



PO Box 1317, Lisle, Il. 60532
 Phone: (312) 961-3529

MULTI-FUNCTION USER GROUP
 MONTHLY NEWSLETTER-PUBLIC DOMAIN LIBRARY
 DISCOUNT BUYING SERVICE FOR HDW & SFTW

Issue #24/25 December/January, 1987
 Editor: Lyle Marschand
 Copyright (c) 1986,1987

Single Copy: \$3.00
 Annual: (U.S. 3rd class) \$18.00
 (U.S. 1st class/Canada) \$24.00

Hope you all had a wonderful Christmas and we at NIAD wish you the best in 1987.

Continuing our study of Romans, Chapter One...

¹⁶For I am not ashamed of the gospel: it is the power of God for salvation to every one who has faith, to the Jew first and also to the Greek.

¹⁷For in it the righteousness of God is revealed through faith for faith, as it is written, "He who through faith is righteous shall live."

¹⁸For the wrath of God is revealed from heaven against all ungodliness and wickedness of men who by their wickedness suppress the truth. ¹⁹ For what can be known about God is plain to them, because God has shown it to them. ²⁰ Ever since the creation of the world his invisible nature, namely his eternal power and deity, has been clearly perceived in the things that hve been made. So they are without exuse; ²¹ for although they knew God they did not honor him as God or give thanks to him, but they became futile in their thinking and their senseless minds were darkened. ²² Claiming to be wise they became fools, ²³ and exchanged the glory of the immortal God for images resembling mortal man or birds or animals or reptiles.

Paul was an evangelist, he was chosen by God to preach the message of salvation through Jesus Christ. This "message" is the gospel, which means "good news". Paul states that if we accept this "good news" by faith, we can receive the gift of salvation and righteousness. God wants us to trust him (faith), that he will give us this gift of salvation and eternal life. Let's say someone came up to you and said "I will give you a check for 1 million dollars which you can cash in 1 week". This check is not worth anything itself, but if you have faith that the promise given is true, it is as good as having the million dollars right now, all you have to do is go to the bank in a week and receive the money. This is exactly what God has done - the gift is eternal life in heaven with him which is a promise we can receive by faith NOW. The actual result of the promise will be received when our mortal bodies die. Faith is trust in something you can't see or grasp at the moment. In the Old

Testament, God told Abraham that he would be the father of many nations. Abraham had no children, he was 100 years old and his wife was 90 ! The facts would indicate that there was no way he would have any offspring, yet when God told him he would have a son, Abraham BY FAITH believed him. It was only through faith that this son was born. If Abraham did not believe God's promise by faith, his son Isaac would not have been born. God sent his son Jesus to take our sins away through his death on the cross. God has offered all men the gift of forgiveness of our sins and eternal life if BY FAITH we receive this gift. Won't you receive this wonderful gift today ?

INDEX

NIAD News1
UPDATES3
PUBLIC DOMAIN4
BEGINNERS BASIC6
WORKSHOP (SMARTBasic).....	8
WORKSHOP (GRAPHIX)	10
WORKSHOP (CP/M 2.2)	11
REVIEWS	12
AddressBook/ Calendar, Family Feud/ Jeopardy Writer, Electronic Game Pk II, GraphixPix I, MegaUtil, Paintings 1/2, Signs 1/2, Ram Disk, Spritemaster	
BACKISSUE LISTING	17
PRODUCT LIST	20
CONTRIBUTORS: W. Motel; C. Kolander; B. Lennes; D. Zimmerman, B. Tarnowski, Th. Scholten, John Busby	

NIAD NEWS

. Well another year is here !

ADAM is looking better then ever. We have reviews of 10 new software products in this issue, and they are good ones as well. How's that for starting 1987 off with a bang !! Who said ADAM is dead ! There is a lot of high quality software available for this fine machine and more coming all the time. My hat is off the these fine software developers.

. The start of a new year is a time of planning for new things. At NIAD we have many ideas and thoughts for improvements. As evidenced we have begun working on software, specifically for graphics since we believe this is an area of interest for most people. We have many more ideas in this area that we will be working on throughout the year. Telecommunications is another area that has great potential in general and will be used more and more in the future for purchases and banking as well as just communicating. The ADAM is great as a telecommunications terminal via the inexpensive ADAMLink modem plus it is as powerful a home computer as most people need for education, games and Basic programming. I still feel the ADAM is a great home computer, its combination of ease of use and the inclusion of a printer make it ideal - people just need to use it. NIAD plans continual and improved support for the ADAM. We have good sources for hardware, software and supplies and are encouraged by the wealth of new products coming available for the ADAM. We have plans for selling the ADAM system itself, if no large retail chains pick it up since we know there are plenty left in warehouses out East. We are also seriously considering opening a retail store that will specialize in ADAM products and services - 1987 will be a big year of new ventures for NIAD !!

1987 will be another good year for all of us ADAMites.

. This is a combined December 86/ January 87 issue, as explained in the last newsletter. There will also be a combined July/ August issue, with all other issues being monthly. Our new printing schedule will result in you receiving the newsletter by the middle of the month of the issue e.g. February issue should arrive by 2/15 as opposed to our old schedule where we mailed at the end of the month so you didn't get the issue until the following month.

. We have changed our format to make it a little more readable by going to a 15 characters per inch pitch, from the 17 we were using before. Hope you

like it.

. The response to Wayne's GRAPHIXPAINTER program has been great, we have gotten nothing but rave reviews. More examples of its capabilities are printed in this issue. Wayne has just completed GRAPHIXPIX I which is a graphics display program (no dot matrix printer is required to use it) with nice features - see the review in this issue.

. Graphics is becoming such a big thing on the ADAM that we are starting a new GRAPHICS WORKSHOP to cover it. I think all of you will find it very interesting.

. Many of you have purchased the Okimate 20 color printer special. The Oki 20 is a regular dot matrix printer, used for text and graphics. However, its real appeal is the color printing capability. We are currently developing ADAM software that will allow one to use this color printing from SMARTBasic, generating the appropriate control codes to the printer. Additionally, a new release of GRAPHIXPAINTER is under development that will provide color graphics printing of graphics files !

. Coleco DISK DRIVES are now available ! We have added them back to our product list. MODEMS are also available, we have been sold out for awhile but now have plenty.

. We are working on getting some more cartridge software titles in the near future.

. Family Computing magazines Jan/ 87 issue has a good article on Telecommunications, modems, etc. that all of you ADAMLink owners should read.

. CompuServe is a good service that I recommend to all ADAMLink owners. The Family Computing forum (Type GO FAM-200 at any prompt) contains an ADAM section and many good Public Domain programs. For you LOGO lovers there is a LOGO forum also (type GO LOGOFORUM at any prompt) on CompuServe.

. Thanks to Th. Scholten and John Busby we now have an index of NIAD back issues.

. The NIAD Public Domain library is growing. To better service our many Canadian members, Sharon McFarlane will become our Canadian PD librarian. All submissions of SMARTBasic, CP/M 2.2, LOGO and ADAMCalc programs for the PD SOFTWARE EXCHANGE from Canadian members should now be sent to Sharon. Continue to send orders for purchases of all PD programs to NIAD. Thank you Sharon for helping NIAD and your fellow Canadians out. Sharon's address is:
Box 186, Etobicoke Post Office

NIAD PRODUCT INFORMATION
- SPECIALS

. Sega is putting out more great games for their fine system -see our updates in this issue.

. Chicago local chapter meetings are held the 2nd Thursday of each month, 7:00 PM at the College of DuPage, Student Resource Center, Room 1042A next to the Cafeteria. The next meeting will be on Feb 12th. Come and meet other ADAM owners and get your questions answered as well as see demos of new software. COD is located at the intersection of Lambert and 22nd streets in Glen Ellyn, IL, just west of highway 53 on highway 56 (Butterfield Rd) and then north on Lambert, or take Rt 38 (Roosevelt Rd) west from 53 and go south on Lambert. Call COD at 858-2800 for more directions if you need them.

. We now have an updated version of Pinball/ Hardhat Mack and a 40 page manual for this fine piece of software. If you purchased the previous version, send in your tape/disk and \$3.00 for the updated version.

. Someone called (sorry, I forgot who) and told me that the Disk Manager EOS software that comes with the disk drive would run fine if copied to tape. That's one of those things you say "why didn't I think of that..". Sure enough, it works fine. Sooo, all of you non-disk drive ADAMites can now have this software that contains an improved operating system (over the one that is permanently in a chip in the ADAM). However, the only real advantage to the new EOS is for those of you that have or want printers but don't have disk drives. The Custom printer software that allows you to imbed special control codes in your SMARTWriter documents was a patch to the disk EOS and now you can have it too. When you order the Eve Custom Software (\$20.00 on the product list), specify which printer you have and that you want it on tape.

. Tractor Feed kits are available from NIAD for no charge for those who have the old style TF's without clamps and screws to them to the printer.

. SASE's are required for all requests for information or if you want questions answered. Please help us by addressing and stamping a return envelope. Also, if you are requesting multiple pieces of information include extra postage.

. Renewals are due if the first 4 letters of your member number are 1286 or 0187, as printed on the envelope of your newsletter.

- . Oki 20 w/ ADAM Plug N Print - \$199.95
- . Oki 20 w/ ADAM Plug N Print and PIA2 Parallel printer interface and cable - \$249.95
- . Super Action Controllers w/ Baseball - \$49.95
- . Expansion Module #1, Atari Conversion - \$44.95
- . Expansion Module #2, Driving Module w/ Turbo cartridge - \$49.95
- . New ADAM keyboards - \$9.95
- . ADAMNET 6 Ft cable for keyboard or disk - \$2.95
- . Royal Ambassador Education Pack; a series of 8 educational games with a Christian theme - \$9.95 disk/ \$11.95 DDP
- . New ADAM hand controllers - 2 for \$10.00
- . 3 1/2 by 15/16 inch tractor feed address labels - \$6.95/1000
- . 9 1/2 by 11 inch 20 Lb tractor feed "clean edge" perforations paper - \$9.95/500 or \$16.95/1000
- . Right directory tapes for backing up Supergames-\$2.50
- . Rconditioned data drives - \$19.95
- . Super Zaxxon - \$12.95
- . Recipe Filer - \$10.95
- . Fantasy Gamer - \$22.95
- . Basic Bonanza - \$22.95
- . PowerPrint - \$15.95
- . Number Bumper - \$15.95
- . Quickfax Quest - \$9.95
- . Strategy Strainer - \$9.95

NEW PRODUCTS

- . GraphixPix I
- . Graphixpainter
- . Electric Game Pack II
- . Address Book/ Calendar
- . Spritemaster
- . Jeopardy Question Maker
- . Family Feud Question Maker
- . Basic Ram Disk
- . Paintings Vol's I and 2
- . Signs Vol's I and 2
- . Oki 20 printer
- . Panasonic 1080I and 1091I printers
- . Orphanware 80 CVU
- . Sega game system
- . Sega games
- . Kid's Trivia
- . Backup 3.0 (premiere copy utility)
- . Backup + 3.0
- . Family Feud Question Pack
- . Updated Pinball/Mack PD and 40 page manual
- . Pinball games Vol 1 PD
- . 2ND Edition ADAM Resource Directory
- . Pro Football
- . SMARTBasic 2.0 PD with documentation
- . Trivia Pack I

NIAD SERVICES

- . Disk conversion of Supergames - Buck Rogers, Super Zaxxon, Dragon's Lair, 2010: Text Adventure, Donkey Kong and DK Jr., Recipe Filer, Smart Ltrs & Forms, Family Feud - send in the card label from your data pack as proof of purchase and \$4.00.
- . Replacement SMARTBasic tapes - \$7.00
- . ADAMLink II telecommunications software for up and down load of programs vial the ADAMLink Modem.
- . Fix SmartFiler tapes to provide the ability to print mailing labels by correcting the spacing problem and provide the latest bug free version - \$4.00.
- . Updates or fixes to PD tapes - \$3.00



UPDATES

. We have been waiting for a RAM disk using the 64K memory expander in SMARTBasic. It finally arrived ! Walter's software has delivered a fine product - see our review in this issue. I believe that Glenn Gabarik will release his RAM disk software soon as well.

. Walter's has also released JEOPARDY and FAMILY FEUD QUESTION WRITER.

