27:PLOT 24, 8:PLOT
33, 30
470RETURN
500COLOR =11:PLOT 22, 14:PLOT 11, 27:PLOT 24, 8:PLOT
33, 30
510COLOR =0:PLOT 24, 24:PLOT 18, 29:PLOT 30, 10:PLOT
8, 5
520RETURN
600? CHR$(7): F=F+1
605IF F=10 THEN B=0: C=0:HTAB (9):? "RETURN TO
CHAMBER":RETURN
610 B=INT(5*33*RND(1))
620 C=INT(5*33*RND(1))
630IF SCRNX(B+1, C) AND SCRNX(B-1, C)=11 THEN 610
635IF SCRNX(B, C-1) AND SCRNX(B, C+1)=11 THEN 610
640COLOR =7:PLOT B, C:RETURN
900? "YOU MADE IT.YOUR SCORE WAS ", SC
905IF SC>HS THEN HS=SC
910? "THE HIGH SCORE IS ", HS
920INPUT "DO YOU WANT TO PLAY AGAIN?": A$
930IF A$="YES" THEN RESTORE:GOTO 95
1000DATA 2,38,2,5,35,5,8,32,8,11,29,11
1010DATA 14,26,14,17,23,17,17,23,21
1020DATA 14,26,24,11,29,27,8,32,30,5,35,33
1030DATA 2,38,36,2,36,2,5,33,5,8,30,8,11,27,11
1040DATA 14,24,14,17,21,23,14,24,26,11,27,29
1050DATA 8,30,32,5,33,35,2,36,38,18,17,20,17

```

POKING AROUND

LAST MONTH WE TALKED ABOUT PEEKS AND POKES. MANY PEOPLE HAVE ASKED ABOUT POKE LOCATIONS AND WE HAVE HAD SOME COVERED IN VARIOUS ARTICLES. HOWEVER, I THOUGHT IT WOULD BE HELPFUL TO PUT ALL THE POKES IN ONE SPOT SO THIS MONTH WE WILL START "POKING AROUND" AND WILL ADD MORE POKES EACH MONTH. PLEASE SEND IN ANY POKES YOU HAVE FOUND SO WE CAN END UP WITH A BIG AND USEFUL LIST.

LOCATION	FUNCTION/DESCRIPTION	DEFAULT/RANGE
16136	USED SAME AS ^S(POKE 0)	N/A
16149	LOW BYTE-HIGHEST POKEABLE ADDRESS	00144
16150	HI BYTE-HIGHEST POKEABLE ADDRESS	00255
16641	VALUE START-UP STORAGE DEVICE (TAPE 1)	00008
16641	VALUE START-UP STORAGE DEVICE (DISK 1)	00004

16763	LAST X-COORDINATE HPLOTEd	N/A
16764	LAST Y-COORDINATE HPLOTEd	N/A
16779	SAME AS PDL(6) LEFT TRIGGER	OFF=0,ON=1
16780	SAME AS PDL(8) RIGHT TRIGGER	OFF=0,ON=1
16781	SAME AS PDL(12) KEYPAD # PRESSED	*=10,#=11 NOTHING=15
16783	SAME AS PDL(5) DIRECTION	1=up,2=right 4=down,8=left
16784	SAME AS PDL(7) LEFT TRIGGER	OFF=0,ON=1
16785	SAME AS PDL(9) RIGHT TRIGGER	OFF=0,ON=1
16786	SAME AS PDL(13) KEYPAD # PRESSED	*=10,#=11 NOTHING=15
16788	SAME AS PDL(4) DIRECTION	1=up,2=right 4=down,8=left
16821	VALUE OF CURRENT STORAGE DEVICE	DISKS 1=4,2=5 TAPES 1=8,2=2.
16953	VALUE OF CURSOR CHARACTER	00095
16954	VALUE OF CHAR.PRINTED WHEN 'HOME' PRESSE	00032
16956	LEFT MARGIN (CURRENT VALUE)	00001
16957	RIGHT MARGIN (CURRENT VALUE)	00031
16958	TOP MARGIN (TEXT MODE)(CURRENT VALUE)	00000
16958	TOP MARGIN (GR OR HGR MODE)(CUR. VAL)	00020
16959	BOTTOM MARGIN (CURRENT VALUE)	00023
16993	HOW MANY LINES TO CLEAR (GR OR HGR MODE)	00004
16993	HOW MANY LINES TO CLEAR (TEXT MODE)	00024
16995	TOP MARGIN TO CLEAR AFTER	00000
16996	LEFT MARGIN TO CLEAR AFTER	00001
17001	VALUE OF VPOS(1)	N/A
17002	VALUE OF POS(0)	N/A
17059	COLOR OF BACK DROP (TEXT MODE)	00021
17115	TEXT COLOR IN TEXT MODE	00240
17115	TEXT & BACKGROUND COLOR (NORMAL)	00240
17126	TEXT & BACKGROUND COLOR (INVERSE)	00015
17198	NO. OF LINES (STARTING VALUE)	00023
17199	NO. OF COLUMNS (STARTING VALUE)	00030
17201	TOP MARGIN (STARTING VALUE)	00000
17202	LEFT MARGIN (STARTING VALUE)	00001
18711	TEXT COLOR IN GR MODE	00240
25431	COLOR OF BACK DROP (HGR MODE)	00001
25563	TEXT COLOR IN HGR MODE	00240
27100	SAME AS PDL(0) UP AND DOWN	0-255
27101	SAME AS PDL(2) LEFT AND RIGHT	0-255
27102	SAME AS PDL(1) UP AND DOWN	0-255
27103	SAME AS PDL(3) LEFT AND RIGHT	0-255
64885	LAST KEY PRESSED	N/A

UTILITIES WORKSHOP

BUILT-IN ML SUBS
 BY P.R. DICK
 OF DATA DOCTOR
 FOR NTAD & PUBLIC DOMAIN
 SMARTNEXUS FILE #:1003
 7/15/85

CALLING THE FOLLOWING MACHINE-LANGUAGE
 ROUTINES IS THE EXACT EQUIVILENT OF
 USING THEIR CORRESPONDING
 SMARTBASIC COMMANDS.

CLEAR	=	CALL 8141
CLRERR	=	CALL 8103
CONT	=	CALL 6387
END	=	CALL 6047
FLASH	=	CALL 11050
GR	=	CALL 11070
HGR	=	CALL 11075
HGR2	=	CALL 11080
HOME	=	CALL 11090
INVERSE	=	CALL 11055
NEW	=	CALL 6356
NORMAL	=	CALL 11060
NOTRACE	=	CALL 6341
POP	=	CALL 8493
RESTORE	=	CALL 9482
RESUME	=	CALL 8313
RETURN	=	CALL 8477
RUN	=	CALL 6159
STOP	=	CALL 6378
TEXT	=	CALL 11065
TRACE	=	CALL 6336

SOME CALLS HAVE NO SMARTBASIC EQUIVALENT. CALL 64809 WILL INITIALIZE VRAM; IT WILL REMOVE SPRITES FROM THE SCREEN WITHOUT DISTURBING ANYTHING ELSE. CALL 64743 IS AN INSTANT SOFT SWITCH TO SMARTWRITER.

ALSO, YOU CAN CHANGE THE SPELLING OF SMARTBASIC COMMANDS SIMPLY BY POKEING THE NEW ASCII VALUES INTO THE APPROPRIATE LETTER ADDRESSES IN THE WORD TABLES. THE FOLLOWING MINI-PROGRAM WILL DISPLAY YOUR SPECIFIED RANGE OF ADDRESSES, THEIR VALUE, AND THE ASCII CHARACTER (IF IT IS A LETTER) IN THREE LEFT-JUSTIFIED COLUMNS. START AT 270 TO SEE THE FIRST WORD TABLE.

```

10INPUT " ENTER BEGINNING ADDRESS?"; BG
20?:INPUT " ENTER ENDING ADDRESS?"; EN
30?:FOR X=BG TO EN: X;SPC(6-LEN(STR$(X))); PEEK(X);
40 PK$=STR$(PEEK(X));? SPC(6-LEN(PK$));
50IF PEEK(X)<32 OR PEEK(X)>126 THEN X$="*":GOTO 70
60 X$=CHR$(PEEK(X))
70? X$:NEXT

```

ENHANCED INPUT CONTROL

BY P.R. DICK
OF DATA DOCTOR
SMARTNEXUS FILE #:1002
FOR NIAD & PUBLIC DOMAIN

IN ADDITION TO INTRINSIC VALUE, MUCH OF A PROGRAM'S APPEAL IS DETERMINED BY THE WAY IT ACCEPTS INPUTS. YOU CAN ADD A PROFESSIONAL TOUCH TO YOUR OWN PROJECTS WITH THE FOLLOWING ROUTINE. THE ROUTINE ITSELF USES ABOUT 1/2 K OF RAM, BUT THE PARAMETERS AND DEMONSTRATION MODULE USE CONSIDERABLY MORE. YET, MOST OF THE SECONDARY ROUTINES CAN EASILY BE USED TO IMBRICATE WITH OTHER MODULES.

YOU MAY ASK YOURSELF, WHY GO THROUGH THE TIME AND EFFORT? THE ANSWER IS CONSIDERATION FOR THE USER OF YOUR PROGRAMS. HERE IS A LIST OF SOME OF THE ROUTINE FEATURES:

- *** REJECTS UNWANTED CHARACTERS
- *** SETS MINIMUM INPUT LENGTH
- *** SETS MAXIMUM INPUT LENGTH
- *** SETS A RANGE OF ACCEPTABLE INPUT CHARACTERS
- *** RESTARTS PROGRAM ON CNTL-C OR <ESCAPE>
- *** AUDIO AND VISUAL ALERT OF INPUT ERRORS
- *** <BACKSPACE> OR LEFT ARROW TO ERASE
- *** KEYCLICK -- THREE DIFFERENT TONES

THE ACTUAL ROUTINE VARIABLES ARE:

- ML% = MINIMUM LENGTH
- LI% = LENGTH LIMIT
- LF\$ = LOW FONT INPUT
- HF\$ = HIGH FONT INPUT
- VT% = VERTICAL POSITION
- HT% = HORIZONTAL POSITION

