

55 miles an hour...

Computers are not like cars. Cars need constant pampering. The oil changed, gas, radiator checked, etc. Computers, on the other hand, can just be plugged in and forgotten. Right? Okay, so the disk drive heads need a little cleaning every few months. And the keyboard needs a Q-tip with alcohol rub-down every year. Minor. Yet our computers are acting like British sports cars! Hit it on the side to read a disk, bang on the monitor, replace a chip. Maybe their tire pressure is low...



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

February 1984

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Side	Title	Filename	Turns Count		
			CTR-41	CTR-80	CCR-81
****	Bounce Cover	A	8/256	5/151	3/128
** **	Tax83	B	83/310	49/183	34/166
** **	Pocket Puzzle	C	207/407	122/240	98/249
****					
**	Graphical Analysis	A	16/247	9/146	6/122
***	Algebra Equations	B	147/348	87/205	65/196
**	Space Blitz	C	215/403	127/237	102/244
****					

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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).

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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Block party! Several blocks go bouncing and blinking around in **Bounce Cover** (by David Jennings). A little ship comes out and 'draws' the CLOAD logo, too! There is sound in this cover, so connect the large grey AUX plug to an amplifier.

Uncle Sam asked for it, you got it! Here is a form 1040 helper (by Bernard Geddry) called **Tax83!** The program also does Itemized Deductions (Schedule A), Income Averaging (Schedule G), and Married Working Couple Deduction (Schedule W). Mind you, you should have your 1040 form right there to fill in the blanks as you go. You can't go back and fix a previous error (but the program is so easy to use that running it a second time is not a problem) and you do not get a hardcopy of the output. We went over the program several times, checking for accuracy and/or bugs and found it to be okay. Just a few notes:

- 1) Do **NOT** put commas in your numbers.
- 2) If you enter the word **SUM** in answer to line 7 (Wages, salaries, tips, etc.), you can enter and automatically sum several values. To stop entering values, simply type **0**<enter> when asked **WAGE?**.
- 3) When answering a yes/no question or choosing a menu item, you do not need to hit the <enter> key.
- 4) You can hit <enter> to give a **0** answer to any question.

Will my TRS-80 fit next to my wallet? Pocket Puzzle (by Kevin Neelands) simulates one of those little plastic puzzles you probably had with 1 blank space and 15 sliding squares. The object was to slide the little squares around until you could (hopefully) get the squares in order. Well, this game has 24 squares and one blank space. The completed puzzle is shown on the left and the scrambled puzzle is on the right. After you have pulled out all of your hair getting the puzzle unscrambled, the computer takes a turn and 'descrambles' the puzzle, calmly comparing the number of turns it took you to the number of turns it took. P.S. I hope Kevin stayed awake nights devising the little sayings that make up each puzzle.

Dropping a line - Graphical Analysis (by Pat Lucas) takes any data that can be put on an XY graph, and does it! When you run the program, you'll get the Main Menu. You should first label the graph axis, then input data for the plot (the computer will sort the points along the X axis). Now you can review data on the screen (this is where the fun begins!). You'll see a graph with your points plotted and a sub-menu at the bottom of the screen. Here are the functions of that menu:

**Menu** - Go back to the Main Menu.

**L.B.F.** - Draws the Line/Curve of Best Fit. Once you choose this option, then you must choose which line/curve to draw (First Degree, Exponential, or Logarithmic). Then hit any key to get back to the sub-menu.

**Renew** - Redraws the graph with the points only.

**P. to p.** - Draws a line from point to point. If two points have the same X value, no line is drawn between them.

**Change** - Here is where you can change, add, or delete points from your graph. Once you have chosen this option, you must then choose C (for change, delete, or restore) or A (for add). If you hit:

**A** - You can add points to the graph (they are resorted afterwards).

**C** - Then you hit any keys to see the few lines of options. Next use the left/right arrow keys to move from point to point. When you are at the desired point, hit

**D** to delete it.

**R** to reinstate it (after deleting it).

**N** to change it (you'll be asked for a new X and Y).

Hit **E** when you are finished changing points.

**Hold** - Toggles the screen blink/not-blink.

**Info** - Then you choose:

**V** - View the points using the left/right arrow keys.

**I** - Gives the X, Y, and coefficient of the three best-fit functions. You can then choose to calculate other points with those functions.

Note: The Main Menu allows you to send a graph to a printer, but we aren't sure which printer it will work with. Try it on yours. If it works, great!

One plus one does not equal Algebra Equations (by Paul Labonski). You get to practice simple algebra problems in addition, subtraction, multiplication, division, or a combination of all four functions. You will be shown a problem like  $(1X / 7) + 13 = 18$  and you must type in the correct answer (my dad says it's 35, and he's NEVER wrong). If you get a wrong answer, the computer will show you how to get the right one (maybe that's how my dad knew the answer...).

I prefer cheese... You must slide your ship back and forth with the

1 and 2 keys to avoid the enemy ships as they drop in Space Blitz (by William Schadlick). You can fire at the ships above with the 0 key, but be far enough away from the enemy ships as they hit the ground to avoid the shrapnel. The game has sound, so connect the large grey AUX plug to an amplifier.

Let's communicate...

