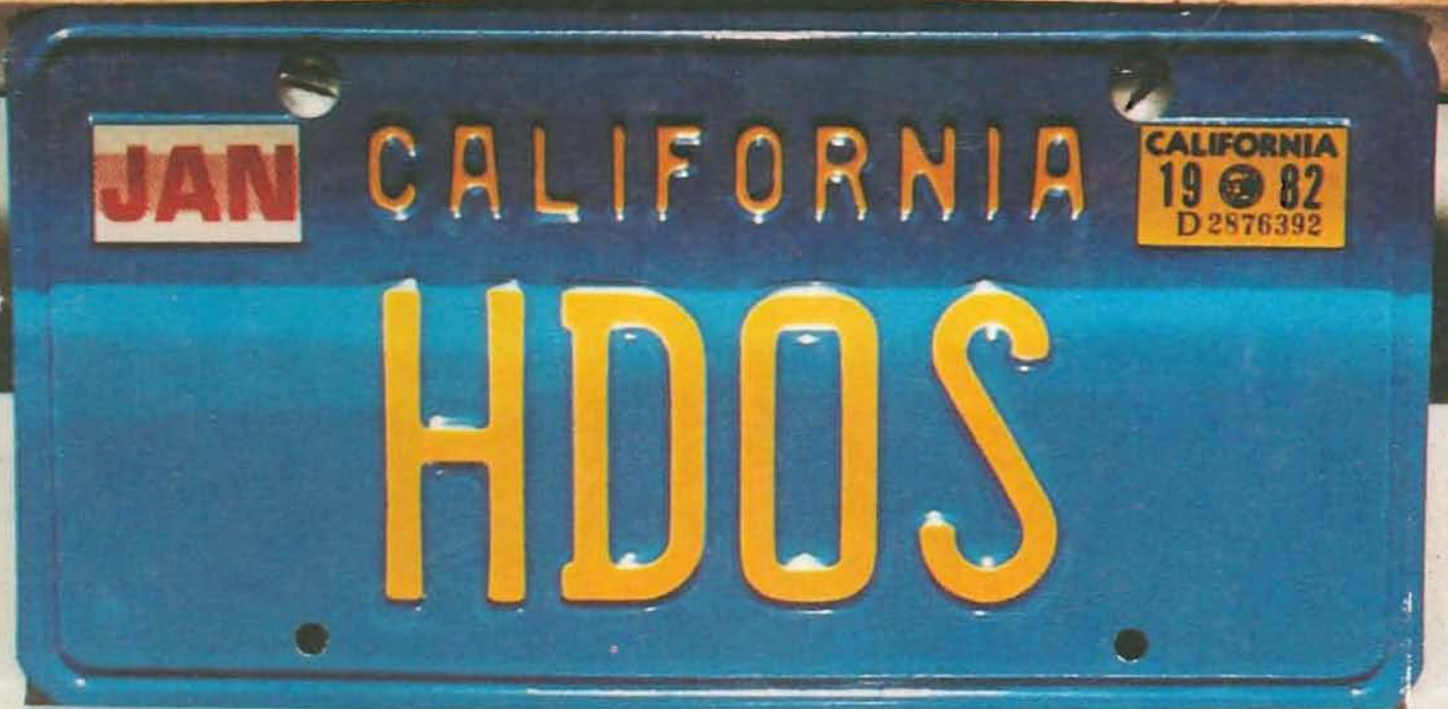




REMmark

Issue 24 • January 1982

Official magazine for users of Heath computer equipment.



on the cover

HDOS '82 "mounted on a Chevy Citation.

Photo by: Jerry Zuckerman.

on the stack

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HUG '82	3
REMark Index	4
1.0000 Hardware	5
2.0000 Software	7
3.0000 Programs	10
4.0000 Related Products	12
5.0000 Miscellaneous	13
HUG Products for '81	13
Games	13
Color Graphics	16
HDOS Utilities	17
CP/M Utilities	19
Business and Education	21
Amateur Radio	22
Languages HDOS-CP/M	22
DBMS	22
H-11 (MODEM)	23
REMark Volume I	23
HUG Product List	23
New HUG Software	24
Notes and Comments	25
Additional REMark Materials	27
Other Valuable Publications	28

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REMark

HUG '82

This issue of REMark is indeed a landmark for the Heath Users' Group. Over the last 12 months, your HUG team has produced 10 magazines with a true variety of goodies for the membership. We have received some of the best software in HUG's brief history. With this issue of REMark, thanks to the outstanding effort of Larry Lankston, we have now a complete cross-reference to ALL articles presented in issues 1 to 23. Additionally, REMark Volume I, containing issues 1 to 13, is hot off the press with REMark Volume II, containing issues 14 to 23, to follow shortly. The cross-reference along with Volumes I and II will provide the new member a method to catch up with the rest of the fellow users and, for those of you that have been with HUG, a method to look up those articles that escape our memories as time goes on.

Also contained in this issue, you will find a complete review of the new software that many of your fellow users have submitted during the past year. Each new product is described here as it was when first introduced in 1981. It is the feeling of each of us here at the National HUG, that this software collection is some of the best that HUG has had to offer in the form of games, utilities, business and education. We hope this trend for well developed software will continue as each of you become more familiar with your computers. Our thanks goes out to those individuals who have contributed to the growth of the Heath Users' Group during the past year.

What should the HUG member expect for 1982? HUG is now preparing a new (and sorely needed) SOFTWARE CATALOG with more complete abstracts for programs in the HUG Library. We are currently reviewing our software offering to remove or rewrite those programs that are either of little value or have become obsolete with changes in the software required to support them. Therefore, the software you will receive in the future will be typical of software being developed and used daily by fellow members.

TWELVE ISSUES OF REMark is another goal of HUG. During 1981, we delivered 10 issues and we now want to provide the current membership and future members with an entire year of REMark. To accomplish this goal, and to further support the Local HUGs all over the

country, we intend to publish a complete listing of all HUGs to ensure the best possible support for the individual user. We are now in the process of compiling current club information and would hope that each of your club officers would respond to this request. Also, HUG will need more of the valuable information that you as users of Heath/Zenith computers have supplied over the past year. With the input from the Local HUGs and with additional articles supplied for fellow users, we can work together to make REMark more useful than ever before. Remember, an article does not have to be complex to be worthy of print. Many of our friends are just beginning to explore the power of the personal computer.

MORE SOFTWARE to use with the Heath/Zenith computer is another goal of HUG. To accomplish this particular goal, HUG will be looking to add more full-time staff members to do nothing but look at and review the software that you wish to contribute for the membership. HUG will then select those programs which will help other users to better understand or use the computer for specific purposes. All of us have been very fortunate to have available to us the type, quantity, and quality software submitted in the past. By expanding the HUG staff, we hope to offer even more software in the future.

Obviously, we have been looking into even better ways to improve the offerings of the Heath Users' Group to the membership. As we proceed into this new year, we will be making various announcements of special programs that will be available to the members as details are worked out. Your HUG team is working very hard to ensure that the membership is well supported and extends an invitation for each of you to give us a call if you should have questions that we can possibly help you with. It is our goal to give the best possible support we can during 1982.

Friends and fellow HUG members, 1982, looks very promising for new developments in Heath/Zenith software and hardware, support articles and user software, as well as a continued growth of HUG. HUG hopes that each of you will help us as we look forward to the expansion of the Heath/Zenith computer product line. Your HUG team, as always, wishes you a HAPPY NEW YEAR!

BE:

REMark Index

1.0000	Articles Related to Hardware
1.1000	H8, H88, H89
1.2000	H11
1.3000	H9, H19
1.4000	H14, H24, H44
1.5000	H17, H27, H47, H77
1.6000	ET-3400
1.7000	Other Peripherals
2.0000	Articles Related to Software
2.1000	Cassette
2.2000	Disk
2.3000	B.H. Basic
2.4000	MBasic
2.5000	Modem
2.6000	ET-3400
2.7000	CP/M
3.0000	Programs
3.1000	B.H. Basic
3.4000	MBasic
3.6000	Machine Language
3.8000	Other
4.0000	Heath Related Products
5.0000	Miscellaneous

INDEX NO.	ARTICLE NAME	IS	YR	PG
1.000 Hardware				
1.0010	Comments on the Intel 8086/8088	08	79	15
1.0020	Morse8 ... A Source for the 14538 Chip	09	80	36
1.0030	A Printed Circuit Board for the CW Program	10	80	19
1.0040	Static Build-Up - What to do	17	81	15
1.1000	H8, H88, H89			
1.1010	'Byte Size'- NOTE: H8 Wires Pinched BTN Boards	02	78	26
1.1020	'Byte Size' - NOTE: H8 Intermittent DUMP	02	78	26
1.1030	'Edit' - NOTE: H8-2 Applications	03	78	24
1.1040	'Edit' - NOTE: Interfacing TI Silent 700 to H8-2	03	78	24
1.1050	'Edit' - NOTE: Interfacing Selecterm to H8	03	78	25
1.1051	CORRECTION: Interfacing the Selecterm	04	78	26
1.1060	'Edit' - NOTE: H8-5 Improve Noise Immunity	03	78	25
1.1070	'Edit' - NOTE: Interface SWTP CT-4 to H8-5	03	78	25
1.1080	H8 Front-Panel Timing Effects	05	79	07
1.1090	Cassette Interface Becomes "AT:"	05	79	18
1.1100	H8-2&4/5 - Or How to Use Your H8 & H9 via H8-2	05	79	21
1.1110	H8 Crash Arrestor	05	79	30
1.1120	'Buggin Hug' - A Note on Using the H8-2	06	79	14
1.1130	'Edit' - H8 Regulator Sockets (Fix Glitches)	06	79	15
1.1140	'Edit' - True RS-232 For The H8-5 (Other Notes)	06	79	15
1.1150	'Edit' - Expanding Your H8	07	79	14
1.1160	H8 Expansion	08	79	09
1.1170	H8 Shoehorn-Automatic Hardware boot-up	08	79	12
1.1180	IP-125/225 Integral Data Printer....Data	08	79	22
1.1190	Use the ATH85.DVD Device Driver w/ H8-2 Card	08	79	23
1.1200	Connecting Multiple RS-232 Devices in Parallel	09	80	17
1.1210	Hints to Fix Some H8 Glitches	09	80	21
1.1220	Parallel I/O for the H89	10	80	25
1.1230	Using the H8-2 with an ESCON Micro/Selectric	11	80	18
1.1231	H8-2 Interface Correction	12	80	11
1.1240	Connect a Spinwriter to the H89	11	80	31
1.1250	Dynamic RAMs and the Z80 Adapter	14	81	18
1.1260	A TVI Filter for the H89	14	81	30
1.1270	H8 to H11 Interface	17	81	31
1.1280	New Monitors for the H89	19	81	23
1.1290	Adapting the MORSE-8 CW Program for the H89	22	81	18
1.1300	Let There be Sound!	23	81	18
1.2000	H11			
1.2010	'Byte Size' - NOTE: H11-5 Mod & H11-2 Mod	02	78	27
1.2011	'Buggin Hug' - CORRECTION: H11-5 Mod	03	78	27
1.2020	'Buggin Hug' - NOTE: Problem with H11 Serial I/O	03	78	27
1.2030	HT11/H27 Test Drive	05	79	03
1.2040	Mod. H11-5 Serial I/O for 19.2K Baud Operation	07	79	16
1.2050	H11-5/TI 810 Modification	08	79	20
1.2060	Programmable Baud Rate for the H11-5	08	79	21
1.2070	A Cure for a 'Fast H11 Clock'	09	80	19
1.2071	H11 Owners - Too Much Time?	14	81	22
1.2080	Interfacing Various Printers with the H11A	11	80	17
1.2090	Problems with 19,200 Baud and the HT-11/H19	12	80	28
1.2100	Attention H11 Owners (Hard Disk Group Purchase)	16	81	11
1.2110	Using the LSI-11/23 in the H11	17	81	07
1.2120	H8 to H11 Interface	17	81	31
1.3000	H9, H19			
1.3010	H9 Lower to UPPER Case Modification	02	78	18
1.3011	CORRECTION: H9 Mod	04	78	26
1.3015	'Bits & Nibbles' - NOTE: Another UPPER/lower Mod	03	78	31
1.3020	'Byte Size' - NOTE: H9 "Off Line" Ineffective	02	78	26
1.3030	'Byte Size' - NOTE: H9 Cursor Skips Intermittently	02	78	27
1.3040	Making A New Case For Your H9 (UPPER/lower)	03	78	04
1.3050	'Bits & Nibbles' - REFERENCE: H9 Mod to 24 Lines	03	78	31
1.3060	RTTY Interface for the H8	04	78	28
1.3070	'Edit' - Add PAGE-ERASE to the H9	04	78	27
1.3071	CORRECTION: Wrong Schematic!	05	79	15