```

1000NERR GOTO 650
110& SMARTNEXUS FILE #:1002
120& BY DATA DOCTOR
130& FOR NIAD & PUBLIC DOMAIN
140& INITIALIZE VARIABLES
150LOMEM :27426: C1%=17059: C2%=17115: C3%=17126:POKE
C1%, 4:POKE C2%, 23:POKE C3%, 26:TEXT
160SPEED =255: NT%=PEEK(C2%): SS%=27407: BL$=CHR$(7):
EC$=CHR$(129): BS$=CHR$(8)+EC$+CHR$(8):
TC%=27414
170& ML SOUND DATA
180FOR X=SS% TO SS%+5:READ ML:POKE X, ML:NEXT:DATA
58,21,107,211,255,201
190& ML COLOR CHANGE DATA
200FOR X=TC% TO TC%+11:READ ML:POKE X, ML:NEXT:DATA
62,240,17,16,0,33,0,32,205,38,253,201
210 MC$(1)="RUN DEMONSTRATION": MC$(2)="END THE
SESSION": CP%=16953:POKE CP%, 32:GOSUB 410:
SP%=27413
220 BR$=CHR$(3): RE$=CHR$(13): ES$=CHR$(27)
230& MAIN MENU MODULE
240HOME:VTAB 2:HTAB 11:? " MAIN MENU":NORMAL:FOR X=1
TO 2:VTAB 2*X+4:HTAB 7:? X, " ": MC$(X):NEXT
250VTAB 23:HTAB 1:GET GO$:IF GO$="!" THEN GO$="1"
260IF GO$="A" THEN GO$="2"
270IF GO$<>"1" AND GO$<>"2" THEN GOSUB 420:GOTO 250
280 GO%=VAL(GO%):GOSUB 410:ON GO% GOTO 300, 640
290& DEMONSTRATION MODULE
300FOR X=1 TO 2:HOME:GOSUB 410:VTAB 4:HTAB 11:?
"PLAYER # " : X
310VTAB 6:HTAB 4:? "WHAT IS YOUR FIRST NAME?": VT%=10:
HT%=5: ML%=1: LL%=20: LF$=" ": HF$="Z":GOSUB 470
320 NA$(X)=B$: B$="":NEXT
330HOME:VTAB 2:HTAB 12:FLASH:? " RESULTS ":NORMAL
340FOR X=1 TO 2:VTAB 2*X+4:HTAB 3:? "P": X, " ":
NA$(X):NEXT
350VTAB 20:HTAB 3:INVERSE:? " PRESS <RETURN> TO
CONTINUE":NORMAL
360VTAB 23:HTAB 1:GET GO$:IF GO$<>RE$ THEN GOSUB
420:GOTO 360
370RUN
380& DELAY ROUTINE
390FOR Y=1 TO DF*750:NEXT:RETURN
400& BELL ROUTINE
410? BL$: : DF=.2:GOSUB 390:? BL$: :RETURN
420& AUDIO AND VISUAL ALERT PLUS
430 MU%=226: DF=.2:GOSUB 450: T1%=NT%/16:
T2%=NT%-T1%*16: IT%=T2%*16+T1%
440POKE TC%+1, IT%:CALL TC%:GOSUB 380:POKE TC%+1,
NT%:CALL TC%:RETURN
450POKE SP%, MU%:CALL SS%:POKE SP%, 240:CALL SS%:GOSUB
380:POKE SP%, 255:CALL SS%:RETURN
460POKE SP%, 128:CALL SS%:POKE SP%, MU%:CALL SS%:POKE
SP%, 144:CALL SS%:GOSUB 380:POKE SP%, 159:CALL
SS%:RETURN
470& INPUT CONTROL ROUTINE
480 EF$="":FOR Z=0 TO LL%: EF$=EF$+EC$:NEXT:VTAB
VT%:HTAB HT%:? EF$:VTAB VT%:HTAB HT%:POKE CP%, 1
490GET A$
500IF A$=BR$ OR A$=ES$ THEN RUN

```



```

510IF A$=RE$ AND LEN(B$)>=ML% GOTO 620
520IF A$>=LF$ AND A$<=HF$ GOTO 570
530IF A$<>CHR$(8) AND A$<>CHR$(163) THEN GOSUB
420:GOTO 490
540IF B$="" THEN GOSUB 420:GOTO 490
550IF LEN(B$)=1 THEN B$="":GOTO 630
560 B$=LEFT$(B$, LEN(B$)-1):GOTO 630
570? A$: ; B$=B$+A$:IF ASC(A$)>=96 THEN MU%=15:GOTO
570
580 MU%=10
590 DF=.07:GOSUB 460
600IF LEN(B$)<=LL% GOTO 490
610 B$=LEFT$(B$, LEN(B$)-1):? B$: ;GOSUB 420:GOTO 490
620GOSUB 400:POKE CP%, 32:RETURN
630? B$: ; MU%=230: DF=.07:GOSUB 450:GOTO 490
640HOME:HTAB 10:? "THANK YOU!!!":VTAB 23:HTAB 1:POKE
CP%, 95:END
650G ERROR-TRAPPING ROUTINE
660 X=ERRNUM(0):IF X=255 THEN RUN
670CLRERR:RESUME

```

HARDWARE PERIPHERALS WORKSHOP

SP-1 EOS PATCH SOFTWARE FOR SMARTWRITER, BASIC,
SMARTFILER

EVE ELECTRONICS HAS ENHANCED THE SP-1 RS232/ PARALLEL INTERFACE SOFTWARE TO ALLOW DIRECT PRINTING FROM THE ABOVE PROGRAMS. THIS IS ACCOMPLISHED BY MODIFYING THE ADAM DISK MANAGER (DM) SOFTWARE THAT CAME WITH YOUR DISK DRIVE. WHEN YOU LOAD THE DM, YOU ARE OVERLAYING THE ADAM'S NORMAL OPERATING SYSTEM WITH A REVISED VERSION CALLED EOS, WHICH IS ON THE DM. EVE'S PROGRAM FURTHER MODIFIES THIS EOS TO REDIRECT ALL PRINT OUTPUT TO THE SP-1 AND WHATEVER PRINTER YOU HAVE CONNECTED TO IT.

THE PROCEDURE IS RELATIVELY SIMPLE IF YOU ARE FAMILIAR WITH THE DM, HOWEVER I HAVE FOUND THAT MANY OF YOU ARE NOT. FIRST YOU LOAD THE SP-1 SOFTWARE VERSION 2.12 FROM DISK, IT THEN INSTRUCTS YOU TO INSERT A COPY (NEVER USE THE ORIGINAL) OF YOUR ADAM DM DISK, YOU THEN SELECT WHETHER YOU WILL USE THE SERIAL OR PARALLEL SP-1 PORT, HIT RETURN AND YOUR DM IS MODIFIED TO DIRECT OUTPUT TO THE SP-1 PORT SELECTED.

IF YOU ARE USING A SERIAL PRINTER YOU WILL ALSO HAVE TO RUN A SECOND PROGRAM (EOSERINIT) WHICH IS ON THE EVE DISK, WHICH SETS THE PARAMETERS FOR THE SERIAL PORT.

TO USE THIS FACILITY IN SMARTWRITER YOU LOAD THE MODIFIED DM AND PRESS THE ESCAPE KEY TO GO TO SW. IF YOU JUST RESET THE ADAM YOU WILL ERASE THE MODIFIED EOS AND DEFAULT TO THE OS IN ADAM ROM MEMORY WHICH DOES NOT (AND CAN NOT) CONTAIN THE SP-1 MOD'S.

TO USE THE MODIFIED EOS IN BASIC OR SMARTFILER, YOU MUST LOAD DM THEN INSERT THE BASIC/ FILER DISK AND USE THE RUN OPTION (ADAM DISK DRIVE OWNER'S MANUAL PAGE 28) TO DIRECTLY RUN THE BASIC/ FILER PROGRAM WHICH WILL THEN USE THE MODIFIED EOS TO DIRECT PRINT TO THE SP-1.

THIS SOFTWARE UPGRADE IS AVAILABLE TO ALL SP-1 OWNERS FOR \$5.00 (IF HAVE PURCHASED THE SP-1 WITHIN THE LAST 30 DAYS YOU WILL RECEIVE THIS UPGRADE FREE).

EVE ALSO HAS "CUSTOM" SOFTWARE FOR SPECIFIC PRINTERS WHICH WILL ALLOW YOU TO PUT SPECIAL CONTROL CHARACTERS (E.G. AA) WITHIN YOUR SMARTWRITER DOCUMENTS TO DIRECT YOUR PRINTER TO PERFORM SPECIAL FUNCTIONS SUCH AS UNDERLINE, BOLD PRINT, COMPRESSED PRINT, EXPANDED PRINT, ETC. THIS SOFTWARE IS AVAILABLE FOR MOST PRINTERS FOR \$20.00.

SS-CC SPEECH SYNTHESIZER

THERE HAVE BEEN MANY QUESTIONS AS TO HOW DIFFICULT IT IS TO PROGRAM "WORDS" FOR THE SS-CC TO "SPEAK". HERE IS AN EXAMPLE OF A BASIC DATA STATEMENT FOR THE WORD "HELLO".

```
100 DATA "HELLO",27,7,45,2,45,53
```

EACH OF THE NUMBERS REPRESENTS A SPECIFIC ALLOPHONE, WHICH IS A SOUND - HERE ARE THE ALLOPHONES FOR THE WORD HELLO - HH,EH,LL,AX,OW. YOU CAN SEE HOW THIS WORKS WHICH IS QUITE SIMPLE. EVE IS COMPLETING A 4000 WORD DICTIONARY FOR THE SS-CC SO ALL YOU WILL HAVE TO DO IS CALL THE WORD YOU WANT AND IT WILL BE "SPOKEN". WE WILL COVER MORE USES OF THE SS-CC FOR SPEECH IN FUTURE ISSUES.

HERE IS A PROGRAM WAYNE WROTE TO USE THE CALENDAR FUNCTION WITHIN THE SS-CC TO SET THE DATE ON YOUR PROGRAM DIRECTORIES:

THE FOLLOWING WILL SET THE YEAR, ONTH AND SAY AREAS OF THE OPERATING SYSTEM UNDER BASIC. THESE ARE THE VALUES THAT ARE PUT INTO THE DATE PORTION OF THE DIRECTORY ENTRY WHEN SAVING A FILE. THIS IS THEN DISPLAYED WHEN USING UTILDUMP OR OTHER PROGRAMS THAT LOOK AT THE ENTIRE DIRECTORY ENTRY. YOU CAN USE THESE INSTRUCTIONS AS PART OF A HELLO PROGRAM OR STANDALONE. THE VALUES REMAIN SET UNTIL YOU REBOOT THE SYSTEM OR GET OUT OF BASIC.

```

LOMEM:2900
BLOAD ML-SS-CC
CALL 28069:CALL 28086
(THE ABOVE INITIALIZE THE SS-CC
POKE 64992, PEEK(28062)*10+PEEK(28061)
POKE 64993, PEEK(28060)*10+PEEK(28059)
POKE 64994, PEEK(28058)*10+ PEEK(28057)

```

SMARTLOGO WORKSHOP

XMAS BY K. HAMMOND

THIS SMARTLOGO PROGRAM IS AN ELECTRONIC CHRISTMAS CARD. THE PROGRAM DRAWS A CHRISTMAS TREE, DECORATES THE TREE, BUILDS A SNOWMAN, WISHES YOU A MERRY CHRISTMAS, AND THEN PLAYS JINGLE BELLS. HO HO HO!!! TO GREET

```
SETTEXT 20
SETCURSOR [7 5] PR [MERRY]
SETCURSOR [18 5]
PR [CHRISTMAS]
END
```

```
TO JINGLE3
TOOT 0 196 8 60
TOOT 1 293.66 8 60
TOOT 2 783.99 15 14
TOOT 2 500 0 1
TOOT 2 783.99 15 14
TOOT 2 500 0 1
TOOT 2 698.46 15 14
TOOT 2 500 0 1
TOOT 2 587.33 15 14
TOOT 2 500 0 1
TOOT 0 130.81 8 60
TOOT 1 196 8 60
TOOT 2 523.25 15 60
END
```

```
TO JINGLE2
TOOT 0 174.61 8 60
TOOT 1 261.63 8 60
TOOT 2 698.46 15 14
TOOT 2 500 0 1
TOOT 2 698.46 15 14
TOOT 2 500 0 1
TOOT 2 698.46 15 30
WAIT 30
TOOT 0 174.61 8 60
TOOT 1 261.63 8 60
TOOT 2 698.46 15 6.5
TOOT 2 698.46 0 1
TOOT 2 698.46 15 14
TOOT 2 698.46 0 1
TOOT 2 659.26 15 14
TOOT 2 500 0 1
TOOT 2 659.26 15 14
TOOT 2 500 0 1
TOOT 2 659.26 15 6.5
TOOT 2 500 0 1
END
```

```
TO JINGLE1
TOOT 0 130.81 8 60
TOOT 1 196 8 60
TOOT 2 659.26 15 14
TOOT 2 500 0 1
TOOT 2 783.99 15 14
```

```
TOOT 2 500 0 1
TOOT 2 523.25 15 14
TOOT 2 500 0 1
TOOT 2 587.33 15 14
TOOT 2 500 0 1
TOOT 0 130.81 8 60
TOOT 1 196 8 60
TOOT 2 659.26 15 60
WAIT 30
END
```

