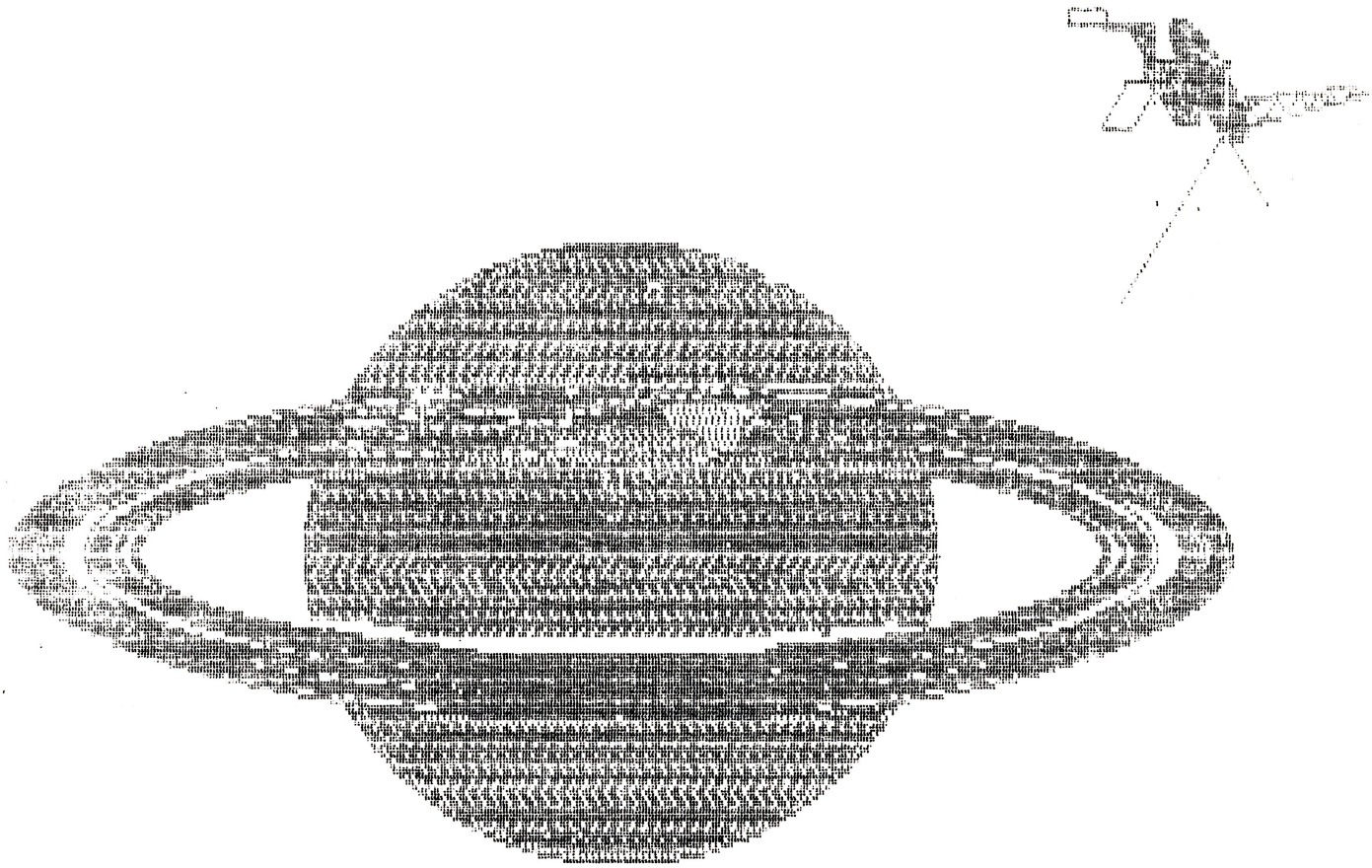
NEXT MEETING OCTOBER 2ND 1984
7:30 PM DETAILS ON PAGE 20



VOICE OF THE '80

VOLUME 5 NUMBER 5
OCTOBER 1984

******** Minutes for FCUG - August 7, 1984 ********

The evening was begun by Herman Parks with some encouraging news and some news that was not so encouraging. First, the firm, Softside, has died. Second, the IBM PC Jr. will soon lift the top off the memory and will be able to use Lotus. Finally, the new series of microMerlin (Excaliber series) is said to be able to run all IBM software right off the shelf.

Bob Jackson, our president is again spending part of his vacation with us and took time to share some of his problems with the Model 4 Scripsit. There are new patches to alleviate some of these problems. Users should be sure to use them.

Although we were unable to gather a quorum, Mr. Charles Lee, our attorney, spent some time with us explaining the basic points of the incorporation. July 31st is the actual date of the incorporation.

1. Bylaws require a quorum for the election of officiers.
2. Members must OK all contracts over $1000.
3. If you donate equipment to the club it is now tax deductibe.
4. All checks must be signed by two officiers (either treasurer, secretary, vice-president or president).
5. The nine officiers include the four mentioned above as well as newletter chairperson, membership chairperson, promotion chairperson, corresponding secretary, advertising chairperson, purchasing chairperson. All offices but those of the president and secretary can be combined and filled by same person.
6. There are nine directors on the board. These include the eight officiers and one at large member.
7. The president can spend up to and including $100 without any formalities.

