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**MULTI - FUNCTION USER GROUP
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Issue #87 - April, 1992

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Continuing our study of John Chapter 15..

"I am the true vine, and my Father is the vinedresser. ² Every branch of mine that bears no fruit, he takes away, and every branch that does bear fruit he prunes, that it may bear more fruit. ³ You are already made clean by the word which I have spoken to you. ⁴ Abide in me, and I in you. As the branch cannot bear fruit by itself, unless it abides in the vine, neither can you, unless you abide in me. ⁵ I am the vine, you are the branches. He who abides in me, and I in him, he it is that bears much fruit, for apart from me you can do nothing. ⁶ If a man does not abide in me, he is cast forth as a branch and withers; and the branches are gathered, thrown into the fire and burned. ⁷ If you abide in me, and my words abide in you, ask whatever you will, and it shall be done for you.; ⁸ By this may Father is glorified, that you bear much fruit, and so prove to be my disciple. ⁹ As the Father has loved me, so have I loved you; abide in my love. ¹⁰ If you keep my commandments, you will abide in my love, just as I have kept my Father's commandments and abide in his love. ¹¹ These things I have spoken to you, that my joy may be in you, and that your joy may be full.

¹² "This is my commandment, that you love one another as I have loved you. ¹³ Greater love has no man than this, that a man lay down his life for his friends. ¹⁴ You are my friends if you do what I command you, ¹⁵ No longer do I call you servants, for the servant does not know what his master is doing; but I have called you friends, for all that I have heard from my Father I have made known to you. ¹⁶ You did not choose me, but I chose you and appointed you that you should go and bear fruit and that your fruit should abide; so that whatever you ask the Father in my name, he may give it to you. ¹⁷ This I command you, to love one another.

¹⁸ "If the world hates you, know that it has hated me before it hated you. ¹⁹ If you were of the world, the world would love its own; but because you are not of the world, but I chose you out of the world remember the world hates you. ²⁰ Remember the word that I said to you, 'A servant is not greater than his master.' If they persecuted me, they will persecute you; if they kept my word, they will keep yours also. ²¹ But all this they will do to you on my account, because they do not know him who sent me.

²² If I had not come and spoken to them, they would not have sin; but now they have no excuse for their sin. ²³ He who hates me hates my Father also. ²⁴ If I had not done among them the works which no one else did, they would not have sin; but now they have seen and hated both me and my Father. ²⁵ It is to fulfill the word that is written in their law, 'They hated me without a cause.' ²⁶ But when the Counselor comes, whom I shall send to you from the Father, even the Spirit of truth, who proceeds from the Father, he will bear witness to me; ²⁷ and you are also witnesses, because you have been with me from the beginning.

The beginning of this passage contains the famous "vine and branches" analogy used by Jesus to explain His relationship to those who believe and don't believe in Him.

Let's look at what Jesus was saying here. Grapes were a big industry in

the Middle East and the quality and quantity of the crop were dependant on the nurturing of the vines and the pruning of the branches. Jesus stated that he was the VINE, people were the BRANCHES and God the Father was the VINEDRESSER.

The VINE is the source of all things for the branches which bear the fruit. The branches can't even grow much less bear any fruit without the VINE. If you have ever seen a grape plant in the Winter, all that is left is the VINE because all the branches are cut back so they can grow again in the Spring. Jesus, like the VINE supplies His people with everything they need spiritually - teaching through His words from the Bible, eternal life and salvation through Jesus' death on the cross.

The BRANCHES represent people who accept Jesus as their Saviour and Lord and become one with Him, receiving spiritual "nourishment" through Him. Those people who truly believe in Jesus and are dependent on Him will "bear fruit" - i.e. their relationship with Jesus will be evident in how they act, treat other people and set their priorities for life. On the other hand, those who express their belief in God but are not truly believers in their hearts (only God can see a person's heart and knows whether they really are committed to Him, we as people can only guess based on what we see) will be cast off from the VINE and whither.

This analogy should be seriously considered by everyone because it is more than a nice story - it has real implications that can have major, in fact, eternal implications on our lives.

Jesus also talks about how His WORDS need to abide in us for a true relationship to exist (the use of the term abide represents close relationships). Jesus' words are the Bible and He is saying that reading and studying the Bible is a key requirement for learning about God and His plan for His creation. The Bible represents all the teachings of Jesus and God's entire plan for mankind. **It is only through the reading and studying of God's Word that we can know God, Jesus and have a relationship with them.**

I can personally attest to the fact that the Bible opened my eyes to God and through reading about God's love for me and who Jesus was my life was changed for ever. *Please give it a try, read the Bible to learn - what do you have to lose ?*

Jesus also talks about man's knowledge of Sin. He states in verse 22 that "If I had not come and spoken to them, they would not have sin; but now they have no excuse for their sin." This has great implications for all of us. God's plan of salvation requires that man be given the opportunity to respond to His offer of grace, but once a person has been given that chance and rejects it he has sinned and will be one of the branches that gets discarded and burned !

I believe that Jesus will not come back until the Gospel of Salvation has been spread throughout the entire world and everyone has a chance to accept or reject it. This chance should not be passed up because it will determine your destiny for eternity - read the Bible yourself and accept God's offer for forgiveness of your sins and everlasting life. 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 April issue of N.I.A.D. is the 87TH issue published by N.I.A.D., there are 86 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 any time that you send us any kind of letter, package or order.

⇒ 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 **0492** 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.

⇒ **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.**



Well, we are back on schedule - just about, you will receive the April issue in in the middle of May!!

It is tough to catch up once you fall behind when you're publishing a new issue each month.

Jim has come up with several ADAM specials this month as we try to clear out some inventory before we move, which will occur by the end of June.

You ask, where are you moving to? I answer, we will now that when we move at the end of June!

It will very difficult to close the store after almost 5 years of operation, but we have no choice with the economics of the situation. I will always remember the experience - I learned a lot and have much respect for the small businessman. I hope we brought some hope and offered a unique experience to many ADAMites who couldn't believe there was a retail store that handled mostly ADAM products!

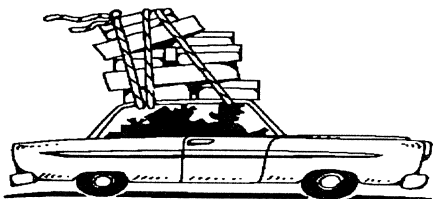
I can still remember the one Christmas when someone called in to a Chicago radio station and asked where they could get products for their ADAM computer. Another caller responded with the name and location of our store and we had tons of people that came to the store and expressed amazement that we existed!!

Well, life is all a matter of timing I always say and we had a point in time for the ADAM here in Lisle, Illinois.

Jim and I are sorting out how we will operate N.I.A.D. without a store and we will be able to explain that more next month. Let me assure all of you and the ADAM community that N.I.A.D. will continue no matter what.

We have been serving the ADAM community since January of 1985 and plan to continue for as long as we have ADAM owners that support us!

**CompuKingdom
closing end of June,
N.I.A.D. moving to
new location...**



The summer months and warm weather are finally upon us (that had to have been the coldest April we have ever experienced in the Chicagoland area that I can remember)! Just as the weather has warmed up the last week, the ADAM Community is started to get heated up with the coming of ADAMCON 04 and the release of T-DOS V4.59 (a full review will be published in the May / June issue).

In this issue you will find a very eloquently written article by Ron Collins that covers the subject of the ADAM Conventions and what they truly mean and do for the ADAM and ADAM Community. Ron has attended the three previous conventions and will be attending the fourth in Cleveland and in my opinion he is one of the reasons why the conventions and the ADAM in general are and have been so successful even after being orphaned by the computer industry eight years ago. If you have any chance at all to make it to ADAMCON 04, do so. My gut feeling is that ADAMCON 04 will be the convention that does more to decide the future direction of the ADAM and many ADAM support firms. I know I will be sending in my payment in the next week or so, but what about you?

As Lyle has mentioned, CompuKINGDOM will be closing it's doors in the middle of June. "What will happen with N.I.A.D.?", you may ask. We will move on, continue our support of this fabulous computer we know as the ADAM, strengthen our support of the ADAM due to the fact that I will have more time to devote solely to the ADAM and get more involved with the events which decide the fate of the ADAM. Since I have been working for Lyle at CompuKINGDOM, I have gradually taken over more and more responsibility handling the store and N.I.A.D. It is to the point where I have assumed to much of the burden of the operation of the store and N.I.A.D. and both have suffered due to this. I am saddened by the fact that the store will be closing, but at the same time I am overwhelmed with relief that I no longer have to devote so much time to store business and can channel all my time and efforts into the ADAM! Now all we have to do is decide where we are going to move.

As a result of the impending shut down of CompuKINGDOM that will cause the need to move N.I.A.D., we have come up with a large selection of specials that will be in effect from May 25th through June 31st. Moving is never fun, as I am sure many of you now first hand by the volume of address changes we receive, and the less you have to pack up and move the better. Take advantage of these new low prices while they are valid, because once June 31st rolls around standard retail pricing will go back into effect.

Also, if you are a local member and are planning to stop in before we close the store, please give a call first. We ask this of you for two reasons:

- ⇒ 1. The store hours will vary from day to day, sometimes we may even be closed for a day or so.
- ⇒ 2. So that you may inform us of products that you will want to purchase. This will allow us to have all the products ready for purchase as soon as you walk in. This is especially the case with Public Domain software since we do not have the disks or data packs premade - we make copies as we get orders.

Anyhow, bear with us for the next month or two as things are surely bound to become a bit hectic. By the beginning of July we should have completed our move and settled back in just in time to start our preparation to attend ADAMCON 04!

One last bit of information, the next issue to be published is the combined May / June issue which will be mailed in June.



N.I.A.D. NEWS & UPDATES

⇒ **N.I.A.D.** has once again assembled a tremendous array of specials on products available through us. See page 8 for all the details of the specials that are valid from May 25th through June 31st. If you have been wanting to purchase an ADAM Floppy Disk Drive, now is the perfect time before standard retail prices go back into effect.

⇒ **N.I.A.D. MEMBERS** should also note that the next two issues to be published are combined issues. The May / June issue will be mailed in the middle to end of June and the July / August issue will be mailed in late July or early August. After these combined issues all months from September to April are single issues.

⇒ **ADAM MAP: STATE VOL. #3** has been released by Carl Harrison of Harrison Productivity. This third state volume for use only with ADAM MAP: U.S. ATLAS is a collection of five states: California, Nevada, Utah, Arizona and Colorado. Note that the state of Arizona will not load properly unless you patch a bug in ADAM MAP: U.S. ATLAS (the patch is listed on page 8 in this issue). Watch for further State Volumes coming soon. Retail price for Volume #3 is only \$6.95.

⇒ **T-DOS V4.59** has been released by Tony Morehen and Guy Cousineau of AJM Software. This new update to the most advanced operating system for the ADAM is now available through N.I.A.D. at the following prices and disk configurations: 2 - 5 1/4" 160K Flippy Disks; 2 - 5 1/4" 320K Disks; or 1 - 3 1/2" 720K Disk. The T-DOS V4.5x MANUAL is available for \$4.00. T-DOS is not recommended for those ADAMites with only digital data drives, but can be setup on DDP, call for pricing. See page 12 for further information on T-DOS V4.59.

⇒ **ROADRUNNER PUBLICATIONS**, operated by Mel Ostler, has announced that the two following manuals have been discontinued: Uncommented Disassembly of ADAM SmartBASIC V1.0 and also ADAM E.O.S. Also, Uncommented Disassembly of ADAM OS7 has been removed from the products which N.I.A.D. carries. No further news has been released concerning the completion of the "LEARNING TO" manuals.

⇒ **BEAT THE BANDIT** has been released by Bob Sebelist of the Maine ADAM Library. This is a slot machine game that is set up to respond just like the slot machines found in casinos, using high resolution color graphics, SmartKEYS, multiple sound effects, a wide variety of objects to match, complete scoring tabulation and comes with three Public Domain games included. More details will follow as we receive them.

⇒ **MICRO INNOVATIONS** has released no further news concerning the problem experienced when using PowerPAINT with their 256K or larger memory expanders (covered in the March issue). Also, no further information has been released by M.I. concerning their Hard Drive products and Serial Interface. As soon as we receive our new dealer update from M.I., we will pass along all the latest information.

⇒ **E.O.S. ADVANCED PROGRAMMER'S MANUAL** is a new reference manual for the ADAM E.O.S. being written by Guy Cousineau. This manual is intended to guide the experienced or novice machine language programmer through the effective use of the E.O.S. routines. It is not a Z-80 tutorial, it's purpose is not to explain machine language programming. Some of the examples used in the book will help to illustrate some programming techniques, but an elementary knowledge of machine language programming is still required. The book gives an overview of the E.O.S. architecture and it's use of memory. It details 83 E.O.S. routines by explaining what each routine does and by giving examples of the routines. The latter part of the manual outlines the E.O.S. data tables, jump tables, error codes, memory configuration (bank switching), device control blocks, file control blocks and the file

manager. The manual also contains an 11 page machine language listing of a full working program which may be installed on a self-booting media. The program illustrates some of the basic functions of the E.O.S. and how to access them. Also a 3 page index is included to help zero in on a particular topic and several cross references are included. Planned release date for the manual is July 23rd at ADAMCON 04 with a retail price of only \$10.00 (all profits to be donated to A.N.N.I.). Guy has also completed a Canadian Trivia Game and an update to a Spelling Checker both for use in T-DOS that will be added to the CNDV P.D. Library next month after they have been organized.

⇒ **DISK & LABELS TO GO** is a computer supplies distributor that offers something special for ADAMites with the Coleco 5 1/4" 160K Disk Drive: FLIPPY DISKS IN OVER 18 COLORS! A flippy disk allows for the storage of programs, files, etc., on each side of the disk. This means that when using these flippies, as they are called, you will have 320K of storage space (160K on each side). Prices vary depending on quantity ordered (I.E. 100 disks would cost .41@, 200 disks would cost .33@). Their address is: DISKS & LABELS TO GO - RT. 206 E. - HAMPTON BUSINESS PARK - MT. HOLLY, NJ 08060 or give them a call at their toll free number: 1-800-426-3303. Remember to ask for Lisa and tell her your an ADAM owner.

⇒ **ADAMCON 04** is fast approaching, July 23rd to 26th in Cleveland. If you have been following the ADAMCON articles over the past couple of months in this newsletter, than you have all the most current and up to date information concerning the Convention. This month we have a special article by Ron Collins which is a must read. Early reports have it that over 50 ADAMites have already registered to attend!

