

I turned around, and she was gone...

This is not one of the happiest corner notes. Ya see, Robin is leaving the CLOAD group to join her man in selling English car parts (need Morris Minor or MG stuff?). What does this mean? It means that Donna and I will have to run the business (and I thought it was hard to write editorials). Well, we will all miss you, Robin. We will miss your humor, coffee making, your one eye on reality, your other eye on the absurd, and your thoughts. Just one thing - Are MGs more dependable than TRS-80s...?



P.O. Box 1448, Santa Barbara, CA 93102

September 1983

```

*****
*
* Side Title Filename Turns Count *
* CTR-41 CTR-80 CCR-81 *
* **** Rescue Cover A 10/259 6/152 4/130 *
* ** ** Rescue B 49/286 28/169 19/148 *
* ** ** Fast Disassembler C 116/337 68/198 49/186 *
* **** Killer Copter (SYSTEM /) COPTER 168/375 99/221 76/218 *
*
* ** Screen Writer II A 10/258 6/151 4/129 *
* *** Artillery 2000 B 144/356 85/209 63/202 *
* ** Space Quest (SYSTEM /) SPACEQ 198/398 117/234 93/240 *
* ****
*
* Tape CLOADing Notes - This tape may load at an ODD RECORDER VOLUME. Set the volume LOWER than normal for your first attempt,
* then increase it slightly until the tape loads. If the first copy of a program won't load, try the second. That is why it is
* there. Model 1 only: Put an AM radio very close to the keyboard, tune it to a non-station, and you can listen to the tape
* loading in. Adjust the recorder volume so the hash from the computer sounds 'cleanest' during a load. Model III only: Load
* the tapes at the LOW speed (POKE 10913,0).
*
* Subscribers - The month on the mail label is the last month of your subscription. If you have a cassette subscription, the
* number next to the month is the amount it would cost to convert the rest of your subscription to the disk version ($4.20 per
* issue for 6 or less months, $3.75 per issue if more than 6 months).
*
*****

```

The burning question - Will CLOAD be saved from the burning building? Find out in Rescue Cover (by Jeremy Brunner).

As if the cover wasn't enough, you can Rescue (also by Brunner - surprise!) people from the burning building. Use the arrow keys or a joystick to maneuver under the falling people, catch them, (avoid the furniture!) and take them to the waiting ambulance. Note: There is sound, so connect the recorder's AUX plug to an amplifier.

Get inside, quick! Inside the computer's memory, that is, with Fast Disassembler (by Sverre Johansen of Norway). It runs fast, yet it is written in BASIC!. Just give the start and stop addresses in DECIMAL, and away you go! The disassembly can be directed to a printer for future reference.

Grey Thunder! Defend your base from the invading hordes with your Killer Copter (by Joe Mooney and Bob Black). You gain points by blasting the invaders or by shooting a smart missile. You lose a ship if your ship hits anything or if one of the enemy reaches your base. To refuel and reload, you must land on your base. You control your copter by using the arrow keys to move and the arrow keys WITH the spacebar to fire (this is a bit tricky). The program is in machine language, so to load and run it type SYSTEM<enter>, answer the first \*? with COPTER<enter>, and when the program has loaded

answer the next \*? with /<enter>.

Notes: Your Killer Copter has sound, so plug the AUX jack into an amplifier. Grady's remark: "The copter will fly in whisper mode if you simply turn the sound off." Disk versioners: The /EXE version is the one executed by the Away Menu, but the /CMD version should run directly from DOS. The start, end, and entry addresses are 20060,30114,22091 (4E5C,75A2,564B in hex).

An update! Screen Writer II (by Bernadette M. Kennelly) is a much-enhanced version of our popular March 1981 offering. It still lets you write a screen full of text, then move all around the screen to edit it. However, this version now allows you to save to tape or disk, dump a series of pages to a printer, tab, load a series of pages from disk, use the lower-case mod in a Model I (if you have it), and do special printing if you have an Epson printer. It is set up for a 48k machine, but can be modified for other memories (see below).

When you run the program, a title page is shown as machine language routines are loaded into the top of memory. Then the screen switches and asks you to hit <enter> to delete a number of lines (this gives you enough room to have 12 pages in a 48k disk system or 20 pages in a 48k tape system). Now you just type RUN<enter> and you will find yourself with an empty screen and a blinking cursor. Hit <shift down-arrow>H. Wow! A list of the commands! Just to save you the finger strain of getting the Help list, here is a list of the commands (Note: to get any command, type <shift down-arrow> and the command key - hold all three keys at once):