```
TO JINGLE
TOOT 0 130.81 8 60
TOOT 1 196 8 60
TOOT 2 659.26 15 14
TOOT 2 500 0 1
TOOT 2 659.26 15 14
TOOT 2 500 0 1
TOOT 2 659.26 15 30
WAIT 30
TOOT 0 130.81 8 60
TOOT 1 196 8 60
TOOT 2 659.26 15 14
TOOT 2 500 0 1
TOOT 2 659.26 15 14
TOOT 2 500 0 1
TOOT 2 659.26 15 30
WAIT 30
END
```

```
TO BELLS
RECYCLE JINGLE JINGLE1 JINGLE2 JINGLE3
END
```

```
TO TOP
PU HOME SETY 87
SETSH 15 SETPC 15 PD STAMP PU
HOME SETSH 36
END
```

```
TO BALLS
PU SETSH 2 SETPC 6
```

```
HOME BK 60
REPEAT 9 [PD STAMP PU FD 16] SETPOS [-16 -52]
REPEAT 6 [PD STAMP PU FD 16] SETPOS [16 -52]
REPEAT 6 [PD STAMP PU FD 16] SETPOS [-32 -60]
REPEAT 4 [PD STAMP PU FD 16] SETPOS [32 -60]
REPEAT 4 [PD STAMP PU FD 16] SETPOS [-45 -55] PD STAMP
PU
SETPOS [45 -55] PD STAMP PU
END
```

