

Take it anywhere...

I hate writing letters! It takes me so long to compose my thoughts that a postcard can take 2 hours to write. I did write a letter last year. And I sent out Christmas letters in March. But along comes the Model 100 from R/S. Put a text editor in front of me and strange things can happen. Last night, while waiting for Sunday's leftovers to heat up, I set the little portable next to me and produced TWO letters - in ONE NIGHT! Then I went outside to see if it was a full moon...



P.O. Box 1448,
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May 1983

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* Side Title Filename Turns Count
* CTR-41 CTR-80
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* **** CLOADman II Cover A 16 & 269 9 & 156
* ** ** Sunterm B 92 & 325 53 & 188
* ** ** Search/Replace (disk - MEM 64441) C 178 & 392 103 & 227
* **** Trak (SYSTEM /) TRAK 234 & 436 136 & 253
*
* ** Music Composer Instructions A 15 & 267 9 & 155
* *** Music Composer B 147 & 366 85 & 212
* ** Demo (for Music Composer) DEMO 213 & 419 124 & 243
* **** Lazerblitz C 246 & 445 143 & 258
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* 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 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 only: Load
* the tapes at the LOW speed (POKE 10913,0).
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* 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).
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Your hero and mine returns in CLOADman II Cover (by Jim Korzun).

The sky's pretty - Find out when the sun will rise and/or set with Sunterm (by Paul Sventek). Also discover where else in the world the sun follows the same time schedule.

For you 48k disk users - You can make new BASIC programs out of old ones, change a variable's name to something else throughout a program, find all of the references to a certain line, etc. with Search/Replace (by Ward. P Ferguson).

First, you must have the BASIC program(s) you are going to use saved on disk in ASCII format (SAVE"filename",A). Now, be sure the memory size is set to 64441 (this is done automatically from the AWAY menu in the CLOAD Disk) and load Search/Replace.

When you run Search/Replace, you can choose to Search and Replace or Read and Save. If you ask to Search, you will be asked for the file to search in, then asked for the string (alphanumeric) to search for. Every line containing the string will be listed on the screen. When you wish to Replace a string with another string, remember these restrictions: 1) EVERY occurrence of the string in the file will be changed (ie: if you change the PR to DR in 10 IF PR=0 THEN PRINT"PRESS 1", it will become IF

DR=0 THEN DRINT"DRESS 1"). 2) The original string and the new string MUST be the same length (in some instances you can use filling blanks to make the strings the same length).

You can save portions of a program and add new lines to make a new program with the Read and Save option. You tell it the file to read, then use the **N** (Next) key to walk through the file a line at a time. When you come to a line that you want saved to your new program, hit the **S** key. To add a new line (the maximum length of each line is 63 characters) to your new program, hit the **I** key (hit **<shift>@** twice to abort the insert mode without saving the new line). To save your new program to disk, walk all the way through the original program with the **N** key or hit the **F** key. The **H** key will give you a page of instructions describing the control keys mentioned above. Finally, the **A** key will abort the Read and Save option and go back to the main menu. If this all sounds a bit confusing, look at the following example:

Original program LOOPER:	Resulting program LOOPER1:
10 FOR I=1 TO 100	10 FOR I=1 TO 100
20 PRINT I	15 FOR J=1 TO 10
30 FOR J=1 TO 10	20 PRINT I
40 NEXT J,I	40 NEXT J,I
 What I type:	 What the screen says:
N	NEXT
	10 FOR I=1 TO 100
S	Saved
I	
15 FOR J=1 TO 10<enter>	15 FOR J=1 TO 10
N	NEXT
	20 PRINT I
S	Saved
N	NEXT
	30 FOR J=1 TO 10
N	NEXT
	40 NEXT J,I
S	Saved

Note: If you are ready to save your new program to disk, but accidentally hit **<enter>** in response to the filename question, your new program will be saved to disk with the same name as your original file, but ONE letter will be changed so that you don't write over your original file.

Now to get on the right **Trak** (by Robert Kuesterman). Using the arrow keys, you maneuver your man on a random set of tracks, avoiding, for as long as possible, the computer controlled men. The game is in machine language, so to load and run it from tape type **SYSTEM<enter>**, answer the ***?** with **TRAK<enter>**, and answer the next ***?** with **/<enter>**. The program starts, ends, and executes at 20480, 23807, and 20480 (in hex: 5000, 5CFF, and 5000). Note: **Trak** has sound, so connect the grey AUX plug to an amplifier.

