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Continuing our study of Romans chapter 9...

I am speaking the truth in Christ, I am not lying; my conscience bears me witness in the Holy Spirit, 2 that I have great sorrow and unceasing anguish in my heart. ³For I could wish that I myself were accursed and cut off from Christ for the sake of my brethren, my kinsman by race. 4They are Israelites, and to them belong the sonship, the glory, the covenants, the giving of the law, the worship, and the promises; 5to them belong the patriarches, and of their race, according to the flesh is the Christ. God who is over all be blessed for ever. Amen. 6But it is not as though the word of God had failed. For not all who are descended from Israel belong to Israel, 7 and not all are children of Abraham because hey are his descendents; but "Through Isaac shall your descendents be named." 8This means that it is not the children of the flesh who are the children of God, but the children of the promise are reckoned as descendants. 9For this is what the promise said, "About this time I will return and Sarah shall have a son." 10And not only so, but also when Rebecca had conceived children by one man, our forefather Isaac, 11though they were not yet born and had done nothing either good or bad, in order that God's purpose of election might continue, not because of works but because of his call, ¹²she was told, "The elder will serve the younger." ¹³As it is written, "Jacob I loved, but Esau I hated." ¹⁴What shall we say then? Is there injustice on God's part? By no means! ¹⁵For he says to Moses, "I will have mercy on whom I have mercy, and I will have compassion on whom I have compassion." ¹⁶So it depends not upon man's will or exertion, but upon God's mercy. 17For the scripture says to Pharaoh, "I have raised you up for the very purpose of showing my power in you, so that my name may be proclaimed in all the earth." 18So then he has mercy upon whoever he wills, and he hardens the heart of whomever he wills.

Paul is speaking here to the nation of Israel and is heart broken because they were God's chosen people and should be enjoying the blessings attendant to this position. However, many of them rejected Jesus Christ because he claimed to be the Son of God. Paul himself persecuted the followers of Jesus before his dramatic conversion to Christianity. Paul goes so far as to say that he would trade his relationship to Christ for the sake of his nation's relationship to God.

In verse 6 Paul begins his discussion of God's perfect plan for mankind. He relates the story of Abraham and the fact that God promised Abraham that all the descendents of his son by his wife Sarah, would have untold blessings including possession of the promised land of Canaan and an everlasting relationship to God. God told Abraham that he would be the "father of a multitude of nations". God promised Abraham these things when he was 99 years old and his wife Sarah was barren. Although Abraham had no practical reason to believe what God had told him because there was no apparent way that he and his wife could conceive a son, he did believe God's promise and 25 years later his son Isaac was born. Isaac was rightfully called the "son of promise" relating to God's promise to Abraham and his belief in this promise. Abraham had fathered another son, Ishmael, by an Egyptian maid named Hagar. Although Ishmael was the first born son and under Jewish tradition would receive the inheritance and blessings of the father, God stated that Abraham's second son Isaac would be the one who was blessed with the everlasting covenant of God and its attendant blessings.

Paul states in verse 8 that it is the children of "promise" (Isaac) who are the rightful descendents of God, not the children of the flesh (Ishmael). Hence, the nation of Israel and it's people are not solely to receive God's blessing, but anyone who believes and accepts God's promises will become one of his "children" and inherit all the associated blessings. Abraham is known as the "father of faith" due to the fact that he accepted what God had promised him, receiving the blessings of an everlasting covenant with God.

In verse 14 Paul asks the rhetorical question about God's fairness in choosing who receives blessings. God's mercy is for all his creation, he wants us all to have it. Man can't earn it through his own efforts, birthright or in any other fashion. God simply makes it available to all who will believe his promises and accept his gift of forgiveness of sins and eternal life.

Won't you accept these promises by having faith that God will give them to you?

God bless you all.





NIAD NEWS and UPDATES



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From The Editor's Desk:

I am in shock that the summer is over already and we're moving into fall. Summer seems to go by so fast anymore. The children have gone back to school and we're settling into the routine again. At NIAD we are getting ready for our busiest time of the year by stocking up on products and training some new people. I think you will find that our newsletter has gone through some dramatic changes, based on input from our member base. We should have no more complaints about poor printing and the layout should be more professional looking. We have added 4 additional pages to each issue to bring you more information each month. Let us know how you like it! Wayne Motel has been a great help to me in working with some new desktop publishing programs to bring you this issue.

I marvel at the number and variety of new products coming out for the ADAM. As the major software developers get more knowledgeable about the ADAM's hardware and software, they are producing even better products. Evidence SPEEDYWRITE, a sophisticated word processor for the ADAM. How many times I have heard people say they needed a better word processor for their ADAM. I know of people who have sold their ADAMs just to get a system with what they considered a better word processor. How about POWERPAINT? You couldn't ask for a better graphics design program.

I could go on and on listing additional great software programs and hardware peripherals just read this issue and

look over the last several months issues for numerous examples. The ADAM is truly getting better and better for all of us. This is a time of year when people consider purchasing computers. I imagine that there are several ADAM owners who are facing a decision as to whether they should continue with their ADAM or buy another system. This is a very valid question that deserves an objective answer. The ADAM is a great system, but it is not perfect ,no computer is (or is it the people who operate the computers that are not perfect?). Can the ADAM meet the needs of everyone and every application. No, it was never designed to.

OPTIONS

I have learned that most people develop a frustration when working with computers and they "blame" the computer when something doesn't work correctly, although it is usually not a fault in the computer. Most problems are a result of people not understanding their computer software programs. This is one of the reasons that the ADAM was so successfull as a family computer system. The whole design of the basic ADAM software (SMARTWriter, Basic, Filer, Calc. etc.) was geared to make it very easy to operate. Some of you may not believe this, but the ADAM IS one of the easiest systems to operate. So, if you think that getting another computer will solve all your problems of operating a computer, you are sadly mistaken. As a matter of fact, I have heard of many people who have gotten IBM PC's and been very dissatisfied with them, even to the extent of wanting their ADAM's back !! Just getting another computer won't eradicate all your problems of working with computers. I propose the following three rules of people and computers:

- 1. DON'T EXPECT THE COMPUTER TO DO IT ALL YOU, the operator are required to read your manuals and take some time to learn the operation of your computer. Each different software program also takes some study time in order to make the best use of it.
- 2. ALL COMPUTERS ARE NOT MADE EQUAL Although computer hardware is all pretty much the same from the standpoint of CPU, memory, monitors, etc.; the operating systems are quite different and really determine how "easy" the system is to use for us humans. For those of you who have used CP/M 2.2 on the ADAM, you see what a totally different personality the ADAM takes on as compared to the standard EOS operating system. This user interface at the operating system levl makes all the difference in how the whole system interacts with the human using it. MSDOS, which is the IBM PC operating system, is very similar to CP/M 2.2 and not that easy to use. Just like I caution ADAMites who want to get into CP/M, it is not an area for novices or those who don't have the time it takes to learn it. This is one of the reasons that we decided to carry the AMSTRAD PC compatible in our retail store. The AMSTRAD comes with the GEM operating system interface. which is very user friendly. GEM is a graphics oriented user interface which us humans relate to much better then text commands.



3. MOST PEOPLE UNDER UTILIZE THEIR COMPUTERS, I have seen it countless times, the vast majority of people who have home computers don't use them to near their potential. Why is this? I think it is because of the operating system as mentioned above. Most operating systems were not designed for the novice, but for the more experienced user of computers. This results in the novice getting frustrated and declaring that the "computer is no good"! The other problem is that most computer owners don't really apply themselves to learning how to operate the computer, they want the computer to run itself. There has to be a happy medium here somewhere between the computer doing everything and the user learning all the intricacies of the computers operating system.

For the above reasons, I challenge anyone who is thinking of changing computers. If they give me any of the above problems as their main reason for dumping their current system, I warn them that the new system they get may not be any better, and in fact may be worse. I encourage them to be sure they are utilizing their current system to the fullest and not jumping to the conclusion that a new system will solve all their problems. If you think you are frustrated now, just spend over \$1000 on a new system and find out you can't use it!!

So, what am I trying to say relative to the ADAM? Am I saying no one should sell their ADAM, or that everyone should. How about neither! What I am saying is that people should make sure they really need another computer before they buy one. This is especially true for older systems that aren't in production anymore. Many people like to have current systems, so they can say "I have a such-n-such computer, what do you have?" Don't buy another computer for this reason, buy one ONLY IF your computing needs can't be met by your ADAM, either due to hardware limitations (not enough memory, not fast enough, etc.) or software limitations (functions not available in currently available software or software not available at all). If your needs are for programs that aren't available i.e. large spreadsheets. business accounting programs, etc. or you want a home system to run IBM PC programs from work on, then fine, get an IBM compatible. If you want a computer to do computer art, sophisticated desk top publishing or play stereo music, then get and AMIGA. I guess I am saying that you need to match the computer to your practical needs, not to your hope that it will do everything for you.