⇒ **FIDONET BBS's** are a fairly new and extremely hot subject right now in the ADAM Community. In this issue you will find an article by Barry Wilson and a follow up covering this subject. N.I.A.D. has been busy in an attempt to get a local FIDONET BBS to pick up the ADAM Echo and we will keep our local members posted on this matter.

⇒ **COMPUTER MONTHLY** has recently made it known to the ADAM Community that they will be dropping the Classic Computer columns, which ADAM is a part of, as of July. The last ADAM News column will be in the June issue. They are completely revamping the magazine, and even changing it's page size. For those of you who have subscriptions or buy Computer Monthly at the newsstands, N.I.A.D. strongly recommends that you sit down and write a letter of complaint to the editor concerning their decision. ADAM cannot afford to lose any of the small national media attention that it currently has.

⇒ **THE ADAM NEWS NETWORK** runs contests throughout the year that are handled by Lani Brito of M.O.A.U.G. Their newest contest is entitled A.N.N. Most Frustrating Moment Contest. All you have to do is write down the most frustrating moment you have ever had while working with your ADAM Computer. The contest begins May 1st and only entries postmarked after May 1st and August 1st will be accepted. Prizes vary from contest to contest. Send your entry to: Lani Brito - 2307 E. Washington St. - Orlando, FL. 32803-6057.

⇒ **GALLERY OF HONOUR** balloting is coming to a close as of May 31st. If you want to see the most deserving ADAMites inducted take the time to cast a ballot. Voting response has been good, but there are still many ADAMites across the U.S. and Canada who have not voted for their nominees. Remember that there will only be five active ADAMites inducted this year and there are many more than five that deserve this prestigious award. Your vote will count. Send your list of five plus one inactive ADAMite to: Gallery of Honour Committee - 2936 Evelyn St. - Portage, IN 46368.



THE ADAM CONVENTIONS

What Are They Really For?

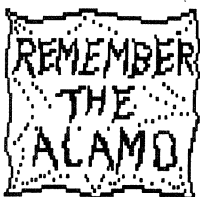
by Ron Collins

EDITOR'S NOTE: This article by Ron Collins was downloaded from the CompuServe Information Service. C.I.S. has been supporting the ADAM for many years with two sections (ADAMania and ADAM CP/M) in the CLUB FORUM. If you haven't already, check them out. C.I.S. is a national service and in all likelihood, a local phone number is available for calling (no long distance or toll calls!).

I've been asked by many people to give them some kind of an answer to that question. Just what DOES a convention represent and why should we hold them? Better yet, "Why should I attend an ADAM Convention?" "CONVENTIONS"; are they good? Bad? Needed? I've always figured that anything that helps the ADAM continue to grow and to survive is to be considered "good". On the other hand, if something hinders it's survival, it must be considered "bad". Let us look around the ADAM world and see what it's like out there. A look at that and another at the results of the first conventions will give us some firm groundwork on answering those questions.

All in all, there is a lot more involved in holding one of these conventions than just getting every interested ADAM owner together. The bottom line we strive for is UNITY. If we, as ADAM owners, don't all stick together, we're finished. We'll soon go the way of the Atari and Commodore computers.

When Coleco dropped it's support, a group of ADAM owners came to the rescue by starting up companies of their own to produce software and hardware for our fine little computer system. These vendors created some of the greatest and most innovative computer peripherals and supplies ever invented!



The ADAM community cannot work selfishly. Each member, each owner of an ADAM has to work as a team. If you learn something new about this system, you owe it to the rest of us to pass it on. If we learn something, we'll pass that along to you in return. Don't live life in a gilded cage, aloof and alone, there's always someone willing to help or ask for help. That attitude is what's kept this system

so ALIVE since Coleco dropped it in the early 1980's. In this way, we've seen people never before known come out of the woodwork, so to speak, with brand new ideas. As one store closes, another opens to take it's place. Sometimes with product lines that are bigger and better than what we've just lost! New user's groups spring up to replace the old, tired ones who gave up. New newsletters are printed to fill the gaps left by those no longer in publication. But what is the force behind all this constant rejuvenation of the ADAM community?

Each of us has a responsibility to the rest. Some create an array of new hardware. Some program new software. A few of us do things the easy way and just write articles. The rest have their own special or favorite uses for the ADAM. No matter what your own use is for the ADAM, I'm willing to bet that there is someone else who wishes they knew how to do it. If they know who you are they might even give you a call and ask for help!

As with any computer community (or any group of like-minded individuals), arguments and just plain disagreements crop up from time to time no matter how hard we all try to prevent it. We're all just "human" after all, so mistakes can always be made. Sometimes it's because ego's clash. For some, it's just a matter of being tired. Still others are because someone let's their private live's problems spill over into their ADAM life. We've all heard rumors of these "spats", no matter if the cause was right or not. The result is always harmful to the ADAM.

So, while the rest of the world's computers were growing up, our own

computer just stayed the same, right? WRONG! Every year more and more new equipment becomes available. New programs, new data storage hardware, new operating systems. There's always the new ADAM product to watch for. But where do you look to find out about them? Is there a magazine that carries ADAM news and info? Are there books I can buy to help me understand what is available and how to use it?

Well, there are those newsletters we're so familiar with. If you receive even one of them, you can get some idea about what is going on. If you don't currently belong to a user's group, where can you find answers to questions like: "What store carries the new and old ADAM supplies?" "Where can I go to find support for my ADAM?" "Am I all alone in this state... am I the ONLY ONE who is an ADAM owner here?" How many of us have asked those questions?

As far as I know, there is only ONE store that carries ADAM supplies on it's shelves. I've been there, and it's a real nice place; but unless you happen to live near Chicago, it's not likely you'll be walking in to browse. The alternative is usually to order from a user's group or some of the many ADAM vendors. A national publication that covers ALL of the major (and once major) computer systems is "COMPUTER MONTHLY", a magazine which also has articles every month about the ADAM. Recently, they even added a section in the back for ADAM vendors to advertise items for sale. Faye Deere writes each month about various topics and it's worth it for you to subscribe to the magazine just to keep up to date.

Local BBS systems are another way to keep informed. If you have access to CompuServe, be sure to check out the large ADAM sections. There is a section for E.O.S. users and one for CP/M too. There are also the ADAM BBS's I mentioned earlier. They are being run on an ADAM (in most instantaneous) and thus support our system in a special way. By supporting message areas for different topics, you can learn a great deal by just calling once in a while.

The latest big help to us has been a local BBS system that has ties to the rest of the world by sharing messages on various topics. These FIDONET BBS's, as they are known, cover most of the computer's and support topics. If you have access to one that has the ADAM ECHO, you can send/receive messages to ADAM owners all over the continent!

All of these should point out a few things to you. We do have problems in our little community, but things always tend to work themselves out when properly handled. We are not totally isolated either. Many avenues for keeping in touch are there if we only look for them. Still, with all the things we see and are party too, there's something missing. With all of it, we're only surviving day to day. It's great to hear of new products, but we still need something more. Something to brighten our perspective and mend the small rifts that can occur.

By the way of consideration, let's look at the results of some of the last 3 ADAMCONs. At ADAMCON 1 (Orlando, FL), many people who had only met over the telephone or by reading each other's articles were able to finally meet face to face. People I had know "of" for so long were actually there for me to talk to. How many times have you used a piece of software or hardware and wondered how to do something with it? Have you ever wished you could just sit down with the designer and ASK HIM/HER? Sure, you can write a letter, but then you don't have the advantage of watching someone who is really an expert SHOW you how it's done! You have to wait for their answer to come in the mail. I usually mail the letter and then remember something else I was supposed to ask. To late now!

If you belong to a user's group and attend even on occasion the

monthly meetings, you should have some idea what I'm talking about. Unless you are fortunate enough to have one of the people who write the software or build the hardware in your group, it's not likely that you'll ever get all of your questions answered. You will find folks who are learning about various things and are willing to help any way they can, but not the originators.



ADAMCON 1, held in Orlando, Florida, was to set an example to the rest of us. Those who were lucky enough to be able to go will never forget it. Those who couldn't go still have a chance to find out what they missed by attending future conventions. We (John Villilo and myself) traveled by air, fought with airport security over our computer monitors (we wanted to keep them with us on the plane), put up with crowded airports, fought for transportation and finally got a ride to the hotel... 4 hours late! We checked into the hotel, not in the best of moods. Still, we had made it there with everything intact, and the sessions would be starting early the next day. So, tired and hungry (and even a bit miffed at missing the big reception), we moved into our room.

A bit keyed up yet, we decided to look around a bit and see if anyone was still up and around. Signs pointed the way down a hallway to the left. As we worked our way down that hall, I was greeted by a table with various leaflets, magazines, etc. All of the folks around that table were wearing the neatest looking blue t-shirts you've ever seen. The most eye-catching thing about the shirt was the "ADAM" logo written in letters about 5 inches high! John and I walked up and introduced ourselves. The next thing I know, people were shaking our hands, pounding our backs and just making us feel WELCOME!

While we were talking, I did my best to read the name tags pinned to these blue shirts. Names I had heard of or read about were printed on those tags. Names like Jim Notini, Chris Braymen, Syd Carter and Pat Herrington! So much for sleep! I was wide awake now! I was with the EXPERTS! I could ask them ANYTHING... and they were all feeling as elated as I was. They'd tell me all about it if I asked them anything! It was great!

The next morning we were up early (no choice there if you're planning to eat breakfast!). The 7 or 8 people we had met here last night were there but so were about 60 or so others. More were still showing up. It was a great breakfast, but I couldn't wait for it to end. I wanted to see what the sessions were going to be like! It's like nothing you've ever imagined! Just suppose you buy a new piece of software for your ADAM and get pretty good with it. Suppose you were to be the one other's call to ask how to use that software. You'd begin to think you knew about all of the tricks wouldn't you? Now, suppose you walk into a session to cover that software and find it's AUTHOR running the class!

Suddenly, there is a REAL expert. Oh, you still may know a lot more about it than most folks, but now you're going to have to learn the INSIDE tricks and features of that program from the person who wrote it! It's a great lesson in humility, but you'll soon be over THAT feeling because you, like all the others, are doing something different. You're learning from the REAL EXPERTS! The thrill of this is something I'll never forget.

From one class to another, from one meal to another, we all talked to each other about what we were seeing. Group sessions to cover broader issues. Single sessions to cover specific topic area. Lunches to just get together and TALK. The days pass TOO fast! One of my fondest memories was on my way to give a lesson on how to use CP/M and T-DOS. Down the hallway comes this tall guy with a beard. He walks right up to me and says "Hi, I'm Tony Morehen." You could have knocked me over with a feather!

I had spoken to Tony numerous times on the phone, and on the Orphanware BBS. I'd beta tested a lot of his software and really respected him as a software engineer. Now, when I was about to give a

talk on once of his products (T-DOS), I suddenly find myself with Tony himself in the audience! If you don't think THAT will give you a good case of the nerves, just try it sometime (grin).

Most of the people in that room were known only to me by the name on their tags. I might know who they are, but I didn't know THEM. It was like giving a speech in front of 30 strangers and not really knowing if you were the right one to be giving that speech. In fact, I KNEW that the guy who should give that speech was sitting ...right there... in the front row! At any other time, this would have been too much for me to handle. But all I felt at the time was a wave of friendly support. These people didn't see how nervous I was. They were just there as my friends... no, more as if they were part of my family and had to come to listen to me. I guess Coleco knew what it was doing when they named it the ColecoVision FAMILY Computer System! I was at home. Tony and other's even chipped in to help answer questions that I couldn't. It was a real family "get together".

In this type of an atmosphere, it's really hard to spread the kind of gossip that filters around the rest of the time. The ones who tried it were soon pointed out to the rest and it ended with that. Many changes came about from that first ADAMCON. An array of new hardware and software prototypes were shown that we now see as commercial products. Some of the vendors who gave the other's such a hard time were soon out of business... just months after the ADAMCON. Not as a result of anything we did there. I think they just couldn't continue to bring strife to a community that was truly a FAMILY.

As other conventions were held, we saw changes in the many people who attended. The fellow who thought the ADAM was about dead ended up changing his speech to talk about how much the ADAM has grown. Instead of being "down", this guy became so excited about the future that his enthusiasm rapidly spread around the room of attentive listeners. The hardware builder who gave up on the ADAM for similar reasons was astounded by the wealth of new products and the high level of quality they maintained.

Folks who decided to "see what this is all about" ended up getting involved in the planning of the 1992 convention. Every person who owns an ADAM has something to offer the rest. Being "new" just means you have that high level of enthusiasm the rest of us need to be around! The people who have little spats during the year just can't continue it as convention time approaches. It's not that the reasons for their arguments have changed. It's not anything anyone else has said or done either. It's the date that seems to make the change!

The closer it comes to convention time, the greater the real excitement! Sometimes, it just gets so intense that you forget about your differences. Since that first convention, I've felt that excitement over half of each year. The two or three months prior to the convention get me started. It's a bit like "spring fever" in a way. You start to remember what that first one was like. Then all the good things that you experienced at the other onces. Funny, but it's hard to remember any of the arguments that you might have had anymore. Only the good times and all those warm feelings come to mind.

It starts out small, to be sure. As convention time nears, though, it's so intense that you can't think of anything else! It's like every nerve is keyed to the maximum! You just can't WAIT for it to begin! Arrival is like going to a family reunion. All the friends you made at the earlier shows will be there to welcome you. The names you've heard over the years will become faces and voices you can identify them with. Questions you've had can finally be answered, and in a way that YOU can understand them! It's like having a private tutor. Need help on something? Just ASK! There is always someone there who will be willing to help in any way that they can.

The saddest time of all is the last day of the convention. Not because you have to go home, but because you have to leave all the other's behind. Imagine going to a place where everyone else owns an ADAM. I don't know how many times people have asked me what computer I.....

(CONTINUED ON PAGE 7, COLUMN 2)



KEEP YOUR ADAM RUNNING

Part V: The Deadly "Bad Disk Block"

by John Burns

EDITOR'S NOTE: This is the fifth part of this series by John Burns. The third part covered memory expansion of the ADAM and the fourth part covered PowerPrint by Strategic Software. Most of the contents of these two articles are outdated and therefore have been passed over. The series was originally published in the Metro Toronto ADAM Group, MTAG, newsletter, and was made available to us by Richard Clew, President of MTAG. The first two parts were printed in the September and October 1991 issues respectively. Sorry to leave those interested in this series hanging the past months.

Ever had disks that suddenly just won't work?. It can drive you crazy. This article might save you a lot of grief.