. See our review of Murdock Software's SPRITEMASTER program in this issue. This excellent program will allow the easy addition of sprites to Basic programs.

. APE Software has released Volume II of their excellent ELECTRIC GAME PACK.

. ADAMZAP is a new company starting to develop software. See our review of PAINTINGS and SIGNS in this issue.

. See our review of MEGAUTIL, a new program from Marathon Computer Press.

. Mr. T. Software has developed ADDRESS BOOK/CALENDAR, which has great appeal for the home user.

. MMSG Software is developing a new home finance package to be called EASY COME, EASY GO. Sound familiar ? It promises to be a good home package.

. Orphanware is finalizing their 256K memory expander, which will be released with the GJMG Operating System, being completed by Glenn Gabarik.

. Strategic Software is working on a new product for the ADAM. Details are not available, but it will be a combination package - database, charts, etc.

. John Busby reports that some new hardware products are under development by a new ADAM company. More details as they develop. John also has sent us plans for converting a Commodore mouse to work with the ADAM. It requires soldering and knowledge of components (diodes, etc.). Send a SASE if you would like the info.

. John Busby has developed some software to allow the control of different print fonts on the Tandy DMP printer. Send us a disk and we will copy the software for you.



. Alan Neely announces a new ADAM Bulletin Board system in Utah. Call (801) 322-3523 from 7 PM to 7 AM.

12 82

. Gordon Meyer from Do Not Stamp software has contacted us and indicated that all their ADAM software has now been released into the Public Domain.

. A new ADAM Bulletin Board system is up in Florida. Hours are Saturday 7 PM to 12 AM. Upload/ downloading available. (305) 689-1085; ADAM User's Group of WPB; 4757 B Sunny Palm Crl; WPB, FL 33415.

. Roger Hinton has sent us a blueprint drawing for an attachment to the ADAM printer, that has a tractor feed. This attachment keeps the paper away from the vents at the back of the printer and looks pretty good to me. Anyone interested in producing this printer attachment should contact NIAD.

. Congratulations to Terry Fowler on his gHAAUG newsletter. He is really producing a fine newsletter with a lot of good information. For more information on the Houston based user group and monthly meetings contact them at P.O. Box 800801; Houston, TX 77280-0801.

. Thanks to Herbert Fields, who contacted us and provided information on an IBM co-processor and a 256K memory expander he had purchased from ADAMLand. Herbert stated that he was satisfied with the products. The IBM co-processor provides allows the use of some IBM software. He also indicated that due to health reasons, Buck Rogers can no longer talk well, so all communication was now by mail

. Our local Honeywell Service center informed us that they will replace the old style printer head mechanism with the new improved version for a flat \$60.00. I have heard that some other Honeywell's will sell the new print head for \$39.95 (the Chicago one won't sell it). You may want to contact your closest one to see what they will do. The newer print head is much better and provides quieter as well as better quality print.

. Digital Express puts out a fine technical newsletter (Nibbles and Bits). We have supported their start up operation and aided them through our recommendation of their newsletter. Unfortunately, ever since Luke Whitman dropped out of the operation, we have gotten no response to our letters and there is no phone number provided by them. We had several requests from you to carry

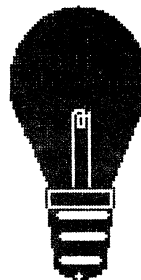
some of their products (which we were supplied review copies of when Luke was running the operation) and we attempted to get in touch with the names given in the newsletter only to find that no listings were available for those names. We became concerned and wrote a letter specifically asking them some pointed questions about their apparent desire for anonymity and received a letter back, accusing us of being afraid of competition from them and threatening legal action if we printed anything derogatory about them in our newsletter ! We were surprised and taken back by this reaction and sent them another letter, explaining our desire to correct any misunderstandings between our groups and again asking them to answer some specific questions like - why they would not call us to discuss our requests, why there were no phone listings for the DEI staff and why they didn't want us to carry their products. We have received no response to this letter in the 4 weeks since it was sent. This situation is very confusing to me and I hesitated to print it. There is obviously something here that does not meet the eye. I encourage those of you who belong to DEI to write them and ask them what the story is. Again, their work is very good and we want to see them succeed to offer continued support for the ADAM. We are perplexed !

. Late breaking item. Eve Electronics has announced a new BBS that will be up by mid-January. The phone number is not available now, but if you call the Eve number in mid-January will give you the new number. Eve has also put all their printer software in the Public Domain, including the source code ! This will be available on the BBS.

PUBLIC DOMAIN WORKSHOP

Boy did I goof last month with our Christmas greeting program. I did a nice job of only printing part of the program ! Sorry, haste makes waste is a good axiom that we'll have to follow more often.

Here is the complete listing for you -



```

3 GOSUB 3010
5 REM --Jingle Bells--
9 REM --PROTECT MEMORY FOR STORING MACHINE CODE-
-
10 LOMEM :29000
20 DIM f(144), s(144), d(144)
30 tempo = 100
35 REM --READ IN MACHINE CODE FOR SOUND--
40 FOR i = 28000 TO 28005
50 READ a
60 POKE i, a
70 NEXT
75 REM --READ IN SONG DATA (FIRST! SECOND! DURATI
ON)--
80 FOR i = 1 TO 95
90 READ f(i), s(i), d(i)
95 REM --NEXT LINE DUPLICATES ONE PART OF SONG--
100 IF i < 50 THEN f(i+95) = f(i): s(i+95) = s(i):
d(i+95) = d(i)
110 NEXT
115 REM --PLAY SONG--
120 FOR i = 1 TO 144
125 REM --TURN ON VOLUME FOR VOICE 1--
130 POKE 28006, 144
140 CALL 28000
145 REM --SET FIRST PART OF PITCH FOR VOICE 1--
150 POKE 28006, f(i)
160 CALL 28000
165 REM --SET SECOND PART OF PITCH FOR VOICE 1--
170 POKE 28006, s(i)
180 CALL 28000
185 REM --DELAY FOR NOTE'S DURATION--
190 FOR j = 1 TO d(i)*tempo
200 NEXT
205 REM --TURN OFF VOLUME FOR VOICE 1--
210 POKE 28006, 159
220 CALL 28000
230 NEXT
240 GOTO 3500
900 REM --MACHINE CODE TO SEND SOUND DATA TO CHIP-

```

```

1000 DATA 58,102,109,211,255,201
1999 REM --SONG DATA--
2000 DATA 138,10,2,138,10,2,138,10,4,138,10,2,138,
10,2
2010 DATA 138,10,4,138,10,2,143,8,2,134,13,3,143,1
1,1
2020 DATA 138,10,8,128,10,2,128,10,2,128,10,3,128,
10,1
2030 DATA 128,10,2,138,10,2,138,10,3,138,10,1
2040 DATA 138,10,2,143,11,2,143,11,2,138,10,2,143,
11,4
2050 DATA 143,8,4,138,10,2,138,10,2,138,10,4,138,1
0,2
2060 DATA 138,10,2,138,10,4,138,10,2,143,8,2,134,1
3,3
2070 DATA 143,11,1,138,10,8,128,10,2,128,10,2,128,
10,3

```

```

2080 DATA 128,10,1,128,10,2,138,10,2,138,10,3
2090 DATA 138,10,1,143,8,2,143,8,2,128,10,2,143,11
,2
2100 DATA 134,13,8,142,17,2,138,10,2,143,11,2,134,
13,2
2110 DATA 142,17,7,142,17,1,142,17,2,138,10,2
2120 DATA 143,11,2,134,13,2,143,15,8,143,15,2,128,
10,2
2130 DATA 138,10,2,143,11,2,131,14,8,143,8,2,143,8
,2
2140 DATA 128,10,2,143,11,2,138,10,8,142,17,2,138,
10,2
2150 DATA 143,11,2,134,13,2,142,17,7,143,17,1,143,
17,2
2160 DATA 138,10,2,143,11,2,134,13,2,143,15,8
2170 DATA 143,15,2,128,10,2,138,10,2,143,11,2,143,
8,2
2180 DATA 143,8,2,143,8,3,143,8,1,143,7,2,143,8,2
2190 DATA 128,10,2,143,11,2,134,13,4,143,8,4
3010 LOMEM :32000
3020 POKE 18711, 21: POKE 18607, 5: POKE 18633, 85: T
EXT
3030 FOR x = 0 TO 15
3040 POKE 18765+x, x: POKE 18781+x, x
3050 NEXT
3060 HOME: VTAB 12: PRINT TAB(4); "Press any key for
musical"
3065 PRINT
3070 PRINT: PRINT TAB(8); "CHRISTMAS GREETING"
3080 GET k$
3090 GR
3100 xy = 0: FOR y = 0 TO 31: FOR x = 0 TO 39
3110 COLOR = xy: PLOT x, y: xy = xy+1
3120 IF xy > 15 THEN xy = 0
3130 NEXT: NEXT
3134 INVERSE
3136 PRINT TAB(6); CHR$(34); "HAPPY BIRTHDAY JESUS";
CHR$(34)
3138 NORMAL
3140 RETURN
3500 TEXT: INVERSE: VTAB 12
3505 PRINT TAB(6); CHR$(34); "MERY CHRISTMAS Y'ALL";
CHR$(34); " "
3508 PRINT: PRINT
3510 PRINT TAB(6); CHR$(34); "AND A HAPPY NEW YEAR";
CHR$(34); " "
3515 NORMAL
3520 POKE 18711, 240: POKE 18607, 1: POKE 18633, 17

```

As mentioned in the NIAD NEWS section, Sharon McFarlane is now the NIAD Public Domain Librarian in Canada. All programs that are submitted for the SOFTWARE EXCHANGE from our Canadian members should be sent to Sharon at the following address (dont't forget to include a return mailer and postage). If you want to purchase a PD volume, continue to order it directly from NIAD.

Sharon McFarlane
 PO Box 186, Etobicoke Post Office
 Etobicoke, Ontario M9C 4V3

CP/M 2.2 volumes are now up to number 28!! Chuck Kolander continues to do a great job on managing this massive library. We'll have a listing of the new CP/M libraries in next months issue.

This month we'll review the contents of Basic Public Domain volume # BNDV15. There are some great programs in this one. The horserace program is one of the best PD programs I have seen in awhile. It uses color sprites - see our review of SPRITEMASTER this month on how you can do this !

NIAD PUBLIC DOMAIN VOLUME # BNDV15
** PROGRAM DESCRIPTIONS**

NOTE: Files with names in CAPITAL letters can not be run directly from SMARTBasic, they are either documentation files that you should print out via SMARTWriter or special files that are used by other programs.

*heart1 - a graphic love message for your favorite.
*grademoney - a program that calculates how much money one gets based on grades acheived !
*sparkle - nice color graphics display
*heart - another rendition expressing one's love for their best
*poisonivy - Using your arrow keys, try to go from the left side of the screen to the right side without touching poison ivy. Each time you make it to the right side of the screen the game restarts and becomes harder.
*flag1.4 - nice hires color graphic of a flag. Their are some good routines in this program.
*mixnmatch - a well done word game that scrambles a word and lets you figure it out. Five levels of difficulty.
*starship - good rendition of a Startrek type game that was adapted to the ADAM. The scanner is well done.
*STARSHIPDOC - instructions for the above
*area - good program that calculates area. Simple program but a good doc file explains in detail how the program works and how it can be modified.
*AREADOC
*color.1-2 - routine for setting various colors (screen, text, etc) in your SMARTBasic programs.
*metric - program calculates the area and volume in metric based on input of l, h, w.
*hiddenword - program creates a 10 by 10 grid of letters containing many hidden words that you must find. Well done.
*spelling - good program that allows you to create a file of words and definitions that can be used for study. You select whether the word or definition is presented and you must answer accordingly.

*wordbounce - cute program that "bounces" a word around the screen.
*auiz - presents a number of interesting questions that you must answer.
*hanoi - the classic game of discs on 3 towers; well done.
*password - a routine for adding password protection to programs. Not for the novice.
*elpredicto - cute game to quess the name of your spouse.
*kaleido - remember the old kaleidoscopes ? Well, now ADAM can do it too - good color graphics.
*skiing - interesting game.
*horserace - excellent, comprehensive game using color sprites to run 7 horses in a race. Many facets - my hats off the the authors of this one, its great.
*HORSES - a file used by the above.
*songSUMMER - music, enter "brun songSUMMER" and then "run" afer it loads.

