

NIAD

Northern
Illiana ADAM
User's Group

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**MULTI - FUNCTION USER GROUP
MONTHLY NEWSLETTER - PUBLIC DOMAIN LIBRARY
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Editor: Lyle Marschand
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We have finished our study of the book of Romans and are now beginning the Gospel of John. I hope you will find this study informative and ask that you continue with us in our study of God's book - the BIBLE.

¹ In the beginning was the Word, and the Word was God. ²He was in the beginning with God; ³all things were made through him, and without him was not anything made that was made. ⁴In him was life, and the life was the light of men. ⁵The light shines in the darkness, and the darkness has not overcome it.

⁶ There was a man sent from God, whose name was John. ⁷He came for testimony, to bear witness to the light, that all might believe through him. ⁸He was not the light, but came to bear witness to the light. ⁹The true light that enlightens every man was coming into the world. ¹⁰He was in the world, and the world was made through him, yet the world knew him not. ¹¹He came to his own home, and his own people received him not. ¹²But to all who received him, who believed in his name, he gave power to become children of God; ¹³who were born, not of blood nor of the will of the flesh nor of the will of man, but of God.

¹⁴ And the **Word became flesh** and dwelt among us, full of grace and truth; we have beheld his glory, glory as of the only Son from the Father. ¹⁵(John bore witness to him, and cried, "This was he of whom I said, 'He who comes after me ranks before me, for he was before me.'") ¹⁶And from his fulness have we all received, grace upon grace, ¹⁷For the law was given through Moses; grace and truth came through Jesus Christ. ¹⁸No one has ever seen God; the only Son, who is in the bosom of the Father, he has made him known.

The disciple John is introducing his Gospel by going back to the creation of the world and stating that the "WORD" was with God at the time of creation and in fact was the vehicle through which creation was accomplished.

The being of God is very difficult for us to understand, but God is a trinity -three persons in one: God the Father, the Son and the Holy Spirit.

John is saying here that "... the Word was with God, and the Word was God."

The "Word" here refers to Jesus Christ BEFORE He came in the flesh. In other words, the person of the Son of God has always existed, from the time of original creation, even though he did not appear on earth as a man until 2000 years ago. This is a very important fact that John makes clear at the start of his Gospel. He is explaining who Jesus is and what his relationship to God is. The concept of Jesus being the Word is also key - this means that Jesus is God's words to us, God's means of talking to us. The New Testament of the Bible represents Jesus' teaching of all the principles of God - another term for the Bible is the Word of God. Think of Jesus as God the Father's representative that He sent to earth to tell (the Word) us about himself, his rules and his love for us. This concept is easy to relate to nations who send diplomats to other companies, but the sending of the only son of a president or king adds more authority. Now translate this idea to the God and creator of the entire universe. God is a being that is far beyond our ability to understand and to think that **He sent His only Son** to earth to personally represent Him is hard to believe.

Jesus was in Heaven with the Father and He had to leave that perfect place, take on the human form of a baby and come to earth to live like the rest of us. I find this almost too much to accept, but it shows the immense love our God has for us.

John also uses the term "light" to describe Jesus because Jesus sheds light to reveal the truth to us. Light shows what is really there.

Jesus is also the "life" of men and in fact is the source of spiritual life. Jesus also represents God's grace to his creation. Grace is the forgiveness God gives to us through the sacrifice of Jesus on the cross for our sins. God also sent Jesus to earth to pay the price for the sins of all mankind. God is a loving, personal God who reaches out to his children to show his love and care for them.

Won't you ask Jesus into your life to learn what God has planned for you ?

God bless you all.

NIAD - A CHRISTIAN RUN BUSINESS

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NIAD PROCEDURES



☞ N.I.A.D. is published monthly except for the months of December/January and July/August, which are combined issues by the Northern Illiana ADAM User's Group. Individual issues may be purchased for the current month or a backissue for \$3.00. The October issue of N.I.A.D. is the 57th issue published by N.I.A.D., there are 56 preceding issues. When ordering backissues, please specify the issue number.

☞ The standard membership rate for 10 issues is **\$19.00 USA Third Class** and **\$26.00 Canadian, USA First Class and it's possessions**. Contact us for membership rates outside of these areas.

☞ N.I.A.D. welcomes contributions of original reviews, programs, articles, questions, suggestions and comments. Please include a **SASE** (Self-addressed Stamped Envelope) if you want a written reply. Also, any contribution sent in on DDP or DISK will be available to receive a public domain program or volume in return at no charge!

☞ Your N.I.A.D. member ID number is on the first line of your mailing label (affixed to the newsletter). The first four digits are the month and year of the final issue in your current membership. Please check this number each month to make sure that issues are not missed.

☞ N.I.A.D. will not be held liable for any issues missed due to an address change which we are not informed of. Please get this information to us as soon as possible so as not to cause any type of difficulties. Also, include your member ID number.

☞ N.I.A.D. accepts advertising for ADAM related products and services. Cost is \$50 for a half page ad and \$75 for a full

page ad for one month. Contact us for multi-issue discounts. Well over a thousand ADAM owners receive our newsletter each month and many more get to see it second hand. You may send in your ad in either SmartWRITER, SpeedyWRITE, PowerPAINT, PrintWORKS, other ADAM formats, IBM ASCII or PUBLISH IT! DTP format files or even supply us with a high quality printout for reproduction in the newsletter. NIAD reserves the right to not advertise certain products.

☞ If **1089** are the first four digits in your member number, it is time to renew your membership to insure that you do not miss an issue.

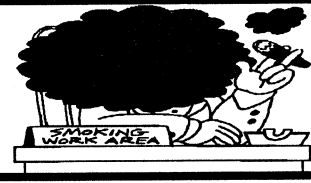
☞ N.I.A.D. welcomes software developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to evaluate and to review in the newsletter. N.I.A.D. offers a 50/50 split of the royalties procured from the sale of items that we handle distribution of for all developers. You will find that this is one of the best offers around in the ADAM community.

☞ Our Chicago Local Chapter Meetings are a great way to learn more about our beloved ADAM systems. You have the opportunity to meet fellow ADAM owners, ask us questions, see live demonstrations of hardware and software and also purchase products. We meet in our store, CompuKINGDOM, the second Thursday of each month at **7:30 PM**. We also have surprise specials on many products at each meeting. The next meeting will be held on **October 9th**.

We have exercised due care in the preparation of this newsletter. No warranty, expressed or implied with regard to the information contained herein is given, either by interpretation, use or misuse. The opinions expressed herein do not reflect those of the editor or staff unless noted.



FROM THE EDITOR'S DESKS:



Greetings to all of you and welcome to our 57th issue of the NIAD newsletter !!

We have many great things to tell you this month, including the development of several new ADAM products that promise to be very exciting. We also have a great SMARTBASIC class on color graphics from L. C. Austill that all of you will really get alot out of; several tips on SMARTLogo and ADAMCalc and reviews of several new programs.

The most exciting news has to be the results of ADAMCON 01 held in Orlando. Jim reports that it was a smashing success, with a great time had by all. It was so successful that plans are already being made for a second ADAM convention in Canada next year !! See details in Jim's write up on page 7.

I have to say that I think it is a minor miracle that ADAMCON 01 occurred. It just goes to show what can be done if a bunch of dedicated people put their minds together and believe in something. It also is a great indicator of the number of ADAM supporters who are still out there working hard to bring new products for the ADAM on the market.

Jim Notini filled up 3 VHS video cassettes during ADAMCON - we are working on creating a single VHS cassette with all the major high lites of the conference which will be available for \$14.95 for NIAD members. There are some great things which you just have to see and hear to get the full effect of these new products. I was really impressed with the quality of the DYNAMITE Sound Digitizer by TRISYD - this will be a must product and will really add to the sophistication of ADAM software products. POWERMATE also will be great boon to ADAMites looking to expand their ADAMS. The great thing is that these are professionally done products, not cheap add ons that won't perform as advertised.

You ADAMites should be proud of the support you have. However, you must be responsive to the planned new products - write and let the developers know that you support them and especially indicate if you are planning to purchase them. **BEWARE - IF YOU DON'T SUPPORT THE DEVELOPERS OF NEW ADAM PRODUCTS, THERE WON'T BE ANY NEW PRODUCTS !!!**

Speaking of new products we're sorry to say that GOBASIC and GODOS have still not been released, so don't send in orders until we notify you that we have the final product in hand. We hope that Tony Patterson and Sol Swift can complete the needed work on these important products in the near future.

We just obtained some new Coleco public domain titles that look great - MARKET MONITOR, TAX PLANNER, GRAPHICS DESIGNER. We will have reviews on these Coleco produced programs in next months issue along with making them available for purchase.

Lyle Marschand

A SOUR GRAPE IN THE VINEYARD!

It's starting again! If anyone has purchased the November 1989 issue of Computer Shopper, you know what I'm talking about. Seems to be that a certain gentleman from the state of Pennsylvania has a problem and he is blaming all the other ADAM dealers for it. The original text that was reprinted in Computer Shopper had first appeared in a catalog put out by this gentleman's company, which of course none of the other ADAM retailers had received. This catalog, which by the way contains many pirated programs, especially disk and data pack copies of cartridges WHICH ARE NOT PUBLIC DOMAIN, was only sent to the unsuspecting ADAM owner. Luckily for us, we have lots of members who trust us and know that we **DO NOT PIRATE SOFTWARE**, and informed us of this catalog which not only says that the ADAM retailers and User's Groups are price fixing, but also pirating copies of his software and many other programmer's software. I have only one thing to say to this person, *'Take a look in the mirror and tell me who the real pirate is!'*

He also goes on to explain how his company, has lost some \$44,000 over the years due to software piracy. That's a pretty good exaggeration now isn't it! His programs may have been good a couple years ago, but now you can find public domain software that is many times better. He has even accused Ed Jenkins (E&T SOFTWARE), Terry Fowler (ADAM'S HOUSE) and many other firms of pirating his software, which to say the least, **JUST DO NOT SELL ANYMORE**, because there are better volumes in the public domain!

I hope that you, the ADAM owner, will steer clear of doing business with this company, due to the fact that supporting this guy will hurt the people who really care about this great little computer system known as the ADAM, and not just about making a quick buck. We here at NIAD **'DO CARE TREMENDOUSLY'** about the ADAM and want to be here for many more years to help you in using your ADAM, but if you support companies like this one, you will be digging our grave along with many other honest and reliable ADAM support firms' graves.