INDEX NO.	ARTICLE NAME	IS	YR	PG
1.3072	FIX: For the H9 Screen Erase Mod	07	79	17
1.3080	'Edit' - H9 T.V. Interface	06	79	16
1.3090	Ring-A-Ding-Ding (Change the Tone of the H9 Beep)	06	79	29
1.3100	H19 Sneak Preview	06	79	31
1.3110	H9 Keybounce 'Fix'	08	79	23
1.3120	Set H9 for 110, 600 and 9600 Baud	09	80	27
1.3130	Lightning Flashes on the H19 & H89	10	80	29
1.3140	Pf Glare Screen for the H19, H89	11	80	22
1.3150	Video Layout Pads for the H19, H88, H89	11	80	23
1.3160	H19/H89 Screen Control - Graphics	14	81	24
1.3170	RS-232 to 20 mA Current Loop Converter - H19/89	16	81	25
1.3180	Force Lower Case to Upper Case on H9 Screen	19	81	24
1.4000	H14, H24, H44			
1.4010	H14 Heat Problem...What Heat Problem???	06	79	29
1.4020	Using A H14 With A H8-5 Is OK.	07	79	15
1.4030	NOTE: Modify the H14 to Improve Ribbon Life	07	79	15
1.4040	H14 \$150 Sooner	08	79	10
1.4050	H14 Mailing Label Info-Translucent Edges	08	79	15
1.4060	H14 & H8-4 Interrupt with Cassette Software	08	79	23
1.4070	Use the H14 with the TRS-80	09	80	20
1.4080	Paper Sense Hole on the H14	10	80	29
1.4090	Loose Top Cover on the H14	10	80	29
1.4100	Correction for Light Print w/ H14 on 96 CPL	11	80	18
1.4110	A Source of H14 Ribbons	11	80	22
1.4120	H14 Modification to the Front Panel Switches	15	81	26
1.4130	H14 Ribbon Darkening with WD-40	17	81	15
1.4140	Correction to the LA-34 Users Guide	17	81	29
1.4150	Using the EPSON MX-80 with the H-89	18	81	03
1.4151	Hug Bug - Epson MX-80 Printer	19	81	32
1.4160	Basic Printer Information for the Hobbyist	19	81	09
1.4170	Modification to Centronics FBE.DVD	21	81	30
1.4180	MX80 Interfacing	22	81	25
1.4190	MX80.DVD Coming???	22	81	25
1.4200	The All New H25/Z25 Line Printer	22	81	27
1.5000	H17, H27, H47			
1.5010	Heath Floppy Disc Systems	01	78	14
1.5020	More About the H17 Minifloppy Disk System	02	78	20
1.5030	Double-Sided Disk Mod ::: (Beware!)	04	78	27
1.5035	'Edit' - Reversing Media on Single Head Drives	05	79	17
1.5040	Copying Disc Files From H17 to H27	06	79	08
1.5050	'Buggin Hug' - Comments on the H11/H27 System	08	79	13
1.5060	Installing a Three Drive Disk System on an H89	11	80	22
1.5070	The Magic Egg - The Care and Feeding of Your Disks	13	80	09
1.5072	Egg Nog (Disk Care)	19	81	25
1.5080	Disk Care - Or Else ... The Magic Egg Continued	14	81	14
1.5090	Low Humidity & Floppy Discs may equal Trouble	17	81	14
1.5100	Clean the H17 Drive Head Mechanism	17	81	14
1.5110	H-77 & H-89 Booting Problems	17	81	29
1.5120	A Caution from Q.A. ref: Head Cleaning	18	81	29
1.5130	Using Double Sided Drives on the H17	18	81	30
1.5140	Using an Extended Capacity Drive as SY0:	20	81	28
1.5150	The "Sector Zapper"	23	81	28
1.5160	Disk Options for the H89/Z89	23	81	30
1.6000	ET-3400			
1.6010	ETA-3400 Microprocessor Trainer	05	79	09
1.6020	ETA-3400 Memory Mod.	08	79	17
1.6030	Home Control with the ET-3400	13	80	04
1.6040	ET-3400 Intra-Connecting Cable	19	81	24
1.6050	Interface your ET/ETA-3400 to the SS-50 Bus	21	81	18
1.7000	Other Peripherals			
1.7010	'The Mail Box' - NOTE: Modify ECP-3801 Recorder	02	78	24
1.7015	'Edit' - Pause Switch Mod for ECP-3801	05	79	17

INDEX NO.	ARTICLE NAME	IS	YR	PG
1.7020	H10 Modification	05	79	19
1.7030	A/D Converter	07	79	16
1.7040	Build Your Own EPROM Programmer	12	80	20
1.7041	CORRECTION: EPROM Programmer	14	81	27
1.7050	Build an EPROM Programmer	13	80	10

2.000 Software

2.0010	An ASCII/Baudot Driver for the H8 System	02	78	04
2.0020	H11 ASCII Printout Test	02	78	11
2.0030	CORRECTION: Software Reference Manual	04	78	26
2.0040	H-27/HT11 Test Drive Demo	05	79	10
2.0050	CONFIG.SAV - ...'Take My Pulse, Doc.'	05	79	29
2.0051	CORRECTION to CONFIG.SAV	10	80	26
2.0060	Programming Course Coming...Finally! :JB:	06	79	10
2.0070	'Buggin Hug' - A Note About FOCAL & the H11	06	79	14
2.0080	Organization! Confusion with a Structured Def.	07	79	03
2.0081	Organization! Confusion with a Structured Def.	08	79	04
2.0090	What! FTS Again?!	07	79	09
2.0100	'Buggin Hug' - Changes to use the IP-125 Printer	07	79	17
2.0110	Use Your Computer for Letter Writing	08	79	14
2.0120	Permutations For The H8	08	79	25
2.0130	Basic....I Built My Own.	09	80	04
2.0140	Notes on HDOS Ver 1.5 and MBasic	09	80	27
2.0150	Improvements to FOCAL-8	10	80	15
2.0160	RTTY89 Available from COMMSOFT	10	80	19
2.0170	Use the Special Function Keys on the H19 & H89	10	80	29
2.0180	Getting Started with a Text Editor	11	80	04
2.0190	A Word About Softstuff	11	80	03
2.0200	HT-11 Accounting System	11	80	23
2.0210	MBasic Output Flexibility w/ Heath-Configured CP/M	11	80	08
2.0220	Fortran Corner	12	80	14
2.0230	Tiny Basic Tricks - Long Division	12	80	15
2.0240	Tiny Basic Tricks - Square Root	13	80	14
2.0250	H88 Software from HUG	13	80	15
2.0260	Diablo Remote Control	13	80	18
2.0270	Fortran Corner	13	80	23
2.0280	Comments on Using the H19 w/ H11A & H27	13	80	29
2.0290	Comments on Using the MORSE8 CW Program w/ H19	13	80	29
2.0300	Changing the H19 Print Format w/ Software	13	80	30
2.0310	Some Thoughts on Writing Game Programs	15	81	19
2.0320	Sorting and Merging Sequential File Data	15	81	23
2.0330	What's a FOCAL?	16	81	20
2.0340	Doc Campbell-Assembly Language Programming Guide	17	81	06
2.0350	Hints for Using 'MOUNTALL', 'PROLOGUE', & 'RESET'	17	81	15
2.0360	Comments on the PASCAL Language	17	81	21
2.0370	Hug Bug in Sorter Program P/N 885-1044	18	81	03
2.0380	Number Base Conversion in FORTH	18	81	19
2.0390	Comments on the FORTH Language	18	81	27
2.0400	HDOS Scalls - The Straight Scoop	19	81	27
2.0410	Making Neighbors out of HDOS and CP/M	21	81	05
2.0420	Pascal Corner - Part I	22	81	15
2.0430	Pascal Corner Part II	23	81	24
2.0500	DBMS's in HDOS	23	81	03
2.1000	Cassette			
2.1010	Configured vs. Distribution Tapes	01	78	14
2.1020	Using the H8 Console Driver	02	78	16
2.1030	TED-8 + HASL-8 = No Hassle	04	78	18
2.1040	The Basic Idea	05	79	06
2.1041	Adjustments to the Program Directory for the H19	08	79	16
2.1050	The 'Intelligent' Disassembler	05	79	11
2.1060	Curing Single-Drive HASL's	05	79	28
2.1065	Single Drive HASL8 for #04.05.00	09	80	11
2.1070	Error in 'Biorythm' Software Tape - 40.00.00	05	79	31
2.1080	Software Control for 5 Level Printers	07	79	30
2.1090	'Buggin Hug' - Make Space War Run on 10.05.00	06	79	14
2.1100	The HDOS Type Ahead Buffer	07	79	11