```
TO GROUND
PU SETY -80 SETH 90
SETPC 15 PD FD 256
PU SETY -85 PD FILL
PU HOME
END
```

TO BOTI
PU LC SETPC 12 SETH 90
PD FD 120 PU HOME
END

TO STEM
PU SETPOS [-5 -80]
SETPC 1 PD FD 10 RT 90 FD 10 RT 90 FD 10 RT 90 FD 10
RT 90
PU SETPOS [0 -75] PD FILL PU HOME
END

TO RTSID
RIC SETPC 12 PD
REPEAT 14 [SETH 323 FD 14 SETH 105 FD 5] SETH 321 FD
15
PU HOME
END

TO RIC
PU SETPOS [60 -70]
PD
END

TO LEFSIDE
SETPC 12 LC PD
REPEAT 14 [SETH 37 FD 14 SETH 255 FD 5]
SETH 39 FD 15
PU HOME
END

TO LC
PU SETPOS [-60 -70] PD
END

TO TREE
LC LEFSIDE RIC RISID STEM
BOTI
SETPC 12 PD FILL PU
END

TO NOTYPE
CT NOTYPE
END

TO HAT
SETPC 1 SETH 270 PD
FD 10 RT 90 FD 3 RT 90 FD 5
LT 90 FD 10 RT 90 FD 10 RT 90 FD 10
LT 90 FD 5 RT 90 FD 3 RT 90 FD 10
PU RT 90 FD 2 PD FILL PU
BK 7 RT 90 BK 6 PD FD 2 PU FD 6 PD FD 2 PU
BK 10 SETY YCOR - 1
PD FD 2 PU FD 6 PD FD 2
PU BK 5 LT 90 BK 3 PD BK 2 PU
BK 2 RT 90 BK 4
RT 45 PD
REPEAT 10 [FD 1 LT 10] PU
END

TO SB2
SETPC 15 SETH 270 PD
REPEAT 60 [FD 1 RT 6]
PU SETH 0 FD 5 PD FILL PU BK 5
END

TO SB
SETPC 15 PD SETH 270
REPEAT 90 [FD 1 RT 4]
PU SETH 0 FD 10 PD FILL PU BK 10
END

TO SNOWMAN
PU SETPOS [-90 -80]
SB FD 27 SB2 FD 19 HAT
END

TO XMAS
CS
TREE GROUND BALLS TOP SETBG 13 SNOWMAN GREET BELLS
NOTYPE
END

TO SD :N
SETDEVICE :N
END

MAKE "STARTUP [XMAS]

SMARTWRITER TIPS

ADAM SMARTWRITER TIPS

- DON ZIMMERMAN

1. CHANGING VERTICAL MARGIN SETTINGS: MANY TIMES ADAM WILL NOT CHANGE THE VERTICAL MARGIN SETTINGS AFTER PRESSING THE DONE KEY WHEN THERE IS TEXT IN THE MEMORY. BY WATCHING THE ACTION OF THE WHITE VERTICAL MARGIN MARKER ON THE LEFT HAND SIDE OF THE SCREEN YOU CAN TELL IF ADAM HAS MADE THE VERTICAL MARGIN CHANGES THAT YOU ENTERED. IMMEDIATELY AFTER PRESSING DONE THE LEFT HAND WHITE MARKER SHOULD SCROLL THE LENGTH OF THE RED MARKERS THAT APPEAR ON THE LEFT HAND SIDE OF THE SCREEN. IF THE WHITE MARKER DOES NOT SCROLL VERTICALLY THE CHANGES YOU MADE TO THE VERTICAL MARGINS ARE NOT IN EFFECT. A VERY EASY WAY TO OVERCOME THIS BUG IS TO JUST REPEAT THE SEQUENCE OVER AGAIN. JUST REPEAT THE OPERATION OVER EXCEPT THIS TIME YOU DO NOT HAVE TO USE THE ARROW KEYS TO CHANGE THE VERTICAL MARGIN SETTINGS (YOU DID THIS THE FIRST TIME). MY ADAMS WILL ALWAYS SCROLL ON THE SECOND TRY. JUST BE SURE TO WATCH THE WHITE MARKER THE FIRST TIME TO MAKE SURE IT SCROLLS. IF IT DOES THERE IS NO NEED TO DO IT A SECOND TIME.

2) CLEARING WORK SPACE: WAIT ONE SECOND OR TWO BETWEEN THE PRESSING OF THE CLEAR WORK SPACE AND THE FINAL CLEAR KEYS. OUTSIDE OF WHEN THE PRINTER ADVANCE WHEEL WOULD STICK (REMEDIED BY LUBRICATION) THIS IS THE ONLY TIME I HAVE EVER HAD SMARTWRITER LOCK UP. BOTH OUR ADAMs HAVE THIS BUG AND OTHERS MAY HAVE IT ALSO. I ONLY HAVE THIS BUG WHEN USING THE CLEAR WORK SPACE AND NOT WITH THE CLEAR SCREEN OPTION.

3) USING BACKSPACE: USE DELETE TO REMOVE SPACES AND TEXT IF THE TEXT HAS A CARRIAGE RETURN FOLLOWING YOUR ENTRY POINT. BACKSPACE WILL NOT PULL TEXT UP AND REARRANGE THE TEXT PROPERLY. DELETE WILL.

4) INSERT AND DELETE WORKS BETWEEN THE NEXT CARRIAGE RETURN AND THE LAST ONE. THESE TWO CARRIAGE RETURNS "LOCK IN" THE TEXT BEING WORKED ON. INSERTING OR DELETING TEXT THAT HAS NO CARRIAGE RETURN FOLLOWING IT WILL RESULT IN LOST OR GARBLED TEXT.

5) OVERTYPING EXISTING TEXT: DO NOT OVERTYPE EXISTING TEXT BEYOND ITS CURRENT LINE. IF YOU USE THE OVERTYPING METHOD OF CHANGING EXISTING TEXT AND TYPE BEYOND THE PRESENT LINE ADAM WILL GET CONFUSED. TYPING PAST THIS LINE YOU WILL FORCE ADAM TO INSERT A NEW "UNSEEN" CARRIAGE RETURN (ALONG WITH THE NECESSARY EXTRA SPACES) WHEN IT WRAPS THE "NEW" TEXT TO THE NEXT LINE. REMEMBER ADAM HAS ALREADY INSERTED AN "UNSEEN" CARRIAGE RETURN (AND SPACES) WHEN IT WRAPPED THE ORIGINAL TEXT. PART OR ALL OF THE NEXT LINE WILL BE LOST OR AT THE BEST GARBLED. USE THE INSERT INSTEAD. WHEN THE DONE KEY IS PRESSED ADAM WILL GO THROUGH THE TEXT AND REALIGN ALL OF THESE "UNSEEN" CARRIAGE RETURNS AND REWRAP ALL TEXT.

6) PRINT HI-LITE: WATCH THE LEFT HAND MARKER AS IT SCANS THROUGH A LARGE TEXT FILE TO FIND THE HIGHLIGHTED TEXT. THIS IS THE REASON FOR THE DELAY WHEN WORKING WITH A LARGE FILE. BE PATIENT NOTHING IS WRONG.

7) GETTING FILES: IF YOU WATCH THE LEFT HAND WHITE MARKER WHEN GETTING A FILE FROM DISK IT WILL TELL YOU HOW MANY "PAGES" ARE IN THE FILE. THE SCREEN WILL HAVE "ONE MOMENT - GETTING FILE" AS THE FILE IS BEING LOADED. WATCH THE MARKER. IT WILL QUICKLY SCAN THE FILE FROM THE BOTTOM TO THE TOP OF EACH PAGE AND THEN SLOWLY SCAN EACH PAGE FROM THE TOP TO THE BOTTOM. IF YOU COUNT EACH SWEEP OF THE MARKER AS IT SCANS FROM THE TOP TO THE BOTTOM YOU WILL KNOW HOW MANY PAGES ARE IN THE FILE.

8) VERTICALLY CENTERING PRINTED PAGES: BY PROPERLY USING THE END PAGE MARKER AND USING THE SINGLE PAGE PRINT OPTION I CAN EASILY HAVE ADAM PRINT OUT EIGHT PAGES OF TEXT WITH EACH PAGE CENTERED VERTICALLY AND NOT HAVE THE PAPER GO OUT OF ALIGNMENT IN THE PRINTER. FIRST ENTER ALL YOUR TEXT WITHOUT PUTTING ANY END OF PAGE MARKERS IN. DO ALL OF YOUR EDITING AND MODIFYING BEFORE YOU VERTICALLY CENTER

EACH PAGE AS YOU WANT IT. WHEN THIS IS DONE AND STARTING AT THE BEGINING OF THE FILE, STEP THE CURSOR TO THE BOTTOM OF THE FIRST PAGE WHILE WATCHING THE LEFT HAND WHITE MARKER. THE ARROW KEYS ARE USED TO STEP THROUGH THE TEXT. WHEN THE WHITE MARKER IS AT THE RED BOTTOM OF PAGE MARKER IS WHERE THE END PAGE MARKER WILL BE INSERTED. YOU CAN TELL IF YOU INSERTED THE END PAGE MARKER PROPERLY IF THE LEFT HAND WHITE MARKER JUMPS TO THE TOP AFTER PRESSING THE END PAGE MARK KEY. AN EASY WAY TO FIND THE PROPER LINE TO ENTER THE END PAGE MARKER IS TO PRESS THE DOWN ARROW KEY ONE LINE AT A TIME UNTIL THE WHITE MARKER JUMPS TO THE TOP OF THE NEXT PAGE AND THEN PRESS THE UP ARROW ONCE. THIS WILL JUMP THE WHITE MARKER TO THE BOTTOM OF THE PREVIOUS PAGE AND THE PROPER PLACE TO INSERT THE END PAGE MARKER. BY INSERTING AND DELETING CARRIAGE RETURNS YOU CAN VERTICALLY SPACE THE TEXT THE EXACT WAY YOU WANT IT TO BE PRINTED. THESE EXTRA "CENTERING" CARRIAGE RETURNS ARE ADDED TO EACH PAGE SO THE SCREEN PAGES MATCH THE PRINTER PAGES. IF YOU SIMPLY INSERT END PAGE MARKERS WITHOUT THESE "CENTERING" CARRIAGE RETURNS, THE WHITE MARKER WILL NOT POSITION ITSELF AT THE TOP OF THE NEXT PAGE AND IT IS IMPOSSIBLE TO KNOW HOW THE NEXT PAGES WILL LOOK LIKE VERTICALLY WHEN IT IS PRINTED.

REMEMBER THESE END PAGE MARKER LOCATIONS ARE DETERMINED BY THE TOP AND BOTTOM VERTICAL MARGIN SETTINGS AND WILL NOT BE PROPERLY LOCATED IF YOU CHANGE THESE SETTINGS AFTER THE END PAGE MARKERS ARE IN. THIS IS WHY I DO NOT PUT THEM IN UNTIL I HAVE THE TEXT THE WAY I WANT IT. IF ANY LARGE AMOUNT OF CHANGES ARE REQUIRED AFTER THE END PAGE MARKERS ARE IN, THE FIRST THING TO DO IS TO DELETE ALL END PAGE MARKERS, EDIT THE TEXT, AND INSERT NEW END PAGE MARKERS. I HAVE HAD UP TO EIGHT PAGES OF TEXT IN MEMORY AT ONCE AND REGULARLY ENTER FOUR AND FIVE PAGES WITH NO PROBLEMS. I USE THE SINGLE SHEET OPTION WITH FAN FOLD PAPER. THE PRINTER WILL STOP WHEN IT "SEES" AN END PAGE MARKER IN THE TEXT. I THEN ADVANCE THE PAPER IN THE PRINTER TO THE TOP OF THE NEXT PAGE AND HIT SMART KEY V (PRINT) TO START PRINTING THE NEXT PAGE. IF THE END PAGE MARKER IS PROPERLY PLACED AT THE LAST LINE OF EACH PAGE THE PRINTER WILL START PRINTING WITHOUT ADDING EXTRA BLANK LINES. THIS PAUSE IN THE PRINTING IS THE PERFECT TIME TO REALIGN THE PAPER IN THE PRINTER BEFORE PRESSING THE SMARTKEY V TO START THE PRINTER AGAIN.

WITH A LITTLE PRACTICE YOU WILL SOON BE ABLE TO PRINT OUT UP TO EIGHT PAGES OF TEXT WITH THE SPACING AT THE TOP AND BOTTOM OF EACH PAGE EXACTLY AS YOU HAD IT ON THE SCREEN WITH THE EXTRA BONUS OF EACH PAGE OF THE PAPER NOT RUNNING OUT OF ALIGNMENT IN THE PRINTER.

9. TO GET TO THE END OF A LARGE FILE QUICKLY SCROLLING THROUGH EACH PAGE SLOWLY, USE THE SEARCH OPTION. SIMPLY ENTER ANY ODD SET OF CHARACTERS TO SEARCH FOR SUCH AS "###". THIS WILL QUICKLY MOVE THE CURSOR TO THE END OF THE FILE. IF ONLY IT WOULD SEARCH BACKWARDS.

10. PRINTER PAPER: THERE IS A DIFFERENCE IN THE THICKNESS OF COMPUTER PAPER. THE HEAVIER PAPER WILL FEED BETTER IN ADAM'S PRINTER THAN THE THIN PAPER IF THE PRINTER DOES NOT HAVE THE TRACTOR FEED.

CPM 2.2 WORKSHOP

BEGINNERS CLINIC

