

EXATRON DOMESTIC SOFTWARE PRICE LIST
AND DESCRIPTIONS OF PROGRAMS FOR THE TRS-80, MODEL I
AND THE EXATRON STRINGY FLOPPY

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Note: Unless otherwise indicated, all programs will run on a Level II, 16K system, with at least one ESF.

Prices and availability subject to change without notice

I. PRICE LIST GENERAL PROGRAMS

<u>NAME OF PROGRAM</u>	<u>SUPPLIER/AUTHOR</u>	<u>PRICE</u>	<u>CAT.#</u>
<u>BUSINESS</u>			
Checkbook Genie	ESF/M.N. Kidder	29.95	146
Electric Pencil 2.0z	Shrayer/Hassell	59.95	107
Electric Spreadsheet 16K	ESF/Dan Haney	44.95	173
Electric Spreadsheet 48K	ESF/Dan Haney	69.95	160
File Management System I	ESF/M.N. Kidder	19.95	125
FMS File Formatter	ESF/M.N. Kidder	10.00	138
Patchword for Scripsit	Discovery Bay/Phil Pilgrim	9.95	133
Scriplus	Rostek/Roger Junk	15.95	110
Small Bus Bookkeeping	DHU-GLAS/Roger Robitaille	24.95	147
Type Right Secretary	ESF/Duncan Pitman	24.95	174
Small Home Business Prog.	ESF/ Fred Blechman	25.00	179
Stringy Mailing System	ESF/Bob Sexton	99.95	181
Real Estate Investment	ESF/Bob Sexton	24.95	184
Technical Word Processor	ESF/Jim Milgram	99.50	189

LANGUAGES

ESF Forth	ESF/Vern Tallman	45.00	127
(two programmed wafers; manual; Z-80 assembler listing; each 15.00)			
Level III BASIC	Microsoft	49.50	112
SLIC, A Structured Language RTG Data Systems		50.00	144
Patch to RS Tiny Pascal	ESF/L.S. Preston	9.95	183

TUTORIALS

Level III Demo Program	ESF/Bill Burnham	9.95	130
Morse Code Trainer	Discovery Bay Software	9.95	135

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EXATRON DOMESTIC SOFTWARE PRICE LIST
AND DESCRIPTIONS OF PROGRAMS FOR THE TRS-80, MODEL I
AND THE EXATRON STRINGY FLOPPY

NAME OF PROGRAM	SUPPLIER/AUTHOR	PRICE	CAT.#
<u>UTILITIES</u>			
@Freeze	ESF/Dr. L. Wang	9.95	141
Adv Programmer's Guide	ESF/Dr. L. Wang	9.95	113
BASIC Auto-Run	ESF/Ray Czajka	7.95	148
Bowling League Records	ESF/Rev. R.W. Beebe	14.95	180
Data I/O Autoload	ESF/M.N. Kidder	5.00	170
Disassembler 1.2	Misosys/Roy Soltoff	15.00	139
ESF-80 Monitor 4.0	ESF/Vern Tallman	9.95	192
ESOS 2.4	ESF/Tom Wheeler	35.00	169
Gen Purpose DB Mgmt Prog	ESF/M.N. Kidder	9.95	172
Hex-Dex	ESF/Bill Burnham	7.95	145
OMNI Key	Discovery Bay Software	19.95	114
Patch to RS ESTASM	ESF/ David Purdue	11.95	106
R.S. U/L Conversion Patch	ESF/M.N. Kidder	3.95	136
Telephone Dialer	Blechman Enterprises	10.00	149
Think Big + Bulletin Board	ESF/BILL BURNHAM	9.95	129
What's On It?	ESF/M.N. Kidder	9.95	142
Zap & Dump	ESF/M.N. Kidder	9.95	109
Super Label Maker 48K	ESF/Bill Burnham	9.95	182
Easy Does It - 48K	ESF/Bill Burnham	24.95	185
Pch to Crown M/P ROM116 v.1.3	Jim Sladek	7.95	190
Pch to Crown M/P ROM116 v.1.4	Jim Sladek	8.95	191
Print Buffer	ESF/Thomas Fisk	9.95	193
Sargon II Patch	ESF/William Chan	9.95	194
ESFIDX	ESF/N. L. Owen	19.95	196
Crossword	ESF/Philip Pilgrim	8.95	198
KISS	ESF/Kenneth Paschen	14.95	199

II. PRICE LIST, GAMES, LISTED ALPHABETICALLY

Air Defense Command	ESF/Bill Burnham	8.95	132
Android Nim W/sound	80 US/Leo Christopherson	14.95	151
Beewary W/sound	80 US/Leo Christopherson	14.95	152
Concentration	80 US/Richard Taylor	9.95	153
Cribbage	ESF/Jim Howell	9.95	154
Galactic Empire	DHU-GLAS/Doug Carlston	15.00	155
Galactic Trader	DHU-GLAS/Doug Carlston	15.00	156
Galactic Revolution	DHU-GLAS/Doug Carlston	15.00	158
Galactic Trilogy	DHU-GLAS/Doug Carlston	41.00	157
GOMOKU	Discovery Bay Software	9.95	134
Lying Chimps	80 US/Roy Groth	9.95	159
'Round the Horn	DHU-GLAS/George Blank	10.00	161
Scramble	80 US/Richard Taylor	9.95	162
Snake Eggs W/sound	80 US/Leo Christopherson	14.95	163
Taipan	DHU-GLAS/Art Canfil	10.00	164
The Great Race	80 US/Scott Carpenter	9.95	165
TRS-80 Opera	80 US/Richard Taylor	9.95	166
Word Challenger	80 US/Richard Taylor	9.95	167

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

106 PATCH TO RS EDITOR ASSEMBLER ESF/DAVID PURDUE 11.95

This is an enhanced version of the original patch by David Purdue. This program is used to modify the RADIO SHACK EDITOR ASSEMBLER (EDTASM) so that it may be SAVE(d) on and used with the ESF. In this version of the patch, both the SOURCE and OBJECT CODES may be SAVE(d) to and LOAD(ed) from wafer. This wafer contains patches for both versions 1.1 and 1.2 as well as Series 1, version 1.0 of EDTASM.