BEGINNER'S BASIC WORKSHOP

This month I thought we could summarize a number of key commands that many of you may not be aware of and that are not that easy to locate in the Coleco SMARTBasic reference manuals -

TEXT DISPLAY SPEED

If your text displays too quickly on the screen for you to "see" what you need there a couple of ways to slow it down.

.. FREEZing the display can be done by simultaneously holding down the CONTROL and S keys. Hit any key to resume the display of the text. This is useful for freezing a long catalog of files to look for an individual file name or when reading long instructions displayed by a basic game.

.. SPEED is a SMARTBasic command that allows you to set the speed at which SMARTBasic prints text on the screen. The default value is 255, which is also the fastest speed. If you want to slow down just set speed to what ever value you want by entering the following : SPEED = 100 (this sets the display down to 100 from 255). Experiment with this to get the write speed for the program you are running. You can reset it multiple times at one sitting or actually put it within one of your programs to just slow down text display for that one program. Remember to reset it back to 255 if you want the fastest speed back. Everytime to re-load SMARTBasic it is reset to 255.

PRINTING SCREENS

Any time you want to retain some text information displayed by SMARTBasic you may direct what is normally displayed on the screen to your ADAM printer by using the PR# command in SMARTBasic. The PR# command tells SMARTBasic where to direct text output. The default setting is PR#0, which is the screen only. If you enter the command PR#1 at the SMARTBasic prompt or within a program, all subsequent output will be printed on your printer. Just enter the command PR#0 to return to normal screen only display. This command is useful for printing copies of the catalogs of all your tapes for reference and for printing out any SMARTBasic program. Once you have loaded a SMARTBasic program into memory, enter PR#1 then enter LIST and the entire program will be printed on the printer.

LEFT MARGIN ADJUSTMENT

If you use a television you may have the problem of "losing" the leftmost vertical column in SMARTBasic due to what is called an overscan problem. This can be compensated for by "pulling in" the left margin in SMARTBasic by a poke command. This poke command resets a portion of the actual SMARTBasic program itself. Enter the following at the SMARTBasic prompt : POKE 16956,2 to set the left margin to 2 instead of 1. You will have to do this each time you load SMARTBasic or you can permanently modify your SMARTBasic by using the "basicmodif" program on NIAD public domain volume # BNDV4 or UNDV2.

STOPPING A PROGRAM

There will be times when you have a SMARTBasic program running and you want to stop it while it is executing, either because you just want to go on to another program or because it is not running as it should. By simultaneously pressing the CONTROL and C keys, SMARTBasic will interrupt the program, tell you what line number it stopped at and display the prompt. The only time the CONTROL-C interrupt will not work is if the SMARTBasic program contains a special routine that disables the CONTROL-C.

LOADING/SAVING PROGRAMS

Once you load SMARTBasic, you insert the tape/disk containing the programs you wish to run. You should then enter the command CATALOG, which displays the names of the programs on the tape/disk. To run one of the programs you enter : RUN followed by the program name. The program name must be exactly as it is displayed from the catalog command - upper, lower case, etc.. If you don't enter the name correctly, SMARTBasic responds with "FILE NOT FOUND".

You will see from the catalog command that there is a letter and a number to the left of each filename e.g.

```
DIRECTORY: NIAD BASIC BNDV1
A 1 blocks
A 1 convert
H README
```

The letter A indicates that the file is a SMARTBasic file, H indicates the file is a SMARTWriter file or a special SMARTBasic program that can not be run by the regular RUN command. See Bob Tarnowski's article in the Nov/86 issue for information on BRUN programs. The number just to the left of the filename is the size of the file in blocks (there are 255 blocks on a tape). To save a program it must currently be in memory (to validate this just enter the command : LIST, which will display the current program). Enter the command : SAVE followed by the name you want to give to the file. NOTE: if you save a program using the same name you will now have two files on your catalog with the same name, one with an uppercase A next to it and one with a lowercase a. The newest file is the one with the A, the previous file is the one with the lower case a. SMARTBasic always saves the previous file for you in this case.

To delete a file from your tape/disk just enter the command DELETE, followed by the name of the file.

FILLING UP A DATA PACK

There are two ways to fill up a data pack and get the "NO MORE ROOM" message. One is by having 35 files, which is the maximum number of files or having all 255 blocks filled up. Unfortunately, any files you delete still occupy one of the 35 available catalog entries so even if only 10 files are displayed from the catalog command, but you have deleted 25, you will get the "NO MORE ROOM" message. See this months BASIC WORKSHOP for information on reusing space occupied by deleted files.

Here is a nice little drawing program called MIRROR - type it in and see why.

```
9 REM --first color and startingposition--
10 c = 6: x = 0: y = 0
19 REM --clear screen and set graphics mode--
20 HOME: HGR
30 VTAB 21
40 PRINT "-----";
50 PRINT TAB(4); "fire buttons change color."
60 PRINT TAB(2); "any keypad key clears screen.";
69 REM --set drawing color--
70 HCOLOR = c
79 REM --plot 4 points based on x,y--
80 H PLOT x, y
```



```

90 HPLOT 255-x, y
100 HPLOT x, 151-y
110 HPLOT 255-x, 151-y
119 REM --if keypad pressed,start again--
120 IF PDL(11) <> 0 THEN 10
129 REM --read controller stick--
130 d = PDL(5)
139 REM --complete new x,y based on stick value--
140 IF d = 4 OR d = 12 THEN y = y+1
150 IF d = 1 OR d = 3 OR d = 9 THEN y = y-1
160 IF d = 2 OR d = 3 OR d = 6 THEN x = x+1
170 IF d = 8 OR d = 9 OR d = 12 THEN x = x-1
179 REM --keep x,y on screen--
180 IF x > 255 THEN x = 0
190 IF x < 0 THEN x = 255
200 IF y > 151 THEN y = 0
210 IF y < 0 THEN y = 151
219 REM --if no color change , go back--
220 IF PDL(9) = 0 THEN 80
229 REM --change color--
230 c = c+1
240 IF c = 15 THEN c = 1
250 GOTO 70

```

SMARTBASIC WORKSHOP

Deleted Files and Catalog Space

Each tape/ disk is made up of a one block long directory which is used to store the name and attributes for each file and the location of the file on the media. The directory is used everytime you access or write a file to determine if the file already exists, if there is enough room on the media and where to put the file on the media. A file that you keep modifying and making bigger could be saved in a different location on the media each time you save it, the directory keeps track of where your file is. If anything happens to destroy or erase part of the data on your directory you will lose access to any files on the media. The only way to correct this is to rebuild the directory by printing out the contents of the entire media to find the starting and ending blocks for each file, which is a tedious process to say the least. Deleting a file from either SMARTBasic or SMARTWriter does nothing but changes the attributes for that file on the directory from ACTIVE to DELETED which results in that filename no longer appearing when you do a catalog and allows the space on the media occupied by the file to be reused. In fact, you can recover a deleted file (if you haven't added any files after you deleted it) by just changing the attribute back from deleted to active (we have previously reviewed various utilities that will do this recovery).

One common problem is the NO MORE ROOM SMARTBasic message and the MEDIA FULL SMARTWriter message. This can happen when the media has all blocks used or, and more likely, when all 35 of the available directory entries are used up. As mentioned above, even though a file has been deleted, the file name still occupies a location in the directory. There is a way to "clean" up your directory and eliminate these deleted files to make room for more files to be added. The CATCLEAR program on NIAD PD Utilities volume UNDV2 will rewrite the directory for any media, dropping out the deleted files and making room for more files. This program only cleans up the directory and won't help if all the blocks available on the media are full. The way to check to see whether all the blocks are used is to do a catalog command in SMARTBasic of the media (do this even if there are only SMARTWriter files on the media) and at the end of the catalog SMARTBasic displays the number of blocks left. If you have more than 10 blocks left, but are getting the NO MORE ROOM message it is because the directory is full, not that all the blocks are being used. There is another utility (REPACK) on UNDV2 which will reorganize all the files on a media, moving them to the front and leaving any unused space at the end for new files.

NOTE: ALWAYS USE A BACKUP COPY OF YOUR MEDIA WHEN RUNNING THESE TYPE OF UTILITIES, NEVER USE THE ORIGINAL DUE TO THE POSSIBILITY OF SOMETHING DAMAGING THE DIRECTORY DURING THE PROCESS.

Here is the listing for the "CATCLEAR" program:

```

10 REM NIAD PUBLIC DOMAIN UTILITIES VOL
#UNDV2
50 zt = PEEK(17115): zi = PEEK(17126): zb = PEEK(17
059)
100 HOME
750 PRINT " CATCLEAR"
760 PRINT
780 FOR delay = 1 TO 2000: NEXT delay
790 POKE 17115, 23: POKE 17059, 4: TEXT
795 POKE 17115, zt: POKE 17126, zi: POKE 17059, zb
800 HIMEM :29999
810 DIM a$(37)
820 GOSUB 1970: VTAB 10: HTAB 2: PRINT "Do you want
prompts (Y/N)?"
830 INPUT ""; ans$
840 IF ans$ = "Y" OR ans$ = "y" THEN GOSUB 1520: GO
TO 870
850 IF ans$ = "N" OR ans$ = "n" THEN 870
860 GOTO 820
870 HOME
880 GOSUB 1970
890 VTAB 9: HTAB 2: PRINT "Do you wish to clean dire
ctory"
900 VTAB 10: HTAB 15: PRINT "of"

```

```

910 VTAB 12: HTAB 6: PRINT "1) Tape Drive #1"
920 VTAB 14: HTAB 6: PRINT "2) Disc Drive #1"
930 VTAB 16: HTAB 6: PRINT "3) Quit"
940 VTAB 19: HTAB 2: PRINT "Please choose (1, 2, or
3)?"
950 INPUT " "; ans%
960 IF ans% = 1 THEN dr$ = "d1": media$ = "tape": q
% = 8: GOTO 1000
970 IF ans% = 2 THEN dr$ = "d5": media$ = "disc": q
% = 4: GOTO 1000
980 IF ans% = 3 THEN 2080
990 GOTO 940
1000 HOME
1010 GOSUB 1970
1020 VTAB 10: HTAB 5: PRINT "Please place "; media$;
" into"
1030 VTAB 12: HTAB 5: PRINT media$; " drive # 1"
1040 VTAB 23: HTAB 9: INVERSE: PRINT " Press any key
": NORMAL
1050 GET an$
1060 DATA 62,0,1,0,0,17,1,0,33,184,136,205,243,252
,201
1070 FOR x = 30000 TO 30014: READ d%: POKE x, d%: NEX
T x
1080 POKE 30001, q%
1090 CALL 30000
1100 FOR x = 35052 TO 35060
1110 chk$ = chk$+CHR$(PEEK(x))
1120 NEXT
1130 IF chk$ = "DIRECTORY" THEN 1200
1140 HOME: GOSUB 1970
1150 VTAB 8: HTAB 2: PRINT "ADAM Directory not in sta
ndard"
1160 VTAB 9: HTAB 2: PRINT "location or not properly"
1170 VTAB 10: HTAB 2: PRINT "written!"
1180 VTAB 15: HTAB 6: PRINT "+++ PROGRAM ABORT +++"
1190 GOTO 2080
1200 HOME: GOSUB 1970
1210 VTAB 8: HTAB 2: PRINT "ADAM Directory in standar
d"
1220 VTAB 9: HTAB 2: PRINT "location."
1230 FOR y = 0 TO 36
1240 add = 35078+26*y
1250 FOR x = 0 TO 25
1260 a$(y) = a$(y)+CHR$(PEEK(add+x))
1270 NEXT x
1280 IF MID$(a$(y), 1, 11) = "BLOCKS LEFT" THEN 1310
1290 NEXT y
1300 GOTO 1180: REM          Should never get
here!
1310 dirno% = y: org% = y
1320 VTAB 9: HTAB 13: PRINT "Directory read."
1330 y = -1
1340 VTAB 11: HTAB 2: PRINT "Checking ADAM Directory"
1350 FOR x = 0 TO dirno%-1
1360 a% = ASC(MID$(a$(x), 13, 1))
1370 IF a% = 20 THEN GOSUB 1800: GOTO 1410
1380 y = y+1

