

NIAD Northern / Iliana ADAM User's Group

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**MULTI - FUNCTION USER GROUP
MONTHLY NEWSLETTER - PUBLIC DOMAIN LIBRARY
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Issue #84 - January, 1992

Editors: Lyle Marschand & James Notini

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Continuing our study of John chapter 12...

Now among those who went up to worship at the feast were some Greeks. ²¹ So these came to Philip, who was from Bethsaida in Galilee, and said to him, "Sir, we wish to see Jesus." ²² Philip went and told Andrew; Andrew went with Philip and they told Jesus. ²³ And Jesus answered them, "The hour has come for the Son of man to be glorified. ²⁴ **Truly, truly, I say to you, unless a grain of wheat falls into the earth and dies, it remains alone; but if it dies, it bears much fruit.** ²⁵ He who loves his life loses it, and he who hates his life in this world will keep it for eternal life. ²⁶ If any one serves me, he must follow me; and where I am, there shall my servant be also; if any one serves me, the Father will honor him.

²⁷ "Now is my soul troubled. And what shall I say? 'Father, save me from this hour?' No, for this purpose I have come to this hour. ²⁸ Father, glorify thy name." Then a voice came from heaven, "I have glorified it, and I will glorify it again." ²⁹ The crowd standing by hear it and said, "An angel has spoken to him." ³⁰ Jesus answered, "This voice has come for your sake, not for mine. ³¹ Now is the judgment of this world, now shall the ruler of this world be cast out; ³² and I, when I am lifted up from the earth, will draw all men to myself." ³³ He said this to show by what death he was to die. ³⁴ The crowd answered him, "We have heard from the law that the Christ remains for ever. How can you say that the Son of man must be lifted up? Who is the Son of man?" ³⁵ Jesus said to them, "The light is with you for a little longer. Walk while you have the light, lest the darkness overtake you; he who walks in the darkness does not know where he goes. ³⁶ While you have the light, believe in the light, that you may become sons of light."

When Jesus has said this, he departed and hid himself from them. ³⁷ Though he had done so many signs before them, yet they did not believe in him; ³⁸ it was that the work spoken by the prophet Isaiah might be fulfilled:

"Lord, who has believed our report, and to whom has the arm of the Lord been revealed?"

³⁹ Therefore they could not believe. For Isaiah again said,

⁴⁰ "He has blinded their eyes and hardened their heart, lest they should see with their eyes and perceive with their heart, and turn for me to heal them."

⁴¹ Isaiah said this because he saw his glory and spoke of him. ⁴² Nevertheless many even of the authorities believed in him, but for fear of the Pharisees they did not confess it, lest they should be put out of the synagogue: ⁴³ **for they loved the praise of men more than the praise of God.**

⁴⁴ And Jesus cried out and said, "He who believes in me, believes not in me but in him who sent me. ⁴⁵ And he who sees me sees him who sent me. ⁴⁶ I have come as light into the world, that whoever believes in me may not remain in darkness. ⁴⁷ **If any one hears my sayings and does not keep them, I do not judge him; for I did not come to judge the world but to save the world.** ⁴⁸ He who rejects me and does not receive my sayings has a judge; the work that I have spoke will be his judge on the last day. ⁴⁹ For I have not spoken on my own authority; the Father who sent me has himself given me commandment what to say and what to speak. ⁵⁰ And I know that his commandment is

eternal life. What I say, therefore, I say as the Father has bidden me."

Jesus' statements at the beginning of this passage may seem strange, but they represent his basic function - to die for mankind.

The analogy of a seed being planted in the earth and blossoming forth life is used many times in the Bible. The reproduction of plant life is one of God's miracles. Think of it, a seed is produced by a plant and the seed is for all apparent purposes dead - it is dry, shriveled and lifeless. However, the potential for life is in every "dead" seed produced IF that seed is buried in the ground. If the seeds are not allowed to dry up and "die" and then planted the plant will not reproduce itself and eventually will become extinct.

This apparently strange method of reproduction obviously works extremely well. **Jesus used this analogy to explain that he, like the seed, must die in order to bring forth abundant fruit (life). His death was required in order to provide salvation and eternal life to all of mankind.** In verse 32 Jesus says he will "...draw all men to myself." which means he will provide them eternal life through his death and resurrection.

Jesus knew that in a few short days he would be unfairly judged a blasphemer and sentenced to a horrible death on the cross. He knew that all his friends would turn against him, deny him and the love he showed so many would be given back in hate, ridicule and physical abuse. **He is explaining here the purpose of his death so all would understand that his death was required for them to have life.**

Verse 43 is significant - "...for they loved the praise of men more than the praise of God." **Isn't it true that we are so concerned about what other people think of us and apparently not that concerned about what God may think!!** I guess it has to do with the fact that we humans are more focused on the short term, the "here and now" rather than the long term. Hence, we are concerned more about how we appear to other people than whether we have planned for eternity!

It is hard to orient ourselves to think about life after death when it seems so hard to get through each day! **However, our time here on earth is nothing compared to eternity and Jesus is trying to reorient our thinking to what should be our real priorities.**

In verse 47 Jesus states that he was sent by God the Father not to judge us but to save us. Isn't that great, God sent his own Son to save all his creation, to give everyone of us, no matter what we have done, a chance to redeem ourselves and have eternal life in Heaven with him. Won't you accept this greatest gift of all and ask Jesus to forgive your sins and become your personal Lord and Savior.

This is the most important decision of your life because it will determine your eternity.

God bless you all.

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N.I.A.D. PROCEDURES



⇒ N.I.A.D. is published monthly, except for the months of May / June 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 (always check Product List for current pricing). The January issue of N.I.A.D. is the 84TH issue published by N.I.A.D., there are 83 preceding issues. When ordering backissues, please specify the number of the issue, month and year.

⇒ The standard membership rate for 10 issues is **\$22.00 USA First Class** and **\$26.00 Canadian 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 eligible 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 insure 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 send 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 \$35 for a half page ad and \$60 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 IBM PUBLISH IT! DTP format files or even supply us with a high quality print out for reproduction in the newsletter. N.I.A.D. reserves the right to not advertise certain products or services which may be offered.

⇒ If **0192** are the first four digits in your member number, this is the last issue you will receive in your current membership, 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 test and to review in the newsletter. N.I.A.D. offers a 50 / 50 split of the sale price on all 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. We will also publish a review on the product as soon as possible and handle distribution of demo copies.

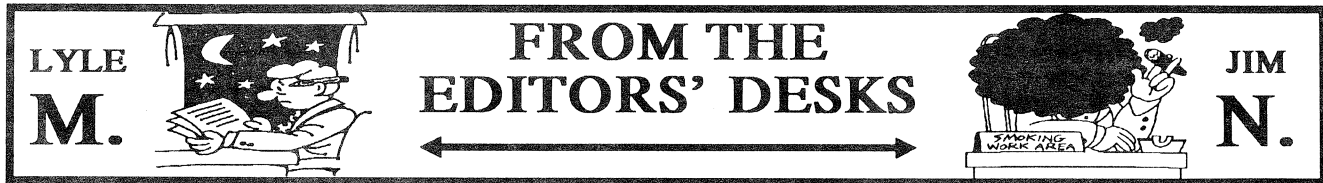
⇒ Our Chicago Local Chapter Meetings are a great way to learn more about our beloved ADAM systems. You have the opportunity to meet fellow ADAM owners, ask us questions, see live demonstrations of hardware and software and also purchase products. We meet in our store, CompuKINGDOM, the third Tuesday of each month at **7:30 PM**. If you need directions on how to get here, just give us a call during standard business hours.

The meetings which will be held throughout the year will fall on the following dates (remember that there are no meetings scheduled for the months of June, July and August):

CompuKINGDOM / N.I.A.D.
6458 COLLEGE RD.
LISLE, IL. 60532
(708) 961-5011

PLEASE CALL TO CONFIRM DATES

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.



Hello to all of you and welcome to 1992!!

What will 1992 bring for the ADAM? Well for one thing some of us ADAMites are closing in fast on a decade of owning our ADAMs. Yes, it's hard to believe but many of us first got "hooked" on the ADAM in 1983.

I remember well the summer Consumer Electronic show in Chicago when Coleco unveiled the ADAM via a laser light show and many pretty girls demonstrating the "Family Computer System". I, like many of you were impressed with the capabilities of this computer with it's built in word processor and printer and the advanced color graphics which made it's "super" games look absolutely fantastic. I ordered my ADAM as soon as they showed up in the Christmas catalogs and went to pick it up on December 23rd of 1983!!

Here I am 9 years later still writing about the amazing ADAM computer. I could go on and on talking about those good old days on Compuserve, the starting of NIAD and the many changes that have ensued since then. However, we must deal with the present and what is happening now to support the ADAM.

Many of you know that there have been discussions recently about the potential of a "National" ADAM newsletter. The idea behind a national ADAM newsletter was to combine the efforts of several of the major user groups who currently produce newsletters and create a much larger and more comprehensive newsletter that would be made available to all the members of the participating groups. The benefits of this approach would be an improvement in the support all ADAMites receive by providing more and higher quality information. Local user group news would also be included for each participating group because this is an important part of the newsletters functions.

I personally feel this concept has merit and would be an overall improvement to the level of ADAM support now available. However, the initial reactions to this idea have been negative from most of the individual user groups. The concerns expressed revolve around the mechanics of how this "National" newsletter would be produced, but the real issue appears to be that each user group that currently produces a newsletter is concerned about giving up their individuality. I can understand this concern, however I question whether it is in the best interest of the ADAM community at large or the individual groups. In any case we will be discussing this concept at ADAMCON IV so if you have opinions please let us know or better yet come to ADAMCON IV and let your views be heard firsthand.

Jim has done his usual great job in putting together this issue of NIAD. You will find some great articles on SmartBASIC and PowerPAINT by Guy Cousineau and Pat Herrington respectively and a SmartLOGO tutorial by Ron Mitchell and some great product reviews. Take a look at the News & Updates section on page 2 to see what's coming out for the ADAM. Yes, there are still active hardware and software developers out there supporting all you ADAMites. We have nothing to complain about, all we have to do is spend the time to read the information made available to us and try the new software / hardware products to make our ADAMs even more useful and fun.

I want to put in a plug for the ADAM NEWS NETWORK (A.N.N.). These guys are doing a great job to help bridge the gap between all the various ADAM support groups. A.N.N. has become a clearing house for information exchange, discussion of common problems and dissemination of ADAM data / articles. Support A.N.N. to help yourselves and all ADAMites. For more information write A.N.N. - c/o Barry Wilson - 12967 Weatherfield Dr. - St. Louis, MO 63146.

Hello, ADAMites! Hope this January issue of the N.I.A.D. Newsletter finds you are your families in good health and spirits. N.I.A.D. has now entered into it's eight year of operation in support of the ADAM Computer and while there were many hard times encountered by us, the good times definitely have been much more plentiful. To operate a Users Group, Mail-order and Newsletter for an orphaned system like the ADAM for as long as we have is no easy task and at times we have felt like throwing in the proverbial towel, but it has it's rewards that no other occupation or hobby can offer. To think of how far we have helped the ADAM Computer evolve after Coleco jumped ship still amazes myself as well as many others, especially for those shoppers who come into our retail store and see the ADAM setup in all it's glory! There aren't too many groups, vendors and other supporters still around who started out in 1984 and 1985 like ourselves, and this is one fact that makes me truly bristle with a sense of accomplishment.

Now that I have exposed some of my feelings about the support which we at N.I.A.D. have been supplying to the ADAM Community over the years, I would like to receive some feedback from you, our members, on what you think of our services. Our goal all along has been to continually develop and enhance our services for the ADAM and never become stagnant and stale. How can we go about doing this? With your constructive insights!

It is easy for me to sit back and say that this is the best it will ever get and therefor slack off, but if I get some feedback on things that you personally would like to see changed or don't really care for in the newsletter than I can try to improve or remove this subjects. Our services can only continue to grow and improve if we now how you feel about it. Remember, you are paying the membership fee to be a part of our users group and newsletter service for the ADAM, but more importantly it makes you an important person in our eyes who has needs that must be filled or we will lose you along with the thousands who have already given up on the ADAM.

Please take this request for feedback seriously. If you don't have the time to write a letter, maybe you can give us a call or spend a little time discussing your feelings the next time you phone in an order. As has been the case in the past, we have always considered suggestions very seriously and in the case where we thought it would benefit the majority of our members a change was made. I truly am looking forward to being swamped with hundreds of requests and criticisms in the next couple weeks although I have to admit that I am hoping to receive more smoozies than shots (as a local sports radio broadcaster would say).

In this issue we have a wide variety of articles which should offer something of interest for everyone. To start out with we have the ADAMCON O4 registration form and information. Guy Cousineau has supplied us with his brilliant ADAMCON O3 speech entitled "THE FUTURE OF ADAM". Due to a number of requests, we have reprinted a SpeedyWRITE V2.0 modification in File Manager V2.x format. In the workshops, we have Pat Herrington's second in a series of articles on PowerPAINT entitled "OH, YES, YOU CAN!!", the fifth chapter in the "EXPLORING SmartBASIC" series by Guy Cousineau, the second chapter in "THE LOGO NOTEBOOK" series by Ron Mitchell as well as the second listing by Doug Rosenvinge detailing the contents of the N.I.A.D. CP/M public domain. Last but not least, there are reviews of two new programs that are now available: P.A.L. by Hexace Software and SmartWRITER ELITE by Walters Software Co.

Hope you enjoy this issue and also looking forward to hearing from you soon.

'Til next month, "KEEP ON ADAMing!!"

N.I.A.D. NEWS & UPDATES

N.I.A.D. PUBLIC DOMAIN SPECIAL

EFFECTIVE FEBRUARY 28th ALL N.I.A.D. PUBLIC DOMAIN DISKS AND DIGITAL DATA PACKS PRICES WILL BE REDUCED AS FOLLOWS. NOTE THAT THESE PRICES ARE NOT PERMANENT SO TAKE ADVANTAGE OF THEM WHILE YOU CAN!

\$2.00 @ ON DISKETTE

\$5.00 @ ON DIGITAL DATA PACK

⇒ **ADAM'S TOOLKIT** has been released by Jim Walters of Walters Software Co. This is a collection of widely used editing functions that have been combined into a very professional SmartKEY driven program. Included with the program is the SmartDSK Operating System which fixes many bugs in Coleco's O.S. as well as ramdisk support. The main features of Adam's Toolkit include: Zero, Format and Initialize media options; ASCII and Decimal Editor that can be used to edit other programs or files (the Decimal Editor also includes such advanced options as Move and Search); and finally a Block Copy option that can be used to make backups. Watch for a review in an upcoming issue. Retail price is only \$24.95.

