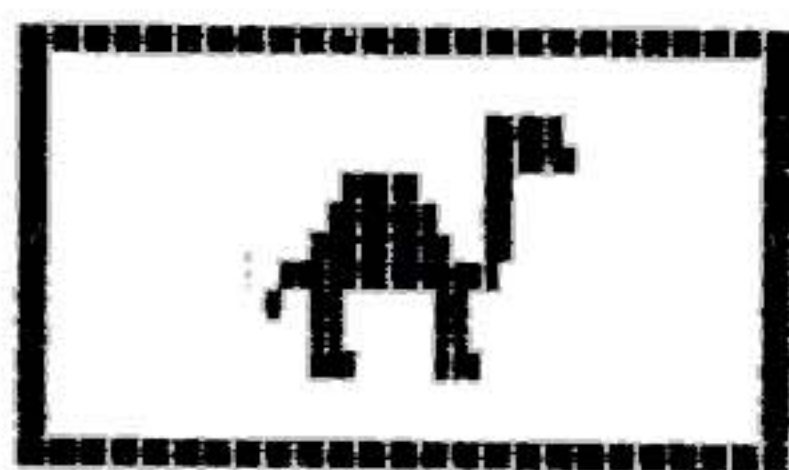


# MICRO-80

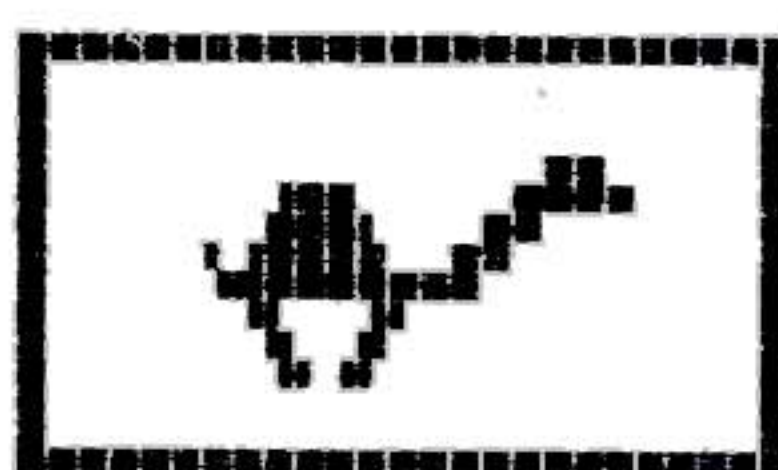
P.O. BOX 213, GOODWOOD, S.A. 5034. AUSTRALIA. TELEPHONE (08) 211 7244. PRICE: AUS. \$2.50, N.Z. \$4.00, U.K. £1.50  
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Vol. 4, Issue 2, September 1983

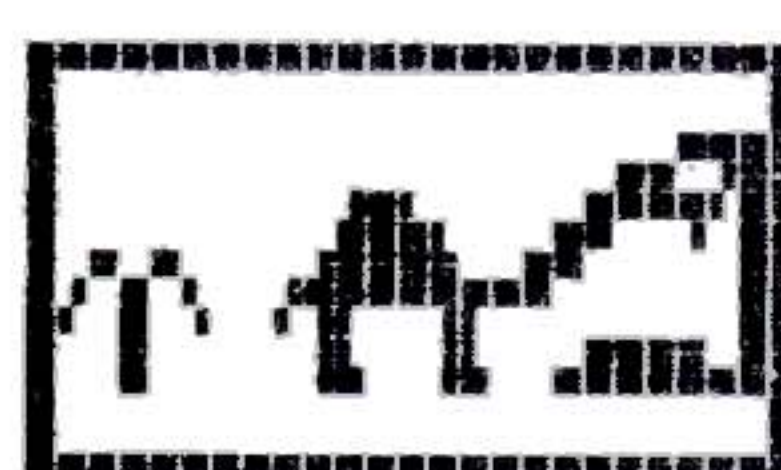
## DESERT CHASE for Level II



YOUR CAMEL  
LIKES THIS PACE



YOUR CAMEL IS  
BURNING ACROSS  
THE DESERT SANDS  
WARNING —  
YOU NEED A DRINK



YOU HAVE ARRIVED  
AT A WATERHOLE...  
YOUR CAMEL EATS  
HAPPILY WHILE YOU  
REFILL YOUR  
WATER-BAG

Also in this issue:

### DEPARTMENTS:

Conserving BASIC Memory  
A Bit of Lower Case

### PROGRAMMING:

Theory and Techniques of Sorting — Part 8

### SOFTWARE:

- Formation — Level II
- Othello — Colour
- Ordering Priorities — Level II
- Register Display Program — Peach
- Towers of Hanoi — Colour

• TRS-80 • SYSTEM 80 • VIDEO GENIE  
• PMC-80 • HITACHI PEACH  
• TRS-80 COLOUR COMPUTER



\*\*\*\*\* ABOUT MICRO-80 \*\*\*\*\*

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MICRO-80 is an international magazine devoted to the Tandy TRS-80 Model I, Model III and Colour microcomputers, the Dick Smith System 80/Video Genie and the Hitachi Peach. It is available at the following prices:

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**\*\* CONTENT \*\***

Each month we publish at least one applications program in BASIC for each of the microcomputers we support. We also publish Utility programs in BASIC and Machine Language. We publish articles on hardware modifications, constructional articles for useful peripherals, articles on programming techniques both in Assembly Language and BASIC, new product reviews for both hardware and software and we print letters to the Editor.

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## \*\*\*\*\* EDITORIAL \*\*\*\*\*

With the announcement of a new range of computers, Tandy Australia offers something to interest everyone from the MC-10 Micro Colour Computer for \$199.95 (available in November), through the new Model 4 to the Models 12 and 16. There's even a portable computer for the travelling businessman.

The word 'portable' takes on a new meaning with the Model 100 which is about the size of its own manual but lighter. It has a LCD display of 8 lines of 40 characters (with graphics capability) and is battery powered with a non-volatile memory. The basic hardware consists of a good keyboard, 8K of RAM (expandable to 24K), a clock with calendar, and interfaces to accommodate a Centronics printer, a RS-232-C port and a cassette recorder for data storage. The 32K of ROM provides a BASIC interpreter, a word processor, an address and appointment facility and communications software. Once you become familiar with these, I image that you can take and use the Model 100 literally anywhere.

The new Model 4 will be available in three configurations - 16K cassette (for \$1,799), 64K single drive (for \$2,799) and 64K two drive (for \$3,299). Model 3 owners can upgrade their computers with a kit that includes a new keyboard, a new CPU board with 64K memory and the TRSDOS 6.0 operating system with Disk BASIC and sells for \$1,299. CP/M Plus for the Model 4 is expected within two to three months.

Meanwhile, in the U.S. Tandy has released a new, smart-looking 64K Colour Computer (featuring a good quality keyboard) and the OS-9 real-time, multi-tasking, multi-user operating system providing access to a broad range of existing applications software. The Multi-Pak Interface (priced around \$US180) is an accessory allowing the Colour Computer user to select one of four ROM packs at the flick of a switch or under software control. Undoubtedly these too will be available in Australia in the near future.

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## \*\*\*\*\* PEEKing (UK) - by Tony Edwards \*\*\*\*\*

You will remember the universal programming language NOS-BASICODE reported in an earlier issue of MICRO-80. Rather than die, this language is still developing and the latest development is NOS-BASICODE-2, which includes the earlier version. These programming languages have their origin in the Dutch Broadcasting Corporation's program "Hobbyscoop" (pronounced Hobby Scope). Programs on computing, including the transmission of programs in BASICODE are output regularly by Radio Hilversum 2 and 4 on the medium and VHF wave bands for reception in Holland, but these are easily received in other European Countries.

For our readers in other parts of the world short-wave transmissions were tried but were not successful. However, the programs are now transmitted to radio stations world wide for re-transmission locally. The program to look for is "Radio Activity", a 15 minute English language program which is re-transmitted for local reception in Australia, USA, Canada, and parts of Africa and Asia, as well as Europe. The local stations broadcast at suitable local times but the internal Dutch program is transmitted at 1710 GMT on Sundays in the summer, and at 1810 on Sundays in the winter. It will be found at 747kHz (401 metres). Good listening! The main program is in Dutch but it includes short explanations in English.

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## \*\*\*\*\* INPUT/OUTPUT \*\*\*\*\*

From: John Veldthius - Taranaki, N.Z.

Let me first say what a fantastic magazine you have. Now for my question. I have bought the adventure game called Asylum and have been going nutty for the last two months. I am stuck in the first maze and cannot find any way out. I have read the hints in Vol. 3, Issue 11 (October 1982) but these have been of no help at all. I have mapped the maze so far but still can't find anything else.

Please help as I may end up in the "Institute" at this rate.

From: Steven Bauer - Upwey, Vic.

These are questions which, hopefully, you will answer or, if not, maybe one of your other readers will be able to help.

Asylum - how do I get out of the first maze; please explain each and every step.

To Brian L. Hill - Where did you buy the components? (for the 32K mod). Dick Smith's price is over \$23.



From: Nick Lambropoulos - Mildura, Victoria.

It's getting a bit monotonous, I know, but I'm hoping, before everyone packs up and forgets about Asylum (?), which is usually widely talked about nowadays. I CRY OUT one final time for someone to tell me whereabouts the matches could be found in the Asylum, if it's not too much trouble. I'm also having trouble figuring out what the hint means in the Guru's room and what is in the other Dark Room. I would appreciate any help given. Keep up the great work, Micro-80.

From: Jeremy Terhoeve - Townsville, Qld.

Please can anyone tell me how to get past the gorilla in the second maze of Asylum? I cannot fully understand the hint the program gives here. Do you need a special object?

(To answer these questions, we need to refer to a professional by the name of Ron Hack who was glad to help by providing specific answers. Thanks very much, Ron. -Ed.)

From: Ron Hack - Reynella, S.A.

To assist those readers still seeking clues for the "Asylum" adventure and to refresh my own memory, I decided to play the adventure again and answer the questions asked as I proceeded. Here goes -

#### GENERAL HINTS:

As you are aware, the adventure must be completed within a certain time. If you wish to take a break during the game (for a cup of coffee or to write some clues for a magazine) call up the vocabulary as this stops the clock.

To John Veldthius, Taranaki, N.Z.

On a large blank piece of paper draw light pencil lines across and down the page equal spaces apart, making a grid. As you proceed to move down the passages draw heavy lines marking the walls as if you were looking down from above. Remember you will hyperspace in certain places and dropping things along the way will help you to sort out where this occurs.

To Steven Bauer, Upwey, Vic.

It is impossible to give step by step instructions on getting out of the 1st maze (it would take up too much magazine space and possibly spoil the adventure for others).

Hints: - You will need to find a key  
- Murderers can read  
- There are eight different corridors off the revolving doors and not four as I thought for a long time.  
- Having mapped all the maze you should find it forms a rectangle.

To Nick Lambropoulos, Mildura, Vic.

The hint in the Guru's room is in Latin (so I've been told) and translated roughly means - In the dark, horses look like cows (and, as we know, donkeys look like horses). This tends to mean something once you meet the inmate outside the room full of water. Having met this inmate I suggest you try some trading.

The matches are in the 2nd maze but you will have to solve the mystery of the 20 room corridor before you find them. Refer to earlier clues (MICRO-80 Oct. '82).

As to the other dark room and its contents - if you are curious try lighting a match to find out.

To Jeremy Terhoeve, Townsville, Qld.

You do need an object to help you pass the gorilla in the 2nd maze and you'll find it in that maze. You also need an object you are already carrying assuming, of course, you have not dropped something since entering 2nd maze. The hint given at this stage of the adventure is a good clue as to what object may help you.

To Grant Barnes, Moe, Vic.

You are wasting your time looking for the Professor's Office unless you are up to this stage of the adventure. For what it's worth, the office is in the final small maze and when you reach that stage you will find it easily enough.

Well, that's it for now. I'll just get in this strange contraption and.....WHEEEE - I wonder where I'll land!!

## DEPARTMENTS

\*\*\*\*\* KALEIDOSCOPE \*\*\*\*\*

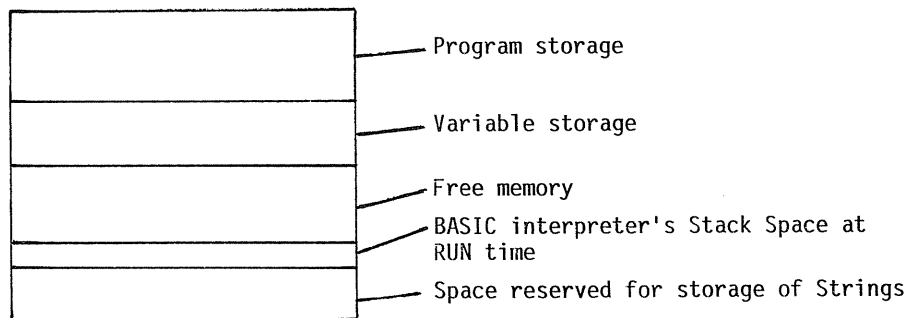
In this month's issue we publish for the first time a program for the Colour Computer (Othello) submitted by one of our readers and we look forward to bringing you more programs from our readers that show how they use their computers and how to improve your programming skills and your knowledge of the Colour Computer. Towers of Hanoi - an interesting puzzle for you to try on your computer - demonstrates the use of recursive programming in BASIC and is worth looking at more closely. For those of you who cannot find the time to type in the programs from the magazine listings, and would prefer an easier method, we have good news - the Cassette Edition of the magazine, commencing with this issue, will include all the Colour Computer programs contained in that issue! The cost of the magazine, plus cassette subscription will be \$65 for 12 issues and single cassettes will be available for \$4.00 each.

Most of the Level 2 programs that we have converted are intended to run on a 16K Colour Computer with Extended Colour BASIC, but we seem to have slipped up with one of these quite unintentionally. Here at MICRO-80 our Colour Computer consists of a 32K Extended Colour BASIC machine with one disk drive. The Level 2 programs are transferred, edited to remove the reserved words not used in Colour BASIC and to accommodate the smaller 32 x 16 display, and then tested on this machine. In most cases, what was a 16K Level 2 program works fine on a 16K Colour Computer, but in the case of "Sink the Enemy Navy", the memory required to run the program crept just over the 16K. How can you get a program to use less memory? Read on to find out.

### BASIC PROGRAM MEMORY USAGE

To run a BASIC program, four well-defined and distinct uses are made of the available memory in your machine. These are illustrated in the following diagram:

Bottom of BASIC memory



### BASIC MEMORY USAGE

When you type in your BASIC program, the lines are tokenized to conserve memory and stored in the program storage area. However, if the program is to run successfully (assuming there are no programming or syntax errors) sufficient memory must be available for storing program variables, String storage and the BASIC stack, otherwise the program will stop during execution with an Out of Memory or Out of String Space error (the BASIC interpreter constantly checks the amount of free memory and, if it falls below a certain lower limit, terminates the program with an error).

### REDUCING MEMORY REQUIREMENT

When a program halts with an OM error, the answer is not necessarily to rush out and buy more memory (an expensive solution but one almost guaranteed to work). You can overcome the problem by making more efficient use of your available memory by a combination of the following methods. Naturally, there are compromises in some of these and a few violate what is known as "good programming practice" but I think that under these circumstances the end justifies the means.

#### 1. Program Storage

Comments within a program are ignored by BASIC and serve only as documentation for the programmer. If you run out of memory, start by removing all comments from the program (but keep a backup copy with the comments for future reference). However, be careful that you do not introduce other errors by doing this. For example, consider the following program segment:

```
20 REM CHECK KEYBOARD
30 A$=INKEY$:....etc.
.
.
100 GOSUB 20
```

Deleting the remark line 20 will produce an error at run time since line 100 references a non-existent line number. Line 20 can be deleted but line 100 must also be changed to GOSUB 30 to produce the desired effect.

Each BASIC line incurs a 5 byte overhead for the interpreter's use. By placing several statements on one line you can save a good deal of memory in the program storage area. For example, the following portion of the program "Sink the Enemy Navy" could be rewritten to use much less memory:

```
30 DIM C(14,9)
40 DIM B1(5)
50 DIM B2(5)
60 DIM C1(5)
70 DIM C2(5)
80 DIM D1(5)
90 DIM D1(5)
100 DIM S1(5)
110 DIM (S2(5)
```

can be replaced by:

```
30 DIM C(14,9), B1(5), B2(5), C1(5), C2(5), D1(5), D2(5), S1(5), S2(5)
```

The total memory saved amounts to 40 bytes, not to mention the slightly faster execution time!

## 2. String Storage

The amount of string space used and the amount required by a program are not necessarily the same. However, there is good reason for allocating a generous amount of string space. During program execution the interpreter makes use of string space somewhat extravagantly. To illustrate, suppose A\$ consists of the first 25 letters of the alphabet and you want to append the letter "Z". You can do this with the statement A\$=A\$+"Z". What actually happens in the String Storage section is that the first string of 25 characters is discarded as garbage and a new string of 26 characters is created and stored. If the amount of the string space is exhausted, the interpreter begins a "garbage collection" routine. Frequent use of this routine slows down program execution speed. The moral of the story is that if you can afford to be extravagant then allow a generous amount of string space in your CLEAR statement, but if memory is scarce, use only what is required.

## 3. Variable Storage

Each time a new variable is used within a program additional memory is used in the variable storage area. When writing a large program you can be reasonably certain that it will use most of your available memory. It would be wise to consider your total variable requirements (both in number and in use) at the outset and try to use as few as possible to conserve memory and improve the execution speed of the program. As a general rule, try to re-use existing variables whenever possible because each new variable used within a program consumes some memory for the duration of the program, even if it is used only once. It is much easier to consider these needs in the initial stages of program development than it is to make extensive changes to variables in an almost complete program.

There are occasions where the creation of a new variable can actually be used to save memory. To illustrate, suppose your program uses the number 20000 frequently, say, for example twenty times in different parts of the program. You can save a substantial amount of memory (about 80 bytes) by assigning V=20000 at the beginning of the program and using the variable V in place of the number 20000 elsewhere in the program. Not only does this save memory, but as a bonus, it increases the speed of the program and saves some typing as well.

## IN SUMMARY

The place to start when you're trying to save some memory is within the program storage area. More often than not, you can free enough memory here to use the program effectively without having to resort to more drastic measures. If you must economize in variable usage and string space allocation, then perhaps the option of increasing your amount of physical memory should be considered. There are other ways to conserve memory such as abbreviating instructions and messages, or deleting parts of the program that you can do without, but these are more a matter of personal taste rather than techniques of programming. So if you've been frustrated by some large program that just wouldn't fit your 16K Colour Computer, try trimming some of the fat!

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\*\*\*\*\* PEACH BOWL \*\*\*\*\*

Many who are new to BASIC find programming in that language difficult and the idea of programming in assembly language (or machine language) seems totally out of the question. This month we present "Register Display" which is a reasonably short machine language utility that, apart from being useful, may serve to teach you a little about this low-level programming language. When you wish to learn how to program in machine language the place to start is with a good book that explains the fundamentals and the instruction set of the processor you're using (in this case, the Motorola 6809). A good example is the book "Programming the 6809" by Rodney Zaks which tends to be less formidable than Motorola's own publications. The Peach provides



an adequate machine code monitor that will allow you to develop and test short m.l. programs that you have assembled by hand.

For those of you who like puzzles, we have a version of "Towers of Hanoi" for the Peach that should keep you amused for hours. The original puzzle would take innumerable lifetimes to solve, but this version is somewhat abbreviated. And good news for those of you who cannot find the time to type in those long magazine listings - our cassette edition now includes the Peach programs published in that issue of the magazine, commencing with this issue. The prices for cassettes will be the same as shown inside the front cover - \$4.00 for a single cassette and \$65.00 for a subscription that includes magazine plus cassette.

#### SECTOR EDITOR CORRECTION

If you had any problems with this program after making the amendments published last issue, then perhaps this correction may solve that problem:

Change

```
60130 DATA 36,30,10,C6,0F,34,...
```

to

```
60130 DATA 36,30,10,C6,10,34,...
```

Geof Drury, who developed the amendments to Sector Editor, also passed on this correction.

The discussion on conserving memory in Kaleidoscope will also be of interest to new Peach users. (The Peach too uses a Microsoft BASIC interpreter). In the case of the Peach, it may be added that although the use of long variable names does improve the clarity of a program, more memory is used to store the longer name and, in the case of very long programs, execution speed increases.

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#### \*\*\*\*\* GROUP ONE \*\*\*\*\*

While 'Desert Chase' and 'Ordering Priorities' are relatively straightforward Level 2 programs and should run in disk systems without changes, the machine language utility 'Formation' is definitely for Level 2 systems only as presented. For disk users, the changes required to use this utility with disk BASIC involve relocating the program (not very difficult if you have an Editor/Assembler), modifying the initialiser and using a different reserved word (such as NAME which doesn't appear to be used by some disk BASICS) and rewriting the I/O routines to make use of disk instead of cassette. We would be pleased to publish any adaptations developed by our disk system readers.

If you are a novice computer enthusiast, or even perhaps a more seasoned user, you may find the discussion on conserving memory in this month's Kaleidoscope of particular interest. All of the microcomputers that we support use a version of Microsoft BASIC and the information presented there is equally applicable to the Z80-based machines.

#### THE CASE OF THE LOWER CASE

At some stage in our relationships with our computers, many of us will take a step further inside the machine and begin to dabble with a hardware modification of some sort. More often than not, the apparent simplest of modifications will lead to a small hiccup that gradually grows to mammoth proportions the longer we struggle to overcome the difficulty. Mr. Wilson, one of our readers relates one such experience:

"I have installed a lower case modification as described in "THE CUSTOM TRS-80 & OTHER MYSTERIES" which was advertised and purchased through your magazine by a friend of mine. The mod was successful, because running the sample program gives me lower case letters.

Also running the short program as described in MICRO-80 November 1980 (Issue 12, page 10), enables me to type in lower case letters, so everything in this department seems okay.

Now the problem is if I try to load the MICRO-80 Lower Case Drivers (May, 1981) I get the message followed by four and a half lines of garbage on the screen, followed by the second prompt \*? I type "/" then ENTER, the screen gives a flicker, it then sits there and does nothing. The writing stays on the screen and the only way to get any more keyboard action is to power down the computer.