INDEX NO.	ARTICLE NAME	IS	YR	PG
2.1110	Use END Statement-Prevent 'Sequence Error' Msg	08	79	23
2.1120	HASL-8 Patch-Corrects Page Numbers When Using H14	08	79	24
2.1130	KISS - Set Up Information in a Mailing List Prog.	09	80	28
2.1131	CORRECTION: KISS Article	13	80	17
2.1140	KISS - Add Changes to the Mailing List Program	10	80	28
2.1150	KISS - Mailing List w/ Put, Get, FLoad, Fdump	11	80	10
2.1160	Use OLDLOAD to Load 10.01 Programs on 10.02 Basic	11	80	18
2.1170	A KISS for Assembly Language Programming	18	81	04
2.1180	Menu Driven Demo Program (REMark #19)	22	81	25
2.2000	Disk			
2.2010	HDOS Primer	03	78	18
2.2020	Space Wars Patch for Disk System	04	78	08
2.2021	CORRECTION: Space Wars Patch	05	79	15
2.2030	Welcome to Adventure!	04	78	08
2.2031	Artificial Intelligence - How to Order Adventure	04	78	32
2.2040	'Bits & Nibbles' - HDOS Programmers Guide	04	78	23
2.2050	'Bits & Nibbles' - HDOS Device Drivers	04	78	23
2.2060	'More IDEAS' - HDOS Demo; OPEN & CLOSE Commands	04	78	24
2.2070	102 -- Fatal System Error	05	79	23
2.2080	Table of Memory Locations for Ver 1.5 of HDOS	08	79	17
2.2090	H8-17 Disc Basic vs. HT11 Disc Basic Syntax	06	79	09
2.2100	ED.HUG (A Sample Run Through This Editor)	06	79	33
2.2110	The Secret HDOS	07	79	12
2.2111	The Author of 'The Secret HDOS'	12	80	24
2.2120	Diskette File Patch (PATCH)	07	79	13
2.2130	Update Available for HDOS 1.6 Device Drivers	11	80	15
2.2140	BP.DVD With The H8-5 Card	08	79	24
2.2150	Software Review of a Character Editor #885-1034	09	80	09
2.2160	HUG Text Editor ... a la Cincinnati	09	80	26
2.2170	INIT and SYSGEN ... 'how to'	10	80	20
2.2180	Beat the 'No Free Space on Media' Message in Edit	08	79	23
2.2190	How Does HDOS Access Disk Drives? - P/N 597-1973	11	80	18
2.2200	HDOS Console I/O Routines	11	80	16
2.2210	Changes for HDOS Boot-Up	11	80	24
2.2220	Type-Ahead Buffer for HDOS 1.6	11	80	27
2.2221	CORRECTION: Type-Ahead Buffer for HDOS 1.6	14	81	21
2.2230	The New HDOS - Ver 2.0	12	80	03
2.2240	'Turnkey' Operations with HDOS Version 1.6	12	80	04
2.2250	Set HDOS Stand-Alone	12	80	13
2.2260	Cut Down Drive Run Time	12	80	13
2.2270	How to Lock a Device Driver in Memory	11	80	21
2.2280	A Proposed Graphics Command Set for Hi-Level Lang.	12	80	09
2.2290	Another Pointer to the Type-Ahead Buffer - Ver 1.6	13	80	24
2.2300	SYSMOD - A Modification for HDOS 1.6	14	81	29
2.2310	A KISS for Assembly Programming	15	81	04
2.2320	PAGED: A Text Editor Anyone Can Use	15	81	07
2.2330	H8COMM/H89COMM Modification - HDOS 1.6	15	81	15
2.2340	Hug Bug - Problem with PIP:, PRN:, LPT:, LST:	15	81	22
2.2350	A KISS for Assembly Programming	16	81	03
2.2360	Safe Disk Reset	16	81	10
2.2370	Adventure using HDOS 2.0 and a Single Drive	16	81	16
2.2380	Extended Configuration Mod for HDOS 1.6	18	81	09
2.2390	Patch RTTY Program P/N 885-1023 & use with H-89	18	81	14
2.2400	Listings Available for HDOS 2.0	18	81	15
2.2410	The Versatile LPH24.DVD	18	81	20
2.2420	Disk Catalogs from Basic or Tiny Pascal	18	81	25
2.2430	Recovering a Deleted File	19	81	05
2.2431	Modification - Recover a Deleted File	21	81	30
2.2440	RDT in Review (Relocating Debugging Tool)	19	81	11
2.2450	Loosing Weight with HDOS 2.0	19	81	12
2.2451	Correction to "Losing Weight"	21	81	04
2.2460	Using the HDOS Type-Ahead Buffer in Basic	19	81	18
2.2470	The HDOS Device Driver Programmer's Guide	20	81	07
2.2480	A Tiny SY.DVD	23	81	23
2.3000	B.H. Basic			

INDEX NO.	ARTICLE NAME	IS	YR	PG
2.3010	Installing EX. B.H.Basic Patches	01	78	16
2.3020	'Byte Size' - NOTE: EX.B.H.Basic 10.02.00	01	78	17
2.3030	'Byte Size' - NOTE: TED-8	01	78	18
2.3040	'The Mail Box' - NOTE: Q&A on Heath Languages	01	78	19
2.3050	'The Mail Box' - NOTE: IF....THEN Statements	02	78	24
2.3060	Machine Language and Basic	04	78	03
2.3070	'The Mail Box' - NOTE: Display H8 FPLED'S	04	78	03
2.3080	Put and Get	03	78	17
2.3090	'Buggin Hug' - NOTE: Basic Programming Hints	03	78	27
2.3100	The Basic Idea	04	78	14
2.3101	CORRECTION: Factorial Function (Issue 04 Pg 15)	05	79	15
2.3102	CORRECTION: Money Formatter (Issue 04 Pg 16)	05	79	15
2.3103	'The Basic Idea' - More on the Money Formatter	07	79	24
2.3110	Hll Basic Patches	04	78	24
2.3120	Return the 'DATE' in HDOS Basic	04	78	22
2.3130	'More IDEAS' - Base-B to Decimal Conversion	04	78	24
2.3140	Basic Ideas	06	79	17
2.3150	HDOS Basic Time Saver - Use CNTRL 4,1	06	79	29
2.3160	String Manipulation on H8 Using the Console Driver	08	79	08
2.3170	Hints on Using Graphics in Basic ... H19 and H89	09	80	09
2.3180	Patch Hll Basic to accept Lower Case Characters	09	80	20
2.3190	Use LIST #1 to Print a Hardcopy	09	80	21
2.3200	Problem with Hll Basic - If...End #n Statement	09	80	22
2.3210	Hints on Using HDOS Basic	10	80	24
2.3220	Arguments for Using a 'Menu' Operating System	10	80	24
2.3230	Large Files Handling and the HT11	10	80	27
2.3240	Biorhythm Correction #40.00.00	12	80	11
2.3250	Screen Formatting in Basic	12	80	22
2.3260	A KISS for Assembly Programming	17	81	04
2.3270	Screen Formatting on the Hll	18	81	07
2.3280	Patch XBasic for lower case on the H-11/H-19	18	81	14
2.3290	Evaluation of Logical TRUE in various Basics	19	81	24
2.3300	Single Character Replys (no CR)	22	81	26
2.3310	B.H. Basic vs MBasic	23	81	20
2.4000	MBasic			
2.4010	Return the 'DATE' in HDOS MBasic	16	81	26
2.4020	Tidbits on MBasic	06	79	13
2.4030	Getting Started With MBasic & HDOS - Random Files	10	80	04
2.4031	Changes to the Random File Article	11	80	14
2.4040	Addendum to the MBasic Software Reference Manual	11	80	28
2.4050	Maintain a Library in MBasic	12	80	10
2.4060	Using AT: in MBasic	12	80	12
2.4070	MBasic to Machine Code Link	12	80	30
2.4080	A Text Pre-Processor for RUNOFF - MBasic	12	80	29
2.4090	DBMS - How to Use Data Files In MBasic	14	81	10
2.4100	Manipulation of String Data with MBasic	16	81	13
2.4110	Hints on using HDOS MBasic	16	81	26
2.4120	MBasic Poke ... a No-No?	18	81	10
2.4130	Tips on Converting HDOS MBasic to CP/M MBasic	18	81	14
2.4140	Real-time Functions under HDOS MBasic	18	81	24
2.4150	Evaluation of Logical TRUE in various Basics	19	81	24
2.4160	A Review of Small Business Package III	20	81	23
2.4170	MBasic to Machine Code Link Revisited	21	81	08
2.4180	VARPTR in MBasic	21	81	23
2.4190	MBasic Hint	21	81	30
2.4200	Corrections to 885-1091 Grading and Scorekeeping	22	81	23
2.4210	SBPIII on 8-inch Drives	22	81	23
2.4220	B.H. Basic vs MBasic	23	81	20
2.5000	MODEM			
2.5010	Modem - A Few Telephone Numbers of Bulletin Boards	06	79	29
2.5020	A Sample Run Through A Bulletin Board via Modem	06	79	30
2.5030	The Ins and Outs of Modems	10	80	16
2.5040	Time Sharing Systems	10	80	27
2.5050	ATTN: MicroNET Users	10	80	31

INDEX NO.	ARTICLE NAME	IS	YR	PG
2.5060	MicronET and other Softstuff	11	80	03
2.5070	Interested in Two H8's Running/Talking Together?	11	80	21
2.5080	Revision to HUG's Modem Communication System	11	80	26
2.5090	MicronET Sample Run	13	80	19
2.5100	MicronET SYSOP	14	81	22
2.5110	HUGBB Via MicroNET	15	81	29
2.5120	Note to all HUGBB Users - Changes to the HUGBB	15	81	31
2.5130	HUGBB on MicroNET	16	81	27
2.5140	A Re-Visit with the Source	17	81	03
2.5150	HUGBB Via MicroNET	17	81	12
2.5160	HUGBB Via MicroNet	18	81	22
2.5170	HUGBB Via "Source"?	18	81	23
2.5180	An H-8 Now Running a Bulletin Board	18	81	32
2.5190	HUGBB Via MicroNet	19	81	20
2.5200	Local Hug News (RBBS Fone Numbers & Times)	19	81	25
2.5210	HUGBB Stuff	20	81	29
2.5220	HUGBB Helps and Hints	21	81	28
2.5230	BB's via MNet	22	81	26
2.5240	The SOURCE - Directadd and Disearch	22	81	28
2.6000	ET-3400			
2.6010	RTTY and the ET-3400	04	78	10
2.6020	Morse Code Instruction - Using the ET-3400	06	79	26
2.6030	ET-3400 and Tiny Basic	07	79	13
2.6040	ET-3400 Morse Code Reader	09	80	30
2.6050	MCS Modification - Use with HP2000	10	80	19
2.6060	ET-3400 Checkbook Validation	11	80	21
2.6061	CORRECTION: ET-3400 Checkbook Validation	14	81	30
2.6070	A Random Number Generator for the ET3400	12	80	26
2.6080	Store ET-3400 & ETA-3400 Programs @ 2400 Baud	12	80	26
2.6090	Home Control with the ET-3400	13	80	08
2.6100	ET-3400 Morse Code Transmitter	14	81	04
2.6101	Corrections to Morse Code Transmitter	17	81	15
2.6110	Tiny Basic Tricks	15	81	24
2.6120	Making Waves in Tiny Basic	15	81	32
2.6130	More on Home Control with the ET3400	16	81	18
2.6140	Hex-Decimal Conversion (Tiny Basic Tricks)	17	81	28
2.6150	Increase USR Space in the ETA-3400	19	81	24
2.6160	Russian Roulette for the ETA-3400	19	81	30
2.6170	Give a Voice to your ET-3400	22	81	24
2.7000	CP/M			
2.7010	CP/M For the H8 System	06	79	03
2.7020	'Buggin HUG' Comments on CP/M	07	79	17
2.7030	Magnolia Microsystems CP/M	10	80	29
2.7040	Using ED.COM w/ CP/M Ver 2.2	14	81	27
2.7050	CP/M ??	21	81	14
2.7060	Continuing in CP/M	22	81	11
3.000 Programs				
3.0010	'New Applications Software' - GAME SET #1	01	78	27
3.1000	B.H. Basic			
3.1010	A Numismatic Inventory	01	78	21
3.1020	MasterMind	01	78	23
3.1030	Mini-Nim	01	78	24
3.1040	Sorting Strings	01	78	26
3.1050	H8 Disassembler Program	02	78	28
3.1060	Name The State Capitals	03	78	08
3.1070	Reflex Test	03	78	11
3.1080	Mailing Label Program	03	78	11
3.1081	CORRECTION: Mailing Label Program	03	78	11
3.1090	Decimal to Octal Conversion - Basic Language	04	78	06
3.1100	Clock - Basic Language	04	78	08
3.1110	Demonstrate the 'CIN' Function - HDOS	04	78	30
3.1120	Checkbook Program (Demo for Article 'Basic Ideas')	06	79	19