So, be practical. Ask yourself if you are really attempting to use your ADAM to its fullest. If not, give it a try. NIAD is here to help you in this respect. If you have questions then either call us on our Tuesday evening technical call in (7:30 - 10:00 PM Chicago time) or drop us a letter. Read your newsletters - they are a great source of information. You can request a list of other NIAD members in your area to contact to share questions and problems. You will need to work at getting the most out of your ADAM or any computer you buy. If you have questions about software programs, then look at your back issues or order our Product Review book. We have spent 1000's of hours reviewing ADAM products to help ADAMites make intelligent buying decisions and you should take advantage of this documentation.



The above is said to help you make an informed decision about your current ADAM computer and the possibility of switching to another

system. Don't be hasty, consider your options carefully and spend your money wisely. There is nothing to say that you can't have two computer systems as well! Yes, I know many people who have kept their ADAMs and added an IBM PC to meet some business computing needs. The ADAM is great for letters, learning Basic programming, high quality color graphics games, etc. and can still fill a very important need in your household. If you get rid of your ADAM for another system, everyone may be competing for time on it! If you are interested in adding or upgrading to an IBM PC compatible, please contact us for more information on the AMSTRAD and how to transfer data between the two systems.

This is an exciting issue. The new format coupled with some great new products, SMARTBasic programming instructions, program listings and HOT ADAM news should make you tear through these pages!



- → The 3 1/2 720K drive conversion price will remain at \$155 plus shipping. A price increase has been postponed due to the high demand for this unit. If you want your drive converted, you can expedite the process by sending your drive directly to the following address: NIAD DISK CONVERSION 1010 Westminster Garland, TX 75040 NOTE: You must send in your order form and payment to NIAD's PO BOX here in Lisle, IL.
- → *Telegames* has finally agreed to <u>substantially reduce the prices</u> of several of the newer ADAM games they announced last fall (ALCAZAR, ROCK N BOLT, BOULDER DASH, MOONSWEEPER, SEWER SAM, etc.). These games come in either disk or data pack. The titles NIAD carries are all very good games. We reviewed many of them in our November/87 issue see the product list for the new prices.
- ⇒ We have found some good buys on several of the classic *INFOCOM* text adventure games like ZORK, STARCROSS, DEADLINE. Check out the product list.
- ⇒ There is a *French version of SMARTBasic* that has recently surfaced! Oui, this version has <u>seven NEW commands</u> that provide excellent use of sprites and sound. We will have more on this next month.
- ⇒ There is also a *new version of CP/M* that is compatible with the ADAM, which has <u>several enhancements</u> that look very good. We will have more on this next month as well. Hopefully, this will make use of CP/M better for the novice.



- ⇒ We have added a *USED CORNER* to the newsletter to list out the used products we have. See the special ordering instructions.
- ⇒ We have plenty of *ADAM memory expanders in stock* for those of you that need them. We will be stocking up on ADAM system components due to the fact that <u>Honeywell will not be repairing the ADAM any longer</u>. We have some good prices on 5 1/4 diskettes 50 for \$19.95! Stock up at this special price. We also have the Panasonic 1080/ 1091 ribbons at only \$5.95.
- ⇒ Rob Friedman asked us to indicate that the article we printed last month on Public Domain CP/M modem programs is from Compuserve and located in DL 9 of the CLUB forum.
- → Our *local Chicago monthly meetings* are a great way to learn more about your ADAM. You have the oppurtunity to ask questions and see live demonstrations of products. We meet here at the store on the <u>second Thursday of each month at 7:30 PM</u>. The next meeting will be October 13th. We always have some surprise specials on several products as well.
- ⇒ If **0988** are the first four digits of your member number as printed on the newsletter, this is your **last issue**. Send in your renewal of \$19 for third class mailing and \$26 for first class/ Canadian.
- ⇒ Walter's Software will add a *patch for SMARTDISK III* to allow the booting of SmartBasic 1 or 2 from the SMARTDISK III media. This <u>removes the requirement to swap disks</u>. Send your SMARTDISK III origianl with \$5.95 to Walters.
- ⇒ Philip Kosowsky has obtained a suppl;y of ADAM parts and can now *repair most printer problems*. Again, <u>please call first</u> with your specific problem before shipping your defective equipment. (315) 699-6456. His address is 6067 Jerusalem Drive, Cicero, N.Y. 13041.

SOFTWARE/HARDWARE UPDATES





Double Disk Formatter Addendum In last months review I stated that you can add a bootblock to block 159 instead of block number 0. Well I was wrong, the instructions aren't very clear on this very useful option. After talking with Jim Walters, I was told that the boot block option doesn't add another boot block to block 159, rather you are supposed to copy your own custom bootblock (there are many public domain programs that will create these) to block 159 of the DDP media. Upon boot-up of the DDP, the program will read block 159 and store it's contents in memory. Therefore, everytime you format a disk, your own custom boot block will be placed on the new formatted disk if you answered YES to the boot block option. If you answer NO, then your custom boot block will not be written to the disk, SIMPLE!

- * Steve Pitman has released his first commercial program, MIND OVER ADAM. Steve has done an excellent job on this MASTERMIND type of game and we hope he continues and develops more ADAM software. See our review in this issue.
- * Denny Kehoe of Calgary, Canada has released **SMARTTERM**, a modem program for use with the ADAMLINK modem. This program has many enhancements over the ADAMLINK software that most of us are using. See our review in this issue.
- * Bryan's Software has released *Greeting Card Maker* I, for use with POWERPAINT. See our review.
- * Digital Express has completed *GODOS* and should be shipping by the time you receive this issue. The long delay was due to significant testing requirements and the addition of several routines. This package promises to usher in a new era of ADAM software. We'll let you know next month.
- * Al Roginsky of the Las Vegas ADAM Club has completed his *LAS VEGAS CRAPS* graphics game. From Al'a description it sounds great, offering all the options of the game in a full high resolution graphics setting. We will have a review next month.
- * D. White, author of the fantastic SPEEDYWRITE word processor has just completed *SPEEDYWRITE SPELL*, a dictionary with over 10000 words and a 5000 word thesauras. This program requires the 64K memory expander and works with SPEEDYWRITE version 2.0. We will have a review on it next month.
- * Superior Software has completed *LINKBUILDER* for use with their popular PRO GOLF CHAMP program. LINKBUILDER allows you to build your own courses! All parameters of the course can be specified. For you golf fanatics, we will have a review next month.
- * Superior has also released *AFL FOOTBALL*, a 2 player football simulation. You can construct your own team and pit them against a pro team. Review next month.
- * Walter's Software has released *RAMBOOT*, a program that provides the capability to quickly switch between SMARTBasic, SMARTWriter and ADAMCalc within a 64, 128 or 256K memory expander. All programs stay resident within the expander and load in about 2 seconds! Review next month. Walter's is nearing completion of their PRINTWORKS program, which will be awesome!
- * Wizard's Lair Software has just released The *BASEBALL STATISTICIA*N, a comprehensive stat program for America's favorite game. We will review next month.
- * We now have *Orphanware 256K memory* expanders in stock at a price of \$169.95, based on the current cost of memory chips. If the memory chip price goes up or down we will adjust the price accordingly.
- * In House Service reps has begun shipping their external memory expanders. Sizes range from 256K to 1 meg. The 256K and 512K boards plug into the external expansion slot



on the right side of the ADAM console. Unpopulated boards without chips cost \$75 (256K) and \$100 (512K). A cable is also availabe for \$20 which will allow the attachment of more then one device to the external expansion slot. The 768K and 1 meg boards come with a mother board which provides 5 expansion slots, an external power supply and case. The mother board cost is \$150 and the 768K card is \$125, the 1 meg card is \$150. These boards are stated to be software compatible with all the existing programs that access the internal memory expanders. We have ordered one of these boards and will have a review next month. In House also has double sided 640K 5 1/4 ADAM compatible disk drives available for \$299.95.

Work is continuing on the *image scanner* we mentioned last month. The hardware is basically done, but the software is still in progress.

Orphanware has developed a modification for their PIA2 printer interface so it will work with the *Star NX-1000* printer. See the letter in the next section for another alternative to correct this problem.



Dear ADAMites

Did you find, as I did, after buying your Star NX-1000 or NX-1000 Rainbow printer, thinking you'd get a great printer to go with your great ADAM, that after you hooked it up to your new Orphanware PIA2 Parallel Interface, it just would not print right? Like mine, it would add and subtract characters at random, miss control codes and generally act stupid. Right?

This is exactly what happened to me. You see, I had used a, borrowed, Star NX-10, which performed beautifully. So the NX-1000 for just a little bit more money, for a much better printer seemed like a good deal...but, alas no.