```

```

1390 IF y = x THEN 1410
1400 GOSUB 2020
1410 NEXT x
1420 y = y+1: x = dirno%: GOSUB 2020
1430 IF y+1 > dirno% THEN 1460
1440 GOSUB 2090
1450 dirno% = y
1460 VTAB 15: HTAB 2: PRINT "Writing ADAM Directory"
1470 GOSUB 1880
1480 POKE 30012, 246: CALL 30000
1490 HOME: GOSUB 1970
1500 VTAB 6: HTAB 1: PRINT CHR$(4); "CATALOG, "; dr$
1510 GOTO 2080
1520 HOME: GOSUB 1970
1530 VTAB 6: HTAB 2: PRINT "This program will remove
all"
1540 VTAB 7: HTAB 2: PRINT "deleted files from an ADA
M"
1550 VTAB 8: HTAB 2: PRINT "Tape or Disc Directory an
d"
1560 VTAB 9: HTAB 2: PRINT "correct the block counts
if"
1570 VTAB 10: HTAB 2: PRINT "necessary."
1580 VTAB 12: HTAB 2: PRINT "The changes made by CATC
LEAR"
1590 VTAB 13: HTAB 2: PRINT "are PERMANENT, and will
make"
1600 VTAB 14: HTAB 2: PRINT "the recovery of a delete
d"
1610 VTAB 15: HTAB 2: PRINT "file difficult or imposs
ible."
1620 VTAB 17: HTAB 2: PRINT "Use this program careful
ly!"
1630 VTAB 23: HTAB 9: INVERSE: PRINT " Press any key
": NORMAL
1640 GET ans$
1650 HOME: GOSUB 1970
1660 VTAB 7: HTAB 2: PRINT "When CATCLEAR runs, you m
ay"
1670 VTAB 8: HTAB 2: PRINT "abort the program at any
time"
1680 VTAB 9: HTAB 2: PRINT "BEFORE you see the messag
e"
1690 VTAB 10: HTAB 2: PRINT "'Writing ADAM Directory'
."
1700 VTAB 12: HTAB 2: PRINT "Any abort caused manuell
y"
1710 VTAB 13: HTAB 2: PRINT "or by a power failure AF
TER"
1720 VTAB 14: HTAB 2: PRINT "this message appears wil
l"
1730 VTAB 15: HTAB 2: PRINT "probably destroy your fi
les."
1740 VTAB 17: HTAB 2: PRINT "If the data is important
it is"
1750 VTAB 18: HTAB 2: PRINT "STRONGLY suggested you k
eep"
1760 VTAB 19: HTAB 2: PRINT "a backup copy!"

```

```

1770 VTAB 23: HTAB 9: INVERSE: PRINT " Press any key
": NORMAL
1780 GET an$
1790 RETURN
1800 delete% = delete%+1
1810 PRINT CHR$(7)
1820 dblocks% = dblocks%+ASC(MID$(a$(x), 18, 1))
1830 IF delete% = 1 THEN 1860
1840 VTAB 13: HTAB 2: PRINT delete%; " deleted files
removed"
1850 RETURN
1860 VTAB 13: HTAB 2: PRINT delete%; " deleted file r
emoved"
1870 RETURN
1880 add = 35078+26*dirno%
1890 q1% = PEEK(add+13)
1900 q1% = q1%-dblocks%
1910 q2% = PEEK(add+17)
1920 q2% = q2%+dblocks%
1930 IF dr$ = "d5" AND q1%+q2% > 254 THEN q2% = q2%-
95
1940 IF dr$ = "d1" AND q1%+q2% < 255 THEN q2% = q2%+
95
1950 POKE add+17, q2%; POKE add+13, q1%
1960 RETURN
1970 INVERSE
1980 VTAB 2: HTAB 7: PRINT SPC(19)
1990 VTAB 3: HTAB 7: PRINT " C A T C L E A R "
2000 VTAB 4: HTAB 7: PRINT SPC(19)
2010 NORMAL: RETURN
2020 FOR z = 0 TO 25
2030 a1 = 35078+(26*y)+z
2040 a2 = 35078+(26*x)+z
2050 POKE a1, PEEK(a2)
2060 NEXT z
2070 RETURN
2080 POKE 16953, 95: TEXT: END
2090 add = 35078+26*(y+1)
2100 q = (dirno%-y)*26
2110 FOR x = 0 TO q
2120 POKE add+x, 0
2130 NEXT x
2140 RETURN
2150 REM CATALOG CLEARING UTILITY
2160 REM Program copyright 1985 by John Moore
2170 REM Released for free distribution to the
2180 REM ADAM community.

```

GRAPHICS WORKSHOP

Due to all the new products coming out we will have this column every month or two from now on. ADAM has some excellent graphics capabilities via SMARTBasic.

There are a number of graphics programs in the NIAD PD library that provide beautiful displays, but they are displayed then gone. Many of the programs need modification to freeze the display

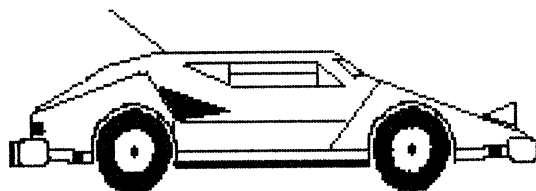
on the screen. Wayne designed the GRAPHIXPIX product to allow the saving and displaying of graphics picture files and to allow access to them from PAINTMASTER, the fine HI res drawing program from Startegic Software. If you have a parallel interface and a dot matrix printer, these files can be printed by the GRAPHIXPAINTER program reviewed last month.

We wanted to review a fantastic graphics creation mechanism called Run Length Encoded files. RLE is a mechanism to take a graphics screen generated by any computer and create a special text file that can be read by a program specific to the computer it is to be displayed on. The program CBPIC on our PD volume # BNDV3 is the one that converts an RLE file to an ADAM SMARTBasic Hi res graphics screen. A computer digitizer, which takes a printed picture or a video image from a camera can create a RLE file. The pictures of Marilyn Monroe and William Shatner in this issue were done with a digitizer, converted to a RLE file and then converted to an ADAM graphics screen and printed with GRAPHIXPAINTER. There is a large file of RLE picture files on Compuserve in the PICS forum that can be downloaded if you have an ADAMLink modem and the ADAMLink II software. You can then use the CBPIC program to convert them to an ADAM Hi res screen and GRAPHIXPIX to save them as a graphics file.

The SIGNSHOP (Copyright Startegic Software) program is used to create signs, banners, and cards using the ADAM printer. We provided some program changes a couple of months ago that allow one to print SIGNSHOP files on a dot matrix printer. By using the WAMODRIVE program published in the October issue, set up commands can be sent to the dot matrix printer prior to printing SIGNSHOP files that allow adjusting of the vertical and horizontal margins to get better looking SIGNSHOP pictures.

See our review of SIGNS Volumes 1 and 2 from ADAMZAP in this issue for some great pre-designed SIGNSHOP files.

ADAMZAP also has released 2 volumes of PAINTINGS, which are PAINTMASTER designed pictures - see our review.



CP/M 2.2 WORKSHOP

Niad CP/M Public Domain By C. Kolander

This month I will be writing about PD Disk #16 and a very littlebit about # 14. Disk # 16 contains all modem programs, while Disk #14 is a very strange set of programs collectively known as "MUMPS", which stands for Massachusetts general hospital Utility Multi-Programming System. There are both Z80 and 8080 versions supplied on the disk.

Public Domain Disk # 14

Mumps is sort of a combination interpretive computer language and data base management system. I have not really seriously sat down and tried to get this system up and running, so I am not really an "authority" on it's use, but can make some observations. First off, I would think it to be advantageous to use this system with 2 disk drives as all the files wouldn't fit on one disk and this would give the user the most flexibility. I'm afraid that the tape drive system would be much to slow as your data grows. If you are going to try and make serious use of this system it would be a good idea to get the 2 books mentioned in the documentation file on the disk as this file is very vague beyond it's help in installing the system on your Adam, you'll definitely need help. This set of programs are not for the novice CP/Mer.

Public Domain Disk # 16

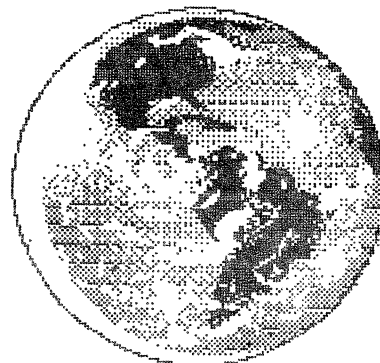
MEX128.COM - MEX, which stands for Modem EXecutive, is yet another CP/M modem program that features Xmodem (CRC and Checksum) and the Ascii Capture file transfer systems. This is the latest vers. 1.14. This program also includes the CompuServe "B" file transfer system. For those of you that use CompuServe alot, the latter gives you a big advantage as CompuServe Xmodem transfers seem to have alot of problems and they will tell you that there Xmodem program isn't really compatible with to many modem programs. Use of the "B" transfer mode just insures that your file transfer with CompuServe will be truly error free and most of all quick. Another big advantage to this program over say Modem7 is that it supports the newer 1k packet transfers used by most of the RCP/M's running KMD. As most of you using Xmodem file transfers know, usually files are transferred one block at a time, which in turn have to be checked one block at a time, which takes time. But with the 1k packet transfers, files are sent 8 blocks at a time, checked, then the next packet is

sent, saving time. Of course to take advantage of this feature you would have to have a very clean phone connection, for if an error occurs the whole packet must be sent again actually taking more time. The 1k packet transfers are only available to those using a 1200 baud or faster modem. There are numerous other excellent features to this program such as the use of a "SET" command and a online help file. Unfortunately we don't have the help or documentation files included on this disk. We will try to put them both on a future disk. All in all this is presently one of the best CP/M modem programs presently running on the Adam.

MXO-AD.AZM - This is the overlay file that must be assembled and installed into MEX128 in order for it to be used with the Adam. It is configured for use with the AdamLink modem at 300 baud. It is written in Z80 assembly language, so it must be assembled with a Z80 assembler such as the one found in the Z80.LBR on PD disk #5. The whole procedure for installing the overlay into the program as well as a list of the files needed can be found in the March 1986 issue of NIAD. Some of the features included in this overlay are a built in 30 column screen chop, use of a set command file, dialing and others. It is truly full featured.

XMDM106.LBR - This library contains everything needed to set up an Xmodem file transfer system for use with a Remote CP/M BBS. It contains the documentation file, assembly source code and all accessory programs needed. The only drawback is that it still needs to have an overlay file written for use with the Adam. This library is really of use only to those who wish to run a RCP/M from their home on an Adam, and have the knowledge to write their own assembly language overlay.

Next time I'll be covering Public Domain Volumes 17 and 18. By the way, we now have 28 Volumes of CP/M programs in the library. We will publish a list of all the new volumes in next months issue.



REVIEWS

Address Book/ Calendar By L. Marschand

This is the latest product from Mr. T software (Trivia Pack, Kid's Trivia).

I especially like this program package because it is a very practical "home use" set of two programs that are really needed for the ADAM. I know that the typical home computer is not utilized to its full potential due to the lack of practical and easy to use software. This package will help the novice home computer user to get some real practical help from their ADAM.

ADDRESS BOOK is an automated version of your messy address file. This program can accomodate 150 people or places per book and you can have up to 14 separate books on a data pack. Separate books can be created for different members or the family or for clubs, etc.

The program uses SMARTKEYS for most of the option selections and makes excellent use of color and sound. The main program is turboloaded for quick loading. I will review the major program functions -

ADD is used to add new records. First, last name, address and phone number are required. You also can indicate one of two flags per name (you previously supplied the names for the two flags e.g. Xmas list). These flags are used to extract a subset of a book via the SEARCH function.

DELeTe is used to delete a record.

LIST is used to list a book by either name and address, name and phone number, the flag or all data. You can also direct the list to the printer. The list is automatically alphabetized.

SEARCh is used to select only certain records. You can do partial searches by giving the first few letters of the last name.

LOAD is used to select and load one of the address books into memory for use in adding, listing and searching.

SAVE is used to save a completed book back to your tape/disk

This is a well done program that is easy to use. It is not as comprehensive as SMARTfiler, but offers most of the features required to maintain an address book and in fact provides better flexibility in that multiple address books can be created.