INDEX NO.	ARTICLE NAME	IS	YR	PG
3.1130	Fast String Sorting with HT-11	06	79	23
3.1140	HT-11 Inventory Program	06	79	25
3.1150	CORRECTION: Calendar Program - Vol. II Cassette	07	79	10
3.1160	A Menu For Basic Programs	07	79	12
3.1170	Guess My Hex Number Game	07	79	21
3.1180	Format DUMPS From Disk to Printer w/o Forms Cntrl	07	79	22
3.1190	Renumber HT-11 Basic Programs	07	79	22
3.1200	Poke Commands into the HDOS Type Ahead Buffer	07	79	23
3.1210	Ultimate Name Inputter	07	79	26
3.1220	String Sort	08	79	07
3.1230	Conversion of a File From All UPPER Case to U/l	08	79	33
3.1240	Sample Use of 'Escape Codes' with H19 Graphics	09	80	10
3.1250	Read H11 Basic Data Files with XBasic	09	80	20
3.1260	Include this Text Editor in Basic File Handlers	09	80	24
3.1270	Million Dollar Check Writer	09	80	29
3.1280	A Menu Operating System	10	80	31
3.1290	Subroutine - Convert A\$ to Lower Case	11	80	19
3.1300	Subroutine - Single Key Answer w/o Carriage Return	11	80	19
3.1310	Separate/Rejoin REMark Statements in Basic Files	11	80	19
3.1320	Print Date & Page Nos. on Text Prints	11	80	20
3.1330	H89INIT.BAS - Easy Screen Cntrl for the H19, H89	12	80	22
3.1340	MSG25.BAS - Using the 25th Line on the H19, H89	12	80	23
3.1350	LP: Listings with the H11A	12	80	25
3.1360	Sunrise, Sunset	12	80	32
3.1361	Sunrise-Sunset Correction	15	81	28
3.1370	H11A File Management	13	80	11
3.1380	Simultaneous Equations - 20 Equations w/ 20 Unkns	13	80	12
3.1390	CHASE - An Animated Graphics Game	13	80	27
3.1400	QSE - Quick Simple Editor for HBasic	14	81	19
3.1410	The Piece of Paper	14	81	23
3.1420	Rocket	14	81	32
3.1430	MasterMind in Basic (HT-11)	15	81	10
3.1440	Decimal to Binary Conversion - Two Versions	15	81	27
3.1450	Making Waves in Tiny Basic	15	81	32
3.1460	Create, Change, Display and Print an Address File	16	81	06
3.1470	That Football in Tiny Basic	16	81	32
3.1480	Print Using for B.H. Basic	17	81	30
3.1490	Electronic Billboard	17	81	32
3.1500	Directory Listing while in Basic	18	81	25
3.1510	Menu-Driven Demo Program	19	81	07
3.4000	MBasic (MicroSoft)			
3.4010	MBasic Sort	09	80	31
3.4020	MBasic String Finder	09	80	34
3.4030	CONVER.BAS .. Convert HDOS Basic Progs. to MBasic	10	80	05
3.4040	File Catalogs in MBasic	12	80	19
3.4050	Manipulation of String Data with MBasic	16	81	13
3.4060	MBasic Demo using the Command Peek	18	81	13
3.4070	Numbers (A CAI Program)	20	81	03
3.4080	Corrections to SBPIII (P/N 885-1071)	20	81	24
3.4085	Modification to SBPIII	20	81	28
3.4090	USRDEF Functions in MBasic	20	81	25
3.4100	MBasic - Display Input Data in Reverse Video	20	81	25
3.4110	Co-Resident HDOS & CP/M	21	81	05
3.4120	MBasic Link to Machine Code	21	81	08
3.4130	Binary Search Routine for MBasic	21	81	12
3.4140	MBasic - Disable Ctrl-A and Ctrl-C	21	81	30
3.6000	Machine Language			
3.6010	Clock - Machine Language	04	78	05
3.6020	Sound the H8 "HORN" - Machine Language	04	78	06
3.6030	Type My Name 10 Times	04	78	21
3.6031	Type My Name Ten Times	12	80	17
3.6040	Decimal I/O With The H8 Mainframe	06	79	20
3.6050	Find File Name - Regardless of Which Drive its on	07	79	28
3.6060	HUGED-II Editor With Printer Routine	07	79	28

INDEX NO.	ARTICLE NAME	IS	YR	PG
3.6070	Modify Bootup.Sys - Load Basic Following Boot	07	79	25
3.6080	H17 Track Sector Access	07	79	27
3.6090	Format-Init H27 Diskettes to IBM 3740 Format	07	79	29
3.6100	The Eight Queens Problem	08	79	27
3.6110	Jumble - Scrambled Word Game	08	79	28
3.6120	LP.SYS That 'Knows' About Tabs, Pad Characters	08	79	30
3.6121	LP.SYS Correction	09	80	36
3.6130	Movchr	08	79	30
3.6140	Single Drive HASL8 for #04.05.00	09	80	12
3.6150	New DDDEF.ACM for HDOS Ver 1.5	09	80	13
3.6160	Prologue for MBasic	09	80	14
3.6170	HDOS Disk Label Changer	09	80	15
3.6180	Patch PATCH - HDOS Ver 1.6	14	81	15
3.6190	HT11 - Transfer Paper Tape Programs onto H27	09	80	23
3.6200	Add H14 to SFO 8.4 Cassette Program	09	80	25
3.6210	HDOS Disk Reset Program	09	80	19
3.6220	Mountall - Mount all Available Disk Drives	12	80	23
3.6221	Modifiy 'MOUNTALL' to run under HDOS 2.0	16	81	26
3.6230	Changes to PUTCAT & SYSCAT - Disk IV	12	80	26
3.6240	Hex Output for ASM	14	81	20
3.6250	Modifications to HDOS 1.6 - AutoBoot	14	81	25
3.6260	Using RDT to Make a Hex-Octal Assembler	15	81	12
3.6261	Non-Hug Bug (RDT and the DG-FP8)	16	81	24
3.6270	DUP Update - A Fix for P/N 885-1062	14	81	27
3.6280	Tic-Tac-Toe	15	81	24
3.6290	Safe Disk Reset	16	81	10
3.6300	Changes to HDOS 2.0 Boot-Up	16	81	15
3.6305	More Changes to HDOS 2.0 Bootup	21	81	11
3.6310	Super RAM Test for the H89	17	81	08
3.6320	Whither STAT?	17	81	18
3.6330	Make SUBMIT Independent of HDOS Version	13	80	26
3.6331	Correction to SUBMIT for HDOS 2.0 Operation	17	81	20
3.6332	SUBMIT Update	19	81	03
3.6340	REDUCE.ASM (System file size reducer)	19	81	13
3.6350	Column Indicators for Your Editor	19	81	22
3.6360	FLAG.ASM -- .CHFLG Scall Demonstration	19	81	28
3.6370	SETCAL.ASM - Routines in SET.ABS	20	81	12
3.6380	CK.DVD Super-Simple Super-Small Clock Driver	20	81	14
3.6390	CPMFMT -- CP/M Disk Formatter	21	81	06
3.6400	CP/M to CP/M Link Program	21	81	09
3.6410	Clock Watcher's Delight - Screen Resident Clock	22	81	04
3.6420	Let There be Sound!	23	81	18
3.6430	DS Patch for HDOS ASM 104.06.00	23	81	23
3.8000	Other			
3.8010	MasterMind in FORTRAN (HT-11)	15	81	08
3.8020	Electronic Checkbook - Program in FOCAL-8	16	81	22
3.8030	Test: Pascal	17	81	24
3.8040	Test: Focal	17	81	24
3.8050	Color Graphics in Tiny Pascal	17	81	24
3.8060	Number Base Conversion in FORTH	18	81	15
3.8070	Directory Listing while in PASCAL	18	81	26
3.8080	"Bounce" Color Graphic Program in FORTH	18	81	28
3.8090	Tiny Pascal Patch	19	81	19
3.8091	Tiny Pascal Patch (Duplicate)	21	81	11
3.8100	Pascal Demo Program - Text File to Printer	20	81	26
3.8101	Corrections to PrinText	22	81	31

4.000 Related Products

4.0010	Music Board for the H8	08	79	34
4.0020	32K Memory for the H8 on a Single Board	10	80	30
4.0021	Modification to Trionyx 64K Board	20	81	30
4.0030	Magnolia Microsystems CP/M	10	80	29
4.0040	Install STRETCH-8 to Expand the H8 Motherboard	11	80	23
4.0050	A Dynamic 64K RAM Card and other H8 Boards	11	80	23
4.0060	HT-11 Accounting System	11	80	23
4.0070	Sources of Heath-Compatible Hardware & Software	10	80	22

INDEX NO.	ARTICLE NAME	IS	YR	PG
4.0071	Reduce the Heat on the Tryonix 64K Dynamic RAM	12	80	27
4.0080	Voice for the H8	12	80	19
4.0090	Non-Heath Products for Heath Computers	14	81	28
4.0100	Non-Heath Products	15	81	28
4.0110	Heath Related Products	20	81	31
4.0120	Heath Related Products	21	81	27
4.0130	H8 & H89 Support	23	81	31
4.0140	H89 Monitor ROM	23	81	31

5.000 Miscellaneous

5.0010	HUG: What's in it for You?	01	78	04
5.0020	Introducing HUG: The Heath Users' Group	01	78	05
5.0030	The DEC Connection	01	78	06
5.0040	Need to Learn Programming?	01	78	07
5.0050	Most Frequently Asked H8 Questions	01	78	08
5.0060	A New Microcomputer Learning System (ET-3400)	01	78	11
5.0070	INVOLVMENT - The Key to Satisfaction	01	78	12
5.0080	New Product Introduction (Past Practices)	02	78	03
5.0090	The Computer Hobbyist - What's he like?	02	78	13
5.0100	Welcome to a New Decade	09	80	03
5.0110	They Called Me 'MR. BRAKE'	10	80	03
5.0120	REMark #2 is Due in 10 Days!	13	80	03
5.0130	Reformat.Hug	15	81	03
5.0140	RENEWAL.HUG	15	81	03
5.0150	\$10,000 First Prize (Contest Ends June 30,1981)	15	81	18
5.0160	Hug Bug - TERM and H8COPY P/N is 885-1207	16	81	31
5.0170	Local Hug News (RBBS Fone Numbers)	19	81	25
5.0180	Heath/Zenith on Foreign Shores	21	81	03
5.0190	A Little Help from our Friends	22	81	03

HUG Products for '81

Games

885-1088 MBASIC GAMES DISK \$20.00

The newest of HUG's games disks will include excitement for all! This disk, designed mainly to the "kid" in all of us, contains an excellent video graphics version of the ever popular LUNAR. This game requires that you land your lunar "module" at 3ft./sec. or suffer the consequences. On a successful landing, contact with Houston is established just before your "ship" is launched from the surface of the craterous moon.

Las Vegas style Blackjack is a game designed for two players. This game also features video graphics for dealing the cards. You have your choice of the amount of \$ you wish and the amount of the bet up to \$500.00 (table limit).