Disk versioners: The AWAY menu executes an unloadable version of **Trak**. However, the /CMD version of **Trak** is on the disk also if your DOS can handle it.

Roll over, Devo... Here comes the amazing **Music Composer** (by Mark L. Schultz). Now you can enter and edit your own musical scores, hear them played from the TRS-80 (remember to connect the AUX plug to an amplifier), watch them played on a split-level piano keyboard, save them to tape or disk, and load them back in for your friends' enjoyment/annoyment.

First you write the music in source code (a semi-readable code), then assemble it

into something the computer understands. To see how to do this, run and read **Music Composer Instructions**. A keyboard-plunking sketch of the edit sub-commands follows:

INSERT <x> - Insert or enter data. If <x> is not specified, entering starts at the last line number used (line 1 at the beginning). Hit <enter> to exit insert mode.
 REPLACE <x> - Replace the data at line <x> with other data.
 LIST <x>-<y> - Like the BASIC LIST command.
 PLAY nnn - Play a note (duration is 1).
 DELETE <x>-<y> - Like the BASIC DELETE command.
 NEW - Like the BASIC NEW command.
 EXIT <x> - Returns to the menu. If <x> is a number from 1 to 6, then that menu option will automatically be executed.

Musical notes are 4 character commands. For instance, **AN54** is interpreted as:

A - Base note
 N - Accidental (N: Natural, +: Sharp, -: Flat)
 5 - Octave (1-7)
 4 - Length (1/value)

Other commands that control the music:

TMP <x> - Sets tempo to <x> beats/minute
 RST <x> - Rest for duration <x> (same as for music)
 STC <x> - Set staccato mode: 0 = legato, 9 = extremely short
 OCT <x> - All following notes are raised <x> octaves (can be negative)
 TRN <x> - Transpose: All following notes raised <x> half-steps (can be negative)
 RPT <x> - Repeat once starting at note #<x>
 JOR <x> - Jump on repeat to note #<x> (use for 2nd endings)

To get you excited about **Music Composer**, a sample song is included. Run the program, ask for LOAD PIECE (menu option 5), and give **DEMO** as the filename. The 'music' will load in (this takes a while). When the loading is finished, you must still be patient and ASSEMBLE PIECE (menu option 2). After another wait, the assembling will end and you can PLAY PIECE (menu option 3)! Disk versioners: There are 2 more songs on the disk; **DEMO1** and **DEMO2**. The songs should be familiar to you...

Music Composer notes: 1) If you have a piece of music already assembled in memory, you can append another piece of music to it by going to the ASSEMBLE PIECE menu option and answering the append question with Y. 2) If you exit the program and want back in without losing the current music, try **GOTO 200**<enter>.

And it's in BASIC! **Laserblitz** (by William Schadlick) is an exciting game where you shoot at the aliens to keep them from growing toward the bottom of the screen. But watch your fuel!! Use the 1 and 2 keys to move and the 0 key to fire. The game has sound, so connect the AUX plug to an amp..

And from south of the border (way south)...

Victor Bernal of Barquisimeto, Venezuela, noted that the fixes for November 1982's **Loan Amortization** worked fine - UNLESS you chose double precision. He suggests adding **:RY=YR** to the ends of lines 13 and 120.

A bug odyssey...

Robert Bennett of Oxnard, California found that last month's **Space Odyssey** raised him from the dead at one point. He fixed it by adding:

2215 IFM=92THEN1504

Nag, nag...

We are still selling the issues from October 1978 through September 1980 for \$3.50 each (\$3.71 in Calif., \$4.50 overseas). February 1979, April 1979, February 1980, March 1980, and July 1980 are gone for good. Don't miss out on the 'Warehouse Clearance.'

Early to bed, early to rise...

It's about time we got this magazine out on time, don't you think? So, rather than work twice as fast, we'll just put out a Junly issue next month. No, you will not miss an issue (if you ordered a year subscription, you'll still get 12 issues), but starting with the August issue, you'll get that month's issue at the beginning of the month! No more Christmas programs delivered to your door January 2nd!

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SilverWare

For the Model 100 and other R/S systems.
'A lot of software for a little silver'
(Coming soon)

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Tryin' to be official,

Dave

ed.

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.

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