So this brings me to a few questions. Oh! by the way, my computer is a

Level II 16K TRS-80 (cassette based) "G" board.

1. Is my tape faulty?
2. Is this mod compatible with yours?
3. If not, could you send me info on how to make it compatible?
4. If the tape isn't faulty and my mod is compatible with yours,  
H - E - L - P!!!

Keep up the good work on the best magazine out for '80 users. Long live the '80!! "

What would you say is the problem? Of course, it had to be a faulty tape; we'll send the man a new cassette but, as it was late in the afternoon, that would have to wait until tomorrow. For some reason, which now escapes me, I decided to take the tape home and check it on my System 80 - a stupid idea, upon reflection, as my internal cassette deck of early vintage is extremely fussy and will fail any tape that has the slightest flaw. But, lo and behold! Each dump loaded perfectly!

More alarming than that was the fact that when executed, the results were exactly as reported by Mr. Wilson in his letter. For the record, my System 80 was fitted with a MICRO-80 lower case modification over two years ago and which has recently been replaced by a nameless brand because I now prefer an underline cursor. After thoroughly investigating the software aspect of this dilemma, which is where I assumed the trouble was, I took a long, hard look at the installation instructions and discovered to my surprise: NOT ALL LOWER CASE MODIFICATIONS ARE EQUAL!

The original design of the TRS-80 and System 80 used a video RAM block that was only seven bits wide with bit 6 missing. Instead, hardware was used to generate bit 6 from bits 5 and 7. The typical lower case modification involves the installation of an extra RAM chip for bit 6, a new character generator ROM (if required), a little bit of wiring on the board to enable bit 6 and a software driver to enable you to make use of the new lower case capability. I expected to find that when you write a zero into bit 6 of video RAM, you can read a zero from the same location (assuming that the chip is not faulty). A close look at the modification on p.108 in "The Custom TRS-80 and Other Mysteries" shows that what goes into bit 6 is not necessarily the data on the bus. With this modification you cannot store the values 0-31 in video RAM, even though it's now 8 bits wide.

As the MICRO-80 Lower Case Driver loads into video RAM (explaining the "garbage" which is really a machine language program) and executes from there to relocate itself to the top of memory, this situation is disastrous. No wonder the system hangs and needs to be powered down. The solution is to perform the other modification given in the same book on p.107 which simply connects the new chip to bit 6 of the data bus and allows video RAM to be used just like any other RAM. Try the following program to see what happens in the video RAM of your '80:

```
10 CLS:AD%=15360
20 FOR I=0TO255
30 PRINT@896," ";
40 POKE AD%,I
50 IF PEEK(AD%)<> I THEN PRINT@896,"IN=";I;"OUT=";PEEK(AD%);
60 FORJ=1TO200:NEXTJ
70 NEXTI
```

In the top left-hand corner of the screen, the character corresponding to the value OUT is displayed and at the bottom you can see if your video RAM is 7 bits wide (able to store only 32 - 95 and 128 - 191), funny 8 bits (able to store only 32 - 255) or true 8 bits (able to store 0 - 255).

When it comes to hardware you must be careful not to make any false assumptions. If some problem develops then you must check very carefully the hardware changes and any software you are trying to use. It is interesting to note how, in this case, the combination of hardware and software led to such a subtle problem. To accommodate lower case ASCII characters, the video RAM must be able to store values in the range 32-127. Values in the range 0-31 (control codes) are not normally stored but are acted upon by the video driver routine. Therefore, this particular modification made no provision for storing control codes. In writing the universal Lower Case Driver routines, Eddy sought to provide maximum flexibility by allowing you to load them at any time without disturbing any other utilities or programs already in memory. The logical place to put them was into the video RAM and to relocate them from there to free high memory. So the MICRO-80 lower case modification provided a true 8-bit video RAM which would allow you to store a m.l. program which could be executed from there (making video RAM just like the rest of your RAM).

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\*\*\*\*\* FORM THREE \*\*\*\*\*

For our Model 3 readers, 'Desert Chase' and 'Ordering Priorities' are two Level 2 programs that

should run with no problems but the machine language utility 'Formation' will definitely not run without modification. However, changes similar to those described in the October '82 Model 3 Movie Microbug (p.20) should enable you to use this utility on your Model 3.

Why don't Model 1 machine language programs always work on a Model 3? The two main reasons are that the Model 3 ROM takes up more user RAM from 42E9H to 43E8H and that the Model 3 has an extra 2K of ROM to provide extra features. The extra ROM and different hardware architecture of the Model 3 required changes to the original 12K ROM found in the Model 1. This means that some ROM calls and entry points are different on the Model 3, preventing many Model 1 m.l. programs running on the Model 3. I compared the contents of the ROM in our Model 1 to that in our Model 3 for addresses in the range 0000-2FFFFH and the results are set out below (Note that this may depend on the particular ROMs present):

0003 - 0004	01F1 - 01F1	124C - 124D
000E - 000F	01F3 - 01F4	1918 - 1918
0047 - 0048	01F8 - 020F	191C - 191C
0050 - 0062	0212 - 0231	1B5D - 1B5F
0066 - 0070	0235 - 0245	206D - 206D
0082 - 0082	0247 - 025E	2073 - 2073
00AA - 00AA	0264 - 0282	2075 - 2075
00AE - 00AE	0284 - 02A7	2077 - 20B8
00B2 - 00B4	02E2 - 02E4	20BC - 20BC
00C6 - 00C6	03C2 - 03E9	20F7 - 20F7
00EA - 00EA	03EB - 0468	213B - 213B
00FF - 0101	046B - 0494	2167 - 2167
0106 - 010A	0496 - 049E	2B85 - 2B88
010D - 010F	04A0 - 04B7	2B8C - 2B8E
0112 - 0115	04B9 - 050C	2B91 - 2B93
0118 - 011B	050E - 0532	2C1F - 2C42
011D - 0121	0534 - 05CF	2C7A - 2C7F
0125 - 012C	05D1 - 05D3	2C81 - 2C82
01DA - 01EF	0674 - 0707	2C8A - 2C8C

#### Model 3 vs. Model 1 ROM differences

The table above shows only the addresses (in Hexadecimal) where the Model 1 and Model 3 ROMs differ. Notice that the bulk of the changes are in the first 2K of the ROM (where the I/O driver routines reside) while changes to the BASIC interpreter itself are relatively minor. Although many entry points for common routines have been maintained, the Model 1 066CH entry to BASIC can no longer be used (the entry 1A19H should be used instead).

Adapting Model 1 m.l. programs is then a matter of changing ROM calls and entry points where they differ and moving those programs that reside at the bottom of BASIC's memory up to clear the extra scratch pad RAM area. With the aid of an Editor/Assembler and the source code listings in the magazine, most Model 1 m.l. programs can, with a little effort, be made to run on your Model 3. If you have any additional information or a patch that you have developed, send it in to us and we will include it in this section for the benefit of all our Model 3 readers.

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#### \*\*\*\*\* WHAT YOU HAVE MISSED \*\*\*\*\*

Set out below is a list of some of the programs published in early issues of MICRO-80 magazine. Back issues are available for \$2.50 each or at the annual subscription rate for 12 or more copies. Cassette editions are available for all issues for \$4.00 each whilst disks are available for all issues from September 1981 onwards. For 12 or more magazines with cassettes/disks ordered at the same time, the relevant annual subscription rate applies. Programs for the Hitachi Peach/TRS-80 Colour Computer were first published in the April 1982 issue.

##### Issue 6 - \* May 1980

\* Some issues incorrectly labelled April.

SUB ATTACK (L1)  
SPACE DRIVE (L1)  
TRIG/BAS (L2)  
SUPER SIZZLER (L2)  
TIC-TAC-TOE (L2)  
HOUSEHOLD ACCOUNTS (L2)  
CONNECTA and CONNECTX (L2)

##### Issue 15 - February 1981

PINBALL (L1)  
KEYNOTE (L1)  
LEVEL II TBUG UPDATE (L2)  
MICROHEX (L2)  
SEA WOLF (L2)  
ASTRONOMY (L2)  
MURDER (L2)

##### Issue 18 - May 1981

ARITHMETIC (L1)  
SORTING (L1)  
NORMAL DISTRIBUTION (L2)  
DISASSEMBLER (L2)  
12 HOUR CLOCK (L2)  
BONES (L2)  
PHILATELIC ADVISER (L2)  
UNIVERSAL LOWER-CASE  
DRIVER ROUTINES (L2)

L1 - Level 1 program

L2 - Level 2 program

CC - Colour Computer

HP - Hitachi Peach



The following back issues of MICRO-80 magazine are still available:

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
'79	-	-	-	-	-	-	-	-	-	-	-	✓
'80	✓	✓	✓	x	✓	✓	✓	x	✓	x	x	✓
'81	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
'82	✓	✓	✓	✓	✓	✓	✓	✓	✓	x	-	-
'83	-	-	-	-	-	-	✓	✓				

( - means never published, ✓ means issue available, x means issue out of print).

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## PROGRAMMING

\*\*\*\*\* THEORY AND TECHNIQUES OF SORTING - PART 8 \*\*\*\*\*

by Bernie Simson

In Part 7 of this series, it was shown how records from an input file for sorting were extracted, sorted in main memory and stored away in a workfile for later merging. This article will examine in more detail the processes involved in storing sorted sublists of records in workfiles, and some merging methods.

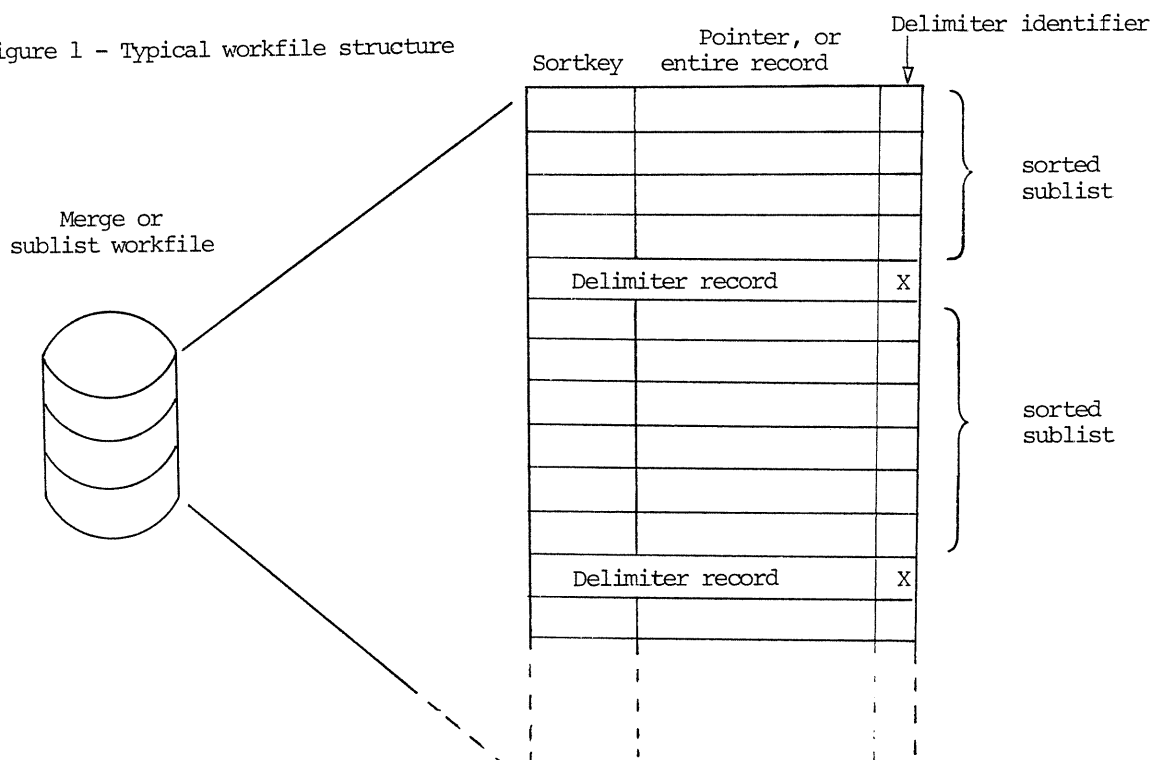
### PRODUCTION OF SORTED SUBLISTS.

Since the external sort phase (merging) involves a great proportion of the total sort time due to disk operations, it follows that to optimise the sort, the total number of disk operations should be kept to a minimum, in particular, track seeks. This occurs when the read/write head is instructed to find or write a record based on a random address, rather than a read or write of the next sequential record. This is not always an easy criterion to allow for in a restricted disk-based system, which is usually the case with most microcomputer configurations.

A restricted disk system is defined as a system having less than four head actuators. A head actuator refers to the mechanism in a disk drive that controls the movement of the read/write head, not the read/write head itself.

The reason for this is explained later; a system having four logical drives in two double sided disk drives has only two head actuators, and is therefore considered a restricted disk system

Figure 1 - Typical workfile structure



for optimum merge time purposes.

When a sublist has been sorted in memory and is ready for storage in a workfile, the records (or ADDR0UT pointers) are written out with the same sortkey used to determine ordering in the internal sort phase. This same sortkey is used to determine ordering during merging. Now, depending on which variation of merge technique is used, which is governed by the number of head actuators available, the sorted sublist is written out to one workfile, or several different workfiles. Also, a sublist delimiter is written at the end of each sublist to separate them in the same workfile. The delimiter would obviously have to contain some unique identifier to avoid it becoming confused with a sublist record. Figure 1 shows the format of a typical workfile.

If more than one workfile is used to store the sublists, then they are used in an alternating fashion, so that the sublists are distributed fairly evenly over the workfiles.

When all the records from the input file have been extracted and sorted in memory, the result should be one or more workfiles containing sorted sublists separated by delimiters. The workfile(s) are then used as input to the merge process.

#### MERGING TECHNIQUES.

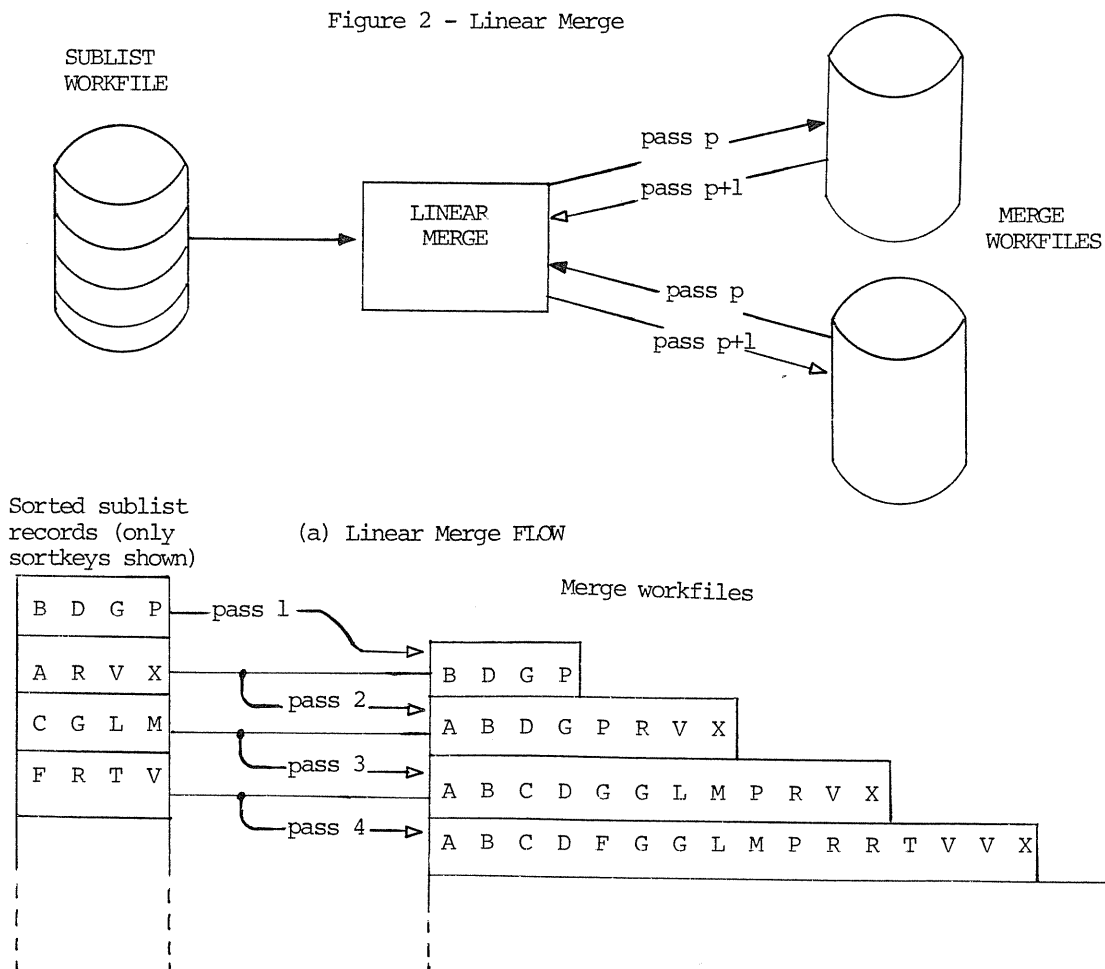
This is where most of the disk operations occur, so it is wise to devote some extra thought to optimising this aspect of the sort if you are designing a sort package.

Two merge techniques will be shown, with some variations applicable to restricted disk systems. The two merge types are:

Linear Merge, and  
Tree Merge.

#### LINEAR MERGE.

Linear merging is shown in Figure 2. Only one sublist workfile is required as input. It involves reading the sublist records and merging them with records in the merge workfile that was created



during the previous merge pass, to produce a new merge workfile. This is then used as input to the next merge pass, together with the next sublist in the sublist workfile. The merge workfile output from each merge pass grows in a linear fashion.

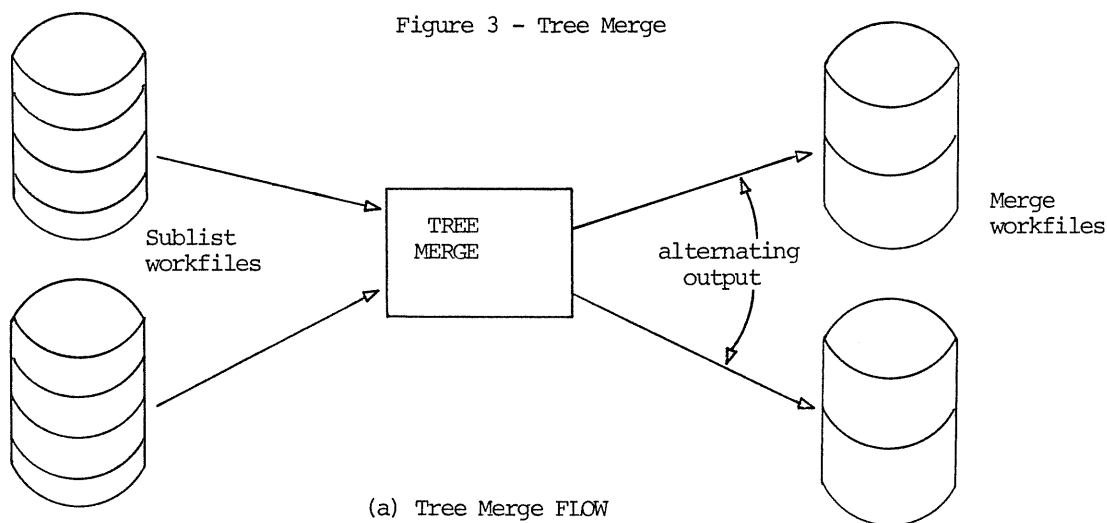
Do not confuse sublist workfiles with merge workfiles. Sublist workfiles are created when sorted sublists are stored on completion of each sublist memory sort, whereas merge workfiles are temporary files created by the merge process. The internal operation itself is quite simple, and is common to both merge types. At any one point in time, two records from each file to be merged are compared, and the one with the smallest sortkey value is written out to another merge workfile, and the next record from the workfile from which the written record came, is read, and the comparison repeated. A three-way merge could be implemented if desired, involving reading 3 files at one time, and writing out a record depending on the result of a three-way comparison, but this discussion is restricted to a two-way merge to avoid confusion (if you aren't confused already).

A variation to this merge technique involves reading all the records in the sublist workfile into memory, and using this array as one of the inputs to the merge (with the merge workfile). This assumes that the entire sublist will fit into memory. It should do so, as it was originally written out from memory in the internal sort phase, unless the sublist was produced according to the process described in Figure 2(A) of the previous article (Part 7). You will notice that in this case, the original input file is referenced to retrieve the entire record using the pointer in the array as index, thereby creating a sublist in the workfile that is larger than the sorted array.

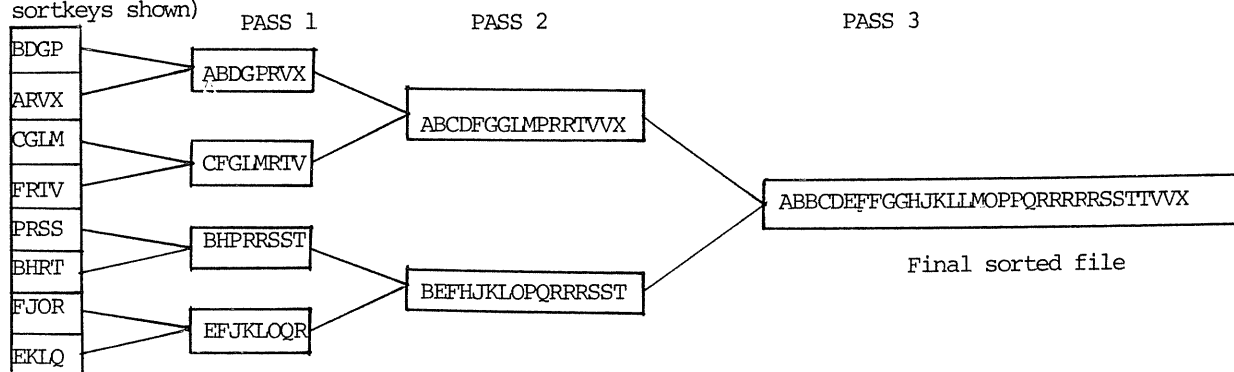
This variation is useful where only two head actuators are available - one to read the merge workfile, the other to write the new merge workfile, while actual merge is taking place. Track seeks will not occur, even though 3 files are involved, because the reading of the sublist workfile is not simultaneous with the reading and writing of the merge workfiles.

