

THE SAINT LOUIS

ADAM™

USER GROUP

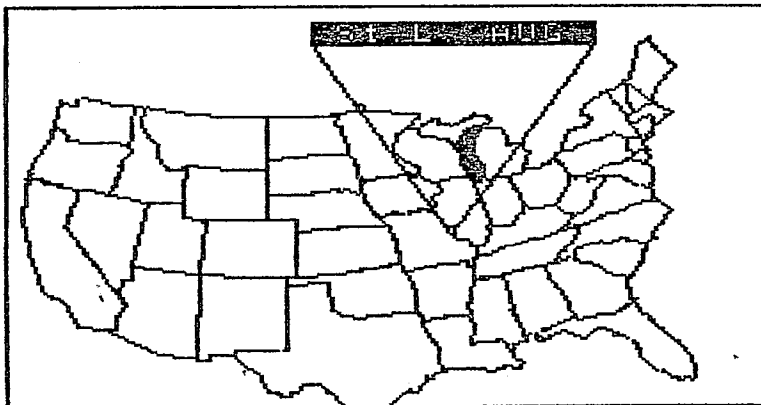
12967 Weatherfield Dr.
St. Louis, Mo. 63146

The ST. LOUIS ADAM USER GROUP NEWSLETTER is produced to keep our members up to date on new software and hardware for the ADAM computer. It is also our desire to pass along ideas, hints, and tips for programming, word processing, telecommunications, and gaming. Each of our members can help us in this task by sharing ideas with us.

We meet on the second Saturday of each month at the Thornhill Branch of the St. Louis County Library. This is located on Fee Fee Road across from Parkway North High School. We meet from 12:30 to 4:00 p.m. All of our members are urged to attend. We invite visitors to come and see if we can help each other.

This newsletter will be distributed at each of our meetings. For those members who have paid their dues, we will mail your newsletter to you if you are unable to attend the meeting. You can help keep our costs down by being at the meeting to pick up your copy. The postal rates have made mailing costs a serious matter.

SEE YOU AT THE MEETING!!



This page is to show that our newsletter is responsive to our readers. - MK

UPSIDE DOWN PAGES. To those of you who have expressed the fact that they miss the occasional upside down page in their newsletter, you have Mike Keith to blame. While I was assembling & printing the newsletter, I made sure that there would be at least 1 or 2 such pages in each issue. Since Mike Keith has taken over these functions, this much desired feature has been missing but that is what they call progress.

NEW ADAM DISTRIBUTOR
The Adam Connection, POBX 562, Champlain NY 12919 is a new Adam distributor that I have recently found out about. They have a very full line of Adam items at competitive prices. They will be glad to send a catalog if you write them. We welcome a new source for Adam items.

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Neither the Editors, Editorial Staff, St. Louis AUG, its officers, agents or members nor any of the authors of any articles nor any contributors of any capacity nor any of the other AUGs or Adam newsletters reprinted herein make any representations or warranties expressed or implied, as to the accuracy, safety, or utility of any material or information contained herein, whether from St. L. AUG, other AUGs or newsletters, either by interpretation, use or misuse. Further those above mentioned accept no responsibility for any losses or damages, direct, indirect, incidental or consequential resulting for the application, use, misuse, interpretation, etc. of the information & material contained herein. **DISCLAIMER NOTICE**

Appreciation con't: to Jim Duffy for his work in keeping our newsletter library in order; to many of our out-of-town members for their articles, PD contributions, etc. including: Eric Danz, Jason Frey, Danny Grantham, Aaron Hamlet, Hector Sanchez, Ron Smith, Bob Warren, etc.

APPRECIATION is extended to ALL members of St. Louis AUG who have helped & given of their time in the past year. I will list a few that come to mind but I am sure that there are many others: Jim Guenzel for service as President, for his many articles, for his great work in keeping our Adams up & running; Don Buelmann for his great work as secretary, including many letters & mail projects, such as for new members & new advertisers; Al Fitzgerald for his work in keeping the BBS up & running and for his work as Treasurer, which is time consuming; to Mike Keith for his work on revamping the newsletter, his work on advertisers and revenue for the newsletter & group and for his work on our PD disk library;

DUES & MAILING LIST. Dues for 1989 are \$ 23.00 and are NOW due. The December issue will be the last one you have paid for. We will probably also send a January issue to those currently on the mailing list but will then cut the mailing list back to ONLY include PAID UP members. Dues should be sent to Treasurer Al Fitzgerald and MADE PAYABLE TO AL FITZGERALD.

I have had several compliments on the new look of the newsletter. It looks a lot cleaner, more professional, etc. Credit for this goes to Co-Editor MIKE KEITH who has done extensive work on the newsletter layout, design, style, etc. Mike Keith & Barry Wilson are Co-Editors of the Newsletter.

NEW LOOK

I am looking for the following Documents for Auto Writer. If you have this, please contact Barry Wilson. THANK YOU.

LOOKING FOR

EDITOR 2

There is certainly a lot in our newsletter this month. A great way to start the new year. Look it over carefully.

Look over the two reviews that are featured. Thanks to Ricki and Jim for their work. If the programs look like something you want, tell the people where you saw the write up. Let's support the software producers and our newsletter.

The graphics featured on the PD page will be available in our PD Library next month. I apologize that I got behind on this during the month of December. I will not promise to be completely caught up by next month, but you should check the library out carefully. There will be at least one new "paint" program, at least 2 new disks of graphics, and 2 new CP/M disks there. All PD and all for your pleasure and use. If you'd like one of our PD files, write to me at the address in the membership list.

There is a lot coming up in the next couple of months. We will be demonstrating PRINT WORKS by Walters Software at the January and February meetings. We will also be demonstrating TEMPLE OF THE SNOW DRAGON at the February meeting. This is an excellent game with extremely well done graphics. I will be reviewing both of these programs in the next newsletter.

Speaking of games, we have some hints for MAGE QUEST by Jason Frey in this issue. There are more to come--I just didn't have the room in this issue to get them in. Thanks Jason. Keep up the good work. We will also begin with a column on hints for TEMPLE OF THE SNOW DRAGON as the hints are available.

Are you using SPEEDY WRITE? If so, you will appreciate the hints and tips that are in this issue. Even if you aren't currently using this fine word processor, this ideas can help you in deciding if you would like to purchase it.

You may have noticed the new column "Chaos Corner" by Aaron Hamlett. We appreciate his work and help in the CP/M area and beyond.

As I said, there is a lot of material in this issue. We even had to expand the size for this month. Make sure that you don't miss out on the upcoming issues, with game, programming, word processing, CP/M, and more hints. Fill out the renewal form on this page and get it back soon.

ST LOUIS ADAM

USER GROUP RENEWAL FORM

Cost is \$23.00 per year. This includes a free volume from our PD list. An additional \$2.00 is necessary for tape. Please indicate PD # here _____ See newsletter for complete list.

NAME: _____

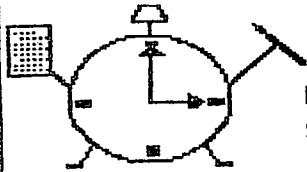
ADDRESS: _____

PHONE: _____

RETURN TO :
BARRY WILSON

12967 Weatherfield, St. Louis, MO 63146

St. L AUG: January 1989



MINUTES

FROM YOUR SECRETARY

Don Bueltmann

We had a very poor turnout at the December meeting. Everyone must have had more important Christmas type activities to attend to. Those of us who were there were really disappointed in the sparse showing. An additional gift was made available to all who attended. Barry passed out some very nice hard bound books on computers that were made available from somewhere.

We tried to think of special events that we could offer as an incentive to get more people to attend. One thing we thought of was a BLESSING OF THE ADAMS. We even figured that between Rev. Mike and Father Al we could have an inter-denominational blessing to ward off sins and protect them from the viruses and software bugs of the outside world. Maybe we could have guest speakers such as Lyle Marschand, Sol Swift, Big John, or Cybil Shepard. I'll bet that would ensure us a big turnout.

We had a fairly lengthy discussion on the many delays associated with the release of GoDos. Jim Guenzel suggested that we should look real hard at the two alternatives available to us today, i.e. Speedywrite or Wordstar. m mentioned that if you went to Wordstar you would have to figure on getting an 80 column board and monitor as well as two disk drives. However, Jim also mentioned the many other programs that are available through CPM such as Supercalc. Jim suggested that we would each have to decide what we wanted from our ADAM in making our decision.

We had some further discussion on multi-tasking and what it does. Jim pointed out the fact that the ADAM is actually capable of multi-tasking. It performs multi-tasking every time you utilize the print buffer feature of ADAMcalc if you have the 64k memory expander. Another example of multi-tasking takes place while playing games. ADAM is executing some instructions while loading the next part of the game. A pretty sophisticated machine, huh!!

Barry mentioned the fact that Mike felt bad about having to miss the meeting but that he had a church function to attend. We had some additional comments on how nice we thought the newsletter was looking. We all felt that the names of the officers and the names, addresses, and phone numbers of the members should be put back into the newsletter so we could contact each other more readily. We all thought the calendars that Mike prepared were very nice and represented a lot of work. They were much appreciated.

We also had our annual election of officers with the following results:

President: Jim Guenzel
 V.P.: Jim Duffy
 Treasurer: Al Fitzgerald
 Secretary: Don Bueltmann
 BBS Sysop: Al Fitzgerald
 Co-editor: Mike Keith
 Co-editor: Barry Wilson
 Tech Advisor: Jim Guenzel
 PD Librarian: Mike Keith
 Newsletters: Dennis DeSmet
 Telecommunications: Al Fitzgerald

Congratulations to all who were elected and we wish you luck in the coming year.

Remember the next meeting is January 14th in the big meeting room at Thornhill Branch Library. Also, don't forget that it is time for the payment of annual dues. I hope to see all of you there.

CHAOS CORNER
By Aaron Hamlett

Last time I talked a little about the filetype .LBR. Now I want to introduce you to many more filetypes used in CP/M.

For simplicity I will leave out the dot (or period) before the filetype. So .COM will be written COM. Just remember that the dot must be there when a full filename and filetype are used. The RETURN key is shown as: <cr>, and the CP/M prompt as: A>.

COM - Command file. It is the most used filetype. If the file is executable and it has a filetype of COM it will run when the filename is typed at the prompt. Example: A> FORMAT <cr> Will cause Format.COM to run.

OBJ - Object file. This file type is used on BBS's for COM files that are to be downloaded. After the file is on your machine rename the file like this: A> REN filename.COM=filename.OBJ <cr>. Also some compilers create OBJ files when compiling source code.

ASM - Assembler Source code file. This is a file you create with the editor. It is a text file but it must be a program in 8080 Assembly Language. When a file of type ASM is assembled and it has no errors a HEX file is created.

HEX - Intel HEX format file. Output file of the Assembler packaged with CP/M 2.2. When a HEX file is loaded: A> LOAD TEST.HEX <cr> a file TEST.COM is created. This file can now be executed like all COM files.

LBR - Library file. A library is created using any version of LU.COM or NULU.COM. Saves space on the tape or disk. CP/M saves programs by blocks each having 2K bytes (usually) so a file that is 1K long still uses 2K of space. However ADAM CP/M uses 1K for its blocks and .LBR files need only be used to group similar programs together. There is actually more space used because the library directory will take up a block of memory. A LBR file of 10 1K files would take up about 11K as opposed to the 10K that would normally be used.

TXT, DOC, PRN - Text files. Sometimes used as documentation files. These files may be listed out on the printer using the TYPE command and control-p.

PLI, BAS, C, etc. - These filetypes are used to show that the files are the source code for different compilers. These three are for PL/I, BASIC, and C. They are text files and can be printed, edited and/or compiled.