Two interesting games are included for the kids! However, both are fully documented to allow programmers to "play". Nit (Nelan Is Thirsty) and DTC (Deposit The Chair) are small adventure

type games written for MBASIC. The reference files included with these games allow construction of your own "Adventure"! Both games use video graphics to display a "Magic Map" that allows you to track your movement as you play.

Bowling is a display of the computers capability to keep score for a typical game of random "rolls" of the bowling ball. The game handles up to five players and uses video graphics to simulate the normal score sheet used by most bowling establishments. Guess is another random game where players are asked to choose a number between 1 and 100. The computer then tells the player if the number selected was higher or lower. Video graphics, averaging and totals are all components of this package.

ROBOT CHASE is an extensive graphics game which includes "electric fences", a teleportation device and lots of action. Skill levels are selected by the player from 1 to 9. As you become accomplished at "getting away" from the robots, the skill level automatically advances. Also,

if you fail, the skill will decrease for your next attempt.

This game package is fun for all, even the programmer! The games are designed for an H-8, with the H-17 and H-19, or the H-89 using MBASIC (48K RAM required).

885-1093 DND HDOS DISK \$20.00

DND.BAS is the HUG version of the popular game "DUNGEONS AND DRAGONS". The object of DND is to find the lord master of the 50 level Heathkit Dungeon by exploring it. You will begin your search on level 1 where there are taverns in which you may cash any gold you find for experience points. Accumulated experience points will allow you to become a higher level character.

During your quest you will encounter many obstacles and find objects that may at sometime help you in your search. The deeper you go into the dungeon the harder it will be to survive as a low level character. The lord of the dungeon will be found in a HEATHKIT VAULT. As the game progresses you will be given the combination. The lord may or may not be there -- other mysterious things may be in a vault -- so beware!

The minimum system requirement is a 56K machine, H19 or H89, HDOS Microsoft BASIC, and two drives. You will use ALL available memory so you will not be able to load any device drivers.

The instructions are very brief. There are many aspects of the game to explore. Be adventurous, be careful and have fun!!!

885-1096 MBASIC Action Games \$20.00

Take a scenic drive, destroy your opponent's tank, shoot the enemy planes down, surround your opponent, blast your way out or just doodle a while with this MENU driven HDOS MBASIC games disk.

The 885-1096 disk comes with its own PROLOGUE.SYS and a linking MENU.BAS to allow Turn-Key type operation. You will have to supply HDOS and MBASIC.ABS. You also need the H89 computer or H8 computer with the H-17 disk drive and H19 terminal.

The action with several of the games included on this disk is created by a real-time user-defined function. This user-defined function is explained on page 24 of Issue 18 of REMark.

The action games are Tanks, Planes, Surround and Scenic Drive.

Don't be fooled by the SCENIC DRIVE, as you will have to remain on one of the most crooked roads in AMERICA. This road is almost as bad as the world famous Lombard Street of San Francisco. Try negotiating this road at 55 miles per hour, many have tried but few have made it past the hair-pin curves.

The AIRPLANE game has enemy planes flying overhead and your mission is to shoot as many as possible with your gun and guided missile.

The TANK game is for two players and the object is to shoot the other's tank and to avoid the large mine field.

The BLAST game is also for two players. Each trying to blast his way out without being blown up by getting too close to one of the mines when they explode.

The SURROUND game is a really tough one in that the two opponents are trying to get the other into a corner causing their opponent to destroy him/herself.

The DOODLE program is just that, doodling. You can draw pictures on the terminal and then save them to disk. Retrieval is done in HDOS by typing the file to the terminal.

885-1103 SEA BATTLE Game for HDOS \$20.00
885-1211 SEA BATTLE Game for CP/M \$20.00

Move over, Space Invaders! Here comes SEA BATTLE, a fast action graphics game for HDOS or CP/M on an H89 or H8 with H19. Imagine that you are the captain of a single high speed destroyer with two guns, and you face an armada of a huge carrier with fighters, bombers, and escorting submarines. You maneuver your ship into position to fire. Watch out! Those fighters and bombers are attacking! Your ship can take a few fighter hits, but one bomb and your sunk! If you are sunk, your radioman has time to get off a quick SOS and the Admiral gives you another ship, but he only had 5 to start with, so be careful. Finally you manage to cripple a few of the fighters and bombers and score a hit on the carrier, but what's that on the horizon? A periscope! Quick! your only defense against submarines is evasion. And you have to score 14 more hits on the carrier to sink it. And if you do sink it, his radioman sends an SOS as the ship sinks into the waves, and soon another carrier, armed more powerfully than before is sending waves of fighters and bombers after your ship!

This game features scoring, bonus points, and records your name and score if you

score the highest. A freeze mode lets you answer the phone (or whatever) right in the middle of a game. SEA BATTLE was written by Victor A. Abell, author of Pinball and Reversi on HUG disk 885-1067, and requires a 32k system. The complete source code is included!

885-1111 HDOS MBASIC GRAPHIC GAMES \$20.00

All of the games on this disk require Microsoft BASIC and 48k of memory, except WORD, which requires 56k. For the H89 or H8/H19.

WORD -- This is a computer version of Parker Brother's "Probe" (TM) word search game. One to 3 people can play against each other and the computer. The computer has a library of 500 words to choose from. This game is educational as well as fun.

SECTOR -- In this game you try to defend up to 5 sectors of the galaxy against invading aliens. You try to shoot the aliens and avoid hitting the allies.

MASTRMND -- This is an excellent graphics version of the traditional "Mastermind" game, in which you try to guess a coded series of colors.

POKER -- This game simulates the coin operated poker machines found in some casinos.

WINNING -- This is the child's game of "paper scissors rock" in H19 Graphics.

ACEY -- "Red Dog" or Acey-Deucy in H19 Graphics.

CHECKERS -- If you like to play checkers, now you can do it with a computer.

ONECHECK -- A variation of checkers in which you try to jump as many pieces as possible.

885-1112 HDOS GRAPHIC GAMES \$20.00

This disk contains BASIC and machine code games. The BASIC games will run in either B H BASIC or MBASIC without modification. For the H89 or H8/H19.

KENO -- This game simulates Las Vegas style Keno using H19 graphics for the playing card and for drawing balls. It requires 48k if you use B H BASIC or 56k if you use MBASIC.

HORSES -- This is a horse race simulation game that several people can play together. It maintains a disk library

of several "horses" from which horses are picked for each race. Payoffs are based on the horses past records, which are recorded at the end of each playing session. The name of the highest winner is also recorded. Simple animation makes the game more interesting. Requires 32k with B H BASIC, or 48k with MBASIC.

SPY -- This is a game of industrial espionage. A rival company has stolen plans from your company, and it is your job to break in and retrieve them. H19 graphics are used to show floor plans, etc. Requires 48k (B H BASIC or MBASIC).

CRAPS -- The traditional dice game -- in graphics. Requires 32k.

FANTAN -- Fan-Tan is a card game for 4 players. In this version, the computer plays 3 of the hands and you play the 4th. Can you beat 3 computer players? Requires 32k for B H BASIC, or 48k for MBASIC.

ACKACK -- This is a machine language action game in which you try to shoot down "airplanes" before they shoot you. Requires 32k, and the source is included.

BRKOUT -- Here is another variation of the "Breakout" TV game. You are scored by the number of "bricks" you knock out. No source is available for this program, which requires 32k.

885-1113 HDOS FAST ACTION GAMES \$20.00

How fast do you react? These games will help you find out. They will all run on an H89 or H8 with H19, and require 32k of RAM. Source code is included.

BREAK19 -- This is a variation of the "Breakout" TV game in which you try to break through barriers with a ball hit from a paddle. It features user selectable playing speed, bonus points, and weighted scoring.

SKI -- This game simulates a slalom ski race. You try to control your "skier" as he races down a zig-zag course. It has user selectable playing speed and scoring.

SNAKE -- In this game, you control the movements of a snake as he crawls around your screen. You try to reach the "food" without hitting a barrier or looping back on the snake, and the snake keeps growing! With user selectable speed and scoring.

BUGS -- This is the traditional "Life" game in which "cells" react to produce interesting patterns on the screen. This version uses H19 graphics and runs

extremely fast. It will not work on an H8 that uses the H8-5 card for the console.

885-1209 DND Game for CP/M \$ 20.00

This is a CP/M version of HUG's popular Dungeons and Dragons game. This game is virtually identical to the HDOS version (885-1093) described in REMark #16. As with the HDOS version, the object of the game is to find the Lord Master of the 50-level Heathkit Dungeon. There is a never-ending supply of Monsters you must fight and other obstacles to overcome as you make your way deeper and deeper into the huge dungeon. One item we forgot to mention in the REMark #16 description is that this is a real-time game. This means that you have only a short time in which to decide what to do. If you wait too long, a monster could appear, or you could get teleported (ZAP!) to another part of the dungeon.

This program requires 64k of memory, an H19 or H89, Heath CP/M, MBASIC 5.2, and two drives. Even though this is a BASIC program, it plays very fast. A Dungeons and Dragons master player told us that it is the best computer implementation of the game that he has seen.

Color Graphics

885-1098 H8 Color Graphic .ABS/.ASM \$20.00

This is a collection of color graphic software for the HA-8-3 Color Graphic Board for the H8. The following programs are included:

MUSICK -- This program paints a colorful kaleidoscope on your color monitor while playing music through the HA-8-3's Sound Generator. It plays the same song files as the HA-8-2 Music Board except that only 3 channels are available. One sample song is included.

COMPOSE -- This program is part of the software for the Music board. It allows you to enter songs from conventional sheet music and compile them into files required by the MUSICK program.

GLOBE -- This program draws a rotating line drawing of a globe.

BLKJCK -- A standard computer blackjack game with the cards drawn in color.

DOODLE -- A program for the kids that

lets them draw simple pictures using the arrow and function keys on an H19.

AFLAG -- This program paints an American flag on the color monitor.

The source listing for all programs is included, as well as all necessary .ACM files. Requires at least 32k, HDOS, and an H8 with the HA-8-3.

885-1099 H8 Color in Tiny Pascal \$20.00

These programs show one of the best uses for HUG's Tiny Pascal (885-1086), that is, to write graphic software. This disk includes the following:

STRING -- This program draws interesting line patterns on the screen that resemble "string art". It includes some procedures that may be useful in other programs, such as one to draw a line from any one point on the screen to any other point. NOTE: This program requires the 9918A color processor.

TEST -- This program provides an easy way of determining the values being loaded onto the HA-8-3 board by joysticks and pushbuttons. These values are displayed on the H19 terminal and are loaded into the various graphic and sound chips. The author, Fred Pospeschil, presents in his documentation a proposed standard for joysticks so that software can be easily traded.

JIM -- This is a game (named after Fred Pospeschil's son) in which you must shoot down a Darth Vader like ship as it moves across the screen. There are sound effects, scoring, and a wide range of user selectable speeds. Two versions are provided. One requires a joystick to move and fire the "Phasor cannon", while the other allows you to do it from a terminal.

These programs require 32k of memory (48k if you want to re-compile them), HDOS, and an H8 with the HA-8-3. Some require an H19. You will need Tiny Pascal if you want to compile the programs.

NOTE: HUG is presenting this software mainly to help you write other color graphic software. The games have little aesthetic value when compared to something like DND, but should help you understand how the color board works.

885-1114 -- COLOR RAIDERS AND GOOP \$20.00

These games are for the HA-8-3 Color

Graphics board for the H8 computer. Requires HDOS, 32k of RAM. Source is included.