#### TREE MERGE.

Tree merging is shown in Figure 3. Although the sorted sublists are distributed over 2 sublist workfiles, the structure of each is still consistent with Figure 1. However, you will notice the different algorithms as evident in the merge pass traces in Figure 2(B) and 3(B). The tree merge creates multiple merge workfiles, again distributing them over another 2 new merge workfiles



Sorted sublist records (only sortkeys shown)



(b) Tree Merge TRACE



in an alternating fashion in the same way that the sublist workfiles were produced. These 2 new merge workfiles are then used as input in the next pass to produce 2 more merge workfiles, this time replacing the 2 merge workfiles used as input in the previous pass. This technique produces sublists that are continually doubling in size, until only 2 sublists exist in separate workfiles, when they are finally merged to produce the final sorted file.

Now in order to eliminate track seek, the four workfiles active during any one pass must exist on separate disks under the control of separate head actuators. A double sided drive has only one head actuator, so unless 2 workfiles are placed on the same tracks on each side of the disk, track seek will occur. I don't know of any DOS that will allow, without complexity, control over where on the disk a file is placed.

If less than four head actuators are available, then it may be better to have only one sublist workfile, as in the Linear merge, rather than incur an overhead of two extra files on the disk. Track seek will occur anyway.

If this variation is adopted, two sublists are read simultaneously for merging, so it will be necessary to maintain some information as to the starting address of each sublist, maybe by using a linked list that is updated when the sublist workfile is created. The output from this variation is also just one workfile, which is used as input for the next merge pass. The algorithm is the same as for the four-file Tree merge - doubling the sublist sizes on each pass.

#### COMPARISON OF THE TWO MERGE ALGORITHMS.

The Linear merge is the simpler to implement, but the Tree merge is the more efficient. This is usually the case in life....decisions, decisions.

The sort package designer must decide on a trade-off between simplicity or efficiency, also taking into account the environment in which the sort package will be implemented, in particular, the likely number of head actuators available.

To assist the budding designer, I have prepared a table giving the maximum number of sublists serviced by one head actuator during a merge pass, for the two algorithms. The smaller the number, the less track seek activity.

MERGE TYPE:		<u>LINEAR</u>	<u>LINEAR VARIATION</u>	<u>TREE</u>	<u>TREE VARIATION</u>
NO. HEAD ACTUATORS	4	1	1	1	2
	2	2	1	2	2
	1	3	2	3	3

This gives an indication of the likely track seek activity for a given environment, which will have a bearing on the overall efficiency of a particular algorithm - for instance, the Tree merge algorithm, although being more efficient than the Linear variety as demonstrated below, may turn out to be less efficient if bogged down in a multitude of track seeks in each pass.

#### EFFICIENCY ANALYSES.

For the purposes of these analyses, it is assumed that track seek activity is the same for both algorithms, and therefore does not enter into the comparisons.

An accurate measure of the efficiency of a merge algorithm can be made by examining the average number of times any particular record in a workfile is moved from the first pass to its placement in the final sorted file. That's what merging is all about - moving records from one file to another.

This can be done by determining the number of passes that will be necessary to merge all the sublist records, governed by:

- N... The number of records in the original input file (and therefore, the number of records in all the sublists),
- S... The size of each sublist, which is governed by the internal sort array size (i.e. memory size).

Then the total number of records output in all the passes is calculated, and finally, this is divided by N to give the average times each record is moved.

#### LINEAR MERGE.

From the Trace in Figure 2(B), it is evident that each pass involves writing 4 more output records than in the previous pass, i.e. the output merge workfile grows by the size of the input sublist.

If you were to list the number of output records for each pass, you would notice that the numbers represent an arithmetic progression, where the sublist size is the first term, and also the

common difference.

So, substituting the variables in the arithmetic progression formula:

$$\text{Sum} = (N/2) * (2*A + D*(N-1))$$

Where N = number of terms, A = First term, D = common difference, we get:

$$\text{Sum} = (N/(2*S)) * (2*S + S*((N/S)-1))$$

Because the number of passes = N/S (Also the number of terms in the progression), the first term is S, and the common difference is also S.

This formula can be simplified to:

$$\text{Sum} = N*(S+N)/(2*S)$$

This represents the total number of records output in all the passes, so the average number of records moved is:

$$\text{Ave} = (S+N)/(2*S)$$

Now for the Tree merge analysis.

#### TREE MERGE.

From the trace in figure 3(B), a relationship can be seen between the number of passes required to produce the final sorted file, and the number of sublists in the workfile(s) at the start of the first pass. This relationship is exponential, and is defined by:

$$2^P = L$$

Where P = number of passes, and L = number of original sublists. Since L is defined by N/S (total number of records in the original unsorted file divided by size of each sublist), the number of passes is derived as:

$$P = \text{LOG}(N/S)/\text{LOG}(2)$$

or  $\text{LOG}(N/S)$  to Base 2.

For the purposes of this analysis, it is assumed that the number of sublists before the first pass is a power of 2, i.e.  $2^3$ . This is where the Tree merge algorithm becomes more complex to implement, when the number of sublists is not a power of 2, so that during merging, a sublist is left unpaired and must be kept track of for merging in the next pass.

The relationship in Figure 3(B) is very similar to the number of accesses required to traverse a binary tree or to do a binary search, to locate an element. Since in each pass, each sublist doubles in size, and the number of sublists are halved, the total number of output records written in each pass remains the same as N (total number of original records). Therefore, the total number of records output is:

$$N * (\text{LOG}(N/S) \text{ to Base } 2)$$

and the average number of times each record is moved is:

$$\text{Ave} = \text{LOG}(N/S) \text{ to Base } 2,$$

which also happens to be the number of passes, a fact that is evident from the trace in figure 3(B).

Now that the formulae have been derived for the 2 algorithms, their efficiencies can be compared, given different sort file sizes, and sublist sizes (i.e. memory sizes). Using the formulae, the average number of times each record is moved in the entire merge is:

<u>N</u> <u>(FILE SIZE)</u>	<u>S</u> <u>(SUBLIST SIZE)</u>	<u>LINEAR</u> <u>MERGE</u>	<u>TREE</u> <u>MERGE</u>
256 recs	64 recs	2.5	2
1024	64	8.5	4
1024	512	1.5	1
16384	512	16.5	5
50000	2000	13	4.6
100	100	1	0

The figures obtained in the last line are correct according to the formulae. However, in practice, where the file size is the same as the sublist size (entire file fits in memory), the Linear merge will not transfer the sublist to a workfile, as shown in the trace in Figure 2(B).

Obviously, if all the file fits in memory, no merge is necessary, so a figure of zero means no merge, or record movement.

This comparison demonstrates the efficiency of Tree merge over Linear merge but, as mentioned above, it may be affected by other factors such as track seek, so trial and error may be the only way to determine which is most suited to a particular environment.

TO SUMMARISE...

Merging is the final process involved in sorting a file of records. Its purpose is to combine sorted sublists produced by the internal sort process because the input file is too big to fit in main memory at the one time.

The placement of sorted sublist workfiles in a restricted disk-based system is important in order to optimise sort time due to the effect of track seek activity. Therefore, some trade-offs may be necessary to minimise this.

Two merge algorithms are Linear Merge and Tree merge. Tree merge is the more efficient in a system where track seek activity is not a limiting factor. Where it is, the choice as to which will be more efficient is governed by the particular environment where the sort package is installed.

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\*\*\*\*\* MICROBUGS \*\*\*\*\*

Although we make every effort to ensure accuracy in the material we publish, inevitably errors and omissions will occur. In this section, we print corrections to those bugs that have been reported.

GOLF - July, 1983 Vol.3, No.12 - page 27.

The listing published in the magazine contains a small error in line 2170. It should read:

```
2170 IFS1<TPARTHENS1$="UNDER":SX=TPAR-S1ELSE$1$=" =PAR":SX=S1
```

The cassette version of the program also contains this error.

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## SOFTWARE

\*\*\*\*\* THE TOWERS OF HANOI - (Colour) by M. Byrne \*\*\*\*\*

The 'Towers of Hanoi' is played with a number of disks of differing sizes and three pegs on which the disks may be stacked. Initially the disks are arranged on one peg in order of decreasing size. The object is to transfer them (in the least number of moves) to another of the pegs so they are once again arranged in order of decreasing size. However, you may only move one disk at a time and it must not be placed on a smaller disk.

This program allows you to select the number of disks (up to a maximum of 10 for the Hitachi Peach and 8 for the Colour Computer) and whether you or the computer will solve the problem.

The main variables used are:

N(3)	holds the number of disks on each peg.
P1(), P2(), P3()	are peg arrays. Each element holds the size of the disk at that position.
SK()	the parameter stack.
SC	the source peg.
DN	the destination peg.
AL	the alternate peg.
NM	the move counter.
SP	the stack pointer.
B	the base pointer for the stack elements of the previously invoked procedure.
CT	the number of disks.
S	the amount of delay (for automatic operation).
F	the peg the disk is moved from.
T	the peg the disk is moved to.
T1, T2	used to test whether the move is legal.
M	is the minimum number of moves.
TD	the top disk of the peg we are moving from.

Probably the feature which will cause most confusion is the use of recursion. It appears to be a not-too-well-known fact that BASIC will allow recursion (on most machines anyway). Recursion is a means whereby a procedure or subroutine may call itself. This involves the use of a stack (which BASIC provides) for storing the return address and another stack (which must be set up explicitly) if parameters are to be passed to the called procedure.

The parameter stack is only really used when automatic operation is required as manual operation



merely involves asking for moves and checking their validity.

The current top-of-stack is indicated by SP. When used by the main procedure, the top stack element holds the number of the alternate peg for this move, top of stack - 1 holds the number of destination peg for this move, top of stack - 2 holds the number of the source peg for this move while top of stack - 3 indicates the numbers of disks still to be moved.

When used by the shift procedures the top of stack contains the number of the destination peg and top of stack - 1 contains the number of the source peg.

Because the parameter stack must be explicitly set up and manipulated in BASIC, the algorithm tends to become somewhat obscured. Also if it is the first time you have encountered recursion, BASIC is not the ideal language to learn about it. For those of you who are interested in finding out more, the tree-diagram for the algorithm used in this program is given in the book 'An Introduction to Problem Solving Using Pascal' by Kenneth Bowles.

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\*\*\*\*\* OTHELLO - Colour Computer by S. Gibbons \*\*\*\*\*

Othello is written for the 16K Tandy colour computer. Othello is a game of strategy for two players and is based on, and very similar to, the board game by the same name.

The rules are the same as the original and are explained in the program.

The playing board is made up of 64 squares (8 x 8). The vertical and horizontal positions are represented by numbers 1-8 shown at the top, bottom and both sides of the board.

The disks are represented by squares which are black on one side and white on the other. (Only one side of the disk is shown at any time).

The disks are placed alternately by each player starting with black. To place a disk on the board you give the horizontal position then a comma followed by the vertical position. The computer will tell you if you give the coordinates of an illegal position.

The progressive score is constantly shown at the top right hand corner throughout the game. The score is based on the amount of disks each player has on the board in his possession.

The game will end when all the board has been filled with disks. The winner is determined by the colour which has the most disks.

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\*\*\*\*\* REGISTER DISPLAY PROGRAM (Peach) - by D.J. Omond \*\*\*\*\*

This provides an easy means of examining register contents at any time during the operation of a program. It is similar to the facility provided by the machine-language monitor but whereas that can only be initiated from the keyboard (MON + R), the Display Program can provide register content information at any point in a program then can revert either to the program under test, to BASIC command level or to the machine-language monitor.

#### LOADING.

A short program written in BASIC loads the data listing, sets the routine into operation to first initialize the Software Interrupt vector then provide a sample display. At this stage, the BASIC loading program can be discarded.

The location at which the operational program is stored in memory can be specified by the operator if desired during the BASIC loading phase. Alternatively, the program can be stored in a "default" location at the top end of User RAM.

#### OPERATION.

The display program is initiated by a Software Interrupt i.e. by a 3F instruction inserted in a program under test. Alternatively, an EXEC command inserted in a BASIC Program and directing control to the display routine, provides return options as follows:-

- (a) EXEC &H6F95 returns to the program under test
- (b) EXEC &H6F97 returns to BASIC command mode
- (c) EXEC &H6F9B returns to the machine-language monitor

On the occurrence of a SWI, all registers are saved on the stack. The stack pointer value is

derived (6F9F) and placed on the stack. Use is made of various subroutines in the ROM to designate and display the register contents e.g. 6FA7 prints 'S' then 6FAC-6FB3 the SP value. 6FB9 refers to the register headings table (used by MON) then up to 6FCA, displays registers CC, A, B, DP in successive loops.

6FD0 to 6FE1 prints the 2-byte registers X, Y, U and PC and 6FCC-E tests for completion. 6FE3-F is a stack of "print spaces" which is entered at various levels to provide the required number of blanks for the screen display.

The last two lines 6FF3-5 restore all register values (equivalent to RTI) following which control moves to the PC value stored at the time of Software Interrupt. This is the means by which the return options are tied to the point of entry into the display routine.

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\*\*\*\*\* DESERT - CHASE - L2/16K by A.N. Downey \*\*\*\*\*

In this game of high adventure, the object is to travel a distance, which varies between 200 and 300 miles, across the vast Simpson Desert.

Your journey is made perilous due to hazards such as: wild tribesmen, lack of water, sandstorms, etc. As all good travellers of the desert know, you must take care of yourself and your equipment. However, if you find yourself in trouble you can always hope for help - although this is not always forthcoming.

The game is extremely easy to play and is very addictive. Many hours have been spent at my keyboard trying to beat the odds. There is some strategy involved in this game, however, with the number of random variables included it is extremely difficult to rely upon this fact.

As for the program itself: all line numbers are in intervals of 10, beginning at 10 so "AUTO" may be used through the program. I apologise for the lengthy graphic lines (Line No's 990 - 1430 ). However, I am sure some of you can design your own routine for these. I assure you that, although lengthy, they are well worth the work involved. The distance required to travel is set up in variable R - contained in Line No. 20. This may be changed to suit your requirements (make it less for a shorter distance).

I won't explain any more as it will take some of the fun out of it, and the program is self-prompting. So, good luck with your Desert Chase.

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\*\*\*\*\* FORMATION - L2/16K (C) by David Grigg \*\*\*\*\*

An Electronic Form Creation and Data Entry System.

# INTRODUCTION.

Entering large amounts of data can be the most tedious and frustrating part of using a personal computer. Storing that data on cassette tape, if you don't have disk drives, can be even more time consuming and annoying. If data is to be entered during program execution, then appropriate prompts can be written into the program in the form of PRINT or INPUT statements, but this can be fiddly and difficult. Data entered in this way can only be stored on tape using the snail's-pace PRINT # statements, and what's more, there is always the chance that a program error will cause execution to stop, which usually means losing data entered during execution. Rather safer is entering data in the form of DATA statements in the program itself. But having to type the word "DATA" at the beginning of every line can be tedious. Commas have to be inserted between data items, and it is all too easy, with a long list of numerical data items, to lose track of how many you have entered, or which order they are in, since there are no prompts. So this method of data entry can be equally tedious.

In a non-computer situation, we are all used to filling in forms when information is wanted. Although this can be wearying, at least we always know what data is wanted, how much room we have to fill it in, and we can always go back to correct a previous entered item, if we have made a mistake.

Business computer systems have offered electronic form systems for data entry for some time, whereby an electronic form is presented on screen so that a relatively unsophisticated operator can enter data in the same sort of way as filling in a form by hand, with all the advantages of that method.

FORMATION is a computer program for the Model 1 TRS-80 and the System 80 which gives you the same capability, with the very valuable feature of being able to quickly and simply design your own electronic forms, then save the design for future use. Data is stored in the form of DATA

statements automatically appended to any existing BASIC program in memory. The data can then be stored on tape simply by using the CSAVE command in the normal manner.

#### HOW TO USE "FORMATION".

##### 1. Loading the program.

Turn on the computer then type SYSTEM (enter). To the SYSTEM prompt answer FORMAT (enter), and press the play button on the recorder. When the prompt returns, type / (enter), and the READY prompt will appear. Now you can load any BASIC program you wish to append data to. When you are ready to use FORMATION, type OPEN in command mode. The list of FORMATION options should appear.

##### 2. A Sample Form

To see how FORMATION works, choose option 4, FILLING EXISTING FORMS. The screen will fill up with a sample electronic form, for a simple mailing list program. Look at the format of the screen. The areas marked out by underline symbols ( ) are "entry fields". A blinking block cursor will be present at the beginning of the first field.

Type in some appropriate data, perhaps your own surname first. Then hit ENTER (NEW LINE for the System 80). The block cursor will skip to the beginning of the next entry field. The down arrow key would have the same effect (CTRL key for System 80). Before you enter your initials hit the up arrow key (or ESC Key). The cursor will skip back to the beginning of the previous field. Hit ENTER again to go forward to the next field. Continue to fill in appropriate data in all the fields. If you make a mistake, backspace in the usual way, or use the up arrow key (or ESC Key) to return to a previous field. Once all the data is entered to your satisfaction, hit CLEAR (or for the System 80, hit shift @). All the data will vanish, and the cursor will be back at the beginning of the first field.

Note that if you type right to the end of a field, the cursor automatically skips to the next field. Similarly, backspacing past the beginning of a field skips you back to the start of the previous field.

You can either continue to enter new data, or you may like to escape from this mode to see what has happened to your data. To do this, hit shift up arrow key (or shift ESC). The list of options will return. This time choose option 5, RETURN TO BASIC. The Ready prompt will appear.

Now LIST. The data you have entered will be listed as one or more DATA statements beginning at line 32005, with commas inserted between items which were entered in different entry fields. If an existing BASIC program had been in memory, these statements would have been appended at the end of this program.

To return to FORMATION type OPEN (enter).

##### 3. Creating a New Form

To create your own electronic form, choose option 2, CREATE A NEW FORM. Or the existing form in memory can be modified or added to by choosing option 1. If option 2 is chosen, the screen will clear, and the cursor will appear at the top left of the screen.

You may now type in any text you choose to act as prompts. The down arrow key (or CONTROL) key will drop the cursor down one line. The up arrow key (or ESC) key will jump it up one line. The backspace key acts normally, though you will find that the cursor is non-destructive. If you want to wipe out a character, you should use the space bar. On the TRS-80, the right arrow key acts as a non-destructive forward space. The ENTER (or NEW LINE) key will move the cursor to the start of the next line. Using these keys, the cursor can be quickly moved around the screen to enter text wherever you like.

However, to create the vital entry fields, the underline symbol must be used. This symbol is accessible by hitting the @ key. An entry field begins with an underline symbol and continues to the end of a string of such symbols. Any break in this string creates a new entry field. So if you were to type " " this would establish one entry field four characters long, but typing " " creates four entry fields, each one character long. Entry fields can be created anywhere on the screen, and you may create up to 80 separate entry fields.

It will be important for you to make a written record of which entry fields you have established, what data they will contain, and their order (from left to right, top to bottom). The reason you need to note this is so that your BASIC program will be able to access the data in the right order, and with the right type (numerical or string as appropriate).

Once the form is complete to your satisfaction, type shift up arrow key (or shift ESC) to return to the option list. If your form is only for temporary usage, you can proceed to fill this form as you did with the sample form. However, you will probably wish to save this form for future use. To do this, put a blank cassette in your recorder, and choose

option 3. After you have pressed the record and play buttons, you can save the form onto tape.

Note that the entire FORMATION program, complete with new form, is saved in this way. This means that any time you wish to use your own form, you need only load the one SYSTEM Program. FORMATION was designed in this way for your convenience.

NOTE: Some characters, if entered when filling in forms, will be changed before they are inserted into the DATA statements. This is because otherwise they would act as delimiters and mess up the DATA statements. These characters are double quotes ("), comma (,), and the colon (:). They will be changed to the characters +, +, and + respectively. Your BASIC program may need to take this into account.

#### FORMATION COMMAND SUMMARY.

CREATE MODE:	TRS-80	SYSTEM 80
* Move cursor up one line	↑	ESC
* Move cursor down one line	↓	CNTRL
* Move cursor forward one space	→	not available
* Move cursor back one space	←	←
* Insert underline symbol	@	@
* Move cursor to start of new line	ENTER	NEW LINE
* Escape from this mode	shift ↑	shift ESC
FILL MODE:		
* Cursor to start of last field	↑	ESC
* Cursor to start of next field	↓	CNTRL
* Move cursor forward one space	→	not available
* Move cursor back one space	←	←
* Move cursor to start of next field	ENTER	NEW LINE
* Record data, start clean form	CLEAR	Shift @
* Escape from this mode	shift ↑	shift ESC

#### FROM BASIC:

Type OPEN (enter) to return to FORMATION

NOTE: FORMATION makes extensive use of calls to the Microsoft Basic ROM in order to reduce the amount of memory it takes up. It is possible that the program will not work with some late model TRS-80's with the revised ROM.

This program is for L2/16K machines only. Users of Level 2 machines with more than 16K MUST respond to MEMORY SIZE with 32767. This program WILL NOT work on a Disk Basic machine.

SYSTEM 80 owners who do not have a right arrow key may get around the problem of right direction cursor movement by pressing the backspace key until the cursor wraps around the screen. The desired position may then be reached as it is approached from the right side of the screen.

(The distribution disk contains an offset version taking the user to Level 2).

- 000000000 -

#### \*\*\*\*\* PRIORITIES - L2/16K by A.F.J. Bell \*\*\*\*\*

This program was written for two reasons. Firstly, because of the activities of the Razor Gang there was a need to be able to review the activities of my hospital and put them in order of priority. Secondly, I wanted to get some experience in using string matrices.

