

Sure, I'll smoke a cigar...

Yea! It finally happened! Robin and Mike had a baby boy on March 14 (the little guy was wary of the Ides of March). Donna commented that I seemed more relieved than the father. Thank goodness Rose (meet Rose, another East Coast runaway) was here early to step in and give us a hand until Robin returns to this nut farm. She will be 'on vacation' until Morgan (the new baby) is able to clean house, make dinner, etc. (about a month or so)...



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

March 1982

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* Side Title Filename Turns Count *
* CTR-41 CTR-80 *
* **** Dog Cover A 21 & 274 12 & 159 *
* ** ** Word Puzzle B 65 & 306 37 & 177 *
* ** ** Reduce Fractions C 132 & 358 76 & 207 *
* **** Disk Mail (disk only) D 191 & 400 110 & 232 *
*
* ** ZBUG Instructions A 14 & 265 8 & 153 *
* *** ZBUG LO (System /) ZBUGLO 84 & 315 48 & 182 *
* ** ZBUG HI (System /) ZBUGHI 107 & 333 62 & 193 *
* ** Rubic's Cube — BAD B 128 & 350 74 & 203 *
* **** Robot Baseball (System /) BASE 242 & 439 140 & 254 *
*
* 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 I 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 notes - Load the tapes at the LOW speed (POKE 16913,0). An occasional program will NOT run. There may be upper and
* lower case goofs in some programs. Arrow keys often are translated as follows: (↑, ↓, ←, →) = ([, \, ], ^).
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A cover Jed Dog would be proud of - Dog Cover.

Can you find the hidden word in this sentence? Neither can I. But with Word Puzzle you can easily create those find-the-word puzzles. You can then send the puzzle to a printer as well as to the screen.

No, it's not a diet. Reduce Fractions is a fun math drill complete with a dancing man.

Got one for you disk users out there. Disk Mail lets you keep a mailing list of people on disk. You can save and load the list of addresses to and from disk. You can modify, add, and delete addresses from the list. You can search the list for specific items. You can sort the %*@ list. And you can print the list in a label format. Oh, boy!

Just a few notes on Disk Mail - When you are modifying an address, if you just hit <enter>, the item will NOT be changed. In other words, if the name is spelled wrong, you type the correct name in. Then you are asked to input the correct address. Well, the address was ok before, so you just hit <enter> and the previous address is left unchanged. If you happen to jump out of the program by accident (ie: you hit the <break> key) and you want to get back into the program without losing the data stored in memory, type 'GOTO 80'<enter> from the keyboard and you'll be back at the main menu. Hey Model I tape users, don't feel left out. We have a similar program for you available in a back issue (November 1979).

ZBUG is a tape based machine language monitor that allows you to look around and play in your computer's memory. Read ZBUG Instructions (written in BASIC) to find out how to play. There are two ZBUGs, ZBUG LO (start=4300, end=48E3, entry=4300) which loads into low RAM, and ZBUG HI (start=7A1C, end=7FFF, entry=7A1C) which loads into the top of 16k RAM. In order to load one of them, type 'SYSTEM'<enter>, answer the '*?' with 'ZBUGLO' or 'ZBUGHI' (whichever you want) and hit <enter>. When the next '*?' appears, type '/'<enter> and away you go. To give you a little hand, a toenail sketch of the commands is given below:

Monitor Mode

<Break> - dynamic display
 <Enter> - show next 256 bytes
 <Right arrow> - increment display by 16 bytes
 <Shift><right arrow> - increment display by 256 bytes
 <Left arrow> - decrement display by 16 bytes
 <Shift><left arrow> - decrement display by 256 bytes

J - Jump Mode

First 4-digit hex number is the jump point
 Second 4-digit hex number is a breakpoint (optional)

L - Load a machine language tape into memory

M - Modify Mode

Arrow keys or <space bar> - move to another memory location on screen
 0-9 or A-F - replace the current memory location with this value
 <Break> - return to Monitor Mode

R - Show the values in the registers

S - Save memory to tape (use 4-digit hex values)

For the aspiring but lazy cubists among you, we have Rubic's Cube (you're right, the 'c' at the end of Rubic is not a 'k' in this case). This program is unlike many others on the market in that it will SOLVE the cube for you. Save wear and tear on your wrists! And on your psyche! You can set the cube up yourself, or have the computer do it for you. You can even specify different colors for the faces if you have a Brand X cube instead of the official one. Then you can follow along with the program easier with your own cube.

Rubic's Cube displays all 6 sides of the cube at once in flat form. If you are solving the cube yourself, you enter a move by specifying a side (T, B, F, U, L, or R) and then the number of rotations (1, 2, or 3) to perform on that side. If you are setting up the cube yourself, you specify a side (1-6), a row (1-3), a column (1-3), and the color to put there. One comment (not a complaint) about the solving algorithm Rubic's Cube uses - it is not the most efficient. If you take a solved cube, make one rotation, then have the computer solve it, it can take over a hundred moves to do it. Big deal, huh? It would take me a hundred years...

It's time for spring training (welcome Fernando!). So get out Robot Baseball and have a little batting practice. To load it, type 'SYSTEM'<enter>, answer the '*?' prompt with 'BASE'<enter>, and when the '*?' appears again type '/' to play. The addresses of the program are start=16416, end=21478, entry=20480.

Not again!?! I just noticed that we received a new version of Robot Baseball from the author. But it's too late to change the one on your tape (darn!). It seems that the high score isn't updated properly on your version and occasionally the bottom line of the screen has some leftover garbage in it. Shows how observant we are - we really didn't notice the problems. So you get one of our famous "We're sorry"s and a wish that you will enjoy the game anyway.