RAIDERS -- In this game, the color monitor is the view from your space ship into space. You are persuing an enemy space ship. Suddenly a small fireball of energy appears to come from the enemy ship. It grows larger and larger, and finally an explosion rocks your ship. You steer towards him and fire your phasers. Missed! Fire again! Got him! You see his ship break up into pieces, then another enemy ship appears. This game features realistic star field movement, sound, scoring, user selectable speed, and H19 keypad control.

GOOP -- In this game, you shoot at decending space creatures. It can be played from a joystick (contact type, or pushbuttons), from the H8 keypad, or from the H19 keypad. Your hit count is maintained on the color screen.

HDOS Utilities

885-1022 HUG Editor V 2.0 \$20.00

The HUG Program Development Editor (ED), a fast character editor, has been improved. Version 2.0 offers all of the previous version's features plus the following enhancements. It now can delete (backspace) correctly through tabs and even through a carriage return or new-line (does an automatic control-R on the previous line if you delete a new-line). You can insert escape characters into the text and view them in two ways: as true escapes for graphic effects, etc., and as " [" so that you can see where they are. A command has been added to put a line gauge on the 25th line of H19/H89's and to remove it. Version 2.0 is compatible with all mass storages devices supported by HDOS (SY:, DK:, or custom). It has a CP/M style printer toggle that lets you send any part of a file to a printer while you are editing. It will run on any version of HDOS since 1.5 and requires only a minimum system. Source code is included.

SOFTWARE UPDATE

885-1078 HDOS Z80 ASSEMBLER \$ 25.00

The HUG Z80 Assembler has been updated to a completely new version. It is now fully compatible with the HDOS 2.0 Assembler, including cross reference capability and PIC code handling. The disk includes two versions: one with

octal output and one with hex output. This assembler uses extended Intel mnemonics, which means that all 8080 instructions use the same mnemonics as the Heath assembler, and all Z80 instructions are like 8080 mnemonics. This allows you to assemble existing programs with this assembler without modification. The documentation included cross references this assembler's mnemonics to Zilog mnemonics. This program requires HDOS and at least 32k of memory.

885-1089 MACRO, CTOH, and Utilities \$20.00

This disk is a new collection of HDOS utilities, and contains the following:

MACRO -- This is a macro pre-processor for the standard HDOS assembler. It provides full macro capabilities to the ASM user, including nested macros and nested definitions. It can link to ASM and pass a command line to it so the two appear to the user as one macro assembler.

CTOH -- This is the complement to H8COPY on disk 885-1207. It allows you to copy CP/M programs to HDOS (5-inch CP/M only). It runs under HDOS and can display the CP/M directory.

HTERM -- This program turns an H89 or H8 with H8-4 and H19 into a terminal for use with another computer. It allows all escape codes and normal control characters to be transmitted and recieved, and can send breaks. It can transmit files from disk to the external device and can store and save or print incoming data. Although it was designed as a terminal for other computers, it also can be used as a modem program for MicroNET, etc.

IHEX and IABS -- These programs convert files from .ABS format to Intel HEX format and vice versa. The Intel HEX format is ideal for sending machine code programs over a modem, because it provides load address and entry point information and a checksum for every 16 bytes of data. The IABS program reports any checksum errors by address when loading a HEX file so you can quickly locate errors and make a good file from two bad ones. IHEX lets you develop programs for CP/M with the HDOS assembler, convert them to HEX, then copy them over and LOAD them.

TAB2SPC -- This program was written in answer to those $! editors that replace spaces with tabs in text files. It replaces those tabs with the correct number of spaces so that the appearance of the file is maintained.

These programs require HDOS and at least 32k of memory.

885-1090 MISC. HDOS UTILITIES \$20.00

This disk is a collection of utilities for HDOS. It contains the following:

CCAT -- This is the HDOS version of the CAT program on 885-1213. It is an alphabetizing disk directory that can display up to 66 files on your terminal without scrolling. Files are alphabetized by column for easier reading. The size in sectors and flags of each file are shown. The program also displays the disk volume number, label, the number of files, and free sectors. Three switches are provided to control the display. They are /S to show system files, /A to show allocated sectors, and /P, which causes the directory to go to LP:.

HPLINK -- This is an HDOS version of the MPLINK program on HUG disk 885-1212. It is a modem communication program that provides for file transmit and receive, automatic log-on, and optional XON recognition. It uses the function keys and 25th line, and maintains a buffer free space indicator.

MBSORT -- This is a Schell-Metzner sort program designed to be called as a USR subroutine from MBASIC for fast sorting. Two versions are provided for general or keyed sorting.

RELOC -- This program can be appended to other programs to create a program that can be loaded anywhere in memory. It is used with MBSORT to put it in high memory, above MBASIC and your programs.

ENABLE -- If you have an H8 with the Extended Configuration Option, you can use this program to enable the low RAM in your system and use it to store USR programs for MBASIC, etc. Not for use with H89's.

AH -- With this program you can transfer programs from HDOS to Autoscribe and from Autoscribe to HDOS. When you go from HDOS to Autoscribe, you can instruct AH to force an End of Line (<) for each HDOS New-line character, or you can tell it to leave them off so Autoscribe can justify the file. In this mode, AH will insert End of Line characters when there are skipped lines in your text, to preserve paragraph separation. AH creates a new entry in the Autoscribe directory for files transferred from HDOS, counts the characters in the file, and places the name, count, and current HDOS date in the directory.

885-1092 RDT Debugging Tool \$ 30.00

Here at last is a really useful debugging tool for HDOS users. RDT (self-Relocating Debugging Tool) automatically moves itself up to high memory when it loads, allowing you to debug programs in the normal user memory area. It gives you control of all memory locations, ports, and 8080 registers. It lets you set breakpoints or single step through your program, and it prints out register values after each step while single stepping so you can trace every action taken by your program.

RDT can work in either the octal (split octal) or hex base, can convert between bases, and can add and subtract in both bases. It includes a mnemonic disassembler that prints out hex or octal addresses and data, mnemonics, and ASCII equivalents. RDT has printer commands that let you send memory dumps, disassemblies, etc. to a hardcopy device. Its disk commands let you load or save files anywhere in free user memory, and it even has cassette tape load and save commands (tape commands will not work on an H89 modified for ORG 0 CP/M).

RDT also makes an excellent patch utility, and can load user or system files for patching. You can patch in hex, octal, or ASCII, and you can check your work with the built in disassembler. Patched files can be given a different name and/or saved on a different drive, providing protection of the original.

RDT includes the complete source code and a printed user manual. It requires an HDOS computer system with at least 32k RAM (to allow sufficient space for debugging). With 48k, RDT can load MBASIC for patching or whatever.

885-1095 HUG SY: Device Driver \$30.00

The HUG SY: Device Driver is a replacement for the standard Heath SY: device driver for H17/H77/H87 mini-floppies written for HUG by Ultimech Corporation. It offers the following features:

- 1) A 35% reduction in time to load large programs (e.g. MBASIC) and in copying large files using PIP.
- 2) Individually SETtable step times for SY0:, SY1:, and SY2:.
- 3) The ability to SET the time interval after a disk I/O operation that the read/write head stays loaded. This allows the head to remain loaded between rapid I/O operations (as when loading MBASIC programs or when editing files), reducing

head and media wear.

4) The ability to SET the time interval the motor stays on after disk I/O.

5) The ability to perform a media check during INIT, eliminating the need for TEST17 except for drive check-out.

6) Recording of the step time in the boot track during INIT, resulting in up to a 50% reduction in boot time for fast drives.

7) Improved error recovery which temporarily increases the seek step time during the error retry of a disk operation. This allows the step time to be SET to give the fastest usable seek rate, and still handle an occasional error.

8) Circumvention of a bug in the H17 ROM disk read routines.

9) An attempt to initialize a write protected diskette is detected when the disk is inserted in the drive during INIT, not when initialization is complete.

All of the above are supported under HDOS 2.0 without any hardware or software changes except for the replacement of SY.DVD on your system disks. This device driver also supports increased disk capacity as follows:

1) Support for dual-sided drives (the H8 requires the extended configuration option to run dual-sided drives), including the ability to detect, read, boot, and write a single sided diskette on a double sided drive.

2) Support for 80-track per side drives, including the ability to detect, read, and boot (but not write) a 40-track diskette in an 80-track drive.

As above, these features do not require any hardware or software changes except the replacement of SY.DVD, along with the replacement of one or more of your drives. An 80-track double sided drive can store 4 times as much data as the 5-inch drives now equipped in your computer. Three of them will give you 1.2 megabytes of on-line storage on inexpensive 5-inch diskettes. The pin-outs and screw holes on most 5-inch drives are the same, so replacement is fast and easy.

NOTE: More specific information on drives is supplied with the documentation included with the HUG SY: Device Driver, but if you wish to purchase drives while waiting for your copy, the following information is given. If you buy 80-track drives, they must be the 96 TPI (Tracks Per Inch) type. Some 80 track drives

are 100 TPI, and some 96 TPI drives are only rated at 77 tracks. Tandon Magnetics and Micro Peripherals, Inc. manufacture 80-track 96 TPI drives, single and double sided.

The HUG SY: Device Driver comes complete with the source listing and instructions for re-assembling the driver if you wish to make changes. Complete documentation is also provided. If you have technical questions concerning this device driver, direct them to:

Dean K. Gibson
UltiMeth Corporation
24025 Fernlake Drive
Harbor City, CA 90710
(213) 539-4276 (9 AM to Noon Pacific Time)

CP/M Utilities

885-1207 TERM and H8COPY \$20.00

TERM was developed for HUG by Jim Buszkiewicz of the Heath Technical Consultation Group as a CP/M answer to CPS. It is capable of providing the following features:

1. Full or half duplex operation
2. It can send or receive disk files.
3. It works on H8's and H89's.
4. It can automatically log on to TIMENET or MicroNET

TERM comes with full documentation on disk. It is designed to work with CP/M version 2.0 or higher.

H8COPY allows you to copy files from HDOS to CP/M. The program comes in assembly source and can be assembled for either ORG 4200H CP/M or ORG 0 CP/M by changing an EQUate. It has two modes of operation, direct and ASCII. In the direct mode, a file is copied as is. In the ASCII mode, HDOS newline characters are replaced with the carriage return-line feed sequence used in CP/M as the file is copied. The ASCII mode also can convert the @ sign used to extend logical lines in HDOS MBASIC to the reverse carriage return-line feed sequence used in CP/M MBASIC if you wish.

885-1210 HUG CP/M Editor \$20.00

Now you can have the popular HUG Editor

with all of the enhancements described above for CP/M. EDIT.COM is a fast character editor with single letter commands and automatic backup file creation. It can edit files of any size up to a disk full, and you can specify different input and output drives. It comes with source code and complete documentation. This version requires CP/M 2.0 or higher (ORG-0) and a minimum system.

885-1212 CP/M Utilities I \$ 20.00

This disk is a collection of programs for the Heath/Zenith CP/M user. It contains the following:

DISASM -- This is an intelligent 2-pass 8080/Z80 disassembler. It makes labels at all jumps and calls within the program, and can optionally add "comments" based on the ASCII value of the data being disassembled. Its output can go to your console or printer, or to a disk file. It requires a HEX file for input, which you can make with the UNLOAD program described below. You can also convert an HDOS program to hex using IHEX from 885-1089, transfer the result to CP/M with HTOC (below), and disassemble it.