I called everybody who was supposed to know answers to problems like this...like Big John at Orphanware, someone else here and someone else there, all to no avail. I was told it was a hardware problem, a software problem and a problem with only one answer..." Kid, go buy another printer (which I considered doing by the way) but then...

I called **Star Micronics Technical Supp**ort in California at **(800) 537-8270** again, even though I had talked to them before, this time I got a different answer.

It seems that there is a difference in the way diffferent computers send information to the printer. Some send an 8 bit code and some, like the ADAM, send a 7 bit code. The 8 th bit is not always used anyway but without it the printer gets confused (at least this one does) and then what it prints is garbage. The reason for this is the printer's ROM chip does not u nderstand the 7 bit code.

Now the great news



Star has developed a new ROM chip that takes care of this problem and will send one ABSOLUTLEY FREE (I received

mine within a week). The catch?... You do have to send the old one back, or pay \$30.00.

The ROM chip is the rectangular thing in the printer to the right of the DIP switches. My old chip had a label on top that said "NXIP 1.11 C L", the new one says "NXIP 1.4 C L" You'll need a chip (IC) puller to get it out without bending any of the 28 "legs." You can get one at Radio Shack. ... And now you know! Happy printing.

KENNETH R. HERNDON Director Sonshine Inn Coffeehouse 33 South Arsenal Avenue Indianapolis, IN 46201-3811 (317) 638-3689.

In the news/update section of the June NIAD newsletter the question was asked if anyone would be *interested* in a 10 meg *hard disk* for the adam. I would be very interested in one if it could be used in conjunction with the standard digital data drive and the 5 1/4 disk drive. Also, if possible, in a future issue, I would like to see in the SMARTBASIC workshop and indepth *explanation of lomem/himem*. How they are used in programs and how to make programs using lomem/himem compatible with each other. I really enjoy the newsletter each month. Without it I would have never seen the potential of my system and probably would not be using it today. Sincerely, D. Fleenor

Thanks for the letter, Dennis. Response to the potential of manufacturing a **hard drive has been positive**. Current plans are to develop a 20 meg drive and software that will make it compatible with other peripherals.

Regarding **lo/himem**, these are commands that reserve certain portions of memory, reducing the size of the Basic programs that can be run. Reserving memory is used to allocate space for special routines that can then be called from any Basic program. Common routines are sound, dot matrix printer patches, graphics, etc.

The only **problems** that you can get into is if you have different routines that conflict in there use of the allocated memory. Also, if you allocate too much space to these routines, larger Basic program may not run. When using SMARTBasic 1.0, it is best to use lomem to reserve space since there have been occasional problems with the himem command. We will have more on this next month.



MEMBER SURVEY RESULTS

I want to thank everyone for taking the time to complete and return the member surveys. We spent a lot of time compiling the results and have already taken many of your suggestions and begun making the appropriate changes (notice this months issue). The results listed below can be analyzed in many different ways and we will have more information in future issues.

AGE
Average age - 42.7 years
Under 30 - 8 %
Over 60 - 12%

 ${\tt \square} \overline{\tt NUMBER} \ \text{OF FAMILY MEMBERS USING THE ADAM}$

- 2.4

NUMBER OF ADAM SYSTEMS OWNED

Average -

1.6 33%

79%

2 or more -

HOW IS THE ADAM USED

(average % of all surveys, including those who indicated 0 or none in a

category)

 Word Processing
 40 %

 Basic Programs 18.2 %

 Games 17.9 %

 Educational 6.8 %

 Business 11.2 %

Extra Data Drives -

Disk Drive - 30 % 1 Drive 15.7 % 2 Drives

64K Mem Expander - 53 % 256K Mem Expander - 10.4 % Modem - 55 % Dot Matrix Printer- 35 % 80 Col Video - 6.6 %

Speech Synthesizer - 5.9 % Tractor Feed - 25 %

FAVORITE PROGRAMS
Adamcalc - 31.2 %

Adamcaic - 31.2 %
Smartfiler - 20 %
CP/M 2.2 - 9.8 %
Powerpaint - 9.7 %
Logo - 8.5 %
Jeopardy - 7.5 %
Backup 3.0 - 7.4 %

RANKING OF DESIRED ARTICLES

(the lower the average ranking indicates more people desired that type of article)

Software Reviews - 3.3
Tips on sofware - 3.6
Repair/ Maintenance tips - 4.2
Basic Programming instructions - 4.7
Listings of Basic Programs - 4.9
Member Questions - 4.8
C/PM 2.2 - 6.0
Graphics articles - 6.4

Logo - 7.2

NIAD SERVICES RANKING

(lower average rankings indicate most desired services)
Newsletter - 1.5

Product Supplier - 2.3
Public Domain Library - 2.6
Other (tech calls, letters) - 3.2

PLANNED PURCHASES

Memory Expander -37 % Disk Drive -31 % Dot Matrix Printer -29.5 % Monitor -13.6 % Modem -12.2 % Speedywrite Program -20 % Godos Program -7.5 % Filemanager Program -5.1 % II' MISC

Should NIAD print advertisements - 75 % YES Shoud NIAD offer a 6 month subscription - 82 % NO Per cent knowing other local ADAM owners - 38 % Per cent owning an IBM PC - 11 %

Per cent owning a Sega/ Nintendo game

system - 13.6 %

Per cent belonging to Compuserve - 15.2 %

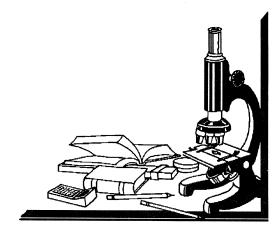
Other ADAM newsletters subscribed to

. Nibbles & Bits - 13.6 % . GHAAUG - 4.5 %

REMEMBER, these results represent the approximately 400 survey forms we received back. These results may or may not be representative of all NIAD members.

There is some very interesting data here and we should all do some analyzing of it.

There were many other comments written on the surveys which we are still going over, but as I said we have already taken several of them to heart.



PUBLIC DOMAIN WORKSH0P

NOTE: We have reduced the prices of our Public Domain libraries to \$4 per disk and \$6 per DDP.

Jim Notini has taken over our SMARTBasic PD library as our good friend Bob Tarnowski is in the process of moving to Phoenix before the Chicago snows hit !! We thank Bob for his significant contributions to NIAD and to the ADAM community in general. He has certainly left his mark with some fine software (MR T. series). Once Bob gets settled in, we hope to see him back at his ADAM again.

We have added volumes 27 and 28 to our Basic PD library. Below is a description of files in volume # BNDV27, which are primarily graphics and sound oriented. Jim did a nice job on putting this volume together.

--- NIAD PUBLIC DOMAIN -----

SMARTBASIC VOLUME # BNDV27 -----

PROGRAM DESCRIPTION ---

HELLO - Runs the menu program.

MENU - Displays a menu of all the executable files on the media.

Circles - Draws as many circles as you want, choose your own colors.

Lines - Draws lines from the left to the right side of the screen with sound effects.

Webster - Graphic display with sound effects.

Points - Asks user to input a number of points, then it will draw patterns connecting the points that are randomly placed.

Crystals - Graphic display in multi-colors.

Sinewaves - Enter two coordinates and then watch ADAM figure out the sinewave equation.

Dragon - Enter a number between 4 and 7 and then watch ADAM draw a pattern of dragons.

Stars - Will draw stars accompanied by sound effects. Each pattern is different.

Grapher - Asks for a color # and then draws lines horizontally and vertically to produce a graph.

City Will play a funky tune then draws a city skyscrape.

3-D - Plays a funky tune and then draws a 3-D picture.

Ripples - Draws ripples as you would see in the water.

3DPlotter- Asks for three inputs and then draws a 3-D landscape.

Galaxy - Plays a sound routine and then plots stars on the screen. When finished the stars will fade out.

Tunnels - Plays the Twilight Zone theme and then creates a vortex that repeats endlessly.

Tc - Plots an X' from corner to corner of the screen and then fills in the whole screen with a revolving color. Then a black hole clears the screen.

BASS - Sound routine. To load by itself type: <BLOAD BASS> hit return and then type <CALL 27407> to hear the sound routine.

WALKIN/JASS/ZIP - Sound routine. See above. ZONE - Plays the 'Twilight Zone' theme song. ZAP/TING/BEE - Sound effects. See above.

Viewer Allows for the loading and viewing of SmartPaint format picture files in SmartBASIC V1.0. The following seven files are SmartPaint picture files which can also be loaded by PowerPAINT or ShowOFF I. Each picture is stored as four seperate component files with different extension numbers.

StrDvd.HRP Picture of the Star of David.

VIntn.HRP Valentine Heart

Theatr.HRP Theatre of Pain masks-happy and sad.

Elf.HRP RLE - picture of a female elf.

Sally.HRP RLE - picture of Sally from the Charlie Brown cartoons.

Baron.HRP RLE - picture of Snoopy on his dog house.