CALENDAR is a nifty program for printing out a calendar for any month up to 2400 A.D. ! In addition you can record four lines of messages for any date, creating an appointment calendar. You can later view the messages on the screen or print them right on the calendar. You can, of course, just print the calendar out and write in

appointments, there is plenty of space provided. This is a simple, but effective program that has wide utility for all of us.

Overall, I found both these programs to be well done and as stated above, very practical; they are a real bargain for the price.

RATING - A

Family Feud Writer and Jeopardy Writer By L. Marschand

Walters Software is continuing to produce some great products for the ADAM. Their Jeopardy and Family Feud Question packs have been a big seller due to the popularity of these two excellent games. Now, they have released two products that allow one to either modify or create their own questions/answers for these great games.

These two products are very similar in operation so we will review them together.

Writer is a SMARTBasic program. There are two basic modes - READ or WRITE.

READ is used to modify questions/answers on either the base Jeopardy or Family Feud game or on the Question Packs developed by Walters Software. You select which game number to change (26 on Jeopardy, 76 on Family Feud) and then which question/answer. You can either change or delete questions/ answers.

WRITING is used to create a new question pack. Complete instructions are provided for creating questions and answers in the format required by either Family Feud or Jeopardy. The only complication is that you may need to make some changes to block 0 of the new question pack which requires a block modify utility (Media-Aid, diskdoctor, JKL, etc.). This will be required on Family Feud if you construct less then the required 76 sets of questions (which is a lot of work) or your question pack will crash when it gets to the last question. You must always modify block 0 on a Jeopardy question pack to get it to recycle question sets properly and not crash. Due to the requirement to have a block modify program and know how to do these types of changes to block 0, the novice will not be able to construct question packs from scratch. However, a preferable method that the novice can handle is to just use the READ function to modify a current set of questions on a BACKUP COPY of either the Jeopardy/ Family Feud game or one of the separate question packs. (NOTE: If you have the tape version of these games/ question packs you must

backup them up on right directory tapes, not the regular ADAM tapes which are center directory; you must also have a backup copy program that can correctly copy these tapes - Quickcopy, Backup 3.0, Media-Aid). By just modifying the questions/ answers on a current game/ question pack you don't need to worry about not completing all question sets or modifying block 0.

Special functions are provided to tailor the required answers to the people who will be playing the game. The Writer can allow for spelling errors and have more than one correct answer for a question. This is all accomplished when you set up the question and answer.

Overall, I found these two very useful products which furthur enhances two of the best family oriented games I have seen for any computer.

RATING - A

ELECTRONIC GAME PACK By W. Motel

This is the second game pack from A P E Software. It consists of 4 "arcade" games, whereas, Vol 1 was the "thinking" type games of Backgammon, Battleship, Master Mind, 3D TicTacToe, and Miners. Volume 2 contains 4 games. They are all joystick controlled games played on a rectangular field. Movement, however, is different for each of the 4 games.

CAR WARS is the old Atari 2600 DodgeEm type game. You try to manipulate your car over the dots in the roadway of the 5 concentric lanes, avoiding the computer car that tries to crash into you head-on. You can speed/slow your car and only shift one lane at a time at only one of 4 spots. 2 skill levels affect the speed of the computer car.

CRATER TAG has you moving over a field of play picking up gems. As you do this, monsters chase you and you must also go around various obstacles. You control your persons motion by hitting the left/right fire buttons. 2 skill levels affect the number of monsters chasing you.

SKY KING has you flying in a "helipod". Your motion is constant, you control the direction. The enemy attacks you from various ground locations by shooting attacking bombs at you. You fire back and detonate your bombs. any enemy bombs OR ground locations in that spot are destroyed. You have a limited supply of shields that protect you for a few seconds. Destroying all enemy locations send you to the next faster level.

SLAKEWEED has you, as a gun, in a field of snake weed. As they pair up, they generate spores. You objective is to clear the field of all snake weed PAIRS. You do this by shooting a spore that is next to an existing weed. If you just shoot the spore in the open, it will itself turn into a snake weed. As the game progresses and as the level increases, more spores are generated at a faster rate. You have a limited supply of freezes.

Overall, the games are well done and varied. These are not slick graphics like you would get on the game crtridges, but they are above average HI-RES with sound effects and good use of color.

The instructions, like on vol 1, are self contained on the disk for you to printout. Unfortunately, they won't print on the dot-matrix printer with either my print driver or the Eve or Fastpatch drives. You will have to hook up your old ADAM printer.

RATING - A-



**Shirley
Temple**



GRAPHIXPIX I
By L. Marschand

MEGAUTIL By W. Motel

Well, Wayne didn't want to leave all of you who don't have dot matrix printers out so he developed GRAPHIXPIX I. This program is a dual purpose one. It can be used to display Hi and Low res SMARTBasic graphics pictures and, with GRAPHIXPAINTER (reviewed last month) print them out. Additionally, he has added a super conversion program that will convert any graphics files created by GRAPHIXPAINTER or GRAPHIXPIX to files that can be read by the PAINTMASTER (Copyright, Strategic Software), Hi res professional drawing program. Hence, one could take any Hi or Low res graphics screen generated by SMARTBasic or the CBPIC program (see Graphics Workshop), create a graphics file with GRAPHIXPIX, convert it and then access it by PAINTMASTER to modify it, color it, etc. This opens up a whole new world of graphics design and painting for the excellent PAINTMASTER program. Instead of drawing everything from scratch, graphics pictures like the ones printed in this issue could be used as the basis for even more sophisticated pictures. GRAPHIXPIX I consists of programs that will -

- . Create a graphics file from any SMARTBasic Hi or Low res screen
- . Load either a graphics file created by GRAPHIXPIX/ PAINTER or by PAINTMASTER for fast viewing
- . Convert a file to PAINTMASTER format for editing
- . Convert any Run Length Encoded file to an ADAM SMARTBasic Hi res screen, which can then be saved as a picture file

Additionally, 10 of the best graphics pictures you'll see are included on the tape/ disk. NOTE: The CBPIC program that converts RLE files and the RLE picture files are Public Domain programs and included as a bonus only. The remaining programs are copyrighted. Finally, the power of ADAM's Hi res graphics can be realized. GRAPHIXPIX I is designed for -
.. All ADAM owners because all you need is this program to save and display graphics pictures
.. Those ADAM owners who have PAINTMASTER because graphics files can be converted for editing.
.. Those ADAM owners who have a dot matrix printer, because not only can the pictures be displayed, but printed once you have GRAPHIXPAINTER.

RATING - A++

This is a combined utility-development package from Marathon Computer Press. It consists of the following modules/programs:

1. ByteWriter
2. SuperCat
3. RunLock
4. BasicMerge
5. CopyWriter
6. DriveWriter
7. SpriteEditor

It also contains a program to print out a decimal/hex/binary reference chart, along with 10 documentation files that contain the running instructions and also Basic information, such as, PEEK/POKE locations, programming insights, sprites, and advanced concepts. The documentation files are in place of any written documentation. You can view these from Smartwriter or print them out from Smartwriter. Since there are a total of about 40 pages, it does take awhile to print it all out. Even with my dot-matrix printer, I spent the better part of a morning printing these.

BYTEWRITER is the big portion of the package. It lets you read/write a 1K block of data from tape/disk. Options allow you to manipulate the 1K buffer by filling it with a constant character, clearing, or editing it. You can display the data in ASCII, HEX, DECIMAL, or BINARY. You can also rename a directory and expand the directory (to allow for 74 entries instead of 35). SUPERCAT gives you a catalog listing showing the file attributes and the option of change them (I.E. system/user, lock, delete). RUNLOCK lets you "rename" BASIC commands giving you a customized, restricted access BASIC program. BASICMERGE is a utility that lets you merge programs together under BASIC. End program is the result of the "merged" programs , in line number order. COPYWRITER is a copy utility (only 20 blocks at a time). DRIVEWRITER makes a customized version of the BASIC compiler that "looks" for the HELLO program on that specific drive (tape or disk). SPRITEEDITOR is a public domain version of a sprite editor program.

In looking at the entire package, it worked fine, the screens are nicely done with a professional look and the programs are SmartKey driven.

The one thing that I'm hesitant about is the similarity to SMARTTRIX from Data Doctor which has been out since 1985, and what I consider to still be an excellent package. entire The concept and type of things included in SMARTTrix are similar. For example, SmartTrix has the following:

- 39 page manual
- PEEK/POKE locations and How to change BASIC commands

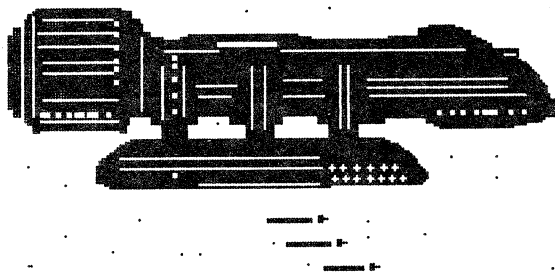
- Various articles on Basic programming and Sprite Editor (very nice one) and Sprite Animator (for testing)

- Basic Editor which allows you to change preselected items (including the HELLO drive) or any specific byte on the BASIC compiler.

- Tape Modifier which is a combination of the options of ByteWriter and SuperCat.

- Sound Editor and TuneMaker are also included for creating sound effects and music.

Although there is nothing wrong with MEGUTIL, you should be aware of the other available software of this type.



Note: SmartTRIX is only available from DEI as of this writing.

RATING - B+

PAINTINGS By L. Marschand

ADAMZAP is a new ADAM software supplier that has seized on a great idea - supplying program/files that accompany some of the better ADAM creative software. Two volumes of PAINTNGS are now available. These are original artworks done with the excellent PAINTMASTER program and show the versatility of this fine piece of software. Eric E. Danz, the creator, has done some fine work that had to take 100's of hours. These files are PAINTMASTER files, but can be displayed by GRAPHIXPIX and printed by GRAPHIXPAINTER.

The files on PAINTINGS VOLUME I are -

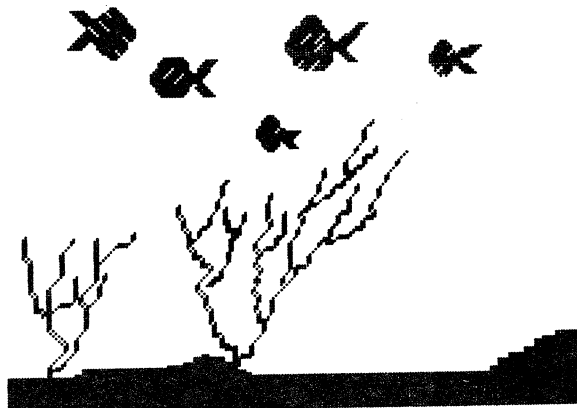
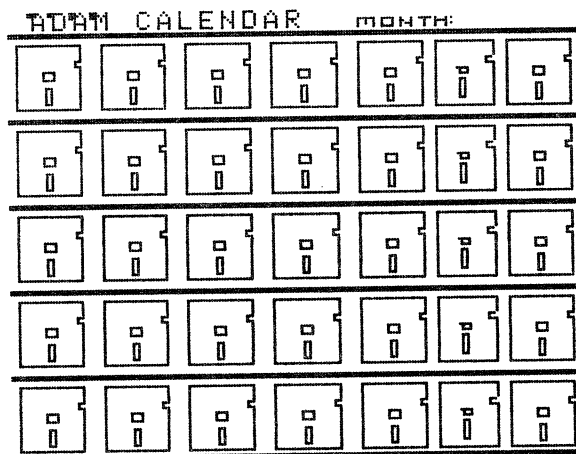
- . GameI - a maze
- . Shuttle - blueprint of the spaceshuttle
- . Landing
- . Discovery - from movie 2010, shows the ship orbiting Jupiter and Io
- . Starwars - the Deathstar from Return of the Jedi
- . Galactica - from the TV series
- . Lines - for making your own mazes
- . Calendar - really nice

The files on PAINTINGS VOLUME 2 are -

- . Game II - a fun game
- . Fish
- . Lighthouse - an old fashioned one
- . Sunset - very pretty
- . Roadway
- . Sailing - the open seas
- . Flowers
- . Mickey - who else but our favorite mouse

These two products are well worth the price and will help the owners of PAINTMASTER see what can be done and even get them started.

RATING - A+



SIGNS By L. Marschand

ADAMZAP has also released two volumes of excellent pre-designed signs created with the SIGNSHOP program. Its amazing to see what can be done with this program.