If you think you are in possession of a pirated piece of software that you received from NIAD, then return that piece of software to us with the original receipt and we will refund you the amount for the software as well as refund the total amount of your membership fee, **EVEN IF THIS IS THE LAST MONTH IN YOUR MEMBERSHIP!** This is how positive I am that we **DO NOT PIRATE SOFTWARE!**

Jim Notini

*****IMPORTANT NOTE:** As of November 1st, our area code will be changing from (312) to (708). I'm not sure how long after Nov. 1 that you'll be able to still call the (312) area code and be switched over by the phone company, so make a note of this fact. **NEW PHONE #: (708) 961-3529.**



Notice



- **ADAMCON 01** was such a tremendous success that there is already talk of a second ADAMCON being held in Toronto and sponsored by MTAG sometime in August of 1990. There might even be a MINI-ADAMCON held in the Chicagoland area if all goes well! See the report on ADAMCON 01 for more details on the happenings of the first ADAM only convention.
- **ADAMZONE PUBLISHING COMPANY**, operated by Eric Danz, has recently completed their second installment of the **NetworkADAM NewsINFO Letter**. For a free copy of this mini-newsletter/catalog, send a SASE to: ADAMzap, 17 Capstan Rd., West Milford, NJ 07480-4816. Also introduced in this newsletter are some new software products which we hope to have reviews of for you in an upcoming issue.
- We have recently come across a source for some more of Coleco's never released programs including **MARKET MONITOR**, **TAX PLANNER** and the infamous **COLECO GRAPHICS DESIGNER**. We are currently doing some testing on the first two titles along with transferring their huge manuals to SmartWRITER format files for easier distribution and hope to have these ready for the public domain library next month.
- **S.M. VIDEO** (see advertisement within) of Oakton, Virginia has recently released Minh Ta's **X-10 Home Appliance Control/Security System** software into the public domain! The X-10 software allows one to control lights, alarms, emergency dialers, etc. through your ADAM. The X-10 System can be purchased at any Radio Shack. For more info contact S.M. VIDEO.
- **S.M. VIDEO** also will be handling the distribution of Minh Ta's combination 2 serial and 1 parallel port expansion module that plugs into the side port of the ADAM. The truly nice feature of this interface is that there are no software patches necessary! The patches to the system for using a dot matrix printer are included on an Eprom chip on the PC board in the unit. Minh Ta has also recently released **SmartTALK**. SmartTALK is an add on expansion module that hooks up to the side port of the ADAM and not only has 2 serial ports and 1 parallel port, but also a very intelligent speech synthesizer that makes all your Basic programs speak in nice clear English. Included on the PC board is an Eprom that contains an 80,000 word dictionary which the speech synthesizer draws words from! If enough people respond, Minh Ta might make a Voice Requesir so you can tell your ADAM what to do via verbal commands.
- **REEDY SOFTWARE**, headed by Jack Reedy, has recently announced **DRAGON: The Chinese Challenge**, which is a compelling strategy game inspired by the centuries-old Chinese game called Mah-Jongg and requires that the gamer clear a board of 144 layered tiles by matching pairs. DRAGON plays similar to Activision's popular game SHANGHAI, uses innovative ADAM features like a pop-up SmartKEY menu, Dialog Boxes and complete keyboard or joystick control and is done completely in detailed, high-res. graphics while also incorporating sprites and sound. DRAGON will be available at the time you read this for \$17.95.
- **WALTERS SOFTWARE CO.** is just about completed with their **SmartDSK Cartridge** which was on demonstration at ADAMCON 01. This cartridge can remain permanently plugged into the cartridge slot and accessed by pulling the cartridge reset switch. Included on the cartridge is the Walter's OS/9 SmartDSK Operating System and the AutoBACKUP program which allows one to copy programs to and from the ramdisk which is automatically setup when the cartridge is activated. The SmartDSK Cartridge will be available for purchase in the very near future and will be followed by a utility cartridge sometime after the New Year.
- **AJM SOFTWARE** has just informed everyone that their **TDOS V4.0: Enhanced CP/M 2.2 System** will be placed into the Public Domain! For those of you who have ordered this tremendous package from us, we will be issuing credits or refunds. The hold up on this product currently is the creation of a very informative manual since TDOS is such a feature packed enhancement of CP/M, so much so that many have thought that they were using MS-DOS! My hats off to Tony Morehen and Guy Cousineau on the creation of this product, but most of all for placing it into the public domain. They would stand to profit tremendously if this product was sold commercially, but they wish to create a new standard for CP/M use which will not only benefit the users, but also the developers.
- **ROYAL AMBASSADOR SOFTWARE**, operated by Dan Pease, has just released **BIBLE JEOPARDY**. This package has JEOPARDY on it along with 8 rounds of questions which cover the BIBLE. Just place the disk/ddp into the drive and pull reset to load (this is not a question pack!). See the review in this newsletter on this great new package which retails for \$19.95.
- **OASIVE PENSIVE ABACUTORS**, operated by Gary Bowser, has pushed back the release date of the **ADAM IMAGE MAKER** due to prior hardware commitments on the TI-99/4A. Look for this hardware expansion module to be available sometime around the New Year. The A.I.M. is also going through some changes that will now include 192K of RAM instead of 128K, expanded screen resolution, a very secretive sound enhancement and software controllable change of the operating speed so that A.I.M. will be able to take advantage of other hardware that could possibly speed up the ADAM. In the meantime, write or call O.P.A. to let them know of your interest in this product (address listed in last issue).
- **TRISYD VIDEO GAMES**, operated by Syd Carter, announced a couple hardware products which are just about ready. The first is the **DYNAMITE SOUND DIGITIZER** which allows for audio capture through a sound source (ie: microphone, stereo, T.V.) that is hooked up to the cartridge interface. The digitized sound can then be edited or saved as a file which can be used in SmartBASIC or machine code programs. Their second hardware device is the

SmartCLOCK chip which can be plugged into the U8 socket on the Logic Board inside the Memory Console or can be setup in the DYNAMITE SOUND DIGITIZER cartridge interface. SmartCLOCK has a 10 year battery and also many other features which will be explained in the ADAMCON Report. The DYNAMITE SOUND DIGITIZER will sell for \$69.95, with SmartCLOCK \$109.95 and SmartCLOCK alone will sell for around \$40. Their final hardware item was the Expanded DDP format which is now set for 320K. We will be carrying these DDPs in the near future. Also announced is a Video Digitizer which will become available sometime in 1990.

→ Alan Neeley has refined the **Auto-Answer Device** (originally designed for use with Coleco's internal modem and the A-NET software). This device is now being built on a printed circuit board instead of the wire-wrapped method (making it easier to build and more reliable). This product sells for \$15 and soon will include 2 public domain programs that will make use of it (a telecomm. program and a phone monitoring program).

→ **GoDOS with GoBASIC HAS NOT BEEN RELEASED YET AND WE ARE NOT TAKING PRE-RELEASE ORDERS FOR IT!** We have received a few orders for this product after running the article by Sol Swift in the last issue. Please hold off on ordering this product until we inform everyone that it has been released and have it listed in the Product List. Right now we are not sure when this will be and do not want to be taking money for any unreleased products.

→ **MICRO INNOVATIONS**, operated by Mark Gordon, is in the final stages of development of their **POWERMATE** units (see article) which they had on display at ADAMCON. The unit is one of the most professional looking hardware add-ons for the ADAM and operates under CP/M like a charm. TDOS V4.0 will be included with the final distribution unit and tentative plans have Walters Software Co. developing the EOS software drivers.

→ The **ADAMOUSE**, developed by *Thomas Electronics*, will now be assembled in the U.S. by E&T Software and ADAM'S HOUSE. This will result in a savings over current prices which will in turn result in better sales and down the road more software development that will use a mouse.

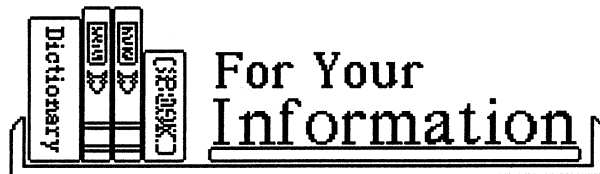
→ **ADAM SOFTWARE SUPPORT** has recently been formed and will be handling the distribution of software for A&S Software, Grafftex Software, Gerlach Family Software, Wizard's Lair Software and Adultware. For a free catalog of the many titles that are handled by this company, send a SASE to: ADAM Software Support, 8125 W. Catherine, Chicago, IL 60656.

→ Thanks to Ron Collins of the Akron ADAM User's Group, we now have a **Richard Scarry's Best Electronic Workbook Ever** disk conversion available on 5 1/4" 320K disks or 3 1/2" 720K disks for \$4. All you need to do is send in the label insert for proof of purchase. We also have had available some of the Infocom text adventures titles for a few years now and only sold these as a complete packages with the original Infocom game converted to the ADAM CP/M format, but now we will offer these as a conversion also due

to the fact that some of the titles are becoming harder and harder to find. Among the Infocom games that we will offer for conversion on 5 1/4 160K disks for \$4 are: **Zork I, II, III, Deadline, Starcross, Hitchhiker's Guide to the Galaxy, Plundered Hearts, Stationfall, Leather Goddesses of Phobos and Ballyhoo**. All that is required of you is the purchase of any original Infocom product from just about any computer store and send in the disk as proof of purchase. You should also indicate if you wish to have us copy the ADAM format title onto the disk you send in or onto another disk so that you may retain the original. It doesn't matter which computer the original is made for.

→ Believe it or not, but **ADAMLINK IV** is on the horizon. Tom Clary is hard at work on this next generation of ADAMLINK software which will include some long awaited features including a phone library and an online RLE viewer! Other plans which may or may not be included is an online GIF viewer along with the capability to actually load GIF format picture files on the ADAM! We will keep you posted.

→ We have reviews of three very exciting products and one not so exciting for use with our little orphaned ADAM including **'The Vase of Turr'** by Walters Software Co., **'Bible Jeopardy'** by Royal Ambassador Software, **'Label Maker Deluxe'** by TCR Software and **'Fred's Construction Set'** by Spaced-Out Software.



→ *Dear ADAM owners,*

I have developed a circuit modification to the ADAM computer that allows the video output from the ADAM to be superimposed over the output of a VCR or video camera with perfect synchronization.

This modification includes circuitry to produce a form of "GEN-LOCK" so that the composite ADAM/EXTERNAL picture is clear of interference and distortion.

The resulting pictures can be made (with appropriate software) to look similar to the superimposed scrolling credits that appear as text or graphics on modern commercial television programs and movies.

As a bonus, a second sound channel can be added during modification for a few dollars more. This will allow stereo (direct audio only, not part of the video output), with simultaneous access from an adjacent outport, by software identical to that now used to access the existing sound channel.

These modifications will not be produced as an external add-on; the ADAM must be modified internally.

I would appreciate it if you would poll your readers to see how many of them would be willing to pay about \$200 for this modification.

A board exchange could also be made available for those with the hardware skill to disassemble the ADAM and unplug the existing logic board and plug in the modified one for the new features. The price of this would be about \$175.

Note that nothing is for sale at this time. I only want to know the market potential. *Please write directly to me if you would seriously consider paying the suggested prices to add this ability to your ADAM.* If you require a response please include a SASE.

Sincerely,

Michael D. Hilker, 12726 California St. #31, Yucaipa, CA 92399

☛ *Dear ADAM owners,*

I have only been a member of NIAD long enough to have received two issues of the newsletter, so I don't know whether the following piece of information has ever been published. I have found that the large plug on the side of the ADAM memory console as well as the several electrical connectors inside the printer are apt to develop resistance that will prevent proper operation of the computer.

Both of the ADAM computers which I frequently use have stopped operating from time to time as a result of this build-up of resistance. Each time what appeared to be a rather expensive failure was repaired by merely disconnecting the plug or connector, spraying the terminals with a commercial contact cleaner and reconnecting.

I am writing this note today because I just fixed my ADAM again in this manner. First it refused to print, so I turned it off and on to see what effect that would have. When turned back on, the daisy wheel carriage would move to the left and jam there while just spinning the daisy-wheel. I looked at the sensor which is supposed to know the position of the daisy-wheel and stop rotation, noting that it has pink, orange, green and purple wires coming into it. Then I looked at the row of connectors in the front of the printer for the one with the same wires. Jiggling the connector caused proper operation. Cleaning the connector solved the problem.

I'll bet that there are lots of dead ADAMs in people's closets that would work again if the connectors were just cleaned.

Sincerely,

Art Naebig, 222 S. Catherine Ave., La Grange, IL 60525

☛ *Dear ADAM owners,*

ADAM users are always looking for short cuts, here is one I use every day. Once you load SmartDSK III, it will stay in memory until you pull the computer reset switch, turn off your computer or have a system crash. To use other programs like AutoBACKUP or PrBOOT from SmartBASIC, first remove all medias from your drives. Insert the program to be used, then type (CALL 64560) and push the return key. This will boot the program without having to load SmartDSK III again. You can also use PrBOOT to boot a program from the ramdisk after loading it with AutoLOAD. A modification to SmartDSK is available to put any self booting program like PrBOOT, SmartBASIC 1 and 2, SuperBASIC (P.D.), AutoLOAD, AutoSAVE, etc., on the same media as SmartDSK III. This eliminates booting SmartDSK III before booting the program you wish to use. You can also boot any program that uses the SmartDSK III operating system from, The Print Works, Formatter II or The Label Works. Remove all medias

from your drives, insert the program to be used, select the EOS option from the Exit screen. Again this eliminates booting SmartDSK III before booting a program. This is called keeping programs compatible and easier to use, we are working hard at Walters Software Co. to make using your ADAM more enjoyable.