There are many more filetypes than I have mentioned here. I will explain these other filetypes in future columns.

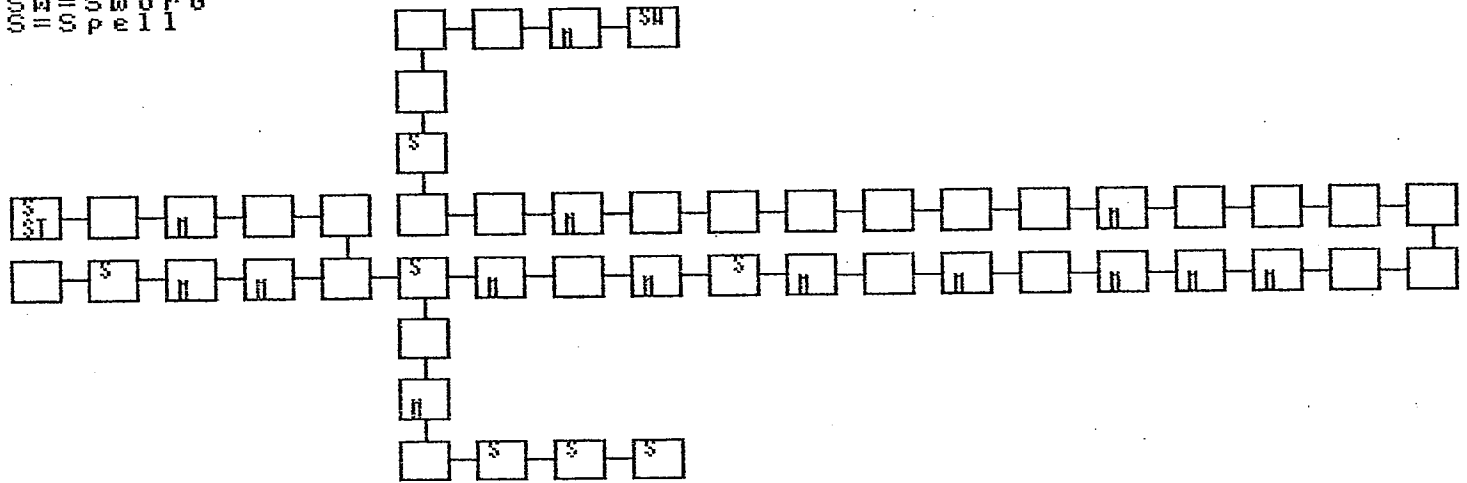
I have mentioned BBS's as a source for public domain programs for CP/M but of course there are distributors who also have CP/M programs available for people who do not have access to BBS's and for programs that are not located on a BBS, such as programs that have a copyright.

GAME HINTS

MAGE QUEST

LEVEL #1
by JASON FREY
SWORD OF KINGS

ST = Start
T = Trap
M = Monster
SW = Sword
S = Spell



MAGE QUEST HELP

Our thanks to Jason Frey for his helpful hints on MAGE QUEST. This is the first of a three part diagram. In the February issue we will show the "floor plan" for level two, "Arrow of Stealth". In the March issue we will feature "Dungeon of No Return". I am sure that this will give those of us playing MAGE QUEST some good ideas to help us in the game. I hope that Jason will write this game up in a detailed review for a future issue. (That's a hint, Jason.) Don't give away the solution though.

How about the rest of you? Any favorite games you'd like to review? Any hints, diagrams, clues, questions, CRIES FOR HELP? Help us and let us help you. Send them to Mike Keith. Until then...

HAPPY GAMING TO YOU!!!

COMMAND THE POWERS OF ADAM
and program your future!

ADAM
THE COLECOVISION™ FAMILY COMPUTER SYSTEM

ADAM

COLECO

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1000 Columbia Ave., South Plainfield, NJ 08080

ADAM
THE COLECOVISION™ FAMILY COMPUTER SYSTEM

EVERYTHING YOUR FAMILY NEEDS IN ONE COMPLETE PACKAGE!

WHEN YOU COMPARE FEATURES AND PRICES, THERE'S NO COMPARISON!

ADAM™
The Family Computer System
that's going to change the way
you think about computers!

ADAM™ is the answer to the first question everyone asks about computers. Before buying a computer, the first thing people ask is "What can it do with it?" Good question. Because most home computers won't do much at all... until you've spent a small fortune on a whole series of extra devices needed to make them work.

But ADAM™ has changed all that. Forever. ADAM™ is the first complete family computer system. Right from the start, its built-in SmartWRITER™ word processing lets you produce flawless letters and documents every time. A SmartBASIC™ digital data pack that comes with ADAM™ puts BASIC programming right at your fingertips, too. And everyone will be playing hit

arcade games like BUCK ROGERS™ Planet of Zoom™ (also included) in dazzling new Super Game Pack format.

And ADAM™ is far more useful than other home computers because it comes packaged with everything you need. An 80K Memory Console. A professional-quality keyboard. And a SmartWRITER™ letter-quality daisy wheel printer. Plus all the software you need to back it up.

Putting together a comparable system might cost you more than twice the price. But that's not the only reason ADAM™ is a smart investment...

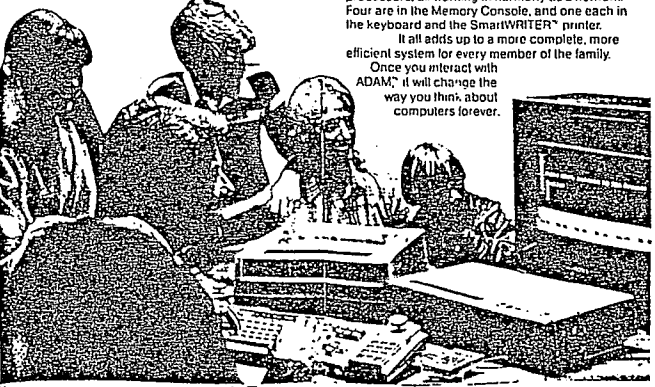
ADAM™ thinks like you, so you don't have to think like a computer. Until ADAM™ people had to adapt to a computer in order to use it. This meant long hours learning the computer's "language."

But ADAM™ is designed to adjust to the way you think. Its unique SmartKeys™ "talk" to you, guiding you every step of the way, with messages that simplify word processing.

ADAM™ is unique in another way, too. It's not just one computer... it's a "family" of six micro-processors, all working in harmony as a network. Four are in the Memory Console, and one each in the keyboard and the SmartWRITER™ printer.

It all adds up to a more complete, more efficient system for every member of the family.

Once you interact with ADAM™, it will change the way you think about computers forever.



FROM A 1983-1984 COLECO ADVERTISING BROCHURE ON ADAM.

I recently was cleaning out my old Adam file and found this. Thought it might be of interest.

ADAM™ includes everything you need. All in one complete package. All at one price!

There has never been a computer package like ADAM™. It literally includes everything you need for home computing, with a combination of features not found in any other home computer.

For example, to store data on most home computers, you have to buy a mass memory unit. But with ADAM™ there's a high-speed digital data drive built-in.

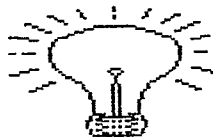
Using an ordinary home computer for typing involves the purchase of hard-to-learn software and a printer which often costs far more than the computer itself. ADAM™ comes with a built-in, easy-to-master SmartWRITER™ word processing program, and a matched SmartWRITER™ letter-quality daisy wheel printer.

There's also a SmartBASIC™ program, a blank digital data pack for storing information, and a BUCK ROGERS™ Planet of Zoom™ Super Game Pack, which captures all the action of the hit SEGA™ 2-D arcade game.

You get all this and more, complete in one package. All at one price!

ADAM™ gives you all this:

1. 80K RAM Memory Console—more usable memory workspace than any previous home computer. Expandable to 144K with the optional memory module.
2. Built-in high-speed digital data drive—to run digital data packs which hold up to 250 double-spaced, typewritten pages of information. Space for optional second drive. (Also included is a blank digital data pack.)
3. Built-in ColecoVision™ game system—slot for ColecoVision™ game cartridges.
4. SmartWRITER™ letter-quality daisy wheel printer—prints on any kind of paper up to 9 1/2" wide at approximately 120 words per minute.
5. Professional-quality keyboard with 75 full-size keys—the keyboard is sculptured and slanted, and keys are color-coded for ease of use. 21 special function keys.
6. Pair of ColecoVision™ multi-function controllers—attach one to the keyboard with the included snap-on controller cradle, and use it to enter numbers, calculator-style. The joystick also acts as an onscreen cursor control. Or, just use them to play games.
7. Three valuable software programs:
 - Built-in SmartWRITER™ word processing program—easy to learn, easy to use. Integrated so it's always accessible.
 - ADAM™ SmartBASIC™—the popular computer language on a digital data pack. SmartBASIC™ tells you when you've made a mistake and how to correct it. SmartBASIC™ is compatible with many Apple™ and IBM™ BASIC computers.
 - The Official BUCK ROGERS™ Planet of Zoom™—a Super Game Pack that captures all the 2-D action of the hit SEGA™ arcade game.
8. Four easy-to-follow manuals:
 - Set-up and Use
 - Word Processing
 - SmartBASIC™ Programming
 - Super Game Play
9. Plus—expansion slots and ports for peripherals, expansion modules and ColecoVision™ controllers.

SPEEDY**WRITER****TIPS**

By

Don. Buelmann

I know that I have had some difficulty from time to time understanding some of the Speedywrite instructions that's why I sent for the following tips from NIAD. Thanks to Ellis Taff for his comments and I also noted that they had included the chart that our own Jim Guenzel had prepared.

I have tried the attached tips and would like to add my own:

1. One of the first Macro's that I developed was a macro to start **BOLD PRINT** . This was quite simple to do 1) Press SHIFT SK VI; 2) Press SHIFT SK I; 3) Press CONTROL V + B, Press CONTROL V + D3; 4) Press SHIFT SK VI. This automatically sets up SK I to generate the print control symbols necessary to start **BOLD PRINT** . You merely have to add a delimiter at the end of the **BOLD PRINT** items by Pressing CONTROL V + B or define another key to do this for you.

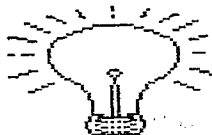
If you'd like you can then store this MACRO very easily using Ellis Taff's instructions. I have mine stored under the name **BOLD**. I merely load this MACRO each time I start to use Speedywrite.

2. Another Tip concerns a further expansion of the page numbering Tips from Ellis Taff. The Printing position of the Page number itself, i.e. where it appears on the page can be completely variable within the Header or Footer and is controlled by the placement of the "#". In other words you can type the word "Page" followed by the "#" symbol in the header or the footer and "Page" 1 will be followed by "Page" 2 with the number printing in whatever position the "#" symbol appears.
3. Another feature that I use all of the time is Automatic Indentation. I am using this process within this article to control the column where the "wordwrap" will occur. In this case I determined that I wanted my "wordwrap" to occur in position 10. After a <CR> I entered CONTROL

V + I10<CR>. This will cause my document to "wordwrap" in position 10 until cancelled out by another CONTROL V+ I Command or a CONTROL V + IO which returns to standard margins.

I hope these tips will be of some value to all of you as they were to me.

SPEEDY



WRITER

TIPS

Ellis S. Taff
230 S. Whitney Way
Madison, WI. 53705

SW2 Operating Instructions

CONVERT SW file to SW2 file - Start in SW mode. GET the file. Go to the end of it on the screen.

GET the Change0 file from the SW2 Program tape. It adds material to the workspace which converts it to SW2 mode.

STORE workspace onto an intermediate tape or disk. Remove it.

Go to SW2 mode. Use the intermediate tape and GET the converted file. Clean up all the blank spaces and SAVE to the permanent file tape or disk.