107 ELECTRIC PENCIL 2.02 SCHRAVER/HASELL 59.95

Michael Shrayer's ELECTRIC PENCIL is one of the most popular word processors in the world. This is the totally new version, with built-in Stringy Floppy commands, as well as cassette operation.

All known "bugs" have been eliminated, several new features have been added, and the price has been dropped to only \$59.95 for the Model I or Model III version.

All existing Electric Pencil files can be used by this version, and it can also read Scripsit files. The 128-page manual was written by Harvard Pennington (of Disk & Other Mysteries fame), and anyone can learn to use the program in a few hours.

New features include saving of print parameters, separate print and control menus, three built-in print drivers, display of system status, and a multi-key type-ahead buffer.

109 ZAP & DUMP ESF/M.N. KIDDER 9.95

These two machine language utility programs may be used to display and modify memory in a 16K to 48K, TRS-80 Model I.

The display is a hexadecimal and ASCII notation. The arrow keys are used to direct the program to display any area in memory and to position the cursor over the displayed memory of any byte which may then be modified. New data is entered in memory simply by typing over the old data on the display.

These are excellent programs for the person who understands hexadecimal representation of memory and wants an easy and efficient way to view and/or modify data in memory.

110 SCRIPPLUS ESF/ROGER JUNK 15.95

SCRIPPLUS is an enhancement program for SCRIPSIT(c) which enables you to exercise any of the special functions, features, and print formats of your printer while your document is being printed. For example, you can change to expanded print, change the number of characters per inch, and even underline with most dot-matrix printers. Although designed especially for the dot-matrix printers, SCRIPPLUS will work with any printer that is being used with the TRS-80 to print out BASIC programs, etc. If it has special control functions, SCRIPPLUS can command them!

In addition, programs in high memory are protected from intrusion by the text buffer, "END" returns to READY instead of reinitializing the system, and custom printer driver are supported (not included).

NOTE: You must have SCRIPSIT(c) already patched to wafer with PATCHWORD (catalog #133) before using SCRIPPLUS.

112 LEVEL III BASIC MICROSOFT/BILL GATES 49.50

This program is a powerful enhancement to LEVEL II BASIC. It supplies to the programmer the functions of ADVANCED GRAPHICS, AUTOMATIC LINE RENUMBERING, SHIFT-KEY ENTRIES, LINE INPUT INSTRUCTION, 10 USER-DEFINED ROUTINES, HEX and OCTAL CONVERSIONS, and all other features of DISK BASIC that are not file management commands. As an example, for advanced graphics, a LINE statement permits drawing lines or boxes by specifying two points on the screen. GET\$ and PUT\$ statements make it possible to save graphics arrays from the screen and reload them later. Shift key entries make it possible to enter any command, statement, or other string of up to 15 characters by pressing the SHIFT key and a letter (A-Z) at the same time. LINE INPUT allows programs to accept commas and other punctuation as user responses. Many other useful functions are included.

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

113 ADVANCED PROGRAMMER'S GUIDE ESF/DR. L.WANG 9.95

If you have gone through the ESF USERS MANUAL carefully and wish to know more about how the ESF and its DATA FILES software can be used in machine language programs, then the 52-page Advanced Programmer's Guide is the next step. It shows how to use the ESF within a machine language program. The manual contains chapters on saving memory on wafer and loading memory from wafer. The memory saved or loaded may contain a BASIC program, a machine language program, data files, a dump of the video screen, or any other type of memory contents.

Program overlays and chaining programs are covered. Source code listings are given for the Stringy Floppy firmware and for the ESF Data Files I/O 4.1A program.

114 OMNI-KEY ESF/DISCOVERY BAY 19.95

In its standard configuration, OMNI-KEY provides the following functions: 1) Completion of the Level II control key feature, 2) keyboard debouncing, 3) autorepeat on all keys, 4) selectable upper/lower case shifting and lower case display driver, 5) single-keystroke input of BASIC keywords, 6) a one-key user-definable macro facility, and 7) a screen-oriented program editor. OMNI-KEY also includes the means for integrating separately recorded additions as they become available. Although written in machine language, OMNI-KEY loads and saves as a BASIC program and protects itself in upper memory, eliminating the need to set MEMORY SIZE.

125 FILE MANAGEMENT SYSTEM I (FMS) ESF/M.N.KIDDER 19.95

FMS is a DATA BASE SYSTEM which enables the user to enter and organize DATA according to his own needs. It requires a 16K or larger system and is written in BASIC. The user can define up to NINE FIELDS OF INFORMATION pertaining to each RECORD. Each FIELD may be ALPHABETIC, INTEGER NUMERIC, OR PRECISION NUMERIC. After the fields and their lengths have been established, the program allocates the amount of memory needed so as to make possible the maximum number of records. It then reports the number of records which can be entered.

COMMANDS in the system include ADD, CHANGE, DELETE, EXTEND, FIND, HIDE, JUSTIFY, LIST, MAP, NEW, PRINT, QUIT, RANGE, SORT, TOTAL, VALUE, and WRITE. Numeric columns can be totaled. DATA may be selected within specified RANGES. OUTPUT may be formatted for printing in a variety of ways. Fields may be placed in any order on a line and spaced as desired. Numeric fields may be lined up vertically, with or without a dollar sign or a decimal point. DATA may be saved on wafer and reloaded later. THIS IS AN EXCEPTIONALLY CAPABLE PROGRAM.

127 ESF FORTH ESF/VERN TALLMAN 45.00

This version of the FORTH language has been translated from the FORTH Interest Group 8080 FIG-FORTH and adapted for use in a 16K Level II machine with one or more ESF drives. The FORTH language contains a nucleus of commands and functions which may be combined to create new commands. The user may actually tailor the language to meet his own program needs. Editing and compilation facilities allow generation of fast, compact code. The manual contains examples of FORTH programs as well as the FORTH glossary. The program wafer, manual, and a Z-80 Assembly Listing each costs \$15.00, if purchased alone.