So that the formalities of ratifying the incorporation and electing officiers can be filled a quorum must be present (at least in terms of voting rights). In order to insure this at our September meeting, each member will be sent a proxy and asked to return it by mail even if he or she plans to attend. If the member arrives at the meeting he or she can pull back the proxy power.

Dick Carricato gave us a most complete presentation on his plans for the club bulletin board if the bulletin board is passed by the club members. He feels there are 4 reasons for a club bulletin board:

a. it could act as an "all the time club meeting"
b. it would be a place to leave and receive messages
c. programs could be transfered
d. it would be another way to spend money on your obsession

In addition to the use of Dick's two disk drive computer system and software donated by Al Abrahamson, we would need:

a. a device to convert parallel data from computers to serial data for the phone line and the converse (this device is usually an RS 232 board)

b. a device to convert digital levels to audio tones for the phone line - and the converse (this is the function of the modem)

c. A "standardizing" device to deliver signals to the modem on precisely defined pins and connectors (this is the real function of the RS 232). Dick feels the Radio Shack RS 232 manual is an excellent text on the subject.

The discussion which ensued pointed out that the club bulletin board would be a one user at a time system. The members felt that the only money the club would actually lose if this venture should turn out to be unsuccessful would be the money paid to the phone company for the installation of the phone line and use of the line for the next year. This one year would show us how much use the bulletin board is to individual club members. Some concern was expressed by those members who live out of the local calling area as to the expense of toll calls to the bulletin board. The expense in individual club members will be aided by the public domain software in our library which will run any member's modem. Dick would be glad to make the club disk library available to other members via the modem if another club member is able to loan him a third disk drive.

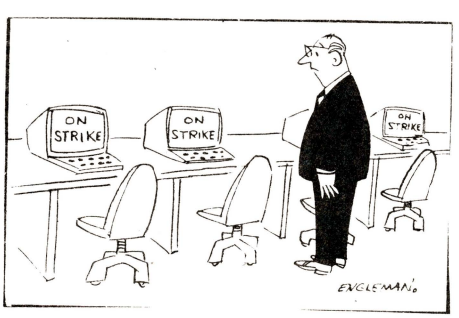
Don Pearson made a motion for the club to spend up to, but not to exceed, $600.00 to install a bulletin board. This money is to include the modem, phone line and phone use for one year. The motion was carried by a show of hands.

After the break Roger Giler demonstrated his favorite commerical graphic software package called Datagraph from Microsoftware Systems. Roger showed us graphs he has prepared for business using this package and his Epson MX-80 printer with graphtrax. Datagraph is available for almost all dot matrix printers. The package allows him to transfer Visicalc files to graphs with a minimum of added effort. Roger then concluded by reviewing with us a program he had written in basic "many moons ago" which allowed him to create his own graphs.

The meeting was adjourned by vice president, Herman Parks, as Dick Carricato rushed home to open his new Olivetti ink jet printer. If all is working well Dick promises a report next month.

Respectfully submitted,

Patricia Brinson, Secretary



The future of Radio Shack

By George Saladino

We had a few months ago a discussion on Radio Shack and its future. Well, here are my ideas on the matter.

Radio Shack had it all in the beginning, but because of poor management decisions, has blown it.

First, like many big companies, lack of respect for employees is having its toll. Many good people are packing it in at Radio Shack. There was a pay plan that was called the "New York Pay Plan" that many of the better managers were taking. That was done away with about a year ago and those managers are now making 50% less! A lot of good managers have left Radio Shack.

This leaving of many good people is producing employees who are not what Radio Shack needs to make sales and back up their computers. I have run across several employees that are only interested in making sales and do not care for the customer after the sale is made. Some salespersons I have known have lied through their teeth and screwed the customer when ever they can. This is wide spread. One told me that there is no honest salesperson in computer sales.

Next, the repair record of Radio Shack has been very poor. I have a friend that has had a hard disk drive in repair for over 3 months! No excuse for this. Equipment that has been repaired, comes back no better than before it went into for repair. This has happened several times with the same unit being repaired.

Another fault with Radio Shack is that they send out new equipment that does not work. I know of a store that received 3 model 16's with hard disk drives that did not work. The store had to send them in for repair and absorb the repair cost. I think that Tandy's policy stinks. When one has to have have a new car repaired, the dealer charges the car maker for the repair. Not so with Tandy! That is a hell of a policy where a company can send its store merchandise and if it is defective, the store losses.