Instructions are sec. 2-4 and page 23 of manual.

LOAD SW2 files

Press STORE/GET and move cursor to CATALOG (cursor can also back up, to get to "System" or PKD). Select drive. Screen will ask for specifier. For full catalog enter one asterix and press RETURN. Wait for menu to return and select LOAD and drive No.

Type name of file and RETURN. If screen says "not found" it is because of misspelling or a file type that won't display (not an A file)

To get a catalog of all of a type, enter asterix and the type in paren, as *(A) + RETURN gets all type A files. *Letter* gets all files named Letter, as Letter 2, 5.

MACROS act if you press SHIFT and a Smart Key (SK). Standard ones are little use; but to change any one:

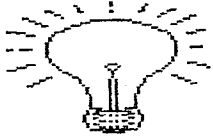
(a) Before you start typing, press SHIFT VI (Smart key VI), then press the SK being changed. Next type what goes in its place, and then SK VI again. Now it is changed in the program you are running but will not stay when the program is reloaded. So SAVE it on a file tape or disk as a SYSTEM file (and next time you load the program, also load that SYSTEM file) as follows:

Press STORE/GET, move the cursor to SYSTEM, RETURN, select the drive you'll store it on. Now the screen will give the choice of save or load. Select SAVE and return. Then enter the name for this file. You can chain up to 5 changes at a time; leave a space between changes.

(b) When you load the program, also load the macro file. Use the disk or tape on which the new Macro is stored, GET, select SYSTEM and RETURN. Enter the drive it is on, select LOAD and return. Type in the name of the macro file and return. Then test to see it work by pressing SHIFT and the Smart keys you changed.

COPY works only from one drive to another. To copy to the same drive, load the file and then save it. Or for several files in a row, save to the RAM Disk of 10K bytes, called drive E. Then copy from that to the original drive:

SPEEDY



WRITER

TIPS

PRINTING MODIFICATIONS

(Use "edit" mode, not "insert". Start with CTRL V , end with return)

- Indent - CTRL V+I+No. of spaces to indent. End with CTRL V+I+0
- Printing width - CTRL V + W+No. of spaces (60 is normal)
- Page length - CTRL V + P+No. of lines (48 is normal)
- Top margin - CTRL V + T+No. of lines (6 is normal)
- Left margin - CTRL V + L+No. of spaces (10 is normal)
- Center - enter CTRL V + C before text to be centered
- Bold face - enter CTRL V + B + RETURN; repeat at end
- Underline - CTRL V + U but do NOT RETURN; enter at start and end of underlined text.
- Superscrip - If in double space mode, Ctrl V + ^ + Return before and after the item
- Page end - CTRL V + E+ return.
- Number pages - At start of file press SmartKey V (SK V) which splits screen. Then for upper right numbers use CTRL V+HR, CTRL V+# sign, CTRL V + period and return. Then shift + SK V completes the task. To number all pages EXCEPT the first, leave blank after the #; to print a number on the first page enter the page number after the #. For bottom center use FC

SEARCH - CTRL F brings a window. Enter the phrase plus RETURN. The window disappears: Press CTRL L. Searches from cursor to end. To search again after finding one, repeat CTRL L. After the phrase is entered, CTRL S + L or R arrow searches back or forward.

DELETE - Put cursor on 1st character to delete, press CTRL & D, move to last character, repeat CTRL & D; the text is moved to the "Delete Buffer". It stays there until CTRL N erases it. To get it back at the point where the cursor is, later, press the MOVE/COPY key: This is how to MOVE material around the workspace.

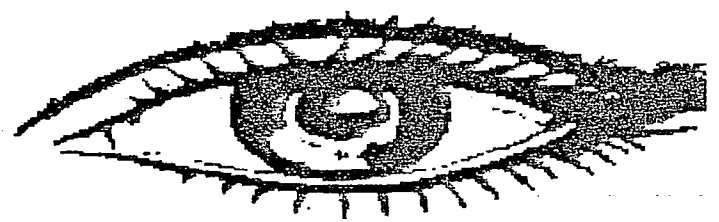
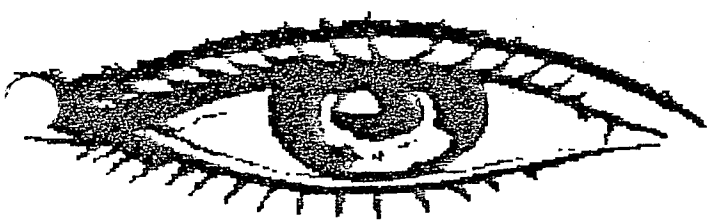
- COUNTS Words from cursor = CTRL W; Pages = CTRL]
- TABULATE Display - Shift+TAB; Erase all - letter C; Erase or set a given stop - letter S
- CURSOR Word = Ctrl+< or >; Sentence = Home+< or > To start = Home + up arrow; to end = Home + down

SPLIT screen to study one part and type in another. Put cursor at start of study area. Press SK III to freeze the part at the top and SK V to split it. Now top stays put, but bottom moves with the cursor. Make additions or changes as if screen were not split. SK V removes the split. SK III selects a new study area.

PARTIAL PRINT - Delete material to be left out and print what remains.

PRODUCT

REVIEWS



THE ASSASSIN

reviewed by
Jim Duffy

XXX

EDITOR'S NOTE
ADULTWARE NOT RELEASED
THIS IS A PRE-RELEASE REVIEW
ADULTWARE TO BE RELEASED SHORTLY

THE ASSASSIN is a XXX rated adult text adventure game which has just been released by ADULTWARE.

The first thing you will notice about this game is a nice display of falling,disappearing and rolling letters(also flashing statments) after pulling the reset on this selfloading game. The language in this game is hard core XXX rated and for adults only.This is the third adult game I have seen for the ADAM computer the other two are blind date and foreplay.

This game is played by selecting multiple choice answers to questions that you are asked as the game goes on much like foreplay and easier than blind date.If you select the wrong answer at the beginning of the game to such questions as your age and if you are aware of adult related material you get a "disk erased"statement and ADAM goes back to smartwriter.

I could go on by taking you through the adventure but I will leave that to those of you that wish to purchase this game which has male and female versions on the same disk.

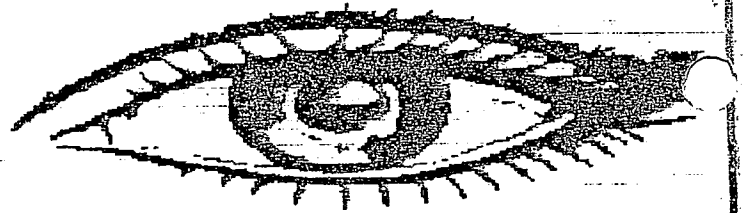
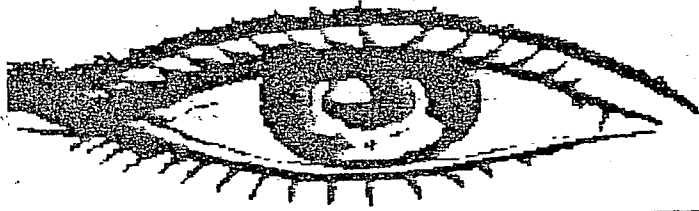
A survey was sent out through the SAINT LOUIS ADAMS USER GROUP newsletter on how people felt about adult games for the ADAM and most people agreed that it should be available even if they would not purchase such a program themselfs.

I feel this game was well done and of the three adult games that I have seen each new game gets better.

RATING A

PRODUCT

REVIEWS



SE. FT. PRINT


By Digital Expressions
Reviewed by N. R. G.

I have been using SE. FT. PRINT for some time now and I must say I am very impressed with the quality of the product. The printing is sharp and clear, and the colors are vibrant and long-lasting. I have used it for many different projects, and it has always turned out perfectly. The paper is of a good weight and texture, and it is easy to handle. I would highly recommend SE. FT. PRINT to anyone who is looking for a high-quality printing solution.


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This loses a lot in copying. The border & lettering is red, Santa is blue, & singers are black.

Frohe Weihnachten
 und
 glückliches Neues Jahr



Merry Christmas
 and
 Happy New Year



DIE FAMILIE BERLICH
 STICHT TULPY OGDU SHELLY

St. 1 AUG: January 1989

12-20-88

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BARREY WILSON
12967 WEATHERFIELD
ST. LOUIS, MO. 63146

DAN ELLIOTT
RT1, Box 117
CARBOL, MO.
65689

DEAR BARREY,

SORRY IT'S TAKEN ME SO VERY LONG
TO GIVE YOU ANY FEEDBACK ON THE RESULTS
OF THE COMPUTER FEST THAT WAS HELD
LAST AUGUST. I'VE BEEN SO BUSY JUST
TRYING TO KEEP UP WITH THE TIMEX/SINCLEAR
COMMUNITY, THAT I'VE HAD ONLY ENOUGH
TIME TO USE THE ADAM FOR BOUNCING OUT
PRICE SHEETS FOR THE USERS. TO THE BEST
OF MY KNOWLEDGE, THE '73 COMPUTER FEST
HELD IN CLEVELAND WAS A COMPLETE SUCCESS.
ABOUT 250-300 PEOPLE SHOWED UP INCLUDING
VENDORS. IT WAS A TWO DAY (SAT. & SUN.) EVENT
WITH SEMINARS, FLEA MARKETS, DEMOS, ETC.
MY ADAM WAS IN CONSTANT USE (MOSTLY BY KIDS)
BUT I DID TALK WITH A FEW SERIOUS USERS
WHO SEEMED FASCINATED WITH THE ADAM, AND
I DID GIVE THEM THE COVER SHEETS THAT
WAS GIVEN TO ME.

I RECENTLY RECEIVED MY 5 1/4" DOUBLE
SIDED ADAM DRIVE FROM EYT. I HAVEN'T HAD
TIME TO SIT DOWN & USE IT YET, BUT HOPEFULLY
SOON I WILL. I WANT TO PLACE 4 HALF-
PAGE ADS IN THE NEWS LETTER THIS YEAR,
BUT I'M HOLDING OFF FOR NOW UNTIL I HAVE
TIME TO CREATE A GOOD DISPLAY AD THAT'S
TRULY ADAM ORIENTED. THIS MAY BE A MISTAKE
ON MY PART, BUT I WILL OFFER TO SERVICE
ALL OF THE ADAM COMPONENTS AND ADD-ON
MODULES, ACCESSORIES, ETC. INCLUDING MECHANICAL
PROBLEMS. I'LL TRY IT FOR A YEAR, BUT IF I
RUN INTO TOO MANY PROBLEMS WITH PARTS AVAILABILITY
I'LL HAVE TO DROP THEM, OR FACE LOSING MY SHIRT,
AND MY MIND. OH, BY THE WAY WHERE CAN
I GET A MANUAL WITH SCHEMATICS FOR THE
DISK DRIVE CIRCUITRY? I UNDERSTAND THAT
THE GOING-TO PURCHASE ONE ALSO.
PLEASE NOTE MY OFFICIAL MAILING ADDRESS
FOR ALL FUTURE CORRESPONDENCE. IF YOU WISH,
SEND MY NEWSLETTERS VIA 4TH CLASS "BOOK RATE"
OR ANY OTHER INEXPENSIVE MEANS.
HOPE YOU HAVE A MERRY CHRISTMAS AND
MAY GOD BLESS!

Bar

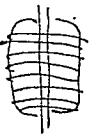
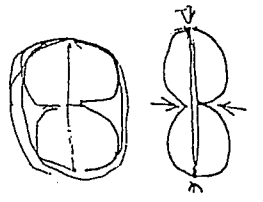
DEAR BARRY;

ON YOUR INTERFERENCE PROBLEM.