SIGNS VOLUME 1 contains -

- . Arrows - pictures pointing different directions
- . Zapper - pair of lightning bolts
- . Rockets - 1 small, 1 large
- . Cars - 1 small, 1 large
- . ADAM - spelled out, large and small
- . Robot
- . The following are text files created for display and printing via SMARTWriter (SIGNSHOP not needed):

- .. MTV
- .. Nuclear explosion
- .. Playboy bunny
- .. Puzzles
- .. Odie the dog
- .. Ghostbusters sign
- .. Xwing fighter

SIGNS VOLUME 2 contains -

- . Inverse letters A thru Z
- . Trees
- . Fish
- . Waves
- . Snowman
- . Sun
- . Smile
- . Gun
- . Hpic and Byepic (display and print from SMARTWriter)

Again, both of these volumes contain original work, representing a lot of effort. This is good material for you to use in as an aid to creating your own work from SIGNSHOP.

RATING - A+

Basic RAMDISK By L. Marschand

FINALLY, we have a RAM disk drive for SMARTBasic that uses the 64K memory expander. Walters Software has done a great service to ADAM owners by developing this much needed utility. We can now make use of the 64K memory expander from SMARTBasic (not from any other ADAM software), using it as a FAST disk drive.

RAMDISK is loaded with a special version of the boot routine for SMARTBasic. Walters has named this RAMDISK modified version SMARTBasic 1.1, but

only the boot routine is changed so one can make whatever other changes to the 1.1 version that comes on the RAMDISK tape/ disk (Walters does include the data and rem space bump and H file recovery fixes on the 1.1 SMARTBasic version). Boot the disk/ tape and the 64K is initialized as drive #7 in SMARTBasic. The ADAM's EDS is modified to accomodate drive #7, but these mod's should not interfere with any other software since they have left the EDS jumtable intact. I tested the RAMDISK by running several programs with no problems. Programs can be saved, loaded and run directly from the RAMDISK at lightning speed because internal RAM memory is used as opposed to the relatively slow access to the tape or disk drive. Those of you that do not have disks will really appreciate the loading and saving speed. You still have to load the program from tape initially, but then if you save it to the RAMDISK it can be retrieved and saved multiple times very quickly. The real advantage of RAMDISK is for those making modifications to programs and for running utilities. As an example, you could load a utility program and then save it to RAMDISK for later use. I would save a basic copy program and a block editor/ modifier to the RAMDISK at the start of my work for use at anytime when I may need it. Walters Software has modified their Media-Aid utility package to support the RAMDISK as drive #7 so you can read and write files to it, etc. Not only does it speed up program access, but it adds another drive to your ADAM, freeing up your current drives. Hence, reducing the amount of tape/ disk swapping required.

RAMDISK is a real boon to all SMARTBasic programmers as well as non-programmers who need the availability of a third drive, if they already have two tape drives.

RATING - A+

SPRITEMASTER By L. Marschand

This is the newest program from Murdock Software (Pro Football) and continues to demonstrate the availability of high quality software for the ADAM.

What are sprites, one might ask ? Good question, he replies. A colored sprite is made up of a block of up to 16x16 points that can be manipulated as one figure by SMARTBasic. The ability to manipulate a sprite quickly is what makes them useful for computer games. Most of the figures you see in the various ADAM/Coleco games are sprites. Those of you who have ADAM SMARTLogo know that the 32 "turtles" are sprites. ADAM supports up to 32 different sprites.

Additionally, multiple sprites can be put together to make larger/more complex figures. Animation can be achieved by quickly alternating sprites at the same location or erasing and redrawing sprites to show movement across the screen. All this is done in machine language to achieve the speed needed for game animation.

SPRITEMASTER provides the intermediate basic programmer the ability to create their own sprites and include them in basic programs. SPRITEMASTER is a set of tools that eliminate the complexity of sprite creation and manipulation and facilitate their use by us regular programmers.

SPRITEMASTER is a very well done program, using menus and a series of programs that are all nicely linked together. The documentation is brief, but complete enough to allow one to develop sprites and incorporate them in their programs.

A SPRITE EDITOR is provided which allows one to design each of 32 sprites. A simple grid is displayed on the screen and the arrow keys are used to plot points within the grid to create a unique sprite design. You then specify the color of the sprite and which of 4 sizes you want it to be.

CHART SPRITE ATTRIBUTES is used to provide a print of each of the 32 sprites giving the required information for manipulating the sprites from a SMARTBasic program -

- . Sprite number
- . Memory locations that contain:
X and Y coordinates for displaying the sprite.

- . Sprite name
- . Color code

The following is an example:

SPRITE # 0

27447 Y value 101
27448 X value 119
27449 Spt. Name 0
27450 Color 15

So, if we want to display Sprite # 0 at a different location we would just poke the X,Y coordinates with a new location number. For example to place it at the top left of the screen we would enter : POKE 27447,1: POKE 27448,1. Each sprite's attributes are stored in a different memory location and the CHART ATTRIBUTES print out gives the programmer this information.

WRITE MACHINE CODE TO MEDIA is the final tool. It is used to create a file on your disk/tape that contains the machine code to create the sprites you designed via the editor. This file contains data for all 32 sprites.

Once you have designed the sprites and saved them you are ready to write a program that will display them and manipulate them. Here is a sample program to illustrate how easy it is:

```
5 SPRITEMASTER DEMO
10 LOMEM: 28600
15 D$=CHR$(4)
20 PRINT D$:"BLOAD MGML,A27407":Rem This loads the
  Sprite machine code
25 PRINT D$:"BLOAD SPRITES,A27447":Rem This loads
  the sprites you designed
30 HGR
35 CALL 27407:Rem This call displays all 32
  sprites you designed
```

By using all the sprites you can create some great looking screens and also display text on the same screen. move your sprites, change their colors, etc.. Animation can be easily achieved by doing a FOR...NEXT loop to poke in new X/Y coordinates. The opening SPRITEMASTER screen in an impressive display of animation capabilities.

This program allows ADAMites to now incorporate sophisticated Hi Res sprites as part of regular SMARTBasic programs which will add pizzazz to any program.

RATING - A

NIAD BACKISSUE INDEX

Thank you, Thank you, Thank you to Theodore Scholten and John Busby for compiling a great index of NIAD back issues.

SMARTFILER BACK ISSUE INDEX

T. Scholten's list was compiled on ADAM's own SMARTfiler and shows another example of what it can be used for.

This reference list should be a big help in quickly finding out where a particular article is. We are only printing an index by subject due to the size of the list (we wrote alot of stuff !!), but we will put the SMARTfiler Index data base in our PD library for those that want it for searching, adding information to, etc. You can either purchase it for the \$5/ \$7 fee or just send in a blank disk/ tape and a return mailer with postage and we will copy it for you for no charge (there will be no requirement for submitting a program to exchange for it).

The SMARTfiler NIAD Backissue index involves three fields:

[source]: niad, volume, page #, year

[topic] : title of article/ nature of article

(i.e. explanation of something (TXT), listing of a program (PR), workshop (WS), review (REV), etc.

[system]: Whether the article essentially deals

with a topic in SMARTBasic (BA), a game (GA), CP/M (CP), spread sheet (SS), word processing (WP), telecommunications (MO), hardware (HW), etc. Workshops have been numbered with the volume number in which they appeared. This is easier than trying to remember whether a particular workshop is the 6th or 7th in a series; and allows for consecutive listing in a print out. This arrangement allows for search for articles on a particular subject, e.g. placing the cursor against the [topic] field and typing "AdamLink..." will list all articles dealing with ADAMLink; or a search of all articles dealing with telecommunications can be done by placing the cursor against [system] and entering "MO..." or "...MO".

For making new entries, it is advisable to be as consistent as possible in the format of the entry. This is particularly so when making entries of serial articles, because a misplaced comma or space can make quite a difference in the placement of the article in a listing. The same applies to the numbering of the issues. Numbers less than 10 should be entered as 01, 02, etc.

A copy of the index, either in whole or in part can be arranged to suit anyone's preference by using the index function to sort the file by either [topic] or [system] and then using the print records function to print out each list of 20 as you access them (see your SMARTfiler manual).

SMARTWRITER BACK ISSUE INDEX

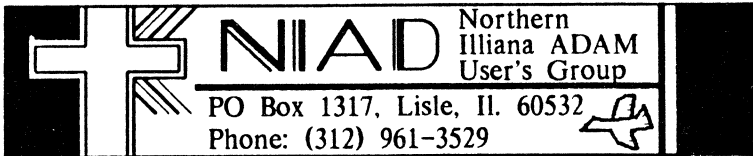
John Busby's list of our back issues was done with SMARTWriter and is organized by Issue. This is a very complete list of over 400 items. Please send a self addressed stamped (.39) return envelope and specifically request the SMARTWriter Back issue Index.

Smartfiler Backissue List

"clear"-problems/letter	NIAD, #7, p16, 1985
1985Resource Dir./review	NIAD, #10, p15, 1985
2010 Text Adv./review At	NIAD, #12, p12, 1985
2010:Text Adv./hints	NIAD, #13, p16, 1986
2010:Text Adventure/hint	NIAD, #20, p15, 1986
2010:Text Adventure/hint	NIAD, #18, p13, 1986
24 hour clock/PR	NIAD, #22, p06, 1986
64 K Mem.Exp.access./PR	NIAD, #21, p05, 1986
64 K Mem.Exp.access/PR	NIAD, #21, p07, 1986
64 K Mem.Exp.patch/PR	NIAD, #21, p08, 1986
64K Mem.Expander/review	NIAD, #5, p16, 1985
80col to 30col/PR	NIAD, #8, p10, 1985

ADAM Resource Dir./rev	NIAD, #21, p09, 1986
ADAM Users Handbook/TXT	NIAD, #14, p14, 1986
AdamCalc, windows/TXT	NIAD, #4, p 8, 1985
AdamCalc-03/WS	NIAD, #3, p.7, 1985
AdamCalc-05/WS	NIAD, #5, p10, 1985
AdamCalc-06/WS	NIAD, #6, p 6, 1985
AdamCalc-17/WS	NIAD, #17, p08, 1986
AdamCalc-18, windows/TXT	NIAD, #18, p10, 1986
AdamCalc-19/WS	NIAD, #19, p10, 1986
AdamCalc-20/WS	NIAD, #20, p09, 1986
AdamCalc/review	NIAD, # 1, p 8, 1985
AdamLink II/review	NIAD, #4, p11, 1985
AdamLink, ADMboo/PR	NIAD, #6, p 3, 1985
AdamLink-II/WS	NIAD, #9, p 5, 1985
Addressbook/TXT	NIAD, #5, p12, 1985
Adventure Packs/review	NIAD, #1, p09, 1985
alignment decimals/corr.	NIAD, #9, p15, 1985
alignment decimals/PR	NIAD, #8, p13, 1985
Alphabet/PR	NIAD, #7, p 7, 1985
ANDv1/WS	NIAD, #17, p08, 1986
Apple-ADAM convers'n/TXT	NIAD, #14, p09, 1986
Apple-ADAMconversion/TXT	NIAD, #16, p08, 1986
ARF ARF, BBSprbl./letter	NIAD, #10, p18, 1985
ASCOM/review	NIAD, #6, p13, 1985
AutoAid/review	NIAD, #6, p10, 1985
Autoboot, CP/M/PR	NIAD, #19, p12, 1986
Backgr-Text colour/PR	NIAD, #3, p.5, 1985
backgr.colour,/PR	NIAD, #1, p02, 1985
BackUp 3.0/review	NIAD, #22, p13, 1986
Backup+2.0/review	NIAD, #6, p13, 1985
Backup+3.0/review	NIAD, #22, p13, 1986
Basic ADAM/ TXT	NIAD, #14, p13, 1986
Basic Game Libr./review	NIAD, #7, p13, 1985
Basic Manager/review	NIAD, #12, p11, 1985
BasicModifier/TXT	NIAD, #8, p 5, 1985
BBS's/TXT; numbers	NIAD, #21, p06, 1986
Beginner's-11/WS	NIAD, #11, p 03, 1985
Beginner's-12/WS	NIAD, #12, p05, 1985
Beginner's-13/WS	NIAD, #13, p05, 1986
Beginner's-14/WS	NIAD, #14, p07, 1986
Beginner's-16/WS	NIAD, #16, p03, 1986
Beginner's-17/WS	NIAD, #17, p05, 1986
Beginner's-18/WS	NIAD, #18, p04, 1986
Beginner's-19/WS	NIAD, #19, p09, 1986
Beginner's-20/WS	NIAD, #20, p04, 1986
Beginner's-21/WS	NIAD, #21, p03, 1986
Beginner's-22/WS	NIAD, #22, p04, 1986
Best, Broderbund/review	NIAD, #2, p8, 1985
BNDV1/PD	NIAD, #1, p15, 1985
BNDV14/WS; PD	NIAD, #22, p03, 1986