UNLOAD -- This program is the opposite of the CP/M LOAD program. It converts a COM file to an Intel-type HEX file. You can use UNLOAD to prepare files for DISASM, or for making ASCII files from COM files for transmission over a modem. The CP/M LOAD program can be used to convert the hex files back to COM files.

HTOC -- This is an improved version of the H8COPY program (for copying files from HDOS to CP/M) that was released on disk no. 885-1207. It has been modified to read 8-inch (single side single density) HDOS disks as well as 5-inch HDOS disks. You can specify any drive B through E for the HDOS disk, and any drive A through E for the CP/M disk, so you can copy files from 5-inch HDOS to 8-inch CP/M and vice-versa. Note: the source for this program is not included on this disk due to lack of space, but 885-1207 has been updated, and has the HTOC source.

MPLINK -- This is an H19/H89 version of a popular public domain modem program. It features automatic log-on, file save and transmit, and optional XON recognition. It makes use of the H19/H89 function keys and the 25th line.

HSORT -- This is a CP/M version of the popular HUG SORTER program from 885-1044. It reads in an ASCII file, alphabetically sorts it by lines, and writes the result to an output file.

ONECOPY -- This is a single drive copy utility for CP/M. Although Heath CP/M provides for single drive copying, you can only do it if your system is configured for one drive. With ONECOPY, you can copy with one drive even though your system has several drives. It allows you to copy files larger than memory by prompting you to swap disks.

ERRORS -- This program reports the number of soft errors on your 5-inch disks since the last cold boot. It helps you monitor the condition of your drives.

All of the above programs require CP/M version 2.0 or higher, and at least 32k of memory. All programs include source except DISASM and HTOC.

885-1213 HUG CP/M DISK UTILITIES \$20.00

This disk contains utilities to help you catalogue, test, identify, and patch your CP/M disks. It has the following programs.

SDUMP -- This is an expanded version of the DUMP program that was released on HUG disk 885-1201. It has been modified to run under Heath/Zenith CP/M, and to work on any size and density of CP/M floppy disk. It allows you to dump (in hex and ASCII) any file on the disk, and any sector, track, or group on the disk. You can also patch any sector. It can display the directory or the group allocation map on a disk, and can perform a non-destructive media check to locate bad sectors. A HELP command displays the available options while you are running SDUMP. Note: This program was written with Digital Research's MAC macro assembler (available from Heath), which you will need if you wish to re-assemble it.

CAT -- This is an alphabetizing disk directory for CP/M. It can display up to 66 files on the terminal without scrolling. Files are displayed in one to three columns and are alphabetized by column instead of by row for easier reading. CAT displays file attributes, user numbers, and the size in K for each file. The number of files and free space is shown, and if an ID number and label exist (see DISKID, below), they are displayed.

DISKID -- This program creates a disk ID number and label and writes them to the specified disk in a file called IDENT.SYS with the system attribute set.

LAB -- With this program you can display the disk ID number and label as created

by DISKID. If you CONFIGUR CP/M to run LAB on cold boot, it will print the label information when you boot.

These programs require standard CP/M version 2.0 or higher and 32k of RAM. Source code is included.

Business and Education

885-1071 SBP III \$75.00

The NEW 885-1071 Small Business Package III (SBP III) is now available running under the Heath Disk Operating System (HDOS) and Microsoft BASIC (MBASIC). This new SBP III sells for \$75.00.

The SBP III consists of three 5-1/4 inch disks requiring use of ONLY one drive. The package, however, runs much faster with two drives and even faster with three drives. HUG recommends three drives for ideal operation. A minimum of 48K of memory is required and the SBP III will run with either the H8 or the H89 (Z89). If using an H8, the H17 and H19 are required. A printer is required for all hardcopy reports.

The SBP III is set to handle 60 customer accounts.

The following features are included for the ACCOUNTS RECEIVABLES:

1. Print mailing labels for all accounts.
2. Print invoices, credit memos and statements.
3. Print accounts receivable balance only, aging report and total receivable.
4. Print bargraph of sales.
5. Sales and invoice summary.

The SBP III contains the following features for the ACCOUNTS PAYABLE:

1. Print general expense ledger.
2. Print profit-loss statement for the month or year to date.
3. Print checks.

This package has been in development over the last year and has been used by several businesses from coast to coast. The users' feel that this package is ideal for the SMALL business as it provides the needed daily, monthly and yearly reports.

Also included in this package is a

conversion routine to allow the owners of the Small Business Package II (885-1054) to convert to the SBP III without having to reenter each transaction.

885-1091 GRADE AND SCORE KEEPING \$30.00

An all new grading and score keeping system is now available for the H89 or H8 (with H19 terminal) computer systems. This new disk product requires HDOS, MBASIC, 48k of memory and only one disk drive.

The system will maintain score sheets of up to fifteen grades for forty different students or contestants and up to twenty classes or events on a single disk.

A minor modification to the actual program will allow the grader system to measure any averaging event, i.e. temperature, speed, etc.

A new score sheet may be started at anytime and students may be added or deleted from the roster. This allows students to join a class late or dropout early. If a student does not complete, or have all scores, his total score is not figured into the class average.

Scores may be entered for all students at once or added individually at a later time. All scores may also be changed at anytime.

Weighting of all scores is available to allow more points for a final than for a weekly quiz. Weights are selectable from 0.1 to 9.9 times the value of each score and may be changed at anytime to give emphasis on a particular score (final).

When quiz scores are entered a distribution (order) of the scores is provided, this may be either on the screen or a hardcopy may be used for plotting a class curve.

Other printouts include all student scores, with their averages and the class average. A final printout is also provided with the student totals and the class distribution.

885-1097 Educational Quiz Disk \$20.00

ATTENTION: Educators, students and those interested in learning from their computer:

Your computer can teach addition, subtraction, multiplication, division,

ratios, spelling and word usage with the 885-1097 Educational Quiz Disk.

This disk includes programs which teach the above subjects and includes a special reward if the student gets a passing grade.

The word usage, spelling and ratios quizzes are written in a format that allows changing or adding to the quiz with little programming knowledge.

The 885-1097 disk requires HDOS, MBASIC and an H-89 computer or H-8 computer with the H-17 disk drive and the H-19 terminal.

A PROLOGUE.SYS and MENU.ABS are included with this disk to make the disk accessible to the youngest user.

The quizzes included on this disk are intended for students in the grades one to four except the word usage and the ratio quizzes. These two quizzes are on the level of sixth or seventh grade.

Amateur Radio

885-1106 MORSE 89 (H8/H19 or H89) \$ 20.00

Send and receive Morse code on your Heath H89 computer. Morse 89 is intended to facilitate communication by Morse code over a wide range of code speeds, dot/dash ratios, signal strengths and noise conditions. The program is a modification to P/N 885-1052 adapted for use on the H89 (or H8/H19) including these added features: all operating control functions from special control keys; split screen operation with R/T data displayed on upper 2/3 of screen, two pretype buffers, and stored message buffer displayed on lower 1/3 of screen. Terminal runs at full 9600 baud allowing pretype or message buffer load to be accomplished and displayed on a character-by-character basis during and without missing receiver data; call from and exit to HDOS without any other operations; selection of manual, semi or fully automatic receive/transmit mode switch functions; continuous status display on Line 25 of: receive and transmit mode switch modes, receive mode (lock, track, hold) received speed WPM, transmit speed WPM, number of characters in pretype/type-a-head and message buffers, message buffer status display. The source (.ASM) is included.

Requires station interface hardware. (See "Adapting Morse 8 to H89", page 18 of this issue of REMark for design data and construction suggestions.)

Languages HDOS-CP/M

885-1094 HDOS Fig-FORTH 2 disks \$40.00

885-1208 CP/M Fig-FORTH 2 disks \$40.00

HUG FORTH is an implementation of the Forth Interest Group's FORTH for the 8080. The HDOS and CP/M versions are virtually identical. Both use track-sector disk access that is independent of the operating system, so that HDOS FORTH can read "screens" (FORTH files) written by CP/M FORTH and vice versa. (This does not mean that you can use FORTH to copy regular HDOS and CP/M files between operating systems, though.) HUG FORTH includes an 8080 assembler for including assembly code in FORTH definitions, and a complete version of the Fig Editor, including MATCH in high level FORTH and all string commands. A SAVE command lets you save any words you add to the protected dictionary as part of FORTH itself on disk. Both versions support output to a printer.

HUG FORTH requires an HDOS or CP/M system with at least 32k RAM and at least 1 5-inch disk drive (2 on CP/M). For more information on FORTH, see the article Comments on the FORTH Language.

DBMS

DATA BASE MANAGEMENT SYSTEMS (DBMS):

For an explanation of the DBMS', refer to the indicated page of Issue 23 of REMark.

885-1107 HDOS DBMS in BH BASIC
Logbook:Page 6
TMS:Page 7
885-1108 HDOS DBMS in MBASIC
Information System:Page 9
Telephone and Mail:Page 10
885-1109 HDOS DBMS
Retriever:Page 11
885-1110 HDOS DBMS
Autofile:Page 13
885-1214 CP/M DBMS
Logbook:Page 15

The prices of these items are contained in the current list of HUG products.

H11

885-1053 H11 TSTE MODEM PACKAGE \$20.00

This modem package for the H-11 system requires the Heath Serial I/O Board, H-11-5, and will operate on HT-11 or RT-11 Disk Operating Systems with a normal telephone modem and console device. TSTE uses a series of control keys to direct the functions of the modem package. Some options include opening and closing the printer port and transmitting, receiving and closing of files. One of the control functions sends a "BREAK" to the host. Another control key sequence will allow you to send special characters to the remote. TSTE will need to be reassembled for the HT-11 operating system and the source code is provided.

REMark Volume 1

885-4001 REMark VOLUME I \$20.00

INTRODUCING REMark VOLUME I ! One of the major difficulties for the newcomer to the HUG community is catching up with the rest of the gang who have a complete collection of the REMark Library. By popular demand, HUG is now offering Issues 1 to 13 of REMark bound in a handsome single book at an introductory price of \$20.00. This limited edition will be followed by REMark VOLUME II which will include Issues 14 to 23.