1. DOES YOUR T.V. HAVE THAT 300 ohm line antenna lead on coax cable?
2. If it has a connection for coax, and you are using that line - change to coax.
3. Take 4 of the large ADAM ferrite filters, immerse with impregnated with them and liberally with RS100CABLE



WRAP THE FERRITE FILTERS TO THE CABLE WITH BARE COPPER WIRE AROUND FILTERS AND AS CLOSE TO THE CABLE CONNECTOR AS POSSIBLE TRY TO CONFIGURE LIKE THIS CROSS SECTION



WRAP WITH COPPER WIRE.

ANOTHER SYSTEM, MUCH SIMPLER, WHEN IT WORKS IS ON THE FOLLOWING PAGE:

MAKE ONLY A FOUR INCH WIDE, MULTIPLE LAYER WRAP OF ALUMINUM FOIL AROUND CABLE,



WHILE WATCHING T.V. SCREEN, SLOWLY SLIDE THIS WRAP FROM ADAM END, TO PRINTER END, WHILE CONNECTED TO PRINTER. WATCH FOR A POINT WHERE INTERFERENCE IS LESSENED, OR QUITS. WE HAVE USED SIMILAR METHODS FOR YEARS ON ENDS, IN ELECTRONIC & RF PROBLEMS, USUALLY WITH PRETTY GOOD RESULTS. WHEN YOU FIND A GOOD SPOT, TAPE THE ALUM FOIL IN THAT SPOT.

SOMETIMES IT IS NECESSARY TO PUT FERRITE FILTERS NEAR THE INPUT & OUTPUT OF EVERY CABLE, LEAD WHATEVER CONNECTED TO ANYTHING.

DO YOU HAVE AN ADAM WITH THE FERRITE FILTERS DOWN INSIDE THE CASE, OR PERHAPS NONE AT ALL INSIDE? IF NOT INSIDE, YOU SHOULD TAKE ADAM APART, PUT FILTERS ON LINES LEADING TO DISK CONNECTION SOCKET - KEYBOARD CONN. SOCKET AND OUTPUT TO T.V. SOCKET. THE CLOSER TO THE ACTUAL CIRCUITS, CHIPS ETC INVOLVED, THE GREATER THE SUCCESS.

RUOSA RUCK
BUCK

REPRINT SECTION
FROM OTHER ADAM GROUPS

REPRINT SECTION
FROM OTHER ADAM GROUPS

for use with

TMMT

for use with

ADAM

ADAM

THE COLECOVISION
FAMILY COMPUTER SYSTEM

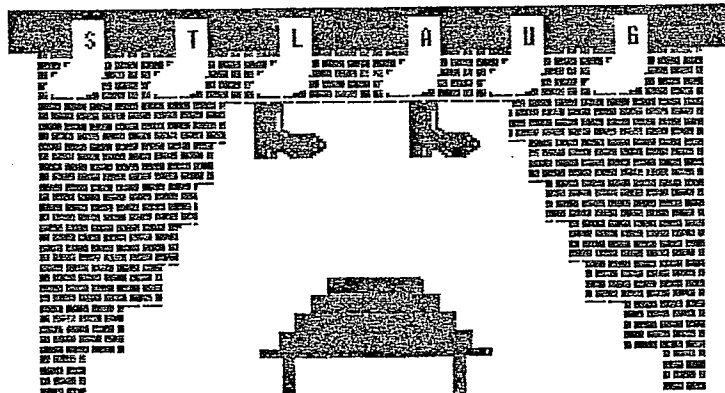
THE COLECOVISION
FAMILY COMPUTER SYSTEM

The reprint section in the St. L. AUG Newsletter reprints articles and items of interest from OTHER newsletters and user groups.

This is done for the purposes of providing the information contained in such reprints, to show our members what else is available for ADAM, and to give exposure to other user groups and newsletters.

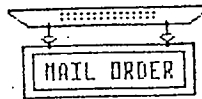
Information, including address and costs of the other users groups and newsletter utilized in our reprint section are available from Barry Wilson for those interested.

In addition, from time to time, we request sample copies of entire newsletters from other user groups. We usually provide stamps and mailing labels.



SHOPPING FOR ADAM

by Solomon Swift



In this issue I had originally planned to include an information based article on the 17 ADAM periodicals to which I subscribe. But with the Christmas season quickly drawing nigh, it seems more fitting to take a look at some of the companies currently supporting the ADAM computer through software and/or hardware development or as mail order vendors. These 33 companies are the ones that quickly come to mind for me; there may be others that I'm not aware of. If so, please let me know. Next month, we'll take a look at those 17 ADAM newsletters.

I've listed their addresses and phone numbers (where available). So ... please do write to them. Let them know that you appreciate their hard work; and if their firm carries products that appeal to you, by all means do some mail order shopping for Christmas. It's usually best to include an SASE when requesting a catalog -- the list is in alphabetical sequence.

ADAMagic

This firm has been supporting ADAM for over three years now with software development and a product list. Much of the software listed is low cost, nicely edited PD packages grouped by topic. Additionally, they have some original commercial software. One of my favorites is called "Arcade Action". This is a collection of five fast-action graphic games with skill levels ranging from difficult to unbeatable. ADAMagic is also one of the few ADAM firms still advertising in *Family Computing* (the magazine dumped ADAM and some other computers to become more 'business oriented'???).

ADAMagic
Attn: Steve Olson
1634 North Thompson Drive
Bay Shore, NY 11706-1330
(516) 243-3869

ADAM Connection

This is a relatively new firm with an extensive product line listing products from nearly every software manufacturer. I just got their Christmas catalog ... very nice layout with good graphics ... all done on an ADAM.

ADAM Connection
Attn: Steven Major
P.O. Box 562
Champlain, NY 12919
(518) 298-8193

ADAM'S HOUSE

In their fourth year now, ADAM'S HOUSE has an extensive product list, a wide selection of low cost PD software, and also publishes "The ADAM International News" ten times a year. Also, they've just recently started a repair service for consoles and other ADAM components.

ADAM'S HOUSE
Attn: Terry Fowler
Route 2, Box 2756
Pearland, TX 77581
(713) 482-5040

ADAMlink of Utah

This is another well established ADAM support firm. They have a large product list, publish a bimonthly newsletter, and run an BBS for modem users. This is also the distributor for A-NET, a BBS program for the ADAM.

ADAMlink of Utah
Attn: Alan Neeley
2337 South 600 East
Salt Lake City, UT 84106
(801) 484-5114

ADAMzap Company

This firm has original support graphics for PowerPAINT, PaintMASTER, and SignSHOP. They also have a dictionary for use with ProofREADER. They also have a service to update your SS/CC from Eve Electronics with a new, long-lasting battery attachment.

ADAMzap Company
Attn: Eric E. Danz
17 Capstan Road
West Milford, NJ 07480-4816

AJM SOFTWARE

AJM SOFTWARE is headed by Guy Cousineau and Tony Morehen; in my opinion these are two of the top ten programmers for the system ... both in the same firm!! They currently have three excellent commercial packages: File Manager 2.1, Disk Doctor, and File Indexer. Moreover, both of them have donated countless programs to the public domain in EOS and CP/M.

Guy Cousineau
1059 Hindley Street
Ottawa, Ontario
Canada K2B 5L9

Tony Morehen
Box 292
Russell, Ontario
Canada K0A 3B0

Alpha-1

This is one of the two largest firms supporting the ADAM. Though natural rivals, Alpha-1 and MW Ruth Company do more combined business than all the other ADAM support firms combined. How did they get to be so big? My guess is that the key ingredient to the success of both firms is their strong dedication to customer service. On several occasions I've ordered from both firms on a Monday (a mail-in order; not phone in) and had the products back in my hands Friday of the same week. You won't find faster mail order ANYWHERE else in the industry.

Alpha-One
Attn: Ben Wohl
1671 East 16TH Street, Suite 146
Brooklyn, NY 11229
(718) 692-4120

American Design Components

Although ADC is not an ADAM support firm per se, they do carry several components for the system. They are an electronics surplus business; there are some others that carry a few products for the ADAM, but ADC has the largest selection of Coleco close-outs. The products range from tape drives for \$19.95 to ADAM computers (minus printer, w/ pwr sply) for \$99. They also have extremely fast shipping.

American Design Components
62 Joseph Street
Moonachie, NJ 07074
(201) 941-5000 (in NJ)
(800) 524-0809 (toll free)

Bryan's Software

This young entrepreneur is the talented artist who drew the 'greeting cards' volumes for use with PowerPAINT. He's also donated MANY graphics into the public domain.

Bryan's Software
Attn: Bryan Payton
428 Knight Street
Elberton, GA 30635

Computer Quorum

This is a relatively new firm headed by Dan Decker who is pursuing a post-graduate degree in education. He's written a lot of educational software (much of it for use with Flash Card Maker) for his earlier firm, D.L. Decker Enterprises. CQA plans to have a question pack for the popular Jeopardy game soon.

Computer Quorum of America
Attn: Daniel L. Decker
Route 2, Box 14-B
Spring Mills, PA 16875-9720
(814) 422-8339

Digital Adventures

This is perhaps this newest firm supporting the ADAM. They currently have one graphic adventure, "Temple of the Snow Dragon". The next one in the 'DALARK TRILOGY' is expected to be released in a few weeks. I had the honor of previewing Temple through every stage of its development; I am truly impressed. Judging from their first release, you'll hear nothing but good reports on this firm in the months and years to come.

Digital Adventures
Attn: Tony M. Patterson
7125 Dewberry Street
Ocean Springs, MS 39564

DIGITAL EXPRESS

You should be familiar with this firm. Old DEI puts out a monthly newsletter, operates a BBS, writes software (commercial, freeware, and PD), and runs a retail and wholesale mail order business. Headed by Sol Swift, DEI has the reputation as the most prolific software writer for the ADAM. Though notorious for time over-runs on scheduled release dates, DEI has put out some of the more popular titles for the system.

DIGITAL EXPRESS
Attn: Solomon Swift
P.O. Box 37
Oak Hill, WV 25901
(304) 465-1341

E&T SOFTWARE

E&T has a mail order business carrying virtually every product ever released for the ADAM. They also have two commercial packages: SoftPACK and Business Pack. Plus, They publish the newsletter "ADAM'S ALIVE" periodically.

E&T SOFTWARE
Attn: Ed Jenkins
1010 Westminster
Garland, TX 75040
(214) 414-8156

Elliam Associates

This firm offers a large selection of CP/M 2.2 software and also does conversions of CP/M software to ADAM format.

Elliam Associates
P.O. Box 6922
Los Osos, CA 93412

FutureVISION

Though they haven't released any software for the ADAM in a couple of years, they do continue to sell their popular VideoTUNES and AutoAIDE to mail order vendors.

FutureVISION
P.O. Box 34
North Bellerica, MA 01862

In House Service Reps

Though I've never done business with this firm; I have heard numerous mixed reports about them -- they have released several hardware projects for the ADAM including disk drives and memory expanders.

In House Service Reps
Attn: Don Perlman
620 Harmon Cove Towers
Secaucus, NJ 07094

MMSG

This firm has released BACKUP+ 3.0, CopyCart 2.0, and other utilities. Plus, they've helped other firms with various hardware and software projects.

MMSG
Attn: Jim Marshall
P.O. Box 1112
Broomfield, CO 80020-8112
(303) 460-0814

Mr. T. SOFTWARE

This firm has put out several games and utilities. Some of their fine products include: Kid's Trivia Pack, Trivia Pack, AutoWriter, and Mr. T-SEARCH. Also, Mr. Tarnowski has written a LOT of software for donation into the public domain.