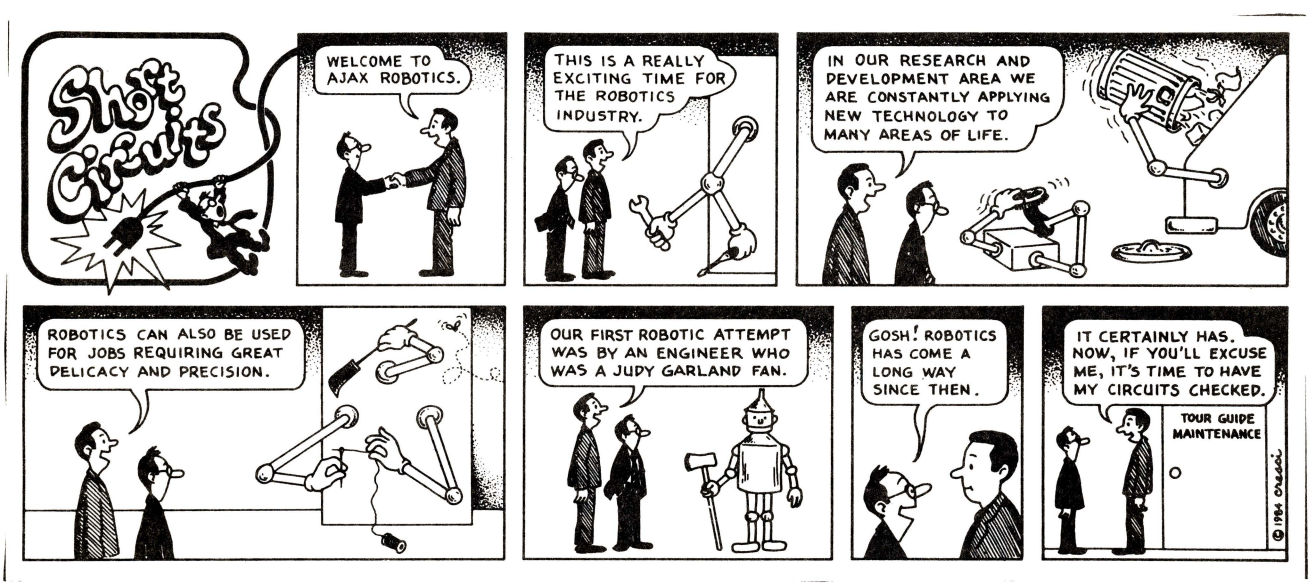
Software support is also lacking. Now that the Model 4 is out for a year, there is hardly any software for it. We who are on Micronet and have Model 100's are lucky that that wonderful Model 100 board has so much software for it. Look at the IBM PC, everyone is buying it because of the software support!

Radio Shack is too slow in coming out with new computers or supporting the trend. For example, I understand that they are keeping back a new computer to compliment the Model 100, because they have too many 100's in stock. This is very poor sales planning. They can bring out a new computer and keep the previous one still in the line. I like my 100, but would also like an advanced machine to go along with it. I know many firms

that like the 100 and also would like one with more power and would buy both.

Speaking of new computers, Radio Shack has too many in their line. Take for example the pocket computers. Four different ones and I do not think any were that good in sales. Now you are saying that he just said that Radio Shack should come out with a new 100 or 200, but cut down on their line. Well that is what I am saying. Radio Shack should support the strong entries in their line and get rid of the weak ones. The 100 has been one of the strongest in their computer line since the Model 1.

So, what is in the future for the Shack? I see a dim future in computers if they do not change some of their marketing planning. Computer Centers will be sold off and Radio Shack will pull out of the field of computers. They must improve their sales and support or get out! No two ways about it. A long time supporter of Radio Shack computer products (ME) is thinking of buying an IBM PC! That is pretty bad, since I had one of the first Model 1's and was a great supporter of it. In fact I went around to some of the local Shacks at that time and brought my machine to demonstrate it since most stores did not have ones of their own to demonstrate. In fact I was offered a job at that time to sell them. I never took it.



A s k A l a n

by Alan Abrahamson

In the August issue of the Voice, I presented to you a method of transfering a sequential text (word processor) file to a random access file. This utility was called SEQTORND/UTL. I am now going to show you a way to use this help screen data in a practical manner within your own Basic program. The demonstration program below will accomplish this task.

Each line of code is liberally commented and if you key in the code, prepare a text file saved in ASCII with you word processor, use the SEQTORND/UTL published in August you will really get the meaning of this demonstration. The technique of using the dummy variables to block move the data using "LSET" is about 10 times the speed of a similar "PRINT" statement. The LSET command appears to do a Z80 block move (LDIR,LDDR) between the VARPTR's (pointers) of the variables involved. This technique can be used in any screen data manipulation routine to move data from point A to point B. Remember that the LSET routine physically moves the data from one place to another, it is NOT just a pointer swap.

The key ingredient in using this method is to establish the dummy or real variables, prior to the LSET. It is not necessary to OPEN any files in using LSET, but you cannot use LSET on a variable that has not yet been initialized. Lines 18 and 19 set up the dummy variable (DU$) and the holding variable (U$) so that after line 37 moves the pointers, lines 38, 41 and 43 can LSET (move) the data.

Enjoy!!!

