

When it rains, they sail away...

Last week I came into the shop, yelled "Rose," and heard no answer. That wasn't unusual. She didn't listen to me, anyway. So I went looking for her. At almost 5 ft. tall, she can hide pretty well without even trying. After a while of checking cupboards, under the stuffing table, in cassette boxes, etc. she still eluded me. Then Donna turned to me and said, "Dave, she's gone sailing around the world." I knew that. I just didn't want to believe it. Now Tom is, once again, the main scapegoat... November 1983



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

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* Side Title Filename Turns Count
* CTR-41 CTR-80 CCR-81
*
* **** CLOADman III Cover A 8/256 5/151 3/128
* ** ** Springer B 85/313 50/184 35/168
* ** ** Gymnasium Adventure C 147/361 87/212 65/206
* ****
*
* ** Sort Lab A 12/262 7/155 5/132
* *** Dr. Casey's Ten Grand B 129/345 76/203 56/194
* ** Menaway (SYSTEM /) MENAWA 192/397 113/234 89/238
* ****
*
* Tape CLOADing Notes - This tape may load at an ODD REORDERER 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 ($4.00 per
* issue for 0 or less months, $3.75 per issue if more than 0 months).
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CLOADman again takes on the powers of evil in CLOADman III Cover (by Jim Korzun). Will he fail? Who are we kidding?

Get your frustrations ready, 'cause here comes a really fun but difficult game called Springer (by Scott Moore). The object is to 'spring' from one ledge to the next until you hit the 'door' to the next level. The ledges vary in size and spacing, and some of them are moving. There are also mines that you must NOT touch. The 10 levels of play should keep you hopping for quite a while (forever in my case)...

Oh, smelly socks - find your lost clothes in Gymnasium Adventure (by John R. Olsen). This is a funny rendezvous with the sights (and smells?) of high school physical education. You can use one letter abbreviations to move or look (ie: N for GO NORTH) or 3 letter abbreviations for actions (ie INV for INVENTORY or OPE DOO for OPEN DOOR). P.S. It really pays to LOOK at things...

And in this order we have Sort Lab (by Brett Wuth). Test and/or look at three different sorts (Bubble, Delayed-Replacement, and Shell-Metzner) with random or pre-ordered data sets. Learn about sorting

methods and find out why it is often better to let someone else write them...

Nothing a shot of whiskey won't cure - Dr. Casey's Ten Grand (by Kevin Neelands) is a logic game in which you must get EXACTLY 10,000 points by moving through a grid of numbers (1's, 10's, 50's, 100's, 500's, and 1000's). There is a B option to backtrack (the ONLY way to take away points) and a G option for giving up (a favorite of mine). As soon as you finish or give up, the computer shows how smart it is by playing the grid itself and getting 10,000 exactly in just a few moves. Where's that whiskey?

Shaving cream! You must save the passengers of your crippled DC-10 by dropping them into a foam-filled Grand Canyon in Men Away (by Greg Pryor). One or two players can practice, play by time, or play by the number of misses (ouch!). There are three pre-defined canyons to choose from, or you can make one of your own and save it for future fun. The game is in machine language, so to load it from tape type SYSTEM<enter>, answer the *? with MENAWA<enter>, and answer the next *? with /<enter>. If you have a disk system, transfer the tape version to disk using a tape-to-disk utility like TAPEDISK, LMOFFSET, TAPE, etc. The start, end, and entry addresses are 20992, 31415, and 26578 (in hex 5200, 7AB7, and 67D2). Then run the following program from BASIC to change the first byte of the program from 1 to 0 (this is already done in the Disk Version):

```

5 REM PRETEND THE FILE IS A RANDOM DATA FILE
10 CLEAR 500: OPEN "R",1,"MENAWA/CMD"
15 REM THE FIRST 4 BYTES ARE THE FILE DESCRIPTOR
20 FIELD 1, 4 AS A$, 1 AS B$
25 REM GET THE FIRST 128 BYTES AND CHANGE THE FIRST PROGRAM BYTE
30 GET 1,1: LSET B$=CHR$(0)
35 REM NOW PUT THOSE 128 BYTES BACK
40 PUT 1,1: CLOSE

```

Disk users - Once you have Men Away on disk (or you have the Disk Version), you can probably save your own canyons to disk, see a directory of your own canyons, and automatically choose from the pre-defined canyons or from one of your own when you want to play the game. However, I said "probably" because the extra disk features don't work with every DOS. We (Grady) tested the game on the Model I with NEWDOS+ and TRSDOS 2.3 and on the Model III with MULTIDOS 1.6 and TRSDOS 1.3. The game worked fine on all of the systems, but the special disk features did not work on TRSDOS 1.3 on the Model III. Try it with your DOS to see how things go.