⇒ **HEXACE SYSTEM DOCUMENTATION** has been released by Bruce Walters of Hexace Software. This collection of operating system documentation is spread out over 3 disks or 2 data packs and will make up a small book (116 pages) when completely printed out. All of the Hexace titles use this enhanced system which has a ramdisk built-in. Subjects which are covered in the documentation include Data Page, Summary of routines, Summary of unlisted routines, Main disassembly of system, Interrupt vector table, Port Table, Jump table, Scratch pad area, Keyboard values, FCB data area, Attributes, DCB data area, Directory format area, Error codes, Device codes, 6801 master command codes, 6801 master status codes, Colors, ASCII table, Z80 command codes, System boot with allowances for Basic, and Sample routines. Retail price is only \$15.00.

⇒ **ADAM MAP: STATE VOLUME #1** has been released by Carl Harrison of Harrison Productivity. This first State Volume for use only with ADAM MAP: U.S. ATLAS is a collection of five states: Minnesota, North Dakota, South Dakota, Iowa, and Nebraska. Watch for further states volumes coming soon. Retail price is only \$6.95.

⇒ **STAR TREK PAK** and **RLE SAMPLER** have been released by Steve Major of The ADAM Connection. Star Trek Pak is a new phrase pak for use only with Reedy Software's Phrase Craze and as the name would suggest all phrases deal with the Star Trek television and movie series. RLE SAMPLER is a collection of RLE picture files for use in PowerPAINT or other programs capable of loading RLE format files. This sampler volume was compiled from The ADAM Connection BBS (over 300 files are available for download). For further information contact: The ADAM Connection - P.O. Box 562 Mason Rd. - Champlain, NY 12919-0562 - Voice (518) 298-8193 - BBS (518) 298-4294. Retail price is only \$12.95 for the Star Trek Pak and \$6.95 for the RLE Sampler.

⇒ **COLECO'S 'FILER'** program upgrades are now available through N.I.A.D. for only \$2.00 thanks to Walters Software Co. and S.M. Video. The new versions of SmartFILER (R28D), Recipe FILER (R17), and AddressBook Filer (R10D) will now operate flawless with any size floppy disk drive. This means that if you own a 320K or 720K disk drive, the database file created by the respective 'Filer' program will now properly setup to access all the extra storage space made available by these larger size drives where as previously the 'Filer' programs would automatically default to the 160K formatted disk size.

⇒ **THE N.I.A.D. PUBLIC DOMAIN LIBRARY** continues to grow in leaps and bounds. New additions to the library include: SimplePAINTER with SIMPLE F/X, two new volumes of Midi Songs, three new volumes of clip-art, a collection of Hexace software files, a collection of NewsMaker and SignShop compatible picture files and a number of surprises which will all be detailed in the February issue so that we may spend some time organizing and testing these new additions before they are officially placed into our Public Domain.

⇒ **WALTERS SOFTWARE CO.** has announced price reductions on a large number of their titles effective immediately. Titles which have been reduced include: The Print Works - \$24.95, BordersPlus - \$10.95, SpellingAID - \$19.95, MisSpeller - \$10.95, The Vase of Turr - \$19.95, Formatter III - \$9.95, Rambot - \$19.95, SmartDSK I - \$10.95, SmartDSK II - \$10.95, PrBOOT - \$10.95, AutoBackup - \$14.95, Librarian - \$10.95, RamDisk 1 or 2 - \$9.95, Media-Aid Plus 1 or 2 - \$10.95, and Jeopardy or Family Feud Question Pack or Writer - @ \$10.95. Other W.S.C. titles not mentioned above have retained the same retail price.

⇒ **MICRO INNOVATIONS** (PowerMATE and ADAMnet Hard Drives, 1Mb and larger Memory Expanders), JASON BROWN SOFTWARE (Linked Stack Development Kit), OASIVE PENSIVE ABACUTORS (ADAM Image Maker), AJM SOFTWARE (Directory Sorter V1.0, File Manager V3.1) amongst others have released not any further news as to approximate dates at which these products under development will be officially released. Keep watching this article each month for the latest news which we receive. Hopefully next month we will have some better news to pass along concerning these much anticipated products.

⇒ **ADAMCON IV** continues to be one of the most talked about events of 1992. A slew of new information is constantly being released on the development of this fourth ADAM only convention and in this issue we have the official registration form available. Watch in the coming months for more news on ADAMCON 04 as well as a number of reports on ADAMCON 03 which will offer some insights as to what goes on at these conventions as well as serve to wet your appetite leading up to ADAMCON 04.

⇒ **THE GALLERY OF HONOR**, which was established prior to ADAMCON 03 by staff members of The ADAM News Network to honor those ADAMites who have been instrumental over the years in supporting the ADAM, is now accepting ballots in order to induct ten more ADAMites into it's ranks. The first wave of ten inductees (only ten make it each year) included such well known names as: Tony Morehen and Guy Cousineau (AJM Software), Soloman Swift (Digital Express), Patricia Herrington (MOAUG), N.I.A.D.'s own Lyle Marschand, 'Big' John Lingrel (Orphanware), Syd Carter (Trisyd Video), Norman Castro (OAU), Rob Friedman (CompuSERVE), and Alan Neeley (ADAMLink of Utah). This years inductees will be announced at ADAMCON 04. If you would like to place a ballot for this years voting, either write a letter with the names of four ADAMites (3 who are still active in the community and one who is not) and a short reason why you think they should be inducted and send it to the address below or send a S.A.S.E. for an official ballot form to: Gallery of Honor / Honour Committee - 2936 Evelyn St. - Portage, IN 46368. Only one ballot per person please!

⇒ **THE SOUTH FLORIDA ADAM USERS GROUP** (S.F.A.U.G.) has been formed by Bob Blair and others in the area. This new group plans to start publication of a newsletter in the near future, but other details as far as subscription fees have yet to be received. Many of you should be familiar with Bob Blair through his days as editor of the A.W.A.U.G. Newsletter. If you are interested in receiving further information on S.F.A.U.G. send a S.A.S.E. to: S.F.A.U.G. - c/o Bob Blair - 361 Eden Dr. - Englewood, FL 34223-1964.



INTERNATIONAL ADAM COMPUTER CONVENTION

ADAMCON IV

JULY 23-26, 1992 -- CLEVELAND, OHIO

Hosted by the B.A.S.I.C. ADAM User Group
Sponsored by ADAMLink of UTAH and A.N.N.
Official BBS - The Trading Post

You are invited to join ADAMites from the U.S. and Canada to attend the 4th ADAM only computer convention. A number of ADAM suppliers will be displaying their latest hardware and software. Vendors committed to attending are ADAMLink of Utah (Alan Neeley), Oscar's Computing (Howard Pines), Walters Software (Jim Walters), S & M Video (Shon McCallum), Bonafide Systems (Chris Braymen), A.N.N. (Barry Wilson), N.I.A.D. (Jim N) and many others are in planning stages.

Individuals planning to come: Bart (Zonker) Lynch, Dean Roades, David Cobby, Richard Clee, Robert Jones, Bob Blair, Mel Ostler, Rob Friedman and more.

A very popular part of past conventions was the ADAM Store. For ADAMCON IV, we are expanding the Store hours to all days of convention. Along with the Store we will be offering an ADAM Repair Center. This Center will be operated by Kosowsky's ADAM Repair and Oscar's Computing.

A large number of the above ADAMites have also agreed to be speakers at convention sessions. The featured speakers will focus on topics of interest to ADAMites and popular topics from past ADAMCONS.

A payment plan is being tried for ADAMCON IV. You may budget yourself through payments for convention fee. You may contact Convention Staff for information.

BONUS All who are paid in full Delegates by April 15th, will receive the official ADAMCON IV T-shirt FREE!! Those paid up by June 15th will receive 10 blank 5 1/4" disks. BONUS

Camping arrangements are available on request. Sightseeing in the Cleveland area includes a number of museums: Natural History, Art, Health and an Auto Museum. Along with a fine Zoo there are Amusement and Water parks within easy driving distances (Sea World and Geauga Lake (Six Flags type)). Lake cruises are scheduled daily. Football Hall of Fame is only 90 minutes away. More information will follow as it becomes available.

An effort was made to obtain a good package at the best price. Costs for ADAMCON - IV are as follows:

- * BANQUET - Sunday evening - Awards, Door Prizes and More!
- * BREAKFAST - Fri., Sat., Sun. and Monday
- * LUNCH - Fri., Sat., Sun.
- * DINNER - Friday and Saturday
- * THURSDAY EVENING RECEPTION
- * ADMITTANCE TO ALL SESSIONS
- * ROOM 4 NIGHTS / PERSON*

* FULL DELEGATE.....	\$220.00	X	X	X	X	X	X	X	X
* NON-DELEGATE SPOUSE	\$165.00	X		X				X	X
* NON-DELEGATE CHILD.....	\$55.00	X		X				X	X
* DELEGATE CHILD UNDER 18.....	\$90.00	X	X	X	X	X	X	X	X
* DAY PASS									
FRI. AND SAT. (EACH DAY)	\$25.00		X	X				X	
SUNDAY.....	\$35.00		X	X				X	X

- Limit 1 child per adult in each room

* Rooms are double occupancy - Add \$80.00 for single room

ADAMCON IV REGISTRATION FORM

NAME: _____

SPOUSE: _____

ADDRESS: _____

PHONE: _____

CITY: _____

STATE / PROV: _____

ZIP / POSTAL CODE: _____

CHILD 1 & AGE: _____

CHILD 2 & AGE: _____

- Are you traveling alone and wish to share a room? YES or NO
- Do you wish to be in a non-smoking room? YES or NO
- Would you want an ADAMCON IV T-shirt - \$10.00 ea.? YES or NO
- Would you want an ADAMCON IV hat - \$8.00 ea.? YES or NO
- If you are bringing hardware, can we post that fact? YES or NO
- What hardware will you be bringing? _____

DELEGATES @ \$220.00 = _____

SPOUSE @ \$165.00 = _____

CHILDREN @ \$55.00 = _____

DELEGATE CHILD @ \$90.00 = _____

DAY PASS: _____

 FRIDAY PASS @ \$25.00 = _____

 SATURDAY PASS @ \$25.00 = _____

SUNDAY PASS @ \$35.00 = _____

SINGLE ROOM @ \$80.00 = _____

T-SHIRT(S) @ \$10.00 = _____

HAT(S) @ \$8.00 = _____

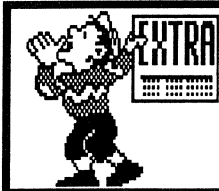
TOTAL: _____

DEPOSIT: _____

BALANCE DUE: _____

Make checks payable to: "ADAMCON IV" and send to either Chairman:
* George M. Koczwar - 4034 E. 52nd St. - Newburgh Hts., OH 44105
* Herman L. Mason - 8912 Blaine Ave. - Cleveland, OH 44106

ADAMCON 4



THE FUTURE OF ADAM

Notes for an address to the ADAMCON 03 Convention

by Guy Cousineau / A.N.N. / A.U.F.G.

EDITOR'S NOTE: The following is Guy Cousineau's speech delivered at ADAMCON 03 on the future of ADAM which has been made available to us by the ADAM News Network.

At the beginning of this convention, Lyle Marschand gave us an overview of ADAM's beginnings and the state of ADAM today. In talking about ADAM's future, I would like to go back to prehistoric time - the time before ADAM! Sometime in the 1970's a new toy came to the market: a machine that played ping pong, tennis or hockey. This game, like so many others to follow, attached to your TV set and had a glorious black and white display. Well it gained so much popularity that imitations quickly followed in an attempt to get their share of the market.

A little later, ATARI came out with its COLOR video arcade game that you could play at home. And then came INTELLIVISION and COLECOVISION. Those who saw the graphics on all these and a few other minor competitors were generally more impressed with the graphics quality of the COLECOVISION.

COLECO had also made a promise: COLECOVISION, the expandable home entertainment system. They fairly quickly delivered Expansion Module #1 so we could play the competitor's cartridges, and then Expansion Module #2 so we could drive like the DUKES OF HAZARD. We then saw the Super Action Controller and Roller Controller, which helped create faster and more complex action on the game screen.

While this was happening, COMMODORE was making it's entry from a different venue: the VIC 20! This wonderful micro-computer came with a built-in BASIC and a whopping 2K of memory, graphics capabilities, and a sequential tape drive that used ordinary audio cassettes for storage. This machine also played arcade games like its competitors and it was expandable: if you got enough boards for it, you could get BASIC to run with about 28K of usable memory.

The VIC 20 flourished... but of course, the competitors were on the way. Timex, Atari, Tandy, to name only a few. Of course, Commodore was not to be outdone as they were already working on their 64 which could be used as an upgrade to the VIC.

But where was COLECO in all this? They were making promises of the Expansion Module #3 for the COLECOVISION... the ADAM computer. Yes by then it had a name. Promises, production delays, more promises, and finally it came out... and in very small quantities.

I was probably the first one in Ottawa to buy my Expansion Module #3 at about \$600. What a bargain compared to the computer competitors who could only provide a fraction of what ADAM had for about twice the price. This was indeed the affordable computer.

People started abandoning their VIC 20's to buy a real computer. Whether it was an ADAM or not is unimportant. What matters is that the VIC became obsolete and quickly disappeared from the stores. The VIC did not die! User's groups popped up all over. It seemed the more it became difficult to find hardware and software for the VIC, the stronger the users groups became. COMPUTE magazine was at first entirely devoted to the VIC 20. Gradually, this magazine expanded to provide support for the COMMODORE 64 and later the 128 and AMIGA. By the mid 80's, it became virtually impossible to find anything in print on the VIC 20 or the VIC 20 itself. The VIC eventually died.

Just when COLECO appeared to be topping the market in affordable home computers, their marketing problems began to take their toll. Faulty operating systems (R57, R59), bad SMARTBASIC tapes, bad

tape drives, faulty printers, instruction manuals with typos, and perhaps the worst of all, waiting what seemed like forever for the first disk drive. Between these problems and the bad press aimed at COLECO, they finally decided to drop their TOY; after all if it came from a toy company it could only be a toy.

Did the ADAM die? No! We had learned from the VIC people that users groups were the way to go. FAMILY COMPUTING, to my knowledge, was the only magazine to publish ADAM programs. But eventually they stopped. I belonged to several pioneer user's groups via newsletter subscriptions: Sprite Chaser, AUGment, Garden of Adam, Nibbles and Bits. Where are they today? Why did they disappear?

Another means of support came from third party software development. Most of these are not large companies. AJM Software, for example, is composed of two people who work on developments for the ADAM in their spare time. While their might be little overhead, there is also little profit to be made from the sale of ADAM software.... the market is just not that big.

Third party hardware developments gave ADAM a good shot in the arm. We now have high speed modems, 80 column interfaces, external printer capabilities, hard drive capability, alternate sources of disk drives, etc. You have probably seen most of these during the course of this weekend (at ADAMCON 03); they help make the ADAM a powerful little computer. There are also some impressive plans for even fancier peripherals: the latest developments in the MIDI interface, sound digitizers, VGA compatibility, formatting on 8 drives simultaneously, and so much more.