Planet update...

Todd Knowlton of Lytle, Texas sent us a mod for November 1981's Planets over Seattle that will automatically update the planets positions about once a minute IF you have a disk system and have set the date and time before running the program (it won't work for the year 2000, however):

Delete line 980.

Add 'GOTO 3010:' to the beginning of line 850.

Add 'RESTORE:' to the beginning of line 910.

Add or retype the following lines:

125 GOTO 3000

2240 GOTO 125

2530 GOTO 125

3000 M=VAL(LEFT\$(TIME\$,3)): D=VAL(MID\$(TIME\$,4,2)):

Y=VAL(MID\$(TIME\$,7,2))+1900: GOTO 180

3010 HR=VAL(MID\$(TIME\$,10,2)): MI=VAL(MID\$(TIME\$,13,2)):

SE=VAL(MID\$(TIME\$,16,2)): GOTO 870

Just a routine mod...

R. W. Odlin of Sedro-Wooley, Washington modified the upper-case to lower-case routine that I gave in the January 1982 issue. With his fix you can type in the stuff between quotes in your PRINT statements exactly as you would as if you were typing on a typewriter (ie: holding down the shift key for capital letters) and not have to edit the statements afterward:

Delete lines 65510, 65511, and 65512.

Retype '65514 IF X>95 AND X<128 THEN POKE I,X-32'.

Retype '65517 PRINT CHR\$(PEEK(I));: GOTO 65506

No need for jumper cables...

I am not a real fan of auto-start SYSTEM programs (they generally cause more problems than the good ol' reliable '/'<enter>), but if you MUST do it, Richard Osborne of Logan Lake, B.C., Canada shows the way:

- 1) The tape should FIRST load ALL of the program code.
- 2) The tape should now load a jump (JP) to the program's entry point at location 16866. Location 16866 usually contains a return (201) and is called before each block is read from tape, so by putting a jump there, control is transferred to your program.
- 3) The tape must load one more new origin so that location 16866 is accessed.
- 4) Your opcode should shut the recorder off.

Did you know...

How could you? I didn't tell you that last month's Heavy Traffic had sound. It does! Just hook an amplifier up to the large grey plug that goes to the recorder.

Put another candle...

Sometimes it's overwhelming. Especially when I think that it was FOUR YEARS AGO this month that Ralph McElroy's brainstorm actually came to fruition. In other words, the first CLOAD was sent out. Lots has happened since then. I feel a reminiscence coming on:

Pre-premier issue - Tom hangs around Ralph's shop.

March 1978 (Gad!) - The premier issue (Model I Level I only - remember that?). It gets mailed at the end of the month...

June 1978 - Level II was added to one side of the tape.

July 1978 - Robin appeared on the scene during the June 1978 tape loading fiasco.

September 1978 - A new kid in town wandered into the shop and never left. Now he rants and raves but ends up writing these sheets anyway.

November and December 1978 - No issues go out and Ralph gets no sleep while putting together our own tape duplication system.

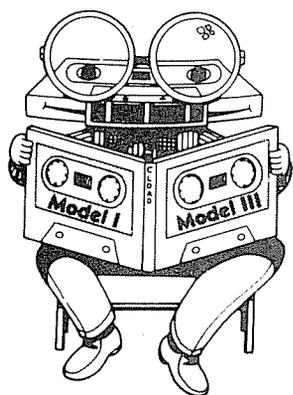
January 1979 - We incorporate (remember, we haven't put an issue out lately).

January thru April 1979 - Nov., Dec., Jan., Feb., Mar., and Apr. issues get sent out.

And we still publish at the end of the month.

March 1980 - Puck, our Model II, takes over our business stuff from Fred, Ralph's

Altair. When we need to compute, we now "Puck it".
 April 1980 - The paper copier gets a break (after 500,000 copies), your eyes get a break, and the yellow sheets get taken care of at a printers.
 July 1980 - Ralph bails for Texas! Robin and I take charge (?) and the personality of these sheets changes. The spelling also detiriorates (sp).
 September 1980 - Donna appears on the scene. Spelling improves!!
 October 1980 - We go to a Level II only format (yea!).
 November 1980 - Jed Dog wags his tail in the shop for the first time.
 January 1981 - We getta Model III and a new set of problems.
 March 1981 - We getta Color Computer and big plans.
 June 1981 - We leave Stan and Goleta behind and move our operation 10 miles to Santa Barbara.
 July 1981 - We start Chromasette for the Color Computer. We go nuts.
 December 1981 - Grady drops a pizza and becomes a new scapegoat here.
 March 1982 - Rose steps in for a stint with us crazies (she fits right in).
 March 1982 (almost April) - I sign off for now.



The Fine Print:
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 Programs are for 16K Level II 16K Model III and
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Thanks for the memories (and money),

Dave

ed.

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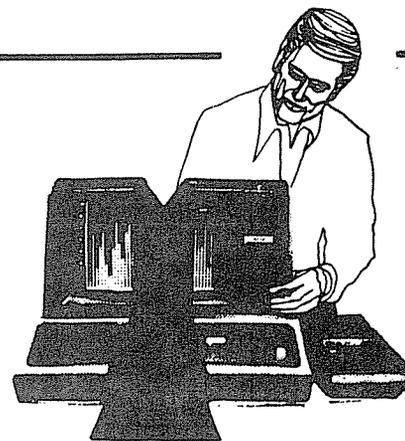
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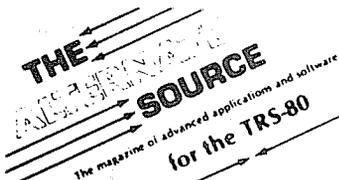
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