Cuteheart A clip art of a heart for use with Clipper or PowerPAINT by Digital Express

ADAMphoto - A clip art of an ADAM system.

GNDV1read - Brief file descriptions of all programs on this media.



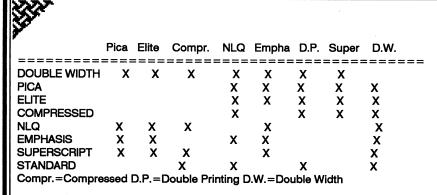
In the June '88 #42 issue on page 6-7 we printed an article and a program that will allow one to change the type still of your Panasonic printer in SmartBASIC V1.0. There were ten different styles to choose from, but what I failed to mention was that you can mix and match the different styles to a certain degree (see chart below).

For example, you can use the Pica print style with a couple different modes of printout: Compressed, NLQ, Double Width etc. You can do this by first running the modified version of WAMO and choosing one of the ten options of print modes available. Once this is completed and the cursor is back on the screen type NEW <RETURN>, then PR#1 <RETURN> to open communication with the printer and then the LINE TO ENTER:

PRINT MODE

LINE TO ENTER

DOUBLE WIDTH	? chr\$(27)+"x"+"1"; chr\$(27)+"W"+"1"
PICA	? chr\$(27) +"P"
ELITE	? chr\$(27) +"M"
COMPRESSED	? chr\$(27)+chr\$(15)
SUPERSCRIPT	? chr\$(27) + "S" + "0"
ITALICS	? chr\$(27) +"4"
EMPHASIS	? chr\$(27)+"E"
DOUBLE PRINT	? chr\$(27) +"G"
NLQ	? chr\$(27)+"x"+"1"
STANDARD	? chr\$(27) + "@" - This resets
	, , -



By following the chart you will see what styles and print modes can be used together. For example, ELITE can be used with NLQ, Emphasis, D.P, Superscript or D.W. With these options you can end up with some very impressive page outputs or even mailing labels.

All of these modifications also pertain to SmartBASIC V2.0 with only one minor change needed to be made in the WAMO program, line 11 should read:

11 DATA 229,33,113,246,34,100,252,33,103,246 34,103,252,225,201

Here is another trick that you might want to use if you want to disable the paper out detector:

? chr\$(27)+"9" - disables paper out detector

? chr\$(27)+"8" - inable paper out detector

Always remember to open communications with the printer by first typing PR#1 <RETURN>. To close communications enter PR#0 <RETURN>.

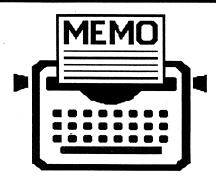
Here is great program that will display the CHR \$ character for various values. This can be useful in your programming, if you want to display and use some of these CHR \$ values.

```
4 HOME: POKE 17059, 7: POKE 17115, 252: POKE 17126, 27: TEXT
    5 INVERSE: PRINT "
    6 PRINT "
                           CHR$
    7 PRINT "
                                               ": NORMAL
    8 PRINT
    9 REM
                   ********
   10 REM
                CHR$
   11 REM
                 - written by H.M.Guill, DeMotte, Indiana - June, 19
87
   24 GOTO 300
   26 a = 1
   28 PRINT "
                 CHR$("; a; ") = "; CHR$(a)
   30 \ a = a+1
   32 \text{ IF a} = 12 \text{ THEN}
                        PRINT "
                                   CHR$(12) = ": GOTO 30
   35 \text{ IF a} = 16 \text{ THEN}
                       30
   40 \text{ IF a} = 20 \text{ THEN}
                        GOSUB 200
   50 IF a = 40 OR a = 60 OR a = 80 OR a = 100 OR a = 120 THEN
                                                                      G
OSUB 200
   52 \text{ IF a} = 128 \text{ THEN}
                         PRINT "
                                    CHR$(128) = ": GOTO 30
   54 IF a = 129 THEN
                         GOSUB 200
   60 IF a = 150 OR a = 170 OR a = 190 OR a = 210 OR a = 230 OR a
 = 250 THEN GO
SUB 200
  170 IF a > 255 THEN 220
  180 GOTO 28
```

```
200 PRINT: INPUT "
                                          <RETURN> "; q$
  205 HOME: PRINT
  210 RETURN
  220 PRINT: PRINT: PRINT: Which would you like to do?"
  230 PRINT: PRINT " 1) Run list again"
  235 PRINT: PRINT " 2) See examples of CHR$ use"
  240 PRINT: PRINT " 3) Exit program"
  250 PRINT: INPUT " Enter 1, 2 or 3 "; q
  260 IF q < 1 OR q > 3 THEN 250
  270 IF q = 1 THEN HOME: PRINT: GOTO 26
  275 IF q = 2 THEN GOTO 600
  280 HOME: PRINT: PRINT: END
  300 PRINT: PRINT " The following program lists"
  310 PRINT: PRINT " the numeric ASCII decimal "
  320 PRINT: PRINT " codes used with chr$ in print"
  330 PRINT: PRINT " statements to produce letters"
  340 PRINT: PRINT " numbers and other character"
  350 PRINT: PRINT " symbols."
  360 PRINT: INPUT "
                                         <RETURN> "; q$
  370 HOME: INVERSE: PRINT "
                                                            ": NORM
AL
  380 PRINT: PRINT " Please note the following:"
  390 PRINT: PRINT " a) Not all code numbers will"
  400 PRINT " produce character symbols"
  410 PRINT: PRINT " b) Code numbers 1-31, 129-"
              158 & 255 produce symbols"
  420 PRINT "
  430 PRINT "
                 that will not print on
  440 PRINT " the ADAM printer."
  450 PRINT: PRINT " c) Code numbers 129-255 will"
 460 PRINT " produce characters that "
470 PRINT " are inversed without the"
480 PRINT " use of inverse in the"
490 PRINT " print statement."
  490 PRINT "
                 print statement."
  500 PRINT: INPUT "
                                          <RETURN> "; q$
  510 HOME: PRINT: GOTO 26
  600 HOME: INVERSE: PRINT " EXAMPLES OF CHR$ USE:
                                                            ": NORM
  650 PRINT: PRINT: PRINT: PRINT: PRINT:
  660 INPUT "
                                   <RETURN> "; a$
  670 PRINT: PRINT: PRINT: PRINT
  680 FOR i = 1 TO 20: PRINT CHR$(3); : NEXT i
  690 PRINT: PRINT: PRINT: INPUT "
                                                                 <RE
TURN> "; a$
  700 HOME: INVERSE: PRINT " EXAMPLES OF CHR$ USE:
                                                            ": NORM
  710 PRINT: PRINT " FOR x = 1 TO 20"
  720 PRINT: PRINT " PRINT CHR$(2)"
  730 PRINT "
                            ^ without"
  740 PRINT " NEXT x"
  750 PRINT: PRINT: PRINT: PRINT: PRINT:
  760 INPUT "
                                   <RETURN> "; a$
  770 PRINT: PRINT: PRINT: PRINT
  780 FOR x = 1 TO 20: PRINT CHR$(2): NEXT x
  790 PRINT: INPUT "
                                           <RETURN> "; a$
  800 HOME: INVERSE: PRINT " EXAMPLES OF CHR$ USE:
                                                             ": NORM
```

```
810 PRINT: PRINT " PRINT ' I '; CHR$(4) ; ' NY'"
  820 PRINT: PRINT: PRINT: PRINT: PRINT:
  830 INPUT "
                                  <RETURN> ": a$
  840 PRINT: PRINT: PRINT: PRINT
  850 PRINT " I "; CHR$(4); " NY"
  860 PRINT: PRINT: PRINT: PRINT
  870 INPUT "
                                  <RETURN> "; a$
  880 HOME: INVERSE: PRINT " EXAMPLES OF CHR$ USE:
                                                         ": NORM
AL
  890 PRINT: PRINT " PRINT ' I '; CHR$(132);' NY'"
  900 PRINT: PRINT: PRINT: PRINT: PRINT
  910 INPUT "
                                  <RETURN> "; a$
  920 PRINT: PRINT: PRINT: PRINT
  930 PRINT " I "; CHR$(132); " NY"
  940 PRINT: PRINT: PRINT: PRINT
  950 INPUT "
                                  <RETURN> ": a$
 1000 HOME: INVERSE: PRINT " EXAMPLES OF CHR$ USE:
                                                         ": NORM
AL
 1010 PRINT: PRINT " INVERSE : PRINT ' I '; CHR$(4) ;' NY' : NORM
AL "
 1020 PRINT: PRINT: PRINT: PRINT: PRINT:
 1030 INPUT "
                                  <RETURN> "; a$
 1040 PRINT: PRINT: PRINT: PRINT
 1050 INVERSE: PRINT " I "; CHR$(4); " NY": NORMAL
 1060 PRINT: PRINT: PRINT: PRINT
 1070 INPUT "
                                  <RETURN> "; a$
 1100 HOME: INVERSE: PRINT " EXAMPLES OF CHR$ USE:
                                                          ": NORM
AL
 1110 PRINT: PRINT " INVERSE: PRINT ' I '; CHR$(13 2); ' NY':NORM
AL "
 1120 PRINT: PRINT: PRINT: PRINT: PRINT: PRINT
 1130 INPUT "
                                  <RETURN> "; a$
 1140 PRINT: PRINT: PRINT: PRINT
 1150 INVERSE: PRINT " I "; CHR$(132); " NY": NORMAL
 1160 PRINT: PRINT: PRINT: PRINT
 1170 INPUT "
                                  <RETURN> "; a$
 1200 HOME: INVERSE: PRINT " EXAMPLES OF CHR$ USE:
                                                         ": NORM
AL
 1210 PRINT: PRINT " PRINT ' '; CHR$(255); ' '; CHR$ (255); ' '; CHR
$(255);'';CHR
  (255)"
1220 PRINT: PRINT " PRINT ' '; CHR$(255); ' '; CHR$
                                                    (255); '; CHR
$(255);'';CHR
 1240 PRINT: PRINT " PRINT ' '; CHR$(255); ' '; CHR$
                                                    (255);' ';CHR
$(255) "
 1250 PRINT: PRINT " PRINT ' '; CHR$(255);' '; CHR$
                                                    (255); ''; CHR
$(255);'';CHR
  (255)"
 1260 PRINT: INPUT "
                                         <RETURN> "; a$
 1270 HOME: PRINT: PRINT
 1310 PRINT " "; CHR$(255); " "; CHR$(255); " "; CHR$(255); "
 CHR$(255)
 1320 PRINT " "; CHR$(255); " "; CHR$(255); " "; CHR$(255); "
 CHR$(255)
 1330 PRINT " "; CHR$(255); CHR$(255); CHR$(255); " "; CHR$(255);
   "; CHR$(255
```