Ramdisks are great, they are the fastest way to access utility programs or store data files. They also save considerable wear and tear on a drive. Have you ever Purged a media that had a deleted file near the beginning of the catalog, followed by 40 or 50 files. This can take several minutes, but not in the ramdisk. Copy the disk or d.d.p. to the ramdisk and the Purge it, then copy it back to the media. Also, if you plan to copy a disk or d.d.p. to several other medias, the best way is to copy it to the ramdisk and use it as the source to copy to your other medias. **SmartDSK is the only ramdisk that will do this, our first ramdisk (RAMDSK) and others use block zero as a buffer.** This means that if you copy a block of data to block zero, it will be destroyed as soon as you use the ramdisk. This is one reason why SmartDSK is so superior.

By Jim Walters, Co-Founder of Walters Software Co.

**NEW PRODUCTS / SPECIALS
VALID FROM 10/15/89 THRU 11/31/89**

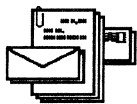


HARDWARE SPECIALS

- 256K MegaRAM Expandable Memory Board.....\$149.95
with SmartDSK III & Media Aid Utilities
- 256K MegaRAM Board with PowerPAINT.....\$149.95
- 256K SIP Memory Module for MegaRAM Card.....\$59.95
- 64K Memory Exp. w/ SmartDSK I for SmartWRITER....\$59.95
- Complete ADAM System (Includes S/H).....\$209.95
- Exp. Mod. #3 ADAM System (Includes S/H).....\$159.95
- 2 New Tan Hand Controllers\$5.00
- New ADAM Keyboard.....\$10.95
- Power Center / 5 Outlet (see P.L. for description)\$84.95
- 7 ft. ADAMNet Cable for disk drive or keyboard.....\$2.00

SOFTWARE SPECIALS

- SpeedyWrite V2 with SpeedyWrite Spell.....\$57.95
- Pro Golf Champ with LinkBUILDER.....\$33.95
- The PrintWORKS with BordersPLUS.....\$37.95
- The PrintWORKS with Clip-Art Vol. I or II\$36.95
- The PrintWORKS with FontPOWER.....\$37.95
- The LabelWORKS with Clip-Art Vol. I or II.....\$33.95
- VideoTunes.....\$21.95
- Fantasy Gamer (closeout).....\$14.95
- SmartBASIC Bonanza (closeout)\$14.95
- Mage Quest\$13.95
- Mage Quest Construction Set.....\$13.95
- Bible Jeopardy\$19.95
- The Vase of Turr.....\$29.95
- Dragon: The Chinese Challenge.....\$17.95
- Label Maker Deluxe.....\$9.95



PRESS RELEASE: POWERMATE BY MARK GORDON

Reprinted from August 1989 AWAUG Newsletter



Micro Innovations of Reston, Virginia is pleased to announce the imminent availability of their new expansion products for the Coleco ADAM Computer. The **Powermate 2** and **Powermate 4** are add-on stand-alone subsystems that give the ADAM two RS-232 serial ports, a Centronics compatible parallel port, one or two 10, 20 or 30 MB hard disk drives, and one or two IBM 360K or 720K floppy disk drive bay slots for the hookup of IBM disk drives.

The **Powermate 2** consists of an external cabinet (which houses up to two disk drives), an interface board (which mounts in the center expansion card slot inside the ADAM), and all necessary cables and software. The **Powermate 4** offers a four drive external cabinet in place of the standard two drive cabinet. *Installation of the Powermate requires no modifications to the ADAM.*

Both Powermate models come standard with two 50 baud to 38 kilobaud RS-232 serial ports - one set up as a Data Communications Equipment (DCE) for direct connection of a CRT terminal or serial interface printer, and the other set up as a Data Terminal Equipment (DTE) for direct connection of an external modem. Also standard is a Centronics parallel port for direct connection of a parallel interface printer. All three ports are fully supported by the included CP/M BIOS software as device UC1: (the external CRT terminal port), UP2: and UR2: (the modem port), and UL1: (the parallel printer port). The ports are addressed so that they do not interfere with existing ADAM expansion products.

The standard **Powermate 2** offers a single 10, 20 or 30 MB hard disk drive. A second hard disk drive or a single 360K or 720K floppy disk drive can be added as an option. The **Powermate 4** also comes standard with a single hard disk drive. However, a second hard disk drive as well as one or two floppy disk drives can be added as options. The supplied software fully supports up to two physical hard disk drives (many logical hard disk drives) and two floppy disk drives. The standard ADAM floppy disk and tape drives are still available for use after installation of the supplied software.

Micro Innovations supplies a full auto-installing BIOS on ADAM compatible CP/M disks or tapes with each **Powermate** product. The BIOS contains full support for all serial and parallel ports and up to two hard and two floppy disk drives. The BIOS does not interfere with the operation of the stock ADAM serial and parallel ports or tape and disk drives. Disk formatting, hard disk park, and BIOS load utilities are supplied for **Powermates'** external disk drives.

To install the Powermate BIOS, the user boots up CP/M from the normal ADAM CP/M diskette or tape. He or she then replaces the diskette or tape with the Powermate BIOS diskette or tape and executes the install program. The install program moves the CCP and BDOS down 2KB and places the Powermate BIOS in memory between the relocated BDOS and the ADAM BIOS. The relocated CCP and BDOS and the Powermate BIOS are then written to the boot track of

hard disk number 1. The Powermate BIOS is now installed and running.

When the user powers down the system, it is highly recommended that the heads be parked on the hard disk drive(s). This avoids any possibility of power off glitches that can affect the data on the track that the heads are currently at (normally the directory tracks). The next time the user powers up the system, the hard disk automatically homes to track 0. The user boots from his or her normal CP/M floppy diskette or tape and executes the Powermate BIOS load program, which loads the relocated CCP and BDOS and the Powermate BIOS from the BOOT track of the hard disk.

Introductory pricing for the **Powermate 2** is \$399.00 for the 10MB configuration, \$499.00 for the 20 MB configuration and \$599.00 for the 30MB configuration. The equivalent configurations of the **Powermate 4** are \$499.00, \$599.00 and \$699.00. Floppy disk drives can be added to either product. A 360K drive costs an extra \$100.00 when ordered as an option with the basic **Powermate 2** or 4. A 720K drive (either a 3 1/2" or 5 1/4") is an extra \$150.00. All Powermate configurations come with a 90 day warranty and are completely assembled, tested and ready to run. The component parts of the Powermate products are not available separately. Larger hard disk drives than 30MB (up to 1024 cylinders and 16 heads) can be supplied as custom configurations. A hard disk BOOT ROM, either in cartridge or ADAM CPU plug-in form, will be available before Christmas. An EOS driver package is also anticipated to be available in the same timeframe.

To place an order or for additional information, contact Mark Gordon on the AWAUG BBS or write *Micro Innovations* at 12503 King's Lake Drive, Reston, VA 22091, (703) 264-3908.

EDITOR'S NOTE: So far, the Powermate products will only benefit the heavy CP/M user's. But, if as mentioned by Mark Gordon, that good EOS drivers become available in the very near future, then these devices will be a tremendous addition to the available hardware for ADAM. Just the ability to hook-up IBM 5 1/4" and 3 1/2" disk drives will be a big plus especially since sources for the ADAM disk drive are starting to dry up once again. Since there are plenty of repair stations in each city for IBM equipment, you will always have somewhere close to get a drive fixed if the unthinkable happens! The demo of the **Powermate 2** unit at ADAMCON 01 was truly unbelievable.



ADAMCON 01 REPORT By Jim Notini

WOW! What a great time the convention in Orlando was! My hats off to Monte Neece on the wonderful job that he did from the initial beginning (which Pat Herrington so graciously nominated Monte for) to setting up accommodations, handling all the free door prize donations, convention schedule of events and basically every activity that took place during the four days of the convention. Monte kept everything running smoothly throughout the convention and truly was the driving force behind the success of ADAMCON 01. Amazingly enough, all the work involved in setting up the convention was all on his own time, he had nothing to profit from it as far as a dollar figure, but as those of us who were able to attend know, the ADAM community will benefit from Monte's efforts. The entire ADAM community owes Monte our sincerest appreciations for the fabulous job that he did.

The convention opened with a speech by Jay Forman on the history of the ADAM computer. Jay's speech was very informative and brought out a lot of inside secrets of the down fall of Coleco, which caused them to decide to drop out of the home computer/videogaming market. As many of you know, part of the downfall of Coleco was due to many design flaws that they constantly had to overcome, causing the delay of the release of ADAM many times back in 1984. But a little known fact was that Hewlett Packard (yes, HP) had actually been involved with Coleco all along in the development of the ADAM. Coleco and HP had formed this partnership in hopes of overtaking IBM in the home computer market (the ADAM was to be the first in a line of super computers made by these two companies and the ADAM did succeed in causing a small part of the downfall of the IBM PCjr), but when Coleco ran into the many problems in developing the ADAM, HP dropped out leaving Coleco on it's own. Also discussed were many other instances of Coleco making the wrong decisions, many of which were brought about by Taylor Barcroft, who had nothing to do with the ADAM except that he had formed the first ADAM User's Group called 'Garden of ADAM', and many of us know what happened with this group (they disappeared after one issue).

Following days centered on different topics about the ADAM and new product demos. Phil Kosowsky ran a seminar on different methods he uses to go about repairing defective ADAM systems for his customers and many other people added their own methods to fix their systems. Tony Morehen ran a seminar on the ever expanding hardware world of ADAM. From the first 64K memory expanders, parallel and serial interfaces and speech synthesizers to the new MegaRAM Expandable Memory Board and OBS Hard Drive were discussed. Tony, also, later ran a seminar on CP/M use and discussed how simple it really is to get started in this DOS, but that it will also take a lot of patience since CP/M offers so much all at once. A panel of AUG presidents and newsletter editors was formed twice to first discuss ways in which to go about starting an ADAM User's Group and how to make it successful and secondly talk about where the ADAM community is headed in the future and how we, as people who have influence in what is mentioned in our respective newsletters, can help one another. The answer to this is something that Barry Wilson (St. Louis AUG) has already started, ADAM Network News. ANN is a system of disk mailings of articles that get passed on from editor to editor and so on and truly help in putting together

informative newsletters. Terry Cairns ran a seminar on using telecommunications software as well as explaining the many features of the various ADAM BBS systems which are currently in use. Ron Collins and John Villilo ran a seminar demoing many of the CP/M based programs such as Wordstar 4.0 and PrintMaster Plus. Pat Herrington ran a seminar on advanced uses of PowerPAINT and basically how one can incorporate this fantastic program into their business and home needs.

The big draw, however, were the new product demos. Mark Gordon of Micro Innovations, see article on page 6, demoed his Powermate 2 unit as well as discussing the entire development process that went into the Powermate. The finished unit is a masterpiece to say the least in which a hard drive and one IBM 5 1/4" or 3 1/2" disk drive can be hooked up and used on the ADAM. This unit should be available very shortly. Syd Carter of Trisyd Video, known for MegaCopy, demoed his new SmartCLOCK chip which can be plugged onto the Logic board inside the ADAM Memory Console or into his second product called Dynamite Sound Digitizer. SmartCLOCK features include full 12 or 24 hour modes, AM/PM indicator, leap year correction, hundreds of seconds, seconds/minutes/hours, day of the week/month, month and year and a 10 year internal battery. DSD is a cartridge interface with an audio in jack which allows for the digitization of incoming ordinary audio to provide the ultimate in gaming and home use. The sampled waveforms can even be played back on a normal ADAM without the use of the DSD with the use of a SmartBASIC program! Jim and Bruce Walters of Walters Software demoed their new SmartDSK Cartridge as well as The Label Works and their new super adventure called The Vase of Turr. Chris Braymen demoed his new MIDI Interface which hooks up to a serial interface. If you are a musician, you will want to snatch one of these up immediately upon it's release. Unfortunately, the ADAM Image Maker was not on display due to delays in development, but we were informed that this will be finished in the very near future. Many other people took the opportunity to also demo their wares during this time, much of which has already been mentioned in the newsletter previously.

Overall, the convention was a tremendous success and a surprise to me that every phase of it ran so smoothly (my congrats to Monte Neece on his fine work). Many problems that had arisen over the past few years were worked out and basically put, the hardware and software developers have agreed to work with one another more closely to bring the ADAM community more professional and complete products. It was great to finally meet everyone in person instead of just talking to them by phone. For myself, it was a great chance to get away from the Midwest for a while and enjoy myself in the Florida sunshine (yeah right, it was cloudy 3 out of the 4 days) without having to worry about the pile of papers and disks that I still have to organize and get into the newsletter. Oh well, all good things must come to an end and I'm back here trying to organize everything again. To everyone who attended the convention, I send my best and hope to see you in Toronto this summer! A list of all the people who attended ADAMCON 01 should be available soon. Once we get this list, we will inform everyone so that everyone will be able to stay in touch with one another.