ERROR MESSAGES:

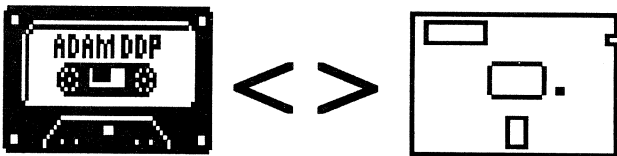
I've had my ADAM for five years and the ADAM Disk Drive (DD) for about two years. It was a salvage unit that I picked up fairly cheaply (\$150) but I have had very good, dependable, yeoman service from it. Recently, however, I began to notice that I was running into an increasing number of disks that would come up with the error message "CANNOT READ THIS FILE" or "CANNOT ACCESS THIS FILE". And, even worse, a lot of disks that would show "BAD BLOCK ON THIS DISK" when formatted.

BACKGROUND:

For those who do not know how disks and the ADAM system works, a little background might help. When disks are bought, they are usually labelled as 5 1/4 inch, Double Sided, Double Density Disks. They usually have only one small, square notch on the edge. When new, they can be used in any machine (IBM, Commodore, ADAM, etc.) just like audio cassette tapes can be used in any tape recorder. However, just as audio cassette tapes require modification before ADAM can accept and read them, so do the disks.

FORMATTING TAPES vs. DISKS:

In cassette tapes, two locating holes must be drilled in the upper corners of the casing and then the tape must be formatted. This process enters the READ / WRITE instructions and inserts the DIRECTORY template. A tape user has real problems doing the formatting of blank tapes unless he has proper Data Drive Cassettes, multiple drives and access to something like the MEGACOPY program. Likewise, the disks must be formatted before ADAM will accept them, but it is much easier.



DISK MANAGER:

The formatting procedure is contained directly on the Operating System disk called DISK MANAGER that comes with your ADAM DD. Your ADAM DD is a single-sided drive that reads only on one side of a disk. It can be upgraded to a DOUBLE SIDED drive by several agencies, including ADAM'S HOUSE. To format a disk, you load the DISK MANAGER program, just as you would load SmartBASIC. The screen commands for DISK MANAGER permit you to format the new disk. You are asked if you wish the new disk to be a duplicate OPERATING SYSTEM disk or just a DATA disk. If you only want word processing storage, you don't need the operating system included, but, if you plan on using the disk(s) for standalone program storage, then you should enter the operating system. It's as simple as inserting the new disk in the drive and waiting until it shows the proper directory.

(No!, you can't use DISK MANAGER to format datapacks!.) When you format you are given a second option besides SYSTEM or DATA. You are asked if you wish to have the disk checked for BAD BLOCKS. This is a method of the machine doing a trial READ on all of the new disk to make sure there are no breaks in the magnetic coating and that the factory universal coding instructions are all there. If you do not request Bad Block checking, the machine will insert the directory in about two minutes. With Bad Block checking, formatting time is almost doubled to about three and a half minutes. (This can be reduced with a Fast Read EPROM chip but that's another story.) It is HIGHLY RECOMMENDED that you check for Bad Blocks. If you do not, you will have files and documents that appear to record properly but will refuse to come back up out of memory. Instead you will get the error message "CANNOT READ THIS FILE", or sometimes, "BAD BLOCK ON THIS DISK". Whatever you recorded is likely gone forever.

DISK KILLERS:

There are, however, occasions when you have properly formatted a disk, have checked for Bad Blocks and yet you suddenly start to get the error messages. There are a number of causes, only some of which are curable. Every disk envelope has the standard cautions against abuse. If you bend the disk, expose it to a magnet (Don't put disks or tapes on top of your monitor!), touch the exposed mylar surface of the disk with your oily fingers, or allow the disk to be exposed to temperatures in excess of 52 degrees C (125 degrees F), it will read erratically or not at all. The one item everybody forgets is the heat caution. You say, "WHAT HEAT? ". If you have operated your disk drive too long with frequent saving of information, and you haven't paid particular attention to artificial cooling, you may cook your disk. Hard working DD's get HOT and a hot disk won't read properly. (The same thing applies to hot datapacks!.) Feel the top of your datadrive or disk drive after a hard working session. Sometimes it will almost burn your hand. DON'T BLOCK THE VENTS with papers or use it as a reading stand for your favourite programmer's book. To increase efficiency of your drive, get a small blower or fan to circulate the air through the vents.



HEAD CLEANING:

Another item that causes difficulties is the failure to regularly clean the reading head and the gripper drive of your DD. The head gets dirty, just like a cassette recording head. Worse, the circular drive sections on disks get dirty and oily from handling and then transfer skin oil to the internal disk gripper. The result is a grinding noise when you attempt to load disks. This indicates that the disk is slipping and not coming up to proper speed in the drive. To solve it, first get a good Drive Cleaning Disk Kit and the proper alcohol solvent. The kits cost about \$7.00CDN. If you do a lot of work on your computer, you should clean at least once a month. All you have to do is put the cleaning solvent on the disk, insert it in the drive, and turn the power off and on to get the disk to intake. Let it spin for about 30 seconds and the job is done. But, many users forget to include solvent on the centre drive circle of the disk. If you don't put solvent there, the disk READING head is being cleaned but the disk GRIPPER is not.

LAST DITCH SWABBING:

If you have a critical disk that keeps skidding and not reading, even after running in the cleaner disk, it is time for more positive action. Take alcohol solvent on a Q-Tip and GENTLY swab the drive ring in the centre of your disk. BE CAREFUL!. Too hard and you will scratch the Directory Section and then the disk is really gone. I suggest that if you have to go this far, and you do get the directory and files up, immediately transfer your information to a fresh disk. It is likely the disk you had to swab won't last long and you may not get all the files up

again. Get it while the getting is good and make a BAK (Back Up Copy).

EXPERIENCE THE HARD WAY:

As mentioned at the start of this article, I recently started getting a lot of Read / Write error messages. I had done regular cleaning of the head but I forgot to clean the gripper circle. When I cleaned it, a lot of previously unreadable "bad" disks suddenly came back on line. However, I noticed I had one particular brand of disk that were consistently failing, even after head cleaning and swabbing of the drive circles. These disks were FUTURE DISCOUNT SUPERSTORE house brand disks and were only a month old. I had properly formatted and checked for bad blocks and had protected them, but, no matter what I did, I was still getting failures. In some cases, it was only the failure to record and recover document files. I would get the directory but not the file. The error message would read, "CANNOT READ THIS FILE". I did everything I could but was left with no option but to retype my file. When it happened again, I went for complete reformatting. Lo and behold, when I reformatted and checked blocks, I was suddenly getting "BAD BLOCKS ON THIS DISK" error messages.



On some others, I could not even get the directory up, only the error message, "CANNOT ACCESS THIS FILE". In one case, I was in the middle of a document and tried to save it. Up came the error message and nothing I could do would give me re-entry to the disk. No Deal. All I got was the message "I/O (Input/Output) Error". I tried entry with the DISK MANAGER program and got the order to insert a formatted disk. I tried to reformat but could not even do that.

DISK WEAR:

It took a while but I think I have discovered the cause. In a word, CHEAP! I had bought cheap, discount, no-name disks and they had failed. Inspection with a magnifying glass showed that the magnetic coating on the mylar at the gripper circle had worn off. The bottom side of the showed unusual tracking in the center gripper section. It appears that the coating just plain wore off.

I WANT MY MONEY BACK:

Out of the 10 disks in the Future Superstore house brand package, I have now had major failures on 7 of them. That's just too darned risky to use. I don't know if I just got a bad batch or if all of them are like this. In any event, the box says they have a "Limited Error Free Warranty" (Whose life? Mine or the disks?) With my luck, the warranty means it's lifetime is up when it stops working. MORAL OF THE STORY? Keep the drive cool, clean regularly, protect the disks from finger oil, and, above all, BUY GOOD DISKS.

CALIBRATION:

If all the maintenance and protection of your disks still result in failures, you may have a problem with the calibration of your drive, I am told by a fellow who was a service manager for DISC (Dale Integrated Services Co., the forerunner of National Electronics Co., in Scarborough) that the drives will occasionally go out of balance and have to be recalibrated. Apparently, this requires special programs and the use of an oscilloscope and is definitely not a home repair, or cheap. National has a basic service charge of about \$50. I think if mine went off line, I'd just send the whole thing to ADAM'S HOUSE and have it replaced with the double-sided kit.

Good ADAMing until next time.



Metro Toronto ADAM Group
c/o Richard Clew
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Toronto, Ontario, Canada M5A 1N0

THE ADAM CONVENTIONS, CONTINUED FROM PAGE 5

own. When I proudly tell them I have a Coleco ADAM Computer, some laugh, some wink knowingly at their friends, and some jump right down your throat. At a convention, if you are suddenly placed into a world where everyone loves the ADAM. Everyone wants to be your friend and help you with your problems. It's so hard to leave that kind of place.

The difference you feel is like day and night. Going back to the regular world is like getting out of a warm bed in the middle of winter and stepping onto that cold tile floor. It's so cold that your toes curl up and all you can think of is climbing back under those blankets! The feeling of kindness and love is so hard to leave that you will spend the next several weeks thinking of it. You'll wish for the next two or three months that someone, anyone, would hold another one TODAY! Sure, it will wear off in a few months, but you may do what many of us did and join up with a user's group to keep that feeling alive. Reading the articles in various newsletters, on the A.N.N. disks, or in Computer Monthly magazine will keep you fairly well up-to-date on new products and events. It will also give you information on the one thing you most want to know... the date of the NEXT ADAM CONVENTION!

If you haven't yet heard, ADAMCON IV will be held in Ohio, in the Cleveland suburb of Mentor. The dates to reserve on your calendar are July 23 to July 26. The reception will be July 23, and anyone who can make it will get to greet one another and just get the feel of the place. The sessions, which are being setup as the result of owner surveys, will cover the topics most often asked for. If there is something that isn't covered, but you do wish it were covered, don't worry. There will be someone there who will be more than happy to be a tutor.

In addition to regular class sessions, which will be held with three different topics running concurrently, there will be various "special" classes and "hands-on" seminars. The ADAM STORE will even be open on a daily basis, at specific hours. Supplies you might not want to wait until the last day to buy will be sold by participating vendors at the STORE. Another addition to this convention is the extra meals. At previous ADAMCON's, delegates were supplied with as many meals as possible, but not all three meals of the day. This year, for the \$220.00 full delegate fee, you will have access to breakfast, lunch and supper. The session time is covered, the banquet that NOBODY wants to miss and even your hotel accommodations are included in that fee.

This year, the hosts of ADAMCON IV are accepting payments if you don't have the full amount in one shot. Just pay as much as you can and make installments to cover the balance. There will also be day passes offered for a small fee. This convention has been put together with the idea of reaching as many ADAM OWNERS as possible. Like the other conventions, MONTHS of thought and planning have been put into it. When you attend your first ADAMCON, you will KNOW, without any shadow of doubt, just why I get so excited over a "little convention". I am looking forward to seeing YOU this year at ADAMCON IV!

To receive further information on ADAMCON IV you may write to either of the co-chairmen or call the Official BBS of ADAMCON IV:

ADAMCON IV CO-CHAIRMAN

c/o Herman Mason
8912 Blaine Ave.
Cleveland, OH 44106

ADAMCON IV CO-CHAIRMAN

c/o George Koczwara
4034 E. 52nd St.
Newburgh Heights, OH 44105

THE TRADING POST BBS - (216) 231-8813



NIAD PRODUCT SPECIALS
VALID 5/25/92 THRU 6/31/92

Please note that the items listed below are on special in a limited quantity and phone orders will only be accepted on them. Once these overstocked items are sold out, standard retail prices will be back in effect. The 1st price is the standard retail, the 2nd is the sale price.

- BACKUP 3.0 by M.M.S.G..... \$10.95 \$5.95
- BOLD GLORY by EYEZOD GRAPHICS \$16.95 \$7.95
- FLASH FACTS: HISTORY by COLECO \$6.95 \$4.95
- FLASH FACTS: VOCABULATOR by COLECO \$6.95 \$4.95
- MISSPELLER by WALTERS SOFTWARE CO \$9.95 \$7.95
- PHRASE CRAZE by REEDY SOFTWARE \$19.95 \$7.95
- PHRASE PAK I by REEDY SOFTWARE \$12.95 \$6.95
- PHRASE PAK II by REEDY SOFTWARE \$12.95 \$6.95
- RAMBOOT by WALTERS SOFTWARE CO \$19.95 \$9.95
- RECIPE FILER by COLECO \$9.95 \$5.95
- REEDY ENTERTAIN. PACK by REEDY SOFTWARE .. \$15.95 \$7.95
- SMARTDSK II by WALTERS SOFTWARE CO \$10.95 \$6.95
- SMARTTERM V1.02 by KEHEO SOFTWARE..... \$15.95 \$7.95
- SPEEDYWRITE II by WHITE CO \$39.95 \$24.95
- SPEEDYWRITE SPELL by WHITE CO \$24.95 \$14.95
- SQUISH'EM SAM by INTERPHASE/TELEGAMES \$18.95 \$9.95
- STAGE FRIGHT by REEDY SOFTWARE \$15.95 \$7.95
- STRATOZAP by ALLIED CREATIVE ENGINEERS \$15.95 \$7.95
- SUPER ZAXXON by COLECO \$9.95 \$5.95
- TOURNAMENT TENNIS by IMAGIC/TELEGAMES..... \$19.95 \$9.95
- MICRO INNOVATIONS 64K MEMORY EXPANDER.... \$29.95 \$24.95
- MICRO INNOVATIONS 256K MEMORY EXPANDER.. \$69.95 \$54.95
- ROLLER CONTROLLER WITH SLITHER CART \$44.95 \$29.95
- FROM BASICS TO BASIC WITH ADAM..... \$19.95 \$12.95
- HACKER'S GUIDE TO ADAM VOL. I..... \$11.95 \$7.95
- HACKER'S GUIDE TO ADAM VOL. II..... \$11.95 \$7.95
- LEARNING TO WRITE WITH ADAM..... \$24.95 \$15.95
- ADAM DUST COVER: MEMORY CONSOLE..... \$8.95 \$5.95
- ADAM DUST COVER: EXP. MOD. #3 MEM. CON..... \$8.95 \$5.95

N.I.A.D. PUBLIC DOMAIN SPECIAL

Effective May 25th and valid through June 31st all N.I.A.D. Public Domain Disk and Digital Data Pack prices will be reduced as follows. Please note that T-DOS V4.59 does not apply to this P.D. Special.