FOR THOSE OF YOU JUST GETTING INTO CPM OR CONTEMPLATING IT, YOU NEED TO UNDERSTAND THAT CPM IS NOT "USER FRIENDLY" LIKE MOST OF THE ADAM "SMART" SOFTWARE. CPM IS AN OPERATING SYSTEM THAT HANDLES THE NORMAL FUNCTIONS OF TRANSFER OF DATA BETWEEN THE TERMINAL (TV, MONITOR), KEYBOARD, ADAM CONSOLE, DIGITAL TAPE DRIVES, DISK DRIVES AND PRINTER. CPM ALSO HAS A SOPHISTICATED FILE HANDLING SYSTEM FOR READING, STORING, WRITING FILES, ERASING AND LISTING THEM, ETC. CPM ALSO INCLUDES AN ASSEMBLER WHICH PROVIDES THE CAPABILITY TO WRITE SOPHISTICATED MACHINE LANGUAGE PROGRAMS (THIS IS WHAT ALL THE COLECO MADE PROGRAMS ARE WRITTEN IN, AS WELL AS ALL CARTRIDGES). THIS IS ONE OF THE MAIN ADVANTAGES OF CPM FOR THE ADAM AND OPENS UP ADAM OWNERS TO A HOST OF WELL WRITTEN PUBLIC DOMAIN AND COMMERCIALY WRITTEN SOFTWARE. CPM IS THE MOST POPULAR OPERATING SYSTEM FOR SMALL 8 BIT COMPUTERS AND IT WAS DESIGNED TO PROVIDE STANDARDIZATION ACROSS MANY DIFFERENT TYPES OF COMPUTERS AS LONG AS THEY USE EITHER AN 8080 OR Z80 MICROPROCESSOR (ADAM USES A Z80). THERE ARE CPM SIGS (SPECIAL INTEREST GROUPS) THAT MAINTAIN VAST LIBRARIES OF PUBLIC DOMAIN (I.E. NOT COMMERCIAL PROGRAMS THAT ARE SOLD FOR PROFIT) SOFTWARE. I COULDN'T BEGIN TO GUESS HOW MANY PD CPM PROGRAMS ARE AVAILABLE THROUGH THESE SIG'S. THE NIAD CPM PD LIBRARY IS NOW UP TO 8 VOLUMES AND GROWING RAPIDLY. ELLIAM ASSOCIATES IN CALIFORNIA HAS ONE OF THE LARGEST LIBRARIES OF CPM PD SOFTWARE TO NAME JUST ONE. HOWEVER, JUST BECAUSE A PROGRAM IS CPM COMPATIBLE DOES NOT NECESSARILY MEAN IT WILL PERFORM AS INTENDED FOR THE ADAM. MANY CPM PROGRAMS ARE WRITTEN FOR SPECIFIC COMPUTERS AND TAKE ADVANTAGE OF THEIR CAPABILITIES WHICH WILL BE DIFFERENT THEN THE ADAM. HENCE, EACH PROGRAM MUST BE TESTED AND PERHAPS MODIFIED TO INSURE IT WILL WORK ON THE ADAM. THERE ARE TWO SIGS ON THE COMPUSERVE INFORMATION SERVICE (FAM-200 AND CRE) THAT HAVE ADAM PROGRAMS INCLUDING CPM PROGRAMS.

CPM BEGINNERS SHOULD READ THE CPM WORKSHOPS IN ISSUES # 8, 9, AND 10 FOR SOME BASIC INFORMATION ON ADAM CPM OPERATION. THERE IS ALSO INFORMATION ON HOW TO USE THE NIAD CPM PD LIBRARIES RELATIVE TO FILE TRANSFER, STORAGE, ETC. YOU MUST READ THESE ARTICLES BEFORE YOU GET STARTED IN CPM.

CPM UPDATES

NIAD PD # 8 IS NOW AVAILABLE AND CONTAINS A "C" ASSEMBLER AND "C" PROGRAMS. "C" IS MACHINE LANGUAGE "LIKE" BUT OFFERS MORE. IT IS USED EXTENSIVELY BY AT&T IN THEIR UNIX BASED SYSTEMS - HAVE FUN !

WE'RE WORKING ON CONVERTING SOME CPM BASIC PROGRAMS TO NEVADA BASIC TO PUT IN A PD LIBRARY. THERE ARE ALSO SOME PEOPLE WORKING ON SOME COMMERCIAL PROGRAMS IN CPM NEVADA BASIC WHICH CAN TAKE ADVANTAGE OF THE MANY POWERFUL FUNCTIONS RESIDENT IN THIS FINE VERSION OF BASIC. SOME OF YOU ADVANCED BASIC PROGRAMMERS NEED TO GET NEVADA BASIC AND GET TO WORK !

PLEASE LET US KNOW WHAT YOU WOULD LIKE TO SEE IN THE CPM AREA SO WE CAN MEET YOUR NEEDS.

NIAD CPM PUBLIC DOMAIN LIBRARY

By C. KOLANDER

THIS MONTH WE WILL COVER PD DISK #4. THIS DISK CONTAINS 3 LIBRARIED FILES, SO NU11LU.COM WAS INCLUDED SO THE FILES INSIDE COULD BE EXTRACTED. SEE LAST MONTH'S ARTICLE FOR INFORMATION ON THAT PROGRAM.

MCAT-41.LBR - THIS LIBRARY CONTAINS EVERYTHING YOU NEED TO MAKE A MASTER CATALOG OF ALL YOUR DISKS. THIS SERIES OF PROGRAMS MAKES CATALOGING MUCH EASIER THAN FILES FOUND ON PD DISK #2. THE PROGRAMS IN THIS LIBRARY ARE - Mcat41.COM - Xcat40.COM AND FIND40.COM. THE DOC FILES AND THE ASSEMBLY LISTINGS ARE ALSO INCLUDED. THE FIRST THING TO DO TO USE THESE PROGRAMS ARE TO PRINT OUT THE DOC FILES AND A FILE CALLED Mcat41.SET. THE COMMAND PROGRAM FOR Mcat41 HAS TO BE PATCHED TO BE USED ON ADAM AND THIS INFORMATION IS IN THE "SET" FILE (USE THE 64 FILE NAMES CODE). AFTER THAT YOU ONLY HAVE TO SET UP A MAST.CAT FILE WITH ED.COM AND YOUR READY. THE BEST WAY TO USE THIS PROGRAM IS TO RUN IT FROM DRIVE A, USE THE SYNTAX MCAT41 B:. YOU WILL THEN BE ASKED TO INSERT THE DISK TO BE CATALOGED INTO B:, AFTER THAT DISK IS CATALOGED YOU CAN INSERT THE NEXT. WHEN FINISHED JUST HIT ^C AND THE PROGRAM ENDS. AFTER CATALOGING YOUR DISKS USE Xcat40.COM (THIS RUNS AS IS, SO YOU DON'T HAVE TO PATCH IT) TO MAKE YOUR PRINT OUT. YOU CAN ALSO USE CATPAGE .COM FROM PD #2 IF YOU WANT MORE NAMES ON ONE SHEET. FIND40 IS A PROGRAM YOU CAN RUN TO LOCATE THE DISK A PROGRAM YOU NEED IS ON. SIMPLY TYPE FIND40 MAST.CAT FILENAME, AND A LISTING OF ALL MATCHES WILL SHOW ON THE SCREEN. TYPING JUST FIND40 WILL GIVE YOU ALL SYNTAX CHOICES.

CATLBR.LBR - THIS LIBRARY IS ANOTHER SET OF CATALOGING PROGRAMS, BUT THESE ARE FOR CATALOGING YOUR LIBRARY FILES. THE PROGRAMS IN THIS LIBRARY ARE -LDIRSORT.COM - CATLBR.COM - CATALL.SUB AND OF COURSE THE DOC FILE. THE ONLY PROGRAMS YOU'LL NEED THAT ARE NOT INCLUDED IN THE LIBRARY ARE UCAT.COM WHICH IS ON PD #2, AND SUBMIT.COM WHICH CAME WITH CP/M. UCAT CAN BE USED IN PLACE OF CAT2 WHICH THE DOCUMENTION ASKS FOR. YOU CAN CATALOG A SINGLE LBR OR USE THE SUBMIT FILE TO CATALOG A WHOLE DISK. WHEN CATALOGING A WHOLE DISK, CATLBR SHOULD BE RAN FIRST TO CREATE A COMMAND SUBMIT FILE WITH ALL THE NAMES OF THE LBRs ON THE DISK (SYNTAX - CATLBR B:*.LBR). THEN JUST TYPE SUBMIT COMMANDS LDIRSORT UCAT -, YOU CAN GO HAVE LUNCH WHILE ADAM CATALOGS THE DISK. THE ONLY QUIRK I'VE FOUND WITH THIS PROGRAM SET IS THAT YOU CAN'T HAVE LIBRARY NAMES BIGGER THAN 7 CHARACTERS, IF YOU DO AND YOU WANT TO CATALOG THEM YOU'LL HAVE TO RENAME THEM.

ZASM.LBR - THIS PROGRAM IS A Z80 MACRO ASSEMBLER VERY SIMILAR TO MAC THE 8080 MACRO ASSEMBLER BY DIGITAL. WITH ADAM BEING RAN BY A Z80A MICROPROCESSOR THIS IS A BETTER CHOICE OVER THE ASM ASSEMBLER YOU RECEIVED WITH CP/M. AS YOU CAN FULLY USE THE LARGER AND MORE COMPLEX INSTRUCTION SET OF THE Z80. THE LIBRARY INCLUDES THE ASSEMBLER AND FULL DOCUMENTION ON THE ASSEMBLER ITSELF (THERE IS NO INFORMATION ON THE Z80 MNEMONICS). ANOTHER ADVANTAGE OVER ASM IS AGAIN THIS IS A MACRO ASSEMBLER. MACROS ARE USED TO DEFINE A SET OF INSTRUCTIONS, A SORT OF SUBROUTINE, WITH WILL BE INSERTED INTO THE PROGRAM BY THE ASSEMBLER AT ASSEMBLY TIME (MACRO EXPANSION). YOU DEFINE THE ROUTINE IN ASSOCIATION WITH A MACRO NAME. WHEN THE ASSEMBLER COMES ACCROSS THE NAME THE EXPANSION OCCURS. THIS IS REAL HANDY AS YOU CAN BUILD A MACRO LIBRARY OF ROUTINES THAT YOU MIGHT USE OVER AND OVER AND WHEN NEEDED CALL THEM INTO THE SOURCE WITH THE "INCLUDE" PSEUDO-OP. THE ASSEMBLER WILL ONLY USE THE ROUTINES WHOSE NAMES APPEAR IN THE SOURCE SO THERE IS NO PENALTY FOR HAVING A LARGE LIBRARY. THERE ARE MANY OTHER ADVANTAGES TO A MACRO ASSEMBLER LIKE THIS, BUT I WILL NOT GO INTO THEM. IF YOU WANT MORE INFORMATION ON MACROS OR Z80 PROGRAMING HERE ARE THE NAMES OF A COUPLE OF GOOD BOOKS ON THE SUBJECT:

Z80 AND 8080 ASSEMBLY PROGRAMING BY KATHIE SPRACKLIN - HAYDEN BOOKS

3030/Z80 ASSEMBLY LANGUGE BY ALAN R. MILLER - WILEY PUBLISHERS

THERE ARE MANY OTHERS BUT THESE 2 ARE THE EASIEST TO UNDERSTAND. THIS PROGRAM IS VERY GOOD AND IT ALONE MAKES THE DISK VERY WORTH WHILL.

THAT'S IT FOR THIS MONTH, REMEMBER IF YOU HAVE ANY QUESTIONS BE SURE TO ASK.

REVIEWS

SMARTBEST V1.0 BY L. MARSCHAND

WELL, I THINK WE HAVE THE NEXT BEST THING TO SMARTBASIC 2.0 WITH SMARTBEST BY DATA DOCTOR (SEE ARTICLES IN THIS ISSUE AND QUIKFAX QUEST REVIEW IN THE SEPTEMBER ISSUE FOR MORE INFO ON DD).

BASIC
ENHANCEMENT FOR
SOUND AND
TEXT

THIS PROGRAM IS USED TO MODIFY YOUR VERSION OF SMARTBASIC AND ADD MANY USEFUL FUNCTIONS FOR US ADAM BASIC PROGRAMMERS.

A 25 PAGE INSTRUCTION MANUAL IS INCLUDED AND DATA DOCTOR OFFERS A UNIQUE MONEY BACK QUARANTEE IF YOU ARE NOT SATISFIED WITH BEST. DATA DOCTOR IS OBVIOUSLY CONFIDENT IN THEIR PRODUCTS, AND RIGHTFULLY SO. NIAD WILL SUPPORT THIS QUARANTEE AS WELL AND EXTEND IT TO QUIKFAX QUEST. ONE CAN'T ASK FOR A BETTER OFFER THEN THAT !

BEST PROVIDES ITS ENHANCED/ADDITIONAL FUNCTIONS BY REPLACING SOME OF THE LITTLE USED AND NON-IMPLEMENTED COMMANDS IN SMARTBASIC WITH NEW COMMANDS. A FEW ADDITIONAL MACHINE LANGUAGE ROUTINES ARE ALSO ADDED BUT ONLY 200 ADDITIONAL BYTES OF LOW MEMORY ARE USED BY BEST TO MINIMIZE IMPACT ON YOUR BASIC PROGRAMS. THERE ARE TWO MAJOR ADDITIONAL FUNCTIONS ADDED - COLOR AND SOUND AND AN ASSORTMENT OF OTHER INDIVIDUAL IMPROVEMENTS.

COLOR ENHANCEMENTS (VIDEOPLUS) :

