

I turned around, and she was gone...

This is not one of the happiest corner notes. Ya see, Robin is leaving the CLOAD group to join her man in selling English car parts (need Morris Minor or MG stuff?). What does this mean? It means that Donna and I will have to run the business (and I thought it was hard to write editorials). Well, we will all miss you, Robin. We will miss your humor, coffee making, your one eye on reality, your other eye on the absurd, and your thoughts. Just one thing - Are MGs more dependable than TRS-80s...?



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

September 1983

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*	Side	Title	Filename	Turns Count			*	
*				CTR-41	CTR-80	CCR-81	*	
*							*	
*	****	Rescue Cover	A	10/259	6/152	4/130	*	
*	** **	Rescue	B	49/286	28/169	19/148	*	
*	** **	Fast Disassembler	C	116/337	68/198	49/186	*	
*	****	Killer Copter (SYSTEM /)	COPTER	168/375	99/221	76/218	*	
*							*	
*	**	Screen Writer II	A	10/258	6/151	4/129	*	
*	***	Artillery 2000	B	144/356	85/209	63/202	*	
*	**	Space Quest (SYSTEM /)	SPACEQ	198/398	117/234	93/240	*	
*	****						*	
*							*	
*	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 6 or less months, \$3.75 per issue if more than 6 months).							*
*								*
*	*****							*

The burning question - Will CLOAD be saved from the burning building? Find out in Rescue Cover (by Jeremy Brunner).

As if the cover wasn't enough, you can Rescue (also by Brunner - surprise!) people from the burning building. Use the arrow keys or a joystick to maneuver under the falling people, catch them, (avoid the furniture!) and take them to the waiting ambulance. Note: There is sound, so connect the recorder's AUX plug to an amplifier.

Get inside, quick! Inside the computer's memory, that is, with Fast Disassembler (by Sverre Johansen of Norway). It runs fast, yet it is written in BASIC!. Just give the start and stop addresses in DECIMAL, and away you go! The disassembly can be directed to a printer for future reference.

Grey Thunder! Defend your base from the invading hordes with your Killer Copter (by Joe Mooney and Bob Black). You gain points by blasting the invaders or by shooting a smart missile. You lose a ship if your ship hits anything or if one of the enemy reaches your base. To refuel and reload, you must land on your base. You control your copter by using the arrow keys to move and the arrow keys WITH the spacebar to fire (this is a bit tricky). The program is in machine language, so to load and run it type SYSTEM<enter>, answer the first *? with COPTER<enter>, and when the program has loaded

answer the next *? with /<enter>.

Notes: Your Killer Copter has sound, so plug the AUX jack into an amplifier. Grady's remark: "The copter will fly in whisper mode if you simply turn the sound off." Disk versioners: The /EXE version is the one executed by the Away Menu, but the /CMD version should run directly from DOS. The start, end, and entry addresses are 20060,30114,22091 (4E5C,75A2,564B in hex).

An update! Screen Writer II (by Bernadette M. Kennelly) is a much-enhanced version of our popular March 1981 offering. It still lets you write a screen full of text, then move all around the screen to edit it. However, this version now allows you to save to tape or disk, dump a series of pages to a printer, tab, load a series of pages from disk, use the lower-case mod in a Model I (if you have it), and do special printing if you have an Epson printer. It is set up for a 48k machine, but can be modified for other memories (see below).

When you run the program, a title page is shown as machine language routines are loaded into the top of memory. Then the screen switches and asks you to hit <enter> to delete a number of lines (this gives you enough room to have 12 pages in a 48k disk system or 20 pages in a 48k tape system). Now you just type RUN<enter> and you will find yourself with an empty screen and a blinking cursor. Hit <shift down-arrow>H. Wow! A list of the commands! Just to save you the finger strain of getting the Help list, here is a list of the commands (Note: to get any command, type <shift down-arrow> and the command key - hold all three keys at once):

- I go into Insert mode.
- X eXit insert mode.
- D Delete character.
- L delete current Line.
- C Clear screen.
- S Store screen in memory. Follow with a number from 1 to (max screens for your system) and hit <enter>.
- R Recall screen from memory. Follow with a number from 1 to (max screens for your system) and hit <enter>.
- F File screen on tape or disk. If no extension is specified on a disk save, /FIL will be used. If you lose track of the screen number, just hit <enter> and the screen will be saved as the next sequential screen.
- G Get screen from tape or disk. Works like the F command. If you attempt to get a non-existent screen from disk, a FILE NOT FOUND message will appear. If you Get a non-Screen Writer II file, weird things can happen. Be sure to Store the screen to memory before doing another Get if you don't want to lose it.
- H see the Help message.
- B display the Beginning lines of stored screens.
- P Print the current screen as it is (no special printing).
- W Write a series of pages stored in memory to a printer. In response to queries, you specify the Start screen and End screen, Single or Double spacing, Number of copies of the 'document', whether you have any special printing commands in the screens (it prints faster if not), and if you'd like Page numbering (if yes, you then specify the starting page number and the numbers will be printed centered at the top of each page).
- T Tabs 14 spaces over into the screen. This is not listed in the Help file.
- E Entire file auto get/store from disk. Will go out and get an entire file from disk and store it in screen storage areas 1 to 12. If the file is larger than max-number-of-screens, it prints a message and stops after the last screen. This command should not be used unless you have a disk system. This is not listed in the Help file.
- Q Quit.