Third party repair outlets are an essential part of the support system. After Honeywell (USA) and Dale Integrated (CAN) stopped repairing ADAM's, we had nowhere else to go. Some people gradually picked up the slack. But what will happen if no one wants to repair ADAMs any more? I am aware of 2 major sources of repair at the moment. When I read my ADAM SURVIVAL GUIDE, I hope to find a few more. Are some of you interested in performing repairs in order to keep ADAM alive?

Local and National users groups are perhaps the most important support networks. Thanks to these, we have been able to help each other out. A.N.N., (the Adam News Network), a very ambitious undertaking, has proven effective in disseminating information of general interest. You might think I know a lot about ADAM; I don't know everything! A.N.N. has provided me with additional information on my areas of primary interest, and also on other areas about which I often receive questions.

Yesterday (ED. held at ADAMCON 03 held in South Bend, August, 1991), you heard about what A.N.N. is doing and proposing to do. Their new projects include an ombudsman and the management of a national name / address list. Are you willing to support A.N.N. by volunteering a bit... okay a lot of your time to one or the other of their activities?

The ADAM SURVIVAL GUIDE is another product that would have been impossible without support networks. Barry Wilson and Mel Ostler gathered information from several sources of expertise to compile the most comprehensive source of information on ADAM. Do you have your copy? Will you encourage other ADAMites in your area to buy one?

The support systems I have been talking about are all essential components of recipe for the survival of ADAM. Unfortunately, support systems tend to be ephemeral. The users / clients must share the blame for the demise of suppliers and users groups.

Rich Clee told us about M.T.A.G. (Metro Toronto Adam Group) and it's exploits. While several groups are diminishing in size, M.T.A.G. is growing. I am very impressed and we could all learn a thing or two from M.T.A.G.'s dedication to the ADAM.

Our OTTAWA users group was founded by a zealous youngster who gathered an amazing amount of technical information and software (not all legally). The group almost collapsed when our founder left but it was revived by our current president Ron Mitchell. Existing members were reunited and we made a membership drive which swelled our ranks to about 50. This year, our membership is down to half that number; we may lose another half by next year..... why?

Are people disappointed with the support they are receiving from the club? Are they leaving the flock to buy a REAL COMPUTER? If so, what is happening to their ADAMs?

I recently picked up a power supply and joysticks for the COLECOVISION at a garage sale. Being a frugal person, I feigned ignorance and asked the seller where these came from. He said COLECO of course and produced from the garbage a non-working COLECOVISION unit which he gave me at no cost. When I took it home, it was working fine. So why was it in the garbage and why did I not find out more? Having forgotten at which of hundreds of garage sales I acquired this item, I could not get back to the owner.

On another occasion, I came across a practically new ADAM system. Frugal to the limit, I examined this strange animal, pretending not to know what it was. The seller eventually appeared and asked for \$500. As I could not get him to budge at all from that price, I left (this time I took note of the address). I had someone else contact him and tell him about our user's group. He did not seem interested and repeated his \$500 price.

How do you behave at garage sales? How do you behave when you see one in the want ads? Are you an ADAM Ambassador?

We've done our best in our users group to advise our members about new developments and provide technical assistance. We bring an ADAM to our meetings, demo new products, and usually answer member's questions on the spot. We get questions like margins for SmartWRITER, cell attributes for ADAMCALC, changing colors in SmartBASIC, random numbers, etc.

I personally have asked our club on several occasions: WHAT DO YOU WANT TO DO WITH YOUR ADAM? They say LEARN MORE ABOUT IT. That is a hard request to fulfill since there is so much to tell. We have asked them for specifics like I WOULD LIKE TO BUILD A TAXATION PROGRAM or another request which defines the scope of learning. This has usually been to no avail. We have sponsored 2 contests -- nobody entered. So what do they want? It is your job in each of your users groups to determine the specific requests and needs. If you have any magical ways of determining that, by all means let us know!

I used to subscribe to several national newsletters. For reasons which I will not disclose at the moment, I dropped out for a while. Now the time is right to renew my memberships. Continued subscriptions to these sources of information will ensure their survival. You might think that you are spending a lot of money to find perhaps one or two minor items of interest in each newsletter. But look at it this way: if the newsletter was not there, you would get NO items of interest.

Now for the biggest problem.... hardware and software development. As I mentioned earlier, there are very few big developers out there; they are ill equipped to handle low distribution or piracy. A hardware developer may think that a mouse or a scanner is a good idea and spend hundreds of hours and dollars developing something for which there may be no market. Are you telling the developers what you want? I had a lot of pirated software in my earlier days. I have since cleaned up my act either by deleting the pirated stuff I was not using or by sending a contribution for those that I am using. Prior to this weekend, I

had sold about 15 copies each of DISK DOCTOR and INDEXER. Over the last couple of days I sold 7 of the 8 copies I had brought with me. Obviously I underestimated the demand for these programs.

A few suppliers carry my products but I have received very little in the way of royalties in the last year. That says a lot about ADAMCON. It gets us fired up and people buy. For that I wish to express my thanks to those of you who will help encourage suppliers this afternoon at the store.

I figure that I get a net profit of about \$1 for each \$10 item I sell. If I don't get that \$1 once in a while I will go out of business. Although pirated copies don't create a loss of inventory like shoplifting, I need a lot of \$1 sales to subsidize long distance charges, stationery costs, the mailing of public domain volumes, etc. IS it worth it to you to save \$10 or \$20 on software acquisition if you run the risk of depleting your sources of supply? How many developers have disappeared in the last decade? Why do you think they have disappeared?

I use my ADAM for enjoyment. Occasionally, I come across an idea for a program that may be useful to others. If others wish to buy it then all the better for me. Although sales are not that important to me, remember that other people depend on sales for their survival.

So how do we stop piracy? Keep reading about piracy and talking to others about it. Another solution lies in the software developers. An item at \$30 or \$50 is more likely to be pirated than one at \$10 or \$20. If we keep our prices low we may reduce piracy and enjoy a greater legal circulation of our products. Register your software! Most items come with some sort of registration sheet. After you have experimented with your acquisition a bit, send in the registration along with your comments about the program. This accomplishes several things:

- ⇒ 1) confirms that you have a LEGAL copy
- ⇒ 2) alerts the developer of a questionable source of supply
- ⇒ 3) tells developer what you like and don't like
- ⇒ 4) gives developer food for thought for revisions / upgrades
- ⇒ 5) gives you first shot at revisions since developer has your address

Another touchy subject is BETA TEST versions. Developers will usually send a pre-release version of new software for testing. These are usually marked BETA - DO NOT COPY or have a version number like 0.9 --don't copy and distribute these, even if public domain, without the consent of the developer.

SO WHERE IS ADAM GOING? That's what I was supposed to talk about in the first place. If the current trends continue, I can only predict that the bubble will eventually burst and that the ADAM will disappear in just a few years. It will become a relic like the VIC 20 -- If on the other hand, we revise our way of thinking, we can survive a lot longer. Rich Clee perhaps said it best when he talked about an "esprit de corps" in his users group. We are a team and everyone should be an ambassador of ADAM.

When I spoke of the public disappearance of ADAM, I mostly meant the disappearance of support networks, borderline users, and general visibility. I foresee a retired Guy Cousineau still plugging away at his ADAM, still learning more things about it and writing new programs.

When I think of the uses that I have for a computer, there is nothing that I do regularly that I cannot accomplish on the ADAM. Speed? How much speed do you really need at home? Graphics? You might have a point there but look at the pretty pictures that COLECO had in their games. Are those not good enough? Even from SmartBASIC, it is possible to create such intricate designs. All we have to do is learn how. If you want more, what about VGA on the ADAM? Why not!

What else do we need for ADAM's survival? From a hardware point of view, I think we have just about everything we need. What with real time clocks, scanners, mice or is it meeces, sound digitizers, etc., do YOU need anything new in hardware? Have you told anybody about it?

What do we need in the way of software? Often, developers guess at what might sell. During one of my numerous exchanges with Barry Wilson about the Adam Survival Guide, he asked me about sorting EOS directories. He had a program that worked some of the time. I asked him to send it to me and I'd have a look at it. After a cursory examination of the program, I decided to write one in FILE MANAGER style -- the birth of EOS DIRECTORY SORTER. I sent Barry a BETA test version, he thought it was ok or perhaps better than ok and now it is on the market. That's how it should be done!

So make up your wish list; not a frivolous one. What would you buy if it was out there? Do you want or need:

- More documentation? On what topic?
- SMARTBASIC enhancements:
 - PRINTUSING? 80 column compatibility?
- Easier sprite animation?
- Better use of expansion RAM?
- A BASIC compiler?
- Something like SmartFILER that works?
- More sound oriented software?
- An ADAMCALC that handles bigger sheets that prints in landscape (sideways) format?
- More graphics software?
- More graphics games?

Once you have made your wish list, ask yourself if you would be interested in participating in the development of such software. Please indicate your interests and abilities on your list. You may think that you don't have a lot to offer -- think again! In 1985, I knew nothing at all about machine language programming. Just a couple of years later, I was writing complex machine language routines for SmartBASIC, developing self-booting software, and writing parts of the TDOS Operating System.


ADAM's survival depends on supplying the support and development for those items of interest which will keep ADAMites USING their computer. Once the user loses interest, the game is lost. Go back over your wish list and try to include the wishes of others, particularly those marginal users who are about to fall off the fence (on the wrong side). Think of the gripes and complaints you have heard and translate them into a positive and meaningful request.

Once we have our wish list, what do we do with it? If you belong to a user's group, pass it to them. If you don't, you can send your list to the ADAM NEWS NETWORK or to me directly. One way or another, I hope my mailbox gets filled with hundreds of requests for new / improved software for the ADAM. I will compile the requests and try to put them in some semblance of order and priority based on the popularity of a request. In cases where the requested software already exists -- you might get a few surprises there -- we will pass that information along to the requestor. Where the rest of the wish list goes from there depends on the level of support we can get for the development of the software in question. I am confident that the developers will be happy to go out of their way to please you.

In conclusion, think of what you have invested in your ADAM. My hardware investment runs at about \$2000; software... who knows? If ADAM dies, so does your investment. How much more will you need to pay to get another computer? Don't think just of the computer, think also of the hundreds of dollars you'll need to get a word processor, printer, spreadsheet, games, etc. Think also of the hours you will require to LEARN how to use all that new software. Is it worth your while to spend a bit more time and / or money to protect your investment? ADAM's future is in all your hands!



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N.I.A.D. PRODUCT SPECIALS

VALID THROUGH
 MARCH 25, 1992

M.I. ADAMnet FLOPPY DISK DRIVES

Stand-alone floppy disk drives for the Coleco ADAM Computer. Attaches to the ADAM via the ADAMnet connector on the Memory Console. Comes with external power transformer and ADAMnet Cable. 100% compatibility with Coleco's ADAMnet Disk Drive and E&T Software's Disk Drive upgrades. Now included is File Manager V3.0 by AJM Software!

- 5 1/4" 320K M.I. ADAMnet FLOPPY DISK DRIVE \$199.95
- 3 1/2" 720K M.I. ADAMnet FLOPPY DISK DRIVE \$249.95
- 3 1/2" 1.44Mb M.I. ADAMnet FLOPPY DISK DRIVE \$289.95

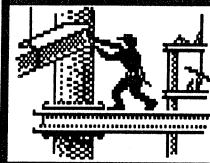
SOFTWARE & MANUALS

All ADAM products listed below are in very limited quantities and once current stock is depleted, the special pricing will no longer be in affect, so it may be in your best interests to phone in any orders.

- ADAM CONNECTION, THE by WHITE CO. (DISK) \$14.95
- ADAM'S DESK TOP by WALTERS SOFTWARE (CART) \$34.95
- ADDICTUS by REEDY SOFTWARE (D/DP) \$14.95
- APPOINTMENT BOOK by MAINE ADAM LIBRARY (D/DP) \$17.95
- BACKUP 3.0 by M.M.S.G. (DISK) \$6.95
- BASIC PROGRAMMING TUTORIAL by ADAM'S HOUSE \$9.95
- BORDERSPLUS by WALTERS SOFTWARE (DISK) \$9.95
- CHROMANTICS by EYEZOD GRAPHICS (D/DP) \$13.95
- COPYCART+ D2.0 by M.M.S.G. (DISK) \$14.95
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- INVOICER V3.0 by ADAM'S HOUSE (DISK) \$14.95
- JEOPARDY WRITER by WALTERS SOFTWARE (D/DP) \$10.95
- LEARNING TO READ WITH ADAM by ROADRUNNER \$19.95
- MacADAM MANUAL by WALTERS SOFTWARE \$10.95
- MEDIA HELPER by HOOSIER SOFTWARE (D/DP) \$9.95
- MisSPELLER by WALTERS SOFTWARE (D/DP) \$8.95
- PaintAIDE by DIGITAL EXPRESS INC. (D/DP) \$12.95
- PHRASE CRAZE by REEDY SOFTWARE (D/DP) \$14.95
- PHRASE PAK I by REEDY SOFTWARE (D/DP) \$6.95
- PHRASE PAK II by REEDY SOFTWARE (D/DP) \$6.95
- PrintWORKS, THE by WALTERS SOFTWARE (D/DP) \$19.95
- RAMBOOT by WALTERS SOFTWARE (D/DP) \$14.95
- REEDY ENTERTAINMENT PACK by REEDY SOFT. (D/DP) \$11.95
- SmartBASIC V1.x by DRUSHEL SOFTWARE (D/DP) \$24.95
- SmartDSK I by WALTERS SOFTWARE (D/DP) \$8.95
- SmartDSK III by WALTERS SOFTWARE (D/DP) \$19.95
- SmartTERM V1.02 by KEHOE SOFTWARE (D/DP) \$9.95
- SOFTPACK I V2.0 by E&T SOFTWARE (D/DP) \$11.95
- STAGE FRIGHT by REEDY SOFTWARE (D/DP) \$9.95
- STRATZAP by ALLIED CREATIVE ENGINEERS (D/DP) \$9.95
- U-MATCH-EM by PHOENIX 2000 (D/DP) \$8.95
- VASE OF TURR, THE by WALTERS SOFTWARE (DISK) \$17.95
- ZORAN III by ADAMzap SOFTWARE (DP) \$8.95
- ROLLER CONTROLLER WITH SLITHER CART \$34.95
- SUPER ACTION CONTROLLERS WITH BASEBALL CART \$34.95

SEGA 8-BIT MASTER SYSTEM - \$99.95

Videogame system comes packaged with two Control Pads, Light Phaser Gun, and Hang-On / Safari Hunt cartridge. As a BONUS we are including Rastan, R-Type and Marksman / Trap Shooting!



SpeedyWRITE V2.0 MODIFICATION

by Jim Walters

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EDITOR'S NOTE: On the right is listed the necessary patches required for setting up SpeedyWRITE V2.0 to be bootable from a multi-block directory. The original article was published in the April '91 issue of the N.I.A.D. Newsletter. Since that article, a number of people have called in requesting the same patch information be listed for use with the File Manager block editor due to the fact that they did not own the Walters Software Co. editor. So here it is for everyone's benefit.