\$2.00 @ ON 5 1/4" 160K DISK

\$4.00 @ ON 256K DIGITAL DATA PACK

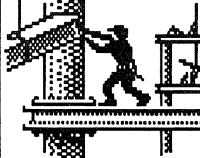
M.I. ADAMnet DISK DRIVES SPECIAL

Effective May 25th and valid through June 31st, all Micro Innovations ADAMnet Floppy Disk Drives will be reduced as follows. These floppy disk drives are fully compatible with all previously available ADAM disk drives and include their own power transformer, ADAMnet Cable and software. The 1st price is standard retail, the 2nd is the sale price.

- M.I. 5 1/4" 320K F.D.D. with FILE MANAGER V2.2 \$224.95 \$199.95
- M.I. 3 1/2" 720K F.D.D. with FILE MANAGER V2.2 \$274.95 \$239.95
- M.I. 3 1/2" 1.44Mb F.D.D. with FILE MANAGER V3.1 . \$324.95 \$279.95

COMMERCIAL SOFTWARE SPECIAL

Effective May 25th and valid through June 31st, a number of ADAM Commercial Software titles will be reduced 50% off the retail price. All titles printed in BOLDFACE on page 21 are available at this new price. Prices listed indicate 50% off retail already.



SOFTWARE PATCH
ADAM MAP: U.S. ATLAS
by Carl Harrison
of Harrison Productivity

As was stated in the March '92 issue of the N.I.A.D. Newsletter, ADAM MAP: U.S. ATLAS by Harrison Productivity contains three very minor bugs which will cause all types of havach when trying to load the states of Arizona (recently released on State Volume #3) and New York.

This patch was supplied by the author of the program, Carl Harrison, and applies to any copies with a N.I.A.D. Serial Number of between, and including, 1 and 8.

To edit the ADAM MAP: U.S. ATLAS program we used File Manager's Edit Block option from the Media Utilities menu. If you do not own File Manager V2.x, then an editor such as ADAM's Toolkit, SmartDSK III's Toolkit, or any other editing program may be used to insert the patch.

The block in question is #22 and the sectors that have to be edited are #0, 3, and 6. Only four addresses have to be changed or checked against what is listed below (these necessary changes are printed in boldface and italic style).

If, by chance, you are not able to patch the ADAM MAP: U.S. ATLAS program yourself, you may return the original disk or data pack to N.I.A.D. and receive the upgrade free of charge.



SECTOR DUMP

Addr	Block #: 22	Sector #: 0
00	41 4C 41 42 41 4D 41 2E 7A 02 03 00 00 00 00	00
10	41 4C 41 53 4B 41 2E 7A 02 03 00 00 00 00	00
20	41 52 49 5A 4F 4E 41 2E 7A 02 03 00 00 00 00	00
30	41 52 4B 41 4E 53 41 53 2E 7A 02 03 00 00 00 00	00
40	43 41 4C 49 46 4F 52 4E 2E 7A 02 03 00 00 00 00	00
50	43 4F 4C 4F 52 41 44 4F 2E 7A 02 03 00 00 00 00	00
60	43 4F 4E 4E 45 43 54 49 2E 7A 02 03 00 00 00 00	00
70	44 45 4C 41 57 41 52 45 2E 7A 02 03 00 00 00 00	00

SECTOR DUMP

Addr	Block #: 22	Sector #: 3
00	4D 49 53 53 4F 55 52 49 2E 7A 02 03 00 00 00 00	00
10	4D 4F 4E 54 41 4E 41 2E 7A 02 03 00 00 00 00	00
20	4E 45 42 52 41 53 4B 41 2E 7A 02 03 00 00 00 00	00
30	4E 45 56 41 44 41 2E 7A 02 03 00 00 00 00 00 00	00
40	4E 45 57 48 41 4D 50 53 2E 7A 02 03 00 00 00 00	00
50	4E 45 57 48 41 4D 50 53 2E 7A 02 03 00 00 00 00	00
60	4E 45 57 4D 45 58 49 43 2E 7A 02 03 00 00 00 00	00
70	4E 45 57 59 4F 52 4B 2E 7A 02 03 00 00 00 00	00

SECTOR DUMP

Addr	Block #: 22	Sector #: 6
00	57 49 53 43 4F 4E 53 49 2E 7A 02 03 00 00 00 00	00
10	57 59 4F 4D 49 4E 47 2E 7A 02 03 00 00 00 00	00
20	FE 01 20 06 11 00 B0 C3 0D B5 FE 02 20 06 11 10	00
30	B0 C3 0D B5 FE 03 20 06 11 20 B0 C3 0D B5 FE 04	00
40	20 06 11 30 B0 C3 0D B5 FE 05 20 06 11 40 B0 C3	00
50	0D B5 FE 06 20 06 11 50 B0 C3 0D B5 FE 07 20 06	00
60	11 60 B0 C3 0D B5 FE 08 20 06 11 70 B0 C3 0D B5	00
70	FE 09 20 06 11 80 B0 C3 0D 85 FE 0A 20 06 11 90	00



FASTER SmartWRITER

Part II: A Miscellany of Techniques

by David Sands

EDITOR'S NOTE: This article was supplied to us by The ADAM News Network and originally appeared in the Vancouver Island Senior ADAMphiles A.U.G. Newsletter.

I covered some of the basics of faster SmartWRITER in the first of these columns, and now I want to deal with a miscellany of techniques for getting the job done in less time and hopefully with less aggravation.

In no particular order, these ideas are some that I've used successfully and can recommend.

The more you use your ADAM, the better you'll be on it. It doesn't have to be word processing, but doing everything on the ADAM keeps you current -- no time spent remembering.

A little thing like a power bar can save a remarkable amount of aggravation. One switch on a conveniently located bar and everything is on.

Prices on these things are now down to the reasonable level if you stay out of computer stores. Get you Club & points and save.

A decent, i.e. comfortable place to work is not only better for you and the ADAM, making the whole process more attractive, but a titanic time saver.

Working when you're fresh, eager and willing helps everything go better. I know a lot of you will say why waste being fresh, willing and eager on the ADAM, but that's your business.

Storing often gets mentioned with boring regularity, but, it doesn't hurt to keep it up. These days, paranoia is probably good mental health. The utility company is going to get you if you work without Storing.

Preset formats can save a small amount of time every time you use them. If, for example, you always write letters and print them out on letterhead paper, make up your margin / tab settings, horizontal, vertical, spacing, etc., key in "DONE" and then store it as LTRFormat or something you'll always recognize. Since you'll always put a disk or data pack (DDP) into the ADAM to store on, make LTRFormat the first file on each new one. When starting each letter, Get File your format and save the resetting. Store the letter under it's own filename, of course.

Envelopes benefit from this system, too. Because they're fussy, setting up a format you know prints right saves real time the next time.

If you write a lot of very similar things, letters for example, it's obvious that a preset complete letter will be useful:

*Perry Mason
Attorney At Law,*

Dear Sir,

Your client has made some completely unjustified and shocking allegations about my bill payment habits and moral qualities, and besides, the check is in the mail.

Yours truly,

Adam Wombatt, Esq.

An obvious time saver, just change the names.

Another great time saver is having a good number of disks or DDP's. Especially DDP's. Because they're slow, keeping even single files on a single DDP can be a real time saver. The files on a DDP are stored one after another. The farther away from the Directory Block your active file is, the longer it takes to get. Keep the file selection small and get there faster.

But the more packs or disks you have, the greater the problem of knowing where the file you want is among those assorted media. Here I'm speaking from experience, all of it bad. Use a Catalog printing program from the Public Domain or a good copy program like File Manager (by AJM Software) to print out those directory listings and then stick'em in the packs or on the sleeves of the disk. You can scan a dozen printed listings in the time it takes to get a directory on the screen.

Sometimes you don't much care how much time the ADAM needs, but others...

Keep a supply of formatted disks or DDP's handy even if you have to buy a larger quantity in advance of the need. Nothing wastes time like looking for something that ain't where it should be. Same goes for paper, ribbons and envelopes. I want you to know I am not speaking from any feeling of moral superiority for knowing all this stuff -- everything I've learned has been THE HARD WAY!

File management on media (disks and DDP's) saves time and conserves space. If you are a good writer and reviser, you'll keep improving your piece, probably storing again and again. Storing the final perfect effort on a separate media lets you recycle the work disk or DDP with an INIT or FORMAT and you can reuse it again. When I look at DDP's filled with filenames that don't ring any bells, I know it is time to clean house.

Moving on from purely mechanical techniques, let's deal with some behavior modification.

The best book on Time Management I've ever seen said it simply: Time management is really self-management. So it is with word processing.

⇒ You save time when you know what you want to say, say it, and stop.

⇒ You save time by having a dictionary and a guide to correct English usage beside the ADAM.

⇒ You save time by outlining if you find you work hard at writing but never write what you wanted to say.

⇒ You save time, for yourself and your reader, by editing everything you write.

Early studies of word processors discovered that they were slower than typewriters on first drafts, and faster on subsequent drafts. They're slower because you can easily go back and improve, correct and, especially, edit.

As someone once said, "If you think Education is expensive, try Ignorance." And if you think the ADAM and SmartWRITER is slow, go back to using a typewriter for your work. I have had to recently, and never again will a word of complaint pass my lips about ADAM -- well, not soon anyway!



EXPLORING SmartBASIC

Part VIII: Reading the Joysticks

by Guy Cousineau

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

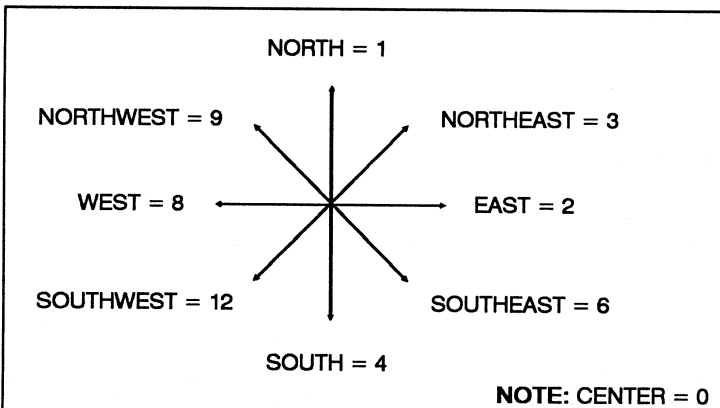
The joysticks or paddles can be read via the PDL command. PDL is a versatile command which can return several sets of values depending on the application. The first controller is assigned odd PDL numbers, and the second controller is assigned even PDL numbers. For this purpose, 0 is treated as an even number which complicates things since the equivalent SECOND controller value is one less than the FIRST controller value. This article will concentrate on the PDL functions of CONTROLLER 1.

PDL	USE	VALUES
1	vertical counter	0-255
3	horizontal counter	0-255
5	direction	see diagram
7	left fire button	0 or 1
9	right fire button	0 or 1
11	keypad value	ASCII 0-9 and '#' '*'
13	keypad value	0 to 15
15	roller controller	?

PDL(1) updates a counter for the vertical position. If the joystick is pushed up, this value decreases to a limit of 0. If the joystick is pushed down, the value increases towards 255. If the joystick is still or pushed left or right, nothing changes. In a game environment, you must issue a PDL command every time you want this position to be checked. If you want to reset the game and center the PDL, you can POKE a 127 into memory location 27100 (27102 for the second joystick).

PDL(3) updates a horizontal counter in a manner similar to PDL(1): LEFT decreases and RIGHT increases. The memory address is 27101 (27103). A combination of PDL(1) and PDL(3) can update the x, y coordinates of the PLAYER. Every time you issue a PDL command, all counters are updated. This may produce undesirable results when you call the function twice to get an x, y coordinate. Furthermore, the 0-255 range for the vertical position is unsuitable since it ranges higher than the vertical height of the screen in HGR mode. For these reasons, PDL(5) is recommended for game applications.

PDL(5) gives a CARDINAL reading based on the 9 positions of the joystick. The rest position returns a 0 and the others as follows:



From the diagram, you can see that NORTH, EAST, SOUTH and WEST are assigned the values 1, 2, 4 and 8 and that the intermediate points are the sum of the corresponding values. Let's consider a GAME application where we want to update the x, y coordinates of the player

based on the joystick position. The first thing to do is get the PDL value in a variable so that the same unique value is used for all calculations:

```
100 p=PDL(5)
```

The next task is to decide whether to increment or decrement the x or y coordinate. We will do this using complex logical equations:

```
110 y=y+(p=4 or p=6 or p=12)
120 y=y-(p=1 or p=3 or p=9)
130 x=x+(p=2 or p=3 or p=6)
140 x=x-(p>7)
```

In line 110 the logical in brackets checks if the PDL is SOUTH, SOUTH-EAST or SOUTH-WEST. If either of these conditions is true, the expression returns a 1 which is added to the value of y; if false, a 0 is returned. Note that WEST is easier to decode since all acceptable values are greater than 7.

The next step is to make sure our PLAYER does not fly off the screen by making sure the x, y coordinates do not exceed the playing surface. For our sample program, we will set a box from 50,50 to 200,100. We could use something like IF X>200 THEN X=200 but in a game application, SPEED is often important and we want to take the least amount of computer time possible to evaluate the position. We will therefore use another logical and append it to the lines shown above:

```
110 y=y+(p=4 or p=6 or p=12)*(y<100)
120 y=y-(p=1 or p=3 or p=9)*(y>50)
130 x=x+(p=2 or p=3 or p=6)*(x<200)
140 x=x-(p>7)*(x>50)
```

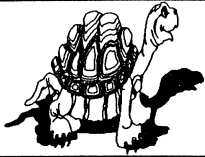
In line 110, 'y<100' will return a 1 if true and a 0 if false. Thus even if the first logical returns a 1, the value of y will not increase if it is already at 100. Following is a complete demo program which moves a shape to the x, y coordinates chosen:

```
10 REM PDL demo
20 HGR
30 HCOLOR=7
40 SCALE=1: REM set the default size
50 ROT=0: REM make the orientation vertical
60 x=75: y=75: REM set the start position
70 FOR z=1 to 1000: REM repeat 1000 times then exit
80 XDRAW 1 AT x,y: REM erase the player at last position
100 p=PDL(5): REM read the joystick
110 y=y+(p=4 or p=6 or p=12)*(y<100)
120 y=y-(p=1 or p=3 or p=9)*(y>50)
130 x=x+(p=2 or p=3 or p=6)*(x<200)
140 x=x-(p>7)*(x>50)
150 DRAW 1 AT x,y: REM show the new player position
170 NEXT z
180 PRINT "end of demo"
200 REM PDL demo
```

PDL(7) reads the left fire button and returns a 1 or 0. You can easily check it's value and make a decision with something like:

```
160 IF PDL(7) GOTO 180
```

This additional line in the above program will let the user abort by pressing the left fire button. If it is pressed, the IF PDL(7) returns a true response (1) and branches to line 180.