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

129 THINK BIG + Bulletin Board ESF/BILL BURNHAM 9.95

This is a three-part chained program that gives the programmer a library of large letters, numbers, and symbols that he can use in his own programs. The normal BIG LETTER size covers 4x7 ordinary print rectangles. All coding has been done for the characters. The programmer simply chooses those characters he wants in his program and then deletes the rest. The program is completely self-documenting. It comes on a 50' wafer and requires a 16K machine.

130 LEVEL III DEMO PROGRAM ESF/BILL BURNHAM 9.95

This is a five-part chained program that explains and demonstrates some of the outstanding features of LEVEL III. This program will only work with the LEVEL III software by MICROSOFT.

133 PATCHWORD DISCOVERY BAY/ PHIL PILGRIM 9.95

This is a program for converting the cassette version of Radio Shack's SCRIPSIT for use with the ESF. It provides for certifying wafers and saving text on wafers. In loading text from wafer, it may replace prior text or may be appended to existing text if adequate memory is available to do this.

This program does not provide the capability of transferring to wafer, text files which were previously saved on cassettes.

135 MORSE CODE TRAINER DISCOVERY BAY SOFTWARE 9.95

MORSE is a practice and tutorial program for learning Morse code. Using the computer's cassette AUX output, the program sends code characters through any audio amplifier or speaker. MORSE gives the user a choice of six lessons, from a beginner's introduction to a 35 wpm speed drill. Its interactive nature pinpoints trouble spots enabling rapid mastery of the code.

136 R.S. U/L CONVERSION PATCH ESF/M.N. KIDDER 3.95

This is the software driver needed to activate you upper/lower case hardware modification. It will activate either the Radio Shack or Electric Pencil type of hardware modification. It is used when you wish to display both upper and lower case characters on the screen. It is not required when using a word processor such as Electric Pencil or Scriptsit, as these word processors have an upper/lower case driver as a part of their program code.

138 FMS FILE FORMATTER ESF/M.N.KIDDER 10.00

This program lists the DATA FILE STRUCTURE and VARIABLES used for any particular FMS FILE. This information is needed in order to prepare REPORTS based on the DATA contained within that FMS FILE. It extends the usefulness of the FMS PROGRAM.

This program, written in machine language, will disassemble MACHINE CODE into ZILOG Z-80 MNEMONICS with SYMBOLIC LABELS. References preceding the START ADDRESS are output as EQUATES. All 16-bit references are generated as LABELS. OUTPUT can be directed to CRT, PRINTER, WAFER or AUDIO CASSETTE. A SOURCE TAPE is produced that is suitable for loading into the RS EDITOR ASSEMBLER for reassembly. Three versions are supplied on one wafer. They load at 4400H, 5400H, or 6400H. The program is fully compatible with the ESF PATCH to the RS EDITOR ASSEMBLER. The ESF version has been improved and expanded by the author over the cassette version.

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

141 @FREEZE

ESF/DR L.WANG

9.95

@Freeze is a powerful new utility program written by Dr. LiChen Wang. This remarkable program allows you to freeze the contents of your TRS-80 RAM memory, including the screen display, and save your program and data on the Exatron Stringy Floppy. You can later reload and continue from the exact place you "froze" your program. For example, if you are in the process of playing a game, you can save the machine state at any time and return to finish the game at a later date. It is also a very simple and powerful substitute for the data I/O program in many business applications.

142 WHAT'S ON IT

ESF/M.N.KIDDER

9.95

This is another powerful new utility program which will allow you to produce a catalog of the program and data which you have saved on a wafer. Every serious programmer should have a copy of this program which comes with extensive explanations.

144 SLIC, A STRUCTURED LANGUAGE

RTG DATA SYSTEMS

50.00

SLIC is a simple but powerful language which uses a small number of quickly-learned statements. Its name is an acronym for "structured language for interactive computation". It is a general purpose language, as is BASIC, and includes the same math functions as BASIC but with greater precision. SLIC encourages top-down design and structured programming, as does PASCAL, however, it is an interpreter rather than a compiler. This makes it easier to debug and modify a program and immediately re-run it. SLIC helps write easier-to-read, more reliable programs than does BASIC and is easier to learn than PASCAL. A self-teaching user's manual, "Structured Programming in SLIC" is included with each order or may be purchased separately for \$10.00. If bought separately, the full purchase price of the manual is applicable to a later purchase of the SLIC program on wafer.

145 HEX DEX

ESF/BILL BURNHAM

7.95

HEX-DEX is a program which converts HEXADECIMAL NUMBERS to DECIMAL and vice-versa. It gives a single READ OUT or will display a group of conversions from 0 TO 65535 (DECIMAL), OR 0000 TO FFFF (HEX). It displays on the screen or prints on a PRINTER in a formatted output. It comes on a 10' WAFER and requires a 16K machine.

146 CHECKBOOK GENIE

ESF/M.N. KIDDER

29.95

This program is designed to maintain, balance, and analyze checkbook records. It keeps a running bank balance. It has a one-character alpha or numeric code which allows 20 or more classifications of income or expense. Using one or more of these codes, checks can be selectively displayed or listed, starting with any desired check number. This saves time if the number of checks is large. The classification of check records can be changed with a single key stroke. By changing the classification code to zero for all checks that have not cleared the bank, deducting deposits not credited at the bank, and listing the non-zero records, the balance should agree with the bank statement.

The program provides an easy method for entering check records. It automatically increments check number and duplicates the date, if these entries are correct. Each record has 5 fields: Check number, Date, Amount, Classification, and Description. These records are converted by the program into DATA statements. This allows the records to be saved and retrieved along with the program itself. Check records can be changed, inserted, or deleted using the BASIC editor.

This program is written in BASIC and will hold between 400 and 500 check and deposit records in a 16K Level II system. With a 32K or 48K system, it has much larger capacity.