HELP/DEM

```
1 REMarkable HELP/DEM program by Alan B. Abrahamson (06/01/84)
             Setup the HELP file with word processor, save in
             ASCII with format of 4 lines each ending with C/R
             for each help record. Now run SEQTORAN/UTL.
10 CLEAR 765 : CLS : DEFINTA-Z
   'Make string space, define all variables as integers
12 LINEINPUT "Filename of help file ";HF$ : IF HF$="" THEN HF$=
   "HELP/DAT" : PRINT HF$ : OPEN"R",1,HF$ : CLS ELSE
   OPEN"R",1,HF$ : CLS
   'Prompt for filespec, open file then clear screen.
13 FIELD1,255 AS A$
   'Field random buffer (255 bytes)
```

```
15 TRASH$="This is the trash that may have appeared on the last
   four lines of the screen. This stuff must be replaced back
   on the screen after the help message has been shown. The
   idea is to capture the screen, store it and then put it back
   after."
16 PRINT@768,TRASH$; : TRASH$=""
   'Print data then null string.
17 POKE16383,191
   'Sample data in 15 (255 bytes), place a bit of data in last
   screen location for this test.
18 DU$=" "
   'set up dummy string for screen dump
19 U$=STRING$(255,32)
   'Set up U$ to hold screen data.
20 PRINT@64,CHR$(30); : LINEINPUT"Help screen number, ''END''
   to exit  ";HS$ : GOSUB600 : HS=VAL(HS$) : IF HS<1 OR HS>10
   THEN 20
   'Prompt for screen, 600 checks for exit, check for valid
   screen number.
30 GET1,HS
   ' Get 1 Help screen record.
31 PRINT@1021,RIGHT$(STR$(HS),2);
   'Print help screen number for proof of new screen data.
37 B1$=CHR$(PEEK(16383)) : POKE VARPTR(DU$),255 : POKE
   VARPTR(DU$)+1,0 : POKE VARPTR(DU$)+2,63
   'Put last screen byte in B1$, POKE DU$ length to 255, POKE
   DU$ with screen address (256*63+0 = 16128)
38 LSETU$=DU$
   ' Physically move screen data to U$ in memory.
41 LSETDU$=A$
   'Print Help screen from buffer to screen.
42 IN$=INKEY$ : IF IN$="" THEN 42
   'Hold screen with inkey$ for key press.
43 LSET DU$=U$ : POKE 16383,ASC(B1$)
   'Print U$ back to screen and replace last byte stored in B1$
50 GOTO20
   'Go get another help screen number.
600 IF HS$="End" OR HS$="END" OR HS$="end" THEN CLOSE : END
    ELSE RETURN
    'Have clean way to exit the program and close file with
    word  ''END''.
60000 SAVE"HELP/DEM
      'Alan's save line.
```

PEANUTS

LDS
LETTERSET DESIGN SYSTEM

Review by: Alan Abrahamson

W. K. Mason has done it again, and better. The DotWriter 4.0 system which I have reviewed before is a vast improvement over the 3.0 version. Many of the earlier limitations are overcome in this version and the speed is about four times faster. The system is now totally in machine language. The Letterset Design System, the subject of this review, has been enhanced and several new features are added to aid you in your creations.

The system is menu driven and most of the manipulations that you might wish to do to your lettersets are automatic. You must think along the lines of the system in which you are working, but once you get the feel for the structure, things fall into place in a friendly manner. To design your own lettersets or logos, TGEAP (Tiny Graphics Editor And Programmer) is provided. This program is an Etch-A-Sketch of sorts, and allows creation and storage of individual designs under a keyboard character. Using TGEAP is simple, although time consuming in

elaborate design.

The Letterset Manipulation Utilities will accomplish many tasks for you automatically. You can split designs, copy from one set to another, format new sets of varying sizes and shapes, list the blanks in a file, list the ASCII values of any graphic or letter, italicize the letterset, move or justify letters, merge or fill characters, expand or magnify letters, wiggle your letters or designs, rotate or shrink designs, find out the minimum storage requirements and even proportionalize your letterset once you have completed any or all of the above girations.

These routines are very powerful, easy to use and tend to get your creative juices flowing. The fonts used in this article were created by using the Letterset Design System on existing fonts. They were created in a minimum of time, with very little effort on my part. If I only had a little more imagination... To W. K. Mason, the author of DotWriter, LDS and TGEAP, I say:

BRAVO!

WHAT YOUR MISSING?

by Alan Abrahamson

Our exchange newsletter program is a terrific source of information. Although I try to reprint some of the good articles from other publications, time and space do not permit justice to be done. The hardcopy library is always available on meeting nights and you can borrow any group until the next meeting. See Len Bloom at the meeting.

MARIN COUNTRY NEWSLETTER, August, 1984 - Tons of Super Scripsit patches.

CINCINNATI USERS GROUP, August, 1984 - High-Res screen dump from CoCo to Gemini 10X, Newdos 80 ZAPS.

GREENSBORO EIGHTY NEWSLETTER, August 1984 - Program to convert screen coordinates from Models I, III, 4 to 2000 or IBM/PC.

TRS NYBBLERS, August 1984 - TRSDOS 2.700 Patches, Differences between Model III and 4.

CENTRAL ILLINOIS NEWSLETTER, August 1984 - NEWDOS 80 Ferive settings, Profile III Plus. Reviews: Tallymaster, TRSDOS 1.3 patches, CoCo Megadisk.

MARIN COUNTY NEWSLETTER, July 1984 - Model 100 Video Escape codes.

USA[80] NEWSLETTER, June-July 1984 - NEWDOS 80 commands, XMODEM file transfer protocol.

APCU NEWSLETTER, August 1984 - Format ZAP.

ERCC NEWS, July 1984 - Financial planning program.

METRO USERS NEWSLETTER, August 1984 - PEEKER/BAS ... Another kind of INKEY$.

CSRA NEWSLETTER, July 1984 - IBM tips, Wordstar 3.3 fix, Wordstar "Q" menu, NEWDOS 80 PDRIVE settings.