THE LOGO NOTEBOOK

Part V: Advanced Uses of Turtles

by Ron H. Mitchell

EDITOR'S NOTE: This is the fifth 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.

We've covered some basic concepts on the LOGO turtle including heading, directions, position, and how to set each of these parameters.

It is also possible to change the shape of the turtle. In fact, there are 30 turtles available and each one may assume a shape of its own. Each is capable of independent movement around the screen, and each is capable of following instructions independently of the others. Each is also capable of moving at a different speed.

What we have here is a sophisticated sprite control system which can be programmed on the fly. We'll have your screen crawling with turtles in a moment, but first a few details of explanation are in order.

There are 60 shapes, as the LOGO manual calls them. These shapes are really sprites. The sprite file is built into the LOGO interpreter. If you read the ADAM LOGO manual, chapter six, you'll see that each of the first 30 'shapes' has a preset pattern. There are squares, crosses, circles, triangles, a dog, a cat, a truck, and various other assorted items. Shapes 32 to 35 are blank and shapes 36 to 59 are turtles pointed in a complete circle of headings. Which one you actually see on the screen will depend on what you have the turtle heading set to.

Now you can edit all 60 of these shapes, even the turtles. LOGO comes with a built in sprite editor which is activated by typing simply:

```
ES 36 or ES 32
```

where the number following the command is the shape number you want to work on.

Let's try editing shape 32. (You've got your LOGO all booted up... right?). Type:

```
ES 32
```

The center of the LOGO screen clears and a grid 16 X 16 appears. This particular grid will be blank, since 32 is a blank shape. If you want to check out some of the ones that aren't, try ES with another number. It reminds me very much of Guy Cousineau's SHAPEMAKER program, and operates in similar fashion. As you begin, the top left hand square of the grid will flash. This is your cursor. Use the arrow keys to move it around. If you want to actually draw something, use the HOME key to turn any square of the grid you have moved to on or off. In this manner, you can easily create a pattern.

Don't like what you've drawn? Press the CLEAR key. You can get rid of it. Draw something else. Like that even less? Press MOVE/COPY, and your original pattern returns.

When you've finished editing your shape, press SmartKEY VI to exit the shape editor and return to the normal LOGO screen. If you want to exit the editor without saving your new pattern, press ESCAPE.

To see the results of your work, we need to find a turtle that's willing to take on the shape you've drawn. In fact, they usually do pretty much what they're told, so all you have to type is:

```
SETSH 32 ST
```

And there you are!

Mine looked like the little fellow from PACMAN, which is not too hard to draw.

Now. What do you do with these things?

To begin our explanation, we'll start with a short procedure right out of the book (Chapter 8, page 81).

```
TO BURST
  TELL ALL
  CS PU
  EACH [RT 12 * WHO]
  ST SETSP 10
END
```

type BURST and see what happens!

Now you've got the little critters crawling all over the place. Note that while they are doing so, your keyboard is still live. Try this:

```
ASK 4 [SETC 6]
```

Turtle 4 has turned red and you can easily spot him.

Chapter 8 gives you ways of controlling the movements and speed of each of the turtles. Very quickly, here are the basics.

When you boot up LOGO, there is only one active turtle, and that's turtle number 0. You can change that by using the TELL command. TELL followed by ALL or by a list of selected turtles [1 3 7 10] determines which turtles are going to obey the commands you subsequently give. The others will ignore you. This list of active turtles remains in effect until you change it.

TURTLE COMMANDS

WHO is an operation which outputs the numbers of the turtles currently active... in case you forget.

If you type:

```
PR WHO
```

LOGO will respond with:

```
1 3 7 10
```

assuming you've used a TELL command with the list in the previous paragraph.

As you can see, WHO can be used to cause different turtles to do different things depending on their number. For example in the procedure BURST we set each turtle heading to 12 * WHO.

And then there's ASK. **ASK** can be used as either a command or an operation. If used as a command, it will direct an instruction list to a specific turtle. That turtle does not have to be in the currently active state. Example: (have you still got your turtles roaming around the screen?)

```
ASK 4 [PD RT 90 REPEAT 4 [ FD 50 RT 90 ] ]
```

(CONTINUED ON PAGE 13, COLUMN 2)



USING TDOS - ADVANCED

Part III: Using XSUB & Other TDOS Utilities

by Guy Cousineau

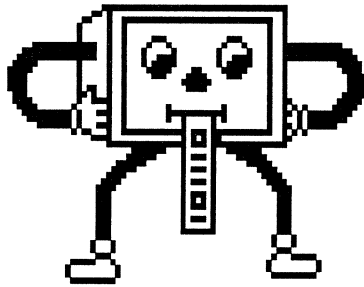
EDITOR'S NOTE: This is the third in a series of articles on TDOS which were made available to us by Guy Cousineau at ADAMCON 03.

XSUB.COM

XSUB is a powerful utility which can help further automate repetitive tasks within programs. It will only work with programs that use BDOS function 10 to get their input. XSUB must be activated in a batch file prior to invoking the utility that will be making use of it.

Say you often switch from 80 column to 40 column mode. You may find it tedious to reinstall TDOS every time... Do it once and take note of every keypress you make, including blank <CR>'s. Your notes for 80TDOS45 might look something like this:

```
E<CR>
A<CR>
<CR>
2<CR>
1<CR>
0<CR>
0<CR>
0<CR>
Y<CR>
<CR>
<CR>
<CR>
<CR>
<CR>
```



Now write a submit file (e.g. INST80.SUB) with a preamble of:

```
XSUB
80TDOS45
```

Then carefully add all the keypresses from your notes. The next time you want to reinstall TDOS with the same options, just type INST80 and sit back. Just as with PROFILE.SUB, you may wish to create several submit files to accommodate different system configurations. Just make sure you name them appropriately.

SORTDIR.COM

Directory sorting is a recent addition to TDOS. It allows you not only to sort your directory in alphabetical order, it also has options to remove time stamps. Why should you sort your directories when the DIR command presents the directory in alphabetical order? To speed up the execution of your DIR command! If the directory is not pre-sorted, the DIR command must sort it. When there are only a few dozen files, the sort takes a fraction of a second. Hard drive users may have noticed that a directory with over a hundred files may take several seconds to sort. Use SORTDIR on a periodic basis... i.e. whenever you notice that DIR responds more slowly than usual.

DATE STAMPING

INITDIR prepares a directory for date stamping. While this is a good feature for maintenance purposes, it sacrifices one directory entry for every 3. Normally, a 2K directory can hold 64 file entries. After INITDIR, the directory can only handle 48 file entries. Even a double-sided disk drive, 48 files of 5K will occupy 240K. Unless your files are all very small, you will have plenty of directory entries to spare. If you put

RELATED files on the same disk, you could start by running INITDIR on it. Later, when you run out of directory entries, you can use SORTDIR with the REMOVE option to restore the full 64 directory entries.

TDOS uses its own DATE / TIME format. Each time a file is read either by typing, copying, or executing, the accessed date is updated. When a file is written to, the modified date is changed. You can use the various options in the TDIR program to show old or recent files. Consult the DOC file for TDIR for specific instructions. You can even write submit files to view old or new files with something like:

TDIR >91-04-01 or TDIR <91-01-01

If you name these files NEW.SUB and OLD.SUB, you can instantly view the files in question. You should periodically change the year / month in your submit files. Frequent use of OLD.SUB will highlight the programs you are no longer using. These will be good candidates for removal once you run out of storage space on your medium.

CHANGE DIRECTORY

CD.COM is most useful on a hard drive system for quickly switching from named directories. Every time you name a new user area on your hard drive, you should return to A0: and reconfigure CD. Remember that the CD /C option writes a new CD.COM on the default drive. As your hard drive fills up, you may notice that both the CD execution and configure operations begin to slow down. Here is how to speed it up...

Begin by naming ALL user areas on A, B, C and D. Name the unassigned user areas ABLANK on drive a, BBLANK on drive B, etc. Then use SORTDIR to sort the directory in alphabetical order. This process will place all NAMES first in the directory for quick access. Don't forget to reconfigure CD after you have completed the naming operation.

Naming all 32 user areas has 2 advantages: Along with SORTDIR it helps to quickly change user areas with the CD command; it also helps zero in on a blank user area in any logical drive with CD BBLANK, or CD DBLANK.

Next month, ARCHIVING your files.

T-DOS V4.59 RELEASED!

Tony Morehen and Guy Cousineau have completed a new update to everyone's favorite CP/M 2.2 replacement Operating System by the name of TDOS. This new version, V4.59, was supplied to N.I.A.D. by Guy Cousineau along with a tremendous array of new utility programs for use in TDOS and Guy's new Canadian Trivia program that also operates in TDOS (N.I.A.D. wishes to pass along our gratitude to Guy for sending these disks down to us).

In the process of setting up the disks for public domain distribution, I decided to go all out with this version and assemble the most complete package possible. What I have ended up with is a version that consists of almost 600K worth of installation files, utilities, on-line help and documentation files! A complete listing will be run in the May / June issue. When ordering TDOS V4.59, you may order on:

⇨ 2 - 5 1/4" 160K FLIPPY DISKS.....	\$6.00
⇨ 2 - 5 1/4" 320K DISKS.....	\$6.00
⇨ 1 - 3 1/2" 720K DISK.....	\$4.00
⇨ ? - 256K DIGITAL DATA PACK - PLEASE CALL FOR PRICE.....	\$CALL

EXPLORING SmartBASIC, CONTINUED FROM PAGE 10

PDL(9) reads the right fire button. If we want to abort if either button is pressed, we can change line 160 to the following:

```
160 IF PDL(7) OR PDL(9) GOTO 180
```

PDL(11) reads the joystick keypad and returns the ASCII value of the key pressed. The # and * keys will return those corresponding values. In order to get that value into a string expression, you can use the following:

```
a$=CHR$(PDL(11))
```

PDL(13) also reads the keypad but returns numerical values equivalent to the key pressed. If you want to select OPTION 1 or 2 via the keypad you can use something like:

```
100 p=PDL(13)
110 IF p=1 GOTO 1000: REM option 1
120 IF p=2 GOTO 2000: REM option 2
130 GOTO 100: REM wait until valid response
```

Note also that the # symbol returns the value 11, the * returns a 10, and no key pressed returns a 15 (can't use 0 since '0' is 0). It is also possible to simulate the BLUE and PURPLE Super Action Controller values which behave as follows:

CONTROLLER	PRESS	VALUES
purple	* and 3	12
blue	# and 3	13
both	# and *	14

In order for these values to be read correctly, you must also change the translation table in the EOS with POKE 57861,14; be sure and reset the POKE limit before doing this.

PDL(15) is used to read the ROLLER CONTROLLER. As far as I know, SmartBASIC does not make use of this function. Special decode routines are required to make full use of the return values. Can someone out there enlighten us?

As you can see, the PDL command is very versatile. It is essential to use it correctly for good program control. The joysticks are not dynamically updated. You must issue a PDL command in order to update the memory values. Each time a PDL command is given, ALL the values are updated in the E.O.S. The locations illustrated below are updated by BASIC only when a particular command is used. The combinations are complex and will not be discussed here. Experiment with them and draw your own conclusions:

PDL VALUE	MEMORY ADDRESS
0	27100
1	27102
2	27101
3	27103
4	16788
5	16783
6	16799
7	16784
8	16780
9	16785
10	not maintained
11	not maintained
12	16781
13	16786

⇒ PDL routine begins execution at 26094 (6918). It begins by updating the E.O.S. controller information and consults a jump table at 27068

(69BC) to determine the correct decode routine. The PDL(0) through PDL(3) functions use another jump table at 27355 (6ADB) to adjust the counters based on direction.

Next time out, Low Resolution Graphics.



The ADAM News Network
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THE LOGO NOTEBOOK, CONTINUED FROM PAGE 11

With this you should get turtle 4 to change direction and draw a square for you while the others are wandering about.

When used in an operation, ASK will output whatever is output by the operation contained in the instruction list.

EACH followed by an instruction list will cause each of your active turtles to execute a sequence of instructions. The first turtle executes the instructions before the second does anything, then the second, and so on.

ALL is an operation and must be used with a command like TELL. For example if you type:

TELL ALL PR WHO

you'll get a list of numbers from 0 to 29. That's to let you know that all 30 turtles are active..... as you have specified in your TELL command.

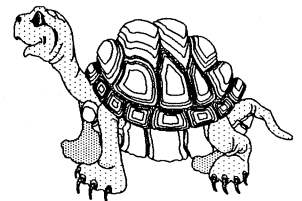
You want to stop the turtles, right? You've watched them roam around quite enough, and you'd like them to disappear. Try:

TELL ALL PU HT HOME TELL 0 CS

That should put you back where you started.

All of this was done in the interactive mode. Of course it could also have been done as part of a procedure like BURST. Try it out.

We're not quite ready to resume work on our tutorial just yet. We've covered enough to do the initial screen setup. With our newly acquired knowledge of turtle positioning and turtle shapes, we could even make one of the turtles into an arrow pointer and position it at the first entry of the menu. What then?



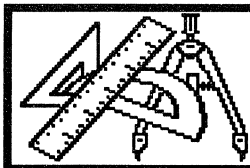
Someone is going to press a key and attempt to select one of the menu entries. We've not done much yet in terms of getting input from the keyboard or of looking at the flow control and conditional commands/operations that would enable us to process keyboard input.

That's where we're going next.

If you have any questions, additions or suggestions for this series of articles, please contact me at the following address and include a Self Addressed and Stamped Envelope:



The ADAM User-Friendly Group
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ADVENTURES IN CP/M & TDOS

Public Domain Reviews and Updates

by Doug Rosenvinge

INTRODUCTION

This month we will continue with our listing of programs in the N.I.A.D. CP/M 2.2 CNDV Public Domain Library. The vast majority of these programs will also work with TDOS.

N.I.A.D. CP/M 2.2 CNDV VOL. #25

- ⇒ SCLIB.COM Z80 language Version 2.1 edit 65. Small-MAC Library manager, no documentation - for experienced programmers.
- ⇒ SCLNK.COM Z80 language Small-MAC linkage editor. No documentation. Some files may be missing.
- ⇒ SCMAC.COM Z80 language Small-MAC assembler. No documentation.
- ⇒ DASMLIB Disassembler Version 1.5 Disassembler.
- ⇒ MAKE.* File utility Changes user area a file is located in without copying it over again.