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

An abbreviated screen display for Checkbook Genie is as follows:

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-----
      1/03      500.00      500.00      * STARTING BALANCE
501  1/03      430.00      70.00      R OFFICE RENT
502  1/05      393.10      36.90      T PACIFIC TEL
      1/10      628.60      235.50      1 COMM REC'D

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CHECK NUMBER->
DATE ----->
AMOUNT ----->
CLASS ----->
DESCRIPTION ->

```

<--BLANK FOR DEPOSITS
USE <CLEAR> TO EXIT

<-- SPACE= XXXX

A=ADD C=CLASS E=EDIT L=LIST M=MODIFY P=PRINT Q=QUIT S=START

147 SMALL BUSINESS BOOKKEEPING DHU-GLAS/ROBITAILLE 24.95

This program is based on the DOME JOURNAL SYSTEM, as adapted for the TRS-80 by Roger Robitaille and for the ESF by Dustin Leer. Entries are primarily made from bank deposit detail and from checks written. A total of 58 accounts is provided for classification of income and expenses. Customization of accounts is possible if necessary. The system permits preparing statements based on entries made at each session of data input and for the period to date. Statements available are a List of Checks, a List of Expenses, by Category of Expense, and a Balance Sheet. All statements can be printed if desired. The number of entries that can be made depends on available memory and how often the books are closed. After closing, all accounts are summarized and statements prepared. The books are then reopened with new starting balances. Data are stored by using ESF Data Files I/O.

148 BASIC AUTO-RUN ESF/RAY CZAJKA 7.95

This program makes it possible to save a BASIC program and have it start running automatically when re-loaded later. It is not necessary to enter RUN. The program is in two parts and is self-documenting.

149 TELEPHONE DIALER BLECHMAN ENTERPRISES 10.00

AUTO DIALER II is a program to record frequently called PEOPLE and PHONE NUMBERS and enable them to be called with very brief instructions. It holds up to 500 NAMES in 16K. Instructions are included for building an inexpensive INTERFACE CIRCUIT which is needed for connection to the PHONE LINE. A TOLL CHARGE PROGRAM is included to keep track of charges; however, it is not connected to the telephone.

160 ELECTRIC SPREADSHEET 48K ESF/DAN HANEY 69.95

The 48K version of Electric Spreadsheet provides all of the capabilities of the 16K version (see Catalog No. 173) plus: an additional 20 operators (for a total of 70 operators versus 50 operators in the 16K version); the ability to revise the spreadsheet layout without retyping the entire problem (lines of columns can be added, deleted, exchanged, replicated, or moved to another location on the spreadsheet); histogram plots of two individual lines can be generated on the screen (the axes of the histogram are automatically labeled); Alphabetic information can be entered into data cells for special labels, headings or notes; lines or columns of data can be moved to remote storage in computer memory for later recall.

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

169 ESOS 2.4

ESF/WHEELER

35.00

ESOS 2.4 is an ENHANCED version of the original ESOS (1.4). It resides in less than 5K of memory and contains every feature of the original, plus many new statement types.

In the area of file handling improvements, ESOS 2.4 now verifies all SAVE(s), with three different modes of verify; AUTO-ON, AUTO-OFF, and manual, via LOAD?. Data I/O is still unbuffered, but is smoother than in the original ESOS. Reliability has been improved through several changes in file-handling routines. Wafers written by ESOS 1.4 are still compatible with ESOS 2.4. Program files may now be merged by using the MERGE command. Overall file handling is much quicker.

The Extended BASIC part of ESOS 2.4 contains many useful new functions: Program Renumber, Hex to Decimal (and its inverse) conversion, Flexible User-Defined functions, screen (or directory) dump to any line printer, and many others, to speed programming.

A complete upper-lower case "intelligent" driver is also included (supports Radio Shack U/L case mod.). BASIC programs can control this driver.

All of these features are in addition to the original ESOS features of Wafer Directory by Name, User passwords, etc.

A 40 page manual takes you step-by-step through all the features of the operating system, so that you can become confident in your use of ESOS 2.4.

ESOS 2.4 is designed to operate in as little as 16K; however, 32K or 48K is even better.

170 DATA I/O 4.1A WITH AUTOLOAD ESF/KIDDER

5.00

This program modifies DATA FILES I/O 4.1A so that, when saved as file 1 on a wafer, it will automatically call up a BASIC program that is file 2. The purpose is to assure loading of the data I/O file along with any program which requires it. It simplifies the process by loading both files with one command.

172 GENERAL PURPOSE DATA BASE MANAGEMENT TUTORIAL

9.95

ESF/M.N.KIDDER

This program contains examples of good programming practice and allows you to "easily" modify the program for your own special purpose use. If you have any interest in learning to write "Business or Data Base Programs", you should use this program as a starting point.

173 ELECTRIC SPREADSHEET-16K ESF/DAN HANEY

44.95

Electric Spreadsheet is Exatrons answer to VisiCalc. Electric Spreadsheet is a program that allows the TRS/80 Model 1, and the ESF, to be used as an assistant to perform complex calculations for which you would normally use a large spreadsheet, or worksheet. The program permits you to use the screen and keyboard the way you would use a paper and pencil. You have the equivalent of six pages with 20 columns and 28 lines, with up to 10 columns and 14 lines in view at any one time.

With Electric Spreadsheet it is possible to input data anywhere on the spreadsheet/screen simply by moving the cursor. When the cursor is in position, input the data. Then to add, subtract, multiply, divide, or accomplish any other operation, designate the operation at the appropriate location on the screen.

You don't have to be a programmer to use Electric Spreadsheet to its full capability. This program provides you with the ability to analyze and/or project almost anything which can be represented numerically.

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

174 TYPE RIGHT SECRETARY

ESF/DUNCAN PITMAN

24.95

Type Right Secretary is the first Word Processing Program expressly written for use with the ESF. It is designed for use with those TRS-80 keyboards that do not have an upper/lower case hardware modification. The program will convert the keyboard action to that of a typewriter (i.e. press the <SHIFT> key for upper case letters), however, all text whether upper or lower case will still be displayed as upper case on the screen. A method is provided to ascertain from the screen display which characters truly are upper case.