NEW ENGLAND COCONUTS, July 1984 - Summer Sonnets program, Using your 64 K, Graphics generation.

NORTH COUNTY NEWSLETTER, June 1984 - Model 100 calendar, patching CoCo disk basic.

TCUG NEWSLETTER, July-August, 1984 - Beginners view of CP/M, Wittsoft Integer Compiler, Datawriter, Smith Corona Ultrasonic III computer interface, accessing Profile III files from Basic and Model 4 Disk Scripsit.

LLIST NEWSLETTER, May-June 1984 Color computer slow list program.

CONGRATULATIONS!

To one of our oldest and most prolific contributors, David R. McGlumphy, 4429 Paula Lane, Chattanooga, Tennessee 37415, a programmer for the Krystal Company, goes our heartiest congratualtions. Dave has earned the title of C.D.P. (Certified Data Processor) from the Institute for Certification of Computer Professionals. He was one of 1442 successful candidates out of the 4238 who took this year's examination. The examination established a method for recognizing a corps of individuals who have the knowledge considered important to data processing and information management. The CDP helps lay a foundation for the continued growth of the data processing field and for the personnel within the field seeking to attain a position of leadership.

TRSDOS 6.0 Passwords

by Richard Colvin
Reprinted from NYBBLER
Volume 6 Number 3

For those of you out there who own Model 4's and would like to kill or change system files on TRSDOS 6.x, here is a list of the owner (update) passwords from the Technical Reference manual.

FILE TYPE	EXTENSION	PASSWORD
System files	/SYS	LSIDOS
Filter files	/FLT	FILTER
Driver files	/DVR	DRIVER
Utility files	/CMD	UTILITY
Basic	/CMD	BASIC
Basic overlays	/OV$	BASIC
Config	/SYS	CCC
Drive code table init	/DCT	UTILITY

UNKILLING FILES IN TRSDOS 1.3

by Dave McClure
Reprinted from Northern Bytes
Volume 5 Number 2

When you kill a file you only alter the directory entry, the Hash Index Table (HIT) and the Granule Allocation Table (GAT). The file is still on the disk, and if you haven't written to the disk (too much) you can recover most or all of the file.

Most DOS's kill the directory entry by zeroing one byte. TRSDOS 1.3, in Tandy's infinite wisdom, zeroes all 48 directory entry bytes. Fortunately, it does so by zeroing the first byte and then using the LDIR function with a byte count of 47 to move that first byte into the other directory bytes.

We can correct this procedure by changing the 47 to 01, thus only the first two bytes will be zeroed. Use your disk zap utility to change byte B9, sector 14, track 16 of a TRSDOS 1.3 disk from 2FH (47) to 01.

To unkill a file just zap a 10H into the first byte of the directory entry (the second byte isn't used and can be ignored). If you are using Super Utility Plus, use the repair section to repair the HIT and GAT and you are through. If you don't have SU+, use the techniques in Pennington's "TRS-80 Disk & Other Mysteries" to recover the HIT and GAT entries.

Model 4P Boot Mode Key Selection

Reprinted from MCTUG, February 1984

Whether the Model 4P boots in the Model III or Model 4 mode depends on the key sequence used during the boot. Pressing one of several keys will select a different mode of operation. The selected keys should be held until the boot sequence is complete. NEVER USE the (SHIFT), (CAPS), or (CONTROL) keys during a boot sequence.

NO KEYS PRESSED - Model 4P boots in the Model III mode. The Model III ROM image must be on the disk.

(F1) KEY PRESSED - Boot from hard disk.

(F2) KEY PRESSED - Boot from Floppy Disk Only.

(F3) KEY PRESSED - Boot in the Model III mode.

(L) KEY PRESSED - Load the ROM image even if it has already been loaded. This mode is used to force the Model 4P to load the ROM image in case it has been damaged inside the Model 4P.

(N) KEY PRESSED - Indicates to the Model 4P that it is not to boot the ROM image. Use this mode to boot TRSDOS 6.1.

(P) KEY PRESSED - Prompts user to switch disks after booting the Model III ROM image. This mode can be used to run previous Model III application diskettes that do not contain the ROM image. At the prompt press <BREAK> to run Model III ROM BASIC, press <ENTER> to load and run a Disk Operating System.

(V) KEY PRESSED - Prints ROM version on screen. Does NOT boot a disk. This mode does NOT appear in the Model 4P owners manual.

(.) KEY PRESSED - Performs a dynamic RAM test. Runs continuously until RESET pressed. This mode does NOT appear in the Model 4P owners manual.

(SHIFT)(BREAK) KEYS PRESSED - Boot from RS232. Acts like Network III boot ROM. This mode does NOT appear in the Model 4P manual.

SUPERSCRIPSIT PATCH

PATCH to create DWP210/CTL from DWP410/CTL for SUPERSCRIPSIT.

OFFICIAL RADIO SHACK PATCH (Customer Service Bulletin 1590-06).

PROBLEM: The DWP410 driver will not work on DWP210 printer.

SOLUTION: The following patches will allow DWP410 and DWP210 to interface.

```
COPY DWP410/CTL:0 DWP210/CTL:0
PATCH DWP210/CTL (ADD=BB02,FIND=10,CHG=0E)
PATCH DWP210/CTL (ADD=BB0C,FIND=10,CHG=0E)
```

MAILLIST TRSDOS 6.1 PATCH

PATCH to TRSDOS 6.1 MAILLIST to correct DELETE function.