I said I would not do another "MOD", but time heals all wounds. I worked real hard on all the Super Game "MODS" and almost everyone took advantage of them. Only one company paid me for using them, N.I.A.D. was that company. Why should I work for nothing? I have been asked to do several "MODS", and now you know why I say no.

SpeedyWRITE V2.0 uses redundant block loads to get the program into memory. This makes it impossible to move the program to add more catalog blocks. You sure waste a lot of space using one block for a catalog. My "MOD" turns a new media into a four block catalog. All references to utility programs pertain to FILE MANAGER.

- ⇒ 1. **INITIALIZE** (Media Functions) a work disk / ddp with a 4 block directory.
- ⇒ 2. **FILE COPY** (File Functions) the "SpeedyWrt" file from the SpeedyWRITE V2.0 master to the newly initialized work disk / ddp.
- ⇒ 3. **EDIT BLOCK** (Media Functions) 01 - Sector 00 on the work disk / ddp. Insert a **24** where **22** is currently shown. See the sector dump to the right for Block 01 - Sector 00 for the exact change which is printed in bold, italic and underlined.
- ⇒ 4. **FILE COPY** (File Functions) all the files from the SpeedyWRITE V2.0 master to your work disk / ddp. Do not copy the "SpeedyWrt" file since this has previously been copied.
- ⇒ 5. **COPY BLOCKS** (Media Functions) 31 and 32 from the SpeedyWRITE V2.0 master to blocks 34 and 35 of the work disk / ddp.
- ⇒ 6. **COPY BLOCK** (Media Functions) 0 from the SpeedyWRITE V2.0 master to block 0 of the work disk / ddp.
- ⇒ 7. **EDIT BLOCK** (Media Functions) 00 - SECTOR 00; BLOCK 07 - SECTORS 00, 01, and 02; and BLOCK 32 - SECTOR 02 on the work disk / ddp as the Sector Dumps on the right show. Make all changes which are printed in bold, italic and underlined.

This completes the modification to set up SpeedyWRITE V2.0 on a multiple block directory. To test that the patch was entered correctly, insert the work disk or ddp and pull the <COMPUTER RESET> to boot up. I hope this is all that is needed for SpeedyWRITE V2.0 to work properly with a multiple block directory. If you have any problems I would like to know. These instructions are copyrighted by Walters Software Co. and can not be reprinted without written permission.

WALTERS SOFTWARE CO.

c/o Jim Walters
 Rd.#4, Box 289-A
 Titusville, PA 16354
 (814) 827-3776

SECTOR DUMPS OF SpeedyWRITE

(SpeedyWRITE V2.0 ONLY, NOT FOR V1.0)

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ADDR	BLOCK #:										0	SECTOR #:										0
00	21	80	C8	11	07	80	01	90	00	ED	B0	CD	07	80	21	00						
10	00	11	00	C9	1A	FE	80	D2	33	C8	B7	CA	46	C8	D5	E5						
20	F5	CD	79	C8	CD	26	FD	F1	E1	5F	16	00	19	D1	13	13						
30	C3	14	C8	D5	E5	F5	11	01	00	EE	80	CD	26	FD	F1	E1						
40	D1	23	13	C3	14	C8	3A	6F	FD	21	60	6D	01	00	00	11						
50	<u>05</u>	00	F5	CD	F3	FC	F1	21	60	71	01	00	00	00	<u>06</u>	00						
60	F5	CD	F3	FC	F1	21	00	20	01	00	00	11	<u>07</u>	00	CD	F3						
70	FC	C3	00	20	04	AF	CF	FF	FF	E5	EB	5F	23	C3	F9	C8						

ADDR	BLOCK #:										1	SECTOR #:										0
00	46	49	52	53	54	20	44	49	52	03	20	20	84	55	AA	00						
10	FF	40	01	00	00	00	00	00	00	00	42	4F	4F	54	03	20						
20	20	20	20	20	20	20	90	00	00	00	01	00	01	00	00	00						
30	04	00	00	00	44	49	52	45	43	54	4F	52	59	03	20	20						
40	D8	01	00	00	00	04	00	04	00	00	04	00	00	00	53	70						
50	65	65	64	79	57	72	74	D0	03	03	68	05	00	00	00	1D						
60	00	1D	00	A2	01	00	00	00	42	4C	4F	43	4B	53	20	4C						
70	45	46	54	03	01	<u>24</u>	00	00	00	1E	01	00	00	00	00	00						

ADDR	BLOCK #:										7	SECTOR #:										0
00	3A	6F	FD	F5	01	00	00	11	<u>08</u>	00	21	00	80	CD	F3	FC						
10	F1	F5	01	00	00	11	<u>09</u>	00	21	00	84	CD	F3	FC	F1	F5						
20	01	00	00	11	<u>0A</u>	00	21	00	88	CD	F3	FC	F1	F5	01	00						
30	00	11	<u>0B</u>	00	21	00	8C	CD	F3	FC	F1	F5	01	00	00	11						
40	<u>0C</u>	00	21	00	90	CD	F3	FC	F1	F5	01	00	00	11	<u>0D</u>	00						
50	21	00	94	CD	F3	FC	F1	F5	01	00	00	11	<u>0E</u>	00	21	00						
60	98	CD	F3	FC	F1	F5	01	00	00	11	<u>0F</u>	00	21	00	9C	CD						
70	F3	FC	F1	F5	11	<u>10</u>	00	21	00	A0	00	CD	F3	FC	F1	F5						

ADDR	BLOCK #:										7	SECTOR #:										1
00	01	00	00	11	<u>11</u>	00	21	00	A4	CD	F3	FC	F1	F5	01	00						
10	00	11	<u>12</u>	00	21	00	A8	CD	F3	FC	F1	F5	01	00	00	11						
20	<u>13</u>	00	21	00	AC	CD	F3	FC	F1	F5	01	00	00	11	<u>14</u>	00						
30	21	00	B0	CD	F3	FC	F1	F5	01	00	00	11	<u>15</u>	00	21	00						
40	B4	CD	F3	FC	F1	F5	01	00	00	11	<u>16</u>	00	21	00	BB	CD						
50	F3	FC	F1	F5	01	00	00	11	<u>17</u>	00	21	00	BC	CD	F3	FC						
60	F1	F5	01	00	00	11	<u>18</u>	00	21	00	C0	CD	F3	FC	F1	F5						
70	01	00	00	11	<u>19</u>	00	21	00	C4	CD	F3	FC	F1	F5	01	00						

ADDR	BLOCK #:										7	SECTOR #:										2
00	00	11	<u>1A</u>	00	21	60	75	CD	F3	FC	F1	F5	01	00	00	11						
10	<u>1B</u>	00	21	60	79	CD	F3	FC	F1	F5	01	00	00	11	<u>1C</u>	00						
20	21	00	01	CD	31	22	F1	F5	01	00	00	11	<u>1D</u>	00	21	00						
30	05	CD	F3	FC	F1	F5	01	00	00	11	<u>1E</u>	00	21	00	09	CD						
40	F3	FC	F1	21	00	01	00	04	11	00	10	00	CD	1A	FD	21						
50	00	23	11	00	0D	01	FF	00	ED	B0	21	00	0D	22	90	A8						
60	3A	6F	FD	32	10	0D	2A	04	80	22	FE	23	21	90	21	22						
70	04	80	3E	05	32	FD	23	21	<u>1F</u>	00	22	FB	23	C3	00	80						

ADDR	BLOCK #:										32	SECTOR #:										2
00	06	0A	70	E5	CD	22	02	FD	E1	23	77	EB	CD	28	02	7E						
10	EB	FE	03	CA	1C	02	05	C2	03	02	E1	C9	E1	3E	0B	90						
20	77	C9	C5	CD	2D	02	C1	C9	2A	81	6C	2B	C9	2A	81	6C						
30	CD	B5	09	22	81	6C	C3	E6	72	3A	6F	FD	01	00	00	11						
40	<u>1D</u>	00	21	00	D4	CD	F3	FC	CA	57	02	21	D3	01	CD	09						
50	80	CD	37	80	C3	39	02	2A	00	D4	11	46	EB	B7	ED	52						
60	C2	4B	02	2A	02	D4	11	FE	70	B7	ED	52	C2	4B	02	C9						
70	CD	39	02	3A	6F	FD	01	00	00	11	<u>1D</u>	00	21	00	05	CD						

OH, YES, YOU CAN!!

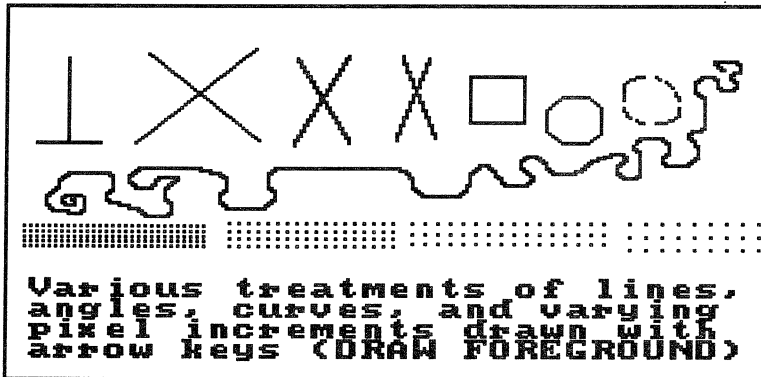
A POWERPAINT PRIMER

by P. J. HERRINGTON
Part 11 of 10

EDITOR'S NOTE: This is the second of a series of articles written by Pat Herrington (the Editor of the M.O.A.U.G. Newsletter) covering the many functions and capabilities of PowerPAINT by Digital Express Inc. We thank Pat for making this series available for our members.

Now let's try drawing some curved lines. Circles can also be drawn from the DRAW POLYGONS menu, but we need to learn to do it ourselves, because we will eventually want to make different types of curves other than "perfect" circles. (Circles drawn from square pixels are, of course, not literally perfect, no matter what technique is used.) Let's experiment by drawing various sizes of squares and erasing their corners. Then we'll try different ways of placing pixels so that the corners appear to be rounded.

We can even draw dotted lines. If we press the key labelled PIXEL INCREMENT, and enter the number 2 <RETURN> our pen will draw every other pixel. From now on, all our lines will be "perforated", drawing one pixel, skipping the next, and so on. This also allows us to shade our drawing in half tones. Or, we can change the pen mode to ERASE and erase every other pixel on a solid shape. We can choose other pixel increments, too. This is one simple way to add shading and patterns to our drawings. When we want our solid line back, we press PIXEL INCREMENT again, and enter the number 1.



We won't perfect our line drawing skills at one sitting. We will want to practice more in future sessions. But it doesn't take too long to get a general feel for the types of lines we can draw. Once we've experimented for awhile with drawing our own straight lines, angles, and curves, we are ready to try DRAW POLYGONS. It will be interesting to compare the lines we drew with the lines the computer can do for us. (As we progress, we will find that there are times we actually like ours better!)

Let's return to the Primary Menu and press the Smart Key labelled "POLYGONS AND MORE", then the "DRAW POLYGONS" key. Again, the first thing we want to do is change the color to black, so that whatever we draw will blend into our present picture. Pressing SmartKEY V allows us to change POLYGON COLOR. Then, let's experiment with the different types of polygon drawing.

We will learn that there are some limitations. DRAW CIRCLES, for example, will not draw very tiny circles, such as the size of an "O" in text mode. We have to be able to draw those ourselves. It won't draw very large circles, either. And it won't draw ovals at all. But we can draw most any shape with STRAIGHT LINE, by breaking the shape into small straight line segments and connecting them one by one. We use the arrow keys to place the starting point, and fix it into place with RETURN. We use the same method to move to each new end point and set it in place. Each time we press RETURN, the computer will draw a line between the two end points (coordinates) we selected, and we can move onto the next point. (The screen asks us to select the SECOND

COORDINATE each time, even if it's the sixtieth coordinate. It probably should read NEXT instead of SECOND, but it doesn't, so what the heck.)

When the drawing is complete, we press ESCAPE to return to the DRAW POLYGONS menu. There is a bug in the program that can cause it to lock up. It's been so long since I encountered the bug that I'm not sure what it is, but I think that it occurs when RETURN is pressed twice in a row, without a change in the position of the coordinate. That's easy to avoid, but the best way to be sure it never happens is to purchase PAINTAIDE (copyright, Digital Express) and follow the instructions which will fix the bug. You won't be sorry you bought PAINTAIDE. It includes a lot of useful information, as well as a huge collection of Font files ("The Swift Font Kit.")

DRAW POLYGONS is an excellent way to draw for people who like geometry. For example, people who like to draw shapes on graph paper and then break them up into segments, computing their mathematical coordinates, will have a lot of fun with this mode. For the most part, that does not describe the way I work. I usually just make everything up as I go along, and I usually don't keep track of specific coordinates. For instance, in the DRAW CIRCLE mode, the computer asks us to choose a center point, and then

input the size of the radius. Unless I have been counting pixels, I have to guess just how wide I want the radius to be. This gets easier with experience, of course; but in the beginning there is a lot of experimentation and guesswork.

Fortunately, PowerPAINT makes it easy to start over when the results are not what we expected. From most menus, we can simply hit UNDO before returning to the Primary Menu. That doesn't work from the DRAW POLYGON menu. Instead, if we don't like what we've done, we press SmartKEY VI to return to the Primary Menu. We are then asked, "ARE RESULTS OKAY?" If we do NOT like the results, we simply say so, and everything we added from the DRAW POLYGONS menu is instantly erased, leaving whatever else was on the screen before we entered POLYGONS. Nothing could be easier.

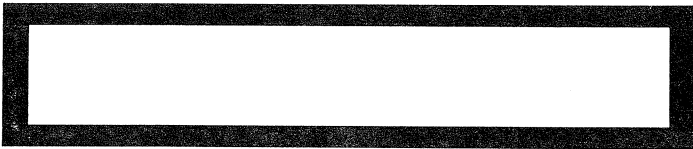
From what we've done so far, it would seem that drawing graphics is SLOW. Well, yes, when we are trying to get pixel-by-pixel detail, it IS slow. But there are many other ways of getting graphics on-screen. Depending what we want to do, we can speed up the process quite a bit. Let's try an exercise in drawing frames or borders, and see just how much faster we can go. First, let's start with a blank screen (changed to cyan) and draw a border 8 square pixels at a time. To do this, we make sure we are in the Primary Menu, and then hit the INSERT key. Then we choose the SmartKEY labelled NORMAL TEXT. This is the menu that allows us to use the keyboard to enter text on our screen. We're not going to do that just now. This time, we will be using only the Space Bar.

First of all, we need to choose the appropriate keys to change our

background color to cyan and our foreground color to black, so that whatever we type will blend in with the rest of our picture.

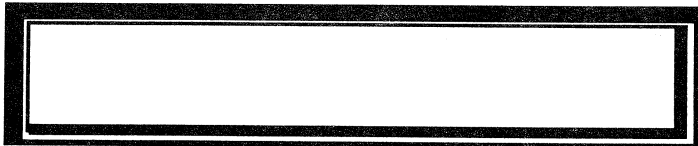
The Space Bar can be used with regular fonts to erase large sections of graphics, in 8-pixel squares. This time we want to DRAW large sections of graphics, so we will press the SmartKEY labelled CHANGE FONTS, and choose REVERSE FONTS. Now we can use the arrow keys to position the hollow white square which represents the "cursor". From now on, whenever we hit the Space Bar, a solid black square will appear at the location of the cursor.