The program enables one to specify up to 12 activities, and to assign a rank to the importance and to the feasibility of each activity. Then the computer finds the product of the importance and the feasibility, which can be taken as the relative priority which each activity should receive. One can review, add or change data until one is satisfied. One can then order the activities according to their importance, feasibility, or priority, and printout the results.

Lines 10 to 120 are housekeeping. Line 60 sets my Microline 80 Lineprinter to 10 chrs/in and 64 chrs/line, sets the page length to A4 size, and sets the linenummer counter to 0. You will need to change this to suit your type of printer.

Lines 190 to 240 display the options. The rather complicated system in lines 220 to 240 enable one to use a single stroke INKEY\$ system.

CHR\$(13) in lines 250 to 300 (the instructions) is the control character for linefeed/carriage return.

Lines 310 to 440 accept data from the keyboard, and puts the data as string values in a string matrix (two dimensional array). Line 430 converts the string values into numerical values,

# MICRO-80 PRODUCTS CATALOGUE

This catalogue contains a selection from the wide range of peripherals, interfaces, computers and software carried by MICRO-80 for your computer. If you don't see the item you want, contact us, we probably have it anyway!

MICRO-80 has been supplying customers throughout Australia and the Pacific region by mail-order for 2½ years. Our customers find this a simple and efficient way to do business. You may place your order by telephone or by mailing the order form from any issue of MICRO-80 magazine. Generally, it takes about one week from receipt of order until despatch. You should allow 2-3 days for your letter to reach us and 7-10 days for the parcel to reach you, making a total turnaround time of 2½-3 weeks.

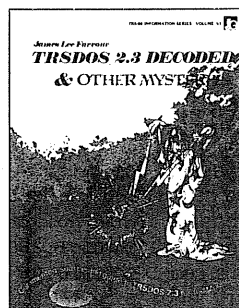
## WARRANTY AND SERVICE

All hardware products carry a 90 day parts and labour warranty either from the manufacturer/distributor or from MICRO-80 Pty Ltd. In many cases, warranty servicing can be arranged in your own city, otherwise goods will be repaired by our own team of technicians in our Adelaide workshops.

## TRADE-INS AND TERMS

MICRO-80 can accept your existing equipment as a trade-in on new equipment. We can also arrange consumer mortgage financing or leasing on larger hardware purchases. Contact us for details.

## BOOKS

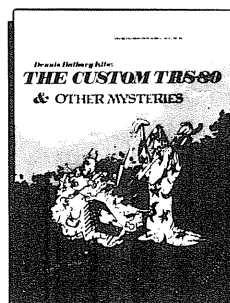


### TRSDOS 2.3 DECODED AND OTHER MYSTERIES

by James Farnour

The TRSDOS operating system explained with a fully commented source code listing, a description of the command line interpreter and the subroutines used by the DOS commands, the file management system, the error message processor and much, much more. Excellent value at \$39.95 (plus \$1.20 p. & p.)

## BOOKS

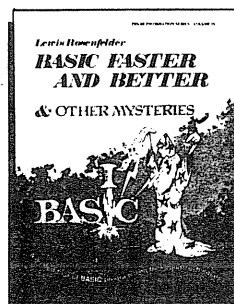


### THE CUSTOM TRS-80 AND OTHER MYSTERIES

by Dennis Bathory Kitsz

Ever wanted to do things to your TRS-80 that Radio Shack said couldn't be done? How about reverse video, high resolution graphics, and audible keystrokes? Now enough? How about turning an 8-track into a mass storage device, making music, controlling a synthesiser, individual reverse characters, and a real-time clock just to name a few?

The *Custom TRS-80 and Other Mysteries* is packed with more than 290 pages of practical information and can be yours for only \$39.95 (plus \$1.20 p. & p.)



### BASIC FASTER AND BETTER AND OTHER MYSTERIES

by Lewis Rosenfelder

Basic is not nearly as slow as most programmers think. *Basic Faster and Better* shows you how to super charge your BASIC with almost 300 pages of fast, functions and subroutines. You won't find any trivial poorly designed "check-book balancing" programs in this book — it's packed with *useful* programs.

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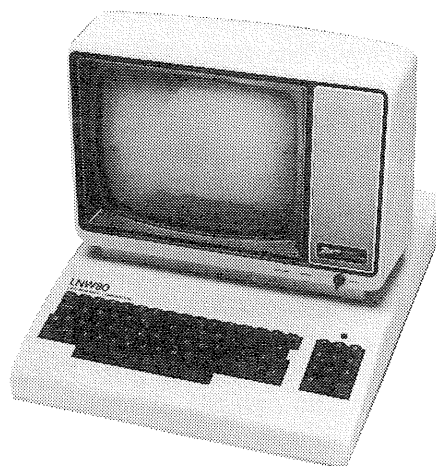


### MACHINE LANGUAGE DISK I/O and OTHER MYSTERIES

by Michael Wagner

The guide to machine language disk software for TRS-80 Models 1 and 3 that explains what the floppy drive system is all about, disk controller chips, read/write access, head step and seek commands, forced-interrupt command, disk files, how records are stored on disk, creating a file, etc. You also get a disk formatter program, a program to calculate passwords and much more for only \$39.95 (plus \$1.20 p. & p.)

# Introducing the NEW LNW80 MODEL 2



The new LNW Model 2 is not just a microcomputer but a complete computer package that includes excellent hardware, extensive systems software and a range of application software. Manufactured by LNW Research Corporation, the LNW Model 2 features:

## HARDWARE:

- 4MHz Z80A microprocessor with 96K user RAM.
- 16K x 6 bits Graphics RAM, expandable to 64K (four pages).
- Printer, RS-232-C and cassette interfaces.
- 12K BASIC in ROM (Level 2 compatible).
- Support for single/double sided, single/double density, 5¼" or 8" disk drives.
- Full TRS-80 Model 1 compatibility.
- Hi-res Colour (RGB) and B & W video outputs.
- Four Hi-Res Graphics Modes:
  - B & W 128 x 48
  - B & W 480 x 192
  - 8 colour 128 x 192
  - 8 colour 480 x 192
- Three text displays Modes:
  - 64 char x 16 lines
  - 80 char x 16 lines
  - 80 char x 24 lines

## APPLICATION SOFTWARE:

1. LNW Small Business and Professional Accounting Series — *including General Ledger, Accounts Receivable, Accounts Payable and Payroll (U.S.A. conventions).*
2. Electric Spreadsheet — *for financial planning and forecasting.*

## SYSTEMS SOFTWARE:

- LNWBASIC 4.0 — an extension to disk BASIC that allows full use of the LNW80's graphics capabilities through the addition of powerful graphics commands such as CIRCLE, COLOR, DRAW, etc.
- DOSPLUS 3.4 — the fast, reliable and easy-to-use operating system that provides all the file control and disk management you need for maximum benefit from your disk drives as well as an enhanced disk BASIC.
- LNW-CP/M — the CP/M operating system opens the door to a whole new world of software. LNW-CP/M was designed to be compatible with application programs written for CP/M 2.2 and provides the user with a 61K system

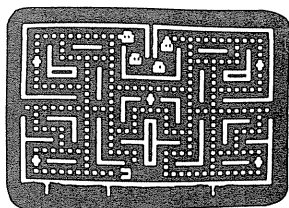
3. Electric Pencil — *an easy-to-use word processor.*
4. Microterm — *an intelligent terminal program for communications.*
5. Chart-Ex — *allows you to transform your data into pie, line or bar charts on hi-res display or printer with bit graphics.*

The LNW80 Model 2 is perfect for the serious hobbyist or businessman seeking a higher performance, more reliable computer to replace his TRS-80 Model 1 without sacrificing a huge investment in software and programming experience.

LNW80 Model 2 computer	\$2,850
<i>(complete except for disk drives and monitor)</i>	
HI-RES Green Phosphor Monitor	\$265
Super HI-RES Hitachi RGB Monitor	\$1,250
Two Single-sided 40 Track Double Density Disk Drives	\$825
<i>(in cabinet with power supply and cable)</i>	

All prices include Sales Tax and are subject to change without notice. Prices are FOB Adelaide. Add \$20 road freight anywhere in Australia. All equipment carries MICRO-80's Australia-wide 90 day warranty covering parts and labour.

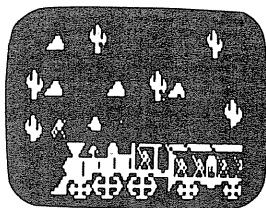




### SCARFMAN

This incredibly popular game craze now runs on your TRS-80! It's eat or be eaten. You run Scarfman around the maze, gobbling up everything in your path. Try to eat it all before nasty monsters devour you. Excellent high speed machine language action game from the Cornsoft Group. With sound.

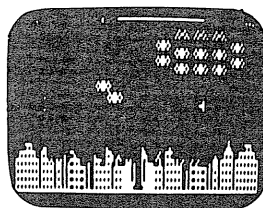
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### THE WILD WEST

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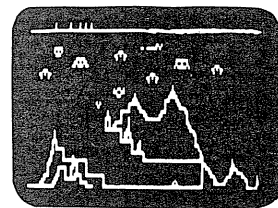
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### SPACE ATTACK

Steady your nerves, keep a sharp lookout, and prepare for battle to save your city. Fiendish aliens are all around, and if they destroy the city you lose.

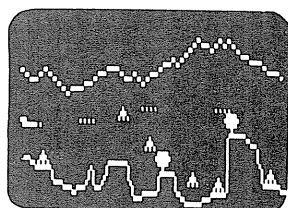
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### STRIKE FORCE

As the primary defender of a world of cities under deadly alien attack, your weaponry is the latest: rapid fire missiles, long range radar, and incendiary "star shells." Your force field can absorb only a limited number of impacts. A complex game of strategy, skill and reflexes from Melbourne House.

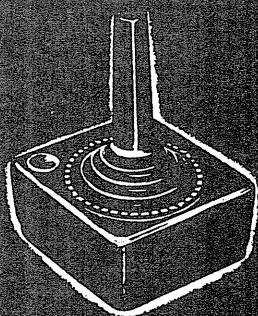
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### PENETRATOR

Soar swiftly over jagged landscape, swooping high and low to avoid obstacles and enemy missiles attacks. With miles of wild terrain and tunnels to penetrate, you're well armed with bombs and multiple forward missile capability. From Melbourne House. Features sound, trainer mode and customizing program.

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## STICKEROO JOYSTICK INTERFACE

for the TRS-80  
MODEL I  
and SYSTEM 80

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ADD \$2.00 p. & p.

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- Adds a whole new dimension of pleasure and fun to your favourite games
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- Can be used with your own basic or ML Programs
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Due to popular demand, Stickeroo Interface is now available separately so you can use the Joystick of your choice.

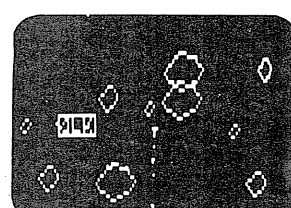
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PLEASE SPECIFY TRS-80 MODEL I OR SYSTEM 80 WHEN ORDERING**

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**PISTOL GRIP JOYSTICK WITH FIRE BUTTON**

**\$25 + \$2 p & p** (No p & p required if ordered with Stickeroo Interface)

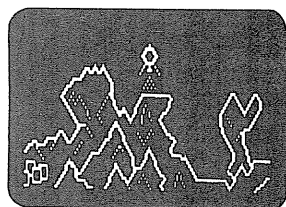
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### SUPER NOVA

Asteroids float ominously around the screen. You must destroy the asteroids before they destroy you! (Big asteroids break into little ones). Your ship will respond to thrust, rotate, hyperspace and fire. Watch out for that saucer with the laser! As reviewed in May 1981 Byte Magazine.

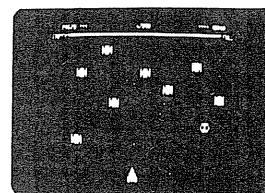
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### LUNAR LANDER

As a vast panoramic moonscape scrolls by, select one of many landing sights. The more perilous the spot, the more points scored -- if you land safely. You control LEM main engines and side thrusters. One of the best uses of TRS-80 graphics we have ever seen. From Adventure International. With sound.

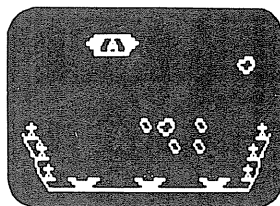
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### COSMIC FIGHTER®

Your ship comes out of hyperspace under a convoy of aliens. You destroy every one. But another set appears. These seem more intelligent. You eliminate them, too. Your fuel supply is diminishing. You must destroy two more sets before you can dock. The space station is now on your scanner... With sound!

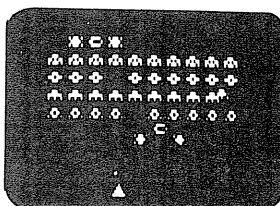
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### METEOR MISSION II

As you look down on your view, astronauts cry out for rescue. You must maneuver through the asteroids and meteors. (Can you get back to the space station?) Fire lasers to destroy the asteroids, but watch out, there could be an alien Flagship lurking. Includes sound effects!

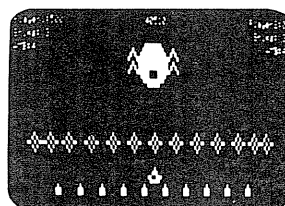
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### GALAXY INVASION

The sound of the klaxon is calling you! Invaders have been spotted warping toward Earth. You shift right and left as you fire your lasers. A few break formation and fly straight at you! You place your finger on the fire button knowing that this shot must connect! With sound effects!

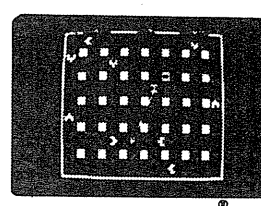
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### DEFENSE COMMAND

The invaders are back! Alone, you defend the all important nuclear fuel canisters from the repeated attacks of thieving aliens, repeatedly. An alien passes your guard, snatches a canister and flies straight off. Quick! You have one last chance to blast him from the sky! With sound and voice.

**Price: \$26.50**



### ATTACK FORCE®

As your ship appears on the bottom of the maze, eight alien ships appear on the top, all traveling directly at you! You move toward them and fire missiles. But the more aliens you destroy, the faster the remaining ones become. If you get too good you must endure the "Flagship." With sound effects!

**Price: \$26.50**

# FOR YOUR ENTERTAINMENT

MICRO-80 now offers you the widest range possible in entertainment software. These programs are supplied on cassette for the Level II/16K TRS-80 Model I/III (except as noted). They are also suitable for the System 80 but sound may not be available unless a hardware modification has been fitted to reverse the roles of recorders #1 and #2.

**DEFENCE PENETRATOR** \$20.95

DEFENCE PENETRATOR is based on one of the most popular arcade favourites of all time with smooth graphics and sound effects. With realistic scrolling planetscape it's the best game yet.

**BATTLE STATION** \$21.50

The aim of the game is to defend your space station against the attack of four alien space ships.

**MORGOTH** \$20.95

Morgoth is a unique action packed adventure allowing you to wander through the enchanted dominion of Morgoth and collect the lost treasures of KAZARD KALLAHAN. But Beware! You must escape before the satanic Morgoth is aroused and seeks ye!

**KILLER BEETLES** \$21.50

The aim of the game is to dig traps. When a beetle falls in you must fill it in to bury them, before they can catch you.

**STAR CRESTA** \$20.95

Star Cresta takes you beyond the limits of your computer and into the Cosmic void itself! Beware! Iron clad concentration and lightning reflexes are required to destroy the evil empress.

**JUNGLE RAIDERS** \$21.50

The aim of the game is to defend your four bases from the marauding Jungle Raiders. You kill all the Jungle Raiders and they try to hit you with their spears or drag off all four of your bases.

**KILLER GORILLA** \$21.50

Four completely different frames. Each one offering a different challenge, makes this one of the most complex and stimulating games ever written for a TRS-80. The game keeps track of the top ten scores along with a six character name for each score.

**JUNGLE BOY** \$21.50

The ultimate challenge! Are your reflexes fast enough to swing Jungle Boy from vine to vine? Can you swing through the jungle? Can you swim by the alligators? These are just some of the things you will find very challenging in Jungle Boy.

**STELLAR WARP** \$20.95

Animation with superior fighter craft brings you an even greater challenge. As your computer advances your level, the aliens become more dangerous and the harder it is to stay alive!

**HOPPY** \$21.50

The aim of the game is to get your frogs across the busy highway without being squashed and then across the river by means of floating logs and turtles.

**INSECT FRENZY** \$21.50

The aim is to stop the centipede from getting you, all the time keeping an eye out for the giant spider.

**ALIEN CRESTA** \$21.50

The aim is to defend your ship from numerous attacks from an assortment of aliens. If you get hit three times, it's all over.

**RALLY RACER** \$20.95

Drive through an action packed maze and try to hit all the flags before Morgan the Mad motorist or Crazy Harry and his killer hoodlums catch you!

## SPECIAL OFFER

Buy any two games on this page and pay  
**only \$35 SAVE \$6**

**NOTE:**

As the prices of imported software may vary, these prices are valid for current stock only and prices are subject to change without notice.

## Double Your Disk Storage Capacity with the **LNDoubler 5/8**

The LNDoubler is easily installed into your expansion interface and provides support for both 5¼" and 8" disk drives. Completely compatible with all the major Disk Operating Systems, the LNDoubler provides technically advanced, tested and reliable double-density operation with such features as:

- Analog phase lock loop data separation.
- Precision write precompensation.
- High quality PCB with all contacts gold-plated.
- Drives 1-3 may be software selected
- as 5" or 8" drives and a switch is provided for drive 0.
- Supports any mix of 5" or 8" drives, single or double density, single or double sided.

The LNDoubler will increase the formatted storage capacity of **each** 40 track single-sided drive by 80% to over 180Kbytes — for just over half the cost of one disk drive. With an 8 inch double-sided double-density disk drive, you can have over one Megabyte of online storage!

The LNDoubler 5/8 doubler with documentation is available for ...

**\$285 plus \$2.00 p.&p.**

*NOTE: A special cable is required for 8" drive operation and 8" double-density operation requires a 3.55 MHz CPU speed-up modification.*

**now available ...**

## **DOSPLUS 3.5**

is the state of the art in Disk Operating Systems for the Model 1 and Model 3 offering an order of magnitude increase in flexibility and performance over its predecessor DOSPLUS 3.4 and yet, is easier to use and more friendly with a Help facility explaining the syntax of DOS commands. The huge manual of over 350 pages describes the system in detail and is sectioned and tagged so that you can find what you want more quickly. Far greater flexibility is offered by the introduction of device drivers that are external to the system and that can be tailored to your needs.

**Some of the features offered by DOSPLUS 3.5 are ...**

- Single and double density support with density recognition.
- Improved file control facilities and date stamping of files.
- A keyboard driver that offers single key entry.
- An extensive Job Control Language.
- Complete and detailed technical system information.
- Two versions of BASIC, plus a BASIC label facility.
- and much more.

**DOSPLUS 3.5 REPRESENTS EXCELLENT VALUE AT \$160**

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- 2 head cleaning diskettes
- 1 bottle of cleaning fluid
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- Reinforced centre hole
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Box of 10 single-sided for  
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### **FIT A PERCOM DATA SEPARATOR and eliminate CRC errors and locked-out tracks \$45 plus \$2 p. & p.**

When Tandy designed the TRS-80 expansion interface, they did not include a data separator in the disk-controller circuitry, despite the I.C. manufacturer's recommendations to do so. The result is that many disk drive owners suffer a lot of Disk I/O errors. The answer is a data separator. This unit fits inside your expansion interface. It is supplied with full instructions and is a must for the serious disk user.

# HARDWARE KITS

Are you the do-it-yourself type? Then these kits are for you

## PCG-80 Hiresolution Graphics Board

The ultimate hi-resolution graphics board for the TRS-80 Model 1 and System 80 that provides 256 programmable characters as well as the ability to emulate a 384 x 192 dot addressable screen. The hardware capabilities of the PCG-80 enable you to plot mathematical functions, display arcs, circles, lines, waves and design and display custom characters ranging from 72 pixels to 18432 pixels. You can mix graphics and characters anywhere on the screen.

PCG-80 to suit Model 1 only **\$199**  
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PCG-80 to suit System 80 only **\$219**  
plus \$5 p. & p.

(Note: Not suitable for later type Japanese keyboards on TRS-80 Model 1).

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The MICRO-80 interface does not interfere with the normal operation of your Praxis 35 or ET-121 typewriter which becomes a reliable, high quality, letter perfect printer. We are convinced that you will be able to fit the interface yourself without hassles and be printing within the hour. Our interfaces provide a Centronics compatible parallel interface and are supplied with power supply, comprehensive fitting instructions and user manual. The cable to connect the interface to the computer is not included in the price.

We also offer a fitting service in Adelaide for only \$35.

Interface to suit Praxis 35 only **\$300**  
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plus \$10 p. & p.

## 16K Memory Upgrade Kit ONLY \$25

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Large volume means we can buy better and can pass the savings on to you. There are our proven, prime, branded 200 nanosecond chips, guaranteed for 12 months.

A pair of DIP shunts is also required to upgrade CPU memory in the TRS-80 — these cost an additional \$4.00. All kits come complete with full, step-by-step instructions which include labelled photographs. No soldering is required. You do not have to be an experienced electronic technician to install them.

## Lower Case Modification \$49

plus \$2.00 p. & p.

The MICRO-80 modification features true below-the-line descenders, a block cursor and symbols for the 4 playing-card suits. Each kit comes with comprehensive fitting instructions and two universal lower-case driver routines on cassette to enable you to display lower case. These routines are self-relocating, self-protecting and will co-reside with other machine language programs (the second includes keyboard-debounce and flashing cursor). Fitting requires soldering inside the computer and should only be carried out by an experienced hobbyist or technician. A fitting service is available in capital cities for only \$20.00 and a list of installers is included with each kit. (Specify TRS-80 Model I or System 80 when ordering.)

# DISK OPERATING SYSTEMS & DEVELOPMENT SOFTWARE

You can increase your programming productivity, the execution speed and 'user friendliness' of your programs by using an enhanced Disk Operating System (DOS). Together with the other utility software, you can get the most from your disk drives. Note: For DOSes, include \$2.00 for freight.