Mr. T. SOFTWARE
Attn: Bob Tarnowski
7316 Northway Drive
Hanover Park, IL 60107
(312) 830-2785

M.W. RUTH COMPANY

This is one of the two largest firms supporting the ADAM. Though natural rivals, MW Ruth Company and Alpha-One do more combined business than all the other ADAM support firms combined. How did they get so big? My guess is that the key ingredient to the success of both firms is their strong dedication to customer service. On several occasions I've ordered from both firms on a Monday (a mail-in order; not phone in) and had the products back in my hands Friday of the same week. You won't find faster mail order ANYWHERE in the industry.

M.W. RUTH COMPANY
Attn: Jay or Ruth Forman
3100 West Chapel Avenue
Cherry Hill, NJ 08002
(609) 667-2526

NIAD

NIAD has a large discount product list, but they sell only to members of their national users' group. They also publish a newsletter 10 times a year, have large local group meetings, and operate a store called CompuKINGDOM just outside of Chicago.

NIAD
Attn: Lyle Marschand
2089 Carriage Hill
Lisle, IL 60532
(312) 961-3529

Nickelodeon Graphics

This is another long-time ADAM supporter. They have several original packages for the ADAM ranging from graphics design to business oriented filing programs.

Nickelodeon Graphics
Route 6, Box 2460
Nacogdoches, TX 75961

Pitman Software

This is the new firm headed by Steve Pitman, a college student majoring in computer programming. In his first three months of business, Steve has released two outstanding games for our ADAM. "Mind Over ADAM" is a nicely done MasterMIND™ type game with excellent graphics. "Ghost Zapper" is a fast action shootem-up game with exceptional graphics and sound.

Pitman Software
Attn: Steve Pitman
3705 Church Street
Cincinnati, OH 45244
(513) 561-7639

Practical Programs

I haven't ordered any products from this well-established ADAM firm, but I understand that they have some excellent utilities for our system.

Practical Programs
P.O. Box 244
Kalamazoo, MI 49005

Reedy Software

This is another long-time ADAM support firm; they've put out numerous games including their latest sensation "Phrase Craze", a Wheel of Fortune™ type game for two or three players.

Reedy Software
Attn: Jack Reedy
10085 60TH Street, SE
Alto, MI 49302

Roadrunner Publications

This is the firm that publishes the programming instructionals by Mel Ostler. "Hacker's Helper" provides a good base for experienced programmers to delve deeper into the workings and programming of ADAM.

Roadrunner Publications
Attn: Mel Ostler
3217 Mesilla Hills Drive
Las Cruces, NM 88005

ROGINSKY GAMES

Headed by Al Roginsky, a casino manager, this firm has just released "Las Vegas Craps". This is a very realistic casino game with colorful, detailed graphics and good sound. It plays just like the real game.

Roginsky Games
Attn: Al Roginsky
4327 Thorndale Place
Las Vegas, NV 89103

Strategic Software

This is one of the first third party firms to produce commercial software for the ADAM. They have a long list of topsellers. My personal favorites are "SignSHOP" and "NewSHAKER". All of their software is written specifically for the standard ADAM system.

Strategic Software
Attn: Dave Smith
424 East John Street
Lindhurst, NY 11757

TELEGAMES USA

This is the firm, based in United Kingdom, that has released many of the game cartridges that were lost in the shuffle when Coleco announced it was going to drop ADAM from production. They have also recently began selling "Personal Arcade", a video game system compatible with Coleco carts. Supporting P.A. with a purchase could help to insure that many of the BIG game companies will begin translating popular titles that can be used with ADAM.

Telegames USA
Attn: Terry Grantham
Box 901
Lancaster, TX 75146
(214) 227-7694

TRISYD VIDEO

This is the firm that opened the door for manufacturing your own high quality, low cost data packs with their MegaCOPY attachment. They have also released several other unique peripherals.

TRISYD VIDEO
Attn: Syd Carter
26 Florence Crescent
Toronto, Ontario
Canada M6N 4E4

U.K.A.S.

The United Kingdom ADAM Subscribers is a users' group headed by Keith Marner. They carry many products for the ADAM and publish a bi-monthly newsletter. Also, they have an ADAM BBS; Roger Fillary is the SYSOP.

U.K.A.S.
Attn: Keith Marner
33 Homer Road
Croydon, Surrey
England CRO 75B

Walter's Software

Walter's Software and DIGITAL EXPRESS are, by far, the two most prolific commercial software developers for the ADAM. Walters has several topsellers out, including a huge selection of RAMdrive utilities. Their two latest, are in my opinion, two of the better programs for the computer. "SpellingAIDE" is spelling checker for ASCII (text) documents with a built-in RAMdrive option for fast dictionary access. "The Print Works" is a print shop program for dot matrix printers with LOTS of user friendly options.

Walters Software
Attn: Jim Walters
Rd #4, Box 289-A
Titusville, PA 16354
(814) 827-3776

WHITE COMPANY

This is the firm headed by teenage computer hacker David White. At age 14 he wrote SpeedyWrite 1.0, a word processor written entirely in Z80 that rivals WordStar in features included. He has since written SpeedyWrite 2.0 and will be releasing "SpeedyWrite Online Dictionary" in the next few weeks.

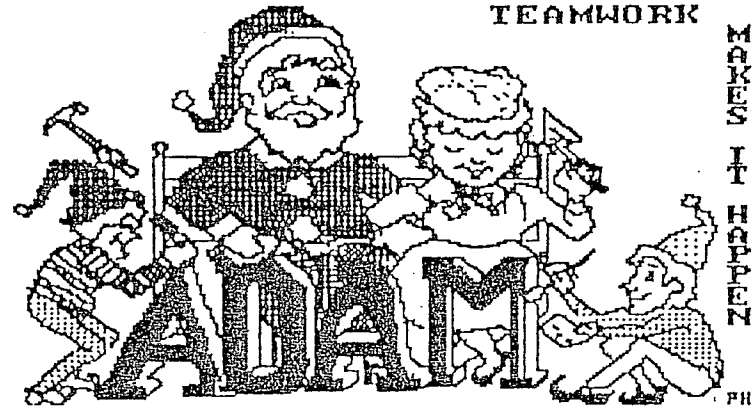
White Company
Attn: David White
2694 Twigg Circle
Marietta, GA 30067
(404) 952-4249

WIZARD'S LAIR

This firm has put out three volumes of artwork for use with PowerPAINT, PrintWORKS, and GOWRITER. They have also just started releasing a variety of other software packages. If you'd like some custom artwork for use with one of these packages, I'd recommend contacting Jim.

Wizard's Lair
Attn: Jim Notini
8125 West Catherine
Chicago, IL 60656
(312) 775-9662

TEAMWORK



ADAM/IBM COMPATABILITY

by Ed Costello



I am currently operating the following ADAM system: 512K XRAM card, color RGB ADEC monitor, two tape drives, two disk drives, one EVE 80 column unit, standard parallel and serial boards, EVE voice/clock unit, and a 1200 baud external modem. However during the last several months there has been so much new hardware and software coming available for the ADAM that it is becoming as powerful as any IBM or IBM clone system. Between the original purchase of my ADAM and now, I've also purchased an IBM PC/XT system (in order to bring work home). Since that time I've been finding different ways of exchanging data between the two systems. It has gotten to the point that I'm doing a good percentage of my ADAM CP/H work on my IBM.

IBM SOFTWARE

There are two very good software packages available. The first is SMART DISK by Software Research which retails for 50.00 dollars. The second is public domain package called "MSDOS-CPH/80 INTERFACE: CPH LOVERS!". It is available through Pan-World International for \$3.99. Their address is: Pan-World International, 422 Halsey Road, North Brunswick NJ.

SMART DISK contains an ADAM-CP/H format allowing you to put ADAM diskettes on an IBM PC and read them, delete files, and transfer the files to IBM DOS. This is a big help if you are downloading large ADAM ".LIB" files from CompuServe or other BBS's. I've downloaded them there, and then transferred them back again to my ADAM. SMART DISK also formats ADAM disks on your IBM system. SMART DISK currently converts over 257 different CPH formats to IBM MS-DOS.

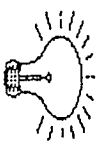
"MSDOS-CPH/80 INTERFACE" allows you to transfer information between and emulate MSDOS on an IBM system. This package, however, only has 33 formats for conversion to IBM compatibility. This package did help me in converting an Osborne CPH format not available on SMART DISK. I converted WortStar, MBSISC, CBASIC, and Deadline Text Adventure to IBM format. Then I was able to format all the originally Osborne CPH programs for use on my ADAM.

OVERALL REQUIREMENTS

Here's the minimum hardware and software needed for the ADAM: at least one disk drive, CP/H 2.2, and a good modem program (preferably THP.COM). For the IBM you need a 256K or higher CPU, 2 floppy disk drives (or one floppy and one hard drive), and SMART DISK, and MSDOS-CPH/80 INTERFACE.

CONTROLLING THE MODEM

by Alan Neely



COMMANDING THE MODEM

Let's discuss some of the more useful values (or commands) that can be sent out to the control port. This is a good place to introduce the machine language routine that is used to send your command to the control port.

```
LD  A, (CONTROL_BUF)
OUT (CONTROL_PORT), A
RPT
```

Keep in mind that the CONTROL_PORT is "95" and the CONTROL_BUF is the particular ADDRESS in memory where you are POKEing your value (or COMMAND) that you wish to be sent to the control port. Translating this Assembly routine into decimal values that can be used in DATA statements for SmartBASIC we end up with the following (address 28013 is used for the BUFFER address).

```
58,109,109,211,95,201
```

Now for those who are accustomed to working with M. routines in this form, I will offer some hints. Look at the 6 data elements above. Only 3 values are of general interest. The second and third numbers are the LD and HI byte values of the address where the value that you wish to be sent thru the control port is located. In this case, both numbers are 109 (109*256 + 109 = 28013). The 5th value indicates what port the value found at address 28013 will be sent to (of course, the number located here is 95 indicating the control port). Now let's discuss some of the useful commands.

INITIALIZING THE ADAMLINK MODEM

Before you can begin using the internal modem, you must set it up properly by initializing it; this is done by sending three values (or commands) to the CONTROL_PORT. The three commands are HUNT MODE (128), RESET (64), and the PARAMETER SETTING (character format).

SETTING THE PARAMETER

If you've use a modem to any extent, you are aware that the parameters must be set properly to communicate with various bulletin boards and other computers through your modem. The two most universal settings are 7-8-1 (7 data bits, even parity, 1 stop bit) and 8-N-1 (8 data bits, no parity, 1 stop bit). The modem value that represents 7-8-1 is "251" (with the NUL bit set) and the value for 8-N-1 is "79". These values can be quickly calculated from the two tables presented last month. The parameters must be set during each initialization process (it is the third value sent). After this, the parameter setting can be changed again at any time by sending the correct value for the desired setting to the control port.

ANSWERING THE PHONE

To command the ADAMlink modem to answer the phone and connect the carrier signal you must send two values to the control port. The first value that is sent is "7". This commands the modem to go into answer mode (this is just like taking the phone off the hook). The second value that is sent is "39". This tells the modem to send out the answer mode signal and connect the carrier if it detects the originate mode carrier signal.

PROTECTING YOUR WORK

by Solomon Swift



With so many new firms supporting the ADAM and many more new ones on the horizon, I thought it might be a good idea to pass along some of what I've learned regarding copyrights and legal precautions and protections. I'm not a lawyer; I've learned from experience—the same way I've learned to program. In fact, if there is any such creature, you could safely refer to me as a regular customer of the Copyright Office. Nonetheless, I'd like to reiterate that I am not an attorney.

I'll start off with a quick overview of the various options available and then discuss each one in more detail. Also, I'll entertain questions submitted by mail or on the ADAM NEWSBBS for future articles in this series.