A bug and an enhancement...

In last month's Derision, William Oaks of Renton, Washington found that the LINEINPUT in line 1060 should be changed to INPUT for a two player game on a cassette-based system.

Andy Hoover of Plymouth, Michigan found that you can set a limit to the usable numbers in Derision by deleting line 29 and taking out the (REM) at the beginning of line 28.

Other bugs and enhancements....

Screen Writer II (from September 1983) sure has generated a lot of

mail! That means people are using it ... and they are finding out all kinds of little things about it:

If you have a tape system, change the following lines:

```
466 IF PEEK(16396)<>201THENCMD"T"
550 IF PEEK(16396)<>201THENCMD"T"
552 POKE16783,143:NAME
```

For printing to Graftrax 80s change the A2=128 to A2=255 in line 808 and in line 826.

To speed up printing, omit the FOR-NEXT loop in line 436 and delete line 718.

No waiting...

To avoid the long wait between games in last month's Interstate, Robert Beers of Las Vegas, Nevada suggests changing line 90 to:

```
90 INPUT"Hit <ENTER> to play again";A$: GOTO14
```

Another byte...

Richard Osborne, the author of February 1983's Compiler, sent a few more enhancements to his popular program:

To add the OUT statement:

```
1065 IF P=160 THEN GOSUB1250:GOSUB2070:AB=AB-1:GOSUB1100:IFP<>44THEN
PRINT"NOT =,= IN OUT ";:GOTO1130 ELSE GOSUB1250:GOSUB2090:
GOSUB2760:AB=AB-1:GOTO1040: REM OUT PORT,DATA
2760 P=237:GOSUB1870:P=89:GOSUB1870:RETURN:REM OUT (C),E
```

To add the INP statement:

```
1215 IF P=219 THEN GOSUB2080:GOSUB1100:GOSUB1250:GOSUB2070:GOSUB2090:
X=0:GOSUB2150:GOSUB2750:GOSUB2110:RETURN: REM INP(PORT)
2750 P=237:GOSUB1870:P=88:GOSUB1870:RETURN: REM IN E,(C)
```

To handle REM and treat DEFINT as a REM (for easier debugging in BASIC):

```
1075 IF (P=147)OR(P=153)THEN L=L-1:FORI=0TO0:GOSUB1090:I=I+(P<>0):NEXT
```

Disk Version tango...

Al LeShane of Portland, Connecticut has a two drive Model 4 (a Model III in disguise) and CLOAD on disk. He found that the CONVERT command will transfer the programs from our disk to a TRSDOS 1.3 disk. It is slower than using the method described on the disk jacket, but it works!

Model III at warp 4...

There's a new TRS-80 computer magazine in town - Computer User (PO Box 1234, Dept. A001, Cerritos, CA 90701 1-800-453-9700). And in their premiere issue, they had a little tidbit that allows you Model 4 users to run your Model III software at the faster 4 MHz. Just go into BASIC and run the following line:

X=PEEK(16912):X=XOR64:POKE16912,X

And now a word from our sponsor - me...

You've heard about our SilverWare, right? Did you know that we now have three packages for the Models I, III, and 4? These packages contain some of the most entertaining programs ever published in CLOAD Magazine over the years. They are \$12.00 each on a C-45 cassette and \$22.00 each on a pair of disks from your dealer or directly from us (Californians add 6% tax, overseas add \$1 postage). Here they are (oh boy, oh boy!):

Good Games #1 - Reversi, Breakthrough, Alien, Stars, Disk Exec, Blockade, Starwars, and LTC-21.

Good Games #2 - Yahtz-80, Motorcycle Jump, Germ Warfare, Amazing Chase, Psycho Logic, Tic Tac Teach, Star Fortress, Evasion, Disk Exec, Suns, and Bounce.

Adventures #1 - Dungeons and Dragons, Backpack Adventure, CIA Adventure, Troll's Treasure, and Frankenstein Adventure.

Lookin' for a silver lining,

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.

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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!

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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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