If you have an upper/lower case printer, the program will cause text printouts to be reproduced in upper/lower case as it was typed into the program. Type Right Secretary will work with a TRS-80 that has the upper/lower case hardware modification installed, but it will not work correctly if you attempt to activate the mod. with a software driver.

The Type Right Secretary Program has extensive text-editing capability (e.g. full cursor movement including roll and scroll; letter and line insertion, correction, and deletion; block and string movement and searches; and upper case text review).

Printing controls include: setting page length; pagination; right margin justification; and capability to print in upper case even if text was prepared in both upper and lower case.

The Type Right Secretary Program provides the user with the capability to leave the program to return to basic, enter commands in the command mode, and return to the program with or without loss of text at the users option.

179 SMALL HOME-BUS PROGRAMS

ESF/FRED BLECHMAN

21.00

These programs are designed for the smaller entrepreneur with no employees, operating a home-based business such as AMWAY, AVON, FULLER BRUSH, SHAKLEE, TUPPERWARE, Mail Order, Specialty Salesman, Insurance or Real Estate. These programs are designed for the TRS-80, Model I Level II, 16K BASIC. No disk is required, but an 80-column printer is needed for three of the programs. These programs include: 1) Speed-letter, a word processor; 2) 12 Column Ledger, an accounting program; 3) 3-Across Mailing Labels, a mailing list program; 4) Telephone Auto-Dialer/Timer; 5) Toll-Charge, a program to display the cost of a phone call in real time.

180 BOWLING LEAGUE RECORDS

ESF/REV R. BEEBE

14.95

This program is designed to enable you to maintain complete records for one or more bowling leagues. A league is defined as a group of teams playing each other in rotation over a period of many weeks.

The program does a number of things: (a) It computes the handicap for each player to use the following week; (b) It keeps a constant record of each player's average, total pinfall, number of strikes and spares, and his/her highest single game and three-game score; (c) It keeps a running record of each team's highest scores both with and without handicap, as well as each team's points won and lost; and (q) It ranks the teams in order based on the points won.

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

181 STRINGY MAILING SYSTEM ESF/BOB SEXTON 99.95

Written specifically for the Exatron Stringy Floppy, this program can be used as a conventional mailing list, but is designed for the small to medium sized business using direct mail as a prospecting and advertising method. The program features machine level data creation and editing, automatic computer created addresses, fast, single keystroke, data entry for general mailings and program control, and instructions for use with virtually any printer configuration. Memory conservation features are the use of program overlay, tokens for certain data entry and storage of a single address for multiple label printing in general mailings (as many as 1300 different labels have been printed with a list of less than 80 address entries - this was done in a 16K machine with one data load).

182 SUPER LABEL MAKER 48K ESF/BILL BURNHAM 9.95

This program provides the capability of printing up to five lines of text on a standard 3 1/2" X 15/16" mailing label. You can print special "Title Labels" that can be affixed to wafers for identifying program files, as well as printing mail and identifier labels for notebooks, file drawers, etc.

The number of characters printed per line is automatically set depending on which one of four different label print formats is selected. Supports UPPER/LOWER Case screen display. Will RUN in either Model I or Model III.

All text data can be saved as data files and loaded at a later date for printing more titles or labels with the same text and format. These data files may be SAVE(d) or read in the standard Data I/O format or by a method that does not require the use of the Data I/O program. This method will also verify the SAVE(d) data file.

183 PATCH TO R.S. TINY PASCAL ESF/L.S. PRESTON 9.95

PASPCB is a patch to the 32K version of Radio Shack's Tiny Pascal. This program provides for ESF storage and retrieval of source and P-code files. Also available is a command to print source code on a line printer.

184 REAL ESTATE INVESTMENT "SCRATCH PAD" ESF/BOB SEXTON 24.95

This program provides a five year real estate project, operating sales and return analysis for any property from single family to large apartments. It is unique in that any factor in the analysis can be changed at any time. Even load strategy can be changed in analysis midstream. The "WHAT IF" game can be played with instant answers. Provisions are made for entering local parameters where necessary and full or partial reports can be printed with the touch of a key.

This program is a must for anyone involved in any way with real estate investments.

185 EASY DOES IT - 48K ESF/BILL BURNHAM 24.95
Ver. 2

The ultimate in a screen display formatter. Create mixed text and graphic displays, in either 32 or 64 character mode. Save your displays as Panel File to ESF wafer or as printouts on your printer. All, or any portion of the display, can be saved as packed string code which may then be merged with other programs for fast or animated reproduction of the display. The string packing is done automatically by the program and uses variable names and resident line numbers designated by you.

This program has screen editing features similar to a word processor. Some examples are COPY, MOVE, INSERT, DELETE, etc. Graphics can be sketched on the screen using the full six pixel graphics block or you can select a single pixel sketching mode for fine detail work. Has print the screen to printer feature and supports UPPER/LOWER Case screen display. When ordering, please specify whether you want the Model I or Model III version.

Automatically draw circles, rectangles, and diagonals of any size, anywhere on the screen. Just tell the program what you want and it will figure out how to do it for you - !!EASY DOES IT!!

II. DESCRIPTION OF GENERAL PROGRAMS, BY CATALOG NUMBER

192 ~~ESF-80 MONITOR 4.0~~ ESF/VERN TALLMAN 9.95

This MONITOR makes it possible to load SYSTEM TAPES from cassettes if the programs do not exceed roughly 14K. It identifies the STARTING and ENDING ADDRESSES as well as EXECUTION ADDRESS of standard format SYSTEM programs and makes it easy to SAVE them on wafer. It also allows SYSTEMS TAPES to be copied back to cassette. Its standard function as a MONITOR include: to INSPECT and CHANGE MEMORY, to DISPLAY a MEMORY DUMP in HEX or ASCII CHARACTERS, to place a CONSTANT in MEMORY, to DISPLAY or ALTER REGISTERS, to SET and CLEAR a BREAKPOINT, and to EXECUTE a MACHINE LANGUAGE PROGRAM. It is relocatable in memory and requires slightly less than 2K of memory.