A COPYRIGHT protects the expression of an idea, not the idea itself. Copyright registration is relatively easy and inexpensive to obtain. Patents protect the idea itself; obtaining a patent requires a sizeable financial investment and can take many years in the process. In fact, the life expectancy of most software is shorter than just the time it takes to obtain patent registration. For this reason, patents are generally more useful for hardware. A TRADEMARK protects the 'name' of your program or computer attachment. In addition to these three registrations with the government, there are additional options for protection such as trade secrets, contracts, and, yes, copy protection schemes.

COPYRIGHT PROTECTION

A copyright protects the expression of an idea, not the idea itself. For instance, the concept or idea of a word processor can not be copyrighted; only the actual application of that concept can legally be protected. By the same token, the concept of a RIMMATIVE utility can not be copyrighted (RIMMatives have, by the way, been around for almost as long as there have been personal computers). The unique application of that concept in the form of source code can, indeed, be copyrighted.

What is source code? This is the actual program as you create it. If you're programming in 800, the source code is your Assembly Language file. If you're programming in BASIC, the LIST is your source code. (Actually, you may deposit the object or the source code. In 800 the object code could just be a HEX dump of the file.) With your copyright application you will be required to make a deposit of a copy of this source code for government records (for reference in case you have to go to court!).

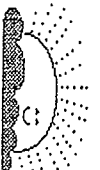
There are two basic copyright forms for software developers. Form TX is for registering a copyright on the source code of a program. Form PA allows you to apply for an audio-visual copyright on the software. How much does this legal protection cost? Are you ready for this... ten bucks each!!! You may obtain the copyright applications by requesting same from the following address or, simply, by calling the phone number leaving your name, address, and application request on the answering machine.

Register of Copyrights
Copyright Office
Library of Congress
Washington, DC 20555
(202) 287-9100

There is certainly much more to discuss with regard to copyrights; I'll continue next month. But, let me conclude with this: you do NOT have to wait for permission of your registration certificate to come back from the Copyright Office in order to place the official notice of copyright on your material. And you may publish (sell) your software prior to receipt of the certificate. A copyright registration is effective on the date that the application, fee, and deposit (program code) are received in acceptable form by the Copyright Office. Be sure to display the notice (copyright word or symbol, year, and copyright owner) prominently within the program and documentation (this information must be readily visible to the end user!).

CARE OF YOUR DISK DRIVE

by John R. Lingrel



I've been in computers for longer than I am willing admit to. I remember starting with the TRS-80 Model I at about \$750.00. Think of it, 8K of memory with BASIC in a ROM and data transfer speeds that even Christopher Columbus could beat on a balmy day. Then out of the west rode the WHITE KNIGHT originating with him the greatest addition that we could hope to add to home computers, "THE FLOPPY DISK DRIVE". With it came moderate amounts of storage, and our data transfer was up to the IBM 500 in speed. And wouldn't you believe it, on the first day that the first home computer took home the first floppy disk, a can of COXTER got spilled on the first floppy diskette. And so starts the story on how to feed and care for your floppy disk drive.

The drive itself has a multitude of enemies, the first of which is the user. We are rushing headlong into an attempt to destroy the things right out of the box. How many times have you bought a new drive and pulled it out of the box, connected it to the computer, jammed a disk into the opening? Bad Plan! Before you ever use a disk drive that is new, or even a used one that you purchased from a friend, please inspect it for objects inside that could prove fatal to your investment. Pieces of packing material can find their way into the head area and in certain circumstances, the movement of the disk can force them against the head assembly and actually knock the head alignment out of whack. Once you have the drive inspected and feel that the chances of foreign object damage are null, hook it up per the manufacturer's instructions. Make sure that all the connections are tight and in the proper place.

How that we are properly connected, the next step is throw in the copy of a program that we dearly love, and try it out. The activity light comes on, the motor whirrs, and the disk gets spit out like a wrinkled piece of newspaper. Point here is make sure that you first put in a "RAW" disk and format it before you put anything of value into the drive. This will give a good check of the drive's ability to read and write to a disk and to properly format. If your format utility has a verify feature, by all means use it. If you get past this point, it is now time to put in a program that we are very familiar with. Boot the program and make sure that all menus and screens come up properly. This little check may save you a lot of time later. If you are now confident that the drive is working properly, go ahead and use it. Try, if you can, to keep track of the date installed and anything that you may have noticed about it that might prove to be handy information later on.

Once in use, the disk drive requires very little. It does have three mortal enemies that we must contend with. These are: (1) food, (2) drinks, and (3) cigarettes. You must keep these items away from the drive as a 1 I times. I have worked on many drives that only required that I clean the nicotine from the heads, and I have seen them where they were almost like sugar inside where someone had spilled soda in the drive. (It really happens.) If this does happen, it is best to send the drive to a repair shop. Preventing trouble here can save you literally hundreds of dollars later on.

How that the drive has been running for a month or so, what can we do to keep it purring, simple; keep it clean, both inside and out. Pay attention to the warnings about keeping air vents clear, clean the exterior with a mild detergent solution. (Don't let it seep inside the drive!) Last is the use of a high quality disk head cleaner. These are available in most computer stores for a few bucks. They should be used about every six weeks with moderate use, more often if you are a heavy user. Keep track of the number of times that you have used the cleaner disk, and follow the manufacturer's recommended cycle to get rid of it and get a new one. Typically, the good ones are useful for about 12 to 15 cleanings. When you have done all of the above, you should be rewarded with a good running drive and years of faithful service.

If, however, the drive goes south in spite of your efforts to keep it running, pick your repair shop based on the ability of that shop to repair your brand of drive and the responses you get from your friends on a good shop. In the ADAM community, we are pretty much limited to mail order repair. For the purpose of this article, I will not say that one is better than the other. But when you do send it in for repair, make sure you send a good description of the problem and make sure that you mark your name and address on the drive. Don't send power supplies or cables unless they are suspect of being bad. They cost more to ship and will sometimes get lost in the shop. (I know, I run a disk drive repair shop and I have lost them.) And one last thought for you to consider. Smoking is harder on your disk drive than it is on your lungs. Of course, the end result for both you and your drive are the same. And it works quicker on the disk drive than it does the lungs. You can take 20 years to kill yourself, and about 3 months of smoking around the computer to kill a drive.

CP/M WORKSHOP

When you type the name of a file, you must add the period (.) and then the extension - FILENAME.BAK - or Adam repeats what you typed with a question mark. If you mis-spell DIR when you ask for a directory, for instance DER, Adam will type DER? back at you. These are called error messages. If you are using a tape, and you get an error message when everything seems to have been done correctly, remove your tape, shake it up a little, and re-seat it in the data drive. Now retry the command. For some reason, tapes cause this reaction now and then.

To work in CP/M efficiently, you really need two drives, in whatever combination. Many error messages include "Abort, Retry", which need the CP/M system to get out of. You must have CP/M in drive A so Adam can warm boot the system from drive A when it receives the error message, or when something goes wrong and you press a CONTROL C. The only safe response to a BDOS error message is a CONTROL C, which reloads (warm boot) the CP/M system. If you are working with one drive, remove the tape or disk you got the error message on, and re-insert the CP/M system. You can then remove the system and retry the tape you were working on. Much easier and faster with two drives.

Most of your COM files are utility files. When you type the name of a COM (Command) file and press the RETURN key, you are giving CP/M a command which instructs Adam to find that command on your tape or disk, load it into Adam's memory, and then execute it. Be careful. Some commands are destructive, such as ERA.COM (erase), and you could lose important files if you aren't sure what you are doing.

If you give Adam a command and press RETURN, sometimes you do not get a response for a while. Don't get excited. Remember that I told you that Adam churns away in CP/M doing things invisibly when the computer seems like

EA06

it's just sitting there waiting for YOU to do something. Give it a while to boot the system. If you feel compelled to press keys during this time, be aware that Adam will remember up to 10 key strokes while it is working internally, and displays them when CP/M is finished. If your tape is moving, or the disk drive light is on, you can tell that Adam is occupied.

If you decide to use a different tape or disk in a drive, you must "log in" the new one. Otherwise, CP/M will not recognize the new files. To log in the new tape or disk, warm boot (CONTROL C) the system. This allows CP/M to "see" the new files. If a "bad system" error message appears, you have inserted a tape or disk that is not properly formatted with the CP/M system. CP/M will not recognize anything other than another CP/M tape or disk. If you try to write anything to the new tape without logging in, CP/M may not let you write to the new tape, or it could write over existing files. Either way, it's best not to forget to log in.

When giving a command or getting information from a different drive than the one you've been working with, be sure you use the correct drive label followed by a colon (:)B). If you forget the colon, or ask for information from the wrong drive, you will get error messages. You may have to do a warm boot to correct the problem, and sometimes it is not convenient to do this. The CP/M prompt (>) appears at the beginning of each new line and shows you which drive you are currently working with.

The only way to learn to use CP/M is by doing. Make a backup of your CP/M 2.2 system tape and any tape or disk you wish to work with, and experiment. If you ruin what you're working on, make another copy and try again. We will try to make your progress with CP/M as painless as we can. If you want to know something, ask, and we will try to answer it. Steady with us. There's more!

-by Faye B. Deere

CP/M WORKSHOP

The commands we are going to discuss now are called transient commands. They are not built into the CP/M system, and must be on the tape or disk you are working on for use. Always use a backup tape or disk of CP/M, and it is wise to also use a backup tape or disk of the files you want to work on, at least until you are familiar with CP/M ways. If you erase or change a file, you will not be able to get the original back! You may be glad you made that backup!

When working with more than one drive, you can reach into the second drive (drive B) to get a file off the media in that drive. Typing D:COPY allows you to get the COPY utility from the disk or tape in drive B, but returns you to the original logged drive (A) as soon as it has finished loading the utility. This means you do not have to transfer to drive B to get the file, and then transfer back to drive A to use it on the files in drive A. This saves some time.

When you buy a new, blank tape or disk, it is formatted to be recognized by Adam, but it must be further formatted in the CP/M operating system to be recognized by CP/M. Old tapes or disks can also be reformatted to be used with CP/M. Formatting will initialize the tape or disk, so be sure you want to format that tape before you push that RETURN key. EVERYTHING ON THE TAPE OR DISK WILL BE ERASED BY THE FORMAT PROCESS! The FORMAT command is on your CP/M 2.2 tape, and to use it all you have to do is insert the tape or disk to be formatted, type FORMAT, and press the RETURN. Your screen will say:
ADAM CP/M 2.2 FORMAT UTILITY
FORMAT MEDIA ON DRIVE

(A, B, C, or D)?

Type the letter of the drive your media will be in and press RETURN. Adam will tell you to insert the media and press RETURN when ready. Be sure your tape or disk is in the correct drive, and press RETURN. Your media will then be formatted. When Adam asks if you want

the tape or disk verified, it is best to say Y (yes). This way CP/M will go back over the complete tape or disk to make sure there are no bad blocks on the media.

Your tape or disk is now formatted to be recognized by CP/M, but it does NOT have the CP/M operating system on it. While it is not necessary to put the system on each tape or disk, I do. It's easier to work with my files. If the system is right there on the tape or disk I'm working on, if I need the system, it's right there, and I don't have to insert the CP/M 2.2 tape to get it.

To transfer the operating system to the new tape or disk, use the SYSGEN utility on your CP/M 2.2 tape. Type SYSGEN, press RETURN, and follow the directions. When the screen asks you to give the drive name for destination, remember you cannot write the system to your M: drive, or memory. When the system has been written to the tape, SYSTEM WRITTEN SUCCESSFULLY will appear on your screen. If the system has not been written successfully, SYSTEM NOT WRITTEN will appear. This means that something was not right, and the process must be done over again. Perhaps you were using a tape or disk that had not been formatted for CP/M.