HUG Product List

Part Number	Description	Selling Price
<u>CASSETTE SOFTWARE (H8 and H88)</u>		
885-1008	Volume I Documentation and Program Listings (some for H11)	\$ 9.00
885-1009	Tape I Cassette	\$ 7.00
885-1012	Tape II BASIC Cassette	\$ 9.00
885-1013	Volume II Documentation and Program Listings	\$ 12.00
885-1014	Tape II ASM Cassette H8 Only	\$ 9.00

885-1015	Volume III Documentation and Program Listings	\$ 12.00
885-1026	Tape III Cassette	\$ 9.00
885-1036	Tape IV Cassette	\$ 9.00
885-1037	Volume IV Documentation and Program Listings	\$ 12.00
885-1039	WISE on Cassette H8 Only	\$ 9.00
885-1057	Tape V Cassette	\$ 9.00
885-1058	Volume V Documentation and Program Listings	\$ 12.00

HDOS SOFTWARE (H8/H17 or H89 -- 5-inch only)

MISCELLANEOUS COLLECTIONS

885-1024	Disk I H8/H89	\$ 18.00
885-1032	Disk V H8/H89	\$ 18.00
885-1044	Disk VI H8/H89	\$ 18.00
885-1064	Disk IX H8/H89	\$ 18.00
885-1066	Disk X H8/H89	\$ 18.00
885-1069	Disk XIII Misc H8/H89	\$ 18.00

GAMES

885-1010	Adventure Disk H8/H89	\$ 10.00
885-1029	Disk II Games 1 H8/H89	\$ 18.00
885-1030	Disk III Games 2 H8/H89	\$ 18.00
885-1031	Disk IV Music H8 Only	\$ 23.00
885-1067	Disk XI Graphic Games .ABS and B H BASIC (H19/H89)	\$ 18.00
885-1068	Graphic Games (H19/H89)	* \$ 18.00
885-1088	Graphic Games (H19/H89)	* \$ 20.00
885-1093	Dungeons and Dragons Game Requires H89 or H8/H19	* \$ 20.00
885-1096	Action Games (H19/H89)	* \$ 20.00
885-1103	Sea Battle Game (H19/H89)	\$ 20.00
885-1111	HDOS MBASIC Graphic Games	* \$ 20.00
885-1112	HDOS Graphic Games	\$ 20.00
885-1113	HDOS Fast Action Games	\$ 20.00
885-1114	Color Raiders and Goop (HA-8-3)	\$ 20.00

UTILITIES

885-1019	Device Drivers (HDOS 1.6)	\$ 10.00
885-1022	HUG Editor (ED) Disk H8/H89	\$ 15.00
885-1025	Runoff Disk H8/H89	\$ 35.00
885-1043	MODEM Heath to Heath H8/H89	\$ 21.00
885-1050	M.C.S. Modem for H8/H89	\$ 18.00
885-1060	Disk VII H8/H89 SUBMIT, CLIST, FDUMP, ABSDUMP, etc.	\$ 18.00
885-1061	TMI Cassette to Disk H8 only	\$ 18.00
885-1062	Disk VIII H8/H89 (2 disks) MEMTEST, DUP, DUMP, DSM	\$ 25.00
885-1063	Floating Point Disk H8/H89	\$ 18.00
885-1065	Fixed Point Package H8/H89	\$ 18.00
885-1075	HDOS Support Package H8/H89	\$ 60.00
885-1077	TXTCON/BASCON H8/H89	\$ 18.00
885-1079	HDOS Page Editor	\$ 25.00
885-1080	EDITX H8/H19/H89	\$ 20.00
885-1082	Programs for Printers H8/H89	\$ 20.00
885-1083	Disk XVI RECOVER, etc.	\$ 20.00
885-1089	MACRO, CTOH, and misc Utilities	\$ 20.00
885-1090	Misc. HDOS Utilities CCAT, HPLINK, AH, MBSORT, etc.	\$ 20.00
885-1092	RDT Debugging Tool H8/H89	\$ 30.00
885-1095	HUG SY: Device Driver HDOS 2.0	\$ 30.00
885-1098	H8/HA-8-3 Color .ABS/.ASM	\$ 20.00
885-1099	H8/HA-8-3 Color in Tiny Pascal	\$ 20.00

PROGRAMMING LANGUAGES

885-1038 WISE on Disk H8/H89	\$ 18.00
885-1042 PILOT H8/H89	\$ 19.00
885-1059 FOCAL-8 H8/H89	\$ 25.00
885-1078 HDOS Z80 Assembler	\$ 25.00
885-1085 PILOT Documentation	\$ 9.00
885-1086 Tiny Pascal H8/H89	\$ 20.00
885-1094 HUG Fig-Forth H8/H89 2 Disks	\$ 40.00

BUSINESS, FINANCE AND EDUCATION

885-1047 Stocks H8/H89	\$ 18.00
885-1048 Personal Account H8/H89	\$ 18.00
885-1049 Income Tax Records H8/H89	\$ 18.00
885-1051 Payroll H8/H89	\$ 50.00
885-1055 Inventory H8/H89	* \$ 30.00
885-1056 Mail List H8/H89	* \$ 30.00
885-1070 Disk XIV Home Finance H8/H89	\$ 18.00
885-1071 SmbusPkg III 3 Disks H8/H19 or H89	* \$ 75.00
885-1091 Grade and Score Keeping	* \$ 30.00
885-1097 Educational Quiz Disk H89 or H8/H19	* \$ 20.00

DATA BASE MANAGEMENT SYSTEMS (DBMS)

885-1107 Amateur Radio Logbook and TMS	\$ 30.00
885-1108 Telephone/Mail Info. System	* \$ 30.00
885-1109 Retriever (2 disks)	\$ 40.00
885-1110 Autofile	\$ 30.00

AMATEUR RADIO

885-1023 RTTY Disk H8 Only	\$ 22.00
883-1106 Morse-89 H8/H19 or H89	\$ 20.00

* Means MBASIC is required

H11 SOFTWARE

885-1008 Volume I Documentation and Program Listings (some for H11)	\$ 9.00
885-1033 HT-11 Disk I	\$ 19.00

CP/M SOFTWARE (5-inch only)

885-1201 CP/M (TM) Volumes H1 and H2	% \$ 21.00
885-1202 CP/M Volumes 4 and 21-C	%% \$ 21.00
885-1203 CP/M Volumes 21-A and B	%% \$ 21.00
885-1204 CP/M Volumes 26/27-A and B	%% \$ 21.00
885-1205 CP/M Volumes 26/27-C and D	%% \$ 21.00
885-1206 CP/M Games Disk	%% \$ 21.00
The above CP/M products are 2 disks each.	
885-1207 TERM and H8COPY	\$ 20.00
885-1208 HUG Fig-Forth H8/H89 2 Disks	\$ 40.00
885-1209 Dungeons and Dragons Game MBASIC and H89 or H8/H19	\$ 20.00
885-1210 HUG Editor	\$ 20.00
885-1211 Sea Battle Game for CP/M	\$ 20.00
885-1212 CP/M Utilities I	\$ 20.00
885-1213 CP/M Disk Utilities	\$ 20.00
885-1214 Amateur Radio Logbook	\$ 30.00

% Means CP/M 1.43 only (ORG-4200)
 %% Means CP/M 1.43 or 2.2
 Other CP/M disks are for 2.2

MISCELLANEOUS

885-0017 H8 Poster	\$ 2.95
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885-0018 H89 Poster	\$ 2.95
885-0019 Color Graphics Poster	\$ 2.95
885-4 HUG Binder	\$ 5.75
885-4001 REMark VOLUME I	\$ 20.00

CP/M is a registered trademark of
 Digital Research Corp.

New HUG Software

885-1105 HDOS 2.0 DEVICE DRIVERS \$20.00

This disk contains three printer drivers and the screen clock driver presented in REMark #22. These drivers will operate under HDOS 2.0 or 1.6, but the HDOS 2.0 Assembler is required if you wish to re-assemble the sources. The following programs are included.

LPMX80 -- This is a device driver for the Epson MX-80 printer. It allows the MX-80 to be connected to a Heath computer without worrying about crossing pins on the connector or changing the JNOR/JREV jumpers, etc. It has SET options for normal or compressed print, normal, double strike, or emphasized characters, and lines per inch, in addition to the usual options. It allows use of all MX-80 features, including graphics. A demonstration program in MBASIC is included.

PT560 -- This is a device driver for the IDS 560 and 460 "Paper Tiger" printers. It allows full use of the Paper Tiger's features, including graphics and justification of text. Two demonstration programs in MBASIC are included.

LADVD -- This is a write only device driver for the LA-36 Decwriter, for those who use it as a printer. It has SET options similar to those in other printer drivers, and a special option that lets you stop and start printing from the keyboard.

CKDVD -- This is the screen clock driver described in REMark #22. It maintains a digital time display in the upper right corner of your H89/H19 screen. It has been modified to allow the clock to be turned off after the driver has been loaded. The time can be read from user programs, including BASIC programs.

OCDVD -- For those who would like a clock that can be read from user programs but does not maintain a screen display, we have included the original clock program described in REMark #20, from which the screen clock was derived.

SETTIME -- This program makes it easy for you to set the time in CKDVD or OCKDVD. It can be used as a prologue to set the time at boot-up.

These programs require HDOS and a minimum system (24K or 32K of RAM). The source for all programs except OCKDVD is included.

NOTES AND COMMENTS

The following pages are supplied for your own personal reference materials not found in the REMark INDEX. We hope that you will find this area sufficient for additional information you may require to use this issue efficiently in the future.

NOTES AND COMMENTS

Additional REMark Materials

By: David J. Powers

Dear Bob,

The October 1981, issue of H8SCOOP indicated that "the entire REMark index will be printed" in a future REMark. The same issue of H8SCOOP also contains a write-up on REMREF, a data file containing author, title and keyword information for all articles appearing in REMark issues 1 to 20.

REMREF is more than just the merging of the table of contents from the inside covers of the REMark issues. REMREF is a complete data file of titles, authors and significant keywords from all REMark articles, large and small. For HDOS, REMREF is 91 sectors of data, or almost 24,000 characters.

The real usefulness of REMREF is not attained by just manually scanning the data file. However, when used with KEY-IT, REMREF provides a quick and automatic method to find an article or set of articles which match a user-specified keyword. I have also included some benchmark data for REMREF/KEY-IT which indicates how "quick" information can be found.

The REMREF/KEY-IT combination could be a useful tool for your staff at REMark/HUG as well as to other HUG members who subscribe to REMark.

KEY-IT is a Keyword In Context program available at most Heathkit Electronic Centers or from KEYBOARD STUDIO. REMREF is only available thru the author (myself). Further information on REMREF can be obtained from BUSS #41, the October issue of H8SCOOP, MicroNET, or by contacting me directly.

David J. Powers
P.O. Box 1154
Troy, Michigan 48099

Changing your address? Be sure and let us know since the software catalog and REMark are mailed bulk rate and it is not forwarded or returned.

----- CUT ALONG THIS LINE -----

HUG MEMBERSHIP RENEWAL FORM

When was the last time you renewed?

Check your ID card for your expiration date.

IS THE INFORMATION ON THE REVERSE SIDE CORRECT?
IF NOT FILL IN BELOW.

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* Membership in England, France, Germany, Belgium, Holland, Sweden and Switzerland is acquired through the local distributor at the prevailing rate.

Other Valuable Publications

BUSS

Charlie Floto (Editor)
325 Pennsylvania Avenue, S.E.
Washington, DC 20003

	Issues	Rates
12	\$18	(\$25 overseas)
18	\$25	(\$35 overseas)
24	\$30	(\$45 overseas)

NOTE: Charlie indicates that these prices will be going up in the near future. However, if you mention that you received these prices from REMark, he will honor the information listed above.

H8SCOOP

Henry Fale (Editor)
2918 South 7th Street
Sheyboygan, WI 53081

Rates: \$20/Yr. (\$27/Yr. overseas)

NOTE: Henry just informed me that H8SCOOP will be called H-SCOOP beginning January 1, 1982. He stated that the main reason for the change was to eliminate some confusion since H8SCOOP DOES support the H89 owner too.

SEXTANT

Charlie Floto (Editor)
325 Pennsylvania Avenue, S.E.
Washington, DC 20003

Rates: \$9.75/Yr. (-domestic-)
\$11.50/Yr. (--Canada--)
\$14.00/Yr. (-overseas-)

NOTE: SEXTANT is a new quarterly publication designed to include more advertising and detailed articles for users of Heath/Zenith computer products. The first issue will be mailed in February of 1982.



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