N.I.A.D. CP/M 2.2 CNDV VOL. #26

- ⇒ NOTEPAD.LBR Productivity Notepad manager. Makes notes up to 20 lines, keeps directory & date last saved.
- ⇒ SW80.* Editor ScreenWright Ver. 1.2. Professional screenplay formatter. 1985 by Paul D. Nadler

N.I.A.D. CP/M 2.2 CNDV VOL. #27

- ⇒ UNIFORTH.* Language A subset of the UNIFORTH Language. Includes Video Editor and documentation. Forth for ADAM

N.I.A.D. CP/M 2.2 CNDV VOL. #28

- ⇒ DEARCP.LBR File utility De-arcs IBM archive files on CP/M system.
- ⇒ UNARC10.LBR File utility Unarcs MS-DOS archive files in CP/M.
- ⇒ ASPRETTY.LBR Assem. utility Reformats assembler source code listing. Code to upper case, comments to lower.
- ⇒ PIPMODEM.LBR Telecommun. Modifies PIP.COM to be a simple telecommunications program to capture text files.
- ⇒ TELL02.LBR System utility Provides addresses of 17 routines and base addresses of CCP BIOS jump tables, more.

N.I.A.D. CP/M 2.2 CNDV VOL. #29

- ⇒ IMP.* Telecommun. IMP modem program installed for EVE SP-1 & Hayes compatible modem. Also includes support files for function keys.
- ⇒ SCRNCROP.COM Screen utility "Chops" 80 column lines to fit on the Adam screen.

N.I.A.D. CP/M 2.2 CNDV VOL. #30

- ⇒ *.PIC Graphic CHARLIE, SNOOPY, TWEETY & SPOCK can be printed on your printer from these files.
- ⇒ TRIVIA.LBR Game Trivia game with several data files and information on how to make your own.
- ⇒ MUSICFUN.COM Game Plays music from 20 ADAM cart games. Menu selected.
- ⇒ AUTOBOOT.COM Disk utility Configures disk or DDP to auto-boot any file.
- ⇒ CATALOG.COM Disk utility A 4 column directory display.
- ⇒ CLEARSCR.COM Screen utility Clears the display screen.

- ⇒ SCAN12.* File utility A bi-directional file viewer for squeezed, normal, Wordstar and library files.
- ⇒ GAMEMENU.COM Game utility Provides a menu for cartridge games saved to CP/M.
- ⇒ CLONE.COM File utility Restores binary files made with IMAGE to an E.O.S. format.
- ⇒ COMLINE.COM System utility A command line utility. Creates clears and displays a command line.
- ⇒ COMPARE.COM File utility Compares 2 files. Discrepancies are noted on printer or display.
- ⇒ IMAGE.COM File utility Converts E.O.S. files to Binary image for modem transmission. CLONE puts it back.
- ⇒ CROWECPM.* Z80 language Similar to Zilog's but no macros, lower case or conditional assembly.
- ⇒ MONOPOLY.* Game Requires Microsoft Basic (MBasic) to run. Plays "exactly like Parker's Monopoly, without the board!"

N.I.A.D. CP/M 2.2 CNDV VOL. #31

- ⇒ LOVE.INT E-BASIC Types LOVE on the screen.
- ⇒ NFL.INT E-BASIC N.F.L Football.
- ⇒ ROCKET.INT E-BASIC Lunar landing simulator.
- ⇒ RUSSIAN.INT E-BASIC Russian Roulette
- ⇒ SWARMS.INT E-BASIC Defend from attacking bees.
- ⇒ TTT.INT E-BASIC Tic Tac Toe.
- ⇒ WUMPUS2.INT E-BASIC Hunt the Wumpus.
- ⇒ 23MATCH.INT E-BASIC Try not to take the last match.
- ⇒ BAGELS2.INT E-BASIC Guess a number. Contains improvements over BAGELS.INT.
- ⇒ CHECKERS.INT E-BASIC The game of checkers.
- ⇒ CHOMP.INT E-BASIC The board is the cookie. Try not to take the last bite.
- ⇒ DICE.INT E-BASIC A dice gambling game.
- ⇒ JEM.INT E-BASIC The JEM wizard will answer your questions.
- ⇒ LANDER.INT E-BASIC Manually land your ship on the moon - if you can.
- ⇒ LUNAR.INT E-BASIC Another lunar landing game.
- ⇒ POET.INT E-BASIC Writes poetry for your enjoyment.
- ⇒ RUN2-3.COM E-BASIC E-BASIC run-time module. Type RUN2-3 <game name> <return>.
- ⇒ STRIKE9.INT E-BASIC A type of numbers game.
- ⇒ TRAP.INT E-BASIC Guess the computer's number in 6 moves by trapping it with 2 other numbers.
- ⇒ WUMPUS.INT E-BASIC Hunt the wumpus.
- ⇒ BAGELS.INT E-BASIC A number guessing game.
- ⇒ BAS2-1.COM E-BASIC E-BASIC Compiler program?
- ⇒ CANNONS.INT E-BASIC Hit target by adjusting elevation.
- ⇒ CHIEF.INT E-BASIC A 'Math Test' game.
- ⇒ CRAPS.INT E-BASIC CRAPS. Place your bets!
- ⇒ HANG.INT E-BASIC Hangman.
- ⇒ KINGDOM.INT E-BASIC Try and run your kingdom for an 8 year term.

N.I.A.D. CP/M 2.2 CNDV VOL. #32

- ⇒ ACE.INT E-BASIC Acey-Ducey against the computer.
- ⇒ AMAZE.INT E-BASIC Designs mazes.
- ⇒ ANIMAL.INT E-BASIC Computer tries to guess an animal that you are thinking about.
- ⇒ B/FRIDAY.INT E-BASIC A stock market game.
- ⇒ BIOPRINT.INT E-BASIC Prints your bio-rhythm chart.
- ⇒ BLKJACK.INT E-BASIC Black Jack.
- ⇒ CHASE.INT E-BASIC Avoid being fenced by computer.

⇒ CIVILWAR.INT	E-BASIC	Battle simulation, allocate supplies and choose strategies, find out just how good you are.
⇒ COMBINE.INT	E-BASIC	?
⇒ CORE.INT	E-BASIC	Reports bytes of RAM, free space and system.
⇒ CORETEST.INT	E-BASIC	Reports bytes free, zeroes core between two numbers.
⇒ EUCLID.INT	E-BASIC	Gives Greatest Common Factor of two integers.
⇒ FIB.INT	E-BASIC	Produces a Fibonacci number sequence.
⇒ FIT.INT	E-BASIC	Calculates a least square line from series of co-ordinates you enter.
⇒ FOOTBALL.INT	E-BASIC	Football simulation.
⇒ GOLF.INT	E-BASIC	Golf simulation.
⇒ GUNNER.INT	E-BASIC	Adjust angle of field artillery to destroy the enemy.
⇒ KENO.INT	E-BASIC	Play the game of Keno, guess the computer's numbers to win.
⇒ LANES.INT	E-BASIC	Galactic stock game. Try to invest in the proper interstellar shippers to earn huge returns.
⇒ LOAN.INT	E-BASIC	Loan amortization calculator. Prints schedule.
⇒ LUNAR1.INT	E-BASIC	Complicated lunar lander.
⇒ PLOT.INT	E-BASIC	?
⇒ POKER.INT	E-BASIC	Poker against the computer.
⇒ S/TREK.INT	E-BASIC	Simple Star Trek game.
⇒ STARS.INT	E-BASIC	Shoot stars and not black holes to win. Each shot changes the star field.
⇒ STARTREK.INT	E-BASIC	A "standard" STAR TREK game.
⇒ STORY.INT	E-BASIC	Invents stories from the words you supply.

NOTE: This disk is self-booting. The SmartKEYs have been configured to provide a list of programs and to run them. E-BASIC programs make little use of screen displays except simple character based boards. Most moves must be typed in upper case. If a program requires two numbers as an entry, type the first number, a comma, then the second number, followed by the <RETURN> key. Some programs on this disk will require each number to be followed by a <return>. If you get a warning message, try entering the numbers the other way.

N.I.A.D. CP/M 2.2 CNDV VOL. #33

- ⇒ BRADFORD.LBR Print utility Provides 22 fonts, justification, proportional spacing and underline. For Epson printers only. I have heard reports that this program will not run on an ADAM because not enough memory is available unless TDOS is run with a terminal.
- ⇒ CRUNCH22.LBR File utility Version 2.2 of Crunch and uncrunch file utilities. Documentation is included.

N.I.A.D. CP/M 2.2 CNDV VOL. #34

- ⇒ DISK77.COM Disk utility File management: Delete, Copy, Mass copy, Rename, Stat, Tag, Untag and others.
- ⇒ NEWCCP.LBR System CCP replacement. New commands: GO, LIST, LOG, CLS, Change drive user by typing A0:.
- ⇒ DISPLAY.* File utility Displays ASCII text on screen with commands like ED.COM but no editing.
- ⇒ FORMAT2.COM Disk utility A format program that requires less steps than FORMAT for doing more than 1 disk.
- ⇒ CPMHELP.COM Help CP/M A help file for ADAM CP/M. Includes these topics: CPMADAM, DIR, ERA, REN, TYPE, PIP, FORMAT, BACKUP, and SYSGEN.

Reminders

If you are using the TDOS V4.5x Operating System, be wary of using any programs that format disks, change the system configuration, or do anything that utilities supplied with TDOS V4.5x do. The reason for this is some programs use CP/M 2.2 in a way that was not intended by directly accessing some machine level instructions that may or may not

be the same in TDOS V4.5x. The results could be disastrous to a disk (hard disk users take note). If you are not sure of a particular program always try it out on a scratch disk first. If you have a hard drive you may wish to keep it turned off for the test. If something should go wrong at least you will not have destroyed hours of work.

Always have a backup of important files and programs!!!! If the loss of a data file or program would affect how you use your computer it is too valuable not to have a backup copy just in case. Even after using computers for 10 years I occasionally forget, and it is always that disk, program, or file that seems to get damaged.

New Disk

I would like to thank Guy Cousineau (Adam News Network & AJM Software) for contributing a disk of TDOS V4.5x and CP/M 2.2 utilities. This will be disk **CP/M 2.2 CNDV VOL. #60** and will be called "Guy's Favorite CP/M Utilities #1." It contains the following:

- ⇒ Utilities to split large files into smaller ones and to recombine them.
- ⇒ Three different ASCII file search utilities.
- ⇒ A utility to type squeezed or crunched files to the screen.
- ⇒ A program to create right justified text files from VDE.
- ⇒ A program for bi-directional printing on the ADAM printer from CP/M.
- ⇒ An all purpose file and library management program.
- ⇒ A program to type files with paging.
- ⇒ Three different sorted directory programs.
- ⇒ A program to sort datafiles by specified columns.
- ⇒ A program to undelete files and also checks the validity of the file.

This disk is now available. A review of the utilities will appear in one of my next columns. You should know that these utilities replace older programs such as DELIB, TYPEL23, DUPUSER, UNERA, and TYPESQZ. I thank Guy for taking the time to provide these utilities and for ensuring that the ADAM CP/M / TDOS community has up to date programs. You might be interested in knowing that Guy wrote most of the programs!

Next month we will continue with more disk listings and descriptions. In general, the higher the disk number the later and better are the programs and utilities that are there. Lower disk numbers generally contain the earlier or even first versions of a program. When they are released with enhancements or corrections they are added to a new disk in the library. This is deliberate on my part. When programs are improved they often take up more space on disk, their documentation and history files often grow too. The result is a library file that is larger. If I were to replace an older version with the new version there might not be enough space on the disk. My reason for reviewing all of our library disks is to provide a complete listing and description of all that is available. I am not aware of any other complete listing and description of our CP/M files.

Do you have an answer?

One of our readers called to ask if I had a solution for a problem that he is experiencing with TDOS and Video Display Editor. Every time he uses a double command his screen shifts to the right side. He wonders if there is a fix to prevent this shifting. He is using an Adam with the standard 40 column television display. I have noticed the problem before but am unaware of a solution. My guess is that it is related to the 40 column screen. I run most of the same software on an 80 column Epson QX-10 without any problems. If you have any suggestions or solutions please drop me a note so I can pass them on to the entire ADAM community through this column. Thank you!

I welcome your comments and suggestions. If you would like a personal reply please enclose a Self Addressed and Stamped Envelope. You may write to me at:

Doug Rosenvinge
10 North River Rd.
Coventry, CT 06238





A LESSON IN MIDI

Part II: What MIDI Instrument Will I Need?

By Ron Collins

EDITOR'S NOTE: The following article is part two of five in a series of MIDI lessons by Ron Collins. The entire article was downloaded from the ADAM-X-CHANGE BBS and supplied by The ADAM News Network.

The first problem was to find out just what type of sound making equipment I should purchase. I looked at various YAMAHA and CASIO keyboards over the course of several months. The YAMAHA's all had plenty of features to choose from, but the CASIO line has a consistently higher quality of instrument reproduction. For an obvious beginner, I was starting from scratch, with little money to invest in what could easily become a costly new hobby.

With so many types of equipment available, I not only needed to consider brand and price, but also whether to get a keyboard or just a synthesizer. In the range from \$100 to \$500, I could find a wide selection of features and styles... but what do all the terms mean? What is a good buy and what should I stay clear of? A few quick messages to Chris Braymen on CompuServe answered all my questions and then some! For those interested, I'll pass a few of those tips along to you.

First question I had was "What's the difference between a keyboard and a synthesizer?" Well, it seems it's a pretty basic difference. A keyboard usually has a selection of voices that you can pick and choose from. These are the only voices the unit can ever play. A synthesizer, on the other hand, gives users several "base" voices along with the ability to create new ones on your own. Please keep in mind that this is for units of either type a typical buyer in my price range could expect.

Those keyboards in my price range have the ability to emulate different musical instruments besides the basic piano and organ sounds. Many have a basic selection of useful sounds that can be tapped into for the best possible musical playback. The standard MIDI specification tends to govern most of what is available but is often embellished with "custom" features by the manufacturers. This MIDI spec provides support for control of up to 16 channels, as does the MIDI-MITE and all of it's software. Most inexpensive keyboards, however, are only able to send and receive MIDI data on 3 or 4 channels. This can be a big problem if you want to play a MIDI song file recorded on 8 different tracks! This problem we will cover a little later.