- I go into Insert mode.
- X eXit insert mode.
- D Delete character.
- L delete current Line.
- C Clear screen.
- S Store screen in memory. Follow with a number from 1 to (max screens for your system) and hit <enter>.
- R Recall screen from memory. Follow with a number from 1 to (max screens for your system) and hit <enter>.
- F File screen on tape or disk. If no extension is specified on a disk save, /FIL will be used. If you lose track of the screen number, just hit <enter> and the screen will be saved as the next sequential screen.
- G Get screen from tape or disk. Works like the F command. If you attempt to get a non-existent screen from disk, a FILE NOT FOUND message will appear. If you Get a non-Screen Writer II file, weird things can happen. Be sure to Store the screen to memory before doing another Get if you don't want to lose it.
- H see the Help message.
- B display the Beginning lines of stored screens.
- P Print the current screen as it is (no special printing).
- W Write a series of pages stored in memory to a printer. In response to queries, you specify the Start screen and End screen, Single or Double spacing, Number of copies of the 'document', whether you have any special printing commands in the screens (it prints faster if not), and if you'd like Page numbering (if yes, you then specify the starting page number and the numbers will be printed centered at the top of each page).
- T Tabs 14 spaces over into the screen. This is not listed in the Help file.
- E Entire file auto get/store from disk. Will go out and get an entire file from disk and store it in screen storage areas 1 to 12. If the file is larger than max-number-of-screens, it prints a message and stops after the last screen. This command should not be used unless you have a disk system. This is not listed in the Help file.
- Q Quit.

Other keys and commands used by the program:

**<Arrow keys>** Move cursor (auto-repeat if held down).  
**<Enter>** Puts cursor at the beginning of the next line.  
**#** If put in the FIRST position in a line, omits the printing of that line.  
**Bell** rings on the printer (if your printer has a bell) when you have reached the 58th position on the screen.

If you have an Epson printer, you can do special print styles. Put an \* (asterisk) in the FIRST position of EVERY line that contains special print characters, then follow the guidelines below (some of these may work on other printers, with or without modifications to the program):

**Underline** Enclose the part to be underlined with <>.

**Italics** Enclose the part to be italicized with @s.

**Emphasize** Enclose the part to be emphasized with +s.

**Example:**

```
*<Dave> @is@ +a+ <@fine@> <+fellow+>
```

will underline 'Dave', 'fine', and 'fellow'. The words 'is' and 'fine' will be italicized while 'a' and 'fellow' will be emphasized.

More things to know - do not put a character in the lower-right-hand corner of the screen unless you want to lose the top line of the screen forever! Moving the cursor there does not have any effect, however. Sentences are NOT justified automatically (you must insert spaces where appropriate. If you have a lower-case shift-lock feature and you would like to flip the period and comma keys for easier typing, add line:

```
185 IF A$="," OR A$="." THEN A$=CHR$(ASC(A$)+16)
```

```
ELSE IF A$="<" OR A$=">" THEN A$=CHR$(ASC(A$)-16)
```

<Shift enter> is allowed, but <shift arrow> is not.

**Screen Writer II** for other memories - In the following lines, change the values in the following lines according to the table:

Memory	val 1	val 2	val 3	val 4
16k	127	32621	2500	2
32k	191	-16531	12500	10
48k	255	-147	25000	20

```
14 POKE 16561,109: POKE 16562,val 1: CLEAR 50
```

```
16 X=val 1:X1=val 2
```

```
128 POKE 16561,109: CLEAR val 3
```

```
316 change both 12s to val 4s (just a PRINT statement)
```

```
882 change both 12s to val 4s (just a PRINT statement)
```

```
892 Q=val 4
```

Enough writing - time for a Space Quest (by Troy Lyndon). Using the arrow keys to move and the spacebar to fire, try to stop the increasingly nasty waves of aliens. The game is written in machine language, so to load it type **SYSTEM<enter>**, answer the **\*?** with **SPACEQ<enter>**, and answer the next **\*?** with **/<enter>**. Plug the AUX plug into an amplifier for sound. Note: The start, end, and entry addresses are 25000,31255,26761 (61A8,7A17,6889 in hex).

No disks m'lady...

Last month two programs (groan!) had problems if they were run on non-disk systems:

To fix Super Graphics Creator:

Take the **CLOSE**: out of line 540.

After the **ERL**: in line 1440, add **IFPEEK(16396)<>201THEN**

To fix Bug Attack:

- 1) Load the program by typing **SYSTEM**<enter> and answering the \*? with **BUGATTK**<enter>. When the next \*? comes on the screen **HIT** <break>.
- 2) Type in the following BASIC program:  

```
10 A=28672:FORD=1TO13:READB,C:POKEA+B,C:NEXT:Q=USR(0)
20 DATA22,0,23,103,26,192,31,34,32,118,33,0,34,0,35,0,47,24
30 DATA1382,201,1525,201,-12146,0,-12145,112
```
- 3) Type **RUN**<enter> and away you go. If you have some utility that allows you to save a machine language program to tape, you can hit the **RESET** button at this point and dump it to tape so that you can load it and **EXECUTE** it normally through the **SYSTEM** command.