BNDv3, Easel/correction	NIAD, #14, p04, 1986	CP/M, PD#08/TXT	NIAD, #11, p 12,1985
BNDv4, Cartcopy/corr	NIAD, #14, p04, 1986	CP/M, PD#13/PD	NIAD, #19, p13, 1986
BNDv4, MMBachDmin/corr	NIAD, #14, p04, 1986	CP/M-02/WS	NIAD, #2, p.12,1985
BNDv4, Musicmaker/corr	NIAD, #14, p04, 1986	CP/M-04/WS	NIAD, #4, p11, 1985
BNDv4, MusicMaker/corr.	NIAD, #17, p03, 1986	CP/M-05/WS	NIAD, #5, p13, 1985
BNDv5, Koala/correction	NIAD, #15, p03, 1986	CP/M-07/WS	NIAD, #7, p11, 1985
BNDv7, LHouse, ASM/corr.	NIAD, #17, p03, 1986	CP/M-08/WS;use	NIAD, #8, p 9,1985
BNDv7/PD	NIAD, #14, p04, 1986	CP/M-09/WS;discussion	NIAD, #9, p 5,1985
BNDv8, Traveller/corr	NIAD, #17, p02, 1986	CP/M-10/WS	NIAD, #10, p10, 1985
Boiler plating/TXT	NIAD, #16, p11, 1986	CP/M-11/WS	NIAD, #11, p 12,1985
Boot prog.Basic/PR	NIAD, #20, p09, 1986	CP/M-12/WS	NIAD, #12, p08, 1985
Bootstrap/TXT	NIAD, #19, p09, 1986	CP/M-13/WS	NIAD, #13, p14, 1986
Budget./PR	NIAD, #1, p04, 1985	CP/M-15/WS	NIAD, #15, p09, 1986
Budget/PR	NIAD, #2, p4, 1985	CP/M-17/WS;PD	NIAD, #17, p08, 1986
Built-inMLsubs/PR	NIAD, #11, p 06,1985	CP/M-19/WS	NIAD, #19, p12, 1986
Bulletin Boards/TXT	NIAD, #21, p06, 1986	CP/M-21/WS	NIAD, #21, p07, 1986
Business Pack I/review	NIAD, #12, p10, 1985	CP/M-22/WS	NIAD, #22, p11, 1986
C compiler,CNDv8/TXT	NIAD, #14, p10, 1986	CP/M-PDadvice/usage	NIAD, #12, p09, 1985
Canon3,BNDV1/correction	NIAD, #2, p2, 1985	CP/M-VDD025.COM/PD#5	NIAD, #12, p09, 1985
Canon3;BNDV1/PD	NIAD, #1,p15, 1985	CP/M-WS/WS	NIAD, #14, p10, 1986
Cartcopy, BNDv4/corr	NIAD, #14, p04, 1986	CP/M/PD,discussion	NIAD, #9, p 6,1985
Catalog;List;PR#../WS	NIAD, #14, p07, 1986	creep.1/2carr.ret/letter	NIAD, #9, p16,1985
CENTERvsRIGHTdirect/TXT	NIAD, #18, p04, 1986	Creeping1/2carr.ret/fix	NIAD, #12, p10, 1985
Chart&Graph Assem/review	NIAD, #9, p 9,1985	Dambusters/memb.comments	NIAD, #8, p13, 1985
Chatterbox voic.syn/revw	NIAD, #14, p14, 1986	Dambusters/review	NIAD, #4, p14, 1985
Chequebook/PR	NIAD, #2, p5, 1985	Dambusters/review	NIAD, #5, p14, 1985
Choplifter/review	NIAD, #2, p8, 1985	DATA,REM fix/PR	NIAD, #20, p05, 1986
Christmas card/PR	NIAD, #11, p 08,1985	DAWN/review	NIAD, #5, p15, 1985
circles/PR	NIAD, #9, p15,1985	DDP format etc./review A	NIAD, #10, p16, 1985
CISLOG./PR	NIAD, #1, p03, 1985	Deadline/review	NIAD, #9, p 9,1985
CNDV1/review	NIAD, #6, p 9, 1985	Decathlon /review	NIAD, #2, p.11,1985
CNDv15/TXT	NIAD, #21, p08, 1986	Desert Drama/PR	NIAD, #13, p05, 1986
Colour/TXT	NIAD, #3, p.4, 1985	Diablo/review B	NIAD, #10, p14, 1985
Comments:handling	NIAD, #8, p01, 1985	Directory format/TXT	NIAD, #4, p 4, 1985
Communications-05/WS	NIAD, #5, p02, 1985	Disk drive/repair	NIAD, #11, p17, 1985
Communications-07/WS	NIAD, #7, p 2, 1985	Disk INIT/TXT;PR	NIAD, #13, p06, 1986
Communications-09/WS	NIAD, #9, p 5,1985	Disk, 2-sided/letter	NIAD, #13, p18, 1986
Communications-10/TXT	NIAD, #10, p11, 1985	DiskDoctor/PR	NIAD, #18, p06, 1986
Control-P/TXT	NIAD, #18, p08, 1986	Dragon's Lair/review	NIAD, #1, p08, 1985
CopyBasictoDisk/PR	NIAD, #7, p 6, 1985	Egg Timer/PR	NIAD, #5, p11, 1985
CopyBasictoDisk/PR	NIAD, #8, p 5, 1985	Electr.Game Pack/review	NIAD, #15, p16, 1986
CP/M 2.2/review	NIAD, #1, p07, 1985	Eve MON-80/review	NIAD, #15, p12, 1986
CP/M autoboot/PR	NIAD, #19, p12, 1986	EVE SP-1; modems/TXT	NIAD, #14, p11, 1986
CP/M copy to disk/PD	NIAD, #3, p12, 1985	Eve VD-MB 80/review	NIAD, #15, p11, 1986
CP/M overlays/TXT	NIAD, #15, p09, 1986	Eve VD-MB/MON 80/review	NIAD, #16, p12, 1986
CP/M, PD#03/TXT	NIAD, #10, p10, 1985	Exp.Mod.#3 C'n kit/review	NIAD, #14, p14, 1986
CP/M, PD#04/TXT	NIAD, #11, p 12,1985	Expertype/review	NIAD, #1, p09, 1985
CP/M, PD#05/TXT	NIAD, #12, p09, 1985	Ext'dBasicUtil/review	NIAD, #4, p13, 1985
CP/M, PD#07/TXT	NIAD, #13, p14, 1986	external modems/TXT	NIAD, #14, p11, 1986



PLEASE DO NOT WRITE IN THIS SPACE

PR 1 2 3

D/R

MULTI-FUNCTION USER GROUP
 MONTHLY NEWSLETTER-PUBLIC DOMAIN LIBRARY
 DISCOUNT BUYING SERVICE FOR HDW & SFTW

****BUYING SERVICE ORDER FORM****

YOUR MEMBER # ----> _____

NAME	SHIPPING ADDRESS (IF DIFFERENT)
ADDRESS	NAME
	ADDRESS
PHONE ()- -	

QTY.	ITEM NAME / NUMBER	DDP/DISK	PRICE EA.	TOTAL PRICE

SUB TOTAL _____

ILLINOIS RESIDENTS ADD 6.75% SALES TAX TO

HARDWARE ACCESSORIES AND CARTRIDGE SOFTWARE ONLY

----> \$ _____

ALL MEMBERS PLEASE DO NOT FORGET SHIPPING/INSURANCE

	<u>[[US UPS</u>	<u>[[US MAIL</u>	<u>[[CANADA</u>	
\$ 1.00- 50.00 -	\$ 2.50	\$ 4.00	\$ 6.00	
\$ 50.01-100.00 -	\$ 4.50	\$ 7.00	\$10.00	----> \$ _____
\$100.01-200.00 -	\$ 7.50	\$10.00	\$16.00	
\$200.01-and up -	\$10.50	\$15.00	\$22.00	

INITIAL ANNUAL MEMBERSHIP FEE REQ'D FOR BUYING SERVICE

----> \$ _____

Payment Method:

Check or money order enclosed Charge my:

\$25 minimum charge

MEMBERSHIP RENEWAL

----> \$ _____

BAL. OR CREDIT DUE

----> \$ _____

Write Credit Card Account Number in boxes below:

TOTAL INCLUDED

----> \$ _____

--	--	--	--	--	--	--	--	--	--	--	--

Expiration Date _____

****US FUNDS ONLY****

Signature

PRINTERS

PANASONIC 1080I \$279.95
 . TYPE: 9x9 DOT MATRIX
 . SPEED: DRAFT MODE - 120 CPS
 NEAR LTR QUALITY - 24 CPS
 . PRINT CHR: COMPATIBLE W/ EPSON RX80,
 IBM, FULL GRAPHICS
 . MEDIA HNDL: ADJ TRACTOR FEED
 . INTERFACE: CENTRONICS PARALLEL
 . FEATURES: 2 YEAR LIMITED WARRANTY

PANASONIC 1090I \$339.95
 . TYPE: 9x9 DOT MATRIX
 . SPEED: DRAFT MODE - 160 CPS
 NEAR LTR QUALITY - 32 CPS
 . PRINT CHR: COMPATIBLE W/ EPSON RX80,
 IBM, FULL GRAPHICS
 . MEDIA HNDL: ADJ TRACTOR FEED
 . INTERFACE: CENTRONICS PARALLEL
 . FEATURES: 2 YEAR LIMITED WARRANTY

OKIMATE 20 COLOR PRINTER \$199.95
 . TYPE: THERMAL
 . SPEED: DRAFT MODE - 80 CPS
 NEAR LTR QUALITY - 40CPS
 . MEDIA HNDL: LIMITED ADJ TRACTOR FEED
 . INTERFACE: NONE STD - PARALLEL PLUG N
 PRINT MODULE SUPPLIED THAT
 ATTACH TO EVE OR ORPHANWARE
 PARALLEL INTERFACE (YOU MUST
 HAVE ONE OF THESE INTERFACES).
 . FEATURES: BLACK & WHITE OR COLOR PRINTING

PANASONIC RIBBONS - \$9.95
 OKIMATE 20 RIBBONS- \$4.95 BLACK
 - \$5.95 COLOR

SEGA GAME SYSTEM

BASE GAME SYSTEM \$99.95
 . 2 HAND CONTROLLERS
 . COMBO MEGA CARTRIDGE
 - HANG ON GAME
 - ASTRO WARRIORS

MASTER GAME SYSTEM \$129.95
 . 2 HAND CONTROLLERS
 . LIGHT PHASER GUN
 . COMBO MEGA CARTRIDGE
 - HANG ON GAME
 - SAFARI HUNT GAME

SEGA SPORTS PAD CONTROLLER \$49.95
 (REQUIRED FOR GREAT SPORTS GAMES)

SEGA CARD SOFTWARE (256K) \$24.95
 . F-16 FIGHTING FALCON
 . MY HERO
 . TEDDY BOY
 . TRANSBOT
 . SUPER TENNIS

SEGA MEGA CARTRIDGES (1048K) \$29.95
 . CHOPLIFTER
 . ACTION FIGHTER
 . BLACK BELT
 . FANTASY ZONE
 . WORLD GP
 . PRO WRESTLING
 . MARKSMAN/ TRAP SHOOTING
 . GREAT HOCKEY (SPORTS PAD REQ'D)

NOTE: SEND IN FOR FREE FLYERS ON THE
 SYSTEM

TRAINING MANUALS/ BOOKS

LEARNING EXPRESS AUDIO TRAINER	\$ 32.95	THE COLECO ADAM ENTERTAINER BY	
CP/M USER'S GUIDE BY T. HOGAN	\$ 15.95	BRIAN SAWYER	\$ 12.95
WORD PROCESSING WITH YOUR ADAM	\$ 8.95	HACKER'S GUIDE TO ADAM VOL I	\$ 11.95
THE COLECO ADAM USER'S HANDBOOK	\$ 8.95	HACKER'S GUIDE TO ADAM VOL II	\$ 11.95
THE BASIC ADAM: A SELF TEACHING			
GUIDE BY ABIKOFF & CORNELL	\$ 14.95	PROGRAMS FOR BOTH VOL I & II OF	
FIRST BOOK OF ADAM, THE COMPUTER		HACKER'S GUIDE ON 1 TAPE OR DISK	\$ 3.00 DISK
TAB BOOKS	\$ 8.95		\$ 5.00 DDP
BASIC BASIC PROGRAMS FOR THE ADAM		2ND EDITION ADAM RESOURCE DIRECTORY	\$ 13.95
BY KNIGHT, TIMOTHY ORR	\$ 8.25		
DISCOVERING SCIENCE ON YOUR ADAM,			
WITH 25 PROGRAMS BY TAL MOUNTAIN			
SCIENCE CENTER	\$ 9.95		

PRODUCT LIST

MEMBERS ONLY

HARDWARE & ACCESSORIES

NOTE: SEE SPECIALS ON NEXT PAGE AS WELL

ADAM DISK DRIVE 7817 \$ 225.00

5-1/4" high capacity disk drive, manufactured for the ADAM by Coleco. Provides expanded capability for faster storage and retrieval and increased reliability. Requires standard diskettes.