OFFICIAL RADIO SHACK PATCH (Customer Service Bulletin 0314-01)

PROBLEM: The DELETE function of MAILLIST does not delete, and the data file gets left open.

SOLUTION: The following statement changes will correct this error.

In MAILLIST 01.01.00 on TRSDOS 06.01.00 or 06.01.01 change statement 1670.

```
FROM: 1670 GOSUB 2820: IF REPLY% THEN 2870 ELSE 1760
      180 PRINT @(12,31),"Version 01.01.00"  'Print Version

TO:   1670 GOSUB 2820: IF NOT REPLY% THEN 1760
      180 PRINT @(12,31),"Version 01.01.01"  'Print Version
```

This will allow the DELETE/ function to operate.

BULLETIN BOARD

The Fairfield County Computer Users Group, Inc. Bulletin Board, a TBBS system is up and running at (203) 846-6728. All members are encouraged to use the system, this could be the best information resource that is available to us and certainly the most timely. When you log-on, leave a password for Dick Carricato, the SYSOP

NEWDOS-80 v2. ERROR CODES

by Phil Yacht

Reprinted from USR(80), Newsletter #44, May 1984

The following is a program that shows how to use the ROUTE command in NEWDOS80 V2. Everything that is typed on the keyboard is printed on paper. Line 80 puts everything back to normal. The program will make a list of all 63 disk error messages. (See Figure 1)

GOTO 64000 will save this program on drive :1. I find this very useful when working on 2 or 3 programs. It is very easy to save the wrong name and wipe out a file -- but with line 64000 it always saves the file under the correct name.

GOTO 65000 will LLIST a program with the name, time, and date on the top line -- very useful when comparing two different listings.

ERRCODES/BAS

```
ERRCODES/BAS 06/04/83 19:55:15
10 CMD"ROUTE DO,DO,PR
20 PRINT "ERROR CODES FOR NEWDOS80 V2.0
25 PRINT "Written by Phil Yacht, 1984
26 PRINT "604-224-1766
30 FOR I = 1 TO 63
40 A$ = "ERROR " + STR$(I)
50 PRINT I;
60 CMD A$
70 NEXT
80 CMD "ROUTE,CLEAR
90 END
64000 PRINT "SAVING ERRCODES/BAS:1" : SAVE "ERRCODES/BAS:1"
64001 END
65000 LPRINT "ERRCODES/BAS  " TIME$ : LLIST
```

Figure 1

```
ERROR CODES FOR NEWDOS80 V2.0
 1 BAD FILE DATA
 2 SEEK ERROR DURING READ
 3 LOST DATA DURING READ
 4 PARITY ERROR DURING READ
 5 DATA RECORD NOT FOUND DURING READ
 6 TRIED TO READ LOCKED/DELETED RECORD
 7 TRIED TO READ SYSTEM RECORD
 8 DEVICE NOT AVAILABLE
 9 UNDEFINED ERROR CODE
10 SEEK ERROR DURING WRITE
11 - 63 ...... etc.
```

Elegant Displays

by Mel Seder

Reprinted from The WPG Micro-80 User's Group Newsletter
Issue 19.0

This program will sort a list of names and then figure out how to print it in columns on single screen "pages". There's some interesting code that goes into figuring out which array variables to use in each screen. Be sure to have a close look at it.

```
10 CLEAR 5000 'String space for array A$
20 CLS
30 ITEMS = 99
40 DIM A$(ITEMS)
50 GOSUB 1000 ' Create array A$(ITEMS + 1) elements
60 GOSUB 2000 'Sort them starting at the Qth element
70 GOSUB 3000 'Print them in columnar format
80 END
1000 CLS 'Build A$( ) 0...ITEMS
1010 FOR X = 0 TO ITEMS
1020 FOR Y = 1 TO 5 '5 Chars per element of A$
1030 A$(X) = CHR$(RND(26) + 64) + A$(X) 'Get alpha char
1040 NEXT Y
1050 PRINT @ 7 * 64 + 27, USING"#### Built";X+1
1060 NEXT X
1070 PRINT @ 8 * 64 + 23, USING"#### Now all built";ITEMS + 1
1080 FOR X = 1 TO 1000 : NEXT X
1999 RETURN
2000 CLS ' Sort, CMD"O" will not work on CoCo
2010 R% = ITEMS + 1
2020 PRINT "Sort started ";TIME$
2030 CMD"O", R%, A$(0) 'Sort 101 items starting at 0
2040 PRINT "Sort ended ";TIME$
2050 FOR X = 1 TO 1000 : NEXT X
2999 RETURN
3000 CLS 'Columnar print algorithm
3010 COLUMNS = 4
3020 SCL = 14 'Keep 2 for continue message
3030 NUMBERPERPAGE = COLUMNS * SCL
3040 PAGES = ( ITEMS + 1 ) / NUMBERSPERPAGE
3050 IF PAGES <> INT (( ITEMS + 1 ) / NUMBERPERPAGE) THEN PAGES
     = INT ( PAGES ) + 1
3060 FOR PL = 0 TO ( PAGES - 1 )   'Page loop
3070 FOR SL = 0 TO ( SCL - 1 )     'Screenline loop
3080 FOR EN = 0 TO 3               '4 entries per line
3090 ELEMENT = ( ( EN * SCL ) + SL ) + ( PL * NUMBERPERPAGE )
3100 IF ELEMENT > ITEMS THEN PRINT " ",ELSE PRINT A$ (ELEMENT),
3110 NEXT EN
3120 NEXT SL
3130 INPUT "Continue ";C$
3140 NEXT PL
3150 RETURN
```

Model 100 Video Escape Codes

by Jeff Aston

Reprinted from DATAPORT, May 1984

In case you don't have these BASIC escape sequences (as many Model 100 owner's don't -- they were left out of the manual), here they are, ready for your use!