Upon completion of a successfully written system, Adam will ask you if you want to write to another tape or disk, so that more than one tape or disk can be written to at one time. If you did not put the system on a tape or disk that has files on it, you can do so at any time. Using SYSGEN to install the operating system does not destroy already existing files when the system is written.

When you have finished with the SYSGEN utility, you are ready to write to the new media, or copy whatever files you want. COPY, PIP, or one of several other utilities can be used to make whatever copies you need. We will discuss COPY and PIP in next month's newsletter.

-by Faye B. Deere

EAVG

BASIC WORKSHOP

I imagine you have often looked at a line of BASIC programming and wondered what the semi-colons and colons were for. As explained earlier, the semi-colons are used in PRINT and INPUT statements, most often when asking for INPUT from you, which allows the information to be PRINTED with no space between them. The semi-colon means "lump us all together folks, with not a space between us". This allows you to ask for a series of information in one line, to be printed in one line. Any spaces you want in the line of print can be included within the quotation marks.

```
For instance:
10 INPUT "What is your first name
?" :$F$
20 INPUT "What is your last name
?" :$L$
30 PRINT "My name is "$F$," "$L$."
```

After you have answered the questions asked by the computer about your first and last name, and the information has been retrieved from the INPUT statements, Adam will print: My name is Sue Adams. Don't use quotation marks within a PRINT statement, as SmartBASIC will not print them. They are reserved strictly for programming.

The colon means something else entirely. The colon signals the end of a statement, and the beginning of a new one. This allows you to put more than one statement in one numbered line, saving line numbers, and space. Adam also executes these line combinations faster than if each statement was put on a separate line. Don't use a colon at the end of a line. It is used only if you are going to add a statement. A RETURN at the end of a line does the same thing as a colon within a line. If line 30 in the above program is changed to read:
30 PRINT "My name is "\$F\$," "\$L\$," "\$P\$;"PRINT:PRINT "What is yours?"
Adam will then print: My name is Sue Adams. It will then skip a line and print: What is yours? Adam will have executed three lines of print, one of which is empty, creating a skipped line. PRINT

by itself, at any time, whether by itself on a line or between colons gives you an empty or skipped line.

BASIC programming employs a method called looping to get the most use out of the least amount of program lines. If a program sequence has to be used more than once, rather than repeat the whole program sequence each time it is needed. The following is an example of an infinite loop:
10 PRINT "John "
20 PRINT "loves "
30 PRINT "Mary."
40 GOTO 10

Try it. After you have typed this program, when you type RUN, Adam will continue to print "John" on one line, "loves" on the next line, and "Mary" on the next line, (without the quotation marks, of course) until you press CONTROL C to stop it. In line 40, the GOTO statement makes Adam execute the loop over and over, infinitely.

```
This is an example of an infinite loop:
10 FOR X=2 TO 5
20 PRINT "I love "
30 PRINT "my "X;" children."
40 PRINT:NEXT X
50 PRINT "But why did I "
60 PRINT "have so many!"
```

This program will cause Adam to print (again, without the quotation marks): "I love" on the first line, and "my 2 children" on the second line. It will then print the same two sentences with the number changed to 3. It will repeat this until it has used all the numbers up to and including 5. It will go around the loop 5 times, which is a finite number, making this a finite loop. "But why did I" and "have so many!" will be printed on the last two lines.

Change lines 20 and 50 to read:
20 PRINT "I love "
50 PRINT "But why did I "
The only difference in these two lines is a semi-colon that I added at the end of each line. Adam will now print "I love my 2 children," on the first line, and "But why did I have so many!" on the last line. You saved yourself several lines of space!

-by Faye B. Deere

BASIC WORKSHOP

The DATA and READ statements work in pairs. Each time you have a READ statement, you must have a DATA statement to be read or you will get an error message. When Adam executes a READ statement followed by a variable, it looks for the first DATA statement, and reads the first DATA statement up to the first comma. The next READ statement uses the second item in the DATA statement. This continues until the READ statements have executed all the DATA items.

If you still have READ statements, and seem to have run out of DATA, then look for a RESTORE statement. RESTORE allows Adam to use the same DATA over again. When Adam reaches a RESTORE statement, it finds the first DATA statement, and begins READING from the first item again.

There are two types of DATA used in SmartBASIC. They are called string and numeric DATA. A string variable can be defined as one consisting of ASCII characters. It can be enclosed within quotation marks, but cannot include quotation marks within the string. The quotation marks identify the beginning and ending of the string and are not part of the string. They do not HAVE to be used, however, as long as your DATA string does not contain a comma or a colon. Including quotation marks within the string will cause an error message. A string, with or without the quotation marks, containing characters and numbers is a string called a string constant because its value is always the same. A constant is an actual value used by SmartBASIC during execution.

Numeric DATA is information consisting of numbers only, and called a numeric constant. Numeric constants contain positive and negative numbers, but cannot include commas. In other words, 10,000 is not permitted. Numeric constants consist of three types: integers, fixed-point numbers, and floating-point numbers. Integers are whole numbers between -32767 and 32767

inclusive. They do not include decimals, and can be handled more quickly by Adam than other types of numbers.

Fixed-point numbers, negative or positive, contain a decimal point, while floating-point numbers are represented in scientific notation, like 2.153E+05. Numbers represented in floating-point notation contain a maximum of 9 digits. Additional digits are ignored.

The LET statement is used to assign a value to a variable (LET A=5). When a LET statement is used in a program, the value of the variable (A) on the left side of the equation is replaced with the value appearing on the right. In a program, when the LET statement is used, the LET is not actually used, but implied. It is actually written as A=5, but means LET A=5. The value assigned to a variable can be a constant, a variable, or the result of an operation. CLEAR is the opposite of an assignment (LET) statement. CLEAR causes the values of all numeric variables to be set to zero, and all string variables to be set to no character, or null. This CLEARs memory space to be used for something else.

Remember that CONTROL P will cause the data that appears on your screen to be printed by your printer. All characters that appear on your screen will be printed exactly as they appear. A PRINT statement in a program will cause the information enclosed in quotation marks to be printed just as they appear in the quotation marks. The following:
10 PR#1
20 PRINT "John loves Mary."

will cause your printer to print John loves Mary. Remember that a question mark can be used in place of PRINT. If you just want to print out a hardcopy of a program, type PR#1 in the immediate mode, then type LIST. The program will be listed on your screen, and your printer will print it at the same time. To stop your printer, just type PR#0. Happy computing!

-by Faye B. Deere

Submitted By :

BY JIM BIGGS FROM
THE OUTSIDERS AUG
Now defunct

PEEKES, POKES & CALLS

Location	Function/Description	Default/Range
159	FLASH Speed	12
461	See ##: Below	73
1146	Left Line Margin Prompt	93
1147	2nd Left Line Margin Prompt	0
6356	Disable NEM=201/terge SBasic files	205
12185	Gets Line Limit in TEXT Mode/eg. 240	128
16089/90	HITEM Pointer	128/209
16093/96	LOMEM Pointer	15/107
16107/08	Start Numeric Variables (27677)	N/A
16109	Last used Variable Name	N/A
16111/12	End Numeric Variables (55631)	N/A
16115/16	Start String Space	N/A
16117/18	End String Space	N/A
16119/20	Address of Current Data Value	N/A
16121	# Bytes Left in Current Data Value	N/A
16124/25	Start Next Line Number/Token Address	N/A
16126/27	DMERR Line #	N/A
16129	SPEED value	235
16130	Pointer re USR Function (63415)	N/A
16132/33	Poke Low/High Byte to use Ampersand	237/32
16134	Value 255 disables Control "C"	3
16135	eg. substitute value 27=Escape Key	19
16136	Control "S" (freeze screen)	255
16149	eg. substitute value 133=SmartKey V	255
16150	Control "G" (pauses)/Poke 0 value	144
16162	Low Byte/Highest pokeable address	14
16171	Value 255 allows pokes over 54160	255
16247	High Byte/Highest pokeable address	0
16641	Floating Point Operand	0
16641	Input Buffer	63
16641	Value Start-Up Storage Device/Tape 1	8
16641	Value Start-Up Storage Device/Disk 1	4
16763	Last X-Coordinate HPLUT	N/A
16764	Last Y-Coordinate HPLUT	N/A
16765	SCALE (0-255)	N/A
16766/67	Start Slupe Table	N/A
16776	Current GR Color (0-15)	255
16777	Current HGR Color (0-15)	255
16779	Same as PDL(6) Left Trigger	OFF=0 ON=1
16780	Same as PDL(0) Right Trigger	OFF=0 ON=1
16781	Same as PDL(12) Keypad # Pressed	255
16783	Nothing=15 #=10 #=11 Same as PDL(5) Direction	255
16784	UP=1 RIGHT=2 DOWN=4 LEFT=8	255
16785	Same as PDL(7) Left Trigger	OFF=0 ON=1
16786	Same as PDL(9) Right Trigger	OFF=0 ON=1
16788	Same as PDL(13) Keypad # Pressed	255
16797	Nothing=15 #=10 #=11	1
16821	Same as PDL(4) Direction	1
16933	UP=1 RIGHT=2 DOWN=4 LEFT=8	255
16934	Temporary Storage Area when INITING	255
16956	Value of Current Storage Device	255
16957	DIGK #1=4 #2=5 TAPE #1=0 #2=24	25
16958	Value of Cursor Character	32
16958	A value of 32 erases cursor	1
16959	HOME Key / Substitute any value	0
16959	Current value of Left Margin	0
16959	Current value of Right Margin	0
16959	Current value of Top Margin (TEXT)	0
16959	Current value of Bottom Margin (GR/HGR)	0
16959	Current value of Bottom Margin (TEXT)	0
16959	How many Lines to Clear (TEXT)	0
16959	A value of 20=clear 20 lines only	0
16959	How many Lines to Clear (GR/HGR)	0
16959	Top Margin to Clear	0
16959	A value of 6=HOME/Cursor to Line 6	0
16959	Left Margin to Clear	0
16959	Cursor Blink (1=Stop/TEXT or 0=Normal)	0
16959	Value of YPOS (1)	N/A
16959	Value of XPOS (0)	N/A
16959	FLASH Command (Value 128=On)	0
16959	Instruct VDP to accept Info	0
16959	Background Color in TEXT Mode	21
16959	Text Color in TEXT Mode	210
16959	Text & Screen Color (Normal)	15
16959	Text & Screen Color (Inverse)	23
16959	Start value # of Lines	30
16959	Start value of Top Margin	0
16959	Start value of Left Margin	0
16959	Video Mode value	224
16959	Cursor flash speed (1=Fastest/255=Slowest)	1
16959	Value 255 disables Screen Dump/CLIP#(16)	16
16959	Must be poked with 18320,255	62
16959	NDPRML & TEXT will put all Inverse	66
16959	characters into normal format (eg. 36)	143
16959	Cursor (value of Onho cursor)	17
16959	CLIP#(7)/Bell Tone (low byte)	144
16959	CLIP#(7)/Bell Tone (high byte)	7
16959	CLIP#(7)/Bell Volume	7
16959	CLIP#(7)/Bell Duration	7
16959	Poke with different values eg. 255 to	1
16959	allow printing of graphic characters.	17
16959	Value 255 disables Screen Dump/CLIP#(16)	17
16959	Background Color in GR Mode	240
16959	Text Window Color in GR Mode	240
16959	Text Color in GR Mode	240