SOME NEW COLOR POKE LOCATIONS ARE PROVIDED WHICH USE WHAT DATA DOCTOR CALLS "COLOR CODE TABLE III". ROUTINES ARE GIVEN TO CONTROL THE COLORS OF TEXT, BACKGROUND, GRAPHICS WINDOW, INVERSE, ETC. A ROUTINE IS ALSO GIVEN FOR INCREASING THE TEXT WINDOW FROM 4 TO 8 LINES IN HGR / GR MODE. A NEW FACILITY IS PROVIDED WHICH ALLOWS YOU TO SET THE COLORS FOR THE BACKGROUND AND TEXT LETTERS AND THEN USE A BASIC CALL TO GENERATE THESE COLORS. BY ENTERING TEXT YOU THEN GO BACK TO THE COLOR OPTIONS YOU ORIGINALLY SET. THIS IS VERY NICE IN THAT YOU CAN DYNAMICALLY CHANGE COLORS WITHIN VARIOUS PARTS OF YOUR BASIC PROGRAM WITHOUT CLEARING THE SCREEN. WHEN YOU ISSUE A TEXT COMHAND, ALL THE COLORS REVERT BACK TO THEIR ORIGINAL VALUES. ANOTHER ROUTINE PROVIDED ALLOWS YOU TO HAVE DIFFERNT COLORS FOR TEXT, NUMBERS, ETC. THESE ROUTINES WILL ALLOW YOU TO HAVE UP TO NINE DIFFERENT COLORS ON A TEXT SCREEN AND VARY THEM WITHOUT CLEARING THE SCREEN WHICH CAN GREATLY ENHANCE BASIC PROGRAMS.

SOUND ENHANCEMENTS (SOUNDPLUS) :

FOUR NEW COMMANDS HAVE BEEN ADDED TO BASIC - VOICE 1,2,3 AND NOISE. V1,2,3, OFF, OFF AND HUSH ARE USED TO TURN OFF THE SOUNDS GENERATED BY THE NEW COMMANDS. EACH OF THE 3 VOICE COMHANDS CAN HAVE 64 DIFFERENT TONES AND 15 VOLUME SETTINGS. THE NOISE COMMAND

GENERATES 9 PRESET NOISES (PHASER FIRE, HELICOPTER, ETC.). DATA DOCTOR HAS GIVEN US AN EXCELLENT TOOL HERE TO USE THE COMPREHENSIVE CAPABILITIES OF THE ADAM SOUND CHIP. THESE ADDITIONAL COMMANDS WILL MAKE MUSIC AND SOUND EASY TO ADD TO BASIC PROGRAMS, WHEREAS THIS IS A VERY DIFFICULT PROCESS UNDER THE CURRENT VERSION OF BASIC.

ASSORTED ENHANCEMENTS :

SIX COMMANDS HAVE BEEN GIVEN ABBREVIATED COMMANDS - F FOR FLASH, H FOR HOME, IN FOR INVERSE, NO FOR NORMAL, R FOR RETURN, T FOR TEXT.

ADDITIONAL COMMANDS ADDED ARE -

. GOTOWPR - AUTOMATIC SOFTWARE SWITCH TO SMARTWRITER
. RESTORE - A VERY USEFUL COMMAND THAT SETS THE DATA LINE NUMBER FOR A READ STATEMENT TO USE. THIS ALLOWS YOU TO ASSOCIATE YOUR READ STATEMENTS TO A SPECIFIC DATA STATEMENT ELIMINATING THE NEED TO PUT THEM TOGETHER IN YOUR PROGRAM. PROGRAM EXECUTION IS ALSO DECREASED BECAUSE BASIC DOESN'T HAVE TO GO THROUGH ALL THE DATA STATEMENTS TO FIND THE LAST ONE READ, WHICH IS WHAT BASIC DOES IF RESTORE IS NOT USED.

. KBC - RESETS THE INPUT BUFFER ADDRESS TO "0". BY USING KBC AND THE READING OF THE INPUT BUFFER YOU CAN CREATE ENHANCED INPUT ROUTINES.

IN ORDER TO ADD THESE BASIC COMMANDS, SOME LITTLE USED BASIC COMMANDS WERE ELIMINATED.

DATA DOCTOR IS FINALIZING A COMPANION TO SMARTBEST CALLED SMARTTRIX I WHICH WILL USE THE ENHANCED FUNCTIONS PROVIDED AND PROVIDE MORE INFORMATION ON HOW TO USE THEM IN YOUR PROGRAMS. SMARTTRIX WILL BE NEEDED BY THE NOVICE BASIC PROGRAM TO FULLY UTILIZE SMARTBEST. HOWEVER, THE MORE EXPERIENCED PROGRAMMER CAN START USING BEST IMMEDIATELY TO CREATE NEW OR

MODIFY EXISTING BASIC PROGRAMS.

SMARTTRIX WILL CONTAIN ROUTINES AND PROGRAMS USING THE NEW COMMANDS IN BEST FOR COLOR GRAPHICS AND SOUND. WE WILL HAVE A REVIEW OF TRIX IN THE DECEMBER ISSUE.

I RATE THIS PACKAGE AS A REQUIRED ADDITION FOR EVERY SMARTBASIC PROGRAMMER AND LOOK FORWARD TO ADDITIONAL PRODUCTS FROM DATA DOCTOR.

RATING - A+

STELLAR5 BY L. MARSCHAND

THE INSTRUCTION BOOK THAT ACCOMPANIES THIS PRODUCT STATES "DISCOVER THE STARS WITH STELLAR5, THE ASTRONOMY PROGRAM FOR THE ADAM".

THIS PROGRAM IS FOR ASTRONOMY BUFFS AND WILL GIVE YOU A LOT OF VALUABLE INFORMATION TO AID YOU IN YOUR STUDIES AND STAR GAZING VIA A TELESCOPE. I WILL DISCUSS EACH OF THE MAIN PROGRAMS WITHIN STELLAR5 WHICH WILL DEFINE ITS CAPABILITIES.

. CONSTELLATIONS - DISPLAYS 42 DIFFERENT CONSTELLATION CHARTS WITH SYMBOLS INDICATING MAJOR STARS, MINOR STARS, CELESTIAL COORDINATES. YOU MAY PRINT THIS CHART OUT ON THE ADAM PRINTER.

. CONSTELLATION DATA - DISPLAYS (OR PRINTS) A DATA CHART ON ANY OF THE 42 CONSTELLATIONS, DEFINING STARS, GALAXIES, COORDINATES, MAGNITUDE AND POSITIONS OF THE GALAXIES AND MAJOR STARS.

. STAR FINDER & DATA - GIVES DATA ON 150 STARS - COORDINANTS, MAGNITUDE, ETC.

. DISTANCE CALCULATOR - BASED ON THE COORDINANTS YOU INPUT THE DISTANCE BETWEEN PLANETS, STARS IS GIVEN.

. PLANET & COMET LOCATOR - BASED ON THE DATE YOU ENTER, COORDINANTS, DISTANCE, BRIGHTNESS, SURFACE VISIBILITY AND CONSTELLATION WILL BE DISPLAYED.

. MOONPHASES - GIVES DATES OF FULL AND NEW MOONS BASED ON DATE.

. CALENDAR CONVERSIONS - GIVES THE JULIAN DATE

I CERTAINLY CAN'T COMMENT ON THE ACCURACY OF THE CALCULATIONS PROVIDED. THE PROGRAM NICELY DISPLAY THE DATA AND PROVIDE A PRINTED COPY IF YOU REQUEST IT. THE INSTRUCTIONS ARE COMPLETE AND THE ONLY PROBLEM I NOTED WAS AN INCONSISTENCY BETWEEN PROGRAMS RELATIVE TO THE RESPONSES REQUIRED. R. HANANIA, THE DEVELOPER, HAS COMMITTED TO PROVIDE UPDATES AS THEY ARE DEVELOPED. I RATE THIS PACKAGE AS BEING COMPREHENSIVE AND WELL DONE FOR THE ASTRONOMY STUDENTS AMONG US. THE PRICE IS RELATIVELY HIGH, BUT I THINK IT IS JUSTIFIED BASED ON THE NUMBER OF PROGRAMS INCLUDED.

I JUST RECEIVED AN UPDATED VERSION OF STELLAR5 THAT CONTAINS A NICE ADDITION TO THE "PLANET DATA" PROGRAM. THE NEW PROGRAM PERFORMS THE SAME FUNCTIONS OF CALCULATING THE CELESTIAL COORDINATE FOR ANY MONTH, DAY, YEAR, THE DISTANCE FROM EARTH, CONSTELLATION AND MAGNITUDE. IT NOW GIVES A GRAPHIC DISPLAY OF A CELESTIAL GRID MAP, WITH 6 KEY CONSTELLATIONS AND PLOTS THE PATH OF THE PLANET FOR A 60 DAY PERIOD.

RATING - A

ORDER FROM HANANIA ENTERPRISES PRICE \$36 (DISK) \$39 (DDP)

PO BOX 356

TINLEY PARK, IL 60477

MULTICART BY PRACTICAL PROGRAMS
REVIEWED BY W. MOTEL

THIS PROGRAM ALLOWS YOU TO MAKE PERSONAL BACKUPS OF MOST CARTRIDGES ONTO TAPE/DISK. THE PROGRAM, ITSELF, IS AN EXAMPLE OF THEIR FASTRUN VERSION OF A BASIC PROGRAM.

THE PROGRAM ALLOWS YOU (1) INITIALLY PREPARE A TAPE/DISK FOR STORING CARTRIDGE GAMES, (2) ADD GAMES, (3) CHANGE NAMES ON THE GAME DIRECTORY. IF YOU ARE USING TAPE FOR THE BACKUP, IT WILL BE SET UP TO CONTAIN A MAX OF 8 GAMES, DISK ALLOWS 5 GAMES. THE GAMES CAN BE ADDED/CHANGED IN ANY ORDER. ONCE YOU HAVE A BACKUP TAPE/DISK INSERTED, YOU PULL THE COMPUTER RESET. ALMOST INSTANTLY, YOU GET A DIRECTORY LIST OF GAMES ON THE TAPE/DISK. MOVING THE JOYSTICK UNTIL YOU REACH THE GAME YOU WANT, YOU THEN HIT THE SIDE BUTTON. THE GAME LOADS AND YOU'RE READY TO PLAY

SOME GAMES WON'T COPY. THESE SEEM TO BE A FEW 32K CARTS, SUCH AS SPYHUNTER AND DAMBUSTERS. MOST ARE OK. I'VE DONE COLECO, EPYX, ACTIVISION, PARKER BROTHERS, AND ATARI WITHOUT PROBLEMS. IF IT WON'T COPY, THE PROGRAM GIVES YOU A MESSAGE. THE REASON FOR THIS, I BELIEVE, IS THAT FOR EASE OF USING, THEY'VE ELECTED TO SET UP THE GAME SLOTS TO BE THE SAME FIXED SIZE (LESS THAN 32K). THE OTHER METHOD I'VE SEEN, IS TO MAKE EACH GAME SLOT THE ACTUAL SIZE OF THE COPIED CARTRIDGE. THIS ALLOWS FOR MORE GAMES PER TAPE/DISK, BUT CHANGING THEM IS NOT AS EASY (YOU CAN'T REPLACE A 16K GAME SLOT WITH A 20K GAME).

OVERALL, THIS WORKS VERY WELL AND IS WORTH THE PRICE. PLEASE NOTE, IT IS NOT INTENDED FOR YOU TO MAKE COPIES OF PROGRAMS YOU DON'T OWN. IT DOES ALLOW YOU TO MAKE COPIES ON TAPE/DISK. YOU CAN PUT SIMILIAR GAMES OR YOUR FAVORITES ONTO THE SAME TAPE/DISK AND REDUCE THE NEED FOR CARTRIDGE INSERTING AND SYSTEM ON/OFF SWITCHING.

RATING - A

VIEWLOAD BY PRACTICAL PROGRAMS
REVIEWED BY W. MOTEL

THIS PROGRAM ALLOWS YOU TO CHANGE DISPLAY COLORS AND DISPLAY DATAPACK/DISK FILENAMES FOR LOAD/RUN SELECTION (SIMILIAR TO SMARTWRITER WHERE YOU POINT TO THE FILENAME).

THE PROGRAM IS IN BASIC. THE FILENAME DISPLAY IS NOT ACTUALLY WHATS ON THE TAPE/DISK, BUT A LIST THAT YOU MAKE PART OF THE VIEWLOAD PROGRAM COPY YOU ARE USING. YOU RUN VIEWLOAD, WHICH DISPLAYS FILENAMES FOR YOU TO PICK FROM FOR LOAD/RUN. IT SEEMS MUCH EASIER TO JUST LOAD/RUN DIRECTLY FROM THE DISK/TAPE, INSTEAD OF GOING THRU ALL OF THIS. IF YOU PUT ANOTHER RUNNABLE FILE ON THE DATAPACK/DISK, YOU WILL NEED TO UPDATE THE VIEWLOAD PROGRAM TO INCLUDE THE NAME FOR DISPLAY.

THE SCREEN COLOR CHANGES ARE NICELY DONE, WHERE YOU CAN SEE THE EFFECTS OF ANY CHANGES. THESE STAY IN EFFECT UNTIL YOU CHANGE THEM.

EVEN THOUGH THE PROGRAM IS NOT BADLY DONE AND IS SMARTKEY DRIVEN, I DON'T FEEL THERE IS ENOUGH TO MAKE IT WORTHWHILE. THEIR CATALOG SHOWS THAT THEY INTEND TO INCLUDE THESE WITH OTHER PROGRAMS ON DISK/TAPE. THEY SAY IT WILL HAVE A CORRECT INIT FOR TAPE AND DISK, WITH INIT FOR THE DATA PORTION OF THE BASIC TAPE. A PROGRAM TO LOAD THE SP-1 PRINT DRIVERS SO THAT PROGRAM MEMORY BELOW 28050 IS NOT WASTED. FINALLY, A FASTRUN PROGRAM THAT CONVERTS BASIC PROGRAMS TO A REDUCED/ACTUAL MEMORY RESIDENT IMAGE. BESIDES REDUCING THE ACTUAL SIZE OF THE FILE ON TAPE/DISK AND MAKING THE LOAD TIME FASTER, IT WILL STOP THE SPACE INSERTS INTO REM AND DATA STATEMENTS. I SUGGEST WAITING UNTIL THIS IS OUT AND WE REVIEW IT.

RATING - NOT RECOMMENDED

MONKEY ACADEMY FROM COLECO