Commands to control the output to a parallel printer are included, as well as the ability to utilize an audio cassette, if desired.

IV. DESCRIPTION OF GAMES, BY CATALOG NUMBER

132 AIR DEFENSE COMMAND W/SOUND ESF/BILL BURNHAM 8.95

This game tests your skill as an anti-aircraft gunner utilizing flak bursts. It has a humorous rating system that will grade your performance. It is programmed for sound effects and has the option of talking if you have the TRS-80 voice synthesizer. It contains good action graphics and interesting comments throughout.

134 GOMOKU DISCOVERY BAY SOFTWARE 9.95

GOMOKU is the ancient Japanese board game of five-in-a-row played on a 9x9 grid. The object is to get five contiguous markers in a straight horizontal, vertical, or diagonal line before the computer does. It is a game of skill in which you play against a wily opponent, the computer.

151 ANDROID NIM W/SOUND 80 US/CHRISTOPHERSON 14.95

This is the game of NIM which has been animated by Leo Christopherson. It is one of the pacesetters among both graphics games and sound games for the TRS-80. It is an augmentation of the original game which did not include sound.

152 BEEWARY W/SOUND 80 US/CHRISTOPHERSON 14.95

This game matches a PERSISTENT BEE with a CUNNING SPIDER in a DUEL TO THE DEATH. The BEE must try to sting the SPIDER before the SPIDER can jump up and swallow him. The game has brilliant graphics and FANTASTIC SOUND.

153 CONCENTRATION W/SOUND 80 US/RICHARD TAYLOR 9.95

This is the game of CONCENTRATION. Prizes and positions change with each game. It has excellent sound effects.

IV. DESCRIPTION OF GAMES, BY CATALOG NUMBER

154 CRIBBAGE

ESF/JIM HOWELL

9.95

This program plays the standard six-card, two-player game of CRIBBAGE. The computer plays one of the two hands. The cribbage board is displayed at the top of the screen, so as to denote its holes and pegs. The scores are shown at the right of the board. Cards are represented as a rank followed by a suit. Thus, AS is the Ace of Spades, 4H is the four of Hearts, etc. Throughout the game the computer refers to its human opponent as "you" and to itself as "I" or "me".

155 GALACTIC EMPIRE

DHU-GLAS/CARLSTON

15.00

This is the first of three games which comprise the GALACTIC SERIES. Together they cover the life of one man as he endeavors to bring his galactic system under one unifying government of justice and protection.

In this first game you are commander of the Imperial Fleet, with the task of bringing the 19 planets of the galactic system under one government. Your home planet, Galactica, is neither the largest nor strongest of the competing powers. You must therefore plan your campaign with meticulous care. Attention must be paid to funding as well as the logistics of building and manning the massive space fleet that you will ultimately need to assure your success.

GALACTIC EMPIRE will run in 16K but will not permit use of ESF DATA FILES I/O. The SAVE GAME feature requires use of cassette for files. DATA FILES I/O is completely supported in 32K or 48K. Please state system size when ordering.

156 GALACTIC TRADER

DHU-GLAS/CARLSTON

15.00

This is the second in the GALACTIC SERIES. Your successful conquest of the galactic system has placed the Emperor, your former employer, in a quandary. Your fame, as past commander of the Star Fleet, worries him. Some of the views you expressed have caused him to remove you from power and force you into retirement, ostensibly with great honor. In reality, however, you have been given a small stipend and a ship in which you are consigned to life as an interplanetary trader. You know further, however, that if you can amass sufficient capital by your trading and avoid assassination by the Emperor's hirelings, you can obtain the resources needed to replace him by causing a revolution.

157 GALACTIC REVOLUTION

DHU-GLAS/CARLSTON

15.00

In the third and final GALACTIC episode, you may play against the computer or with two other persons as you try to cause a revolution that will depose the Emperor. You can create socio-economic changes on the planets within your sphere of influence. You can also seek economic sanctions or make war on those planets controlled by other forces. In this way, ultimately, you hope to cause a revolution. However, changes in the political structure of one planet have a far reaching effect on other planets, so beware.

Can you successfully use your resources and political abilities to lead a GALACTIC REVOLUTION? Only the computer knows.

158 GALACTIC TRILOGY

DHU-GLAS

41.00

The three games just described, GALACTIC EMPIRE, GALACTIC TRADER, and GALACTIC REVOLUTION can be obtained on one wafer, both for convenience and to save money.

159 LYING CHIMPS W/SOUND

80 US/ROY GROTH

9.95

This is a version of the old game of "I DOUBT IT" or "LIAR". You play with four CHIMPS who may lie or cheat. You must try to find the LIAR by observing the discards made by each. The CHIMPS must be truthful about the number of cards played, but not about the cards' RANK. GOOD LUCK! It has excellent animated graphics with sound.

161 'ROUND THE HORN

DHU-GLAS/GEORGE BLANK 10.00

This game is a test of your ability to sail your ship from New York to San Francisco during the Gold Rush years. 'ROUND THE HORN challenges you to better the sailing records of the three fastest Clipper Ships the world has ever known.

This is a solo or a three player game. You and one or two friends can battle the winds and currents and each other as you race your ships, the CHALLENGE, the CUTTY SARK, and the SURPRISE to California. "Beware the Doldrums!" And don't run into land, either. Many a good mariner has been shipwrecked on land or on the Antarctic Ice Shelf.

162 SCRAMBLE W/SOUND

80 US/ RICHARD TAYLOR 9.95

This game is similar to HANGMAN, but without the NOOSE. You must try to guess the SECRET WORD. Don't take too long, however, as there is a time limit. The game may be played by one or two players, using the vocabulary contained within the program or using words you put in yourself.

163 SNAKE EGGS W/SOUND

80 US/CHRISTOPHERSON 14.95

Based on BLACKJACK, this version has TALKING SNAKES who ARGUE with EACH OTHER. You are one SNAKE, trying to roll your EGG as far as you safely can. Your OPPONENT, (another SNAKE) is trying to beat you. If you roll your EGG too far, you will break it and lose automatically. Try to avoid "Scrambled Eggs". THEY LOSE! Great graphics, plus sound.

164 TAIWAN

DHU-GLAS/CANFIL

10.00

In the 1860's, the South China Seas swarmed with pirates and adventurers ready to chance the dreaded "TAI-FUNG", or Holy Hind, and the uncharted reefs and shoals of those treacherous waters. They sought to reap the generous rewards to be had in the silk and opium trade of the times.