## **DOSPLUS 3.5** **\$160.00** (Specify Model I or Model III)

DOSPLUS 3.5 is a powerful, sophisticated DOS intended for the experienced user. The system can be configured to suit your requirements, provides greatly enhanced features over 3.4 and new features like single-key entry, date-stamping of files, a Help file and more. More user friendly than 3.4, DOSPLUS 3.5 comes with a very extensive stand-alone manual.

## **BMON by Edwin Paay** **\$20.50**

The ultimate High Memory Basic Monitor L2/16-48K  
BMON Renumbers; Displays BASIC programs on the screen while they are still loading; tells you the memory locations of the program just loaded; lets you stop a load part-way through; merges two programs, with automatic renumbering of the second so as to prevent any clashes of line numbers; recovers your program even though you did type NEW; makes one program invisible while you work on a second (saves hours of cassette time!); lists all the variables used in the program; makes SYSTEM tapes; lets you Edit memory directly ... the list goes on and on. Cassette comes with 16K, 32K and 48K versions, ready to load. Can anyone afford NOT to have BMON?

## **THE FLOPPY DOCTOR/MEMORY DIAGNOSTIC** Model III Disk **\$43.50**

THE MICRO CLINIC offers two programs designed to thoroughly check out the two most trouble-prone sections of the TRS-80 – the disk system (controller and drives) and the memory arrays. Both programs are written in Z80 machine code and are supplied together on diskette for a minimum 32K, one disk system.

## **NEWDOS 80 VERSION 2.0** **\$185.00** (Specify Model I or Model III)

Newdos 80 suits the experienced user who has already used TRSDOS, understands the manual and is prepared to learn the somewhat complicated syntax of one of the most powerful DOS's available. With the correct hardware, Newdos 80 supports any mix of single- or double-sided, single or double density, 5" or 8" disk drives with track counts up to 96. It provides powerful, flexible file handling in BASIC including variable length records up to 4096 bytes. Definitely not for the beginner.

## **MASTER DISK DIRECTORY** **\$20.95**

FIND THE PROGRAM FAST!! PAYS FOR ITSELF BY RELEASING REDUNDANT DISK SPACE!! MASTER DIRECTORY records the directories of all your individual disks onto one directory disk. Then it allows you examine them, find an individual file quickly, list files alphabetically, weed out redundant files, identify disks with free space, list files by extension, etc., etc. This program is invaluable for the serious disk user and will pay for itself many times over. Not fully compatible with NEWDOS 80.

# COLOUR COMPUTER SOFTWARE

For Tandy Colour Computers with at least 16K of memory, choose from the following selection:

## **SPACE FIGHTER** **\$20.95**

You are out in space, armed with laser beams and your mission is to shoot down five enemy fighters. Skill is required to keep your enemy in your sights to destroy them. Requires 16K Extended Colour BASIC.

## **ESCAPE FROM MARS** **\$20.95**

A good first adventure that takes place on Mars where you have to explore the city and deal with the possibility of hostile aliens.

## **BREAKAWAY** **\$20.95**

Written in machine language for speed and features 15 levels of difficulty.

## **QUEST** **\$25.50**

An adventure played on a map of Alesia generated by your computer. You must gather men and supplies by combat, exploration, trading, etc. When your force is strong enough, you attack the citadel in a battle to the finish.

## **RACING DRIVER** **\$23.50**

You drive along able to see only the road in front of you, leaving little time to avoid obstacles and hazards that you meet in your path. Featuring three levels of skill, colour and sound. Requires 16K Extended Colour BASIC.

## **HAUNTED HOUSE** **\$20.95**

A real adventure for the kids, with ghosts and goblins, treasures and problems.

## **TREK ADVENTURE** **\$20.95**

You are in deep trouble aboard a starship abandoned by its crew.

## **PYRAMID** **\$20.95**

An exciting and challenging adventure where you hunt for treasure in a pyramid full of problems.



---

## 80 COLUMN DOT MATRIX PRINTER

- Features:
- 80 cps bi-directional, logic seeking
  - 40, 71, 80 or 142 characters per line
  - Normal and italic alphanumeric, symbol and semi-graphic characters
  - Unidirectional bit image graphics (8 x 640 or 8 x 1280 dot/line)
  - Tractor and friction feed

**EPSON MX80 compatible control codes**  
**FOR A LOW \$599**

---

## SPECIAL ANNOUNCEMENT

We are expanding our range of disk drives to include the new

### **S L I M L I N E** **MINI-FLOPPY DISK DRIVES**

These half-height, 5¼" disk drives represent the state of the art in both technological design and mechanical construction. With the characteristic high quality of manufacture expected in Japanese products, these drives feature ultra-modern electronics, servo-controlled direct drive motors and exceptional physical construction that provide extremely reliable, smooth and quiet operation in both single and double density. Two varieties will be available shortly: 40 track double sided and 80 track double sided.

Please WRITE for further information.

---

### OTHER PRINTERS AVAILABLE:

**EPSON RX-80**

**\$995**

Features: 100 cps, 6 character sizes, bit image and graphic modes.

**ITOH PROWRITER 8510**

**\$1150**

Features: 120 cps, bit graphics and proportional printing.

**EPSON FX-80**

**\$1399**

Features: 160 cps, 6 character sizes, proportional printing, bit graphics.

All prices include Sales Tax and are correct at time of publication but are subject to change without notice.  
All equipment carries MICRO-80's Australia-wide 90 day warranty covering parts and labour.  
Add \$10 road freight anywhere in Australia.

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multiplies them, converts this value into a string value, and puts it in the array. Lines 330, 390 and 420 prevent inappropriate data entering the matrix. Line 330 also assigns a value in I(N) to each row of the string matrix. This array is used later when ordering the data.

Lines 450 to 570 echo the data (using lines 680 to 760) and allow lines to be added or changed, and are quite straightforward.

Perhaps the most important part of the program is found in lines 770 to 840 which arranges the values in descending order. Variable T sets the values to be compared in line 800, but it is not these values which are transposed in line 810. The values in the I(N) array are transposed instead. And the display subroutine of lines 680 to 760 prints the rows of data corresponding to the new order of I(N).

Lines 850 to 940 are a Screenprint subroutine. LN is used as a linecounter since the lineprinter counts only one line for a full scan of the screen. Lines 950 to 970 are a pagination subroutine, with the values set for A4 size pages.

Lines 980 to 1050 are NOT used in the usual running of the program. They are used only when developing and testing the program to avoid having to enter data by hand. They are called by line 320 which should be deleted when the program has been debugged.

- 0000000000 -

\*\*\*\* TOWERS OF HANOI \*\*\*\*

COLOUR COMPUTER

```

10 'THE TOWERS OF HANOI
20 '      BY
30 '      MICHAEL BYRNE
      MODIFIED FOR THE COLOR
      COMPUTER BY MICRO-80
40 CLEAR 93
50 CLS(0):GOSUB 1430:GOSUB 1510:
MAX=8
60 DIM N(3),P1(MAX),P2(MAX),P3(M
AX),SK(10*MAX)
70 SC=1:AL=2:DN=3:CT=0:P1(0)=99:
P2(0)=99:P3(0)=99
80 NM=0:J=0:I=0:SP=0:B=0:CLS
90 INPUT"HOW MANY DISCS DO YOU
WANT";CT
100 IF CT> MAX THEN PRINT"MAXIMU
M NUMBER IS 8":GOTO90
110 IF CT<=0 THEN PRINT"SORRY,
THAT'S NOT POSSIBLE":GOTO 90
120 IF CT<=3 THEN PRINT"YOU HAVE
NO SENSE OF ADVENTURE BUT I SU
PPOSE YOU HAVE TO START SOMEWHER
E"
130 N(1)=CT:N(2)=0:N(3)=0
140 INPUT"AUTOMATIC OR MANUAL (A
OR M)";MODE$
150 IF MODE$<>"A" GOTO 270
160 PRINT"HOW FAST";INPUT" (0 IS
FASTEST, 10 IS SLOWEST)";S
170 CLS:GOSUB1150
180 GOSUB530:SP=4
190 SK(SP-3)=CT:SK(SP-2)=SC:SKK(
SP-1)=DN:SK(SP)=AL
200 B=SP:SP=SP+4
210 SK(SP-3)=SK(B-3):SK(SP-2)=SK
(B-2):SK(SP-1)=SK(B-1):SK(SP)=SK
(B)
220 IF CT< >1 THEN GOTO 250
230 SP=SP+2:SK(SP-1)=1:SK(SP)=3:
GOSUB 580
240 GOTO260
250 GOSUB 810
260 PRINT@416,"":GOTO500
270 CLS:GOSUB 1150:S=0
280 GOSUB 530
290 PRINT@416,"
";

```

```

300 PRINT@416,"FROM PEG";:INPUT
F
310 PRINT@430,"TO PEG";:INPUT T
320 IF F<1 OR T<1 OR F>3 OR T>3
THEN PRINT"NO SUCH PEG":GOTO 290
330 IF F=T THEN PRINT"NOT ALLOWE
D":GOTO 290
340 IF N(F)<=0 THEN PRINT"THE RE
ARE NO DISCS ON PEG ";F:GOTO290
350 I=N(F):J=N(T)
360 ON F GOTO 370,400,420
370 T1=P1(I)
380 IF T=2 THEN T2=P2(J):ELSE T2
=P3(J)
390 GOTO 430
400 T1=P2(I):IF T=1 THEN T2=P1(J
):ELSE T2=P3(J)
410 GOTO 430
420 T1=P3(I):IF T=2 THEN T2=P2(J
):ELSE T2=P1(J)
430 IF T1>T2 THEN PRINT"NOT ALLO
WED":GOTO290
440 SP=SP+2:SK(SP-1)=F:SK(SP)=T
450 GOSUB 580
460 IF N(1)=0 AND N(2)=0 AND N(3
)=CT THEN GOTO 470:ELSE GOTO 290
470 M=2^CT-1:PRINT@416,"
";PRINT@
416,"";
480 IF NM=M THEN PRINT"CONGRATUL
ATIONS! YOU DID IT" ELSE IF NM-M
<=M*0.15 THEN PRINT"NOT BAD AT A
LL"
490 PRINT"YOU TRANSFERRED ALL TH
E DISCS IN ";NM;" MOVES
500 PRINT"CARE FOR ANOTHER GAME"
:PRINT"(YES OR NO)";
510 INPUT AN$
520 IF AN$="N" OR AN$="NO"THEN C
LS:POKE359,126:END ELSE GOTO80
530 J=CT
540 FOR I=1 TO CT
550 P1(I)=J:J=J-1:NEXT I
560 RETURN
570 'SHIFT DISCS
580 NM=NM+1:SE=SK(SP-1):DE=SK(SP
)
590 FOR I=1 TO 30*S:NEXT I
600 I=N(SE):Y=23-(I*2)
610 IF SE< >1 THEN 630
620 TD=P1(I):X=10:GOTO 660

```

```

1570 PRINT "THERE ARE THREE PEGS
. ON ONE OF THESE IS ARRANGED, I
N ORDER OF DECREASING SIZE, A N
UMBER OF DISCS. THE OBJECT IS
TO MOVE ALL THE DISCS FROM THE L
EFT MOST PEG (1) TO THE RIGHT MO
ST PEG (3). "
1580 PRINT "SUBJECT TO THE FOLLOW
ING"
1590 PRINT "CONSTRAINTS :-":PRINT
1600 GOSUB 1870:CLS
1610 PRINT "1. ONLY 1 DISC MAY B
E MOVED AT A TIME"
1620 PRINT "2. A DISC MAY NOT BE
PLACED ON TOP OF A DISC WHIC
H IS SMALLER"
1630 GOSUB 1870
1640 PRINT "10, "PLAYING HANDI"
1650 PRINT "42, "-----":PR
INT
1660 PRINT "THERE ARE TWO MODES
OF PLAY. THESE ARE <A>AUTOMATI
C AND <M>MANUAL AND YOU WILL
L BE ASKED TO SELECT ONE."
1670 PRINT "AUTOMATIC OPERATION"
1680 PRINT "THE COMPUTER WILL ASK
YOU HOW MANY DISCS YOU WOULD
LIKE MOVED AND HOW FAST YOU WOU
LD LIKE THEM MOVED. IT WILL THEN P
ROCEED TO TRANSFER THE DISCS FR
OM PEG TO PEG."
1690 GOSUB 1870
1700 PRINT "10, "PLAYING HANDI"
1710 PRINT "42, "-----":PR
INT
1720 PRINT "MANUAL OPERATION"
1730 PRINT "HERE YOU WILL BE ASKE
D HOW MANY DISCS YOU WOULD LIKE
TO MOVE. THEN YOU WILL BE PROM
PTED TO "
1740 PRINT "TYPE THE NUMBER OF T
HE PEG THE DISC IS TO BE TAKEN
OFF AND THE NUMBER THE PEG THE D
ISC IS TO BE PLACED ON."
1750 PRINT "WHEN YOU HAVE SUCCESS
FULLY TRANSFERRED ALL DISCS YOU
WILL BE TOLD HOW MANY MOVES Y
OU TOOK"
1760 GOSUB 1870
1770 PRINT "10, "SUGGESTION"
1780 PRINT "42, "-----":PRINT
1790 PRINT "IF YOU ARE UNSURE OF
THE GAME TRY AUTOMATIC OPERAT
ION WITH ABOUT FOUR DISCS AND
LOW SPEED (E.G. 10). THEN SIT
BACK AND LET THE COMPUTER DO ALL
THE WORK"

```

```

1180 NEXT I
1190 FOR I=1376 TO 1407:POKE I,191:
NEXT I
1200 PRINT:PRINT "1
3"
1210 Y=21:X=10
1220 FOR I=CT TO 1 STEP -1
1230 FOR J=1 TO I
1240 SOUND 10X1,1
1250 SET(X-J,Y,I):SET(X-J-1,Y,I)
:SET(X-J,Y-1,I):SET(X-J-1,Y-1,I)
1260 SET(X+J+2,Y,I):SET(X+J+1,Y,
I):SET(X+J+1,Y-1,I):SET(X+J+2,Y-
1,I)
1270 NEXT J
1280 Y=Y-2
1290 NEXT I
1300 RETURN
1310 'SWITCH PROCEDURE
1320 IF P=2 THEN 1390
1330 FOR J=1 TO SIZE
1340 C=SIZE
1350 SOUND 10XC,1
1360 SET(X-J-1,Y,C):SET(X-J-1,Y-
1,C):SET(X+J+1,Y,C):SET(X+J+1,Y-
1,C):SET(X-J,Y-1,C):SET(X+J+2,Y-
1,C):SET(X-J,Y,C):SET(X+J+2,Y,C)
1370 NEXT J
1380 GOTO 1420
1390 FOR J=1 TO SIZE
1400 RESET(X-J-1,Y):RESET(X-J-1,
Y-1):RESET(X+J+1,Y):RESET(X+J+1,
Y-1):RESET(X-J,Y-1):RESET(X+J+2,
Y-1):RESET(X-J,Y):RESET(X+J+2,Y)
1410 NEXT J
1420 RETURN
1430 D$=STRING$(32,"*")
1440 PRINT "128,D$
1450 PRINT D$:PRINT
1460 PRINT "231,"T H E T O W
E R S"
1470 PRINT "265,"O F H A N D I
":PRINT
1480 PRINT D$
1490 PRINT D$
1500 RETURN
1510 POKES59,57:SCREEN0,1:GOSUB1
900:FOR I=1 TO 1000:NEXT I
1520 PRINT "449,"INSTRUCTIONS (YE
S OR NO):INPUT AN$
1530 IF AN$<"Y" AND AN$<"YES
" THEN RETURN
1540 CLS
1550 PRINT "10,"INSTRUCTIONS"
1560 PRINT "42,"-----":PRI
NT

```

```

630 IF SE<>2 THEN 650
640 TD=P2(1):X=32:GOTO 660
650 TD=P3(1):X=52
660 P=2:SIZE=TD
670 GOSUB 1320
680 I=N(DE)+1:Y=23-(1#2)
690 IF DE<>1 THEN 710
700 P1(1)=TD:X=10:GOTO 740
710 IF DE<>2 THEN 730
720 P2(1)=TD:X=32:GOTO 740
730 P3(1)=TD:X=52
740 P=1
750 GOSUB 1320
760 N(SE)=N(SE)-1
770 N(DE)=N(DE)+1
780 SP=SP-2
790 PRINT "20,"MOVE ";NM;
800 RETURN
810 'HANDI (RECURSIVE PROCEDURE)
820 IF SK(SP-3)>2 THEN GOTO 830
ELSE GOTO 1000
830 B=SP:SP=SP+4
840 SK(SP-3)=SK(B-3)-1
850 SK(SP-2)=SK(B-2)
860 SK(SP-1)=SK(B)
870 SK(SP)=SK(B-1)
880 GOSUB 810
890 B=SP:SP=SP+2
900 SK(SP-1)=SK(B-2)
910 SK(SP)=SK(B-1)
920 GOSUB 880
930 B=SP:SP=SP+4
940 SK(SP-3)=SK(B-3)-1
950 SK(SP-2)=SK(B)
960 SK(SP-1)=SK(B-1)
970 SK(SP)=SK(B-2)
980 GOSUB 810
990 GOTO 1120
1000 B=SP:SP=SP+2
1010 SK(SP-1)=SK(B-2)
1020 SK(SP)=SK(B)
1030 GOSUB 880
1040 B=SP:SP=SP+2
1050 SK(SP-1)=SK(B-2)
1060 SK(SP)=SK(B-1)
1070 GOSUB 880
1080 B=SP:SP=SP+2
1090 SK(SP-1)=SK(B)
1100 SK(SP)=SK(B-1)
1110 GOSUB 880
1120 SP=SP-4
1130 RETURN
1140 'DRAWPEGS
1150 CLS(0):REM ' PROC DRAWPEGS
1160 FOR I=1 TO 8
1170 POKE1093+I#32,191:POKE1104+
I#32,191:POKE1114+I#32,191

```

```

1800 PRINT"AFter ALL THAT IS WHA
T IT IS THERE FOR.":PRINT:GOS
UB1870:CLS
1810 PRINT"FOR A GIVEN NUMBER O
F DISCS, N, THE SMALLEST NUMBER
OF MOVES REQUIRED IS GIVEN BY
:--"
1820 PRINT"M = 2^N-1"
1830 PRINT"SO FOR 3 DISCS THAT'S
7 MOVES, 4 DISCS 15 MOVES UP T
O THE MAX' OF 8 DISCS WHICH REQU
IRES 255 MOVES.":PRINT
1840 PRINT" HAVE FUN!"
1850 GOSUB 1870
1860 RETURN
1870 PRINT@480,"PRESS <ENTER> W
HEN READY";
1880 INPUT D$:CLS
1890 RETURN
1900 FORX=1024T01055:POKEX,191:P
OKEX+480,191:NEXTX:FORY=0T016:P
KE1024+Y*32,191:POKE1055+Y*32,19
1:NEXTY
1940 RETURN

**** OTHELLO ****

COLOUR COMPUTER

10 ' *****
* (C) S.GIBBONS *
* 34 THE COMENARRA *
* PARKWAY, THORNLEIGH *
* N.S.W. 2120 *
*****

20 CLS
30 PRINT" OTHELLO":P
RINT:PRINT
40 FORE=255T01STEP-20:SOUNDE,1:N
EXT
50 PRINT"DO YOU NEED INSTRUCTION
S?":FORE=255T01STEP-20:SOUNDE,1
:NEXT
60 I$=INKEY$:IFI$="Y"THENGOTO126
ELSEIFI$="N"THENB0
70 GOTO60
80 CLS0
90 GH=2
100 POKE1036,15:POKE1037,20:POKE
1038,8:POKE1039,5:POKE1040,12:P
KE1041,12:POKE1042,15
110 Y=6

120 FORX=22T041:SET(X,7,3):SET(X
,6,3):SET(X,24,3):SET(X,25,3):SE
T(23,Y,3):SET(22,Y,3):SET(40,Y,3
):SET(41,Y,3):Y=Y+1:NEXT
130 FORX=24T039:FORY=8T023:SET(X
,Y,6):NEXT
140 NEXT
150 Z=49
160 FORX=1131+32T01131+64+192STE
P32
170 POKEX-1,Z:POKEX+10,Z:Z=Z+1:N
EXT
180 Z=49
190 FOR X=1090+10 T01097+10:POKE
X,Z:POKEX+352,Z:Z=Z+1:NEXT
200 CL$=CHR$(128)+CHR$(128)+CHR$
(128)+CHR$(128)+CHR$(128)+CHR$(1
28)+CHR$(128)+CHR$(128):CL$=CL$+
CL$+CL$+CL$
210 SET(30,15,5):RESET(32,14):RE
SET(33,14):RESET(32,15):RESET(33
,15)
220 RESET(30,16):RESET(31,16):RE
SET(30,17):RESET(31,17):SET(32,1
7,5)
230 PRINT@448,CL$:
240 IF GH=1 THENPRINT@448,"":IN
PUT"WHITE'S TURN";A,B:C=5:OC=0
250 PRINT@448,CL$:
260 IF GH=2 THENPRINT@448,"":IN
PUT"BLACK'S TURN";A,B:C=0:OC=5
270 IFA<1 ORA>8 OR B<1 OR B>8 TH
ENPRINT@448,"INVALID MOVE":FORE
=1T01000:NEXT:GOTO230
280 GH=GH+1:IFGH>2THENGH=1
290 X=2*(A+12)-1:Y=2*(B+3)
300 IF POINT(X,Y)=5 OR POINT(X,Y
)=0 THENPRINT@448,"INVALID MOVE"
:FORE=1T01000:NEXT:IF C=0 THEN
GH=2:GOTO230ELSEGH=1:GOTO230
310 IF POINT(X+2,Y+2)=5 OR POINT
(X+2,Y+2)=0 OR POINT(X-2,Y+2)=0
OR POINT(X-2,Y+2)=5 OR POINT(X-2
,Y+2)=0 OR POINT(X-2,Y-2)=5 THEN
ABC=1ELSEABC=0
320 IF ABC=1 OR POINT(X+2,Y-2)=5
OR POINT(X+2,Y-2)=0 OR POINT(X-
2,Y)=0 OR POINT(X-2,Y)=5 OR POIN
T(X+2,Y)=0 OR POINT(X+2,Y)=5 OR
POINT(X,Y-2)=5 OR POINT(X,Y-2)=0
OR POINT(X,Y+2)=0 OR POINT(X,Y+
2)=5 THEN780
330 PRINT@448,"INVALID MOVE":FO
RE=1T01000:NEXT:IFGH=2THENGH=1:G
OTO230ELSEGH=2:GOTO230
340 GOT0230
350 IFC=5 THEN SET(X,Y,5)ELSE RE
SET(X,Y):RESET(X-1,Y):RESET(X,Y+
1):RESET(X-1,Y+1)
360 IF POINT(X,Y-2)=0C THEN370EL
SE440
370 M=Y
380 M=M-2:IFM<6 OR POINT(X,M)=6
THEN440
390 IF POINT(X,M)=C THEN400 ELSE
380
400 M=Y
410 M=M-2:SOUND252,1:IF POINT(X,
M)=C THEN440
420 IF C=5 THENGOSUB790ELSEGOSUB
800:GOTO410
430 GOT0410
440 IF POINT(X,Y+2)=0C THEN450EL
SE520
450 M=Y
460 M=M+2:IFM>23 OR POINT(X,M)=6
THEN520
470 IF POINT(X,M)=C THEN480ELSE4
60
480 M=Y
490 M=M+2:SOUND251,1:IF POINT(X,
M)=C THEN520
500 IFC=5 THENGOSUB790ELSEGOSUB8
00:GOTO490
510 GOT0490
520 IF POINT(X-2,Y)=0C THEN530EL
SE600
530 N=X
540 N=N-2:IFN<23 OR POINT(N,Y)=6
THEN600
550 IF POINT(N,Y)=C THEN560ELSE5
40
560 N=X
570 N=N-2:SOUND253,1:IFPOINT(N,Y
)=C THEN600
580 IFC=5THENSET(N,Y,5):SET(N-1,
Y,5):SET(N,Y+1,5):SET(N-1,Y+1,5)
ELSERESET(N,Y):RESET(N-1,Y):RESE
T(N,Y+1):RESET(N-1,Y+1):GOTO570
590 GOT0570
600 IFPOINT(X+2,Y)=0C THEN610 EL
SE680
610 N=X
620 N=N+1:IFN>40 OR POINT(N,Y)=6
THEN680
630 IF POINT(N,Y)=C THEN640ELSE6
20
640 N=X
650 N=N+2:SOUND254,1:IFPOINT(N,Y
)=C THEN680