SPEEDYWRITE WORKSHOP



Since many of you have this fine wordprocessor, and it appears that more of you plan to get it in the near future, we will expand our coverage of it. Note that there will be a spelling checker and thesauraus available for it shortly which we hope to review even next month. Also, thanks to Ellis Taff and Jim Guenzel we have some "short cut sheets" and tips on SPEEDYWRITE that all of you will benefit from. I strongly suggest that you just send NIAD a self addressed, stamped envelope and request the "SPEEDYWRITE TIPS".

CHAPTER 10: GETTING MORE OUT OF SPEEDYWRITE -

Because chapter 10 is geared for the more experienced computer user some of the concepts may be difficult to understand for the average user. Please don't get discouraged! Reading the chapter over and over again may help but what is most important is to actually do the exercises that are in each section. I suggest you keep doing a procedure until you get it right. Next print out a list of instructions that YOU understand. Another alternative is to make a special help file for each chapter and save it on a tape or disk used exclusively for SW2 notes. The first topic to be discussed is the print macro. Basically the print macro is similar to the keyboard macro in many ways. Both are defined using a series of Smart key strokes and both are very useful. The most significant difference between the two is that a keyboard macro prints out on the screen while the print macro prints out on the printer. Both are eventually printed out on paper but the print macro never outputs its contents on the screen. To get a better understanding of the difference between print and keyboard macros discussed in the paragraph above please boot your copy of SW2. Follow the outline below. Whenever you see "^V" depress the control and "v" keys simultaneously (the SW2 formatting prompt should be seen in the command line after depressing this key combination).

Defining a keyboard macro

- A. Depress the shift key and Smartkey VI simultaneously
- B. Enter your keyboard macro (shift & Smartkey I)
- C. Depress the return key
- D. Type "This is a keyboard macro" and press return
- E. Depress the shift key and Smartkey VI simultaneously
- F. To test depress Smartkey I and the shift key together

II. Defining a print macro

- A. ^V and then type "="
- B. ^V
- C. Enter your print macro (in this case type "1")
- D. Type "This is an example of a print macro!"
- E. ^V
- F. Enter your print macro (in this case type "1")

III. Using the macros on screen

- A. Depress the shift key and Smartkey I
- B. ^V type "1"

IV. Printing the macros

- A. Goto the print menu and choose the print selection
- B. Use the preview selection on the print menu.

Print macros can be applied in many different situations. You may find that from time to time you want to use the same print macros in different documents. Provisions have been made for this in the form of a command known as the "link-file" command.

What the link-file command actually does is it allows you to use print macros in several documents. The link-file command is actually a set of procedures. The first step in this set of procedures is to define a set print macros. Next save the macros. Whenever you need the macros again simply position the cursor at the beginning of the document you wish to use them in and load the macro file.

SpeedyWrite2 not only supports the link-file command but also has other features for use with print macros. One of these features is that SW2 allows return symbols to be used in print macro definitions. What this simply means is that while you are defining your print macro you may press return one or more times.

Print formatting commands can also be placed in your print macro definitions. Please don't be confused by the manual, this is a great feature. "USING PRINT-FORMATTING COMMANDS IN PRINT MACRO DEFINITIONS" is exactly what SW2 can do!

Speedywrite doesn't stop here with print macros. For added versatility and freeness when using print macros SW2 allows print macros to define one another. To do this simply go through the procedure of defining a print macro while your in step two defining a print macro as shown on the outline above.

Nesting print macros is yet another luxury SW2 users can enjoy. Nesting is a term which simply means that you may use other print macros while defining a print macro. Note that nesting macros inside one another can only be done



with print macros and not with keyboard macros. The only limitation of this feature is that you can't nest the same macro within its own definition or what the book refers to as letting macros redefine themselves.

MAIL-MERGE is yet another use for print macros. Making a macro alternate between definitions is a complex operation discussed at the top of page 12 in the SW2 USER MANUAL. To make macros alternate between definitions simply follow the outline below.

I. MAKING A MACRO ALTERNATE BETWEEN DEFINITIONS

A. First definition

- 1. ^V and type "="
- 2. ^V and type your macro number
- 3. Type your first definition
- 4. ^V and type "="

B. Second definition and any following

- 1. ^V and type your macro number
- 2. ^V and type your second definition
- 3. ^V and type "="
- 4. Type the macro number
- 5. To finish defining the macros press return, if not finished simply repeat the steps in macro two using a greater macro number.

Printing two-sided sheets is a excellent application of print macros with alternating definitions. The two-sided printing feature is used by loading a file named TwoSided. Simply position the cursor at the beginning of any document and load this file to print your document two-sided.

Automatic assumption is a powerful tool for use with print macros. Automatic assumption is a feature of SW2 that allows you to use a character that will automatically select the next available print macro number. For instance, suppose you had defined print macros one through four, the automatic assumption would choose print macro five for your next definition. To use the automatic assumption you must type the "auto-asump" character, which has been defined as a dollar sign. This dollar sign needs to preceded by a ^V keystroke series. Utilizing auto assumption feature can simplify defining a great deal. Simply use the "auto asump" character any place you would use a print macro number. Although the automatic assumption is a great feature, there may be times when you don't want to start on the next

available macro number. SW2 has allowances for this also. To start the auto assumption at the number you wish simply follow the procedure below.

- 1. Type ^V
- 2. Type "@" (press the shift key and the two key)
- 3. Type ^V
- 4. Type the number you wish to start the auto assumption at

The automatic footnoter program is yet another feature that utilizes print macros with definitions that alternate. One of two formats can be used in footnoting. The first format allows you to define your own footnotes. The second format automatically selects the macro. Before footnoting anything first insert the file, FootNote, at the beginning of your file. The formats are as follows:

FORMAT 1:

- 1. Type the desired footnote character.
- 2. Depress the spacebar and type ^V and "="
- 3. Enter the footnote and type ^V and "\$"
- 4. Once again type the desired footnote character.
- 5. To use the footnote simply type ^V and the footnote character you used.

FORMAT 2:

- 1. ^V and "=". ^V and "\$"
- 2 Enter the footnote and depress the return key.
- 3. ^V and "\$"
- 4. Any time you add or erase a footnote use the "^%^" format variables.

Chapter 10 is just what the title says it is. A chapter about Getting More out of SpeedyWrite. Although many of the concepts and procedures within this chapter were difficult to understand by rereading and experimentation we all can "get more out of SpeedyWrite." If you have any questions about SpeedyWrite call NIAD at 961-3529.

Preston Harris

Preston



USED / SWAP CORNER

This column is new this month.

NIAD will be selling used items that
we have purchased from ADAM
owners. Additionally, members may
send in lists of items they want to sell
or trade.