ADAMCalc WORKSHOP



CALCTUT #41 Sideways Printing

By N. Lukach
Columns 35 2 35 pg.82

ADAMCalc does not have Sideways printing. However, the Block Print Method described under Helpful Hints on page 82 is actually very good.

Up until today, I used the PRINT PART OF A SPREADSHEET method as described on page 81 when I had a spreadsheet with more than 76 rows and more than 6 columns of 12 spaces each.

The BLOCK method on page 82 is simpler and faster if you want to print out the WHOLE spreadsheet.

Suppose you have a spreadsheet of 18 columns of 12 spaces each and 200 rows down.

You want to print it out on legal size paper:

- > **A.** Insert sheet
- * 1. Press Print
- * 2. III. Paper Options
- * 3. III. Single Sheet
- * 4. V. 14 inch
- * 5. VI. Done
- * 6. VI. Print Value
- * 7. VI. Print Sheet
- * 8. Leave III, IV, V on
- * 9. VI. Start Print

- > **B.** This will automatically print Block 1:
- * 1. Page number 1
- * 2. A space
- * 3. Column numbers 1 to 7 across
- * 4. Columns 1 to 7 of spreadsheet
- * 5. Rows 1 to 73 of spreadsheet

- * Insert sheet, Press SmartKEY II - Print Page

- > **C.** This will print Block 2
- * 1. Page 2
- * 2. A space
- * 3. Column numbers 1 to 7
- * 4. Columns 1 to 7 of spreadsheet
- * 5. Rows 74 to 146 of spreadsheet

- * Insert sheet, Press SmartKEY II - Print Page

- > **D.** This will print Block 3
- * 1. Page 3

- * 2. A space
- * 3. Column numbers 1 to 7
- * 4. Column 1 to 7 of spreadsheet
- * 5. Rows 147 to 200 of spreadsheet

- * Insert sheet, Press SmartKEY II - Print Page

- > **E.** This will print Block 4
- * Page number 4, Columns 7 to 12, Rows 1 to 73

- * Insert sheet, Press SmartKEY II - Print Page

- > **F.** This will print Block 5
- * Page number 5, Columns 7 to 12, Rows 74 to 146

- * Insert sheet, Press SmartKEY II - Print Page

- > **G.** This will print Block 6
- * Page number 6, Columns 7 to 12, Rows 147 to 200

- * Insert sheet, Press SmartKEY II - Print Page

- > **H.** This will print Block 7
- * Page number 7, Columns 13 to 18, Rows 1 to 73

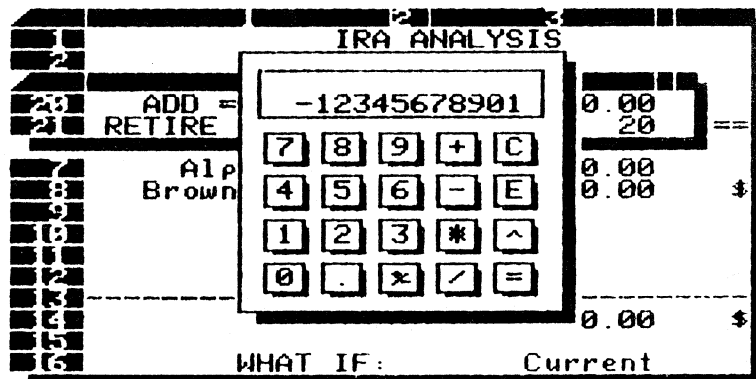
- * Insert sheet, Press SmartKEY II - Print Page

- > **I.** This will print Block 8
- * Page number 8, Columns 13 to 18, Rows 74 to 146

- * Insert sheet, Press SmartKEY II - Print Page

- > **J.** This will print Block 9
- * Page number 9, Columns 13 to 18, Rows 147 to 200

- * Insert sheet, Press SmartKEY II - Print Page



@20, 1 ▶Text
ADD = SAME, ?



SmartBASIC WORKSHOP



BASIC PROGRAMMING

By L.C. Austill

Chapter 11B

HIGH RESOLUTION GRAPHICS

High resolution graphics is called by the command **HGR**. Now the screen is still divided into two sections with the bottom section consisting of four lines (21-24) which are used for text and are cleared by the command **HOME**. The top part is controlled by each pixel of which there are 40960. They are organized in 256 columns (numbered 0 to 255) and 159 rows (numbered 0 to 158). Theoretically, the color of each pixel may be controlled. In practice, however, a 2x2 block of pixels are controlled by one color command. Thus when you are drawing two intersecting lines, you will see some color "smudging" between the two near the point of intersection. It is fair to say that the color is not always perfect.

There is a subset in high resolution graphics which is called up by the command **HGR2**. The only difference between **HGR2** and **HGR** is in the number of lines available for graphics. In **HGR2** there is no room for text and there are 192 rows of pixels available. You can fill the screen with your graphs, pictures, etc., but you can display no text. The ability to show prompts or to ask for data is eliminated. While I use **HGR2** frequently, I always leave the program with a get c\$ (or similar variable) request thus I know that I can always continue by hitting any key. You need to establish some convention that helps you in the way best for yourself to handle this problem. All of the demonstrations will be with **HGR** to avoid the problem of having no text space. Other than the increased number of rows, there is no difference.

The command to enter high resolution graphics is either **HGR** or **HGR2**. To leave the graphics mode, the command **TEXT** is used. The first layer of operational commands are:

HCOLOR
HPlot
HPlot a,b to c,d

HCOLOR is a value between 0 and 15. The colors associated with the values are listed on page A-33 of the instruction manual. (Note: These color values are different than those used in Low Resolution Graphics.) The command form is familiar as it is:

→ **HCOLOR = X** where X is any value between 0 and 15

An **HCOLOR** assignment must be made at least once following an **HGR** command. Why? If you do not, ADAM will perceive the value of the variable **HColor** to be 0 and that will result in black. If the background is also black, there will be no contrast and hence nothing to see.

Let's try this form of graphics in the immediate mode by entering the following:

```
→ HGR
→ HCOLOR = 7
→ HPlot 128,80
```

You should now have a little white dot essentially in the middle of the graphics screen. This is considerably different than the block that you got in low resolution graphics.

Try entering several different colors and several different coordinates in the **HPlot** command to see what you get. Note that the higher the second number, the lower on the screen that it appears.

When you have exhausted yourself with this little exercise, enter **TEXT** to clear the screen and put the computer back into normal mode. You could have reassigned **HCOLOR** to equal the background color and then **HPlot**ed all the points that you made again, but that would have been quite a bit of trouble.

Obviously, there must be a better way of showing something in **HGR** otherwise this would be a real chore to draw much of a picture. Take heart, there is. It is the **HPlot a,b to c,d** command. To illustrate, let's draw a line from the upper left corner of the graphics space to the lower right. This can be done in the immediate mode by entering the following commands:

```
→ HGR <cr>
→ HCOLOR = 7 <cr>
→ HPlot 1,1 to 255,158 <cr>
```

Try drawing several lines of different colors and between different points.

You can now see the problem of the colors not always being clear. Some of this can be overcome by drawing a line of double width. Using our example of above, try the following after **HGR** and **HCOLOR** of your choice:

```
→ HPlot 1,1 to 255,158 <cr>
→ HPlot 1,2 to 254,158 <cr>
```

A third line running from 1,3 to 253,158 will improve the display even more. Try that improvement. At best, you will never get a good multicolor rendition because of the 4-pixel color assignment, but keeping in a single color, where possible will help. Having played with this a while, clear the screen with **TEXT** and we will demonstrate another point.

Several coordinates may be included in one H PLOT statement. The format might look like this:

```
→ H PLOT 10,10 to 10,100 to 150,100 to 150,10 to 10,10
```

This may be read for logic purposes as starting at the point 10,10 and draw a line to 10,100; from that point draw a line to 150,100 and from that point to 150,10 then to 10,10. You are now back where you started and a rectangle has been drawn on the screen. Try using this series of commands in the immediate mode. Don't forget to get into the high resolution graphics mode and to assign an HCOLOR. When you have tried several different drawings on the screen, clear it and we will go on to the next point.

When displaying graphs or bar charts, there is one little problem that needs to be taken care of. In most graphical presentations, the point 0,0 is found at the lower lefthand corner of the plot. ADAM's Basic authors would much rather you put that point in the upper lefthand corner, but that would just confuse non-computer viewers and might even confuse us to. That is relatively easy to change using the expression:

```
→ y = 158-y (191 if in HGR2)
```

If the required value of y is 0 (the lower lefthand corner in normal graphics), the above statement changes the value of y to 158 which is now the lower lefthand corner of ADAM's plot. Likewise, if the value of y is supposed to be 158, the expression changes y to 0 which puts it at the top of the screen. No adjustment is required to the X value as it runs from 0 to 255, left to right just like normal people would expect!

There is another problem with ADAM graphics. Basic does not readily permit you to put characters within the graphic space therefore you can not label bars, graphs, axes, or make other notes. This can be overcome. Earlier, I mentioned *FutureVision's* "AUTOAID". They have a function in the program that will permit the display of characters in the graphics area. A second way is to use SHAPES (the subject of the next sub-Chapter and create your own characters. Lastly, I believe there may be some programs in the User's Group library that take care of the display problem, but I have not studied them in any depth. Perhaps someone can supply us with an update on that subject.

With all the above information at hand, let's develop two programs; the first will plot a curve for us in HGR and the second will make a bargraph to illustrate some data. To program the first, we will make use of a command that we have not used before -- DEF FN and its companion FN.

These commands function as follows. First in the program, you define the relationship between two variables. If the ones in question are x and y and the relationship given is:

```
→ y = -.001X2 + .85X
```

The statement would be as follows:

```
→ DEF y(x) = (-.001)*X^2 + .085*X
```

Now, if we wish the value of y for any value of x, we use the statement:

```
→ x= (anyvalue)
→ FN y(x)
```

If we ask for y to be printed at this point, we will get the value of function. DEF FN is intended to be used where the value of a function is required numerous times within a program. To me, it is a tossup whether you use the DEF FN route or a subroutine to calculate the value of y. I'm not sure of the relative impact on processing time of one versus the other. Anyway, we will use DEF FN just to gain experience with it. One never knows when it will be the answer to a very specific need. *READY?* Enter the following program:

```
→ 10 HGR: REM PGR8 on medium
→ 20 HCOLOR = 7: REM white selected
→ 30 H PLOT 0,0 to 0,158 to 255,158: REM plot the axis
→ 40 DEF FN y(x) = (-.001)*X*X + .85*X
→ 50 for x = 0 to 250
→ 60 y=FN y(x): y=158-y: REM corrects to 2nd quadrant
→ 70 hplot x,y
→ 80 next
→ 90 end
```

With SmartBasic installed, try running the program.

Note an interesting thing. In graphics, ADAM can recognize only integer numbers. We could have included a step to determine the integer of y, INT(y), but the computer threw out the decimal portion anyway so why bother?

One could have gone through the values of x in steps of say five or 10 and then used the H PLOT command and accomplished a very similar curve. Why don't you try it to give yourself more experience in programming?

If you wish, why not try other functions of y and x?

Let's move on to bargraphs. I recognize that there are bargraph programs available in the Library that will do this display for us, but it is of more value to you if you write the program and follow the logic yourself.

As an example, let's make a bargraph of the highs for the Dow Jones average over the past seven years. The data we will use are as follows:

```
→ 1981 1020
→ 1982 1050
→ 1983 1220
→ 1984 1250
→ 1985 1500
→ 1986 1920
→ 1987 2350
```

Remember that we can put text in the bottom for lines of the screen so let's use that area to do some labeling of the years. There are 31 text columns on the screen and 256 pixel columns, thus each text column spans 8.258 pixel columns. We will use 4 text columns to define a year, thus each bar on our bargraph should be 33 pixel columns wide. Mull the math over until you understand it.