TAIWAN puts you in the midst of this unique period of history. You have indebted yourself to a Chinese moneylender for a small ship and some operating capital. This gives you the wherewithal to ply the coast as a trader and seek to reap this golden harvest.

Can you successfully sail the turbulent seas, meet the challenges of the times, and become a wealthy man? Or will you succumb, as have so many, to pirates, storms, or faulty judgments?

Excellent graphics support this venture into a bygone age.

165 THE GREAT RACE W/SOUND

80 US/SCOTT CARPENTER 9.95

This game is based on the "MILLE BOURNES" card game. You and up to two other players, plus, if you wish, the computer try to finish this 600 MILE RACE first. Your opponents may try to stop you with FLAT TIRES or WRECKS, but you can do the same things to them. The program has OUTSTANDING GRAPHICS with real LIFE-LIKE CAR SOUNDS!

166 TRS-80 OPERA W/SOUND

80 US/RICHARD TAYLOR 9.95

This program includes five pieces of music. The sound is super and in multiple voices. The pieces include the "Lone Ranger's Theme" and "The William Tell Overture" among others.

167 WORD CHALLENGER W/SOUND

80 US/RICHARD TAYLOR 9.95

This game is similar to Television's "WHEEL OF FORTUNE". You try to guess the SECRET PHRASE. Each CONSONANT guessed incorrectly costs you a point. Each VOWEL that is wrong, however, costs you TEN POINTS. For one or two players. You can use the phrases contained in the program, or put in your own. Your number of guesses is limited.

V. ADDENDUM TO SOFTWARE CATALOG

We are constantly adding new programs to our software catalog. The addendum section is the place where we announce new or revised programs before they are incorporated into the appropriate section of the software catalog.

Programs which are revised or enhanced versions of existing programs, will be so noted. If you have an earlier version of such a program and wish to purchase the revised or enhanced version, you may do so by:

- 1) Paying the difference between the selling price of the "old" and "new" versions, plus
- 2) \$ 3.95 for the programmed wafer and \$ 3.00 shipping and handling, and
- 3) Providing proof of purchase of the "old" program. This proof of purchase may be the original wafer with the program label affixed, or a photo copy of the invoice you received when you purchased the program.

Following are the latest "new" or "revised" programs in our Software Catalog.

189 THE TECHNICAL WORD PROCESSOR (TWRP) ESF/JIM MILGRAM 99.50

This is a technical word processor, designed to be used with the EPSON MX-80 printer with GRAFTRAX. It does the things most other word processors do. You can write letters and reports with it. The editor has the usual desired features such as insert, delete, search and replace and block moves. It has some nice touches such as full screen editing. When printing out a document, it allows you to print even and odd page headers if desired. It does automatic page numbering, if desired, starting with any page number you want. You can specify page sizes, and even the amount of space desired, at the top and bottom of the page. You can right justify, preview the actual text output on the screen if desired, and define and use up to 60 special symbols. You can even design and print your own alphabets. Besides this, the program includes its own Greek Alphabet.

As a normal word processor, it is also extremely flexible. If you have the basic TRS-80 Model I without the lower case modification, and with only 16K of memory, it will work with it. But if you've got the works: lower case, speed-up modification, 48K of memory, it uses these options as well. With the basic system it gives you 8K of text buffer space, enough for more than 1500 words, or 4-5 pages of printed text. But with the full 48K of memory, it gives you 39K of space, almost 8000 words of text in memory at one time!! This is enough room for from 26-30 pages of text. However, if you need more, there are provisions for chain printing files.

Of course, you can change typefaces and margins within text. You can change tab stops and line spacing. You can center, display, and underline. You can use all the facilities normally available on the EPSON MX-80 printer. But if you need more....you can do serious technical typing with it. You can print superscripts and subscripts, diagrams, graphs, boxes...practically anything you can think of. You can print and define your own special symbols. You can also design symbols to be used at borders and, using a special command, repeat them as many times as desired. This can be used for just fooling around but, more seriously, it makes short work of things like indexes.

190 PATCH TO CROWN MICROPRODUCTS ROM-116 JAMES SLADEK 7.95

This is a program patch for replacing the general purpose and main text cassette routines in RTTY version 1.3 to ESF read/write routines. This modification also includes read/write of line/callsign buffers, display of read/write mode, exit read/write without ESF action, wafer verification and limited ESF error display.

Tape Mode is used limited due to the file number entry requirement after "write file" is executed.

V. ADDENDUM TO SOFTWARE CATALOG

191 PATCH TO CROWN MICROPRODUCTS ROM -116 RTTY VER 1.4C JAMES
SLADEK 8.95

This is a program that will supplement the cassette routines in RTTY Version 1.4C with ESF read/write routines without the reduction of any of the original program capabilities. This modification also includes read/write of the call sign and programmable line buffers, wafer verification, complete ESF error display and an @HELP display.

193 PRINT BUFFER ESF/THOMAS FISK 9.95

PRINT BUFFER is a program which can increase the throughput of your computer by eliminating the time wasted waiting for your printer to churn out pages of reports, listings, or anything else which you send to the printer. This is accomplished through a technique called "buffering". Buffering uses part of the computer's memory to store the output which is meant to go to the printer. Then, when the computer has extra time, this output is routed to the printer. During this whole process, you still have complete control of your computer, which allows you to go on processing or programming.

PRINT BUFFER should interest just about any user of the TRS-80 computer. Much time can be spent waiting for the printer to produce its output (especially with a 30 cps printer). With the Print Buffer Program, the person operating the computer can continue using the computer for processing or programming...without significantly slowing down the computer!

The Print Buffer Program only requires a TRS-80 computer with at least 16K of memory and, of course, a printer. The Print Buffer Program works with any Model of printer.

194 SARGON II PATCH ESF/WILLIAM CHAN 9.95

In addition to allowing transfer to wafer possible, the patch makes an already great program more enjoyable. When SARGON II is played at Level 3 or higher, computation time can range from minutes to even hours; the audio alert feature calls the user's attention to the computer whenever SARGON II finishes computation on a move. This same audio tone also gives the user a feedback whenever a keyboard entry is made. This way, the computer acknowledges the user's entries.