REVIEW BY W. MOTEL

THIS IS A MATH-QUIZ CARTRIDGE THAT UTILIZES AN ARCADE GAME STRUCTURE. YOU ARE PRESENTED WITH MATH PROBLEMS AND HAVE TO FILL IN ONE OF THE MISSING NUMBERS. YOU CONTROL A LITTLE MONKEY WHO MUST TRAVEL OVER VARIOUS PLATFORMS, PULLING DOWN SHADES TO SEE IF THEY CONTAIN THE MISSING NUMBER. IF IT DOES, YOU JUMP UP TO GRAB THE SHADE AND BRING IT TO THE TOP, WHERE THE HELPER MONKEY INSERTS IT INTO THE PROBLEM. AS YOU TRAVEL, YOU MUST EITHER AVOID A CRAB OR THROW FRUIT AT IT. IF THE CRAB GETS YOU, YOU LOSE A MONKEY. IF YOU PICK THE WRONG NUMBER, YOU GET AN X. THREE WRONG NUMBERS PER PROBLEM AND YOU LOSE A MONKEY. YOU GET POINTS FOR GETTING THE CORRECT ANSWER AND BONUS POINTS FOR COMPLETING A LEVEL (4 PROBLEMS) BEFORE TIME RUNS OUT. BONUS MONKEYS ARE RECEIVED AT 10,000 POINTS AND EVERY 20,000 POINTS AFTER THAT.

YOU CAN PICK THE TYPE OF MATH (ADD, SUBTRACT, MULTIPLY, AND DIVIDE) AND THE LEVEL OF DIFFICULTY. DEPENDING ON THE LEVEL OF DIFFICULTY, THE PROBLEMS CAN CONSIST OF 1 OR MORE DIGITS AND THE MISSING DIGIT CAN BE IN ANY PART OF THE PROBLEM (NOT JUST THE ANSWER). OVERALL, THIS PRESENTS A MATH-QUIZ IN AN ENJOYABLE FASHION. THE GAME PORTION IS NOT THAT DIFFICULT, YET IT DOES PROVIDE AN INTERESTING DIVERSION FROM SIMPLE ROTE MATH PROBLEMS. THE GRAPHICS AND SOUND ARE FAIRLY WELL DONE AND SHOULD PROVIDE ENJOYMENT FOR YOUR CHILD.

RATING - B

TELLY TURTLE FROM COLECO
REVIEW BY W. MOTEL

THIS IS THE CARTRIDGE VERSION OF LOGO, WHICH IS A COLOR GRAPHICS ORIENTED PROGRAMMING LANGUAGE DESIGNED FOR TEACHING PROGRAMMING CONCEPTS TO CHILDREN. TELLY TURTLE IS THE SCREEN CHARACTER YOU USE TO MOVE AROUND THE SCREEN. ALTHOUGH ANYONE CAN USE THIS, IT'S PRIMARILY FOR CHILDREN. IT IS DESIGNED TO TEACH CONCEPTS OF PROBLEM SOLVING, ORGANIZATION, SEQUENCE OF

DESCRIPTION AND PROGRAMMING, WHILE HAVING FUN DRAWING PICTURES. THE CARTRIDGE ALLOWS YOU TO ENTER IN SINGLE COMMANDS TO COMPLEX PROGRAMS CONSISTING OF REPEATED SETS OF INSTRUCTIONS AND ROUTINES. LOGO IS ALSO AN EASY LANGUAGE TO TEACH GEOMETRIC SHAPES AND CONCEPTS.

DON'T MISTAKE THIS FOR A FULL-FLEDGED LOGO PACKAGE. IT IS NOT INTENDED TO BE THAT, BUT IT DOES HAVE ENOUGH BASIC COMMANDS. THE COMMANDS ARE ALL REPRESENTED BY PICTURES. USING THE JOYSTICK, YOU MOVE THE CURSOR BOX OVER THE COMMAND YOU WANT. DEPENDING ON THE LEVEL, IT WILL PERFORM THAT COMMAND IMMEDIATELY, ASK YOU HOW MANY TIMES YOU WANT TO DO IT, OR MOVE IT TO YOUR PROGRAM. COMMANDS INCLUDE LEFT/RIGHT TURN (EACH TURN IS 15 DEGREES - 6 TO DO A RIGHT TURN), MOVE FORWARD, CHANGE COLOR OF THE DRAWING PEN, SET PEN ON ERASE, PEN UP, PEN DOWN, TOOT HORN, OR MAKE SOUND. OTHER COMMANDS ARE CLEAR SCREEN, ERASE COMMAND, AND BIN CONTROL. A "BIN" IS LIKE A FILE CABINET. YOU HAVE 4 BINS THAT CAN BE USED TO STORE PROGRAMS UNTIL YOU HIT RESET OR TURN THE GAME OFF. THEY EVEN COME WITH 3 DEMO PROGRAMS.

OVERALL, THIS IS A VERY GOOD EDUCATIONAL CARTRIDGE. IT IS A GOOD START FOR TEACHING PROGRAMMING CONCEPTS AND PROVIDE POSITIVE FEEDBACK (THRU DRAWINGS). IF YOU LIKE THIS, YOU MAY WANT TO GET THE FULL BLOWN LOGO COMPILER.

RATING - A

WIZMATH BY C. KOLANDER

WIZ MATH BY SIERRA IS AN EDUCATIONAL VIDEO GAME CARTRIDGE FOR AGES 8 AND UP. IT FEATURES SOME OF THE CHARACTERS FROM THE B.C. COMIC STRIP AND CAN BE PLAYED BY EITHER ONE OR TWO PLAYERS. THE GAME CONSISTS OF A NUMBER OF FLOORS, EACH COVERING A DIFFERENT ASPECT OF MATH. WHAT FLOOR YOU BEGIN WITH IS OF COURSE UP TO YOU, BUT THE GAME WILL RECOMMEND ONE BASED UPON YOUR AGE WHICH YOU ENTER AT THE BEGINNING. YOU ARE THEN TAKEN BY ELEVATOR TO YOUR CHOSEN FLOOR. ONCE THERE YOU FIND YOURSELF AT THE DOORWAY OF AN ARENA (ACTUALLY A PRISON GROUNDS). THE ARENA IS FILLED WITH BLOCKS WITH NUMBERS AND MATH OPERATORS ON THEM. YOU HAVE TO PLACE THE BLOCKS (BY KICKING OR GRABING THEM) IN A LINE TO MAKE UP AN EQUATION BASED ON THE FLOOR YOUR ON. YOU ARE NOT THE ONLY ONE IN THE ARENA, AS THERE IS A GUARD WHO IS TRYING TO CATCH YOU. THE ARENA HAS TWO EXITS, THE ONE YOU ENTERED FROM (WHICH WILL TAKE YOU BACK TO THE ELEVATOR) AND ONE ON THE OTHER SIDE OF THE ARENA, BUT IN ORDER TO EXIT THROUGH THIS ONE YOU HAVE TO MAKE UP TWO EQUATIONS AS IT IS NOT BIG ENOUGH TO FIT THROUGH OTHERWISE. POINTS ARE AWARDED FOR EACH EQUATION MADE. A TIMER STARTS RUNNING WHEN YOU ENTER THE ARENA. IF YOU COMPLETE YOUR EQUATIONS AND MAKE IT TO THE EXIT BEFORE IT EXPIRES YOU ARE REWARDED WITH 10 POINTS FOR EACH UNIT OF TIME LEFT ON IT. OF COURSE AS

YOU KEEP GOING THE EQUATIONS BECOME TOUGHER TO MAKE, AND ANOTHER GUARD COMES ONTO THE SCREEN TO CHASE YOU. THE GAME ENDS WHEN YOU HAVE LOST ALL OF YOUR MEN, AND NO MORE ARE AWARDED DURING THE GAME. I FIND THIS GAME TO BE VERY CHALLENGING. THE AGE FACTOR COVERS FROM 1 TO 40, AND THE TYPES OF MATH COVERED ARE EXTENSIVE, WHICH MAKES THIS FUN FOR THE WHOLE FAMILY. SOME OF THE MATH OPERATIONS (FLOORS) ARE AS FOLLOWS: ADDITION, SUBTRACTION, MULTIPLICATION, DIVISION, BINARY, HEXADECIMAL AND MORE. THE DOCUMENTATION IS EXCELLENT AND HAS A SECTION THAT EXPLAINS THE MATH OPERATIONS AND HOW THERE PERFORMED. THIS IS A VERY EXCELLENT GAME AND I RECOMMEND IT VERY HIGHLY, FOR THE MONEY (I FOUND IT AT A RECORD STORE FOR \$10.00) IT JUST CAN'T BE TOPPED.

RATING - A+

PS-1 INDEPENDENT POWER SUPPLY

THIS IS AN INDEPENDENT POWER SUPPLY FOR THE ADAII THAT CAN BE USED IN PLACE OF THE ADAII PRINTER WHICH CONTAINS THE ADAII'S POWER SUPPLY AND LINE CORD. THIS POWER SUPPLY WILL BE USED BY THOSE WHO DO NOT USE THE ADAII PRINTER, EITHER BECAUSE THEY HAVE NO OCCASION TO DO SO OR BECAUSE THEY HAVE THE SP-1 AND ANOTHER PRINTER INSTEAD.

THE PS-1 IS A 4 BY 6 INCH BOX WITH AN ON/ OFF SWITCH, A LINE CORD AND A CORD THAT PLUGS INTO THE ADAII CONSOLE IN PLACE OF THE CORD THAT COMES FROM THE ADAII PRINTER. IT IS VERY SIMPLE AND WORKS FINE. PLEASE NOTE THAT IF YOU PLAN TO GET THE 30 COLUMN VIDEO BOARD, IT WILL CONTAIN AN INDEPENDENT POWER SUPPLY OF ITS OWN.

RATING - A

MEMBER COMMENTS/

QUESTIONS & ANSWERS

. I BELIEVE YOU HAVE DEVELOPED ONE OF THE BEST USER GROUPS IN THE COUNTRY. I HAVE FOUND YOUR NEWSLETTERS TO BE OF GREAT HELP IN TRYING TO "HACK" THE ADAII. I'M ENCLOSING A LIST OF ALL KNOWN MEMORY LOCATIONS FROM YOUR NEWSLETTER AND OTHER SOURCES.

S. MITCHELL

- THANK YOU VERY MUCH FOR THE SUPPORT AND COMMENTS. I HAVE INCLUDED THIS LIST IN OUR POKES SECTION.

. I WOULD LIKE TO TELL YOU HOW MUCH I ENJOY THE NEWSLETTER. IT ANSWERS MANY QUESTIONS THAT I HAVE HAD AND I'M SURE WILL COME UP IN THE FUTURE. THANKS FOR CARING SO MUCH AND DOING SUCH AN EXCELLENT JOB.

G. VELFLING

- WE AT NIAD APPRECIATE YOUR POSITIVE COMMENTS AND AM GLAD YOU ENJOY IT.

. JUST A NOTE TO SAY THANKS FOR THE GREAT SERVICE NIAD PROVIDES, BOTH IN INFORMATION IN THE NEWSLETTER AND THRU THE BUYING SERVICE. I HOPE TO CONTINUE TO EXPAND THE THINGS I DO WITH MY ADAM. I USE IT NOW WITH ADAMCALC AND SMARTFILER AND AM CLOSELY FOLLOWING YOUR UPDATES ON BUSINESS TYPE PROGRAMS THAT MIGHT BE AVAILABLE IN THE CPM AREA. I WOULD LIKE AN ACCOUNTS RECEIVABLE/ INVOICE TYPE OF PROGRAM. KEEP UP THE GOOD WORK.

S. MCCARTHY

- THANK YOU FOR THE NICE COMMENTS AND AM GLAD YOU ARE GETTING SO MUCH OUT OF YOUR ADAM. WE DO NOT YET HAVE A GOOD ACCOUNTS RECEIVABLE PROGRAM UNDER CPM BUT ARE KEEPING OUR EYES OPEN.

. I MAY HAVE FOUND A PLACE THAT WILL REPAIR ADAM DISK DRIVES (EDITORS NOTE: NEITHER COLECO OR HONEYWELL WILL REPAIR THEM, COLECO WILL ONLY REPLACE THEM FOR \$160.00). I TALKED TO THEM AND THEY SAID THEY HAS REPAIRED A FEW, BUT DEPENDING ON THE PROBLEM COULD NOT QUARANTEE THEY COULD REPAIR IT. I AM SENDING MY DRIVE TO THEM AND WILL LET YOU KNOW WHAT HAPPENS. HERE IS THE INFORMATION : ADAHK INC, 7260 COLLAMER RD, EAST SYRACUSE, NY 13057. (315) 656-3988

- THANK YOU FOR THE INFORMATION, WHICH SHOULD BENEFIT ALL ADAM OWNERS.

SOFTWARE EXCHANGE RULES:

NOTE: WE ARE CHANGING AND WILL PROVIDE LIBRARIES ON DDP OR DISK.

ADDITIONALLY, YOU HAVE THE OPTION TO PURCHASE A SPECIFIC LIBRARY FOR ONLY \$ 6.00 FROM THE NIAD PRODUCT LIST IF YOU DO NOT HAVE A PROGRAM TO EXCHANGE.

IN ORDER TO RECEIVE ALL THE LIBRARY PROGRAMS IN A SPECIFIC LIBRARY SEND A DDP/ DISK WITH ONE PROGRAM FOR THE LIBRARY (ALL PROGRAMS SHOULD BE TESTED AND WELL DOCUMENTED VIA A SEPARATE "README" FILE) TO THE LIBRARIAN. INCLUDE A SELF ADDRESSED AND STAMPED RETURN MAILER. THE LIBRARIAN WILL COPY THE ENTIRE LIBRARY ON YOUR DDP AND RETURN IT TO YOU.