Our next problem is taking care of the height of each bar and fitting the whole thing into 158 pixel rows. Examination of the data indicate that the maximum value we are looking for is 2350 while the minimum, since we are plotting from zero, is 0 or an absolute height of 2350 units. Dividing that number by 158, the result is 14.8734 Dow Jones units per pixel row. To provide a little breathing room, let's set a value of 15.0 DJ units per pixel row. (Note -- we could have programmed the computer to do all of this for us. You may wish to try it.) With this logic behind us, let's plow into the program itself.

```

-> 10 HGR: REM PGR9 on medium
-> 20 HCOLOR = 7
-> 30 data 1020, 1050, 1220, 1250, 1500, 1920, 2350
-> 40 dim a(7,2)
-> 50 for i = 1 to 7: READ a(i,2): next: REM put DJ highs
into array
-> 60 for i = 1 to 7 : a(i,1) = i + 80: next: REM put years
into array
-> 90 c=0: REM set column counter to zero
-> 100 for i = 1 to 7: REM each of the seven years
-> 110 y = a(i,2)/15.0: y = (-y)+158: REM determine
height and adjust
-> 120 for j = 1 to 33: REM fill in 33 columns
-> 130 hplot c,158 to c,y
-> 140 c = c + 1
-> 150 next j
-> 160 next i
-> 165 home
-> 170 vtab 21:htab 1
-> 180 ? " 81 82 83 84 85 86 87"
-> 190 end
    
```

So far, we have explored the ability of ADAM to handle curves, bargraphs and figures that we can construct through H PLOT commands. There is another capability associated with the HGR/HGR2 graphics format. This is known as SHAPES and is taken almost complete from Apple. The commands associated with this capability are:

SCALE
ROT (short for Rotate)
DRAW __ AT __, __
XDRAW __ AT __, __

ADAM has the capability of storing up to 256 pre-determined "shapes" in memory. Any of these "shapes", after they have been defined, may be drawn anyplace on the high resolution screen. Further, you may determine the color, the size, and the angular rotation of the shape. You may also "erase" these shape by using the XDRAW command, although the success of the operation will depend on the color scheme you are currently using. Certainly, if you are working white on a black background, it will be erased, but in other cases it may only change color.

When SmartBasic is booted into the computer, one shape is defined. Fortunately, we can use this shape to demonstrate the commands. In some cases, you may even be able to use it in your graphics work. I did in a Hurricane Tracking

program that I wrote so keep in mind it is always there. We will get into making SHAPES in the next chapter.

To utilize SHAPES, you must be in high resolution graphics and you must define an hcolor. The color values are the same as for other HGR uses.

What does SCALE do? Once again, it must be defined and it is an integer ranging from 1 on up depending on the nature of the SHAPE. SCALE = 1 will display the SHAPE in its normal size as defined. SCALE = 2 will make it twice as big etc. If your SHAPE is a straight line 20 pixels long, a SCALE = 8 will make it too big to display on the screen in the vertical position as there are only 158 pixels in HGR. (You could display it, though, when in HGR2.)

ROT = X will rotate the SHAPE. X may be any value from 0 to 63. As the value increases from 0, the SHAPE will rotate 5.625 degrees to the right for each unit of increase. ROT = 16 will have the SHAPE pointing to the right, 32 will point it down and 48 will point it left.

The command DRAW <Shape Number> AT x, y will cause the Shape to appear with the start point on the x,y coordinate. The prestored SHAPE is a square that starts at the center and has a line perpendicular to the bottom side.

With this background, let's play in the immediate mode for a while. Enter:

```

-> hgr <cr>
-> hcolor = 7 <cr>
-> Scale = 2 <cr>
-> ROT = 0 <cr>
-> DRAW 1 at 128,80 <cr>
    
```

The little square should be in the middle of the graphics screen. Now enter:

```

-> XDRAW 1 at 128,80 <cr>
    
```

The square should go away.


Try various values for hcolor, scale, and rotation and see what happens.

XDRAW, as you have seen, will not always erase the SHAPE. The XDRAW color depends on what the value of hcolor is and they are shown in a table on page B-28 of the instruction manual. If the XDRAW command does not give you the desired results, change hcolor to equal the screen background color and then use the DRAW command.

You can create some interesting screen effects through the use of DRAW 1, ROT and SCALE in a program running through a series of values. Why don't you fool around for a while writing some programs and seeing what happens? As a starter, try this one:

```


-> 10 hgr
-> 20 hcolor = 7
-> 30 ROT = 0
-> 40 for i = 1 to 10
-> 50 SCALE = i
-> 60 DRAW 1 at 128,80
-> 70 next
-> 80 end
    
```



SmartLOGO WORKSHOP

LEARNING WITH LOGO: PART 2

BY RICKI GERLACH



Features that contribute to LOGO's simplicity are summarized as:

1. LOGO IS INTERPRETED AND INTERACTIVE. This means that LOGO will try to carry out your commands right away, one line at a time. An interpreted language makes it extremely easy to explore new programming ideas. An interactive language is the major characteristic that makes *BASIC* easy to use. A non-interactive language like *FORTRAN* or *PASCAL* must be 'compiled'.

2. LOGO IS MODULAR. Most modern languages today (except BASIC) share this property. This characteristic of LOGO allows programming projects to be broken up into several smaller, simpler parts. Each part, or 'program', is called a 'PROCEDURE'.

3. LOGO IS EXTENSIBLE. LOGO has certain built-in key words like PRINT and FORWARD. These key words are called 'PRIMITIVES', words that the computer already knows. However, you can create new procedures which are used just like the primitives. An extensible language uses the same 'syntax' for both primitives and programmed procedures.

4. LOGO USES NON-TYPED VARIABLES. Most languages have several 'types' of variables: numbers, strings, arrays, integers, real, etc. LOGO uses words (which include numbers) and lists of words. The same variable in LOGO can be an integer in one part of the program and a character later on.

5. LOGO USES AUTOMATIC DYNAMIC MEMORY ALLOCATION. This means you don't have to worry about or declare the size of lists or words before (or while) you use them.

6. LOGO HAS DYNAMIC SCOPING. Roughly speaking, this means that LOGO will use local variables first, if defined. Otherwise, it will look for global definitions.

7. LOGO USES HELPFUL ERROR MESSAGES. LOGO error messages explain what caused the error and where the error occurs. Debugging programs becomes easy to do.

8. LOGO HAS TURTLE GRAPHICS. Turtle graphics provide a marvelous way to begin learning a new language. The visual feedback is highly motivating and not only teaches the language's vocabulary and structure, but also builds a foundation for the ideas of structured programming.

A list is enclosed by brackets []. You can list instructions for ADAM to follow, as we did in Part 1. Another short procedure is:

```

TO STAR
  REPEAT 5 [ FD 75 RT 144 ]
END
```

When entering a procedure, you enter the line: TO (Name of

Procedure) and a second line will appear, with the same words. You must move the cursor down to the second line and hit return so that it will become part of the procedure. Remember to push SmartKEY VI after you type END. Try this one:

```

TO SNOWFLAKE
  REPEAT 10 [ FD 50 BK 50 RT 36 ]
END
```

Several commands that we need to know are: HOME, CLEARSCREEN or CS, PENUP or PU, PENDOWN or PD, CLEARTEXT or CT and CLEARGRAPHICS or CG.

HOME sends the current turtle to the center of the screen with a heading of 0 (facing north, or the top of the screen). CS clears the screen of text and graphics and sends the current turtle home. PU raises the turtle's pen, so that it will not draw on the screen. PD puts the pen down, so that it will draw a line as the turtle moves across the screen. CT removes only text from the screen, leaving the graphics intact. CG removes graphics only, leaving any text on the screen.

The SmartLOGO program listed below is from the NIAD Public Domain volume LNDV-3. This utility program will allow one to use a plotter with ADAM's SmartLOGO to printout graphic screens that are generated in LOGO (and boy can SmartLOGO create some very impressive graphic screens!). This program should also function well with a standard dot matrix printer hooked up to the ADAM via a parallel interface. To use, type in and enter 'PRDRIVE'.

```

TO .INSTALL :BASEADR :BYTELIST
  IF EMPTY :BYTELIST [STOP]
  .DEPOSIT :BASEADR DEC FIRST :BYTELIST
  .INSTALL SUM :BASEADR 1 BF :BYTELIST
END

TO DEC :H
  IF EMPTY :H [OP 0]
  IF EMPTY BL :H [OP SUM ASCII :H IF NUMBERP :H [-48]
    [-55]]
  OP 16 * ( DEC BL :H ) + DEC LAST :H
END

TO PRDRIVE
  MAKE *STARTADR 204 - 10
  .INSTALL :STARTADR [F5 DB 40 E6 1 28 FA F1 D3 40 C9]
  .DEPOSIT 10935 194
  .DEPOSIT 10936 0
  .DEPOSIT 10940 194
  .DEPOSIT 10941 0
  .DEPOSIT 10964 194
  .DEPOSIT 10965 0
  .DEPOSIT 3373 183
  .DEPOSIT 3374 0
  .DEPOSIT 3375 0
  RECYCLE
END
```

USED / SWAP CORNER

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 with other members.

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* 2 Complete ADAM Systems for sale, one with two data drives, PIA2 Parallel Interface for DMP, two 5 1/4 disk drives, ADAM-Link 300 Baud Modem, 64K Memory Expander, software on disk or ddp. 2nd ADAM, one data drive, one 5 1/4 disk drive and PS-1 Power Supply. All books and software for both. Contact: Robert Davis, 108 Parker St., Gardner, MA 01440, Home & Bus. # (508) 632-8657.

* Complete ADAM with 5 1/4 disk drive, 64K Memory Expander, Tractor Feed, 2nd Data Drive, Commodore Color Monitor #1702 plus software. Contact: George Buckley, 4332 W. 176th Pl., Country Club Hills, IL 60477, (312) 799-2515.

* OBS 3 1/2 720K Disk Drive for sale. Hardly ever used \$200, 256K Memory Expander/PIA-2 and cable \$100. Contact: Carl Andrews Jr., 2620 Lincoln Ln., Indianapolis, IN 46208, (317) 257-8749.

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REVIEWS



FRED'S CONSTRUCTION SET

Reviewed by Jim Notini

Fred's Construction Set is a program that supposedly makes placing instructions in programs a whole lot simpler. As advertised, the animated character on the screen, Fred, talks to the user by way of word and graphic pointing. With this program you may also change entire background colors (WOW, like this can't be done already!). Fred's Construction Set is said to be a great program to use in making advertisements and a new way to put instructions into your programs just to name a few so called uses along with a built-in lie detector.

I usually try to give a program the benefit of the doubt so as not to discourage any further development of software by companies which are just getting started, but in this case I cannot. First of all, there are no instructions on how to use the program at all. In searching the directory block with File Manager V2.0, I came across a file entry that I think is the DOC file, but when I read in the block it was totally empty. Luckily for me, I am experienced with SmartBASIC so I was able to figure out how to use this program, but it was a waste of time. **This program would be lucky to make it into the public domain and in no way should be sold commercially for \$19.95.**

This type of package really appalls me especially when I think of those who have purchased it already. What is the consumer to think when he/she shells out \$20 for a piece of garbage (or should I say for a disk or ddp to erase and reuse). There have been to many programs such as this one which have been released onto the market and in the end they only hurt the sales on quality software products because people become gun shy. Can I blame them? NO! That is why we, here at N.I.A.D., recommend that you wait to see a review of a certain product in one of the many fabulous newsletters that are published and if you see a new program out and especially if it has some type of wonderful add saying how great it is, check with us or another AUG first to see if anyone their nows anything about the product. Don't be afraid to ask, that is what we are here for.

As I'm sure many of you have noticed, we don't carry every single product that is available for the ADAM and that's because most of those products are not worthy to be sold commercially. Another reason may be that there is another program available which performs the same type of tasks, but performs much better. The last being that we may not know about a product, therefor we need you the user to let us know about it so that we can find out about it and pass on the information to not only yourself, but to other non-suspecting ADAM owners out there. Look at SpeedyWrite V1, that program was being advertised in the M.W. Ruth Co. catalog for months before everyone realized what a tremendous program it is!