The user is free to watch television, read a book, or whatever, without the bother of checking the computer to determine when SARGON II finished computation. Should the user delve into serious deep analysis of a certain move, the video display may be switched off, leaving only the computer powered on; this helps to extend the life of the video display. Upon completion of such analysis, which could be as long as over night, the user will be notified to switch on video display for SARGON II's results.

196 ESFIDX ESF/N.L. OWEN 19.95

ESFIDX is a TRS-80 Level II program that reads ALL of the files on ALL of your ESF wafers and stores the information for future access and update. The free space available on each wafer is estimated and recorded. All you have to do is to assign a unique wafer name to each of the wafers in your library and ESFIDX will help you keep track of their contents. You can display your ESF INDEX contents alphabetized by wafer name, file name, or file type. You can also search for file names, search for available free space, and add/change/delete wafers and file names. All or part of any listing may be sent to the printer.

One ESF drive and at least 32K is required (printer optional).

197 FILE MANAGEMENT SYSTEM II ESF/Brad Kidder 80.00

The File Management System II Program along with the Exatron ESF Data I/O Program Ver. 4.1B will allow you to create files (collections of related information) defined for your application and to arrange the information in the file to create many different types of reports. It is a professional step up from FMS I, incorporating advanced data entry routines and fast machine language sorts.

V. ADDENDUM TO SOFTWARE CATALOG

The program provides the ability to:

- Define up to 14 fields per record. The fields can be string, integer, or single precision.
- Provide titles for each field. The title can be any length. However, it is best to keep them short. Titles do not appear in displayed or printed output.
- Add records to the end of a file.
- Change field data contained in any one or in all records in the file.
- Delete records in a file.
- Append records to the end of an in-memory file from another file, with the same definition, that is on an ESF wafer.
- Find selected records in a file. The selected records can be equal to, less than, or equal to or greater than a value specified in any one of the fields. The comparison for string fields can be based on the length of the value specified. Thus, all the records for all the people whose last name starts with K could be selected.
- Hide selected fields from being output to the display or printer.
- Right justify numeric fields. If the field is defined as a single precision field, the field can be formatted with a dollar sign and two decimal places or with 0 to 4 decimal places.
- List the file or selected parts of the file on the display screen.
- Map or format the fields of printed or displayed output.
- Read in an existing file from an ESF wafer.
- Leave (QUIT) the program and return (CONT) without losing the file data.
- Select the range of record numbers to be displayed, printed, or used with the FIND function.
- Sort the file on any field.
- Total any numeric field within the file for all the records or for a selected group of records.
- Write the file to ESF wafer in sorted order.
- Add a user command to the end of the program.

The File Management System II (FMS II) program is written in BASIC and is designed to run on a 16K LEVEL II Model I system. It was designed with the idea of getting the most function possible in the least amount of memory space. The file memory space is defined dynamically to create the maximum number of records for each file definition. Over 500 single field integer records could be created or more than 340 single field, single precision records could be created. About 21 name and address records will fit in a 16K system. Over 400 name and address records, or 1000 integer or single precision records will fit in a 48K system. The number of records containing string fields that can fit in memory is based on the length of the data in the string fields. The maximum number of records the file can contain is determined each time the file is read in from ESF wafer. It is based on the average string length per record when the file was written.

The FMS II program will write out control information in a file header, so that when the file is re-loaded all definition information (i.e. justify, hide, sort, total, and map) is returned.

198

CROSSWORD

ESF/PHILIP PILGRIM

8.95

CROSSWORD is a program for converting SCRIPSIT (tm) generated cassette files to Stringy Floppy (tm) files. These files will be compatible with the PATCHORD - modified version of SCRIPSIT.

199

14.95

KEYWORD INFORMATION STORAGE SYSTEM (KISS) ESF/KEN PASCHEN

This program allows you to use your computer as an information filing and retrieval system. This system is extremely easy to use, compared to other more sophisticated systems, because information can be stored without regard to format or special data routines.

Information is entered into memory in the same way as programs written in BASIC. Files are created, edited, stored, or loaded by using commands like AUTO, EDIT, CSAVE, @SAVE, CLOAD, @LOAD, etc. These commands may be used independently of the Keyword Information Storage System (KISS). When it is desired to retrieve information, the KISS program should be loaded first and then the file containing the desired information can be loaded.

KISS can be used to search for tokens or keywords in a BASIC Program. Use it also to see if you've previously used a variable name that you might want to add to the program.

EXATRON CORPORATION ORDER FORM

QTY	ITEM	UNIT PRICE	PRICE
-----	-----	-----	-----
-----	-----	-----	-----
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-----	-----	-----	-----
-----	-----	-----	-----
Shipping and Handling:	Software	\$ 3.00	SUBTOTAL -----
	Starter Kits	USA 6.50 *	
	and Drives	Canada 10.00	Sales Tax (CA residents only) -----
		C.O.D. 1.50	Shipping & Handling Charge -----
* Shipping & Handling in USA now includes insurance.			C.O.D. Charge -----
			TOTAL -----
International orders - add 15% for international handling.			

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PAYMENT BY: _____

Visa Cd No. _____ Expires _____

Mastercharge Cd. No. _____ Expires _____

Name _____

Address _____

City _____ State _____ Zip _____

Phone: Business () _____ Home () _____

NOTES:

1. Allow at least four weeks for shipping and handling.
2. Normal shipment is by UPS.
3. Prices and specifications subject to change without notice.

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