Let's use the Space Bar to draw a small border. For now, keep it back a little bit from the very edges of the screen, so that it will be easier to see later. (Most monitors make it hard to see the last pixel or two at the far right edge.) Let's just make a rectangle, with a hollow center. In fact, it wouldn't hurt to draw TWO borders, so we can try a couple of different treatments.



When we're through, let's CHANGE FONTS back to regular Fonts, just so we won't get confused if we return to this menu later. It doesn't matter which Fonts we choose. Any selection will get us out of REVERSE mode. (If we prefer to keep the original Font set, we choose SYSTEM FONTS.)

Okay, now let's return to the Primary Menu and go back into DRAW FOREGROUND. We can now use the pen in ERASE mode to draw lines within the border (or, more accurately, to "undraw" them.) First try just a plain line in the exact center of each side; then try making a second line, or making the lines thicker on two sides, or erasing diagonal lines at each corner. Just experiment and see what happens. Don't draw or erase anything in the second frame, though; we are going to try something different there.



When we are tired of fooling around in DRAW FOREGROUND, let's return to the Primary Menu and see what we can do with Brushes. There is no SmartKEY labelled Brushes. We access that mode by pressing the key labelled PAINT GRAPHICS.

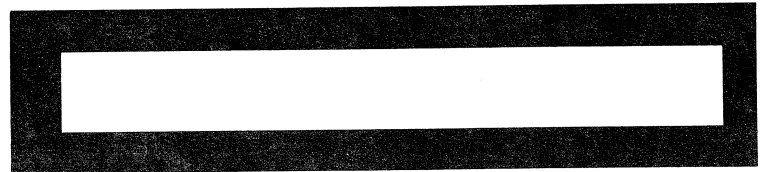
Now, what we want to do is to select any Brush design and use it in Erase mode. We can't see the Brush design on the screen. All we see is a "cursor" shaped like a paintbrush. Whatever graphic design we choose will appear on the screen only AFTER we move the Brush. To choose a shape, we press SELECT BRUSH. The center of the screen will display the shape of the current Brush. We can cycle through all the choices by pressing the down arrow key. When we decide which one we like best, we press RETURN, and the display disappears. We can no longer see the pattern we chose.

This time, we want the Brush to be in ERASE mode, so we press the SmartKEY labelled DRAW MODE. This toggles us to ERASE mode. Then we press the SmartKEY labelled BRUSH UP. That key toggles, too; our Brush is now in the down position. Wherever we move the Brush, we will erase graphics in our chosen pattern. Let's pass the Brush over our frame, and see what happens. If we don't like the results, we can press UNDO. We will be asked if we really want to

UNDO the changes. If we say yes, we return to the Primary Menu with our original picture intact, and can start over if we like.

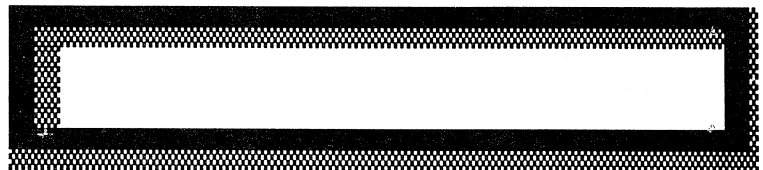


Now let's try drawing a frame or border using JUST our Brushes. This is even faster. Each of the built-in Brushes is 16 pixels square (FOUR TIMES the size of the square we were using from the font menu.) One of the Brushes is a solid square. Starting with a blank screen (with the same cyan background color) we'll go back into the DRAW GRAPHICS menu and select the solid-shaped Brush. Again, we want to stick to our color scheme, so we will press BRUSH COLOR and select black instead of the default orange. If our Brush is in ERASE mode, let's change it to DRAW. If the Brush is in the DOWN position, we'll change it to UP until we move a bit towards the center of the screen. Then we'll put it back down and draw a framework of 16 pixel squares.

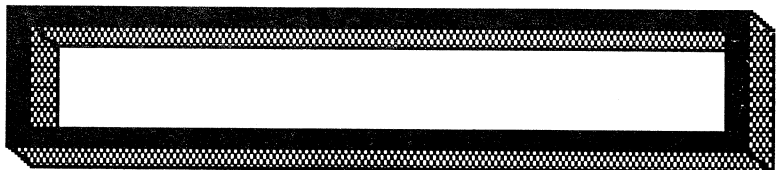


Now it gets a bit tricky. We want to SELECT a different Brush (ANY different brush.) We'll put the Brush UP, and change the Pixel Increment to 8. Then we'll move the Brush so that it is halfway down one edge of the frame, and change it to ERASE mode. Now we'll put the Brush back down, and try to erase just half the frame in the pattern we chose. But we won't get exactly the same pattern, because we are now moving in 8-pixel increments instead of 16, so our brush will be "overlapping" itself halfway across its width.

The tricky part is that changing the pixel increment makes it possible to overwrite the border of the PowerPAINT screen, so we want to move very slowly and pick the Brush up before we come close to the edges of the screen. Also, because there is a buffer built into PowerPAINT, it is easy to move too fast. This is true in some of the other menus, too, but it's particularly important in DRAW GRAPHICS. We need to take our time when using Brushes, and especially when using them with increments other than 16. If we DO get too carried away and make a mistake, we can always go back to the good old UNDO key.



Once we've ERASED just half the border, we can choose to go back to the Primary Menu and touch it up from DRAW FOREGROUND. How about if we erase two corners, draw a line around the patterned portion for better definition, and perhaps draw angles in some of the corners. DRAW FOREGROUND gives us the fine control necessary to do such things. Guess what? We are designing graphics!





EXPLORING SmartBASIC

Part V: Screen Format Commands

by Guy Cousineau

EDITOR'S NOTE: The following is the fifth in a series of articles on SmartBASIC written by Guy Cousineau of the ADAM User Friendly Group. The article was made available to us by Ron Mitchell, President of ADAM User-Friendly Group.

SCREEN FORMAT COMMANDS

The HOME command is used to clear the text window (even the 4 lines in GR and HGR mode). It also places the cursor at the top of the screen. If you want to home the cursor without clearing the screen, just PRINT CHR\$(128).

SPEED controls the delay between each character sent to the screen. It can be useful for special effects but should generally be avoided as it infuriates some experienced programmers, fast readers, or anxious game players. Don't try to guess how fast someone can read, fill up a screen and GET a keypress to move to the next screen. You can totally disable SPEED with:

```
POKE 12043,195: POKE 12044,15: POKE 12045,76
```

Note that these 3 POKes must appear on the same line or BASIC will crash.

Before discussing INVERSE video, let's look at the way that BASIC handles the screen. There are 2 tables in VIDEO RAM which control characters. BASIC routinely alternates between these 2 tables regardless of the FLASH INVERSE and NORMAL settings. Normally, these 2 tables contain exactly the same thing (ie. the characters to be displayed on the screen). If INVERSE is on, both tables are set to the inverse of the character being printed. When FLASH is on, one page has normal text, and the other page has reverse text. For those of you who may have experimented with direct writes to VRAM to place the characters on the screen, you may have already figured out that you must write the character in 2 places if you don't want to get funny results.

INVERSE and NORMAL complement each other. They affect the way that characters are represented on the screen. INVERSE can be handy for printing TITLES at the top of the screen. Note that INVERSE will print regular characters in inverse video and inverse characters in normal video:

```
10 REM inverse demo
20 PRINT CHR$(65): REM this is an A
30 PRINT CHR$(65+128): REM this is an inverse A
40 INVERSE
50 PRINT CHR$(65): REM this is an A
60 PRINT CHR$(65+128): REM this is an inverse A
70 NORMAL
```

The foregoing program prints an A and an inverse A. It then calls the INVERSE command and does the same thing again. Note the difference.

FLASH is used for emphasis. Depending on the color selection, it can be very hard on the eyes. For this reason, it should be used sparingly and for short periods. The following program illustrates a good combination of FLASH and INVERSE for emphasis:

```
10 a$=" HEADLINE ": REM your message here
20 HOME: FLASH: PRINT a$
30 FOR w = 1 TO 1000: NEXT: REM wait a bit
40 HOME: INVERSE: PRINT a$
```

50 NORMAL: PRINT "continue"

There is one strange thing you can do with FLASH. Try POKEing powers of 2 in address 17006 (16,32,64) or any other number for that matter.

TEXT is a powerful command. Besides being used to exit graphics modes, it can be used to clear or set certain other screen parameters. The routine jumps around a bit but essentially starts at 18453 (4815H) where it resets the cursor value and the BLANK SPACE value, sets the cursor to FLASH mode, and clears FLASH/INVERSE. It then jumps to 17406 (4296H) where the VDP is initialized. You can patch in your default TEXT attributes as follows:

17054	492E	border color
17060	42A4	background color
17115	42DB	normal character color
17126	42E6	inverse color
17164	430C	character to fill the screen with
17175	4317	character to fill alternate screen with
17198	432E	number of lines
17199	432F	number of columns
17201	4331	home line number
17202	4332	home column number

Every time you give a TEXT command, it is reset to the values in the addresses shown above. Be sure these values are the ones you want to live with. To temporarily reset the margins, POKE the values you want into the following addresses; you can then reset using the command: TEXT.

16993	4261	number of lines
16994	4262	number of columns
16995	4263	home line
16996	4264	home column
16956	423C	left margin
16957	423D	right margin
16958	423E	top margin
16959	423F	bottom margin

There are a few other interesting routines that you may like to experiment with:

⇨ **17275** (437BH) is the start of the GET CHARACTER sequence which flashes the cursor while waiting for a keypress. Address 17291 (438BH) contains the wait value between flashes.

⇨ **18112** (46C0H) scrolls the screen up one line. You may call this routine directly to push text off the top of the screen.

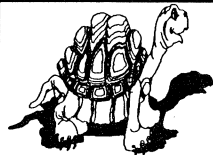
⇨ **7884** (1ECCH) contains the ASCII value of the character printed between COMMAS in PRINT statements.

Next time out, positioning the cursor on the screen.



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THE LOGO NOTEBOOK

Part II: Variables by Ron H. Mitchell

EDITOR'S NOTE: This is the second in a series of articles by Ron Mitchell, Editor of The ADAM User-Friendly Group newsletter, covering SmartLOGO and the many aspects of programming in SmartLOGO.

This is the second in a series of articles about SmartLOGO. The information presented is not intended to replace a thorough reading of the SmartLOGO instruction manual, but rather to serve as a study guide and to provide readers with a different perspective on learning the language. What perspective? Well, we've already become reasonably familiar with SmartBASIC, and now we're trying to unlearn our habits thus far acquired and reprogram ourselves sufficiently enough to permit a look at another way of doing things.

For in fact, learning a computer language involves, to some extent at least, learning different syntaxes for what seem to be similar operations in each language. No matter what the language, there are always routine things that need to be done:

- ⇒ screen control
- ⇒ variable assignments
- ⇒ program flow
- ⇒ user input
- ⇒ output to the screen
- ⇒ input / output to disk or data pack
- ⇒ output to other peripherals such as the printer
- ⇒ mathematical operations
- ⇒ logical operations
- ⇒ file management
- ⇒ memory management
- ⇒ control of special resources (like sprites and sound)

From investigations so far, SmartLOGO appears to be a great language for graphics applications. ADAMites quite often ask each other through their newsletters why it isn't used more often and why there aren't more SmartLOGO programs available. Perhaps in our efforts here we can help to answer such questions.

Two things I've heard so far might explain user reluctance to do more in SmartLOGO. The language is slow, and the larger a SmartLOGO program becomes, the more difficult it is to efficiently manage ADAM's memory. I've been hearing about a concept called 'garbage collection' when the latter objection comes up. We'll have to find out exactly what is meant by this term and also to what extent any speed price payable will affect our programming objectiveness. In any event, it's not likely that either of these two problems will hamper the process of learning the basics. So let's get to it.

Last issue we briefly covered a few screen control commands affecting text and graphics. The two modes of operation, Immediate and Edit were discussed. In this article we're going to talk about variables. We'll conclude with a short SmartLOGO program that doesn't much, but serves to illustrate the things so far addressed.

VARIABLES

Every program you write, except for the most simple, will no doubt involve the use of variables. In SmartBASIC, the statement:

$$10 \text{ x} = 42$$

reserves memory space for the variable 'x', declares it to be a numeric floating point variable, and assigns it the value 42. The variable 'x\$' on the other hand would declare a string variable, and as we all know from

experience, trouble follows if we try to mix the two types. In fact in some languages such as C and PASCAL, the variable types used are quite extensive and variables must be defined or declared in advance as one of the very first segments of a program.

In SmartLOGO however, there doesn't seem to be any such restriction except for that dictated by good programming practice. You can name a variable anything you like (no LOGO primitives... please) and assign to it an integer, a floating point number, or a string. LOGO doesn't seem to care.

If you were to load up LOGO and type in the foregoing 'x = 42' statement, you would be informed:

I DON'T KNOW HOW TO X

When you're in LOGO, there's one very basic thing you have to remember. The interpreter believes that every word you type in is the name of a PROCEDURE unless you tell it otherwise. So let's try something else:

MAKE "X 42

With this you'll find that LOGO stops complaining, and waits with it's '?' prompt for your next entry.

Now, suppose we want to find the value of our variable X. Here's how we do it:

PR :X

And LOGO will respond:

42

Note that the first time we referred to our variable, we used an open quote to tell LOGO we were talking about the LITERAL X and not a PROCEDURE called X. What's with the semicolon? The semicolon before a name is used to denote a VARIABLE. So by using ':X', we now tell LOGO we're talking about a VARIABLE X. Clear as mud?

You can make :X just about anything you want:

MAKE "X 42

or:

MAKE "X "ADAM

or:

MAKE "X 27.90375

or:

MAKE "X [LEFT HANDED SKYHOOKS]

Note the last example assigns a list to X and a list is always enclosed in square brackets.

There's another LOGO primitive that can be used to make variable assignments: the command NAME.

NAME [RIGHT HANDED SKYHOOKS] "X

NAME 27.90375 "X

...etc

Both commands do exactly the same thing, and the order of inputs is reversed. The advantage of one over the other is not yet apparent, but will no doubt surface in due course.

Any variables assigned with the commands MAKE or NAME are global. That is they exist in the workspace for all procedures, and all procedures can make use of them.

Another means of assigning variables produces what are called LOCAL variables, that is variables that are known only within a particular procedure. If you examine the procedure SQUARE in the program which follows, you'll see that along with it's name on the same line there is also a parameter ':COLOR'. This parameter is called an 'INPUT'. As it's being called, the procedure SQUARE is given an input :COLOR, which is itself a variable, to work with. In fact the procedure will not run unless a value for :COLOR is provided... and you'll get:

NOT ENOUGH INPUTS TO SQUARE

So these are the three LOGO ways of declaring variables and assigning values to them. You'll also find that you can edit the values of all variables in your workspace by using the command EDNS. EDNS puts you into the edit mode, prints out all the variable names you've used and gives you their currently assigned values. You can then change any or all of these values and run your procedure(s) again.