First off, we here at NIAD would like to thank everyone who made our Used Adam Sale on July 21 such a great success. There were many bargains for you ADAM owner's to take advantage of and like the smart shoppers you are, you did. Since sales were restricted to the store only, many of you loyal members were unable to take advantage of the great bargains that local members had. So know we are going to extend this offer to all of our members. Since we only have a few of each item available, we will have to restrict orders on any of the products listed below to phone



orders (first call, first serve). If we do take mail orders, it would become a terrible mess. For example, we might recieve two orders on the same day for the same product and only have one in stock. So you see that it would not be fair for the person that we don't sell the product to. So please, as they say on the commercial: PHONE FIRST! If we do recieve any orders through the mail, we will promptly return your order.

~	
Cartridges	
Antarctic Adv.	\$15
Moonsweeper	\$10
Aquattack	\$10
Aquattack	-
Mouse Trap	\$10
Beamrider	\$10
Mr. Do!	\$10
Blockade Runner	\$10
Novablast	\$10
Brain Strainers	\$10
Oil's Well	\$10
Bump'N Jump	\$10
Pepper II	\$10
Burgertime	\$15
Pitfall II	
	\$10
Cabbage Patch A	
Popeye	\$10
Campaign '84	\$10
Q*bert	\$10
Carnival	\$7
Rocky: S.A. Boxing	g \$20
Cosmic Avenger	\$10
S.A. Football	\$20
Dance Fantasy	\$7
S.A. Baseball	\$15
Decathlon	\$10
Sewer Sam	\$10
Defender	\$7
Skiing (TeleGame	
Destructor	\$20
Destructor Slither	\$20 \$15
Destructor Slither Donkey Kong	\$20
Destructor Slither	\$20 \$15
Destructor Slither Donkey Kong Smurf Rescue	\$20 \$15 \$5 \$7
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever	\$20 \$15 \$5 \$7 \$7
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury	\$20 \$15 \$5 \$7 \$7 \$10
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy	\$20 \$15 \$5 \$7 \$7 \$10 \$10
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic	\$20 \$15 \$5 \$7 \$7 \$10 \$10
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$10 \$15
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10 \$20
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10 \$15 \$10 \$15
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10 \$20
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$10 \$20
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$10 \$20
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$7
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$7 \$20
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$7 \$20 \$15
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$10 \$20 \$10 \$20 \$7 \$20 \$11 \$20 \$11 \$20 \$11 \$10 \$11 \$11 \$11 \$11 \$11 \$11 \$11 \$1
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$10 \$20 \$10 \$20 \$10 \$20 \$10 \$20 \$10 \$20 \$10 \$20 \$10 \$20 \$20 \$20 \$20 \$20 \$20 \$20 \$20 \$20 \$2
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss Turbo	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$10 \$10 \$20 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$1
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss Turbo Heist	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$10 \$15 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$10
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss Turbo Heist Venture	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$10 \$20 \$15 \$10 \$15 \$10 \$15 \$10 \$15 \$10 \$15 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$10 \$10
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss Turbo Heist Venture Illusions	\$20 \$15 \$5 \$7 \$7 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$15 \$10 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss Turbo Heist Venture Illusions Victory	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$15 \$10 \$20 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss Turbo Heist Venture Illusions Victory Learning W/ Leepe	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$15 \$10 \$20 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss Turbo Heist Venture Illusions Victory	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$15 \$10 \$20 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15
Destructor Slither Donkey Kong Smurf Rescue Fraction Fever Space Fury Frenzy Space Panic Frogger II Squish'Em Front Line Super Cross Force Frantic Freddie Tapper Gorf Tarzan Grog's Revenge Time Pilot Gyruss Turbo Heist Venture Illusions Victory Learning W/ Leepe	\$20 \$15 \$5 \$7 \$10 \$10 \$10 \$15 \$10 \$20 \$10 \$20 \$10 \$20 \$15 \$15 \$10 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$15 \$16 \$17 \$17 \$18 \$18 \$18 \$18 \$18 \$18 \$18 \$18 \$18 \$18

Zaxxon

\$7

Looping \$10 2010: The Game \$20

Hardware

Colecovision Game Unit Colecovision/Exp. Mod.#3 \$60 without Tape Drive R80 Memory Console \$79.95 without Tape Drive **NEC Color Monitor** \$150 Amdek Amber Monitor \$60.00 Magnavox Monochrome \$75.00 Hand Controllers \$3.00 Kevboards \$10.00 AdamLink Modem \$20.00

Books \$5.00

The First Book Of ADAM
Basic Programs for ADAM
The Easy Guide to Your Coleco/
ADAM
The ADAM Home Computer
Word Processing with the ADAM
Programming ADAM
Mastering the Coleco/ADAM
The Second Book of ADAM: Using
SmartWRITER
32 Basic Programs for the Coleco/
ADAM



SMARTBASIC WORKSHOP





BASIC PROGRAMMING BY L. C. AUSTILL Chapter 8

Many indicated an interest in our printing of instructions on Basic programming. This continuation of a series by L. C. Austill will be a great aid to the beginner and intermediate Basic programmer.

Please write in with any questions you may have on these

Arrays, the next subject to be discussed, are an essential element of programming. Thus far, letters have been assigned to variables and there has been no particular order in saving or handling them. For complex programs, this system would become unmanageable. ADAM recognizes only the first two characters of a variable and the first character must be a letter.

An array is named and described as to type and size through the use of a DIM or Dimension Statement. The name of the array is governed by the same rules as the name of a variable as was presented earlier.

The first character must be a letter and only the first two characters are recognized. It can be described as a numerical array, an array of just whole numbers if % is added after the name, or a string array if a \$ is added after the name.

The statement

→DIM ax (14,32,12)

for example translates that the array known as ax is an array of numbers that are decimal numbers and it has 14 rows, 32 columns and 12 pages.

If one column and one page were required, the statement would have been

→DIM ax (14)

Only one page would result if the following were used:

→DIM ax(14,32)

When an array is diminsioned, the results may be more than expected. Were DIM ax(14,32) specified, the first row would have been numbered 0 and the last 14. Columns would have

been 0 for the first one and 32 for the last.

In other words we actually got 15 rows and 33 columns. This can be useful. For example, to start with a beginning balance in column 3, set row 0, column 3 equal to the starting balance and check number 1 will be in row 1.

All the operations performed with elements of an array can be performed with variables. Arrays are useful for storing information as the information can be reviewed through use of FOR/NEXT statements and the data can be transfered in an orderly fashion for storing on tape or disk.

Types of data in the same array cannot be mixed. If there is a string array, all the data in it must be strings (\$). Likewise, if there is an integer array (%) all the information must be integers.

If a value is assigned to the element of an array in a program before DIMENSIONING the array, the computer will presume that it was a ten-element array thus (8,5) can be assigned, column 5 in row 8 but not a(14,3), ADAM can't go past 10.

Having once DIMENSIONED an array, you can not redimension it. When trying to assign an element of an array a value (it will automatically assume the 10-element situation. An error message will be received i trying to execute a DIMENSION statement.

An early statement number in a program as the DIMINSION statement will avoid the error difficulty. The numbers below 100 in most programs are reserved for REM statements describing the program, dimensioning of arrays, and assigning system variables, things that will apply throughout the program.

The DIMENSION Statement looks like:

→DIM ants (6,23), b\$(32), cost%(15,12) etc.

To return to a dimension statement and add arrays while writing a program each one must be seperated by a coma.

To illustrate the use of arrays, make a listing of members of a group with their family name, given name or initials, street address, city and state. The array will need five columns. Allow for 100 menbers. AT first use DATA/READ statements for the information, but this is for convenience at this time only.

There is a separate column for given name or initials. It is conventional to use listing such as

Jones, J. A. Jones, John C.

When handling data in any BASIC dialect, the comma causes problems and as a minimum, the material following the comma gets lost as the comma indicates the end of a piece of data. Refer to discussion on DATA statements. As long as the data is not going to be stored in a file, the comma can be tolerated if it is part of a string inside quotation marks. Things get confused, however, coming back out of a data file.



Beyond convention, if the list is to be sorted, last name first is essential.

Type this program:

- → 10 REM gHaaug members listing
- →20 dim me\$(100,5)
- →30 DATA Carvaljal, Arthur L., 309 Briar Walk Drive, Porter, Texas
- →31 DATA Cobb, C. P., P.O. BOX 1333, Wimberly, Texas
- →32 DATA Culbertson, Charles R., 2205 28th St., Texas City, Texas
- →33 DATA Meyers, Daniel L., 14015 Cedar Hill, San Antonio, Texas
- →34 DATA Finn, David, 4801 12th St., Baycliff, Texas
- →35 DATA Cornter, Eugene, 7723 DeMoss, Houston, Texas
- →36 DATA Biggs, James N., 7016 Putt Lane, Fort Wayne, Indiana
- ⇒ 50 for i = 1 to 7: for j = 1 to 5
- →60 READ me\$(i,j)
- →70 NEXT: NEXT
- →500 END

What has been done to this point has been to enter into column 1 of the array, the person's family name, column 2 the given name or initials, column 3 street address, column 4 the city and column 5 the state. That proceedure was used for each value of i by varying j from 1 to four. The range for i was set by the fact that there were seven names. It could have been handled through a procedure known as error trapping, but that will be covered later.