The benefit of a keyboard is that you can use it to convert a favorite piece of sheet music into a MIDI song file stored on your ADAM by simply playing it in! The low cost synthesizer isn't able to be "played" because it doesn't have any keys! The benefit you get from buying a synthesizer rather than a keyboard is that it gives you access to more instrument sounds (as I've mentioned), more MIDI channels, and the ability to create your own sounds and use some extensive library management features to store sounds in "banks" for later use in your songs. You can pick and choose from the instruments stored this way, anyway you want to use. You can even create your own new voices if you get "into it". Remember, for each unit you purchase, certain tradeoffs will be made at the low end of the price range and certain benefits come with the high end units.

In the higher price categories, you can expect more features on your unit. If you don't mind paying \$1500 or more for a MIDI synthesizer, the manufacturers of these units will throw in some extras. Roland, Korg, Yamaha, etc., often provide a multi-track recorder / sequencer on the unit. Some units even have a disk drive "built-in" to them for storing your masterpieces! One of the most important feature these "high end" synthesizer manufacturers give you, though, is KEYS! Unlike the small or mid-sized ones on most of the keyboards in MY price range these fine units all have FULL sized keys. This all comes together to give you some tremendous capabilities for musical expression.

To figure out what type of MIDI equipment you might need for your own MIDI studio, let's take a look at how many songs are put together into a MIDI format. Compare what you read here with the condition of your budget and with your music needs, then start to look over those music catalogs!

In most cases, songs are recorded one track at a time. Each segment of the music will be planned in advance by the performer. Each instrument has to be assigned to play some line of the music score. Suppose the music was originally written for piano, but a new arrangement was scored adding a flute accompaniment. Perhaps some background violins were also added to really bring out that special feeling from the composition? The player would probably play the whole thing in on a keyboard. The original piano parts might be assigned to MIDI channels 1 and 2. The flute part might be set up for channel 5. The string accompaniment seems to sound better to the composer when separated between high and low tones, so they use a cello for the low notes on channel 3 and the violin gets to play the higher notes on channel 4.

A rather expensive electric piano by Yamaha, the CLAVINOVA series, for instance, has excellent piano reproduction. The best strings I've ever heard come from the CLAVINOVA too (but at \$4000 and more, you'd tend to expect that wouldn't you?) The drawback to the CLAVINOVA is that it has lots of piano and string voices, but is lacking in any of the wind instruments. The full size keys are touch sensitive, velocity sensitive, and really easy to play. That means the flute part must be added in some other fashion.

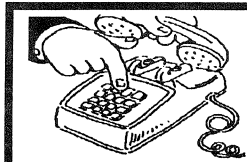
Something I didn't learn until months after I began using the MIDI is that making sounds is NOT limited to just a keyboard. If you are a drummer, there are drum controllers that let you play a line and record it on your computer. If you play a guitar or any other string instrument, there are MIDI controllers that can save your favorite riffs for you. Believe it or not, there are even a line of "wind controllers" that let you put all the feeling you are capable of into your MIDI song track! Practically every tiny detail of your playing will be saved for later recall and play.

Next month, details on how the MIDI song files work.

MIDI SONGS MNDV P.D. VOLUMES

Following is a listing of all the MIDI SONGS MNDV P.D. VOLUMES that N.I.A.D. currently has available. Please note that volumes 12 through 16 are new volumes recently added. Two other MIDI Public Domain Volumes include MIDI DRIVERS & DEMOS (previously reviewed) and MIDI UTILITIES (reviewed in this newsletter).

- ⇒ MIDI SONGS MNDV VOL. #1 - JOPLIN I
- ☆ MIDI SONGS MNDV VOL. #2 - JOPLIN II
- ☆ MIDI SONGS MNDV VOL. #3 - JOPLIN III
- ☆ MIDI SONGS MNDV VOL. #4 - COLLIN'S CLASSICS
- ☆ MIDI SONGS MNDV VOL. #5 - CLASSICS I
- ☆ MIDI SONGS MNDV VOL. #6 - CLASSICS II
- ☆ MIDI SONGS MNDV VOL. #7 - NEW AGE I
- ☆ MIDI SONGS MNDV VOL. #8 - POP / ROCK I
- ☆ MIDI SONGS MNDV VOL. #9 - CHRISTMAS I
- ☆ MIDI SONGS MNDV VOL. #10 - CLASSICS III
- ☆ MIDI SONGS MNDV VOL. #11 - PICTURES AT AN EXHIBITION
- ☆ MIDI SONGS MNDV VOL. #12 - BACH I
- ☆ MIDI SONGS MNDV VOL. #13 - CLASSICS IV
- ☆ MIDI SONGS MNDV VOL. #14 - JAZZ I
- ☆ MIDI SONGS MNDV VOL. #15 - POP / ROCK II
- ☆ MIDI SONGS MNDV VOL. #16 - CHRISTMAS II



OVER THE PHONE LINES

Fidonet Echomail Distribution System

by Barry Wilson

EDITOR'S NOTE: The following is an extract from a write-up circulated by Barry Wilson, Editor of the ADAM News Network. N.I.A.D. will be searching for a FIDONET based BBS in our area to pickup the ADAM Echo and will keep you posted in future issues on this subject.

There is something called FIDONET, which is a sophisticated BBS program that large BBS systems utilize to transfer messages from one local BBS to another across the country.

THE MAGICS WORDS:

National ADAM Echo
Tag ADAM
ADAM Echomail Conference
FIDONET Echomail Distribution System
FIDONET Back Bone

These are the magic words to be spoken to your local FIDONET Operator.

The National ADAM Echo is a very small part of the FIDONET exchange area. It is a portion of FIDONET which is devoted to ADAM messages only.

What does that mean? It means that Pat Herrington, in Orlando, Florida, has a local BBS (Cornucopia by name) which carries the ADAM ECHO. I have a local BBS (Grand Illusions) in St. Louis, which also carries the ADAM ECHO. I can call my local BBS (NO TOLL CALL, NO LONG DISTANCE CHARGES) and leave a message for Pat in the National ADAM Echo area.

Later (and apparently automatically), FIDONET would pick up my message from the message areas it handles and transfer it to various BBS's, including Cornucopia in Florida. So my message to Pat would get on the BBS where Pat can call (NO TOLL, NO L.D.C.) and pick it up. She can answer and then it would get back to my local BBS handling FIDONET.

It opens up a vast network and potential for better communications among ADAMites. Let's face it, friendship is friendship, but long distance does cost money. The ADAM Echo on FIDONET should cost nothing. All you need to do is find a FIDONET Operator in your area and ask, along with giving them the Magic Words. The FIRST FIDONET Operator I contacted in St. Louis agreed to carry it for me.

HOW CAN YOU HELP??? HOW CAN YOU GET ON IT??? Simple!

Send me your phone number along with a self-addressed stamped envelop. I will have FIDONET do a search for all the BBS's in your area code that are part of the FIDONET System.

I will send you that information, which may consist of 1 to 150 BBS's and phone numbers.

You see which ones are NOT toll calls or long distance from you and then call them on your modem. Once logged on, hit 'C' for CHAT and when you get the Sysop on the line, you ask if he would handle the National ADAM Echo Network as part of his FIDONET exchange program. The National ADAM Echomail Conference is on the FIDONET backbone and the TAG is ADAM. Most importantly, let him know all this information.

If the Sysop is not available for CHAT, leave him a message on

FEEDBACK TO SYSOP before you sign off.

Depending on the particular emphasis of the board you call, the Sysop may or may not agree to handle the ADAM ECHO. The more local people you can get to call and request it, the more likely he will handle it. If the first Sysop doesn't agree to handle it, try another and another.

IT IS VERY IMPORTANT (that we ADAMites explore this) as this would be a great way to exchange messages across the country without the long distance charges, and it would help to get more ADAMites involved in the ADAM World.

Right now it would put you in contact with Bart (Zonker) Lynch, Pat Herrington, Guy Cousineau, Al Fitzgerald, Jim Duffy, Don Bueltmann, Lani Brito, Mel Ostler, Alan Keitner, myself, and many more ADAMites across the North American continent.

I have contacted many other well known ADAMites and sent them lists in their areas. Hopefully, they will be able to hook into this distribution. Just send me your phone number, address, etc., and I will send you back the local area code BBS's in your area.

Since I was able to get a local FIDONET BBS operator to pickup the ADAM Echo, than that means that anyone should be able to do it. You DO need to know how to dial a phone and must have a modem.

What about ADAM run BBS's and C.I.S.?

Does this mean an end to local ADAM BBS's or the ADAM section on CompuServe? Should they feel threatened? NO!!! The FIDONET Echo will not pass private messages; will not have ADAM files to download; and will not be quite as fast as calling your local BBS. It is hoped that these FIDONET communications will get more ADAMites BBS'ing and that means they will surely be checking into the local ADAM BBS.

I CONSIDER THIS VERY IMPORTANT AND A PROJECT OF HUGE POSSIBLE BENEFIT FOR ALL.



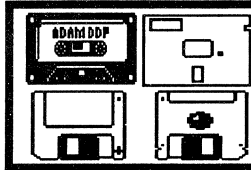
The ADAM News Network
c/o Barry Wilson
904 N. Warson
St. Louis, MO. 63132

CHICAGOLAND FIDONET SUPPORT

I, Jim Notini, have been in contact with a local FIDONET BBS (Chicago Syslink) the past week in an effort to get them to pick up the ADAM Echo. So far, they have been luke-warm about the idea and told me an answer would be given after their move and dependent on how many other ADAMites would call and ask them to pick up the ADAM Echo. I have started the effort and now I need the help of other Chicagoland ADAMites to contact this BBS and ask them to pick up the ADAM Echo. The phone number is listed below and it is open from 6:30am - 2:00am everyday (closed for 4 1/2 hours). The BBS is compatible from 300 to 9600 baud and you should use the parameters of 8 / N / 1 to log on.

CHICAGO SYSLINK - (312) 622-4442

If we don't succeed in getting Chicago Syslink to pick up the ADAM Echo, Barry Wilson has supplied me with a list of another 112 FIDONET BBS's in the (312) and (708) area codes that we can try. If anyone in these area codes would like a listing, just give me a call. More than likely there is a FIDONET BBS in your backyard!



CAN'T BEAT THAT PRICE!!

Public Domain Reviews and Updates

by Jim Notini

ADAMAGIC ONDV VOL. #1

THE BLACK DUNGEON OF MIDOR

The Black Dungeon of Midor is a graphics adventure game along the lines of the Dungeons & Dragons board game which was and still is very popular. The adventure is auto-booting and makes extensive use of graphics, sprites and sound effects.

The object of the game is to seek out and take the Amulet of Fantastic Powers, a treasure which has a great defensive and offensive capability, that is hidden somewhere in the dungeon below the 8th level (there are 20 levels in all). Then you must reach a storehouse of treasures guarded by a hoard of monsters deep within the winding passages of the 19th level. If you successfully enter the treasure room, you may be able to find a hidden passageway which leads to the 20th level. The 20th level is the home of the Evil Wizard of Midor, a monster himself who has the powers of a 30th level magician and the strength of a 30th level knight. You must find and kill him before you may escape from the 20th level to the outside again. To make matters worse, the Evil Wizard will only appear after all of his Familiars, Servants, and Minions have been destroyed. It has been said that the number of these is eight, and that they may not be seen until they are upon you. Beware of Portals to Limbo on the last few levels from which your character can never escape.

The dungeon is made up of a network of interconnecting mazelike tunnels, caverns, halls and passages, twenty levels deep and many hundreds of feet across on each level. The 20 levels of the dungeon are connected by stairwells and by other means and each level of the dungeon going farther down has nastier occupants than the one above it. Your character can move around in the dungeon, and may move from level to level, and at any given time has the ability to see all of his immediate surroundings within a specified area. The various things in the dungeon that the character may encounter will be displayed symbolically. The most commonly encountered object in the dungeon is an unoccupied 50 foot square of floor. If this is the case, the area will be displayed and the game continues. However, there are far more dangerous encounters. Other objects which will be encountered in the dungeons include pits, stairways, transporters, alters, monsters, treasures and the exit.

Your player character is described numerically by several important values. The character's strength, dexterity, constitution, intelligence, wisdom and charisma are all assigned numbers between 3 and 18 inclusive (the 8 to 12 range is considered normal). Strength is pretty much self-explanatory. A high strength allows the character to do more damage to monsters when he scores a successful attack. Dexterity is the character's speed and ability. A high dexterity gives a player a better chance to score successful attacks. A high dexterity also makes it more difficult for monsters to score successful attacks upon your character. Constitution is the character's fortitude and it determines how many successful monster attacks the player can withstand without getting aced. A high constitution also helps the character survive attacks of poisonous monsters. Intelligence is important for characters who elect to become magic-users. Wisdom is important in a number of different circumstances. Wisdom can be viewed as mental constitution if intelligence is mental strength. Charisma represents the net effect of all the character's mannerisms, looks and charm on other creatures / characters he may meet in the dungeon. It is very important for thieves, but is of little consequence for anyone else. The next most important tag attached to the character besides his six vital statistics is his class. There are five classes: nomads, knights, magicians, thieves and merchants; each has their strengths and weaknesses.

Each character will have a list of possessions. When you start out, this will consist of armor, an ordinary shield or cloak, and precious little else. You'll start out with some weapons, too, and these are the most important possessions at first. Armor, shields and cloaks will make it more difficult for a monster to hit the character. Rings are multi-function devices and boots serve as cloaks. Along your journey, new items will be found that will increase the character's chances of survival in the dungeons and in encounters with monsters.

After choosing a character or creating one with the Character Generator Program, the 'dungeon is entered and the adventure begins!

The adventure is very challenging and will take a lot of hours to conquer. Of course, for this type of game, creating a map of each level will become a necessity for the adventurer if there is any hope of finding your way through the dungeons. Also, an add-on Dungeon Disk / DDP is available that adds 20 new levels and challenges to the game once the original 20 have been conquered. So this will be one public domain package that will keep adventurers coming back time and time again.

Please note that all documentation for "The Black Dungeon of Midor" is contained in three SmartWRITER files on ADAMAGIC ONDV VOL. #2 - DUNGEON DISK / DDP I.

MIDI UTILITIES

(c) 1991 Bonafide Systems

MIDI UTILITIES is a new P.D. package which includes: 6 E.O.S. machine language programs, 1 CP/M or TDOS program, and several demonstration data files designed to augment and enhance your control over your music and MIDI setup. The E.O.S. programs are copyrighted and are NOT public domain, however they may be distributed freely as long the files contained in this distribution are not modified in any way. This package is self booting and upon boot will display a menu of programs that may be run. Use the arrow keys to select the program you wish and press <RETURN> to launch the program. The menu program will display any file in the directory that is designated as a "SYSTEM" file and has a file type of 02 hex.