Oh yes, and one more thing. What happens when you try to print the value of a variable without first having assigned one? If we were to type in:

```
PR :RON
```

LOGO would sarcastically proclaim:

```
RON HAS NO VALUE
```

A SHORT DEMO

Type in the following program and save it to your media by entering:

```
SAVE "DEMO.LGO
```

Then simply type:

```
PROGRAM
```

Here's a short explanation. The main loop is the procedure PROGRAM which calls all of the other sub-procedures. START clears the screen, draws a colored box at the top and fills it with another color. TITLE positions the cursor in the colored box and prints two introductory lines of text. DRAWSQUARES assigns a color number to each of two boxes to appear below the title box and then produces these squares by calling it's sub-procedure SQUARE :COLOR. The procedure PRTVRBLS assigns values to the variables :X and :Y, sets the cursor at an appropriate point within each box and then prints the values of the variables. Finally, FINISH cleans things up by changing the background and print colors. It then moves the cursor to the bottom of the screen where it will be out of the way.

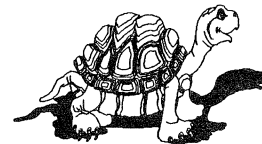
Next time we'll look at the various color commands illustrated here and work on our demo a little more.

SmartLOGO

Demonstration Program

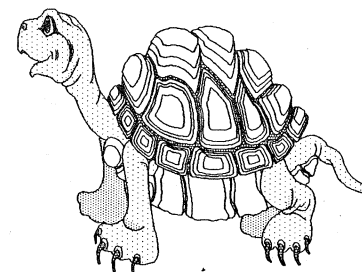
by R.H. Mitchell

```
TO TITLE
  SETCURSOR [3 2] PR [RON MITCHELL'S LOGO DEMO]
  PR []
  SETCURSOR [11 4] PR [PART I]
END
```



```
TO START
  CS
  HT
  PU
  SETPOS [-110 90]
  PD RT 90 FD 220
  RT 90 FD 50 RT 90 FD 220 RT 90 FD 50
  PU
  SETPOS [0 80] PD SETPC 10 FILL
  PU
END
```

```
TO PROGRAM
  START
  TITLE
  DRAWSQUARES
  PRTVRBLS
  FINISH
END
```

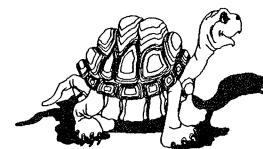


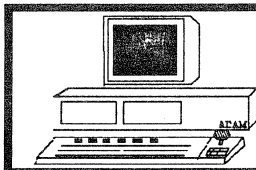
```
TO FINISH
  SETBG 12
  CHANGE.COLOR 15 1
  SETCURSOR [1 23]
END
```

```
TO SQUARE :COLOR
  PD RT 90 FD 100 RT 90 FD 100 RT 90 FD 100
  SETPC :COLOR PU RT 120 FD 10 PD FILL
  PU
END
```

```
TO DRAWSQUARES
  HOME
  MAKE "COLOR 9
  PU SETPOS [-110 30] SQUARE :COLOR
  HOME
  MAKE "COLOR 8
  PU SETPOS [10 30] SQUARE :COLOR
END
```

```
TO PRTVRBLS
  MAKE "X [HI THERE]
  NAME [BYE THERE] "Y
  SETCURSOR [3 13]
  PR [X =] SETCURSOR [3 15] PR :X
  SETCURSOR [18 13]
  PR [Y =] SETCURSOR [18 15] PR :Y
END
```





CP/M 2.2 & TDOS WORKSHOP

Public Domain and Reviews

by Doug Rosenvinge

INTRODUCTION

In this month's column we are listing the descriptions of disks 8 through 25 of the NIAD CP/M public domain library. Most of these programs will work with TDOS as well. If you are interested in exploring various computer languages take a look at disks 8, 11, 12, 14, and 18. There are quite a few other useful programs from editors and utilities to telecommunications and games. Remember: Files ending in LBR need to be removed from their library with a program like NULU.COM. Files ending in ?Q? are squeezed and need to be unsqueezed with a program like USQ.COM. Files ending in ?Z? are crunched and need to be uncrunched with a program like UNCR.COM. These file extraction utilities are available in the NIAD public domain library.

N.I.A.D. CP/M CNDV-#8

NAME	TYPE	DESCRIPTION
⇒ CURLY.LBR	C Language	For debugging C programs. Identifies brackets & nesting - sends results to new file.
⇒ CV2COR.LBR	C Language	Part of Small C version 2.
⇒ CV2EXM.LBR	C Language	Part of Small C version 2.
⇒ CV2RST.LBR	C Language	Part of Small C version 2.
⇒ DELIB.COM	Library Utility	Extracts files from a library of files.
⇒ UNIXTOOL.LBR	C Language	Unix functions: CAT, CUT, ENTAB, MAXLINE, SS, TAIL, CPIO, DETAB, GREP, SORT, and STRIP.
⇒ ZIP.LBR	Text Utility	Joins up to 7 ASCII files sideways (in columns). Includes documentation.

N.I.A.D. CP/M CNDV-#9

⇒ MBUTIL.LBR	MBASIC Utility	Microsoft BASIC utilities for removing rem statements clean up source & print ASCII
⇒ NSW207.LBR	Disk Utility	NewSweep replaces PIP, ERA, REN, SQ, USQ, TYPE, COPY and more in 12k space.
⇒ RENEXT.*	File Utility	Renames all files on a drive with one filename extension to another filename extension
⇒ RESOURCE.LBR	Dissassembler	8080 disassembler documentation files included.
⇒ TYPEL23.LBR	File Utility	Types squeezed ASCII library squeezed or ASCII.
⇒ TYPEL34A.LBR	File Utility	Improved version of TYPEL. Types .?Q? regular ASCII or library member files.

N.I.A.D. CP/M CNDV-#10

⇒ BBS.COM	Telcomm.	RBBS37 for the ADAM. Disks 10 A & B. ASCII file transfer no auto-answer ADAM.
⇒ RBBS37.*	Telcomm.	A Remote Bulletin Board System for ADAM. ASCII file transfer. 2 disks #10 A&B.

N.I.A.D. CP/M CNDV-#11

⇒ PASCAL	Language	The PASCAL programming language. ISO Standard language includes manual.
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N.I.A.D. CP/M CNDV-#12

⇒ CONVER.FTH	Forth Utility	Coverison program.
⇒ F83TOOL.LBR	Forth Utility	A toolbox for the Forth language.
⇒ F83.COM	Language	The Forth 83 language in CP/M. Version 2.10
⇒ FLISP1.FTH	Language	LISP in Forth.
⇒ GAMESAVE.COM	Game Utility	Saves Coleco carts to CP/M file.
⇒ LIF.FTH	Language	LISP in Forth. PHASEB.FTH is also part of Lisp in Forth.
⇒ L.*	Print Utility	A file lister variable left margin start/stop page headings more.
⇒ PHASEB.FTH	Language	Part of Lisp In Forth.

⇒ PILOT80.LBR	Language	The PILOT language in Microsoft BASIC full implementation.
⇒ VF.*	File Utility	Video Filer. Replaces ERA, REN, COPY. Views files, prints files and more.

N.I.A.D. CP/M CNDV-#13

⇒ CHECK.COM	File Utility	Checks CRC of files and number of records used.
⇒ DUPUSER.COM	File Utility	Will copy files to different user levels.
⇒ GENHOSP.COM	Game	Text adventure in which you are a doctor in a major hospital.
⇒ LOCK.*	Disk Utility	Locks access to files with password.
⇒ MKEY.*	Disk Utility	If you forget your password MKEY will help retrieve it.
⇒ PHONE.*	Productivity	Phone directory database for up to 1000 numbers.
⇒ SORTDIR.*	Disk Utility	Sorts your disk directory in alphabetical order.
⇒ SURVEY4.COM	System Utility	Surveys and graphs RAM/ROM usage ports TPA size and drive information.
⇒ TELL.COM	System Utility	Reports CCP bios jump table BDOS entry addresses.
⇒ UNERA.*	Disk Utility	Uneras files provided you have not written any new material over the erased.
⇒ UNLOCK.*	Disk Utility	Unlocks a file locked with LOCK.COM to be used normally.
⇒ VFILER8.*	Disk Utility	Disk directory maintenance program. Copy delete and view files.
⇒ WASH.*	Disk Utility	Disk directory maintenance program rename copy backup view and delete files
⇒ WFAST.LBR	WS info.	Contains patches to speed up Word Star and to expand some functions.

N.I.A.D. CP/M CNDV-#14

⇒ MUMPS	Language	The MUMPS programming Lang.
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N.I.A.D. CP/M CNDV-#15

⇒ CASTLE.LBR	Game	Text adventure with a random feature that makes each game different.
⇒ COBOL.LBR	Language	The COmmon Business Oriented Language for CP/M.
⇒ OTHELLO.COM	Game	Othello for use on ADAM's 30 column screen.
⇒ RCPM.LST	Telcomm. Info	List of RBBS's from around the country out of date.
⇒ VDOVIDEO.DQC	Editor	For use with VDO25.COM on disk #005. This will enable you to modify the screen.
⇒ VDO-OVR.AQM	Editor	For use with VDO25.COM disk #005 to modify screen output.

N.I.A.D. CP/M CNDV-#16

⇒ MEX.*	Telcomm.	The mex telecom program with overlay file for ADAM (MX-AD.AZM)
⇒ XMDM106.LBR	Telcomm.	A library of programs for setting up an xmodem file transfer for an RBBS.

N.I.A.D. CP/M CNDV-#17

⇒ BDLOC.COM	System Utility	Locates the base page address of the CCP.
⇒ CRC.COM	File Utility	Used to validate crc files on disk.
⇒ EDFILE.*	File Utility	Provides byte by byte editing of any CP/M disk file. Docs included.

- ⇨ FIND51.* File Utility Finds strings of characters in a file and displays the whole line.
- ⇨ FTNOTE12.* WS Utility Provides generation of page bottom footnotes for WordStar format options.
- ⇨ LCAT20.LBR File Utility C/P/M disk directory utility will catalog library directories as well.

N.I.A.D. CP/M CNDV-#18

- ⇨ AREACODE.COM Productivity Lists all regional area codes for the US. and Canada. Out of date?
- ⇨ BANNER.COM Print Utility Prints large headings on computer printer.
- ⇨ BISHOW.COM File Utility Bi-directional file viewer/dump utility.
- ⇨ BUGS.COM Game Try it and be bugged.
- ⇨ CP/MHELP.DOC Help CP/M A guide through ADAM CP/M and modem use.
- ⇨ DBL.* Print Utility Allows printing 2 pages on one page if using Epson Gemini Panasonic dot printer
- ⇨ DISK.COM File Utility File manipulator with copy rename print stat tag view and more commands.
- ⇨ EPRO.* Language Small E-Prolog system for CP/M.
- ⇨ LIST.LBR Print Utility Lists any file on your printer with various options:margin heading page start
- ⇨ M.COM System Utility Menu program that assigns numbers to disk file run program by typing number.
- ⇨ PROBE.LBR System Utility Reports CP/M ver. I/O byte CCP BDOS BIOS address Jump tab disk parm more.
- ⇨ SAP43.LBR Disk Utility Sorts and packs disk directory. Document file included.
- ⇨ TINYBAS.* Language A Tiny Basic Interpreter version 3.1. Doc file included.
- ⇨ TRS/ADAM.COM Disk Utility Converts TRS80 program to Adam readable format. Result file may not run on Adam.
- ⇨ WC.* File Utility Counts characters words & lines in ASCII file. WS files must be filtered first.
- ⇨ XF.COM File Utility Full featured file transfer program: Log, Stat, Tag, View, Find, Copy, Backup...

N.I.A.D. CP/M CNDV-#19

- ⇨ ADAMDIR.LBR EOS Database An EOS sequential file database in SmartBASIC Menu driven.
- ⇨ ALLOCATE.COM Disk Utility Prints bit map of disk usage and will write protect temporarily 22k of the map.
- ⇨ BARCODE.LBR Business Will print a 3 or 9 barcode on an Epson comp. dot matrix printer for up to a string of 15 characters
- ⇨ BLKJACK.COM Game Simple Black Jack game.
- ⇨ CHECKBK.LBR Productivity A checkbook manager with many functions and good documentation.
- ⇨ CKBOOK20.LBR C BASIC Appl. Check book manager. Requires C BASIC to run.
- ⇨ GUESSIT.COM Game Simple number guessing game you against ADAM.
- ⇨ SCROLL.LBR Screen Utility A 30 column utility that enables either 30 or 80 column display.
- ⇨ SDSKCOPY.LBR Disk Utility A single disk drive copy program. Copies one file at a time.
- ⇨ SWAPCOPY.* Disk Utility A single drive copy program. Copies files larger than memory and multiple files.
- ⇨ TYPESQZ.COM File Utility Prints squeezed (.?Q?) files to screen or printer.
- ⇨ WSTXTSVE.LBR WS Utility Allows you to partially save Wordstar files that you were editing if WordStar happens to crash.

N.I.A.D. CP/M CNDV-#20

- ⇨ NSSEC.* Editor North Star Secretary an old commercial word processor. Manuals & samples included

N.I.A.D. CP/M CNDV-#21

- ⇨ ARTILLRY.COM Game A text war game. Destroy enemy outpost with your cannon if you can.
- ⇨ CRC50.LBR File Utility Computes the CRC for files to verify them.
- ⇨ PATCHZ80.LBR Z80 Utility A file/memory editor in hex decimal or ASCII. A programmer's tool.
- ⇨ PROLIN.LBR Z80 Language Powerful small application linkage editor. Can intermix REL and HEX files.
- ⇨ RCPM.LST Telcomm. A BBS listing of US and Canada. Out of date by now.
- ⇨ SPOOL.COM Print Utility Enables print spooling on Z-80 micro computers.
- ⇨ SUPRSCAN.COM Telecomm. For quick scanning of BBS listing by area code.

N.I.A.D. CP/M CNDV-#22

- ⇨ CHOP.COM Screen Utility A 30 column screen utility for Adam's CP/M.
- ⇨ PAGE.COM Screen Utility Formats text into pages and displays one screen at a time.
- ⇨ QWKEY12.* Keybrd Utility A keyboard definition program for assigning strings to keys.
- ⇨ SPELLM20.LBR Spellcheck Spellchecker with 40,000 word dictionary. Rated highly.
- ⇨ WS/KEYS.DOC WS info. Text file on how to configure all ADAM special function keys for WordStar.