BUYER BEWARE: F

BIBLE JEOPARDY

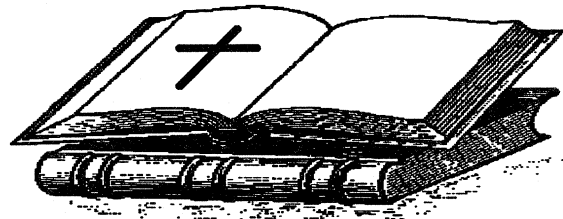
Reviewed by Preston Harris

Royal Ambassador Software obviously is planning to revitalize it's market in Adam software with it's new game, Bible Jeopardy! The game isn't an innovative piece of software, but a creative use for Jeopardy. Basically what Royal Ambassador has done is create a Bible question pack for Jeopardy, and made it self booting by patching the Bible questions onto the Jeopardy media.

The game is a full functioning adaptation of the public domain version of Jeopardy, including Gamesave, Champion Screens, and the original selection of players. Up to three people can compete against one another or one could opt to take his/her chances against the computer opponents. The graphics, of course, are of the most excellent quality. Screen views include a view of the contestants, the game screen, and champion screen.

Topics range from **Bible men to Bible waters**, to anything else you could possible think of about the Bible. *Bible Jeopardy has great potential for an aid in learning the Bible.* Just think of Bible Jeopardy as Sunday School at home. The game is challenging and very pleasing. The choices are neither too easy or hard, they range in difficulty. This game is recommended for children and adults of almost any age.

While some questions may be asked about this program, such as why does Royal Ambassador include a message that the program is Public Domain in it's title screen (questions are copyrighted). These questions will be put to rest as your entranced by the wealth of Bible topics and questions. This game is strongly recommended for anyone looking for a fun and an easy but informative way to study the Bible.



I personally feel this is one of the most interesting games produced for the ADAM. I also feel this type of program is necessary for the ADAM market, there is a need for diversity in a computer software market. While this program is a game, it is also an educational tool. I would encourage all in the ADAM world to contribute software that they find interesting to the growing library of ADAM software applications.

RATING: A

THE VASE OF TURR

Reviewed by Jim Notini

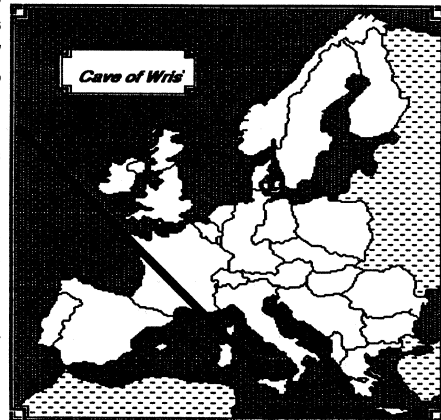
The Vase of Turr is *Walters Software Co.*'s first entertainment/adventure package released for the ADAM. The Walters have gained the reputation as a utility/home application software producer over the past years, but with the release of The Vase of Turr, they have begun to spread their wings a little further into a firm that can also supply ADAMites with entertainment software (and boy am I glad). The Vase of Turr is a nonviolent adventure game, but challenging, even for the experienced player. The Vase of Turr was written entirely in Z80 machine code, uses a graphic SmartKEY interface, double high scrolling text message line, sprites, background music and sounds. *The program can also be loaded and run from the ramdisk if the purchaser has a 128K or larger memory expander* and also includes a SAVE and LOAD game feature so that each time that you play, you can start where you last left off as long as the position in the game was saved before quitting, therefor saving considerable time in that one will not have to journey through areas that have been overcome previously to get to the point where they last left off.

As the plot of The Vase of Turr goes: Two months ago, you received a letter from an attorney in the mail. This letter informed you that you have inherited your grandfather's mansion. Upon searching the mansion, you find among all the contents of the mansion, part of an ancient talisman with strange symbols on it. After weeks of research, you discover that the symbols describe the location of the Caves of Wris, which contain the Vase of Turr. However, the portion of the talisman that has been broken away must have given further will have to figure out yourself. The next morning you go to see a reputable archaeologist to inquire about the Vase of Turr. He gets out an old book, leafs through it, and tells you that this vase may not exist, but it is said to be made of solid gold and covered with precious stones. Sometime during the night someone steals your talisman. Now you must hurry to find the Vase of Turr and find it's secrets before someone else does. The next morning you board the first plane to China. If you have deciphered the symbols on the talisman correctly, the cave opening is behind the waterfall. This is where the adventure begins!

Upon boot of The Vase of Turr, the adventurer is treated to a graphic boot screen as the first part of the program loads into memory, after which a picture of the broken talisman is displayed and the game's plot, which is listed above, scrolls across the screen from right to left. Once the story is finished scrolling across the screen, a picture of the waterfall where you begin your journey is displayed. A very handy option that is included with The Vase of Turr is the ability to copy the game's entire graphics to a 128K or larger memory expander, which will speed up the operation of the game tremendously (although the disk and also data pack versions do run surprisingly fast since a couple rooms are loaded into memory at once). Once all parts of the game are loaded, the main board is displayed which is broken up into four different sections. In the upper left hand window of the screen is displayed the current room that you are in, to the right is another window which contains a list of all the items that are

currently in your possession. Underneath these two windows is a double-high scrolling text area which will keep the adventurer informed of the on-goings of the adventure. At the bottom of the screen is a display of 6 SmartKEYS which represent different commands or actions that can be taken throughout the course of the journey. There is also a choice from the first SmartKEY menu to switch to a second menu of SmartKEY options which give the adventurer further macro commands to use throughout the journey. To move about in the cave, the arrow keys are used (if you have ever played 2010: The Text Adventure, you will be familiar with the user interface), with each keypress of an arrow key moving you in the corresponding direction.

The goal of The Vase of Turr, as you know already is to find the vase, but also to find the vase in as few moves as possible. Unlike most games which add to your point total as you make right choices or find valuable items, The Vase of Turr deducts



one point for each move that is made (9999 is the starting point total) and therefore the actual goal of the game is to find the vase in as few moves as possible. The catch here is that the adventurer will have to map out every room and obstacle that is encountered during the journey. Also, certain tasks will need to be performed in order to get by different obstacles such as a crack in the floor, a spider, bat and snake. So the adventurer will waste many moves before finally coming across the correct action to take to overcome the obstacle. Another problem that will come into play is what objects to carry due to the fact that you can't carry all the items that will be found in certain rooms. The size of these items also plays a factor in how much can be carried at any given point. For instance, if you are carrying a crate, due to it's size and weight, you will only be able to carry a couple other smaller items. This is where careful planning is needed so as not to waste a bunch of moves going back and forth to get items that are needed to overcome the many obstacles in the caves. Some of the SmartKEY macro commands that are available throughout the game include 'USE' for putting to use an object which you are carrying at the time, 'DROP' allows for dropping an object which is not needed at the time, 'TAKE' allows for taking objects into your possession as long as there is room to carry it, 'COMPASS' which will display in the message area which direction the adventurer is facing at the time as long as the compass is still in his/her possession, 'LIGHT ON/OFF' used at all times to see in the rooms and objects which may be contained in a room (don't lose this one!), 'FILL/EMPTY', 'SWITCH BATTERIES' and 'LEVER UP/DOWN'. Once again, each time you press one of these SmartKEYS, a point is deducted from the total, so choices will have to be very well thought out to avoid wasting

moves.

This is truly one of the most well thought out and conceived adventure games to come along in a while! The screen displays, while not lavish in design or color, are very sharp, clear and make moving around in the caves immensely easier. The scrolling double high message bar is a unique way to keep the adventurer informed as to what is happening after each move and the SmartKEY displays of the available commands make the game very easy for even the novice gamer to jump right into this adventure, due to the fact that there is no need to discover hundreds of commands which will be needed during the course of the journey, all commands are a keypress away. Throw in the fact that The Vase of Turr is written entirely in fast Z80 code for superfast program execution to round this well conceived package out and you have a definite must have program. I can't say enough about the professionalism that The Vase of Turr exudes. It is easily one of the most complex packages ever developed on the ADAM and definitely the toughest of the adventure type genre of games that have become so popular on the ADAM in the past couple years. I have spent countless hours trying to solve the many puzzles which are prevalent in the caves with little or no luck at all, but due to the game's overall appeal, I keep coming back for more. Each time becoming more and more frustrated and equally determined to make it through the many challenges that lay before me. **Now that is value.** Let me give you a little example of the detail which was put into the development. When entering a room with an object in it, you will see one view of the object, come into the same room from a different direction and the same object will have an entirely new look due to the new perspective! A hint to the wise, make a map detailing where each object that you run across is located as well as all doorways. There are a total of **257 rooms** to journey through and without a map, playing this adventure will be like running in place. You'll get no where fast! This adventure game should be on everyone's wish list for Christmas!

HIGHLY RECOMMENDED: A+

LABEL MAKER DELUXE

Reviewed by Jim Notini

Label Maker Deluxe is TCR Software's second software release for the ADAM, there first being the great enhancement of the public domain French SuperBASIC, called SuperBASIC PLUS. Label Maker Deluxe is a simple, but very powerful labeler program that can also function as a database program by offering to the user the capability of creating their own categories which can therefore be sorted by entering a sort criterion. Label Maker Deluxe (LMD) allows for the creation of a 90 record database with each record capable of holding 10 different categories (which are user defined) of information. Other features that are provided in LMD are: full edit features of any record and category, ability to change a categories' name, full sorting ability of all categories with user defined search criterion, storage of database for later recall and use, dot matrix printer support as well as an IBM compatible print driver. LMD also includes a separate LABEL MODULE for the printing of labels after a

database has been created with the above mentioned FILER MODULE.

Upon bootup, the user is presented with the FILER MODULE main menu. Here, the user should first use the CREATE/CHANGE CATEGORY option. This option will let the user create upto 10 different category headings that will contain data such as first name, last name, address, city, etc. Once the categories are set, you can start to enter in the data with the ADD option. When this option is chosen, all the category headings are listed in order along with the current record number and the program prompts the user to enter in the data for each specific category. If need be, the user may also edit any of the records that are in memory at the time with the EDIT option from the main menu. Once chosen, the user is prompted to enter in the record # to edit and then the record is displayed along with the categories numbered 1-10 (or however many categories that were defined from 1 to 10). Simple choose the category number to edit and re-type the data. The entire database may also be viewed or printed at any time to the ADAM Printer or a dot matrix and a very complex sort routine is also included. Some of the really nice features included that I ran across is the display of the current filename that has been loaded, a counter showing the number of free (or unused) records, the next record number that will be used, the amount of free RAM that remains to hold your database and the prompt displays. Any text that is displayed on the screen that doesn't require user feedback is displayed in green letters, while prompts for a user reply are displayed in red letters. The last option from the FILER MODULE main menu is to PRINT LABELS, which loads the LABEL MODULE.

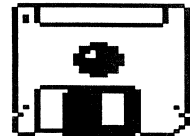
The LABEL MODULE allows for the user to load a database that was created with the FILER MODULE and print out labels. The nice option included in this module is that the user can define which categories of a record are to be printed and also the user has total control over which line each category is printed on (ie: one can print out the first name, last name, address, city, state, zip all on one line or break each category up into different lines). The user may also sort each record by any category that is desired or if they wish, may just view on screen the current database. One option that is included with the LABEL MODULE that I have never seen on any other labeler program is the ability to print out up to 3 labels across for those who like to use the 8 1/2 x 11 sheets of labels that have 3 blank labels going across the page.

Overall, *Label Maker Deluxe is another fine addition to anyone's software library.* It doesn't allow for any graphic print outs along with the text as The Label Works does, nor does it allow for the changing of print styles, but it is a very comprehensive program that includes powerful database features and a wide assortment of options for the printing of labels. Overall, I would have to recommend LMD for those people who only have the ADAM printer, but for those with dot matrix printers, I would have to say that both label programs are a worthwhile addition since Label Maker Deluxe offers features not found in The Label Works and vice versa.