```

```

660 IF C=5 THENSET(N,Y,5):SET(N-
1,Y,5):SET(N,Y+1,5):SET(N-1,Y+1,
5)ELSESET(N,Y):RESET(N-1,Y):RE
SET(N,Y+1):RESET(N-1,Y+1)
670 GOTO650
680 IF POINT(X+2,Y-2)=OC THEN 69
OELSE760
690 N=X:M=Y
700 N=M-2:M=M-2:IF M<6 OR N>40 O
R POINT(N,M)=6 THEN 760
710 IFPOINT(N,M)=C THEN720ELSE70
O
720 N=X:M=Y
730 N=M-2:M=M-2:SOUND255,1:IFPOI
NT(N,M)=C THEN760
740 IF C=5 THENSET(N,M,5):SET(N-
1,M,5):SET(N,M+1,5):SET(N-1,M+1,
5)ELSESET(N,M):RESET(N-1,M):RE
SET(N,M+1):RESET(N-1,M+1)
750 GOTO730
760 GOSUB930
770 GOTO830
780 GOTO350
790 SET(X,M,5):SET(X-1,M,5):SET(
X,M+1,5):SET(X-1,M+1,5):RETURN
800 RESET(X,M):RESET(X-1,M):RESE
T(X,M+1):RESET(X-1,M+1):RETURN
810 SET(N,M,5):SET(N-1,M,5):SET(
N,M+1,5):SET(N-1,M+1,5):RETURN
820 RESET(N,M):RESET(N-1,M):RESE
T(N,M+1):RESET(N-1,M+1):RETURN
830 WHS=0:BLS=0:SP=0
840 FORX=22TOD40STEP2:FORY=8TOD24S
TEP2
850 IFPOINT(X,Y)=0 THENBLS=BLS+1
860 IF POINT(X,Y)=6 THENSP=SP+1
870 IFPOINT(X,Y)=5 THENWHWHS=WHWHS+1
880 NEXT:NEXT
890 PRINT32+21,"WHITE:";WHS;
900 PRINT64+21,"BLACK:";BLS;
910 IF SP=0 THEN1190
920 GOTO230
930 IF POINT(X-2,Y-2)=OC THEN940
ELSE1010
940 N=X:M=Y
950 M=M-2:N=N-2:IFM<6 OR N<23 OR
POINT(N,M)=2 THEN1010
960 IF POINT(N,M)=C THEN970ELSE9
50
970 N=X:M=Y
980 M=M-2:N=N-2:SOUND249,1:IFPOI
NT(N,M)=C THEN1010
990 IFC=5 THENGOSUB810 ELSE GOSU
B820
1000 GOTO980

1010 IF POINT(X+2,Y+2)=OC THEN10
20ELSE1090
1020 N=X:M=Y
1030 M=M+2:N=N+2:IF M>23 OR N>40
OR POINT(N,M)=6 THEN1090
1040 IF POINT(N,M)=C THEN1050ELS
E1030
1050 N=X:M=Y
1060 M=M+2:N=N+2:SOUND248,1:IFPO
INT(N,M)=C THEN1090
1070 IF C=5 THENGOSUB810ELSEGOSU
B820
1080 GOTO1060
1090 IF POINT(X-2,Y+2)=OC THEN11
00ELSE1170
1100 N=X:M=Y
1110 N=M-2:M=M+2:IFN<21 OR M>23
OR POINT(N,M)=6 THEN1170
1120 IF POINT(N,M)=C THEN1130ELS
E1110
1130 N=X:M=Y
1140 M=M+2:N=N-2:SOUND247,1:IFPO
INT(N,M)=C THEN1170
1150 IF C=5 THENGOSUB810ELSEGOSU
B820
1160 GOTO1140
1170
1180 RETURN
1190 PRINT3448,"";
1200 IFBLS>WHS THENPRINT"BLACK W
INS BY";BLS-WHS;"POINTS.";
1210 PRINT"WHITE WINS BY";WHS-BL
S;"POINTS.";
1220 FORE=1TOD4000:NEXT:PRINT3448
,CL$;
1230 PRINT3448,"ANOTHER GAME?";
1240 I$=INKEY$:IFI$="Y"THENRUN
1250 IFI$="N"THENELSE1240
1260 CLS
1270 PRINT"
OTHELLO"
1280 GOSUB1640
1290 PRINT:PRINT"OTHELLO IS A GA
ME OF STRATEGY FOR TWO PLAYERS
. IT CONSISTS OF 64 DOUBLE SIDED
DISCS (IN THIS CASE SQUARES) W
HICH ARE BLACK ON ONE SIDE AND
WHITE ON THE OTHER."
1300 GOSUB1640
1310 PRINT"EACH PLAYER CHOOSES H
IS COLOUR BLACK OR WHITE WHICH
IS HIS COLOUR THROUGHOUT THE
GAME.
THE GAME STARTS WITH
FOUR DISCS IN THE MIDDLE, TWO OF
EACH COLOUR CROSSING
EACH OTHER."
1320 GOSUB1640
1330 PRINT3448,"HIT <SPACEBAR> T
O CONTINUE."
1340 GOSUB1640
1350 I$=INKEY$:IFI$=" " THEN1360E
LSE1350
1360 GOSUB1650:CLS
1370 PRINT"
OTHELLO"
:PRINT
1380 GOSUB1640
1390 PRINT"BLACK ALWAYS STARTS F
IRST."
1400 PRINT"A MOVE CONSISTS OF 'O
UTFLANKING'YOUR OPPONENTS DISC(S
) THEN FLIPPING THE OUTFLANK
ED DISC(S) OVER TO YOUR COLOUR (
WHICH THE COMPUTER DOES FOR YOU
)."
1410 GOSUB1640
1420 PRINT
1430 PRINT"TO PLACE A DISC GIVE
THE 'X' COORDINATE FOLLOWED B
Y A COMMA ', THEN THE 'Y' COOR
DINATE."
1440 GOSUB1640
1450 PRINT3448,"HIT <SPACEBAR> T
O CONTINUE"
1460 GOSUB1640
1470 I$=INKEY$:IFI$=" " THEN1480E
LSE1470
1480 GOSUB1650:CLS:PRINT"
OTHELLO":PRINT
1490 GOSUB1640
1500 PRINT"TO OUTFLANK MEANS TO
PLACE A DISC SO THAT YOUR OPP
ONENTS ROW OF DISC(S) IS BORDERE
D AT EACH END BY A DISC OF YOUR
COLOUR."
1510 GOSUB1640
1520 PRINT"A DISC MAY OUTFLANK I
N ANY DIRECTION: HORIZONTAL
LY, VERTICALLY OR DIAGONA
LLY."
1530 GOSUB1640
1540 PRINT"A DISC MAY OUTFLANK I
N ANY NUMBER OF DIRECTIOINS
AT THE SAMETIME. A DISC CAN ONLY
BE PLACED ONE SQUARE AWAY FROM
ANY DISC INANY DIRECTION FROM TH
E DISC."
1550 GOSUB1640
1560 D$=".....HIT <SPACE
BAR> FOR GAME OR <ENTER> FOR INS
TRUCTIONS AGAIN....."

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1570 FORZ=1:TOLLEN(D$)
1580 I$=INKEY$
1590 PRINT@448+10,MID$(D$,Z,11)
1600 IF I$=" " THEN GOSUB 1650:CLS:G
OT080
1610 IF I$=CHR$(13) THEN GOSUB 1650:
CLS:GOTO 1260
1620 FORE=1:TO 100:NEXT
1630 NEXT:GOTO 1570
1640 FORE=255:TO 1STEP-20:SOUNDE,1
:NEXT:RETURN
1650 FORE=1:TO 255STEP 20:SOUNDE,1:
PRINT:NEXT:RETURN

**** TOWERS OF HANOI ****
HITACHI PEACH

10 ' ===== THE TOWERS OF HANOI =====
20 ' BY
30 ' MICHAEL BYRNE
40 ' P.O. BOX 1826
50 ' CANBERRA CITY
60 ' A.C.T. 2601
70 CLEAR 93
80 CLS:GOSUB 1450:GOSUB 1530:MAX=10:SCRE
ENO,,1
90 DIM N(3),P1(MAX),P2(MAX),P3(MAX),SK(1
0:MAX)
100 SC=1:AL=2:DN=3:CT=0:P1(0)=99:P2(0)=9
9:P3(0)=99
110 NM=0:J=0:I=0:SP=0:B=0:CLS
120 INPUT"HOW MANY DISCS WOULD YOU LIKE"
:CT
130 IF CT>MAX THEN PRINT"THAT WILL TAKE
SOME TIME AND FIRST YOU WILL HAVE TO CHA
NGE LINE 10":END
140 IF CT<=0 THEN PRINT"SORRY, THAT'S NO
T POSSIBLE":GOTO 120
150 IF CT<=3 THEN PRINT"YOU HAVE NO SENSE
OF ADVENTURE - BUT I SUPPOSE YOU HAVE TO
START SOMEWHERE"
160 N(1)=CT:N(2)=0:N(3)=0
170 PRINT:PRINT"AUTOMATIC OR MANUAL (A O
R M)";GOSUB 2050
180 IF IN$(>"A") GOTO 300
190 PRINT:INPUT"HOW FAST (0 IS FASTEST,
10 IS SLOWEST)";S
200 CLS:GOSUB 1180
210 GOSUB 560:SP=4
220 SK(SP-3)=CT:SK(SP-2)=SC:SKK(SP-1)=DN
:SK(SP)=AL

230 B=SP:SP=SP+4
240 SK(SP-3)=SK(B-3):SK(SP-2)=SK(B-2):SK
(SP-1)=SK(B-1):SK(SP)=SK(B)
250 IF CT<>1 THEN GOTO 280
260 SP=SP+2:SK(SP-1)=1:SK(SP)=3:GOSUB 61
0
270 GOTO 290
280 GOSUB 840
290 LOCATE 7,16:PRINT"";:GOTO 530
300 CLS:GOSUB 1180:S=0
310 GOSUB 560
320 LOCATE 7,18:PRINT""
":
330 LOCATE 7,18:PRINT"FROM PEG";:INPUT F
340 LOCATE 35,18:PRINT"TO PEG";:INPUT T:L
OCATE 0,19:PRINT"
":LOCATE 0,19
350 IF F<1 OR T<1 OR F>3 OR T>3 THEN PRIN
T"NO SUCH PEG
":GOTO
360 IF F=T THEN PRINT"NOT ALLOWED
":GOTO 320
370 IF N(F)<=0 THEN PRINT"THERE ARE NO DIS
CS ON PEG ";F:GOTO 320
380 I=N(F):J=N(T)
390 ON F GOTO 400,430,450
400 T1=P1(I)
410 IF T=2 THEN T2=P2(J):ELSE T2=P3(J)
420 GOTO 460
430 T1=P2(I):IF T=1 THEN T2=P1(J):ELSE T
2=P3(J)
440 GOTO 460
450 T1=P3(I):IF T=2 THEN T2=P2(J):ELSE T
2=P1(J)
460 IF T1>T2 THEN PRINT"NOT ALLOWED
":GOTO 320
470 SP=SP+2:SK(SP-1)=F:SK(SP)=T
480 GOSUB 610
490 IF N(1)=0 AND N(2)=0 AND N(3)=CT THE
N GOTO 500:ELSE GOTO 320
500 M=2^CT-1:LOCATE 7,18:PRINT""
":LOCAT
E 7,18:PRINT"";
510 LOCATE 1,19:IF NM=M THEN PRINT"CONGRAT
ULATIONS! YOU DID IT" ELSE IF NM-M<=M*0.
15 THEN PRINT"NOT BAD AT ALL"
520 LOCATE 1,20:PRINT"YOU TRANSFERRED ALL
THE DISCS IN ";NM;" MOVES
530 LOCATE 1,21:PRINT"CARE FOR ANOTHER 6A
ME (YES OR NO)";
540 GOSUB 2050:AN$=IN$
550 IF AN$="N" THEN CLS:END ELSE GOTO 110
560 J=CT
570 FOR I=1 TO CT
580 P1(I)=J:J=J-1:NEXT I
590 RETURN

600 ' ===== SHIFT DISCS
610 NM=NM+1:SE=SK(SP-1):DE=SK(SP)
620 FOR I=1 TO 30:S=NEXT I
630 I=N(SE):Y=16-(I-1)
640 IF SE<>1 THEN 660
650 TD=P1(I):X=17:GOTO 690
660 IF SE<>2 THEN 680
670 TD=P2(I):X=40:GOTO 690
680 TD=P3(I):X=65
690 P=2:SIZE=TD
700 GOSUB 1360
710 I=N(DE)+1:Y=16-(I-1)
720 IF DE<>1 THEN 740
730 P1(I)=TD:X=17:GOTO 770
740 IF DE<>2 THEN 760
750 P2(I)=TD:X=40:GOTO 770
760 P3(I)=TD:X=65
770 P=1
780 GOSUB 1360
790 N(SE)=N(SE)-1
800 N(DE)=N(DE)+1
810 SP=SP-2
820 LOCATE 30,3:PRINT"MOVE ";NM
830 RETURN
840 ' ===== HANOI (RECURSIVE PROC
EDURE)
850 IF SK(SP-3)>2 THEN GOTO 860 ELSE GOT
O 1030
860 B=SP:SP=SP+4
870 SK(SP-3)=SK(B-3)-1
880 SK(SP-2)=SK(B-2)
890 SK(SP-1)=SK(B)
900 SK(SP)=SK(B-1)
910 GOSUB 840
920 B=SP:SP=SP+2
930 SK(SP-1)=SK(B-2)
940 SK(SP)=SK(B-1)
950 GOSUB 610
960 B=SP:SP=SP+4
970 SK(SP-3)=SK(B-3)-1
980 SK(SP-2)=SK(B)
990 SK(SP-1)=SK(B-1)
1000 SK(SP)=SK(B-2)
1010 GOSUB 840
1020 GOTO 1150
1030 B=SP:SP=SP+2
1040 SK(SP-1)=SK(B-2)
1050 SK(SP)=SK(B)
1060 GOSUB 610
1070 B=SP:SP=SP+2
1080 SK(SP-1)=SK(B-2)
1090 SK(SP)=SK(B-1)
1100 GOSUB 610
1110 B=SP:SP=SP+2
1120 SK(SP-1)=SK(B)
1130 SK(SP)=SK(B-1)

```

```

1140 GOSUB 610
1150 SP=SP-4
1160 RETURN
1170 '===== DRAWPEGS
1180 CLS: PROC DRAWPEGS
1190 LOCATE7,6:PRINT"";:A$=CHR$(142)+CHR
$(142)+CHR$(142)
1200 FOR I=1 TO 10
1210 LOCATE7,6+I:PRINT"
";A$;
";A$;
";A$;
1220 NEXT I
1230 PRINT"
";
1240 FOR I=1 TO 25:PRINT A$;:NEXT I
1250 PRINT:LOCATE7,4:PRINT"
";A$;
";A$;
";A$;
1260 Y=16:X=17
1270 FOR I=CT TO 1 STEP -1
1280 FOR J=1 TO I
1290 LOCATEX-J,Y:PRINTCHR$(142);
1300 LOCATEX+J+2,Y:PRINTCHR$(142);
1310 NEXT J
1320 Y=Y-1
1330 NEXT I
1340 RETURN
1350 '===== SWITCH PROCEDURE
1360 IF P=2 THEN 1410
1370 FOR J=1 TO SIZE
1380 LOCATEX-J,Y:PRINTCHR$(142);:LOCATEX
+J+2,Y:PRINTCHR$(142);
1390 NEXT J
1400 GOTO 1440
1410 FOR J=1 TO SIZE
1420 LOCATEX-J,Y:PRINTCHR$(32);:LOCATEX+
J+2,Y:PRINTCHR$(32);
1430 NEXT J
1440 RETURN
1450 D$=STRING$(63,"*")
1460 LOCATE7,7:PRINTD$
1470 LOCATE7,8:PRINT D$:PRINT
1480 LOCATE25,10:PRINT"THE TOWERS OF HANOI"
1490 LOCATE27,11:PRINT"OF HANOI"
:PRINT
1500 LOCATE7,13:PRINT D$
1510 LOCATE7,14:PRINT D$
1520 RETURN
1530 FOR I=1 TO 1000:NEXT I
1540 LOCATE7,17:PRINT"DO YOU WANT INSTRU
CTIONS (YES OR NO)";:GOSUB2050:AN$=IN$
1550 IF AN$<<"Y" THEN RETURN
1560 CLS
1570 LOCATE30,3:PRINT"INSTRUCTIONS"
1580 LOCATE30,4:PRINT"-----";:PRIN
T
1590 PRINT" THERE ARE THREE PEGS. ON
ONE OF THESE IS ARRANGED,
1600 PRINT"IN ORDER OF DECREASING SIZE,
A NUMBER OF DISCS." :PRINT
1610 PRINT" THE OBJECT IS TO MOVE ALL
THE DISCS FROM THE LEFTMOST"
1620 PRINT"PEG (1) TO THE RIGHTMOST PEG
(3), SUBJECT TO THE FOLLOWING"
1630 PRINT"CONSTRAINTS :-":PRINT
1640 PRINT" 1. ONLY ONE DISC MAY BE M
OVED AT A TIME"
1650 PRINT" 2. A DISC MAY NOT BE PLAC
ED ON TOP OF A DISC WHICH"
1660 PRINT"IS SMALLER"
1670 GOSUB 2020
1680 LOCATE30,3:PRINT"PLAYING HANOI"
1690 LOCATE30,4:PRINT"-----";:PRI
NT
1700 PRINT" THERE ARE TWO MODES OF PL
AY. THESE ARE <A>AUTOMATIC"
1710 PRINT"AND <M>ANUAL AND YOU WILL BE
ASKED TO SELECT ONE." :PRINT
1720 PRINT"AUTOMATIC OPERATION"
1730 PRINT" THE COMPUTER WILL ASK YOU
HOW MANY DISCS YOU WOULD LIKE"
1740 PRINT"MOVED AND HOW FAST YOU WOULD
LIKE THEM MOVED. IT WILL"
1750 PRINT"THEN PROCEED TO TRANSFER THE
DISCS FROM PEG 1 TO PEG 3"
1760 PRINT"USING PEG 2 AS AN INTERMEDIAT
E."
1770 GOSUB 2020
1780 LOCATE30,3:PRINT"PLAYING HANOI"
1790 LOCATE30,4:PRINT"-----";:PRI
NT
1800 PRINT"MANUAL OPERATION"
1810 PRINT" HERE YOU WILL BE ASKED HO
W MANY DISCS YOU WOULD LIKE"
1820 PRINT"TO MOVE. THEN YOU WILL BE PR
OMPTED TO TYPE THE NUMBER OF"
1830 PRINT"THE PEG THE DISC IS TO BE TAK
EN OFF AND THE NUMBER OF THE"
1840 PRINT"PEG THE DISC IS TO BE PLACED
ON. WHEN YOU HAVE SUCCESSFULLY"
1850 PRINT"TRANSFERRED ALL DISCS YOU WIL
L BE TOLD HOW MANY MOVES"
1860 PRINT"IT TOOK."
1870 GOSUB2020
1880 LOCATE30,3:PRINT"SUGGESTION"
1890 LOCATE30,4:PRINT"-----";:PRINT
1900 PRINT" IF YOU ARE UNSURE OF THE
GAME TRY AUTOMATIC OPERATION"
1910 PRINT"WITH ABOUT FOUR DISCS AND LOW
SPEED (E.G. 10). THEN SIT"
1920 PRINT"BACK AND LET THE COMPUTER DO
ALL THE WORK - AFTER ALL THAT"
1930 PRINT"IS WHAT IT IS THERE FOR." :PRI
NT
1940 PRINT" FOR A GIVEN NUMBER OF DIS
CS, N, THE SMALLEST NUMBER OF"
1950 PRINT"MOVES REQUIRED IS GIVEN BY :-"
1960 PRINT" M = 2(N-1)
1970 PRINT"SO FOR 3 DISCS THAT'S 7 MOVES
, 4 DISCS 15 MOVES UP TO"
1980 PRINT"THE MAXIMUM OF 10 DISCS WHICH
REQUIRES 1023 MOVES." :PRINT
1990 PRINT" HAVE FUN!"
2000 GOSUB 2020
2010 RETURN
2020 LOCATE7,18:PRINT"PRESS <RETURN> WHE
N READY";
2030 INPUT D$:CLS
2040 RETURN
2050 IN$=INKEY$:IF IN$="" THEN2050ELSEIN$=V
AL(IN$):RETURN
**** REGISTER DISPLAY ****
HITACHI PEACH
10 '***** REGISTER DISPLAY PROGRAM ****
****
20 '
30 '
40 'Program loads display routine in mac
hine
50 'language format at selected locatio
n in
60 'User RAM or a default location at
6F90
70 '(top of User RAM).
80 '
90 'The program runs after loading and g
ives
100 'a sample display.
110 '
120 SCREEN 0,0:CLER 300,&H6F00
130 PRINT"Insert RAM store location :xxx
x :or DEFT"
140 A$=INPUT$(4)
150 IF A$="DEFT" THEN A$="&H6F90" ELSE A
$="&H"+A$
160 POKE &H0107,VAL(LEFT$(A$,4))
170 POKE &H0108,VAL("&H"+(RIGHT$(A$,2)))
+15
180 FOR I=0 TO 103
190 READ B$

