TANDY COMPUTER PRODUCTS

Dealer/Franchise

UPDATE

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PRODUCT NEWS

The following information is provided by Technical Support, Computer Customer Service, and Computer Merchandising.

TANDY 200 (26-3860) - WITH THE DISK VIDEO INTERFACE (26-3806)

Some Disk Video Interfaces currently in the field will not function with the Tandy 200 They need additional software and a different cable. The software is available from TEW as 700-2402. The cable (AW-3317) is available from National Parts

The Disk Video Interfaces currently in the warehouse have been converted to be compatible with the Tandy 200 or Model 100. They include the cables and software necessary to run on either system. (If a Disk Video Interface includes a two piece cable then it has been converted.)

Stores need to update the equipment which they presently have in stock.

TANDY 1200 HD (25-3000, "A" VERSION) - ENHANCEMENTS

We are now shipping a new version of the Tandy 1200 HD, Catalog #25-3000A This new version has several enhancements over the original, the Tandy 1200 HD. These include 7 card slots (6 full size, 1 half size), RAM expansion of the main board to 640K, BIOS release 1.1 and floppy/printer circuitry on the main board. This leaves 4 full size slots and 1 half size slot available for expansion AFTER adding a monitor board, as compared to the current 1200 HD with 2 open slots and the IBM PC-XT with 3 full size and 2 half size slots.

We strongly suggest that you sell all of your 5 slot Tandy 1200 HD computers before you start to promote the new "A" version. There will NOT be any promotion to sell your remaining 5 slot Tandy 1200 HD's. At $1999* the 1200 HD is a great buy, with 5 or 7 slots Once you start selling the new version, your customers won't want to buy the older Tandy 1200 HD. Make sure you sell all of your current inventory before you begin showing the "A" version to customers.

(COMPUTER MERCHANDISING MEMO DATED 08/29/85)

*Suggested Retail

EDUCATION

SUPER LOGO PRIMER

Super LOGO is a versatile and powerful language that can be used by children or adults. The short discussion that follows is designed to give you an introductory understanding of LOGO, and perhaps entice you to do more exploring with LOGO on your own This should help you explain and sell LOGO to your home and school customers, and begin to answer questions from people who are familiar with other implementations of LOGO.

GRAPHICS
Super LOGO is a graphics-oriented language, although it does include commands for processing simple lists (more about that later). To create graphics, you enter single commands, or you enter a program written in LOGO. These programs -- grouped sets of LOGO commands -- are called "procedures". A little character called the "turtle" will then follow the commands to draw graphics on the Color Computer screen

Super LOGO has three screen modes:

FULLSCREEN --- the entire screen is for graphics
SPLITSCREEN -- a text window appears below the graphics area
FULLTEXT ---- the entire screen is reserved for text

Super LOGO has two colorsets (one is a high-intensity color mode, the other a lower-intensity color mode) Four background colors are available per colorset Four colors are available for the turtle's "pen". Pencolor 0 is the same as the background color, which allows you to erase selected parts of a design You can change colorsets without having to redraw your graphics.

MODES
Super LOGO is "mode-oriented".

In the BREAK mode, you can choose to save and load procedures using cassette tape (Program Pak version) or disk (disk version). BREAK mode also serves as a bridge between the other modes.

RUN mode is like an "immediate" mode. In RUN mode, you can enter commands for immediate execution, or you can run a LOGO procedure by entering its name.

EDIT mode is a text editor used when you want to write a LOGO procedure

DOODLE mode is a special feature unique to the Radio Shack implementations of LOGO (Color LOGO and Super LOGO). In this mode, small children can enter LOGO commands by pressing a single key. For example: in DOODLE mode, a press of the <5> key will make the turtle turn right 45 degrees. A press of the <8> key will make the turtle move forward 10 steps. DOODLE mode makes it possible for small children to get the benefits of using the computer, even if they are too young to read or type well.

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SUPER LOGO PRIMER (continued)

LIST PROCESSING
Many potential LOGO users will be interested in the "list processing" capabilities of Super LOGO. List processing in LOGO is based on the LISP computer language, which was designed for artificial intelligence research. Super LOGO includes operators and functions that allow you to manipulate words and lists.

List processing commands which are implemented in Super LOGO are:

BUTFIRST	**LPUT**
BUTLAST	**READLIST**
FIRST	**REQUEST ("READQUOTE" in some other implementations)**
FPUT	**SENTENCE**
LAST	**WORD**
LIST	

List processing functions usually work on a word or list, and return a word or list as output. For example:

FIRST "alphabet
returns the first item in the word "alphabet". The output will be the one-character word "a".

FIRST [cats dogs rabbits]
returns the first item in the list "[cats dogs rabbits]". The output will be the word "cats".

In Super LOGO, a list is made up of zero or more words enclosed in square brackets. Super LOGO does not allow lists within lists.

Beginning with Chapter 19, the Super LOGO manual contains many examples and programs that illustrate list processing and its applications.

MULTIPLE TURTLES
Unlike most implementations of LOGO, Super LOGO and Color LOGO allow multiple turtles. The HATCH command enables you to have several turtles (as many as 254) on the screen at once, each drawing a different part of the graphic. Multiple turtles can also help you program simple games. Several turtles might exist at once to represent different players and to perform different processing tasks.