RECOMMENDED: A+



S.M. VIDEO



This software is FREE!! You pay the copy cost. Most the software programs in S.M. VIDEO's library were never released and others are some that were but are no longer available from ADAM suppliers. This software well be taken out of are library if original's become available. **TO THE BEST OF MY KNOWLEDGE ALL OUR SOFTWARE IN THE PUBLIC DOMAIN IS THE BEST AVAILABLE BUG FREE VERSIONS.** IF YOU HAVE ANY UNRELEASED SOFTWARE OR A BETTER VERSION THEN THE ONE'S LISTED BELOW, S.M. VIDEO WILL PAY YOU \$35.00 FOR EACH ONE. WE ARE LOOKING FOR COLECO's GRAPHIC'S DESIGNER INSTRUCTIONS, TIC-TAC-DOUGH, PRICE IS RIGHT, PASSWORD, JOKER'S WILD, WHEEL OF FORTUNE, \$25,000 PYRAMID, TUNNELS AND TROLLS OR ANY OTHER UNRELEASED HARDWARE, SOFTWARE, MANUALS, ETC.

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● **ADDRESSOR CARD \$19.95**

If you don't have a parallel printer interface, this board will be required for the use of the MEGARAM MEMORY Expander.

● **64K MEMORY EXPANDER**

● **(WITHOUT 2 MEMORY CHIPS)\$19.95**

● **(WITH MEMORY CHIPS)\$44.95**

Provides an additional 64K. of memory for specified programs. Card that is easily installed in the memory console. If purchased without memory chips, all other components are supplied, including sockets for 2 4464 memory chips.

● **PARALLEL PRINTER INTERFACE.. \$39.95**

Interface card that provides ability to print text / graphics on any standard dot matrix printer. Installs in the memory console - requires parallel printer cable below.

● **PARALLEL PRINTER CABLE \$15.95**

Attaches to printer interface card and any printer.

● **SHIELDED PARALLEL CABLE \$19.95**

Cuts down on interference caused by electrical devices between Parallel Interface and Dot Matrix printer. Ground wire can be attached to data drive ground screw.

● **MEGACOPY TAPE MAKER.....\$59.95**

Hardware device with software to create ADAM compatible cassette tapes using the ADAM itself and two tape drives.

● **MONITOR CABLE\$9.95**

Allows attaching of a composite monitor to the ADAM memory console, providing both audio and video.

NOTE: Not available for the ADAM Expansion unit that attaches to the Colecovision game unit.

● **DISK DRIVE POWER SUPPLY \$19.95**

New, more reliable power supply for any ADAM disk drive.

● **POWER SUPPLY COVER W/LIGHT \$14.95**

Protect your system power supply (below) from dust, dirt and accidents with this cover. Includes power light hookup.

● **ADAM PRINTER POWER SUPPLY. \$24.95**

"Bare" Power supply from the ADAM printer. Great to have if you own a dot matrix printer so you can unhook the ADAM Printer !!

● **ADAM POWER SUPPLY & COVER \$35.95**

Standalone power supply that can be used in place of ADAM printer power supply. Metal cover with power on light included. ASSEMBLY REQUIRED.

● **COMPUSERVE STARTER KIT \$29.95**

Includes ID, password, CIS information guide and reference book and \$25 credit towards usage of online time.

● **MAG'VX 8702 COLOR MONITOR... \$219.95**

Composite color monitor provides superior picture compared to television. Use ADAM monitor cable above to obtain both audio/ video.

● **MAG'VX 8762 COLOR MONITOR... \$299.95**

Same as above but provides higher resolution and RGB input for compatibility with IBM PC and other RGB color computers. 80 column display in RGB mode.

● **SURGE PROTECTORS**

⇒ **3 OUTLET\$14.95**

⇒ **6 OUTLET STRIP\$16.95**

● **POWER CENTER /5 OUTLET \$99.95**

Monitor stand with 5 integrated outlets and switches, including master switch. Full surge and noise protection.

● **NEW ADAM KEYBOARD..... \$19.95**

● **NEW TAN HAND CONTROLLER \$5.00**

● **ADAMNET CABLE \$2.95**

Flat, 7 foot cables for either keyboard or disk drive.

● **NIAD PRODUCT REVIEW BOOK \$19.95**

Contains detail reviews of over 100 ADAM products. Save money by knowing products before you buy.

● **PUBLIC DOMAIN REVIEW BOOK.. \$5.00**

Manual contains descriptions of all the programs in SmartBASIC, Basic Utilities and SmartLOGO P.D. libraries. Use to determine which volumes of PD to buy.

● **SUPERGAME CONVERSION \$4.00**

We will convert your supergames to disk version for faster game play. Send in the title card from your supergame: Buck Rodgers, Super Donkey Kong, Super Donkey Kong Jr. Dragon's Lair, Super Zaxxon, Recipe Filer, 2010: Text Adv, Recipe Filer, Richard Scarry's Best Electronic Workbook Ever (320Kdisk) and The Best of B.C.

● **SMARTFILER FIX..... \$4.00**

Send in your SMARTFILER ddp/disk and we will upgrade it to the latest 27D version which fixes all known bugs.

DOT MATRIX PRINTERS

- **PANASONIC 1180i** **\$209.95**
(with ADAM printer interface & cable) **\$249.95**
9 by 9 dot matrix printer with 4K buffer and parallel interface.
Draft speed 192 CPS; Near Letter Quality speed 38 CPS
Two year limited warranty. Bottom / rear tractor feed inc.

- **PANASONIC 1191i** **\$269.95**
(with ADAM printer interface & cable) **\$309.95**
Same as 1180i above but draft speed is 240 CPS and NLQ speed is 48 CPS.

- **RIBBONS**
- Genuine Panasonic brand for 1080/1091 ... **\$9.95**
- Generic Panasonic brand for 1080/1091 **\$5.95**
- Genuine Panasonic brand for 1180/1191 ... **\$14.95**
- Okimate 20 Color ribbon..... **\$5.95**
- Okimate 20 Black ribbon..... **\$4.95**
- Adam Replacement ribbon..... **\$4.95**

TRAINING MAUALS / BOOKS

- Basic Basic Programs for ADAM **\$8.25**
- The Coleco ADAM Entertainer..... **\$12.95**
- Hacker's Guide to ADAM Vol 1 **\$11.95**
- Hacker's Guide to ADAM Vol 2 **\$11.95**
- Hacker's Guide Vol. 1&2 DDP or DISK **\$5.00**
- Using & Programming ADAM **\$7.95**

MISCELLANEOUS SUPPLIES

- 3 PIECE DUST COVERS COMPLETE ADAM **\$18.95**
 - DISK DRIVE DUST COVER **\$8.95**
 - 3 PIECE DUST COVER-EXPANSION ADAM **\$23.95**
 - PRINT WHEELS..... **\$6.55**
- SPECIFY FONT STYLE for the ADAM PRINTER GOTHIC 12, SCRIPT 12, ELITE 12, EMPHASIS/ORATOR, COURIER 10, OR PICA 10
- TAPE DRIVE HEAD CLEANING KIT **\$.50**
 - 5 1/4 DISK DRIVE HEAD CLEANING KIT **\$7.99**
 - 3 1/2 DISK DRIVE HEAD CLEANING KIT **\$7.99**
 - 500 9 1/2 X 11 20# MICROPERF PAPER **\$9.95**
 - 1000 9 1/2 X 11 20# MICROPERF PAPER... **\$16.95**
 - 250 9 1/2 X 11 OKI 20 THERMAL PAPER ... **\$9.95**
 - 1000 3 1/2 X 15/16 PIN FEED LABELS..... **\$6.95**
 - 5000 3 1/2 X 15/16 PIN FEED LABELS..... **\$28.95**
 - 5 1/4 DISK STORAGE CASE (holds 70)..... **\$9.95**
 - 3 1/2 DISK STORAGE CASE (holds 50) **\$9.95**

DISKS / DIGITAL DATA PACKS

- NIAD ECONOMY DDP **\$2.00**
- 10 NIAD ECONOMY DDP's **\$19.00**
- BOX OF 11 FUGI DS/DD 5 1/4 DISKS **\$9.95**
- BOX OF 10 LORAINE DS/DD 5 1/4 DISKS .. **\$9.95**
- 50 5 1/4 DS/DD BULK DISKS..... **\$19.95**
- 25 5 1/4 DS/DD BULK DISKS..... **\$14.95**
- 25 3 1/2 DS/DD BULK DISKS..... **\$19.95**
- BOX OF 10 PREMIUM 3 1/2 DISKS **\$16.95**
- RIGHT DIR. DDP for Supergame copy..... **\$1.50**
- 10 RIGHT DIR. DDP's **\$10.00**

* SEGA GAME SYSTEM *

- **MASTER GAME SYSTEM** **\$109.95**
- 2 HAND CONTROLLERS
- LIGHT PHASER GUN
- 2 GAMES - HANG ON / SAFARI HUNT

- **BASE GAME SYSTEM** **\$79.95**
- 2 HAND CONTROLLERS
- 2 GAMES - HANG ON / ASTRO WARRIOR

- **3D GLASSES**..... **\$39.95**
- TRUE 3D PROVIDED VIA HIGH TECHNOLOGY LCD SHUTTER SYSTEM

- **SEGA LIGHT PHASER** **\$29.95**

- **SEGA CARD SOFTWARE** **\$22.95**
- TEDDY BOY

- **SEGA MEGA CARTRIDGES**..... **\$28.95**
- GREAT VOLLEYBALL
- FANTASY ZONE
- WORLD GRAND PRIX
- KUNG FU KID
- FANTASY ZONE: THE MAZE
- ASTRO WARRIOR
- MARKSMAN / TRAP SHOOTING
- PARLOUR GAMES

- **3D GAMES** **\$39.95**
- MAZE HUNTER 3-D
- ZAXXON 3D (2D MODE AVAILABLE)
- BLADE EAGLE 3D

- **NEW GAMES**
- MIRACLE WARRIORS..... **\$46.95**
- SHINOBI **\$41.95**
- RAMBO III..... **\$41.95**
- PENQUIN LAND **\$41.95**
- DOUBLE DRAGON **\$41.95**
- KING'S QUEST..... **\$37.95**
- ALEX KIDD: LOST STARS..... **\$34.95**
- WHERE IN THE WORLD IS CARMEN..... **\$39.95**
- RAMPAGE..... **\$42.95**
- CALIFORNIA GAMES..... **\$41.95**
- GOLVELLIUS **\$41.95**
- ALF **\$34.95**
- REGGIE JACKSON BASEBALL..... **\$42.95**
- VIGILANTE **\$42.95**
- TIME SOLDIERS..... **\$42.95**
- R-TYPE..... **\$46.95**
- ALEX KIDD: HIGH TECH WORLD **\$34.95**
- AFTERBURNER..... **\$46.95**
- ALTERED BEAST **\$42.95**
- REGGIE JACKSON BASEBALL..... **\$42.95**
- WANTED **\$34.95**
- WALTER PAYTON FOOTBALL **\$42.95**
- CAPTAIN SILVER..... **\$34.95**
- CASINO GAMES **\$39.95**
- LORD OF THE SWORD..... **\$39.95**