```



```

200 POKE VAL (A$)+1, VAL ("&H"+B$)
210 NEXT I
220 DATA B6, 7E, B7, 01, 06, 3F, 39, 3F, BD, A4, 4
    0, 3F, BD
230 DATA DC, E6, 33, 6C, 34, 40, 1F, 43, 86, 53, B
    D, E8, 20
240 DATA BD, 40, A6, C0, BD, DD, 32, A6, C0, BD, D
    D, 32, BD
250 DATA B0, BE, 8E, DE, 20, BD, DE, 31, A6, C0, B
    D, DD, 32
260 DATA BD, 1D, A6, 84, B1, 58, 26, F0, B1, 45, 2
    7, 23, BD
270 DATA DE, 31, A6, C0, BD, DD, 32, A6, C0, BD, D
    D, 32, BD
280 DATA 0A, A6, 84, 20, E9, BD, B1, 16, BD, B1, 1
    6, BD, B1
290 DATA 16, BD, B1, 16, BD, B1, 16, 39, 35, 40, 3
    5, FF, 00
300 EXEC VAL (A$)
310 END

```

```

ORG $6790
LDA #$7E
STA $0106
SWI
RTS
SWI
JSR $A440
SWI
JSR $DCE6
LEAU 12, S
PSHS U
TFR S, U
LDA #$53
JSR $E820
BSR SPC2
LDA ,U+
JSR $DD32
LDA ,U+
JSR $DD32
JSR $B0BE
LDX $DE20
JSR $DE31
LDA ,U+
JSR $DD32
BSR SPC5
LDA ,X
CMPA $58
BNE RDP1
CMPA $45
BEQ EXIT
JSR $DE31
LDA ,U+
JSR $DD32
LDA ,U+

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```

>#DD32
SPC2 TO 6FEC: 2 SPACES
,X
RDP2 TO 6FCC
>#B116
>#B116
>#B116
>#B116
>#B116
RTS
PULS U DISCARD SP
PULS CC, A, B, DP, X, Y, U, PC RESTORE REGS. AND SP
END

```

\*\*\* L2/16K DESERT CHASE \*\*\*

TRS-80/SYSTEM-80

```

10 REM ----- WRITTEN BY: ANDREW N. DOWNEY -----
20 CLS:RANDOMIZE PRINT@0,CHR$(23);"PLEASE STAND BY:"
30 CLEAR(1300):DIM C$(51):DEFINT A-Z:GOSUB1000:R=RND(100)+200
40 CLS:PRINTTAB(25);"DESERT CHASE":PRINTTAB(25);"===== ";:
PRINT@256,"WOULD YOU LIKE INSTRUCTIONS";
50 K$=INKEY$:IFK$=""THEN50ELSEIFK$="N"THEN120
60 PRINT@128,CHR$(30);
70 PRINT"
WELCOME TO 'DESERT CHASE'. THE OBJECT IS TO TRAVEL ACROSS THE
VAST SIMPSON DESERT. THE DISTANCE VARIES BETWEEN 200 MILES &
300 MILES. A LARGE TRIBE OF HOSTILE NATIVES IS RUMORED TO BE
IN EXISTENCE AND IS SURE TO CHASE YOU."
80 PRINT"
YOU HAVE BEEN GIVEN A SINGLE HUMP CAMEL - CHARLES C. CAMEL -
TO HELP YOU IN YOUR VENTURE."
90 PRINT"
WHEN ASKED FOR COMMANDS THE CURSOR WILL FLASH, AT THIS POINT,
PRESS KEY CORRESPONDING TO THE NUMBER REQUIRED."
100 PRINT:PRINT"PRESS ANY KEY TO CONTINUE"
110 K$=INKEY$:IFK$=""THEN110
120 CLS:PRINT@0,"D E S E R T - C H A S E
C O M M A N D S :
#1 DRINK FROM WATERBAG
#2 CONTINUE SLOWLY
#3 AHEAD FULL SPEED
#4 REST FOR THE NIGHT
#5 CHECK SUPPLIES
#6 WAIT FOR HELP"
130 PRINT@512,"
YOU HAVE REMOVED YOUR WATER SUPPLY AT NEARBY WATER-HOLE AND HAVE
ONE LITRE OF WATER. THIS WILL LAST YOU SIX DRINKS. IF FOUND BY
HELP THEY WILL GIVE YOU 1/2 LITRE. IF HELP DOES NOT FIND YOU
AFTER COMMAND 6, --- YOU DIE --- !!!"

```

```

520 INPUT"#8 WAIT FOR PAYMENT --- SUB COMMAND ";X:IFX<70RX>8THEN
500
530 PRINT@512,CHR$(31);:IFX=8THEN570
540 X1=RND(10):IFX1<5THEN560
550 PRINT"
CONGRATULATIONS, YOU SUCCESSFULLY ESCAPED!!!":Q=0:GOTO160
560 PRINT"YOU WERE MORTALLY WOUNDED BY A SPEAR WHILE ESCAPING.":
C4=34:GOSUB980:GOTO840
570 X1=RND(100):IFX1>24THEN590
580 PRINT"
YOUR RANSOM HAS BEEN PAID AND YOU ARE FREE TO GO.":Q=0:GOTO160
590 PRINT"
THE LOCAL ELDERS ARE COLLECTING ... JUST WAIT ...":FORD=1T01000:
NEXT
600 A=RND(10):IFA>2THEN650
610 PRINT@512,CHR$(31);"
YOU HAVE ARRIVED AT A WATER-HOLE....YOUR CAMEL
EATS HAPPILY WHILE YOU REFILL YOUR WATER-BAG":C4=13:GOSUB980:FOR
D=1T02500:NEXTZ:Z=4:S=6:RETURN
620 C4=16:GOSUB980:PRINT@512,"
YOU IDIOTIC FOOL!!! YOU RAN YOUR POOR CAMEL TO DEATH!!!":GOTO740
630 PRINT@38,"YOU TRAVELLED ";C;"MILES.":PRINT@102,"VERY WELL
DONE !!!";
640 PRINT@512,CHR$(31);"
YOU WIN, A PARTY IS BEING GIVEN IN YOUR HONOR.....
..... THE NATIVES ARE PLANNING TO ATTEND .....":C4=28:GOS
UB980:GOTO840
650 X1=RND(100):IFX1>5THEN720
660 C4=19:GOSUB980:PRINT@167,C$(C4);:PRINT@423,C$(C4);
670 PRINT@512,"
YOU HAVE BEEN CAUGHT IN A SANDSTORM....GOOD LUCK!":FORD=1T01000:
NEXT
680 X5=RND(100):X6=RND(100):IFX6<50THEN710
690 C=C+X5:GOTO710
700 C=C-X5
710 PRINT"YOUR NEW POSITION IS ";C;" MILES SO FAR!":FORD=1T01500
:NEXT:PRINT@167,STRING$(23,131);:PRINT@423,STRING$(23,176);:RETU
RN
720 X1=RND(100):IFX1>5RETURN
730 C1=C1+1:C4=25:GOSUB980:PRINT@512,CHR$(31);"
YOUR CAMEL HURT HIS HUMP.
LUCKILY THE NATIVES WERE FOOTWEARY!!!":FORD=1T01500:NEXT:RETURN
740 U=RND(10):PRINT"
YOU DIED IN THE DESERT.":IFF>7GOTO840
750 IFU>1THEN770
760 PRINT"THE NATIONAL CAMEL'S UNION IS NOT ATTENDING YOUR FUNER
AL":C4=49:GOSUB980:GOTO840
770 IF U>3 THEN 790
780 PRINT"YOUR BODY WAS EATEN BY VULTURES AND IMPORTED CANNIBALS
":C4=4:GOSUB980:GOTO840
790 IF U>5 THEN 810
800 PRINT"THE LOCAL ELDER NOW USES YOUR SKULL FOR A MONEY PURSE!
!":C4=43:GOSUB980:GOTO840
810 IF U>7 THEN 830
820 PRINT"PEOPLE WITH LITTLE INTELLIGENCE SHOULD STAY OUT OF THE
DESERT":C4=46:GOSUB980:GOTO840

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140 PRINT"THE MINISTRY OF THE INTERIOR AND I WISH YOU GOOD LUCK
!!!"
150 GOSUB940
160 IFC>RTHE630
170 Z=Z-1:IFZ=1PRINT"----- WARNING ----- YOU NEED A DRIN
K."
180 IFZ<0 THEN 880 ELSE P=P+1
190 X2=RND(10)+2.5:IFQ>0THEN510
200 IFF<4THEN250
210 C1=C1+X2:IFC1<CTHEN240
220 FORD=1T01000:NEXT:PRINT@512,CHR$(31);"
THE NATIVES HAVE CAPTURED YOU. CAMEL AND PEOPLE SOUP IS"
230 PRINT"THEIR FAVORITE DISH!!!":C4=7:GOSUB980:GOTO 840
240 PRINT"THE NATIVES ARE";C-C1;"MILES BEHIND YOU"
250 IF C=0 THEN 260 ELSE PRINT@101,C;"DOWN -";R-C;"TO GO.";
260 IFT<1THENC4=10
270 GOSUB980:GOSUB950:T2=1:PRINT@38,"ENTER YOUR COMMAND";
280 Y$=INKEY$:IFY$<>"":THEN290ELSEPRINT@58,CHR$(140);:FORD=1T0100
:NEXT:PRINT@58,CHR$(128);:FORD=1T0100:NEXT:GOTO280
290 IF ASC(Y$)<49 OR ASC(Y$)>54 THEN 280 ELSE Y=VAL(Y$)
300 FORD=1T0200:NEXT:PRINT@56," ";:PRINT@512,CHR$(31);
310 ON Y GOTO 460,340,380,410,430
320 T=RND(10):IFT<>1THEN740
330 C4=37:GOSUB980:PRINT@512,CHR$(31);"
HELP HAS FOUND YOU IN A STATE OF UNCONSCIOUSNESS.":S=3:Z=4:GOTO1
60
340 F=F+1:IFF=8THEN620
350 GOSUB 480
360 X1=RND(10):C=C+X1:C4=1:GOSUB980
370 PRINT@512,CHR$(31);"
YOUR CAMEL LIKES THIS PACE":GOTO 160
380 F=F+3:IFF>7THEN620
390 GOSUB 480:X1=2*RND(10):C=C+X1:C4=22:GOSUB980
400 PRINT@512,CHR$(31);"
YOUR CAMEL IS BURNING ACROSS THE DESERT SANDS":PRINT:GOTO 160
410 C4=10:GOSUB980:PRINT@512,CHR$(31);"
YOUR CAMEL THANKS YOU!"
420 F=0:GOTO170
430 PRINT"
YOUR CAMEL HAS ";7-F;" GOOD DAYS LEFT."
440 PRINT"YOU HAVE ";S;" DRINKS LEFT IN YOUR WATER-BAG."
450 PRINT"YOU CAN GO ";Z;" COMMANDS WITHOUT DRINKING.":GOTO170
460 S=S-1:C4=31:GOSUB980:IFS<0PRINT@512;:GOTO740
470 PRINT@512,"
BETTER WATCH FOR A WATER-HOLE !":Z=4:GOTO260
480 A=RND(100):IFA>5THEN600
490 C4=4:GOSUB980
500 PRINT@512,"WILD TRIBESMEN HIDDEN IN THE SAND HAVE CAPTURED Y
OU.
LUCKILY THE LOCAL ELDER HAS AGREED TO THEIR RANSOM
DEMANDS ..... BUT ..... WATCH FOR THE NATIVES!!!
YOU HAVE A NEW CHOICE OF SUB-COMMANDS :
"
510 PRINT"#7 ATTEMPT ESCAPE --- ";

```

```

1180 C$(24)=L6$+CHR$(130)+CHR$(173)+CHR$(144)+CHR$(160)+CHR$(158
)+CHR$(129)+L4$+L7$
1190 C$(25)=CHR$(128)+CHR$(191)+CHR$(143)+CHR$(131)+CHR$(131)+CH
R$(143)+CHR$(191)+L4$+CHR$(160)+STRING$(3,176)+CHR$(184)+CHR$(18
8)+CHR$(148)+L3$
1200 C$(26)=CHR$(128)+CHR$(191)+CHR$(188)+CHR$(176)+CHR$(176)+CH
R$(188)+CHR$(191)+L3$+CHR$(176)+CHR$(189)+CHR$(188)+CHR$(188)+CH
R$(190)+CHR$(176)+CHR$(187)+CHR$(191)+CHR$(148)+L2$
1210 C$(27)=L9$+CHR$(130)+CHR$(170)+CHR$(181)+L2$+CHR$(170)+CHR$(
181)+L5$
1220 C$(28)=L4$+"CONGRATULATIONS!"+L3$+C$(29)=C$(28)+C$(30)=C$(2
8)
1230 C$(31)=L6$+STRING$(8,191)+CHR$(189)+CHR$(176)+CHR$(144)+L6$
1240 C$(32)=L6$+STRING$(8,191)+CHR$(159)+CHR$(131)+CHR$(145)+L6$
1250 C$(33)=L8$+L8$+CHR$(132)+L6$
1260 C$(34)=L5$+L5$+CHR$(170)+L6$+L6$
1270 C$(35)=L5$+CHR$(186)+CHR$(144)+L6$+CHR$(176)+CHR$(188)+
CHR$(176)+L2$
1280 C$(36)=L6$+CHR$(180)+CHR$(176)+CHR$(176)+CHR$(188)+CHR$(190
)+CHR$(188)+CHR$(188)+CHR$(176)+CHR$(188)+CHR$(188)+STRING$(3,12
8)+CHR$(191)+L3$
1290 C$(37)=L1$
1300 C$(38)=L4$+CHR$(160)+CHR$(176)+L3$+STRING$(5,176)+CHR$(144)
+CHR$(128)+CHR$(144)+CHR$(176)+CHR$(176)+L3$
1310 C$(39)=L4$+CHR$(170)+CHR$(191)+STRING$(3,188)+STRING$(5,191
)+CHR$(189)+CHR$(188)+CHR$(191)+CHR$(189)+CHR$(191)+L3$
1320 C$(40)=L1$
1330 C$(41)=L7$+CHR$(176)+CHR$(188)+STRING$(3,191)+CHR$(188)+CHR
$(176)+CHR$(128)+CHR$(188)+CHR$(191)+CHR$(140)+L5$
1340 C$(42)=L5$+STRING$(5,131)+CHR$(191)+CHR$(179)+CHR$(179)+STR
ING$(4,131)+L6$
1350 C$(43)=L9$+CHR$(160)+CHR$(128)+CHR$(179)+CHR$(128)+CHR$(144
)+L9$
1360 C$(44)=L8$+CHR$(184)+CHR$(143)+CHR$(189)+CHR$(176)+CHR$(190
)+CHR$(143)+CHR$(180)+L8$
1370 C$(45)=L8$+CHR$(139)+CHR$(191)+CHR$(183)+CHR$(179)+CHR$(187
)+CHR$(191)+CHR$(135)+L8$
1380 C$(46)=L4$+STRING$(15,188)+L4$
1390 R2=RND(9)+9:C$(47)=L4$+CHR$(191)+CHR$(191)+L4$
1400 C$(48)=L4$+STRING$(15,143)+L4$
1410 C$(49)=L6$+STRING$(9,176)+CHR$(144)+L5$
1420 C$(50)=L6$+CHR$(191)+L5$
1430 C$(51)=L6$+STRING$(4,131)+CHR$(171)+CHR$(151)+STRING$(3,131
)+CHR$(129)+L5$
1440 RETURN

```

\*\*\*\* L2/16K FORMATION \*\*\*\*

TRS-80/SYSTEM-80

00100 DELAY EQU 0050H ; DELAY LOOP  
00200 AMTDLY EQU 1300H ; AMOUNT OF DELAY

```

830 PRINT"TURKEYS SHOULD FLY, NOT RIDE CAMELS":C4=40:GOSUB980
840 PRINT@960,"WANT A NEW CAMEL AND A NEW GAME ";
850 K$=INKEY$:IF K$="" THEN850
860 IF K$="Y" THEN T2=C:GOTO120ELSE870
870 IF K$"<"N" THEN850ELSE890
880 PRINT@512,"YOU DIED OF DEHYDRATION ..... DIDN'T DRINK ENOUGH
H.":GOTO740
890 FOR C2=1TO10
900 CLS:PRINTCHR$(23):PRINT"....."
910 PRINT"CHICKEN!!"
920 PRINT"....."
930 FOR D=1TO500:NEXT:END
940 Z=4:S=C:C1=0:Q=0:F=0:P=0:RETURN
950 FOR C2=15527TO15549:POKEC2,131:POKEC2+256,176:NEXTC2
960 FOR C2=15526TO15782STEP64:POKEC2,191:POKEC2+24,191:NEXTC2
970 RETURN
980 PRINT@231,C$(C4);:PRINT@295,C$(C4+1);:PRINT@359,C$(C4+2);
990 RETURN
1000 L1$=STRING$(23,128):L2$=STRING$(2,128):L3$=STRING$(3,128):L
4$=STRING$(4,128):L5$=STRING$(5,128):L6$=STRING$(6,128):L7$=STRIN
G$(7,128):L8$=STRING$(8,128):L9$=STRING$(9,128)
1010 C$(1)=L9$+CHR$(160)+CHR$(176)+CHR$(176)+CHR$(128)+CHR$(128)
+CHR$(191)+CHR$(143)+CHR$(141)+L6$
1020 C$(2)=L7$+CHR$(160)+CHR$(184)+STRING$(3,191)+CHR$(189)+CHR$(
176)+CHR$(159)+L8$
1030 C$(3)=L7$+CHR$(129)+CHR$(170)+CHR$(181)+CHR$(128)+CHR$(128)
+CHR$(170)+CHR$(181)+L9$
1040 C$(4)=L1$+C$(5)=L1$+C$(6)=L1$
1050 C$(7)=L8$+CHR$(182)+CHR$(140)+CHR$(185)+CHR$(160)+CHR$(156)
+CHR$(188)+CHR$(172)+CHR$(144)+L7$
1060 C$(8)=L5$+CHR$(172)+CHR$(188)+CHR$(176)+CHR$(176)+CHR$(191)
+CHR$(176)+CHR$(176)+CHR$(179)+CHR$(191)+CHR$(179)+CHR$(176)+CHR
$(188)+CHR$(156)+L5$
1070 C$(9)=L6$+CHR$(139)+CHR$(143)+CHR$(191)+STRING$(5,143)+CHR$(
191)+CHR$(143)+CHR$(135)+L6$
1080 C$(10)=L1$+C$(11)=C$(1):C$(12)=C$(2)
1090 C$(13)=L9$+CHR$(160)+CHR$(176)+CHR$(144)+L5$+CHR$(176)+CHR$(
188)+CHR$(188)+CHR$(179)+CHR$(155)+CHR$(191)
1100 C$(14)=CHR$(160)+CHR$(140)+CHR$(176)+CHR$(140)+CHR$(144)+L2
$+CHR$(160)+CHR$(184)+STRING$(3,191)+CHR$(189)+CHR$(176)+CHR$(17
6)+CHR$(188)+CHR$(143)+CHR$(131)+L2$+CHR$(130)+CHR$(128)+CHR$(19
1)
1110 C$(15)=CHR$(129)+CHR$(128)+CHR$(191)+CHR$(128)+CHR$(130)+L2
$+CHR$(129)+CHR$(170)+CHR$(181)+L2$+CHR$(170)+CHR$(181)+L2$+CHR$(
176)+STRING$(4,188)+CHR$(176)+CHR$(191)
1120 C$(16)=L6$+"R . I . P ."+L4$
1130 C$(17)=L8$+CHR$(160)+CHR$(176)+CHR$(176)+CHR$(176)+L7$+CHR$(176)+L2$
1140 C$(18)=L4$+CHR$(160)+CHR$(176)+CHR$(176)+CHR$(184)+STRING$(
3,191)+CHR$(189)+CHR$(176)+CHR$(176)+CHR$(188)+CHR$(188)+CHR$(17
6)+CHR$(131)+CHR$(191)+CHR$(131)+CHR$(128)
1150 C$(19)=STRING$(23,191):C$(20)=C$(19):C$(21)=C$(19)
1160 C$(22)=L7$+CHR$(160)+CHR$(176)+CHR$(176)+L5$+CHR$(176)+CHR$(
188)+CHR$(188)+CHR$(176)+L4$
1170 C$(23)=L5$+CHR$(164)+CHR$(184)+STRING$(3,191)+CHR$(189)+CHR
$(176)+CHR$(176)+CHR$(188)+CHR$(143)+CHR$(131)+L7$