RUN the program. To prove that it worked, ENTER in the immediate mode the following command:

for J = 1 to 5: ? me\$(4,i): next

Upon pressing RETURN, the data on the fourth person entered should appear. Type it.

To see all the peoples' names -- ENTER:

→ for i = 1 to 7: ? me\$(i,1); ", "; me\$(i,2): NEXT

There is a the difference. In the first example, a printout of all the columns for row 4 was requested. In the second a printout of all of the information in column 1 and 2 was requested.

Type these steps in the immediate mode

 \Rightarrow speed = 50

 \rightarrow for i = 1 to 7: ? me\$(i,1); ", "; me\$(i,2): for j = 3 to 5: ? me\$(i,j):next: ? : next speed = 255

Save this program for future use.

Here is a nice little graphics program for your pleasure...

6 REM by Stuart Anstis - 198

7 REM modified by H.M. Guill - 1988

20 HGR2

30 hc = INT(5*RND(1)+11)

40 IF hc = 0 OR hc = 4 THEN GOTO 30

50 HCOLOR = hc

60 x = 50+180*RND(1): REM position

70 y = 30+90*RND(2)

80 $\overline{w} = 50*RND(3)$: REM size

90 z = .866*w

100 HPLOT x, y TO x+z, y+w TO

x-z, y+w TO x, y

110 HPLOT x+z, y+w/3 TO x, y+3 *z/2 TO x-z, y+w/3 TO x+z, y+w/3

120 IF x > 220 THEN HGR2: REM

clear screen occasionally

122 t = t+1

124 IF t = 100 THEN 200

130 GOTO 30

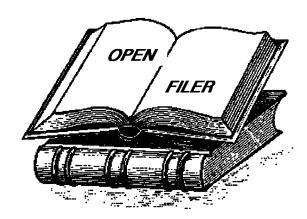
200 TEXT: PRINT





REVIEWS





OPENFILER3 By W. Motel/ L. Marschand

Acolyte Software is a new producer of ADAM software and OPENFILER is their first commercial program. The current release of this product is version 3, which we are reviewing. Version 3 contains many useful improvements over the previously available version 2.

OPENFILER3 provides an automatic conversion of any SMARTFILER database to a simple sequential file that can be accessed by SMARTWriter, SMARTBasic, CP/M 2.2.

Additionally, by modem transfer or a disk conversion, the file can be accessed by programs on other computers. OPENFILER3 nicely removes any non-ASCII characters so there are no problems in reading the converted database in other programs. This program fills a great need since many ADAMites have created databases via SMARTFiler and were disappointed because they could not get at the data from other programs.

I remember when our mailing list outgrew SMARTFiler (we were up to four disks full of members) and we had to convert the database to an IBM PC compatible file. What a hassle we had to go through! I had direct connect cables between our ADAM and the PC, a special program had to be written to receive the data I transmitted from the ADAM and I still ended up editing many of the converted records because strange characters were present. I sure wish I would of had OPENFILER back then!

OPENFILER3 is design for use under SMARTBasic 1.0. The program is essentially a conversion utility that reads a SMARTFiler database, extracts all active records and writes an ASCII file out with delimiters between each field of a record and a carriage return after each record. Special conversion features are also available for the SMARTFiler TEXT field.

After loading the program via a HELLO file, the main menu provides four options for converting your SMARTFiler database:

- 1. No text field conversion
- 2. Text field conversion (make sure you have a text field before choosing this option, otherwise the program will abort when it begins reading the database).

NOTE: Both options 1 & 2 give the sub-option of converting all active records in the database or a selected range of records only

- Selected records no text field This option will display each record in the database and allow you to select whether you want it converted.
- 4. Selected records text field Same as option 3, but with text field conversion also.

NOTE: Both options 3 & 4 give you the additional options of scanning the records and setting deleted records to active or vice versa. This is a key function because OPENFILER3 only converts active records in the data base.

Once you have made all your selections above, you are given an option to abort or continue the conversion process. Any abort here will NOT do any harm to your original data base. Finally, you can select to convert all active records on your SMARTFiler data base or only a certain number or records. If you have a large database and plan to access it via SMARTWriter, you may need to convert part of the data base at a time so it won't be too big for SMARTWriter to handle.

The conversion process now begins. OPENFILER3 reads each data base record and writes out a sequential record for it. This can take quite a while for a large data base, especially if you are using 2 tape drives.

I believe that the author has provided about every option that makes practical sense for this program. The ability to convert the text field with our without commas is an important option for correctly using it in other programs. You can print out the database structure of your SMARTFiler DB prior to conversion for use in creating another data base from the converted file.

Documentation is provided as to how to access and use the converted file from CP/M 2.2, Basic, SMARTWriter and DBASE (for the IBM PC). This is truly a complete package designed for practical use of the key functions provided.

The author chose to use SMARTBasic version 1.0, which is known for its poor file handling. However, most of these problems were centered around random files and only a few problems with sequential files were found. In any case, if the data is critical, the converted file should be well checked to insure no bugs found there way in there! I had no problems with converting a database, although I noticed the spacing



on some of the records was different then others. I didn't have time to check this out, but it isn't a significant problem in any case.

I highly recommend this program - it does the job and fills a big need in the ADAM community.

RATING - A

NOTE: We omitted OPENFILER3 from our product list, but it is available for \$23.95 in disk or ddp format.

ADAM 3 1/2 INCH DISK D R I V E CONVERSION

Well, I will have to admit that I was a little bit sceptical about the need or utility of having one of my Coleco drives converted to a 3 1/2 inch 720K drive. Yes, the four fold increase in disk capacity intrigued me, but I guess I didn't feel it was worth the trouble and cost.

Even I can change my mind when presented with some hard facts!

In talking with Ed Jenkins at E & T, he explained how Jim Marshall of MMSG (creator of the great Backup +3.0 copy/ utility program) had come up with a superior EPROM chip for the Coleco disk drive controller board that made the operation of the 3 1/2 super fast. For your information, the EPROM chip in a disk drive controller contains the program code that is specific to a particular disk drive and type of computer. The program handles reading/ writing, formatting, cataloging, etc.

The original Coleco EPROM only handled single sided drives. MMSG has completely rewritten the EPROM program, modifying it to work with the 3 1/2 720K drives.

Additionally, the new EPROM is much more efficient then the old one (due to some fancy programming by Jim Marshall) and performs most operations much quicker then the original 5 1/4 drive.

Formatting of the disks and most read/ write operations are done much quicker then with the 5 1/4 disks using the original EPROM.

As an example, it takes about the same amount of time (1 min 15 sec) to format a 720K drive as a 160K 5 1/4 (using 1 minute formatter), even though the formatting program is

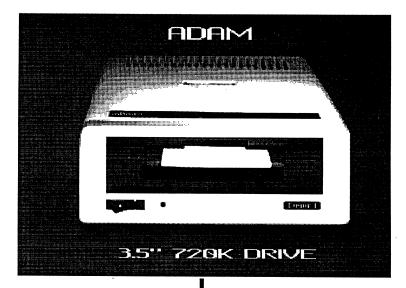
writing four times the amount of data!

We loaded the POWERPAINT program and it took 50 seconds on a 5 1/4 drive and only 33 seconds on the 3 1/2 drive. Speed is very important on a high capacity drive. You may not want four times as much data on a drive if it takes you four times as long to save and get it!

As the picture shows, the 3 1/2 drive fits nicely inside the Coleco drive case. E & T is using a Mitshubitshi drive that has an internal "disk in place" sensor, thus eliminating the

need for a separate sensor and wire as the current Coleco drive requires (many of you have had the bad experience of this sensor going out, which is a real problem).

E & T replaces the controller board as well as the drive unit itself when they do a conversion, hence you end up with a completely new unit. Software is provided that will format the 720K drive, transfer files to/from standard drives and the 720K, crunch a 720K directory and patch C/PM 2.2 for using the



drive.

The formatting software allows you to have up to 3 blocks allocated for a directory. Normal disks have one directory block, which limits you to about 35 file names. You definitely want to use a 3 block directory with your 720K drive so you can handle over 100 files.

Once you have formatted the 720K drive, all standard Coleco software will make use of the extra capacity due to the EPROM chip we mentioned above.

SMARTBasic, SMARTWriter, LOGO, ADAMCALC can load/ save files using the new drive. By using the file copy program provided with the drive, you can copy your files/ programs from tape/disk to the new 720K diskettes, consolidating like programs and reducing the number of disks/ tapes you need.

There appears to be no practical limit in SMARTWriter for the number of files accessible from the STORE/ GET menu. You can page from one catalog display to another to get at the over 100 files available in a three block directory. SMARTBasic also displays the multiple block directory with no problem.