18765	Correct GR/HGR Color Table by programming	1
18781	Lines: For x= 0 to 15. Poke 18765 + x, x	1
19479	Poke 18781 + x, x. Next x.	4
20619	CHRS(4) - Disable/Change character	104
20185	Value of 72 allows H File Recovery.	65
21445	See \$\$\$ Below	73
23320	Volume Name (Char=11)	10
25257	INIT routine to check for BASICPGM	66
25305	If found INIT is aborted.	255
25306	INIT/Volume Length (low byte) Disal=160	0
25308	INIT/Volume Length (high byte)	1
25431	INIT/Directory Size (Use 1-3)	1
25471	Background Color in HGR Mode	17
25569	Text Window Color in HGR Mode	240
25573	Text Color in HGR Mode	3
25574	Dimensions of HGR Text Window	30
25576	Dimensions of HGR Text Window	20
25577	Dimensions of HGR Text Window	1
27100	Same as PDL(0) UP & DOWN	0-255
27101	Same as PDL(2) LEFT & RIGHT	0-255
27102	Same as PDL(1) UP & DOWN	0-255
27103	Same as PDL(3) LEFT & RIGHT	0-255
62426	0/5 Data Table re Volume Name/Length &	-
64560	Directory Size. Table=104 bytes	-
64701	Auto Dump from SBasic-TypeWriter Mode	135
64755	INIT medium Directory	189/252
64758	Read block from medium	243/202
64806	Write block to medium	246/202
64868	Background Color in HGR(2) Mode	195
64870	VMP Memory Tables: Sprites Attribute	0
64872	VMP Memory Tables: Sprite Pattern	0
64874	VMP Memory Tables: Screen (Name)	0
64876	VMP Memory Tables: Character Pattern	0
64895	VMP Memory Tables: Character Color	0
64895	Last Key Pressed	H/A

These 3 Pokes used together with different values change the Reserved Words "List", "Catalog" & "Directory" (NIND #16 & #17)

SmartBASIC Command	CALL NUMBER
CLEAR	8141
CLREPR	8109
CONIT	6387
END	6047
FLASH	11050
GR	11070
HGR	11075

HGR2	11080
HOME	11090
INVERSE	11055
LIST	7407
NEW	6356
NUMPAL	11060
NOTRACE	6341
POP	8193
RESTORE	9482
RESUME	8313
RETURN	8477
RUN	6159
STOP	6378
TEXT	11065
TRACE	6336

MISC. CALLS	CALL NUMBER
Get a Character	12137
Input a Line	12159
Save as HOME Command	17008
Save as STOP Command	19520
Same as STOP Command	19529
Run "HELLO"	16588
Prints Character to Screen	19504-26
Reboots (System Reset)	64560
Soft switch from SBasic to SHFilter	64743
Instantly remove all Sprites	64809
Instantly turn off all Voices/Noise	64851
Initialize Video Display	64566
Display character whose value is stored in Register A	64563
Send char. to Screen & Display	64569
Delay executed after Hard Reset	64572
Checks DCB Command/Status byte to determine status of Printer	64575
Checks same routine as above	64578
Check on I/O Progress	64581
Check on Keyboard I/O	64584
Get Keyboard Key/Current Status	64587
Check I/O Status following Write	64590
Check I/O Write Status of Printer	64593
Find Device Control Block for a specified device ID	64596
Calls same routine as above	64599
Get address of Processor Control Block (PCB) for current PCB	64602
Hard Init. All devices reset & all PCB's & DCB's are cleared	64605
Hard Reset of Adam Net	64608

The following is a list of the jump table and the pointers (actual execute address) for the EOS routines and their length in bytes. The routine execute areas are shown for both SmartBASIC Version 1.0 and Version 2.0. This list is sorted in the following order: JUMP TABLE Page 1 of 2

ROUTINE NAME	JUMP TABLE	EXEC ADDR.	LEN	EXEC ADDR.	LEN
ROUTINE NAME	JUMP TABLE	EXEC ADDR.	LEN	EXEC ADDR.	LEN
EOS_START	FC30 (64560)	F832 (63538)	196	F94A (63818)	130
CONS_DISP	FC33 (64563)	F827 (63015)	523	F73F (63299)	523
CONS_INIT	FC36 (64566)	F50C (62940)	046	F6F4 (63220)	046
CONS_OUT	FC39 (64569)	F80A (62986)	029	F722 (63266)	029
DLY_AFT_HRD_RES	FC3C (64572)	F95F (63839)	017	F893 (66403)	008
END_PR_BUF	FC3F (64575)	F588 (62904)	026	F68A (63194)	000
END_PR_BLK	FC42 (64578)	F57C (62844)	004	F6DA (63194)	026
END_RD_1_BLOCK	FC45 (64581)	FAE2 (66421)	029	F8BF (66447)	000
END_RD_CH_DEV	FC48 (64584)	F4E0 (62688)	028	F63A (63034)	045
END_WR_1_BLOCK	FC4E (64590)	F818 (64283)	029	F8BF (66447)	000
END_WR_CH_DEV	FC51 (64593)	FBE1 (66481)	029	F8BF (66447)	029
FIND_DCB	FC54 (64596)	F446 (62534)	045	F59D (62877)	000
GET_DCB_ADDR	FC57 (64599)	F446 (62534)	045	F59D (62877)	048
GET_PCB_ADDR	FC5A (64602)	F44C (64076)	005	F4EB (64235)	005
HARD_INIT	FC5D (64605)	F8F6 (63734)	044	F4F3 (63987)	001
HARD_RESET_NET	FC58 (64608)	F948 (63819)	020	F427 (64039)	027
PR_BUF	FC63 (64611)	F515 (62741)	088	F871 (63089)	055
PR_CH	FC66 (64614)	F4FC (62716)	025	F667 (63079)	010
RD_1_BLOCK	FC69 (64617)	F49E (64158)	020	F831 (66305)	021
RD_KBD	FC6C (64620)	F48A (62650)	017	F619 (63001)	017
RD_KBD_RET_CODE	FC6F (64623)	F47B (64123)	004	F818 (64280)	004
RD_PR_RET_CODE	FC72 (64626)	F47E (64127)	004	F81C (64284)	004
RD_RET_CODE	FC75 (64629)	F483 '64135)	013	F822 (64290)	012
RD_TAPE_RET_CODE	FC78 (64632)	F483 '64131)	004	F830 (64288)	002
RELOC_PCB	FC7B (64635)	F42F (64047)	029	FACE (64206)	029
REQUEST_STATUS	FC7E (64638)	F473 (62579)	021	FACE (64206)	029
REQ_KBD_STATUS	FC81 (64641)	F4CB (62667)	005	F5D1 (62929)	004
REQ_PR_STAT	FC84 (64644)	F5D2 (62930)	005	F505 (62933)	002
REQ_TAPE_STAT	FC87 (64647)	F5D7 (62935)	.005	F485 (64133)	073
SCM_ACTIVE	FC8A (64650)	F9C8 (63947)	100	F485 (64133)	073
SOFT_INIT	FC8D (64653)	F932 (63778)	041	F9F4 (63988)	051
SOFT_RES_DEV	FC90 (64656)	F932 (63778)	041	F9F4 (63988)	051
SOFT_RES_KBD	FC93 (64659)	F451 (64081)	004	F4FO (64240)	004
SOFT_RES_PR	FC96 (64662)	F455 (64085)	004	F4F4 (64244)	004
SOFT_RES_TAPE	FC99 (64665)	F459 (64089)	006	F4F4 (64244)	004
START_PR_BUF	FC9C (64668)	F580 (62848)	056	F6A8 (63147)	047
START_PR_CH	FC9F (64671)	F56D (62829)	015	F6A8 (63144)	003
START_RD_1_BLOCK	FCA2 (64674)	F4C6 (64198)	028	F848 (64328)	075
START_RD_CH_DEV	FCA5 (64677)	F8B6 (63390)	031	F8AB (64427)	020
START_RD_KBD	FCA8 (64680)	F4D0 (62672)	016	F82A (63018)	016
START_WR_1_BLOCK	FCAB (64683)	F4FF (64255)	028	F846 (64361)	002
START_WR_CH_DEV	FCAE (64686)	F8C2 (64450)	031	F8DC (64476)	035
SYNC	FCB1 (64689)	F970 (63958)	091	F442 (64066)	067
WR_1_BLOCK	FCB4 (64692)	F8B2 (64178)	020	F82F (64303)	002
WR_CH_DEV	FCB7 (64695)	F875 (64473)	017	F898 (64411)	016
WRITE_INIT	FCBA (64698)	E8EA (61162)	033	F33A (62010)	032
WRITE_TAPE_DIR	FCBD (64701)	F323 (62243)	287	F4BD (62605)	268
WRITE_FILE	FCCE (64704)	EA00 (65904)	260	E8E9A (61082)	138
WRITE_FILE	FCCE (64707)	EB04 (60164)	104	E824 (61220)	045
WRITE_FILE	FCCE (64710)	EB6C (60268)	171	E8E7 (61287)	005

The following is a list of the jump table and the pointers (actual execute address) for the EOS routines and their length in bytes. The routine execute areas are shown for both SmartBASIC Version 1.0 and Version 2.0. This list is sorted in the following order: JUMP TABLE Page 2 of 2

ROUTINE NAME	JUMP TABLE	EXEC ADDR.	LEN	EXEC ADDR.	LEN
ROUTINE NAME	JUMP TABLE	EXEC ADDR.	LEN	EXEC ADDR.	LEN
WRITE_FILE	FCCE (64707)	EB04 (60164)	104	E824 (61220)	045
WRITE_FILE	FCCE (64710)	EB6C (60268)	171	E8E7 (61287)	005
WRITE_INIT	FCBA (64698)	E8EA (61162)	033	F33A (62010)	032
WRITE_TAPE_DIR	FCBD (64701)	F323 (62243)	287	F4BD (62605)	268
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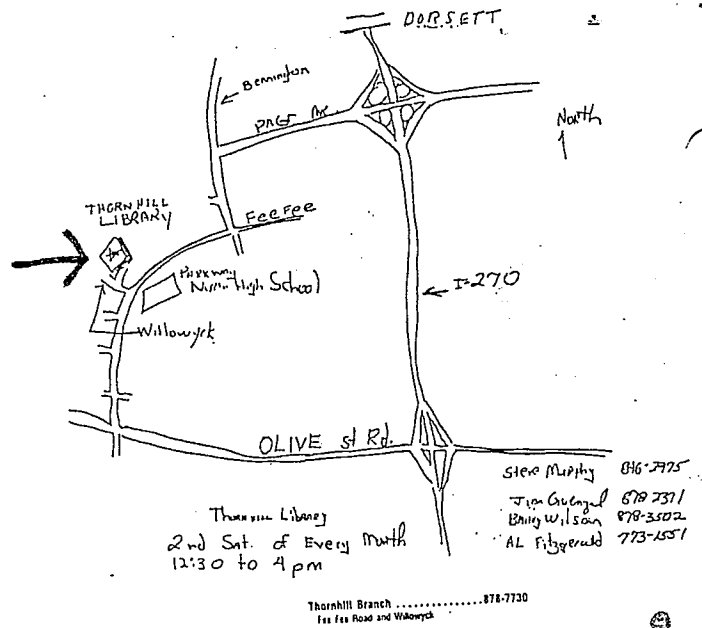
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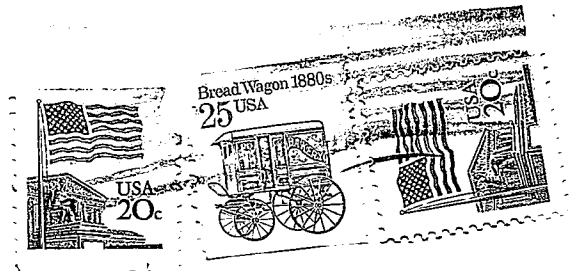
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