NOTE: I HAVE HAD SOME COMPLAINTS ABOUT THE REQUIREMENT OF SUBMITTING ONE PROGRAM TO GET THE SOFTWARE LIBRARY. PLEASE BE ADVISED THAT THESE PROGRAMS DON'T HAVE TO BE WRITTEN BY YOURSELF. THEY CAN BE ANY NON-COPYRIGHTED PROGRAM THAT YOU MAY GET FROM A BOOK OR MAGAZINE. YOU NON-PROGRAMMERS CAN DO US ALL A GREAT SERVICE BY TYPING IN THESE PROGRAMS, RUNNING THEM TO MAKE SURE THEY WORK AND SENDING THEM IN. I DON'T THINK THIS IS TOO MUCH TO ASK FOR WHAT YOU WILL RECEIVE.

EVERYONE, PLEASE SUBMIT YOUR PROGRAMS TO CREATE AN EXPANSIVE LIBRARY FOR NIAD.

LIBRARY INDEX AS OF 9/20/85:

NOTE: SINCE THE LIBRARY IS SO LARGE, WE WILL NO LONGER LIST THE FILES IN EACH LIBRARY. IF YOU DESIRE THIS INFORMATION PLEASE SEND A STAMPED SELF ADDRESSED ENVELOPE REQUESTING THE PD LIBRARY LIST.

SOFTWARE EXCHANGE

NIAD SUPPORTS A SOFTWARE EXCHANGE FOR ALL MEMBERS IN ORDER TO SUPPLY PUBLIC DOMAIN AND NON-COPYRIGHTED PROGRAMS. "LIBRARIES" WILL BE MAINTAINED FOR EACH OF THE MAJOR SOFTWARE PRODUCTS BY A NIAD MEMBER. CURRENT LIBRARIANS ARE:

SMARTBASIC	>>>>>>>>>	B. LENNES 14637 ATLANTIC DOLTON, IL 60419
SMARTLOGO	>>>>>>>>>	BARRY WALLIS 2140 BESSANT ST SAN BERNADINO, CA 92404
ADAMCALC	>>>>>>>>>	GREG VAN VALKENBURG 701 POND VIEW DR AUDUBON, PA 19403
UTILITIES	>>>>>>>>>	L. MARSCHAND
CPM 2.2	>>>>>>>>>	C. KOLANDER 1295 A PEARL AVE GLENDALE HTS, IL 60139

PRODUCT LIST

CPM 2.2 COMMERCIAL SOFTWARE

INFOCOM PRODUCTS:

PLANETFALL \$ 34.95
 STARCROSS \$ 39.95
 ZORK I \$ 34.95
 DEADLINE \$ 39.95

HARDWARE & ACCESSORIES

ADAM DISK DRIVE 7817 \$185.00

5-1/4" HIGH-CAPACITY DISK DRIVE FOR THE COLECO ADAM. PROVIDES EXPANDED CAPABILITY FOR FASTER STORAGE AND RETRIEVAL AND INCREASED RELIABILITY. REQUIRES STANDARD DISKETTES.

ADAM DIGITAL DATA DRIVE 2409 \$135.00

SECOND DIGITAL DATA DRIVE FOR THE ADAM. PROVIDES CAPABILITY FOR COPYING FOR SAVING FROM ONE DATA PACK DDP CASSETTE TO ANOTHER.

ADAM LINK MODEM 7818 \$ 69.95

ADAM PHONE MODEM WHICH PROVIDES CAPABILITY, WITH INCLUDED SOFTWARE, TO INTERFACE WITH OTHER ADAM COMPUTERS OR LARGE BULLETIN BOARD SYSTEMS SUCH AS COMPUSERVE. INCLUDES COUPON FOR RECEIVING ADVANCED COMMUNICATIONS SOFTWARE FOR UPLOADING AND DOWNLOADING OF PROGRAMS.

COMPUSERVE STARTER KIT \$ 25.95

INCLUDES ACCOUNT NUMBER, PASSWORD AND FIVE FREE HOURS OF CONNECT TIME TO THE POPULAR COMPUSERVE INFORMATION SYSTEM.

EVE 64K MEMORY EXPANDER ME-64 \$ 79.95

PROVIDES ADDITIONAL 64K OF MEMORY FOR SMARTWRITER, CPM PROGRAMS. PROVIDES PRINT BUFFER SPOOLING FOR ADAMCALC.

EVE RS232/PARALLEL INTERFACE SP-1 \$139.95

ALLOWS THE CONNECTION OF THE ADAM TO ANY POPULAR PRINTER AND OTHER DEVICES REQUIRING EITHER SERIAL OR PARALLEL INTERFACE CONNECTIONS. INCLUDES SOFTWARE FOR DIRECTING PRINT TO ADDITIONAL PRINTERS DIRECTLY FROM SMARTWRITER, SMARTFILER, BASIC, SPM PROGRAMS.

PARALLEL PRINTER CABLE SP-1C \$ 17.95

CABLE REQUIRED TO ATTACH SP-1 INTERFACE TO PARALLEL PRINTERS.

EVE SPEECH SYNTHESIZER/CLK CALENDAR SS-CC \$109.95

OUTPUT VOICE SPEECH AND WORDS VIA BASIC AND SPM PROGRAMS. INCLUDES SOFTWARE TO CONSTRUCT WORDS. REAL TIME CLOCK CALENDAR PROVIDES CONTINUOUS DATE AND TIME ACCESSIBLE FROM BASIC AND CPM.

EVE 80-COLUMN VIDEO/MOTHER BOARD/POWER SUPPLY VD-MB
 ** (CALL)
 PROVIDES 80-COLUMN VIDEO OUTPUT FROM THE ADAM TO A MONOCHROME 80-COLUMN MONITOR. ALSO INCLUDES SEPARATE POWER SUPPLY AND EXPANSION SLOTS FOR ATTACHING OTHER EVE PRODUCTS. LIGHT PEN PORT ATTACHMENT ALSO INCLUDED. EXPANDS ADAM'S CAPABILITY FOR SOFTWARE REQUIRING 80-COLUMN DISPLAY.

PS-1 POWER SUPPLY FOR ADAM \$69.95

EVE MULTI-UNIT ADAPTER MA-3 \$ 44.95

SPECIAL ADAPTER CABLE REQUIRED TO ATTACH BOTH THE SP-1 AND SS-CC TO THE ADAM. NOTE: NOT REQUIRED FOR 80-COLUMN VIDEO BOARD.

ADAM PRINTER TRACTOR FEED \$ 79.95

HOOKS UNTO THE ADAM PRINTER AS ORIGINALLY DESIGNED TO PROVIDE FOR FEEDING OF PIN-FED CONTINUOUS FORM PAPER. PROVIDES CONSISTENT ALIGNMENT AND ADVANCING OF PAPER. ALL METAL DESIGN - GUARANTEED.

PRINTER STAND/ON/OFF SWITCH \$ 18.95

PROVIDES RAISED LEGS FOR THE ADAM PRINTER AND RELOCATES THE ON/OFF SWITCH TO THE FRONT OF THE PRINTER FOR EASIER ACCESS WHEN LOADING PAPER.

MONITOR CABLE 7830 \$ 9.95

REQUIRED TO HOOK COMPLETE ADAM CONSOLE TO A VIDEO MONITOR. SUPPORTS BOTH PICTURE AND SOUND SIGNALS.

ADAM DUST COVERS

3 PIECES FOR COMPLETE ADAM SYSTEM \$ 18.95

DISK DRIVE ONLY COVER \$ 8.95

3 PIECES FOR ADAM COLECOVISION EXPANSION UNIT \$ 23.95

PRINTER WHEELS \$ 5.55

REPLACEMENT PRINTER WHEELS FOR THE ADAM PRINTER - GOTHIC 12 #89750/SCRIPT 12 #82181/ELITE 12 #83753/EMPHASIS #89757/COURIER 72 #89761. SPECIFY FONT DESIRED.

ADAM REPLACEMENT RIBBONS 7806 \$ 4.95

ADAM LONG-LIFE NYLON RIBBONS \$ 6.95
 NYLON INKED RIBBONS. PROVIDE APPROXIMATELY THREE TIMES THE LIFE OF THE STANDARD NO. 7806 RIBBON.

COLECO DATA PACKS 2564 \$ 4.75 7
 10 FOR \$ 39.95


NIAD DATA PACKS \$ 3.55 7
 10 FOR \$ 29.95

NIAD DISKETTES - DS/DD 1 - 9 \$ 1.75 7
 10 OR MORE \$ 1.30 7

DDP'S AND DISKETTES FORMATTED FOR BOTH CPM AND OTHER ADAM SOFTWARE. NOTE: ONLY REQUIRES YOU TO INITIALIZE THE DIRECTORY UNDER BASIC FOR NON-CPM USE.

**NOT YET AVAILABLE

This is an example of Gothic 12 # 89750, a Qume Superstrike print wheel.

This is an example of WP Script 12 # 82181. Note these special characters: 

This is an example of Elite 12 # 89753, a Qume Superstrike print wheel.

THIS IS AN EXAMPLE OF ORATOR 90 # 89757, A QUME SUPERSTRIKE PRINT WHEEL.

This is an example of Courier 72 # 89761, a Qume Superstrike print wheel.

PRODUCT LIST

SOFTWARE (DDP UNLESS NOTED)

SMART LOGO 7600	\$ 51.95
EXPERTYPE 7602;9610 DSK	\$ 31.95
SMART FILER 7813;9656 DSK	\$ 15.95
RECIPE FILE 7814;9657 DSK	\$ 15.95
SMART LTRS/FORMS 7805;9613 DSK	\$ 20.95
FLASHCARD MAKER 7662	\$ 20.95
FLASHFACTS (TRIVIA 2902, HISTORY 2901,VOCAB 2900)	\$ 11.95
ADAMCALC 7831	\$ 31.95
R. SCARRY'S WORDBOOK 7658	\$ 20.95
DRAGONS LAIR 2683	\$ 24.95
WACKY WORD GAME 7834	\$ 15.95
CPM 2.2 & ASSEMBLER 7832	\$ 49.95
SUPER ZAXXON 2623	\$ 24.95
BEST OF BRODERBUND: AE & CHOPLIFTER 7850	\$ 24.95
HOME SFTWARE LIBRARY 7826	\$ 39.95
2010: TEXT ADVENTURE GAME BY HGH/UA 7849	\$ 20.95
FAMILY FEUD 7710	\$ 20.95

NIAD USERS GROUP PRODUCTS:

I. NIAD PUBLIC DOMAIN SOFTWARE

** COST IS \$6.00 FOR EACH VOLUME **
INCLUDING DISK OR DDP

SMARTBASIC

VOLUMES I-6 #BNDVI-6

SMARTLOGO

VOLUME I #LNDVI

ADAMCALC

VOLUME I #ANDVI

BASIC UTILITIES

VOLUME I #UNDVI (INCLUDES BACKUP

CPM 2.2

UTILITY PROGRAM)

VOLUMES I-8 #CNDVI-8

II. SOFTWARE

SMARTGAMES PACK ^{MB}	\$ 9.95 DISK NEW
	\$ 11.95 DDP NEW
ROYAL AMBASSADOR EDUCATION PACK I ^{MB}	\$ 14.95 DISK NEW
	\$ 16.95 DDP NEW
CPM NEVADA BASIC ^{MB}	\$ 39.95 DISK/DDP NEW
SP-1 CUSTOM SFTWARE FOR SMARTWRITER /FILER (AVAIL- ABLE FOR MOST PRINTERS)	\$ 20.00

PRICES VALID 12/1 TO 1/1/86

MB - MONEY BACK GUARANTEE APPLIES

OTHER SOFTWARE - SPECIFY DDP OR DISK

BOUNTY HUNTER VS4048	\$19.95
ADVENTURE PK I VS4011	\$19.95
ADVENTURE PK II VS4015	\$19.95
TREK VS5004	\$ 9.95 CLOSEOUT
SAVINGS & LOAN VS5051	\$ 9.95 CLOSEOUT
VIDEOTUNES (DDP ONLY) (FUTUREVISION)	\$26.95
RIB I/ II (DDP ONLY)	\$26.95
EXT BASIC UTILITIES	
FANTASY GAMER (DDP) ^{MB}	\$29.95
BASIC BONANZA ^{MB}	\$29.95
DIABLO	\$19.95
SOFTPACK I ^{MB}	\$18.95
LVAC ARCHIVES I ^{MB}	\$19.95 NEW
REEDY SOFTWARE LTB	\$22.95 NEW
QUICKFAX QUEST ^{MB}	\$22.95 NEW
PERSONAL ACCOUNTANT	\$19.95 NEW
SMARTBEST ^{MB}	\$16.95 NEW

**** NIAD SPECIALS ****

EVE SS-CC & MEG4K	\$ 174.95
EVE SP-1 & PANASONIC 1091 PRNTER	\$ 419.95
RECONDITIONED DIGITAL DATA DRIVES	\$ 19.95
FANTASY GAMER & BASIC BONANZA	\$ 44.95
NIAD SOFTWARE PACKAGE ^{MB}	\$ 34.95 DISK
	\$ 38.95 DDP

- . SMARTGAMES PACK
- . ROYAL AMBASSADOR EDUC PACK
- . 5 DDP's or 10 DISKETTES

EDUCATION PACK I \$ 49.95

- . FLASHCARD MAKER
- . FLASHFACTS
 - TRIVIA
 - HISTORY
 - VOCABULATOR

THIS FLASHCARD SERIES PROVIDES AN EXCELLENT DRILLING MECHANISM FOR SCHOOL. THE NICE THING IS THAT YOU CAN ADD YOUR OWN FLASHCARDS TO PREPARE FOR A TEST. SEE OUR REVEIW IN THE MARCH, 85 ISSUE.

EDUCATION PACK II \$ 41.95

- . EXPERTYPE
- . WACKY WORD GAME

THESE TWO PROGRAMS WILL GREATLY AID IN THE USE OF THE KEYBOARD, TEACH YOU HOW TO USE SMARTWRITER IN A FUN GAME FORMAT.

EDUCATION PACK III \$ 51.95

- . R. SCARRY'S ELECTRONIC WORDBOOK
- . DR. SEUSS FIX UP THE MIX UP PUZZLE
- . SMURF PAINT AND PLAY

THESE 3 PROGRAMS FOR CHILDREN AGES 3 TO 9 PROVIDE EXCELLENT LEARNING SKILLS AND GRAPHIC REPRESENTATIONS OF FAVORITE CHARACTERS.

EDUCATION PACK IV \$ 31.95

- . MONKEY ACADEMY MATH SKILLS
- . TELLY TURTLE LOGO GRAPHICS

THESE 2 EDUCATIONAL GAMES ARE FOR THE 6 TO 15 YEAR OLDS.