DOUBLE SIDED DISK DRIVE UPGRADE \$ 139.95

Send in your Coleco disk drive to be upgraded to 320K (270K in CP/M 2.2) capacity. Send in your complete drive with cables. If your drive requires repair you will be charged \$39.95 plus parts.

NOTE: Due to a limitation of CP/M you can not mix single and double sided drives while using CP/M.

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 Comuserve. 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 \$ 49.95

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, SMARfiler, BASIC, CPM programs.

Includes EITHER parallel or serial cable - specify which one desired.

EVE SP-1 PARALLEL INTERFACE ONLY \$ 79.95

(Includes parallel cable)

ORPHANWARE PIA2 PARALLEL INTERFACE \$ 39.95

(Parallel cable required - see next item)

PARALLEL OR SERIAL CABLE SP-1C \$ 15.95

Second cable required to attach SP-1 or PIA2 interface to other printers.

SPEECH SYNTHESIZER/CLK CAL SS-CC \$109.95

Output voice speech and words via Basic and CPM 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 VD-MB

With Power Supply \$329.95

W/D Power supply \$309.95

With trade in of PS-1 \$299.95

Provides 80-column video output from the ADAM to a monochrome 80-column monitor. Also includes separate power supply & expansion slots for attaching other EVE products. Expands ADAMS capability for CP/M SOFTWARE ONLY requiring 80-column display.

** Includes Word Processing and Basic software programs ** PAGE 22

ORPHANWARE 80 COL VIDEO UNIT

. Standalone unit \$199.95

. Unit to attach to Eve Serial Port \$179.95

Provides 80 column video output for CP/M

software. Emulates various terminals.

EVE POWER SUPPLY FOR ADAM PS-1A \$ 79.95

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.

CARD EDGE ADAPTER CEA-1 \$ 24.95

For attaching ADAM Autodialer to MA-3 cable.

ADAM PRINTER TRACTOR FEED \$ 72.95

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 \$ 15.95

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.

EXPANSION MOD MONITOR KIT \$ 29.95

Kit to modify colecovision unit to allow it to be connected to a monitor via 7830 cable above. Requires soldering skill - see review in 2/85 issue.

ADAM REPLACEMENT RIBBONS 7806 \$ 4.95

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 /Script 12 /Elite 12 /Emphasis /Courier 72/Pica. Specify font desired.

TAPE DRIVE HEAD CLEANING KITS \$.50

COLECO/LORAN DATA PKS \$ 4.75 @

10 for \$ 39.95

NIAD/LORAN DATA PKS \$ 4.25 @

10 for \$ 34.95

NIAD UNFORMATTED DISKS - DS/DD 1-9 \$1.50 @

10 or more \$.99 @

50 or more \$.85 @

PRICES EFFECTIVE 1/1/87

PRODUCT LIST - MEMBERS ONLY

SOFTWARE

(DDP unless noted)

SMART LOGO	7600	\$ 29.95	SPECIAL
EXPERTYPE	7602	\$ 19.95	SPECIAL
SMART FILER	7813	\$ 15.95	
RECIPE FILER	7814	\$ 10.95	SPECIAL
SMART LTRS/FORMS	7805	\$ 15.95	
FLASHCARD MAKER	7662	\$ 15.95	
FLASHFACTS (TRIVIA 2902, HISTORY 2901,VOCAB 2900)		\$ 11.95	EACH
CP/M 2.2	7832	\$ 29.95	
ADAMCALC	7831	\$ 24.95	
R. SCARRY WORDBOOK	7658	\$ 20.95	
WACKY WORD GAME	7834	\$ 15.95	
DONKEY KONG		\$ 19.95	
DONKEY KONG JR.		\$ 19.95	
SUPER ZAAXON	2632	\$ 12.95	SPECIAL
2010: TEXT ADVENTURE	7849	\$ 20.95	
FAMILY FEUD	7710	\$ 20.95	
BEST OF BRODERBUND		\$ 20.95	

OTHER SOFTWARE

Specify DDP or DISK

VIDEOTUNES	(DDP)	\$ 26.95	
FANTASY GAMER	(DDP)	\$ 22.95	SPECIAL
BASIC BONANZA		\$ 22.95	SPECIAL
SOFTPACK I		\$ 18.95	
LVAC ARCHIVE I		\$ 9.95	SPECIAL
REEDY SOFTWARE LIB		\$ 15.95	
QUICKFAX QUEST		\$ 9.95	SPECIAL
PERSONAL ACCOUNTANT		\$ 19.95	
STRATEGY STRAINER I		\$ 9.95	SPECIAL
BUSINESS PACK		\$ 18.95	
PAINTMASTER		\$ 22.95	
TURBOLOAD		\$ 26.95	
POWERPRINT		\$ 15.95	
SIGNSHOP		\$ 22.95	
QUICKCOPY		\$ 15.95	
MULTIWRITE		\$ 36.95	
MEDIA AID		\$ 19.95	
ELECTRIC GAME PACK	(DISK)	\$ 17.95	
Specify I or II	(DDP)	\$ 19.95	II NEW
NUMBER BUMPER		\$ 15.95	SPECIAL
REEDY	(DISK)	\$ 15.95	NEW
ENTERTAINMENT PACK	(DDP)	\$ 17.95	
JEOPARDY QUESTION PACK		\$ 19.95	NEW
FAMILY FEUD QUESTION PACK		\$ 19.95	NEW
TRIVIA PACK I	(DISK)	\$ 14.95	NEW
	(DDP)	\$ 16.95	
KIDS TRIVIA	(DISK)	\$ 14.95	NEW
	(DDP)	\$ 16.95	
PRO FOOTBALL		\$ 18.95	NEW
BACKUP 3.0 (COPY ONLY)		\$ 16.95	NEW
BACKUP +3.0 (COPY/UTILITY)		\$ 29.95	NEW
SMARTGAMES PACK	(DISK)	\$ 9.95	
	(DDP)	\$ 11.95	
ROYAL AMBS. EDUC PCK	(DISK)	\$ 9.95	SPECIAL
(Christian pgms)	(DDP)	\$ 11.95	
CPM NEVADA BASIC		\$ 39.95	
SP-1 CUSTOM SOFTWARE for		\$ 7.00	
Smartwriter/Filer (Specify printer)			
GRAPHIXPAINTER		\$ 19.95	NEW
For Dot Matrix printers			
GRAPHIXPIX I		\$ 14.95	NEW
ADDRESS BOOK/CALENDAR		\$ 9.95	NEW
SPRITE MASTER		\$ 18.95	NEW
JEOPARDY QUESTION MAKER			NEW
FAMILY FEUD QUEST MAKER			NEW
Each of Quest Makers	(DISK)	\$ 24.95	
	(DDP)	\$ 26.95	
BASIC RAM DISK	(DISK)	\$ 24.95	
	(DDP)	\$ 26.95	
PAINTINGS	(DISK)	\$ 7.95	
Specify Vol 1 or 2	(DDP)	\$ 9.95	
SIGNS	(DISK)	\$ 7.95	
Specify Vol 1 or 2	(DDP)	\$ 9.95	

CARTRIDGE SOFTWARE

Colecovision/Adam

SMURF PAINT/PLAY	2697	\$ 18.95
SUESS FIXUP PUZZLE	2699	\$ 18.95
MONKEY ACADEMY	2694	\$ 18.95
T.TURTLE LOGO/GRPHICS	2698	\$ 18.95
CABBAGE PATCH PIC SHOW		\$ 18.95
SPYHUNTER		\$ 24.95

CP/M 2.2 COMML SOFTWARE INFOCOM PRODUCTS

Requires ADAM CP/M software
DISK only

PLANETFALL		\$ 34.95
ZORK I		\$ 34.95
ZORK II		\$ 39.95
ZORK III		\$ 39.95
STARCROSS		\$ 39.95
DEADLINE		\$ 39.95
HITCHHIKERS GUIDE		\$ 34.95 NEW

NIAD USER GROUP PRODUCTS

PUBLIC DOMAIN

PLEASE Specify VOLUME # and DISK/DDP
NOTE: COST per VOLUME:
\$ 5.00 DISK - \$ 7.00 DDP

SMARTBASIC # 1 - 17	(17 Different)
# BNDV1 - 17	(Vol numbers)
SMARTLOGO # 1 - 2	(2 Volumes)
# LNDV1 - 2	
ADAMCALC # 1 - 2	(2 Volumes)
# ANDV1 - 2	
BASIC UTILITIES # 1 - 2	(2 Volumes)
# UNDV1 - 2	
(Vol 1 includes backup utility)	
CPM2.2 # 1 - 28	(28 Volumes)
# CNDV1 - 28	
JEOPARDY	
PINBALL/HARDHAT MACK	
New BUG FREE vers with 2 DEMO games	
Add \$ 2.00 for 40 page manual	
PINBALL GAMES VOL 1	
Requires Pinball/Hardhat Mack	
SUPER SUBROC	
TROLLS TALE	
ADAM DIAGNOSTIC	
Requires 64K expander	
ADAMLINK II TELECOMMUNICATIONS	
SMARTBASIC REPLACEMENT DDP	
SMARTBASIC V2.0 with Doc. file	
NIAD BACK ISSUE INDEX - Smartfiler file	
EOS DISK MANAGER - (Replacement on Disk or DDP)	

NIAD SPECIALS

SUPERACTION CONTROLLERS	2491	\$ 49.95
EXPANSION MODULE 1 (Atari 2405)		\$ 44.95
EXPANSION MODULE 2 (Driver 2413)		\$ 49.95
ORPHANWARE PIA2 PARALLEL INTERFACE & PANASONIC 1080I PRINTER W/CABLE		\$ 309.95
SECOND DIG DATA DRV (30 day guar)		\$ 19.95
NEW ADAM (tan) HAND CNTL'S 2 for		\$ 10.00
NEW ADAM KEYBOARDS		\$ 9.95
ADAMNET CABLES for KEYBOARD/DISK		\$ 2.95
3 1/2 x 15/16 PIN FEED ADDR. LBL'S		\$ 6.95/1000
9 1/2 x 11 20 Lb PIN FEED PAPER		\$ 9.95/500
		\$ 16.95/1000
JANES'S RECIPES 25 recipes/vol		\$ 7.00
(Specify DISK or DDP and VOLUME V1 Deserts, V2 Salad, V3 Outdoor, V4 Holiday)		
SUPER GAME CONVERSION to DISK		\$ 4.00 EACH
NOTE: You must send label card from game as proof of purch: Family Feud, Best of Broderbund can be copied directly by most copy programs		
SMARTFILER COPY WITH LATEST VERS.		\$ 4.00
Includes Label Print Fix Send in your Filer Disk/DDP		
BACK ISSUES of NIAD from 1/85		\$ 3.00 EACH
10 or more		\$ 2.50 EACH
RIGHT DIR TAPES for SUPERGAME COPY		\$ 2.50 EACH