

That's why I have two of them...

Editorials are a pain for me to write. I am just not a writer (or I don't deal with pain that well). But this month is an added effort - the pain is physical! My left contact lens was naughty and caused my left eye to 'blister'. It will go away in a couple of days (nothing to really worry about), but I have to have this written yesterday. So here I sit, with a patch over one eye and a watery right eye (the left one really stings!), trying to editorialize. A new excuse for bad writing...



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

August 1983

```

*****
*
* Side Title Filename Turns Count *
* CTR-41 CTR-80 CCR-81 *
*
* **** Coin Cover A 12/253 7/149 5/126 *
* ** ** Sahara Safari B 50/284 30/167 20/147 *
* ** ** Keeplist (disk only) C 141/349 83/206 61/197 *
* **** Bug Attack (SYSTEM /) BUGATT 196/390 115/230 91/233 *
*
* ** Sunken Treasure Adventure A 10/254 6/150 4/127 *
* *** Super Graphics Creator B 135/348 80/205 59/196 *
* ** Dekapede C 230/424 135/250 111/266 *
* ****
*
* 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).
*
* 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 0 or less months, $3.75 per issue if more than 0 months).
*
*****

```

Heads I win, tails you lose... Watch a coin flip in Coin Cover (by Russ Hildreth).

It would have been easier to fly... Ride your camel 200 miles across the Sahara Desert in Sahara Safari (by Richard Altman). You have a quart of water to see you through the heat. And you have a hoard of Pygmy cannibals (?) on your trail, Tartarians to watch out for, sandstorms to fight through, and other hazards. Here's a list of possible commands:

- 1 -- Ahead, slow speed.
- 2 -- Ahead, full speed.
- 3 -- Stop and rest for the night.
- 4 -- Take a drink from your canteen (six drinks per quart).
- 5 -- Hope for some help.
- 6 -- Check your status (do it often).

Keeping track - Here's Keeplist (by Edwin P. Meiners) to help you disk users with your shopping. You can type in all of the items you would ever shop for, select from that list the ones you need on

any particular supermarket run and print them, update the list at any time, save the list to disk, etc. Here's an overview of the menu options (use the arrow keys and the <enter> key to select a menu item:

**Load File** - Get a list previously saved on disk into memory.

**Save File** - Save a list for the future on disk.

**Clear Select Flags** - Reset all of the items on your list to Not Needed.

**Enter Prices** - Update the prices on the items you just shopped for.

**Update and List File** - Change or add items to the list. If you are asked for the name of an item in the file, you can hit <enter> to see all of the items (one at a time). If a name (or partial name) is typed in, all of the items containing that name are listed. When an item is located, you can choose from a submenu:

**A** - Add items to the file.

**C** - Change information in the current item (hit <enter> to not change the specified information).

**D** - Delete the current item from the file.

**S** - Select the current item for the next shopping spree.

**U** - Unselect the item (not needed at this time).

**L** - List the file to a printer (all items or just selected items).

**Left Arrow** - Move back in the file.

**Right Arrow** - Move forward in the file.

**Up Arrow** - Return to main menu.

**Sort File** - Sorts the file by item and brand name.

**Exit** - Leave the program. You can reenter the program after a normal exit with **CONT**<enter> or at any time with **GOTO60**<enter> without losing the data in memory.

They'll be here when humans have gone - **Bug Attack** (by Eric Goldsmith) is an excellent 'Centipede-like' game in machine language. Use the arrow keys to move and any other key to fire. There are 9 levels of play (level 1 the hardest), sound (so connect the grey AUX plug to an amplifier), and the high scores are automatically saved to disk if you have disks hooked up. The start, end, and entry addresses are (in hex) 5E00, 7000, and 778F.

Thar's gold in that thair hull - Find the doubloons in **Sunken Treasure Adventure** (by Craig Fusaro). Use one or two word commands to grope around the ship and one letter abbreviations to go directions (ie: F for Forward, S for Starboard, etc.). Note: You can use 3-letter abbreviations for commands (ie: OPE DOO for OPEN DOOR).

A picture is worth 27 cents when developed... **Super Graphics Creator** (by David Jennings) makes it a snap to put graphics in your BASIC programs. You create your graphic by typing in ASCII characters or the numeric values (in decimal, hex, or binary) of characters (ie: 65 decimal is an A). Once you've created the drawing, the program then puts your graphic in PRINT statements or in a string array (your choice) and gives each statement a BASIC line number (you choose the start line and line increment!). You'll be left with a BASIC program containing your drawing. What could be easier? Now here's a few notes:

1) To see a list of the commands, type **HELP**.

2) Let's say that you want the word **HELP** in your graphic. Since

HELP is a command, typing HELP just gets you a list of the commands and does not put the word HELP in your graphic. The solution? Type the word HELP one letter at a time. Do this to put any of the command words in your graphic.

3) To put leading blanks in your graphic, use quotes if you are in the ASC mode (ie: " 4 leading blanks").

4) Your data can be saved to tape or disk, even though only disk is mentioned in the HELP file. You will be asked which media you wish to use.

Very simple - Dekapede (by William Schadlick) is a 'Centipede-type' program written in BASIC. Don't compare this version to Bug Attack since there really isn't any comparison. Dekapede is just a good example of what you can do in a short BASIC program. Use the 1 and 2 keys to move and the 0 key to fire.

I think I otter try again...

Last month's Otter gave R.W. Odlin of Sedro-Woolley, Washington an overflow error. He fixed it by changing line 385:

```
385 FORK=JTOJ+26:READZ:POKEK+(K>32767)*65536,Z:NEXT
```

I'm going to go take care of this eye. See you next month (bad, bad pun).

*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, \$79.95. (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.

**All work and no play makes Jack a dull boy ...**

**NOW YOU CAN HAVE  
FUN WITH YOUR  
24K MODEL 100**

**4 games for your enjoyment:**

**BLOCKADE** — Your 'snake' grows longer as you hit the randomly appearing targets on the screen — as long as you don't run into yourself, a wall, or your opponent! A one or two player real-time game with optional sound and three speeds of play.

**REVERSI** — A 'board' game in which you try to outflank your opponent to end up with the most squares at game's end. Play against the computer or another human.

**FRANKENSTEIN ADVENTURE** — Find all of the necessary equipment to awaken the monster. The clues are hidden and the pitfalls are many!

**ALEXIS ADVENTURE** — Sail the seas and traverse the islands to recapture your kingdom. Chart your course or you may sail on forever!



**SILVERWARE** T.M.

**— a lot of software for a little silver**

**All four games on tape for only \$24.95**

Calif. residents add 6% tax, overseas add \$1.00 shipping

SilverWare POBox 21101

Santa Barbara, CA 93121

Mastercard & Visa

Dealer inquiries invited

(805) 966-1449