Some things are obvious to me, but I forget that I've been involved with computers about 10 years. So I didn't mention that you need an RS-232 to use last month's TSOTERM. If you have a Model I, you have to have purchased the RS-232 separately at some time.

Controlling bouncing...

Clifford Mui of Kamloops, B.C. Canada didn't like the way the X handled in last month's Bouncer, so he suggested the following:

Add **A\$=INKEY\$:** after **M=PEEK(15100):** and change the **IFM=64** to **IFAS=CHR\$(9)ORM=64** in lines 60, 160, and 200.

Change the **IFM=32** to **IFAS=CHR\$(8)ORM=32** in lines 65, 165, and 205.

32 character problem...

When we first tested this month's Pocket Puzzle on a Model III, we couldn't figure out why the author would send us a game that printed the puzzles incorrectly on the screen. So we fixed it and it looked great! Then we tested it on the Model I. And, of course, it looked horrible. So we did a hatchet job to get it to work on both the Model I and III. Then we went back to find out why the difference, and here is what we found:

When you are in the 32 character mode, there is a bug in the Model III **TAB** function (the Model I works correctly). Try the following program on a Model III:

```
10 INPUT T: CLS
20 PRINT CHR$(23);TAB(2);"TWO";
30 PRINT TAB(T);"X"
40 GOTO 10
```

The **TAB** in line 20 works correctly (the word **TWO** will be printed in columns 2, 3 and 4 on the screen). However, the **TAB** in line 30 will not work right. If you input **6** for **T**, an **X** should be printed in column 6. However, the **X** gets printed in column 5! It turns out that the 32 column position of the cursor is subtracted BEFORE the **TAB** is done on a Model III! To correct this, you must add the previous 32 column cursor position to the **TAB** value. The first **TAB** you do in a line works because the previous 32 column cursor position was 0. For example, to have line 30 in our above example work correctly on a Model III, change it to:

```
30 PRINT TAB(T+POS(0)/2);"X"
```

where **POS(0)/2** is the previous 32 column cursor position. Now, we have correct **TAB**bing on a Model III, but it will make hash out of a Model I. So add a check for Model I or III to line 30 to have the 32 column **TAB**s work on both machines:

```
30 PRINT TAB(T+(PEEK(84)<>1)*-POS(0)/2)
```

(TAB) Spacing out, *Dave*

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## GOOD GAMES #1

**REVERSI** — Outflank your opponent! Play against the computer, play against another human, or have the computer play itself in this 'Othello' type game. The computer has four levels of play (one that even cheats!).

**BREAKTHROUGH** — The ol' knock-the-bricks-out-of-the-wall game with many wall variations. In machine language.

**ALIEN** — An excellent 'space invaders' type game. In machine language.

**STARS** — You and your opponent drive your spaceships through the asteroid belt to gain points. You can choose the asteroid sizes and speeds. In machine language.

**DISK EXEC** — Load and execute most tape-based machine language programs from disk.

**BLOCKADE** — Your 'snake' grows longer as you hit the randomly appearing targets on the screen while avoiding the wall, your opponent, and yourself! A two player real-time game.

**STARWARS** — Fly down the trench while avoiding two pursuers in order to destroy the Deathstar. The instructions are some of the best you'll ever see!

**LTC-21** — A difficult (very!) real-time game where you take your airplane and attempt to fly from city to city. You go through the entire takeoff and landing procedures as well as in-flight control.

## GOOD GAMES #2

**YAHTZ-80** — The computer rolls the dice and keeps track of the score in this classic game.

**MOTORCYCLE JUMP** — Take your bike around the bends and over the ramp to clear the barrels. Don't go too fast or you'll skid, but go fast enough to make the other ramp.

**GERM WARFARE** — A 'Life'-type program in which you place antibodies in strategic positions to curb an infection.

**AMAZING CHASE** — Avoid two pursuers in a random maze!

**PSYCHO LOGIC** — Guess the next pattern in the sequence using logic. Very difficult!

**TIC TAC TEACH** — Your computer 'learns' to play and win Tic-Tac-Toe. For the artificial intelligence crowd.

**STAR FORTRESS** — A 'star castle' type program with a spider-like monster protected by revolving rings. In machine language.

**EVASION** — A simple but addicting game where you dodge the track-fire as you grow larger. In machine language.

**DISK EXEC** — Load and execute most tape-based machine language programs from disk.

**SUNS** — The suns bounce back and forth between a 3-D grid and the ground until a door on the grid is opened to capture the sun or a shot is fired from the grid to hit it. In machine language.

**BOUNCE** — You are alone in a rectangle and you must dodge the ever-increasing number of bouncing balls. Makes your eyes bounce! In machine language.

## ADVENTURES #1

**DUNGEONS AND DRAGONS** — Get the diamond! This adventure has real-time fighting!

**BACKPACK ADVENTURE** — Choose the right equipment, 'cause you're going on a backpacking trip. Be sure to observe all of the backcountry etiquette and to look at the great graphic instructions!

**CIA ADVENTURE** — Retrieve a ruby from CHAOS headquarters — if you can get into the building!

**TROLL'S TREASURE** — Can you find the treasure? Commands can be typed as complete sentences if you wish!

**FRANKENSTEIN ADVENTURE** — Walk around a graveyard and search an old house to awaken the monster.