Other keys and commands used by the program:

<Arrow keys> Move cursor (auto-repeat if held down).
<Enter> Puts cursor at the beginning of the next line.
If put in the FIRST position in a line, omits the printing of that line.
Bell rings on the printer (if your printer has a bell) when you have reached the 58th position on the screen.

If you have an Epson printer, you can do special print styles. Put an * (asterisk) in the FIRST position of EVERY line that contains special print characters, then follow the guidelines below (some of these may work on other printers, with or without modifications to the program):

Underline Enclose the part to be underlined with <>.

Italics Enclose the part to be italicized with @s.

Emphasize Enclose the part to be emphasized with +s.

Example:

*<Dave> @is@ +a+ <@fine@> <+fellow+>

will underline 'Dave', 'fine', and 'fellow'. The words 'is' and 'fine' will be italicized while 'a' and 'fellow' will be emphasized.

More things to know - do not put a character in the lower-right-hand corner of the screen unless you want to lose the top line of the screen forever! Moving the cursor there does not have any effect, however. Sentences are NOT justified automatically (you must insert spaces where appropriate. If you have a lower-case shift-lock feature and you would like to flip the period and comma keys for easier typing, add line:

185 IF A\$="," OR A\$="." THEN A\$=CHR\$(ASC(A\$)+16)

ELSE IF A\$="<" OR A\$=">" THEN A\$=CHR\$(ASC(A\$)-16)

<Shift enter> is allowed, but <shift arrow> is not.

Screen Writer II for other memories - In the following lines, change the values in the following lines according to the table:

Memory	val 1	val 2	val 3	val 4
16k	127	32621	2500	2
32k	191	-16531	12500	10
48k	255	-147	25000	20

14 POKE 16561,109: POKE 16562,val 1: CLEAR 50

16 X=val 1:X1=val 2

128 POKE 16561,109: CLEAR val 3

316 change both 12s to val 4s (just a PRINT statement)

882 change both 12s to val 4s (just a PRINT statement)

892 Q=val 4

Enough writing - time for a Space Quest (by Troy Lyndon). Using the arrow keys to move and the spacebar to fire, try to stop the increasingly nasty waves of aliens. The game is written in machine language, so to load it type **SYSTEM**<enter>, answer the *? with **SPACEQ**<enter>, and answer the next *? with /<enter>. Plug the AUX plug into an amplifier for sound. Note: The start, end, and entry addresses are 25000,31255,26761 (61A8,7A17,6889 in hex).

No disks m'lady...

Last month two programs (groan!) had problems if they were run on non-disk systems:

To fix Super Graphics Creator:

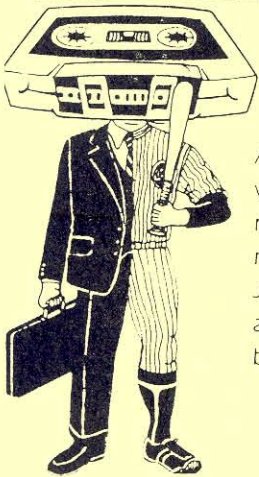
Take the **CLOSE**: out of line 540.

After the **ERL**: in line 1440, add **IFPEEK(16396)<>201THEN**

To fix **Bug Attack**:

- 1) Load the program by typing **SYSTEM**<enter> and answering the *? with **BUGATTK**<enter>. When the next *? comes on the screen HIT <break>.
- 2) Type in the following BASIC program:

```
10 A=28672:FORD=1TO13:READB,C:POKEA+B,C:NEXT:Q=USR(0)
20 DATA22,0,23,103,26,192,31,34,32,118,33,0,34,0,35,0,47,24
30 DATA1382,201,1525,201,-12146,0,-12145,112
```
- 3) Type **RUN**<enter> and away you go. If you have some utility that allows you to save a machine language program to tape, you can hit the RESET button at this point and dump it to tape so that you can load it and EXECUTE it normally through the **SYSTEM** command.



All
work &
no play
makes
Jack
a dull
boy...

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Buggin' out,

Dave

ed.

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TRS-80
MODEL 100

THE ALTERNATE SOURCE

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