BASIC Escape Codes

ESC/"A" - Cursor UP
ESC/"B" - Cursor DOWN
ESC/"C" - Cursor RIGHT
ESC/"D" - Cursor LEFT
ESC/"E" - Clear Display
ESC/"H" - Cursor HOME
ESC/"J" - Erase to End of Page/Screen (EOP)
ESC/"K" - Erase to End of Line (EOL)
ESC/"L" - INSERT a LINE at cursor position
ESC/"M" - DELETE a LINE at cursor position
ESC/"P" - Cursor ON
ESC/"Q" - Cursor OFF
ESC/"T" - PROTECT screen line 7
ESC/"U" - REMOVE line 7 protection
ESC/"V" - INHIBIT screen SCROLLING
ESC/"W" - ENABLE screen SCROLLING
ESC/"Y" + yx - locate the cursor to yx-32
ESC/"e" - ENABLE BLINKING video
ESC/"f" - DISABLE BLINKING video
ESC/"j" - Clear Screen
ESC/"1" - Erase Line
ESC/"p" - Turn on reverse video
ESC/"q" - Turn off reverse video

To use one of these ESCAPE sequences in your BASIC program, simply print the CHR$ codes necessary. For example, to print "Testing Reverse Video" in reverse video, your program line would look like this:

```
10 PRINT CHR$(27);"p";"Testing Reverse Video";CHR$(27);"q"
```

Please note that ESC/"1" is not a documented escape sequence and that the ESC/"e" and ESC/"f" sequences do not work on the LCD display, only on the CRT or TV.

The ESC/"e" and ESC/"f" blinking video sequences are quite handy. The text you specify to blink between the "e" and "f" blinks independently of all other functions. Even if you stop your program's execution or the text should scroll up on the screen, the text you specified to blink will continue to blink.

Model III Useful PEEKs & POKEs

by Mike Stuver
Reprinted from Micro Info Exchange
Issue 60, July 1984

Address	Function	Control
16396	Disable break key (LSB)	175
16397	Disable break key (MSB)	201
16396	Re-enable break key	201=default
16409	Upper/Lower case toggle	0=upper case
16412	Cursor blink toggle	0=blink
16419	Cursor character	176=default
16420	Tabs/Special character toggle	0=tabs
16422	Printer driver address (LSB)	194=default
16423	Printer driver address (MSB)	3=default
16422	Send "LPRINT" results to CRT	115
16423	Send "LPRINT" results to CRT	3
16424	Lines per printed page	66+1=default
16425	Number of lines printed	number + 1
16426	Number of character printed	number + 1
16427	Printer column width	80-2=default
16526	User routine address (LSB)	
16527	User routine address (MSB)	
16528	Random number seed (LSB)	0=default
16554	Random number seed (MSB)	64=default
16429	Entry for "TRSDOS" READY	
16544	Top of free memory	
16561	High memory protect (LSB)	
16562	High memory protect (MSB)	
16607	BASIC execution address (LSB)	
16608	BASIC execution address (MSB)	
16844	Bit map of last key pressed	
16912	Port 236 bit map:	64=video waits 4=large characters
16913	Cassette baud rate toggle	0=500 baud
16916	Scroll protection	0=default
16919	Time: seconds	0=default
16920	Time: minutes	
16921	Time: hours	
16922	Date: year	
16923	Date: day	
16924	Date: month	
17046	Alternate entry for "TRSDOS" READY	
17385	"NEW" command flag After "NEWing" a program, POKE a 1 to recover. At BASIC READY, enter "SYSTEM" <ENTER> followed by "/11395" <ENTER>.	0=New - 1=ReNew
23608	Entry for BASIC READY	

MULTIDOS 1.6 PATCHES

Provided by Paul Snively

Reprinted from Nothern Bytes, Volume 5, Number 4

If your still using version 1.6 for the Model I (as opposed to version 1.6a, which fixes this problem), here's a patch that eliminates Vern's keyboard debounce routine (and also eliminates "lost" keystrokes):

If your using single density, the track/sector is 1/6. If you're using double, the trak/sector is 1/8. If you're using P density, the track/sector is 1/4. In any case, use ZAP/CMD and change relative byte 6E (all densities)

from: F1 A6 C8 21 to: F1 00 00 21

There you go. While I'm at it, here are some other 1.6 zaps (all courtesy of the February, 1983 MULTIDOS newsletter!)