The 6 E.O.S. utilities consist of Pan Mapper, Program Mapper, Velocity Mapper, Volume Mapper, Note Mapper and Sys Utility. All utilities are SmartKEY driven and display the data in multi-colored columns for ease of use and visibility.

There are three .WP files that contain important information and are designed to be viewed or printed using SmartWriter. There are also several format 1 MIDI files included that contain short musical phrases in a variety of styles. They are intended to be used as a starting place for your own creations. The drums tracks contained in them are in Roland MT32 format, use the NOTE MAPPER to change them to whatever format you need. The SPLIT.COM file is a CP/M executable file and must be transferred to CP/M or TDOS to be able to run it. It is a program to split off tracks from a MIDI file that is too big to fit into SEQuel.

Questions, suggestions, requests? Contact us at:



Bonafide Systems c/o Chris Braymen
45280 S. Oakview Dr.
Oakhurst, CA 93644
(209)658-8530
CompuServe #: 70057,2035

N.I.A.D. PRODUCT LIST

PRODUCTS & PRICING SUBJECT TO CHANGE

ADAM HARDWARE

- ADAM COMPUTER SYSTEM (STAND-ALONE MEMORY CONSOLE)\$239.95
- ADAM COMPUTER SYSTEM (EXPANSION MODULE #3 WITH COLECO)\$209.95
- ADAM DAISY WHEEL PRINTER\$109.95
- ADAM DIGITAL DATA DRIVE\$49.95
- ADAM DISK DRIVE POWER SUPPLY\$19.95
- ADAM EXP. MOD. #3 MEMORY CONSOLE WITH DIGITAL DATA DRIVE\$69.95
- ADAM EXP. MOD. #3 MEMORY CONSOLE W/O DIGITAL DATA DRIVE\$54.95
- ADAM KEYBOARD WITH 7ft. ADAMnet CABLE\$24.95
- ADAM MEMORY CONSOLE WITH DIGITAL DATA DRIVE\$109.95
- ADAM MEMORY CONSOLE W/O DIGITAL DATA DRIVE\$89.95
- ADAM MONITOR CABLE WITH AUDIO\$9.95
- ADAM PRINTER POWER SUPPLY\$49.95
- ADAM PRINTER POWER SUPPLY COVER WITH ON / OFF LIGHT\$14.95
- ADAM TAN HAND CONTROLLER\$9.95
- ADAMLINK 300 BAUD MODEM WITH ADAMLINK I (DDP)\$49.95
- ADAMnet 7ft. CABLE\$2.95
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- LEARNING TO WRITE WITH ADAM (Z-80) (Disk or DDP)\$24.95
- MacADAM MANUAL\$19.95
- MacADAM DEMO FILES (Disk or DDP)\$5.00
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- DISK CONVERSIONS OF DATA PACK SOFTWARE\$4.00
Send in your title card from your Coleco data pack to be converted to disk. Titles which can be converted include: Buck Rodgers, Donkey Kong, Donkey Kong Jr., Dragon's Lair, Zaxxon, Recipe Filer, 2010: The Text Adventure, Richard Scarry's Best Electronic Wordbook Ever (for 320K or 720K disk only), The Best of B.C., SmartLetters & Forms, CP/M 2.2 & Assembler or any other data pack software which you can not make a working copy to disk of. If you do not have proof of purchase, the original DDP must be mailed in as proof of purchase.
- ADAM FILER PROGRAM UPGRADE\$4.00
Send in your original Filer program Disk or DDP to be upgraded. Latest versions of the Coleco 'FILER programs are as follows: SmartFILER R28D, RecipeFILER R17 and AddressBook Filer R10D. These versions will work correctly with any size 5 1/4" or 3 1/2" ADAM floppy disk drives.
- INFOCOM CONVERSION TO ADAM CP/M FORMAT\$4.00
Send in your INFOCOM titles to be converted to an ADAM CP/M format disk. We can convert: Zork I, II & III, Planetfall, Deadline, Starcross, Hitchhiker's Guide to the Galaxy, Leather Goddess' of Phobos, Stationfall, Plundered Hearts, Seastalker and Ballyhoo. Please inform us whether you would like the ADAM version written onto the original disk you send in or onto a new disk.
- N.I.A.D. NEWSLETTER BACKISSUES\$1.00
All backissues of the N.I.A.D. Newsletter are available at this price except for the issues listed below.
- N.I.A.D. NEWSLETTER BACKISSUES\$3.00
The following backissues of the N.I.A.D. Newsletter are out of original print but still are available at \$3.00 each. Issues # 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 13, 14, 15, 19, 20, 23, 42, 55, 66/67, 74, 75 and 78/79.

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N.I.A.D. PUBLIC DOMAIN SOFTWARE PLEASE NOTE: Specify VOLUME #, TITLE and DISK OR DDP

\$6.00 DDP

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 SmartWRITER documentation.
- SmartBASIC UTILITIES UNDV # 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 SmartWRITER documentation.
- SmartLOG LNDV # 1 - 5: 5 different volumes containing SmartLOG entertainment, application, graphics, utilities, patches and other misc. programs. Volumes require the user boot SmartLOG first, contain SmartWRITER 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 SmartWRITER or ADAMCALC documentation file(s).
- CP/M 2.2 CNDV # 1 - 80: 80 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 - 3: 3 different volumes containing SignShop/NewMaker graphic files for use with these programs by Strategic Software. Volumes require the user boot SignShop/NewMaker first and contain SmartWRITER documentation.
- FINBALL GAMES PNDV # 1 - 7: 7 different volumes containing Finball Construction Set pinball games which were designed with this public domain program by Coleco. Each volume is auto-booting and contains SmartWRITER documentation.
- VIDEOTUNES SONGS VNDV # 1 - 3: 3 different volumes containing many assorted song files each that are for use with VideoTunes by Futurvision. Each volume requires the user to boot VideoTunes, then load the song file.
- MDM SONGS MNDV # 1 - 16: 16 different volumes containing many assorted song files each for use with Mini-Recorder by Bonardi Systems for the MID-MITE.
- SOLO-ADVENTURE PACE VOL. # 2 - 3: 2 different volumes of Solo Adventures for use with Mage Quest by Peedy Software. Each volume requires the user to boot Mage Quest first and contain SmartWRITER documentation.
- DNAD BACKISSUE INDEX: SmartWRITER database detailing the contents of past NAD newsletters through 1987. Requires that the user boot SmartWRITER first.
- NEWS MINI-REVIEWS VOL. #1-2: 2 different SmartWRITER databases with mini-reviews of hundreds of software and hardware products. Requires that the user boot SmartWRITER first and then follow the included instruction sheet on how to access.
- COLECO PRESENTS: SOFTWARE: Coleco self-booting database program containing lists of planned Coleco software and cartridges for the ADAM and ColecoVision, DDP ONLY.
- DN.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.
- ADAMMAGIC ONDV VOL. #1 - 18: 18 different volumes of commercially copyrighted programs that were released to the Public Domain. Contains entertainment, adventure, productivity, education, business, telecommunications, arcade, brain, etc., programs complete with documentation in SmartWRITER form or within the programs.

GRAPHICS VOLUMES

- FILE PICS VOL. # 1 - 4: 4 different volumes of file picture files which can be viewed in SmartBASIC V1.0 with the included CBPrFAST program or in PowerPAINT, also contains SmartWRITER documentation.
- DREDDY ART GALLERY VOL. # 1 - 2: 2 different volumes of 13 SmartPAINT format picture files to be viewed in SmartBASIC V1.0 with the included loader program or in PowerPAINT and other programs which support the SmartPAINT format.
- AN & B PIX VOL. # 1 - 30: 30 different volumes of 13 SmartPAINT format picture files to be viewed / edited in PowerPAINT, ShowOff, etc.
- PRINTMASTERS VOL. # 1 - 15: 15 different volumes of clip-art, sprite and font files for use with PowerPAINT, SpritePOWER and CLIPPER by Digital Express, The Print Works or The Label Works by Welton Software Co., and other assorted programs.
- PRINTFORMS VOL. # 1 - 4: 4 different volumes of assorted headers, labels, form files and miscellaneous graphic files for use with PowerPAINT by Digital Express, D.C.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 carts through the use of the cartridge version of the Coleco Graphics Processor.
- 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 SmartWRITER documentation.

ENTERTAINMENT VOLUMES

- SUPERBUCK 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.
- THE BEST OF ELECTRONIC ARTS (Pinball Con. Set / Hard Hat Mack): 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-ROG: Coleco supergame pack, version of the Sub-Roc 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 Sirius 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.
- 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.
- JA-CHESS (SARGON): Great graphics chess game which was developed in CP/M and modified by Chris Baymen. Comes on an auto-booting media and includes documentation on how to use.
- SCREEN 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 flight simulator available for ADAM and one of the best games ever made. Are you good enough to defeat the NAZI forces?
- THE BEST OF B.C.: A two supergame pack with B.C.'S QUEST FOR TIRES and B.C. II: GREG'S REVENGE developed by Coleco of Canada. Help Thor past obstacles to find Cure Chick and to find the Meaning of Life.
- MOAUG PHASE PAK: An additional 300 phrases for use with Phrase Craze by Ready Software. Compiled by George Drank. Contains SmartWRITER 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 SmartWRITER documentation.
- CLASSIC UNRELEASED CARTS VOL. #1: A collection of 8 cartridges: Fall Guy, Video Hustler, M.A.S.H., Super Cobra, Memory Manor, World Feed, Artilery Duel and Torric the Barbarian which were never released or wouldn't work on the ADAM. In their cartridge form. Contains SmartWRITER documentation.
- CLASSIC UNRELEASED CARTS VOL. #2: A collection of 3 cartridges: Cabbage Patch Kids, Adventures in the Park, Enhanced, Yoke's on You and Wizard which were never released. Contains SmartWRITER documentation.
- DADAWMARS II: A simulation of the real life pitfalls and successes which are experienced by your friendly ADAM relatives. Great graphics and sound effects. Contains SmartWRITER documentation.
- SUPER FRONT LINE DEMO: A Coleco In-House demo of the never completed supergame version of the cartridge game. Demo cycles between two demo screens.

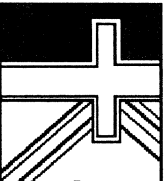
UTILITY VOLUMES

- 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.
- DSPEED 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.
- ADAM UTILITIES: Coleco In-House utilities, text 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.
- MacADAM: Z80 / EOS Assembler written in machine code for the intermediate to advanced machine code programmer. Contains manual in SmartWRITER format.
- STRATEGIC SOFTWARE PATCHES: SmartBASIC V1.0 programs for patching Strategic Software's SignShop, NewMaker, MultiWrite, MicroCORS, etc. programs for use with dot matrix printers as well as major enhancements made to the MultiWrite Word Processor. Contains SmartWRITER 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.
- SHAPEMAKER: 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 SmartWRITER documentation.
- MEDIA MATE: Three tremendous utility programs for editing data packs and disks in SmartBASIC V1.0. Contains Informative SmartWRITER documentation.
- QUICKCOPY V5.0: 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 57 page manual in SmartWRITER format.
- COLECO IN-HOUSE PROGRAMS: Six separate programs: three diagnostic programs along with the Turnin' Trolls, ADAM and Music demos.
- MIDI DRIVERS & DEMOS: A collection of MIDI SmartBASIC V1.0 utilities

- programs along with technical information of the MIDI file setup. Contains SmartWRITER documentation.

PRODUCTIVITY VOLUMES

- 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. Contains SmartWRITER documentation.
- CR.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 SmartWRITER documentation.
- DMIDI UTILITIES: A collection of 6 mapper utilities, midi format 1 song files, SmartWRITER documentation files and 1 CP/M or TDOS compatible midi utility. All mapper utilities are SmartKEY driven and machine language programs.
- 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 SmartWRITER documentation.
- DTAX PLANNER: Coleco of Canada business software which will create a clearer and more complete picture of your tax situation. Contains SmartWRITER docs.
- DISI-SPRITE V6.0: Advanced sprite development package with many powerful built-in features. This is the cradleware 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 SmartWRITER documentation. DISK ONLY.
- X-10 CONTROL SOFTWARE: Home appliance control / security system software. Requires a Serial Interface, Serial Cable and the X-10 Hardware. Contains SmartWRITER 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 the conversion program. Requires memory expander.
- DDOS V4.5B: Super enhanced version of CP/M 2.2 which operates much like MS-DOS. Adds many new features. On 1 - Data Pack \$6.00 and \$2.00 OR on 2 - 5 1/4" Disks \$8.00 with manual in Doc file. Printed 40 page manual is \$2.00 extra.
- 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 (48K versus 28K) with memory expander access, but is not fully compatible with V1.0. Contains SmartWRITER documentation.
- FFRENCH BASIC: Great modification of SmartBASIC V1.0 with demos. Must have version for the serious programmer that includes 10 new commands for using sprites, 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 SmartWRITER documentation.
- SmartBASIC V2.0 40 COLUMN: 40 column text version of SmartBASIC V2.0 which works in STDMEM or EXTMEM modes. No longer do you have to bother with a non-standard 31 column screen. Contains SmartWRITER documentation.
- DAUSTALAN SmartBASIC: Enhanced SmartBASIC V1.0 with SmartKEY display of some of the most often used SmartBASIC commands (ie: RUN, LIST, SAVE, etc).
- ADAM FORTH V1.1: ADAM compatible version of this popular programming language. Comes with a number of programs on media and instruction sheet.
- TRACKER: Allows for the tracking of hurricanes in the Gulf Coast area. Enter 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 SmartWRITER documentation.
- DS-1 CUSTOM PRINTER SOFTWARE: Specialized software patches for use in SmartWRITER. Used to imbed software commands. Available for the following printers: Panasonic 1080 / 91 / 82 / 93, Star 610 / 920, Epson FX / FX Blue Chip, Olympia F80, Brother 2024L, Smith Corona Fastxtr 80 / D2000, Oki 182 / 182.
- DBASEIII STATISTICS: Comprehensive stat compiler for plotting, batting and team statistics with full line of edit features, save option, print features for ADAM Printer or dot matrix by Wizard's Lair. Comprehensive instructions in SmartWRITER.
- SmartBASIC CONSTRUCTION KIT: Designed to aid the novice programmer better understanding the many commands resident in SmartBASIC V1.0. Fully menu driven and auto-booting. Contains SmartWRITER documentation.
- DWAGONE 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 SmartWRITER documentation.
- SimplePAINTER with Simple FX: A tremendous collection of graphics utilities which extend the capability of PowerPAINT along with a number of conversion programs. Contains SmartWRITER documentation.
- 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 SmartWRITER documentation.



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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

N.I.A.D. NEWSLETTER FOR —————>

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