The MAIL and SEND commands allow these different turtles to pass messages to one another. You can also redefine the turtles' shapes. You can use new turtle shapes to distinguish between the different turtles on the screen and/or to create some simple animation. To define a new turtle shape, use the SHAPE command (which was also implemented in Color LOGO) or use the PAT command. The PAT command allows you to define new turtle shapes by marking X's and dots in a 16 x 16 grid pattern. The result that you get from using PAT is much like the "sprites" found in some non-Radio Shack implementations of LOGO.

Super LOGO is an execellent language for young children, and it is also fun for adults. The Super LOGO manual is filled with many program listings and pictures that can provide you with ideas for using the program and demonstrating it to your customers.

THIRD PARTY PRODUCTS - EXPRESS ORDER

FUTURE PRODUCTS

Third Party Products has been receiving calls about future products or products we might be looking at. Third Party Products adheres to Tandy's Policy of not releasing information on products currently in the product line. As soon as a product is decided on it is listed in the "EXPRESS ORDER PRODUCT AVAILABILITY" list. Please, do not call us about products not listed. If you know of a product we might be interested in, feel free to write us.

ACCOUNTING PARTNER (90-0112 & 90-0211) - PRINTER INCOMPATIBILITY

The DMP-100 (26-1253) and DWP-210 (26-1257) printers are incompatible with Accounting Partner I and II. Do NOT try to use a DMP-100 or DWP-210 with either Accounting Partner.

SUPERCROSS/XT - UTILITY PROGRAM FOR THE MODELS 4/III/I

SuperCross/XT has three different catalog numbers depending on which computer you are going to be using.

CAT. NO	TITLE	HARDWARE
90-0299	SuperCross/XT-4	Model 4
90-0300	SuperCross/XT-III	Model III
90-0301	SuperCross/XT-I	Model I

CSR GRAPEVINE

As indicated by the name, "Grapevine", this section is where Customer Service Representatives share information with each other. It is here you can communicate your latest findings and "bits of wisdom" to all CSR's. If you wish to contribute to the CSR Grapevine use the Submission Form attached to the last Update of each month. Please be sure to include your Name and Store Number.

NOTE: We attempt to separate fact from fiction but not being omniscient we may occasionally goof. If so, let us know about it. We'll gladly correct ourselves.

WARNING: The information contained in the CSR Grapevine is made available on an "as is" basis for the use of store personnel only. Much of the information will not be supported by Computer Customer Service and in no way shall Tandy Corporation be responsible for any problems caused by the use of this information.

All articles which do not include a by-line came from Computer Customer Service.

COLOR DISK SCRIPSIT (26-3255) - WITH THE DWP-220 (26-1278)

Color Disk SCRIPSIT when used with a DWP-220 occasionally drops random characters when printing. It is being looked into to see if this situation can be corrected.

It is suggested that the customer be made aware of this problem if his/her intended primary use is with Color Disk SCRIPSIT!

(C RINEY, 01-7879)

THE PRECEDENT (26-4620) - INTEREST CHARGE CALCULATION

Interest Charge Calculation for The Precedent can be obtained from Legal Data Services (713 367-5667) directly. It is not a feature of version 01.02.00 (700-2092).

(C NATIONS 01-7879)

XENIX COBOL DEVELOPMENT SYSTEM (26-6455) - SPECIAL VIDEO MODES

Problem:
Special display modes in the accept and display statements not working.

Explanation:
The codes that runcobol is looking for to set up reverse video, blinking and reverse video blinking are different from the normal termcap codes supplied so you probably have to add these codes to your termcap.

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XENIX COBOL DEVELOPMENT SYSTEM (26-6455) - SPECIAL VIDEO MODES (continued)

Solution:
Follow the instructions on page 30 in the "USE" section of your COBOL manual.

The codes to add to the adds25 termcap are as below:

```
:NM=\EGØ:NR=\EG4:NB=\EG2:NS=\EG6:OV#1:
```

The codes to add to the dt100 termcap are as below:

```
:NM=\E[Øp:NR=\E[16p:NB=\E[2p:NS=\E[18p:OV#1:
```

The codes for the console are already included. The codes for blinking and reverse video blinking are absent because the console doesn't have those capabilities.

(C FOX. 01-7879)

XENIX 3.0 (700-3030) - NONDESTRUCTIVE FORMAT

Don't be misled by the "non-destructive format" on 3.0 Xenix. If you don't change any of the bad tracks, it is non-destructive. If you or diskutil should try to lock out any additional bad tracks, you are in trouble.

If an additional bad track is locked out, whatever was on it is instantly gone (for all practical purposes). The Xenix file structure is SOOOOO dynamic that it is almost impossible to know what pieces of which files are zapped.

One valid use of a non-destructive format would be:
If you are getting boot errors complaining about the boot track having crc errors or the like, you could use the non-destructive format to prepare the hard drive before you lay down a new boot track with dd.

One dubious but often tried use would be:
If a hard error is harassing you and you are VERY optimistic, you might try a non-destructive format before permanently adding the track to your media error list and reformatting from scratch. There is a TINY chance that the format under that area on the hard drive has weakened and the non-destructive might shore it up. On the other hand, the media in that area may have a data retention problem and maybe should be locked out to save future troubles.

In the style of John Houseman's old saying:
Question : How do you get rid of hard errors ??
Answer : The old fashioned way, you save what you can and reformat from scratch.

(C FOX. 01-7879)