If your ZAP/CMD is version 1.2 or 1.3, then apply the appropriate following zap:

If version 1.2: Relative file sector 2, relative byte 14H change:

20 40 E5 DD E5 CD to: 20 40 D9 DD E5 CD

and relative byte 4EH change:

E1 E1 E6 5F to: E1 D9 E6 5F

If version 1.3: Relative file sector 2, relative byte 16H change:

20 40 E5 DD E5 CD to: 20 40 D9 DD E5 CD

and relative byte 50H change:

E1 E1 E6 5F to: E1 D9 E6 5F

Single density Track/Sector 0/9, Doubel density 1/1, P density 0/7. Relative byte DEH for all densities.

Change 00 B7 20 to 00 AF 20.

This zap is optional, and allows for a one second delay on read. This is necessary if your drives have trouble coming up to speed quickly when selected.

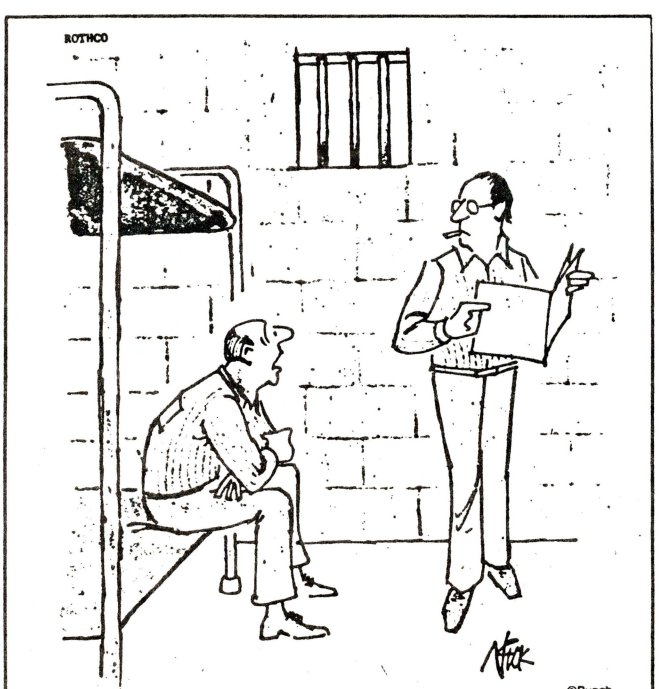
Here's a neat one: Single density 0/7, Double density 0/9, P density 0/5. Relative byte: 19H.

Change 3E 00 D3 FF to: 3E ub D3 up.

"up" is a user defined port, and "ub" is a user defined byte. This allows the user to make MULTIDOS turn certain hardware mods on on boot-up. Vern, of course, uses this feature to turn his high-speed clock on (and so, for that matter, do I.) Neat, huh?

Another good one: All densities, track 17, sector Ø. Yes, this is the GAT sector, but as you may have noticed from time to time, there's PLENTY of room for other things besides the GAT information. Well, Vern puts several system configuration parameters there. On 1.6, Vern didn't allow you to choose how many retries MULTIDOS would make on an error before it actually reported the error (this capability has been added to the CONFIG command on 1.6a). So, to set the number of retries, look at relative byte C4H. If the value is a Ø4, take the number of retries you want, subtract one from it, and put it here. For example, ten minus one is nine, so zap a Ø9H at relative byte c4H. However, if the byte is a Ø5, simply zap the number of retries you want here. So ten retries means zap a ØAH into relative byte C4H. One thing... the error retries value is limited to 5 bits. So, the maximum number of retries is 31 decimal (1FH).

In the weird filenames dept.... Ever wish that you could enter lowercase filenames and KEEP them lowercase> How about GRAPHICS filenames? Great for security...) Or numbers as the first character in a filename? What about characters like >, ?, @, !, ", #, $, %, &, and <? MULTIDOS can do it! The remaining three bits of relative byte C4H on 17/Ø are the key. If you want lowercase left as such, graphics, and the >, ?, and @ symbols to be valid filenames, set bit 7. If you want to allow numbers as the first character, set bit 6. If you want the symbols !, ", #, $, %, &, and < to be valid in filenames, set bit 5.



"Know what really chokes me? That $50,000 computer I stole now sells for $69.95."

The President's Page

Date : Tuesday, Oct. 2nd, 1984

Time : 7:30 PM

Place : New Canaan Country School

INCORPORATED - it has a nice ring to it. **FCUG, INC.** will be around long after the computer that got us started has been replaced with the newest model. I, myself, am on my fourth generation of Tandy computer. Now into my seventh year involvement with computers, I have developed a love - hate relationship with the machines. Some days I will avoid going near a computer and other days I will lock myself in a room with the beast for the whole day. This transformation affects all of us.

One night at a party I ran into one of our old members and I asked him why he stopped coming to meetings. He responded that he had moved on to another computer (not IBM). He had gone to other club meetings, but he said FCUG was a notch above the others. Since he has now found his application for his computer, he has stopped trying to figure out how the thing works.

This meeting we will start with a demonstration of a new Chess program by James Ragsdale of Danbury. This program plays any of the 70 top grand master plays. This program will be advertised in 80-Micro in November, and I told James to bring some extra copies to sell.

Sid Gross is going to educate us for the rest of the meeting with a simplified tutorial on PEEKs and POKEs. He promises that even the blind, deaf and dumb will understand. Come and see for yourself.

Bob Jackson

Voice of the '80
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