N.I.A.D. CP/M CNDV-#23

- ⇨ DZLSTAR.* Dissassembler WordStar like dissassembler. Automatic features configurable display.
- ⇨ RESOURC2.LBR dBASE Appl. dBASE2 application for management of a resource library. dBASEII required to use

N.I.A.D. CP/M CNDV-#24

- ⇨ CERTIFY.* Disk Utility Menu driven logs bad blocks in directory display/print files more.
- ⇨ COMPARE.* File Utility Compares two files and reports on discrepancies. Requires 2 disk drives.
- ⇨ FINDBAD.* Disk Utility Locates bad blocks - disk drive b.
- ⇨ FIP.* File Utility File Interchange Program compares copies displays file & disk info.
- ⇨ NULU15.LBR Library Utility Version 1.5 comprehensive library utility for extracting library management.

NEW ADDRESS

Please take note of my new address:



N.I.A.D. CP/M LIBRARIAN

c/o Doug Rosenvinge
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Coventry, CT 06238

Comments and suggestions are always welcome! If you would like a personal reply please include a Self Addressed Stamped Envelope.

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TYPE
PRODUCTIVITY

RELEASED
JANUARY 1992

P.A.L.

By Hexace Software

Reviewed by Jim Notini

PRICE
\$10.00

MEDIA
DISK OR DDP

Personal Appointment Lister (P.A.L. for short) is a new productivity program released by Bruce Walters of Hexace Software. As the name insinuates, PAL is a time scheduling program which will come in handy for those busy individuals as well as for people who always seem to forget important dates during the month or year. In order to simplify the remembrance process, PAL allows for the creation of little reminder for each and every date in a month or year so that a schedule can be maintained on a day to day, month to month or year to year basis. Examples of some uses would be to enter in all birthdays, anniversaries, holidays, business appointments, personal appointments, sports events, etc. into PAL along with a description detailing the event. Once the data has been entered and saved, one may recall the notes for the specific date and no longer have to make up excuses for forgetting an anniversary or arriving late to a business meeting. In any event, PAL is the perfect tool to schedule your time. All that the user will have to remember after entering in the schedule is to run the program every now and then to keep up to date.

PAL is supplied on either diskette or digital data pack and contains a five page SmartWRITER documentation file which is very straight forward and easy to understand. To boot PAL, just place the program into the appropriate drive and pull the Computer Reset switch. Within seconds a title screen will be displayed and a prompt to press any key will appear. By pressing any key the main calendar screen comes up along with the main dialog box of options. From here on out, the graphic depiction of the calendar will remain the same but the text will change dependent on what functions are performed. Also, all selections and text entries are made via pop-up window dialog boxes.

The Main Menu consists of four options: Current, Different, Make new and Delete. The "Delete" option performs an obvious function of deleting the data file in memory at the time (deletes the file from memory as well as the file on disk or DDP). "Make new" will create a new data file that is used for data storage that the user enters in, the name of the file is the year used. The size of the data file is set automatically at a total of 36K, therefore you should insure that the disk or DDP that is being used to store the file on has enough free blocks prior to loading PAL or an error message will be displayed. Once the new file is created, one can go about the entering of data. "Different" allows for the loading in of a new data file in the case that you want to move from year to year. The "Current" option will return the display to the last calendar that was logged on, displaying the month and day that was last set.

After selecting to make a new calendar, the user is prompted to enter in the year, whether or not it is a leap year, what day of the week January 1st falls or fell on, and the number of days in February. Once this information is entered the data file is created, the new calendar is redrawn on the screen with the month, year and current date which can

be edited are listed. PAL is now displaying the main calendar screen that is used to enter in all data.

The first order of events needed to be taken is to insure that the correct day and month that is to be edited is listed at the top of the calendar. If not the cursor keys will have to be used to change either the month (up or down cursor keys) or the day (right or left cursor keys). After the date is set, pressing the HOME key will open the message window for that date and allow the user to type in their specific notes (up to a whopping 95 characters long). Any standard keyboard key may be used (letters, numbers, and symbols) to enter the message and once the message is entered the cursor keys may be used to move the cursor around in the message for editing, the CONTROL and L keys pressed at the same time will clear the message and the PRINT key will print out the message and date on the ADAM Printer or a Dot Matrix Printer. The HOME key will need to be pressed once again to close the message window. Of course, one may always return to this message window via the HOME key to edit the message that was previously entered in.

Once the message is entered in, it is recommended to change the color of the date displayed in the calendar via the INSERT key from black to either blue, red, purple or a combination of two colors. Combinations are probably the best method to use (the numbers representing the date are all two digits, IE: January 2nd is listed as "02") since PAL allows the color of one or the other or both digits to be changed. If a color pattern is created; IE. black and red for birthdays, red and purple for anniversaries, etc., it will speed up the recognition of the type of message that was entered in for the date. If the set date needs to be changed the UNDO key is used and to switch to the set date the WILD CARD key is used. After all editing for the current month has been accomplished, pressing the ESCAPE key will save all messages and the new layout of the calendar before returning to the Main Menu from which one can work in different months, load a different file or quit.

Overall, Personal Appointment Lister is one of those programs that you wonder why it wasn't developed years ago. PAL is very easy to work with and especially nice is the fact that it is very fast in retrieving information from disk or data pack. While the screen display is on the whole bland, the content and capabilities are limitless. One of the major disappointments of PAL that I found was the inability to print a range of messages for specified dates instead of having to print one by one, so hopefully this capability can be worked into an update if one ever becomes available. You may also recall that in the December '91 issue I reviewed "Appointment Book" by the Maine ADAM Library which offers identical functions and a whole lot more. While they are competing due to the likeness of their content, Appointment Book also offers a Phonebook Directory, Invoicer, and an Editor at a considerably higher price. So if you need just the appointment functions, PAL should be your choice due to the smaller retail price.

SYSTEM REQUIREMENTS

- MEMORY: BASE ADAM SYSTEM WITH R80 REVISION
- PRINTER: ADAM PRINTER OR A DOT MATRIX PRINTER
- DRIVES: 1 DISK DRIVE AND OR 1 DIGITAL DATA DRIVE
- OTHERS: NO OTHER REQUIREMENTS
- OPTIONS: NO OTHER OPTIONS AVAILABLE

SOFTWARE RATINGS

- GRAPHICS / SCREENS..... B+
- MUSIC / SOUND..... N/A
- INSTRUCTIONS..... B
- EASE OF USE..... A
- VALUE FOR THE DOLLAR..... A

OVERALL

A-

TYPE
UTILITY / PATCH
RELEASED
JANUARY 1992

SmartWRITER ELITE

By Walters Software Co.

Reviewed by Jim Notini

PRICE
\$19.95 / \$34.95
MEDIA
DISK or DDP / CART

SmartWRITER ELITE, by Jim Walters, is a new enhancement to the SmartWRITER Word Processing program that is built into each and every ADAM Computer System. Numerous bugs in the Operating System of the ADAM are fixed via the implementation of the SmartDSK Operating System (this system is used by all Walters Software Co. programs so therefore all ramdisk setups are compatible when switching between Walters programs) as well as the ability to gain access to disk drive #2 and a ramdisk (these two hardware items were not accessible through the built in version of SmartWRITER). Other major enhancements include 9-pin and true 24-pin drivers for dot matrix printers, the ability to setup embedded printer commands to change type styles within the document and for the first time the one and one half line spacing bug has been correctly fixed (this bug previously would cause the printer to skip one and one half lines when it encountered a blank line) to skip only one line. More importantly, a SmartBASIC patch program has been included that allows the user to customize the embedded printer commands that are setup on the SmartWRITER ELITE program disk or data pack by themselves if they require access to different print styles that their dot matrix printer offers.

SmartWRITER ELITE is available on either cartridge, disk or data pack and comes with a seven page instruction manual as well as a two page addendum on how to use the patch program to change the embedded printer commands built into SW Elite. The instructions are extremely easy to understand and detail every possible aspect of using the SW Elite program. Once the cartridge or computer reset switch is activated, the SmartDSK Operating System is loaded in followed by the SW Elite program. The only SmartKEY menu is then displayed with options for setting up either 9-pin or 24-pin printer drivers depending on what type of printer that the user owns. Once the choice is made, the computer resets to the Electronic Typewriter mode and by pressing the ESCAPE / WP key, the word processor mode is entered with all the advanced features that SW Elite offers.

The initial setup of the SW Elite consists of: Data Drive 1 (Drive A), Ramdisk (Drive B) if a memory expander is found in the system, Disk Drive 1 (Drive C) and the dot matrix printer access on. To change the configuration of the SW Elite program if the default setup is not to your liking, a sequence of "CONTROL" key and specific letter keypresses are required. The CONTROL sequence keypresses are as follows: < CONTROL + W > directs output to the ADAM Printer; < CONTROL + D > directs output to a Dot Matrix Printer hooked up to the ADAM via a Parallel Printer Interface; < CONTROL + T > sets up the drives as Data Drive #1 (A), Data Drive #2 (B); < CONTROL + R > sets up the drives as Data Drive #1 (A), Ramdisk (B); < CONTROL + X > set up the drives as Disk Drive #2 (A), Ramdisk (B); < CONTROL + Y > sets up the drives as Disk Drive #2 (A), Data Drive #2 (B). Note that Disk Drive #1 is always configured as drive (C) for all options above.

Also note that the ramdisk size is set depending on the full size of the Memory Expander installed in the ADAM and that a second digital data drive (B) is not required in the system in order for drive B to be reconfigured as the ramdisk. When using the ramdisk option to store files to it, always remember that when worked has been completed, the files will somehow have to be saved to disk or data pack before

powering down or using another program that is not compatible with the SmartDSK Operating System setup. In order to save the files back to disk or data pack, one will either have to reload the file(s) from the ramdisk and then resave them to disk or data pack. Another way to perform this task would be through the use of one of many Walters Software Co. utilities such as ADAM's Desk Top, AutoBackup or SmartDSK III. I personally would have preferred to see a ramdisk file copy feature built into the SmartKEY main menu. This would allow the user to reboot the SW Elite media (the contents stored on the ramdisk are not destroyed by loading another Walters Software program unlike other ramdisk software programs developed by other programmers) and then proceed to copy the file(s) desired off the ramdisk to disk or data pack. A much faster process than reloading / resaving the file(s) through SmartWRITER and more convenient for those purchasers of SW Elite who don't own one of the aforementioned Walters programs.

The use of embedded printer commands for accessing a DMP's built-in capabilities is a function which many ADAMites are very familiar with through their usage of such programs as EVE's SP-1 Patch, Digital Express' ShowOFF II and Hexace's SmartWRITER'S Helper. SW Elite uses the caret " ^ " sign as well as an upper case letter to specify when to start the new print style and when to end the style. For instance, if you wanted the words "SmartWRITER ELITE" printed in expanded print you would type it into SmartWRITER like this: ^MSmartWRITER ELITE^N. When you print out the document, the ^M and ^N will not be printed but everything in between the two caret combinations will be printed in expanded print. As SW Elite is supplied, there are ten active print options: Emphasis, Double Strike, Italics, Compressed, Elite, Pica, Near Letter Quality Pica, Near Letter Quality Elite, Expanded and Form Feed that should work with any DMP. There are also two open embedded printer codes that can be setup by the user through the patch program. Users of SW Elite will have to consult their DMP owner's manual for specific information on which styles can be used in conjunction with one another.

The SW Elite Patch program is accessed by first loading SmartBASIC V1.0 and then running the HELLO program on the SW Elite media (if you purchase the cartridge version of SW Elite, you will have to send the cartridge back to Walters Software Co. in order to modify the embedded printer codes). In a few moments the patch program will display a menu from which you may begin to enter in two new printer codes or edit the ones built-in. Since SW Elite is copy protected, all modifications will have to be made to the original disk or data pack unless a backup copy is purchased, so instead of taking chances, purchase a backup copy immediately from Walters Software Co.

SmartWRITER ELITE is a tremendous enhancement to the SmartWRITER program. We have all wondered how Coleco's programmers could have let so many bugs go by unnoticed but thankfully SW Elite is yet another step forward in clearing up some of these deficiencies as well as offering dot matrix printer users the ability to access their printers capabilities without having to use multiple programs or learn a new word processor. I would have liked to have seen the ability to setup more embeded printer codes to have access to at once, but at least a program is supplied to reconfigure the codes.

SYSTEM REQUIREMENTS

- MEMORY: BASE ADAM SYSTEM WITH R80 REVISION
- PRINTER: ADAM PRINTER AND OR DOT MATRIX PRINTER
- DRIVES: 1 OR MORE DISK DRIVES AND OR DIGITAL DATA DRIVES
- OTHERS: NO OTHER REQUIREMENTS
- OPTIONS: MEMORY EXPANDER, 24-PIN DOT MATRIX PRINTER

SOFTWARE RATINGS

- GRAPHICS / SCREENS..... N/A
- MUSIC / SOUND..... N/A
- INSTRUCTIONS..... A
- EASE OF USE..... A+
- VALUE FOR THE DOLLAR..... B+

OVERALL

A-

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MISCELLANEOUS VOLUMES

- SMARTBASIC BNDV # 1 - 38:** 36 different volumes containing assorted SmartBASIC entertainment, application, graphics, patch, utilities and other misc. programs. Most volumes are auto-booting and contain SmartWRTTR documentation.
- SMARTBASIC UTILITIES UNDY # 1 - 2:** 2 different volumes containing SmartBASIC utility programs such as file copiers, backup utilities, patches and other misc. programs. Volumes are auto-booting and contain SmartWRTTR documentation.
- SMARTLOGO LNDV # 1 - 5:** 5 different volumes containing SmartLOGO entertainment, application, graphics, utilities patches and other misc. programs. Volumes require the user boot SmartLOGO first, contain SmartWRTTR documentation.
- ADAMCALC ANDV # 1 - 34:** 34 different volumes containing ADAMCALC spreadsheet formulas, tutorials and demonstrations. All volumes require the user to boot ADAMCALC first and contain SmartWRTTR or ADAMCALC documentation file(s).
- CP/M 2.2 CNDV # 1 - 58:** 59 different volumes containing CP/M 2.2 utilities, games, interpreters, patches, compilers, word processors and other misc. programs. Volumes require the user boot CP/M 2.2 first, most programs contain documentation.
- CPD SIGNS SNDV # 1 - 2:** 2 different volumes containing SIGNSHOP/NEWSMAKER graphic files for use with these programs by Strategic Software. Volumes require the user boot SIGNSHOP/NEWSMAKER first and contain SmartWRTTR documentation.
- PNBALL GAMES PNDV # 1 - 7:** 7 different volumes containing Pinball Construction Set pinball games which were designed with this public domain program by Coleco. Each volume is auto-booting and contains SmartWRTTR documentation.
- VIDEOTUNES SONGS VNDV # 1 - 3:** 3 different volumes containing many assorted song files each that are for use with Videotunes by FutureVision. Each volume requires the user to boot Videotunes, then load the song file.
- MDI SONGS MNDV # 1 - 8:** 8 different volumes containing many assorted song files each that are for use with Mini-Recorder by Bonafide Systems for the MIDI-WRITE.
- SOLO-ADVENTURE PACK VOL. # 2 - 3:** 2 different volumes of Solo Adventures for use with Mage Quest by Reedy Software. Each volume requires the user to boot Mage Quest first and contain SmartWRTTR documentation.
- DISPER FRONT LINE DEMO:** A Coleco In-House demo of the never completed supergame version of the Colecoision cartridge Front Line. Program is auto-running.
- DIAD BACKGROUND INDEX:** SmartFILER database detailing the contents of past NIAID newsletters through 1987. Requires that the user boot SmartFILER first.
- DUKKS MINI-REVIEWS VOL. #1-2:** 2 different SmartFILER databases with mini-reviews of hundreds of software and hardware products. Requires that the user boot SmartFILER first and then follow the included instruction sheet on how to access.
- DADAM SUPPORT DIRECTORY:** SmartFILER database containing names, addresses, etc. of ADAM support firms and user groups by Hector Sanchez. Requires the user boot SmartFILER and then follow the SmartFILER instruction manual.
- FLASH FACTS: MUSIC STUDIES:** Eight Flashcard files for use with the Electronic Flashcard Maker by Coleco dealing exclusively with music theory. Requires the user boot E.F.M. by Coleco first and contains SmartWRTTR documentation.
- COLECO PRESENTS: SOFTWARE:** Coleco self-booting database program containing lists of planned Coleco software and cartridges for the ADAM and ColecoVision. DDP ONLY.
- N.I.A.D. GOLD VOL. # 1 - 5:** 5 different volumes of enhanced SmartBASIC programs: Vol. I - Games, Vol. II - Text Adventures, Vol. III - Science & Education, Vol. IV - Home & Business and Vol. V - Utilities. Each volume contains documentation.