ADAM SOFTWARE --- SPECIFY DATA PACK OR DISK

VIDEOTUNES		\$21.95
FANTASY GAMER		\$14.95
BASIC BONANZA		\$14.95
SOFTPACK I		\$18.95
LVAC ARCHIVES I		\$9.95
REEDY SOFTWARE LIBRARY		\$15.95
BUSINESS PACK		\$18.95
QUICKOPY V3.0		\$15.95
ELECTRONIC GAME PACK I		\$17.95
ELECTRONIC GAME PACK II		\$17.95
NUMBER BUMPER		\$15.95
REEDY ENTERTAINMENT PACK		\$13.95
JEOPARDY QUESTION PACK		\$14.95
FAMILY FEUD QUESTION PACK		\$14.95
TRIVIA PACK I		\$12.95
KID'S TRIVIA PACK I		\$12.95
PRO FOOTBALL		\$18.95
BACKUP 3.0 (COPY ONLY)	(DISK)	\$16.95
SMARTGAMES PACK		\$9.95
ROYAL AMBASSADOR EDUC. PACK		\$9.95
ADDRESS BOOK / CALENDAR		\$9.95
JEOPARDY QUESTION MAKER		\$24.95
FAMILY FEUD QUESTION MAKER		\$24.95
EASY COME, EASY GO		\$19.95
WIZARD'S PINBALL ARCADE		\$19.95
ADAMTALK V1.1 (EVE SS-CC REQUIRED)		\$19.95
THE SOLAR SYSTEM	(DDP)	\$9.95
AMERICA AT WAR	(DDP)	\$9.95
WORLD GEOGRAPHY	(DDP)	\$9.95
HOME FILES MANAGER	(DDP)	\$9.95
PERSONAL CHECKBOOK	(DDP)	\$9.95
BASIC SYSTEM MANAGER/FASTRUN		\$18.95
LAB MOUSE		\$12.95
STATES & CAPITALS	(DDP)	\$9.95
WORLD CAPITALS	(DDP)	\$9.95
GREAT INVENTIONS GAME	(DDP)	\$9.95
BASICAIDE		\$9.95
SMARTTYPE V2.0		\$17.95
NIAD GOLD: GAMES I		\$9.95
NIAD GOLD: TEXT ADVENTURES I		\$9.95
NIAD GOLD: HOME & BUSINESS		\$9.95
NIAD GOLD: SCIENCE & EDUCATION		\$9.95
STAGE FRIGHT		\$13.95
ADAMCALC Dot Matrix PATCH		\$9.95
ADAMLINK Dot Matrix PATCH		\$9.95
BEYOND TREK (64K required)		\$15.95
AUTOWRITER		\$14.95
FILE MANAGER V2.0		\$17.95
CHESS CHAMPION (64K required)		\$15.95
SPEEDYWRITE V2.0		\$39.95
PRO GOLF CHAMP		\$14.95
MR. T SEARCH		\$12.95
MR. T SEARCH: GAME PAK I		\$9.95
TRIVIA WORD SEARCH (requires Mr. T Search)		\$7.95
SMARTDSK I (64K required) (for SmartWRITER)		\$18.95
SMARTDSK II (64K required)		\$16.95
(for BASIC 1.0/2.0, ADAMCALC, FLASHCARD MAKER)		
SMARTDSK III (64K required for ramdisk only)		\$24.95
(for BASIC 1.0/2.0 with Media Aid Utilities)		
PHRASE CRAZE		\$17.95
PHRASE PAK I		\$9.95
PHRASE PAK II		\$9.95
PHRASE PAK CONSTRUCTION SET		\$9.95

PrBOOT		\$17.95
SPELLINGAIDE		\$26.95
MISSPELLER		\$18.95
AUTOBACKUP (64K required)		\$17.95
MIND OVER ADAM		\$11.95
SMARTTERM V1.2		\$15.95
LAS VEGAS CRAPS		\$16.95
COPYCART+ 2.0	(DISK)	\$19.95
LINKBUILDER (requires Pro Golf Champ)		\$24.95
AFL FOOTBALL		\$14.95
SUB RAIDERS	(DDP)	\$24.95
THE BASEBALL STATISTICIAN		\$12.95
GHOST ZAPPER (64K required)		\$11.95
TEMPLE OF THE SNOW DRAGON		\$21.95
RAMBOOT (256K required)		\$19.95
SPEEDYWRITE SPELL (64K required)		\$24.95
OPENFILER V3.0		\$19.95
ADAMBOMB (64K required)		\$19.95
FORMATTER II		\$12.95
EASY AS A,B,C & 1,2,3		\$11.95
ADDICTUS		\$17.95
INVOICER (64K required)		\$14.95
DISK DOCTOR		\$9.95
EOS FILE INDEXER		\$9.95
SUPERBASIC PLUS		\$9.95
ADAM CONNECTION (DISK ONLY - MS-DOS)		\$24.95
DINOSAUR DIG (64K required)		\$16.95
ADAMLINK III+		\$24.95
ADAMLINK III+ UPGRADE (\$1.50 S/H FEE)		\$5.00
SCHOOL DAZE		\$16.95
FONTPOWER		\$14.95
G.A.M.E. II		\$12.95
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DIABLO		\$15.95
LORD SIMON'S CASTLE		\$24.95
MAGE QUEST	(NEW)	\$13.95
MAGE QUEST CONSTRUCTION SET	(NEW)	\$13.95
BIBLE JEOPARDY	(NEW)	\$19.95
THE VASE OF TURR	(NEW)	\$29.95
LABEL MAKER DELUXE	(NEW)	\$9.95

COLECO SOFTWARE (DDP UNLESS NOTED)

ADAMCALC		\$15.95
SMARTLOGO		\$21.95
SMARTFILER	(DDP OR DISK)	\$15.95
RECIPE FILER		\$10.95
SMARTLETTERS & FORMS		\$15.95
ELECTRONIC FLASHCARD MAKER		\$10.95
FLASH FACTS: TRIVIA		\$6.95
FLASH FACTS: HISTORY		\$6.95
FLASH FACTS: VOCABULATOR		\$6.95
RICHARD SCARRY'S BEST WORKBOOK		\$20.95
DRAGON'S LAIR		\$19.95
SUPER DONKEY KONG		\$19.95
SUPER ZAXXON		\$9.95
SUPER ACTION CONTROLLERS/S.A. BASEBALL		\$39.95
EXP. MOD. #2 DRIVING MODULE WITH TURBO		\$39.95

ADAM SOFTWARE --- SPECIFY DATA PACK OR DISK

ACTIVISION SOFTWARE:

ALCAZAR	\$17.95
ROCK'N BOLT	\$19.95
BOULDER DASH	\$19.95
RIVER RAID	\$17.95
KEYSTONE KAPERS	\$17.95
PITFALL II	\$17.95
DECATHLON	\$17.95

IMAGIC SOFTWARE:

TOURNAMENT TENNIS	\$19.95
MOONSWEeper	\$15.95

INTERPHASE SOFTWARE:

SEWER SAM	\$17.95
AQUATTACK	\$17.95
BLOCKADE RUNNER	\$15.95
SQUISH'EM SAM	\$15.95

GRAPHIC PRODUCTS - DOT MATRIX PRINTER

GRAPHXPAINTEr	\$19.95
GRAPHIXPIX I	\$14.95
POWERPAINT (64K required)	\$29.95
CLIPPER (64K required)	\$15.95
CLIP-ART VOLUME I	\$12.95
CLIP-ART VOLUME II	\$12.95
PAINTAIDE (64K required)	\$16.95
POWERPRINTS VOLUME I	\$12.95
PRINTWORKS	\$27.95
BORDERSPLUS (for PRINTWORKS)	\$15.95
LABEL WORKS	\$24.95
GROOVY GRAPHICS	\$19.95

SPRITE DEVELOPMENT PACKAGES FOR BASIC:

SPRITEMASTER	\$18.95
SPRITEPOWER (64K required)	\$15.95

ADAM PRINTER USED:

SNAPSHOTS VOLUME I	\$10.95
PAINTMASTER (DDP)	\$22.95

CARTRIDGE SOFTWARE - COLECOVISION / ADAM:

DR. SEUSS' FIX UP THE MIX UP PUZZLER	\$18.95
TELLY TURTLE LOGO / GRAPHICS	\$18.95
BEAMRIDER	\$22.95
CABBAGE PATCH KIDS: PICTURE SHOW	\$18.95
THE HEIST	\$18.95
NOVA BLAST	\$18.95
GORF	\$18.95
CENTIPEDE	\$12.95
DEFENDER	\$12.95
TIME PILOT	\$9.95
BRAIN STRAINERS	\$17.95
COSMIC AVENGER	\$19.95
LEARNING WITH LEEPER	\$12.95
DANCE FANTASY	\$12.95

CP/M 2.2 COMMERCIAL SOFTWARE - INFOCOM

*** REQUIRES ADAM CP/M SOFTWARE - DISK ONLY ***

ZORK I	\$19.95
ZORK II	\$24.95
ZORK III	\$24.95
STARCROSS	\$19.95
DEADLINE	\$19.95
HITCHIKER'S GUIDE TO THE GALAXY	\$19.95
INVISICLUES HINT BOOK: ZORK I	\$9.95

***** NIAD PUBLIC DOMAIN SOFTWARE *****

PLEASE NOTE: Specify VOLUME # and DISK OR DDP
 *** COST PER VOLUME: \$4.00 DISK - \$6.00 DDP***

SmartBASIC # 1 - 35 (35 different) # BNDV 1 - 34
 SmartLOGO # 1 - 4 (4 different) # LNDV 1 - 4
 ADAMCALC # 1 - 3 (3 different) # ANDV 1 - 3
 BASIC UTILITIES # 1 - 2 (2 different) # UNDV 1 - 2
 CP/M 2.2 # 1 - 54 (54 different) # CNDV 1 - 54
 PD SIGNS # 1 - 2 (2 different) for SignSHOP/NewsMAKER
 PINBALL CONSTRUCTION SET / HARD HAT MACK

New bug free version with 2 demo pinball games.

Add \$2.00 for 40 page manual

PINBALL GAMES # 1 - 2 (2 different) for PINBALL CON
 SUPER SUB-ROC - Supergame version of the cartridge
 TROLL'S TALE - Children's adventure game with graphics
 JEOPARDY - Coleco's version of the game show. GREAT!
 ADAM DIAGNOSTIC - Requires 64K Memory Expander
 ADAMLINK II TELECOMMUNICATIONS SOFTWARE
 SmartBASIC V1.0 - Replacement on DDP or DISK
 SmartBASIC V2.0 with DOCUMENTATION file
 NIAD BACK ISSUE INDEX - Requires SmartFILER
 EOS DISK MANAGER - Replacement on DDP or DISK
 SP-1 CUSTOM PRINTER SOFTWARE - Specify printer
 VIDEOTUNES SONGS # 1 - 2 (2 different)
 ONE-MINUTE FORMATTER (DISK ONLY)
 UKAS MINI-REVIEWS - Requires SmartFILER
 A-CHESS (SARGON) - Great graphic chess game
 THE ANIMATOR - Sprite Development Package
 DATA & DISK DRIVE SPEEDCHECK
 CABBAGE PATCH KIDS ADV. IN THE PARK - 128K Ver.
 FALL GUY / VIDEO HUSTLER - Unreleased cartridges
 YOKE'S ON YOU / MATH WIZ - Unreleased cartridges
 FRENCH BASIC - Great modification of SmartBASIC V1.0
 SmartBASIC V2.1 - Great modification of SmartBASIC V2.0
 SmartBASIC V2.0 40 - 40 Column Text
 ADAM UTILITIES - 64K required for some utilities
 AUSTRALIAN SmartBASIC
 STRATEGIC SOFTWARE PRINTER PATCHES
 MULTIWRITE PATCHES
 SUPER FRONT LINE DEMO
 TEMPLE OF APSHAI - Revision 2 (no docs, DISK ONLY)
 ADAM SUPPORT - Requires SmartFILER
 MacADAM - Macro-Assembler with SmartWRITER docs
 daVINCI - Graphic design utility. (DISK ONLY)

MISCELLANEOUS PUBLIC DOMAIN GRAPHICS:

*** For use with PowerPAINT, CLIPPER, SmartBASIC
 RLE PICS VOL. # 1 - 4 (4 different)
 REEDY ART GALLERY VOL. # 1 - 2 (2 different)
 PAINTMATES VOL. # 1 - 11 (11 different)
 PAINTFORMS VOL. # 1 - 3 (3 different)
 N & B PIX VOL. # 1 - 18 (18 different)

NIAD Northern / Illinois ADAM User's Group
 PO Box 1317, Lisle, Il. 60532
 Ph: (708) 961-3529

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 Phone () _____

Name _____
 Address _____
 (Shipping address - If different)

Qty.	Item Name / Number	DDP / Disk	Price Each	TOTAL PRICE

SALES TAX
 → Illinois - 6.75% on all items except including DDP/Disk Software
 → Wisconsin, Indiana, Ohio - 5% on all items
 → Minnesota - 6% on all items
 → Michigan - 4% on all items

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 Tax _____

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100.01	200.00	\$ 8.00	\$ 12.00	\$ 18.00
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NIAD Northern /Illiana ADAM User's Group
 PO Box 1317, Lisle, IL 60532
 Ph: (708) 961-3529

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

" For God so loved the world that he gave his one and only SON, that who- ever 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

NIAD NEWSLETTER FOR →

Member # -----X02905pit4912075 Steve Pitman 3705 Church St Cincinnati, OH 45244 *

ADDRESS CORRECTION REQUESTED

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