All work & no play makes Jack a dull boy...

**MODEL 100 Games #1**

**Blockade** - Your "snake" grows longer as you hit the randomly appearing targets on the screen! A one or two player real-time game.

**Reversl** - Outflank your opponent! Play against the computer or another human.

**Frankenstein Adventure** - Find all of the necessary equipment to awaken the monster.

**Alexis Adventure** - Sail the seas and traverse the islands to recapture your kingdom.



- a lot of software for a little silver

See your dealer or:  
Write or call us direct at P.O. Box 21101,  
Santa Barbara CA 93121 (805) 966-1449

Buggin' out,

*Dave*

ed.

**MODEL 100 Games #2**

**Maximum** - Outscore your opponent or the computer by taking the higher point squares and leaving a low point choice for them.

**Checkers** - The classic game! Play against the computer or against a human or have the computer play itself!

**Amazing Chase** - Outrun two pursuers in a maze in this real-time game with optional sound.

**Williamsburg Adventure** - Steal, eat, shoot, and laugh to find the golden horseshoe!

**TRS-80  
MODEL 100**

Choose either of the games packages for only \$24.95!

**THE ALTERNATE SOURCE**

**Spellbound**

Shoot-em-ups not your style? Consider **Spellbound**, a sophisticated word game that will both "please" and "astound": "please" because you will always have a capable partner at the flip of a switch and "astound" because you can demonstrate the superior capabilities of your TRS-80. **Spellbound** conducts a word search using its 12,000 word on-line dictionary in less than a minute. Words are extracted from a matrix of random letters by both you and your TRS-80. One to six humans can play; the word matrix is designed using a unique graphic configuration. The ideal demonstration program for your pedantic friends. **Spellbound** is written in a combination of Z80 and Fortran; original purchasers can also purchase the source code for an additional \$10. Sorry, this program only comes on disk. Both Model I and III versions are included for \$19.95. Because of critical real-time task processing, this program will not work with Newdos/80.

**TASORT  
The Alternate SORT**

**TASORT** is a high speed sorting program, designed for easy use in BASIC programs that need powerful sort capabilities. **TASORT** is fast, sorts up to 65 arrays simultaneously, sorts any combinations of

variable types, is completely relocatable, respects high-memory, and will sort ascending, descending and tag-along. **TASORT** works with all Model I and III configurations, tape and disk, and is the perfect bridge for making your programs 100% compatible with all environments. **TASORT** is \$19.95, tape or disk. Write for information on licensing **TASORT** for your commercial applications.

**Modem 80**

Need a top quality terminal program that works under a variety of environments? **Modem 80** and its support packages have the TRS-80 talking with dozens of systems, both micros and mainframes. A special protocol permits easy and reliable communication with CP/M systems, too! **Modem 80** allows you access to DOS commands while online, route screen displays to your printer, change all local communication parameters at any time, upload and download, send files larger than memory (if the other system recognizes XON and XOFF protocol), and even includes a HOST program so that you may access your unattended TRS-80 from a remote site. Four separate translation tables are included for communication output, video, printer and disk files. These are user modifiable. The **Modem 80** package of seven programs and user's manual is \$39.95. This program is one of our best buys!

**Information Storage  
And Retrieval**

**ISAR I, Version 2.0**, is the ideal beginning data base manager. **ISAR** allows you to create data files to your specifications and add, change and scan records as desired. Version 2.0 features include: Sorting of all ten fields at once; reports are generated by a

small BASIC program generated by your response to prompts (this allows your printer to work at the fastest possible speed and reports only need be defined ONCE); reports support titles, page numbers, column headings, footers, literals, end of file totals, special control characters LPRINTED before the report and more; documentation has been expanded to cover items such as error trapping, utilization of disk space, sample user sessions and information about how **ISAR** stores the information necessary to access a file (making conversions between **ISAR** and other data base managers easier). **ISAR I, Version 2.0**, complete with all enhancements and documentation, \$39.95. (Unregistered **ISAR** Expanded Users: Upgrades available!)

**The Alternate Source  
Programmer's Journal**

A software toolbox for your TRS-80 Model I and III. Each issue of **TAS** features utilities and applications that enhance your investment in the revolution. And more. We tackle comparison reviews, Model I/III compatibility, useful patches for popular programs, modifying BASIC, using Z80 assembler and many other languages. The **Alternate Source** is \$24 for 12 issues. If you haven't seen our journal, request a sample copy with any product on this page.

Thanks for reading our ad! **TAS** is located at 704 North Pennsylvania, Lansing, MI 48906. Phones: (517) 482-8270 and (800) 248-0284 (order-line). Check, Money Order, Visa, MC, COD (\$1.75 extra), and written P.O.s welcome. We also stock several hundred programs from other vendors. Ask for a copy of the latest **TAS** flyer. Dealer inquiries welcome