GRAPHICS VOLUMES

- RLE PICS VOL. # 1 - 4:** 4 different volumes of RLE picture files which can be viewed in SmartBASIC V1.0 with the included Copic-FAST program or in PowerPAINT. Also contains SmartWRTTR documentation.
- BREDDY ART GALLERY VOL. # 1 - 2:** 2 different volumes of 13 SmartPAINT format picture files to be viewed in SmartBASIC V1.0 with the included leader program or in PowerPAINT and other programs which support the SmartPAINT format.
- IN & B PIX VOL. # 1 - 28:** 29 different volumes of 13 SmartPAINT format picture files to be viewed / edited in PowerPAINT, ShowOff!, etc.
- CLIPMATHS VOL. # 1 - 13:** 13 different volumes of clip-art, sprite and font files for use with PowerPAINT, SpriteOWNER and CLIPPER by Digital Express. The Print Works or The Label Works by Waters Software Co., and other assorted programs.
- PRINTFORMS VOL. # 1 - 4:** 4 different volumes of assorted letterheads, labels, form files and miscellaneous graphic files for use with PowerPAINT by Digital Express.
- C.G.G.P. PIX VOL. # 1 - 3:** 3 different volumes of picture files for use with the Coleco Graphics Processor. All pictures are taken from Coleco / ADAM programs, and cars through the use of the cartridge version of The Coleco Graphics Processor.

ENTERTAINMENT VOLUMES

SUPER BUCK RODGERS: This is the supergame which comes with the ADAM

Computer and is offered here for replacement in the case of damage to your original.

- PNBALL CON. SET / HARD HAT MACK** (Best of Electronic Arts): Coleco supergame pack contains two great games in one package. New bug free version w/ 2 demo pinball games and an instruction sheet. Add \$2.00 for 40 page manual.
- SUPER SUB-FROC:** Coleco supergame pack version of the Sub-Froc cartridge. This is a tremendous 3-D arcade action game with great graphics and a Hall of Fame option as well as an instruction sheet.
- TROLL'S TALE:** Coleco supergame pack originally developed by Silus Software. This is a children's adventure game with good graphics and offers a strong challenge as well as an instruction sheet.
- JEOPARDY:** Coleco supergame pack of the popular television game show. Fabulous game with great graphics, multi-player ability, load / save games and a Hall of Fame option as well as an instruction sheet.
- GARBAGE PATCH KIDS: ADY. IN THE PARK:** Enhanced version of the popular ColecoVision cartridge of the same name, but with better graphics and added obstacles to be avoided by the game(s).
- TEMPLE OF APSHAI** Revision 2: Epyx supergame pack which was never released. This is a role playing adventure with graphics and some arcade sequences. Disk and DDP not compatible. Comes with instruction sheet.
- YOKES ON YOU / MATH WIZ:** Cars which were developed by Fox Games & Serra. Play the role of a roster in helping the children collect her eggs and a tremendous math skills arcade builder for ages 4-4p. Comes with instruction sheet.
- DA-CHESS (SARGON):** Great graphic chess game which was developed in CP/M and modified by Chris Bryeman. Comes on an auto-booting media and includes documentation on how to use.
- SCHEN DONKEY KONG JR.:** Coleco's In-House version of Super Donkey Kong Jr. with an additional 5th play level, MARIO'S BAKERY (arcade version doesn't even have this level). This version automatically runs through all screens.
- CHESS SOLITAIRE:** Great graphics version of chess where you try to guess the moves of the masters (15 different classic games are included). Also contains a second game, Knight's Tour, and documentation in program.
- SUPER DAM BUSTER:** Supergame version of the cartridge with added screens and Hall of Fame. The only right simulator available for ADAM and one of the best games ever made. Are you good enough to defeat the NAZ forces?
- THE BEST OF B.C.:** A two supergame pack with B.C.'S QUEST FOR TRES and B.C. II: GREG'S REVENGE developed by Coleco of Canada. Help Thor past obstacles to find Cate Chick and to find the Meaning of Life.
- MOJANG PHRASE PAK:** An additional 300 phrases for use with Phrase Craze by Reedy Software. Compiled by George Drank. Contains SmartWRTTR documentation.
- THE ABOMINABLE SNOWMAN:** Search the Great White North for the illusive Abominable Snowman. Be careful in your quest, there are many pitfalls that you will face. Contains SmartWRTTR documentation.
- CLASSIC UNRELEASED CARTS:** A collection of 8 cartridges: Fall Guy, Video Hustler, W.A.S.H., Super Cobra, Memory Manor, Word Feud, Artillery Duel and Tomcat the Barbarian which were never released or wouldn't work on the ADAM in their cartridge form. Contains SmartWRTTR documentation.

UTILITY VOLUMES

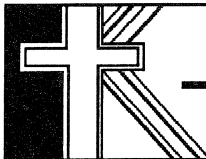
- EOS DISK MANAGER:** Coleco utility program which was supplied with the 5 1/4" 160K Disk Drive. Also contains the most current Coleco EOS Revision, Rev. 7.
- SPEED CHECK V2.0:** Enhanced Coleco digital data drive test program to assure proper speed operation of drives for best read / write performance. Best results will occur by purchasing disk from us instead of ddp and then copying over to ddp.
- DADAM UTILITIES:** Coleco In-House utilities, test and demo programs contained on an auto-booting media. Memory expander required for some of the system testers. Also includes Adam Diagnostic and an instruction sheet.
- MICROADAM 280:** EOS Assembler written in machine code for the intermediate to advanced machine code programmer. Contains manual in SmartWRTTR format.
- STRATEGIC SOFTWARE PATCHES:** SmartBASIC V1.0 programs for patching Strategic Software's SIGNSHOP, NEWSMAKER, MULTIWITE, MICROWORKS, etc. programs for use with dot matrix printers as well as major enhancements made to the MultiWrite Word Processor. Contains SmartWRTTR documentation.
- COLECO GAME COPY:** Coleco In-House cartridge copy utility as well as a media backup utility rolled into one program. Will copy most of the available cartridges.
- SHAPMAKER:** Great SmartBASIC V1.0 utilities for creating shapes and placing text on the HGR or HGR2 screen. Shapes created can be used in PowerPAINT. Contains SmartWRTTR documentation.
- AMEDIA MATE:** Three tremendous utility programs for editing data packs and disks in SmartBASIC V1.0. Contains Informative SmartWRTTR documentation.
- QUICKCOPY V3.0:** Excellent machine code copy program (block and file) with additional ramdrive and ramcopy software. Compatible with all memory expanders and disk drive sizes. Contains a 37 page manual in SmartWRTTR format.
- COLECO IN-HOUSE PROGRAMS:** Six separate programs: three diagnostic

programs along with the Tunnel'n Tralls, ADAM and Music demos.

- MDI DRIVERS & DEMOS:** A collection of MDI SmartBASIC V1.0 utilities programs along with technical information on the MDI file setup. Contains SmartWRTTR documentation.
- SOFTWARE BACKUP V1.0:** Allows for the backing-up of bootable programs onto the same media. Up to six self-booting programs can be placed on one Software Backup media. Most program work file. Contains SmartWRTTR documentation.
- R.I.D. TEST:** Coleco's own In-House utility designed specifically for testing the operation of the 5 1/4" 160K Coleco made disk drive. No technical knowledge required, just boot-up and wait for the results. Contains SmartWRTTR documentation.

PRODUCTIVITY VOLUMES

- DADAMLINK II:** Coleco's advanced telecommunications software with all the features of ADAMLINK I and the added ability to up and download ASCII files. Comes with addendum instruction sheets to the ADAMLINK I manual.
- MARKET MONITOR:** Coleco of Canada management system program for the personal investor. Not totally bug free. Contains SmartWRTTR documentation.
- TAX PLANNER:** Coleco of Canada business software which will create a clearer and more complete picture of your tax situation. Contains SmartWRTTR docs.
- DVIS-SPRITE V6.0:** Advanced sprite development package with many powerful built-in features. This is the cribleware version of the copyrighted version 6.5 and is made available for demo purposes and a chance to test out before buying V6.5.
- DAVINCI:** Great graphic design utility from France using a point-and-click method of operation along with a SmartBASIC V1.0 utility to convert DAVINCI files into GraphiPAINTEr files. Contains SmartWRTTR documentation. DISK ONLY.
- DX-10 CONTROL SOFTWARE:** Home appliance control / security system software. Requires a Serial Interface, Serial Cable and the X-10 Hardware. Contains SmartWRTTR documentation.
- COLECO GRAPHICS PROCESSOR:** Coleco's graphic design utility used to create graphics for cartridges and supergames. Now, on an EOS media. Instructions are provided as well as a picture file conversion program. Requires memory expander.
- TDOS V4.58:** Super enhanced version of CP/M 2.2 which operates much like MSDOS. Adds many new features. On 1 - Data Pak \$6.00 and \$2.00 for 30 page manual. OR on 2 - 5 1/4" Disks \$6.00 with manual in Doc file.
- SMARTBASIC V1.0:** Coleco's original SmartBASIC which came with the ADAM. This is available for replacement on DDP / DISK and has been enhanced for disk owners.
- SMARTBASIC V2.0:** Coleco's extended / enhanced version of SmartBASIC V1.0 (49K versus 28K) with memory expander. Not fully compatible with V1.0. Contains SmartWRTTR documentation.
- FRENCH BASIC:** Great modification of SmartBASIC V1.0 with demos. Must have version for the serious programmer that includes 10 new commands for using strings, windows, easy color changes, etc.
- SMARTBASIC V2.1:** Nice modification of SmartBASIC V2.0 that adds macros for string inputs, formatter and backup programs. Contains SmartWRTTR documentation.
- SMARTBASIC V2.0 40 COLUMN:** 40 column text version of SmartBASIC V2.0 which works in STWEM or EXTWEM modes. No longer do you have to bother with a non-standard 31 column screen. Contains SmartWRTTR documentation.
- AUSTRIALIAN SMARTBASIC:** Enhanced SmartBASIC V1.0 with SmartKey display of some of the most often used SmartBASIC commands (ie: RUN, LIST, SAVE, etc).
- DADAM FORTH V1.1:** ADAM compatible version of this popular programming language. Comes with a number of programs on media and instruction sheet.
- MADE AVAILABLE FOR COLLECTORS AND AS AN EASY WAY TO TEST THE ADAM COMPONENTS:** Comes with instruction sheet.
- TRACKER:** Allows for the tracking of Hurricanes in the Gulf Coast area. Either 14 X and y coordinates and then save them as a file or view the hurricane in action on the high-resolution map of the area. Includes SmartWRTTR documentation file.
- OSP-1 CUSTOM PRINTER SOFTWARE:** Specialized software patches for use in SmartWRTTR. Used to link software commands. Available for the following printers: Panasonic 1080 / 91 / 92 / 83, Star G10 / G20, Epson FX / RX, Blue Chip Olympia R90, Brother 2024L, Smith Corona Fasttext 80 / D2000, Oki 182 / 192.
- BASEBALL STATISTICIAN:** Comprehensive stat compiler for pitching, batting and team statistics with full line of edit features, save option, print features for ADAM Printer or dot matrix by Wizard's Lali. Comprehensive instructions in SmartWRTTR.
- PAINT PALETTE:** For use with PowerPAINT. Will provide you with over 200 different shades of color, where normally the total number of colors accessible is 16. Contains SmartWRTTR documentation.
- SMARTBASIC CONSTRUCTION KIT:** Designed to aid the novice programmer better understand the many commands resident in SmartBASIC V1.0. Fully menu driven and auto-booting. Contains SmartWRTTR documentation.
- DAWGONE DAWGS:** This program will, on a consistent basis, select the dog most likely to win at the local dog track through data that is inputted by the user. However, this is not a get-rich-quick scheme. Contains SmartWRTTR documentation.



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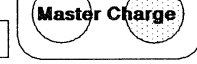
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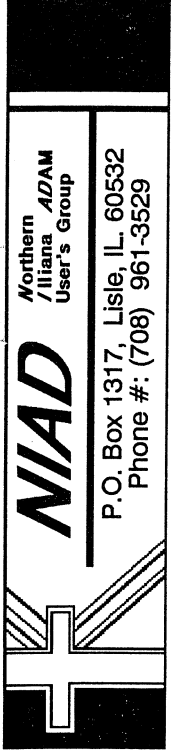
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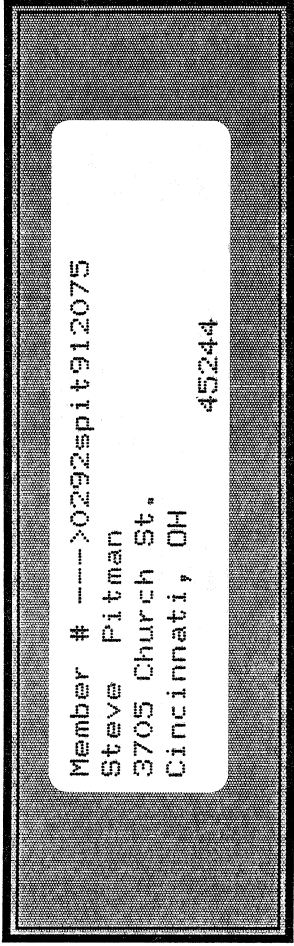


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 User's Group
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" For GOD so loved the World that he gave his one and only SON, that whoever believes in him shall not perish, but have eternal life. For GOD did not send his SON to condemn the World,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

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