So, what are the advantages of a 3 1/2 inch 720K disk drive -



- \Rightarrow 1. Capacity 4 times that of a regular Coleco drive 2 1/2 times that of a data pack
- ⇒ 2. Speed The large amount of additional capacity in conjunction with the speedy access of files/ programs will make you very fond of the 720K drive.
- ⇒ 3. Convenience Less disks/ tapes, more programs on each disk, no more "out of room" messages or SMARTWriter crashes when it can't find room on a disk.
- ⇒ 4. CP/M 2.2 Oh, what a blessing to CP/M lovers. All the swapping of disk/ tapes due to the requirement to have the system on the media in your A drive. Unsqueezing and delibing of files is now a snap due to the large capacity of the drives.
- ⇒ 5. Cost Although the 3 1/2 diskettes are more expensive per disk, they are actually cheaper then the 160K 5 1/4 due to the additional storage capacity. The 3 1/2 diskettes are also sturdier due to the hard plastic case they come in. Now, there are some disadvantages that you need to
- ⇒ 1. Software The vast majority of programs you buy will be supplied on 5 1/4 disks (or tapes of course). You will have to convert them to the 3 1/2 format via the copy program. If the program is copy protected, you won't be able to copy it. Unless the manufacturer is willing to supply it, you will be out of luck.
- \Rightarrow 2. Dual Drives My opinion is that you should not have your only disk drive be a 3 1/2 inch drive due to the fact that most software is on 5 1/4 diskettes. The 3 1/2 should be a second drive, so that you have one 5 1/4 in addition to the 3 1/2. This gives you the full flexibility of both types of drives.

My bottom line

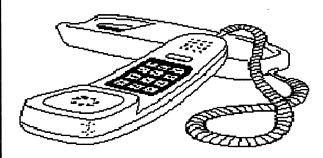
consider-

is that the advantages out weigh the disadvantages by a wide margin and I would recommend any serious ADAMite convert one of their two 5 1/4 drives to a 3 1/2 720K drive. Also, if you have a drive that is old and starting to have problems, or already has a problem, have it converted instead of fixed.

RATING - A

NOTE: Orphanware's 3 1/2 720K drive is not compatible with the unit produced by Orphanware/ MMSG. Evidently, the EPROMs are different resulting in the formatting of the diskettes being different. Hence, a 3 1/2 diskette formatted on an Orphanware drive can not be read on this drive and vice versa. I am not sure how many 3 1/2 drives Orphanware has sold, but I don't think it is a great number due to the high price of the conversion. I am hopeful that Orphanware will start using the EPROM developed by MMSG since it is much faster in formatting and read/writes and will correct the incompatibility problem.

SMART TERM 1.0 By J. Notini/ L. Marschand



SmartTERM was designed for use with bulletin board systems as well as for transferring files. This program has the same functions as ADAMLink II with several significant additional functions, such as -

- a 40 column screen
- phone library
- file directories
- ability to format disks
- binary file transfer

SmartTERM's binary file transfers will <u>only</u> work with other copies of itself, but it's text (or ASCII) file transfer is 100% compatible with ADAMLINK and many other programs that support X/ON X/OFF protocol.

SmartTERM, like ADAMLINK, has a cache for storing characters while it is performing other operations. For example, if you are at the main menu while you are connected to another computer, any characters sent to you are stored in a 255 byte buffer and will be displayed the moment you enter terminal mode.

Another nice feature of SmartTERM is the ability to do all sorts of file manipulations. You can recover, delete, lock, rename, unlock and also check the status of a file. These features are a great addition to a telecommunications program which you are going to use for file transfer.

You also have the ability to change the screen color if the default is not to your liking.

But the option I like most is the ability to create a phone library that contains the name of the person, business or BBS, their phone number and the parameters that are needed to hook up properly. This option really saves a lot of time and hassle in looking up phone numbers and the different parameter setting and you will not have to worry about losing your favorite BBS phone number.

Once you have all the needed information entered in the phone library is shown with the data you have just entered in. All you need to do know is to move the arrow up or down to the desired name and press return and the phone number is automatically dialed.

When you are ready to send a file, a directory of the device selected is displayed (you don't have to remember the file



name as with ADAMLink - what a blessing!!).

A very useful feature is the use of the ESC key to take you back to the previous screen/ menu from anywhere in the program, which makes using the program much easier to use.

Another feature of this program is the ability for output to a dot matrix printer or the ADAM printer. In order to use a dot matrix printer you will first have to boot FastPATCH or the patch provided by EVE Electronics and then place your disk/ddp in a drive and run it. SmartTERM will then access your dot matrix printer rather than the ADAM daisy wheel printer.

This review is only scratching the surface of the abilities of this program. If you have been looking for a non-CP/M modern utility program you should seriously consider purchasing this program. It is much better and easier to use then ADAMLINK II.

Below is a list of most of SmartTERM's functions.

Binary Recieve Binary Send **Buffer Print Buffer View** Color Change Delete a File Dial a Number File Status File View Format a Disk Hang Up Library Lock a File **Parameters** Recover a File Redial Number Rename a File Terminal Mode Text Recieve Text Send Unlock a File

RATING - A+









STEVE PITMAN

MIND OVER ADAM by Jim Notini

MIND OVER ADAM is the first game program released by Steve Pitman (Hopefully there will be many more to come). It incorporates the use of PowerPAINT, Clipper, SpritePOWER and FontPOWER to bring you a very professional looking and playing game, probably about the best game so far.

The game is based on Mastermind, a P.D. program, you have to match a four color pattern that the computer has already randomly picked, but has also hidden behind a panel. You have six possible colors to choose from, but the computer can use the same color up to four times in choosing it's pattern. So you see, there is almost infinite numbers of combinations that you can be presented with.

Almost forgot, the colors have to be in identical positions in order to match.

Upon pulling the computer reset you are presented with a nice graphics screen while the program loads (see above).

After loading some instructions are listed out, really all the instructions you will need. Then the main screen comes up with the screen split into three columns.

The first column has a clip art of an evil face with red eyes and mouth (if you win a round they will start flashing between red and white in anger).

Beneath this face is an area which is used for this face to talk to you and six circles which represent the colors you can use. You choose the color by using the joystick or the arrow keys on the keyboard.

At the very bottom is the current level you are on. Column 2 is used to display a panel where the main action takes place.

The panel consists of the hidden colors plus 8 rows with four empty circles each which represent the colors you have chosen for each guess. If you do figure out the hidden color



pattern then you will proceed to level 2 with gives you 7 rows (7 guesses at figuring out the pattern), level 3 gives you 6 rows and so on.

Column 3 is used to display the results of each pattern you select. It is broken up into 2 columns:

Wrong Space and Right Space, which tell the person if he has chosen the right color(s) and if they are in their proper spot.

Beneath this is your score which is determined by your last guess. You are awarded 10 points if the color is in the right place and 5 points if the color is in the pattern but in the wrong place.

At the end of a round, if you have not solved the color pattern and your score is one of the top eight, you will be asked if you want to save your score to the Hall of Fame. If you answer yes, a new screen will be loaded with a very good representation of a Ouija board. You use a peg to move around the board and choose the letters to spell out your name.

Once completed your score is saved to the Hall of Fame for all to see.

As with the P.D. version, it is not very easy to solve the color pattern, but who needs an easy game to solve. I for one think this is probably the best 3rd Party program made along with Diablo by Image MicroCorp.

it must have taken Mr. Pitman months to put together and at the price of \$11.95 you cannot go wrong. I just hope he continues to bring out more of this type of quality products since there really hasn't been that many games that we ADAMITES can rave about.

RATING - A+



GREETING CARD By P. Harris





ADAM LIVES

Greeting Card is a excellent set of files for use with PowerPaint the graphics processor. The Greeting Card medium contains a total of six files. Below a list of the directory:

PartyCARD

BirthCARD

TopsCARD

Script.spr

Sten.spr

Roman.spr

TRGoth.spr

Modern.spr

Italics.spr SmallADAM

Music

Readme

All the files with the suffix "CARD" are the graphics files containing actual cards. Each card occupies four cells, therefore only a 64k memory expander is required.

All the files with the suffix "spr" are sprite files. The files are very interesting because the sprites are actually letters with varying font types. For example the file Sten.spr is a sprite file containing stencil letters as the sprites.

SmallADAM and Music are both clipart files for use with Power Paint or Clipper. SmallADAM is a clip of a ADAM Family Computer System.

Music is a clip of two large music notes.

Greeting Card is an aid in making cards using PowerPaint, the Graphics Processor. I recommend it for those who are reallty into graphics with POWERPAINT, althought the prices is a little high.

RATING - B

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" For God so loved the world that he gave his one and only SON, that whoever believes in him shall not perish but have eternal life. For God did not send his SON to condemn the world, but to save the world through him. "... John 3:16

JESUS CARES