```



```

11300 CALL
11500 JP
11600 ;
11700 CONTRL
11800 CP
11900 CP
12000 CP
12100 CP
12200 CP
12300 CP
12400 CP
12500 CP
12600 CP
12700 JP
12800 ;
12900 ;
13000 ASYMBL
13100 LD
13200 ;
13300 ;
13400 REPLCE
13500 LD
13600 RET
13700 ;
13800 BACKSP
13900 DEC
14000 CALL
14100 JP
14200 ;
14300 DOWNAR
14400 LD
14500 ADD
14600 CALL
14700 JP
14800 ;
14900 FWDARR
15000 INC
15100 CALL
15200 JP
15300 ;
15400 TESTHI
15500 CP
15600 RET
15700 LD
15800 RET
15900 ;
16000 TESTLO
16100 CP
16200 RET
16300 LD
16400 RET
16500 ;
16600 CARRET
16700 CALL
16800 LD
ADD

TESTLO ; ARE WE BEYOND START OF SCREEN?
LOOP01

08H ; IS IT BACK ARROW?
Z,BACKSP
0AH ; IS IT DOWN ARROW?
Z,DOWNR
09H ; IS IT FORWARD ARROW?
Z,FWDARR
0DH ; IS IT CARRIAGE RET.?
Z,CARRET
1BH ; SHIFT UP ARROW?
Z,CLEAR
LOOP01

A,5FH ; TURN @ INTO CURSOR SYMBOL
SKIP01

A,(1Y) ; GET STORED CHARACTER
(HL),A ; PUT IT BACK ON SCREEN

REPLCE
HL ; MOVE POINTER BACK
TESTLO ; OVER START OF SCREEN?
LOOP01

REPLCE
DE,64D
HL,DE
TESTHI
LOOP01

REPLCE
HL ; INCREMENT SCREEN POINTER ONE LINE
DE,64D
HL,DE
TESTHI
LOOP01

REPLCE
HL ; INCREMENT SCREEN POINTER
; OVER END OF SCREEN?
TESTHI
LOOP01

A,H
40H ; GREATER THAN 3FFFH?
M
HL,ENDSCR ; IF SO, SET TO 3FFFH

A,H
3CH ; LESS THAN 3C00H?
P
HL,SCREEN ; IF SO, SET TO 3C00H

REPLCE
DE,64D
HL,DE ; MOVE POINTER UP ONE LINE

16900 LD
17000 AND
17100 LD
17200 CALL
17300 JP
17400 ;
17500 TAPE
17600 LD
17700 CALL
17705 CALL
17800 XOR
17900 CALL
18000 LD
18100 LD
18200 XOR
18300 SBC
18400 INC
18500 CALL
18600 LD
18700 CALL
18800 LD
18900 PUSH
19000 LD
19100 LOOP40
19200 CALL
19300 INC
19400 DJNZ
19500 POP
19600 LOOP41
19700 DEC
19800 JP
19900 LD
20000 CALL
20100 XOR
20200 CALL
20300 CALL
20400 SKIP40
20500 CP
20600 JR
20700 LD
20800 CALL
20900 LD
21000 CALL
21100 CALL
21200 LD
21300 CALL
21400 LD
21500 LD
21600 CALL
21700 LD
21800 CALL
21900 CALL
22000 JP
22100 WRTBTE
22200 LD

A,L
192D ; AND TO START OF THAT LINE
L,A
TESTHI ; NOT OVER END OF SCREEN?
LOOP01

CLS
HL,MESS6 ; CHECK RECORDER O.K.
DISPLY
GETVAL
A
RECON ; TURN ON RECORDER
HL,LAST
DE,FIRST ; SET TO BOUNDARIES OF PROGRAM
A
HL,DE ; NO OF BYTES TO MOVE
HL ; WRITE LEADER & SYNCH BYTE
A,55H
WRITE
B,06H
HL
HL,NAME ; PROGRAM NAME IS 'FORMAT'
A,(HL)
WRITE ; WRITE NAME TO TAPE
HL
LOOP40
HL ; DECREASE HL BY 256BYTES
M,SKIP40 ; LAST BLOCK IF MINUS.
A,3CH
WRITE
A
WRITE ; 256 BYTES IN BLOCK
WRTBTE ; WRITE THESE BYTES
LOOP41
A ; INCOMPLETE BLOCK
L
Z,SKIP41 ; IF L ZERO, NO BYTES LEFT
A,3CH
WRITE
A,L ; NO OF BYTES IN THIS BLOCK
WRITE
WRTBTE ; WRITE THESE BYTES
A,78H ; END OF TAPE DATA
WRITE
BC,BEGIN
A,C
WRITE ; WRITE OPERATIONAL START
; OF PROGRAM
A,B
WRITE
RECOF ; TURN OFF RECORDER
OPTION ; GO BACK FOR NEXT OPTION
B,A ; SAVE A
A,E

```





[illegible]

[illegible]

4A0F:	DD	E5	D1	13	C5	05	CA	1D	4A	13	13	13	18	F7	1A	6F
4A1F:	13	1A	67	13	1A	FD	77	01	C1	C9	FE	0A	CA	E0	49	FE
4A2F:	0A	CA	FE	49	FE	0D	CA	E0	49	FE	0B	CA	F3	49	FE	1F
4A3F:	CA	C7	4A	FE	1B	CA	3B	48	C3	B1	49	CD	DD	48	CD	6F
4A4F:	4B	21	00	3C	DD	36	00	00	DD	E5	D1	2B	23	CD	8F	4A
4A5F:	F2	3B	48	7E	FE	5F	CA	6A	1A	F1	DD	34	00	13	7D	
4A6F:	12	13	7C	12	13	3E	01	12	1A	3C	FE	F0	CA	5B	4A	12
4A7F:	23	CD	8F	4A	F2	3B	48	7E	FE	5F	CA	6A	C3	77	4A	
4A8F:	7C	FE	40	C9	3A	E8	41	D6	30	C9	C5	01	00	13	CD	60
4A9F:	00	7E	FD	77	00	36	8F	06	00	CD	2B	00	FE	00	C2	C5
4AAF:	4A	10	F6	FD	7E	00	77	06	00	CD	2B	00	FE	00	C2	C5
4ABF:	4A	10	F6	C3	4A	4A	C1	4A	C1	4A	CD	DD	4B	06	01	3E
4ACF:	77	04	2A	F9	40	ED	5B	B1	40	AF	E5	ED	52	F2	A7	19
4ADF:	E1	FD	5E	02	FD	56	03	13	13	13	13	13	13	13	FD	73
4AEF:	72	03	73	23	72	23	36	8B	23	36	20	23	E5	CD	OD	4A
4AFF:	D1	FD	4E	01	FD	7E	04	81	DA	40	4B	7E	FE	22	C2	15
4B0F:	4B	3E	5B	C3	2E	4B	FE	2C	C2	1F	4B	3E	5C	C3	2E	4B
4B1F:	FE	3A	C2	29	4B	3E	5E	C3	2E	4B	FE	5F	CA	3B	4B	OD
4B2F:	CA	3B	4B	12	13	23	FD	34	04	C3	0A	4B	3E	2C	12	13
4B3F:	23	FD	34	04	D5	OD	7E	00	B8	F2	FC	4A	D1	AF	1B	1A
4B4F:	12	13	12	13	12	13	2A	F9	40	E5	21	F9	40	73	23	72
4B5F:	E1	2B	2B	1B	1B	73	23	72	DD	7E	00	B8	F2	CC	4A	C3
4B6F:	A5	49	20	08	0F	7D	20	52	45	43	4C	52	44	45	52	50
4B7F:	46	0B	09	8B	3C	15	A7	3C	02	A9	3C	02	0C	3D	1F	8C
4B8F:	3D	1F	0C	3E	1F	8C	3E	1F	0C	3F	05	8C	3F	0D	53	45
4B9F:	54	20	54	4F	20	42	4F	55	4E	44	52	49	45	53	20	
4BAF:	4F	46	20	50	52	4F	47	52	41	4D	18	47	06	09	5B	4F
4BBF:	52	09	41	7C	47	1F	09	53	42	43	09	48	4C	2C	4A	45
4BCF:	09	3B	4E	4F	20	4F	46	20	42	59	54	45	53	20	54	4F
4BDF:	20	4D	4F	56	45	E0	47	07	09	49	4E	43	09	48	4C	44
4BEF:	4B	26	09	43	41	4C	4C	09	4C	45	44	45	52	09	3B	57
4BF:	52	49	54	45	20	4C	45	41	44	45	52	20	26	20	53	59
4C0F:	4E	43	4B	20	42	59	54	45	A8	4B	09	09	4C	44	09	41
4C1F:	2C	35	35	48	0C	49	0B	09	43	41	4C	4C	09	57	52	49

\*\*\*\*\* L2/16K ORDERING PRIORITIES \*\*\*\*\*

TRS-80/SYSTEM-80

10 PRIORITIES

20 AFJ Bell 20/06/81

20 AFJ Bell 20/08/81  
30 '49 Hyde Park Rd. TRARALGON. 3844

- 44 Hyde Park Rd, KARARALGUN, 3844
- Uses 5.3 Kbytes including VLCBAS

```
40 *Uses 5.3 Kbytes including ULCBAS
50 CLS:IF PEEK(14312)<>63 THEN PRINT"I ineprinter not ready"
```

```

50 CLS:IF PEEK(14312)<<63 THEN PRINT "Lineprinter not ready":
60 PRINT CHR$(27):CHR$(65):POKE 16424,72:POKE 16425,0:|N=0

```

```

60 LPRINT CHR$(27);CHR$(6
70 CLEAR 1000:DEFINT A-Z

```

469F:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
46AF:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
46BF:	20	50	48	4F	4E	45	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
46DF:	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F	5F
46EF:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
46FF:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
470F:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
471F:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
472F:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
473F:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
474F:	4D	20	41	20	54	20	49	20	4F	20	4E	20	4E	20	2A	0A	43	4F							
475F:	50	59	52	49	47	48	54	20	31	39	38	32	20	44	41	56									
476F:	49	44	20	52	2E	20	47	52	49	47	47	0A	4F	0A	4F	50	54	54							
477F:	49	4F	4E	53	0A	0A	31	2E	20	4D	4F	44	49	46	59	20									
478F:	45	58	49	53	54	49	4E	47	20	46	4F	52	4D	0A	32	2E									
479F:	20	43	52	45	41	54	45	20	4E	45	57	20	46	4F	52	4D									
47AF:	0A	33	2E	20	53	54	4F	52	45	20	4E	45	57	4C	59	2D									
47BF:	43	52	45	41	54	45	44	20	46	4F	52	4D	0A	34	2E	20									
47CF:	46	49	4C	4C	20	45	58	49	53	54	49	4E	47	20	46	4F									
47DF:	52	4D	53	0A	35	2E	20	52	45	54	55	52	4E	20	54	4F									
47EF:	20	42	41	53	49	43	0A	00	21	3B	48	22	7A	41	21	B1									
47FF:	4C	AF	77	23	77	22	A4	40	23	77	23	F9	40	22	F8										
480F:	40	22	FD	40	FD	21	71	4B	3E	7D	FD	77	03	AF	FD	77									
481F:	02	C3	CC	06	46	4F	52	4D	41	54	49	53	20	52	45	43									

```

80 DIM SD$(12,3), HEAD$(4), PU$(3), OPTN$(9), I(12)
90 FOR L=0 TO 4:READ HEAD$(L):NEXT 'Sets headings etc
100 DATA PRIORITIES,Raw data,by Importance,by Feasibility,by Priority
110 FOR L=0 TO 3:READ PU$(L):NEXT
120 DATA "%"
130 CLS 'Sets & displays options
140 FOR L=1 TO 9:READ OPTN$(L):NEXT
150 DATA Display Instructions,Input Data,Echo Data
160 DATA Add Line(s),Change Line
170 DATA Order by Importance,Order by Feasibility
180 DATA Order by Priority, End
190 CLS:PRINT:PRINT CHR$(23) TAB(12)"Options":PRINT
200 FOR L=1 TO 9:PRINT L;" ";OPTN$(L):NEXT
210 PRINT:PRINT"What is your choice ?"
220 O$=INKEY$:IF O$="" GOTO 220
230 IF O$<"1" OR O$>"9" GOTO 220 ELSE OPTN=VAL(O$)
240 ON OPTN GOTO 250,310,450,470,480,580,610,640,670
250 CLS:PRINT:PRINT CHR$(23)
260 PRINT" This program will help to dec-";CHR$(13);"ide the relative priorities of";CHR$(13);"various activities."
270 PRINT" Please enter data as prompted.";CHR$(13);"You must press ENTER if the";CHR$(13);"cursor is showing. If a mistake";CHR$(13);"is made when entering data then";CHR$(13);"enter XXX as a activity name. To"
280 PRINT"finish entering data enter ZZZ ";CHR$(13);"as activity name."
290 PRINT:PRINT"Press any key when ready"
300 R$=INKEY$:IF R$="" GOTO300 ELSE GOTO 190
310 CLS:PRINT CHR$(23) 'Accepts data
320 GOTO 980
330 N=N+1:I(N)=N:IF N>12 PRINT"No more space":FOR L=1 TO 500:NEXT L:GOTO 190
340 INPUT"Activity name ";A$:SD$(I(N),0)=LEFT$(A$,25)
350 IF SD$(I(N),0)="XXX" THEN N=N-1:PRINT"Rewrite entry":GOTO 340
360 IF SD$(I(N),0)="ZZZ" THEN N=N-1:GOTO 190
370 PRINT"Importance ? ";
380 I$=INKEY$:IF I$="" GOTO 380
390 IF I$<"1" OR I$>"9" GOTO 380 ELSE PRINT I$:SD$(I(N),1)=I$
400 PRINT"Feasibility ? ";
410 F$=INKEY$:IF F$="" GOTO 410
420 IF F$<"1" OR F$>"9" GOTO 410 ELSE PRINT F$:SD$(I(N),2)=F$
430 SD$(I(N),3)=STR$(VAL(SD$(I(N),1))*VAL(SD$(I(N),2)))
440 PRINT:GOTO 330
450 CLS 'Echoes data
460 H=1:GOSUB 680:GOSUB 850:GOTO 190
470 CLS:PRINT CHR$(23)"Add more line(s)":GOTO 330
480 CLS:PRINT:PRINT CHR$(23)"Which line will you change";:INPUT C
490 INPUT"Activity name ";SD$(I(C),0)
500 PRINT"Importance ? ";
510 I$=INKEY$:IF I$="" GOTO 510
520 IF I$<"1" OR I$>"9" GOTO 510 ELSE PRINT I$:SD$(I(C),1)=I$
530 PRINT"Feasibility ? ";
540 F$=INKEY$:IF F$="" GOTO 540

```

## \*\*\*\*\* NEXT MONTH'S ISSUE \*\*\*\*\*

Next month's issue will contain at least the following programs plus the usual features and articles. An (80) after a program title indicates that the program will be for TRS-80 Model 1/3 or System 80/Video Genie. A (CC) indicates that the program will be for the TRS-80 Colour Computer and (Peach) that the program is for the Hitachi Peach.

## \*\* HAMBURGER (80) L2/16K \*\*

It is your job to make hamburgers. You have got some buns, eggs, salad and meat. The only trouble is that while you are trying to put the hamburgers together, a couple of aggressive sausages are trying to catch you. The bigger the hamburger, the bigger your score.

## \*\* XUSR SCREEN FILL SUBROUTINE (80) L2/4K \*\*

This very short but powerful subroutine gives you a new function that you can use within your own programs. With this program you can insert X=USR(N) where N is a number from 1 to 255 and the screen will fill with that character at machine language speed.

## \*\* WORLD CHAMPIONSHIP BOXING (CC) \*\*

If you ever felt like a punch-up with your computer, now's your chance. The computer controls one of the boxers and you control the other. If you don't want to get knocked out you better keep on the move - the computer will show no mercy!!

## \*\* OTHELLO (HP) \*\*

This is the same game, (different program and author though), as the one that appeared last issue for the Colour Computer. The game is played on an 8 x 8 board and you must outflank your opponent to flip his playing pieces to your colour.

## \*\* HIGH RESOLUTION SCREEN SCORE SUBROUTINE (CC) \*\*

This subroutine can be added to any basic program that requires a score display on a high resolution screen. The size of the score numbers and their position can easily be changed to suit your needs - all that has to be done to use the subroutine is to use the variable SC to contain your score and then call the subroutine.

## \*\* SYSTEM TAPE MAKER (80) L2/16K \*\*

Just for the Level 2 users, this utility gives your machine the ability to save any block of memory to tape, either from a BASIC program or from the command mode. All you have to do is type - SAVE name addr1 addr2 addr3. Where name is a six digit name, addr1 is the start address, addr2 is the end address and addr3 is the optional entry point.

## \*\* BLOCK GAME (HP) \*\*

This is a two player game in which each player controls a graphic line within a confined area. As each player's line moves, it gets longer and longer. You must try to force your opponent to run into the border - himself or you. The first player to hit something is the loser.

APPLICATION FOR PUBLICATION  
OF A PROGRAM  
IN MICRO-80

Date .....

To MICRO-80  
SOFTWARE DEPT.,  
P.O. BOX 145,  
MORPHETT VALE, S.A. 5162

Please consider the enclosed program for  
publication in MICRO-80.

Name .....

Address .....

Postcode .....

## \*\*\* CHECK LIST \*\*\*

Please ensure that the cassette or disk is clearly marked with your name and address, program name(s), Memory size, Level 1, II, System 1 or 2, Edtasm, System, etc. The use of REM statements with your name and address is suggested, in case the program becomes separated from the accompanying literature.

Ensure that you supply adequate instructions, notes on what the program does and how it does it, etc.

For system tapes, the start, end, and entry points, etc.

The changes or improvements that you think may improve it.

Please package securely — padbags are suggested — and enclose stamps or postage if you want your cassette or disk returned.

\*\*\*\*\* CASSETTE/DISK EDITION INDEX \*\*\*\*\*

The cassette edition of MICRO-80 contains all the applicable software listed each month, on cassette. For machine language programs copies of both the source and object file are provided. All programs are recorded twice. Level 1 programs can only be loaded into a Level 2 machine if the 'Level 1 in Level 2' program from the MICRO-80 Software Library - Vol. 1 is loaded first.

Note: System 80/Video Genie computers have had different tape-counters fitted at different times. The approximate start positions shown are correct for the very early System 80 without the volume control or level meter. They are probably incorrect for later machines. The rates for a cassette subscription are printed on the inside front cover of each issue of the magazine.

The disk edition contains all applicable programs which can be executed from disk. Level 1 disk programs are saved in NEWDOS format. Users require the Level I/CMD utility supplied with NEWDOS+ or NEWDOS 80 version 1.0 to run them.

<u>SIDE 1</u>	<u>TYPE</u>	<u>I.D.</u>	<u>DISK FILESPEC</u>	<u>APPROX. CTR-41</u>	<u>START POSITION CTR-80</u>	<u>SYSTEM 80</u>
PRIORITIES	L2/16K	P	PRIOR/BAS	18	10	5
"	"	"	"	63	35	17
DESERT CHASE	L2/16K	D	DESERT/BAS	105	58	30
"	"	"	"	184	103	58
FORMATION	SYSTEM	FORMAT	FORMATION/CMD	257	144	84
"	"	"	"	281	157	92
FORMATION	EDTASM	FORMAT	FORMATION/EDT	304	170	103
<u>SIDE 2</u>						
FORMATION	EDTASM	FORMAT	FORMATION/EDT	18	10	5
OTHELLO	COCO	O	-	170	95	-
"	"	"	-	193	108	-
TOWER OF HANOI	COCO	T	-	215	120	-
"	"	"	-	237	133	-
TOWER OF HANOI	HITACHI	TOWERS	-	261	146	-
"	"	"	-	323	181	-
REGISTER DISPLAY	HITACHI	REG/BAS	-	330	213	-
"	"	"	-	391	219	-

TO:  
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
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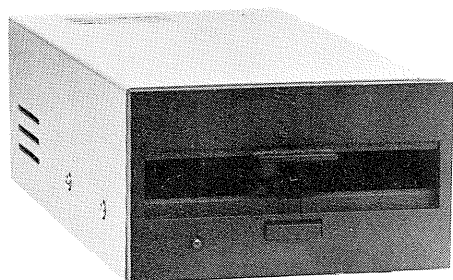
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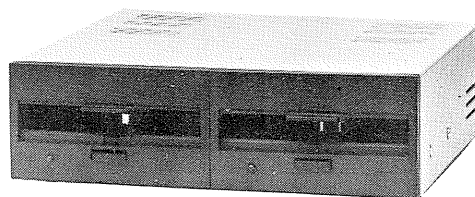
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1 x MPI B92	80	2	400K	3.4	\$799	\$107.95
<b>DRIVE 1</b>						
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MPI B92 80 track, dual-head, 400K	\$619	\$5.00	Two drive cable	\$39
Separate, dual-drive power supply	\$85	\$8.00	Four drive cable	\$49
			DOSPLUS 3.4	\$149.95
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## LEVEL 2 ROM ASSEMBLY LANGUAGE TOOLKIT by Edwin Paay FOR TRS-80 MODEL 1, MODEL 3 AND SYSTEM 80/VIDEO GENIE

This is a new package consisting of two invaluable components:

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- **DEBUG**, a machine language disassembling debugging program to speed up the development of your own machine language programs. DEBUG is distributed on a cassette and may be used from disk or cassette.

Part 1 of the ROM REFERENCE manual gives detailed explanations of the processes used for arithmetical calculations, logical operations, data movements etc. It also describes the various formats used for BASIC, System and Editor/Assembly tapes. There is a special section devoted to those additional routines in the TRS-80 Model 3 ROM. This is the first time this information has been made available, anywhere. Differences between the System 80/Video Genie are also described. Part 1 is organised into subject specific tables so that you can quickly locate all the routines to carry out a given function and then choose the one which meets your requirements.

Part 2 gives detailed information about each of the routines in the order in which they appear in the ROM. It describes their functions, explains how to use them in your own machine language programs and notes the effect of each on the various Z80 registers.

Part 2 also details the contents of system RAM and shows you how to intercept BASIC routines. With this knowledge, you can add your own commands to BASIC, for instance, or position BASIC programs in high memory — the only restriction is your own imagination!

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