

NIAD Northern
/ Illinois ADAM
User's Group

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**MULTI - FUNCTION USER GROUP
MONTHLY NEWSLETTER - PUBLIC DOMAIN LIBRARY
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Continuing our study of Romans chapter 14...

As for the man who is weak in faith, welcome him, but not for disputes over opinions. ² One believes he may eat anything, while the weak man eats only vegetables. ³ Let not him who eats despise him who abstains, and let not him who abstains pass judgment on him who eats; for God has welcomed him. ⁴ Who are you to pass judgment on the servant of another? It is before his own master that he stands or falls. And he will be upheld, for the Master is able to make him stand.

⁵ One man esteems one day as better than another, while another man esteems all days alike. Let every one be fully convinced in his own mind. ⁶ He who observes the day, observes it in honor of the Lord, since he gives thanks to God. ⁷ None of us lives to himself, and none of us dies to himself. ⁸ If we live, we live to the Lord, and if we die, we die to the Lord; so then, whether we live or whether we die, we are the Lord's. ⁹ For to this end Christ died and lived again, that he might be Lord both of the dead and the living.

¹⁰ Why do you pass judgment on your brother? Or you, why do you despise your brother? For we shall all stand before the judgment seat of God; ¹¹ for it is written,

"As I live, says the Lord, every knee shall bow to me, and every tongue shall give praise to God.."

¹² So each of us shall give account of himself to God.

¹³ Then let us no more pass judgment on one another, but rather decide never to put a stumbling block or hindrance in the way of a brother. ¹⁴ I know and am persuaded in the Lord Jesus that nothing is unclean in itself; but is unclean for any one who thinks it unclean. ¹⁵ If your brother is being injured by what you eat, you are no longer walking in love. Do not let what you eat cause the ruin of one for whom Christ died. ¹⁶ So do not let what is good to you be spoken of as evil. ¹⁷ For the kingdom of God does not mean food and drink but righteousness and peace and joy in the Holy Spirit; ¹⁸ he who thus serves Christ is acceptable to God and approved by men. ¹⁹ Let us then pursue what makes for peace and for mutual upbuilding. ²⁰ Do not, for the sake of food, destroy the work of God. Everything is indeed clean, but it is wrong for any one to make others fall by what he eats; ²¹ it is right not to eat meat or drink wine or do anything that makes your brother stumble. ²² The faith that you have, keep between

yourself and God; happy is he who has no reason to judge himself for what he approves. ²³ But he who has doubts is condemned, if he eats, because he does not act from faith; **for whatever does not proceed from faith is sin.**

Paul is revealing something very important in these verses. We tend to make our religious rules into laws that are used to judge each other. Paul is saying that this is wrong to do because God is the judge of each of us as individuals so when we start judging others we are trying to take over His job !!

Furthermore, when man attempts to make religious rules, we tend to hold others accountable to the rules we make. As an example if a rule against eating meat on Friday is in effect, the people who adhere to that rule may "judge" those who don't as not being as religious as them, or even worse as not being eligible to go to heaven. Paul is saying that this is totally contrary to God's way of judging man. **God judges by looking at our hearts** - what the real intent of our actions is. This is why Paul says that if you believe that a rule is valid, it is right for you to follow that rule, but don't try to force your rules on another. Conversely, if you are with someone who really believes in a certain rule, don't violate that rule in front of them (e.g. eating meat) and tempt them to break a rule that they believe is right. The message here is that we should all be understanding of the rules that are set in the name of religion and not judge others based on our own rules because God is the ultimate judge.

The key is in verse 23. If a person has doubts about whether something is right or not, he should not do it. In other words if you can't do something in faith, without feeling doubts, then don't do it because it isn't right for you.

Paul is only speaking here about some specific rules regarding eating, drinking and religious holidays. He is not talking about any rules that would be in direct contradiction to God. Remember when Jesus healed the man with the withered arm on the Sabbath? The Pharisees said that it was against the "rules" to heal on the Sabbath and Jesus chided them for their hard hearts and for creating rules which were against God's compassion for mankind.

This is a major issue where man's religious rules conflict with God. Jesus preached God's love and forgiveness to the Israelites which was hard for them to accept because they had created a whole set of laws which were very legalistic. Jesus makes it clear that **we can not earn salvation through adhering to man's laws and "acting" right.** Salvation only comes by admitting we have sinned in our lives and asking forgiveness for that sin. Won't you take this step which will change your life for eternity ?
God bless you all.

NIAD - A CHRISTIAN RUN BUSINESS

NIAD NEWS *and* UPDATES

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From The Editor's Desk:

Well summer is in full swing now, Memorial day is behind us and the fourth of July is coming on fast !! We at NIAD hope you all have a great summer, enjoy your children and the sun and warm weather.

Don't forget that this is our **last issue until August**, when we print a combined JULY/ AUGUST issue.

Hard to believe, but even in the middle of the summer we have so much to write about that we couldn't squeeze it all into this issue.

First there is the ADAMCON 01. I wouldn't have believed it, but we are going to have an ADAMite convention in October !! Yes, beautiful Orlando, Florida will be the sight of ADAMCON 01. Monty Neece and the MOAUG are putting on this conference are doing a great job to line up speakers, exhibitors and demonstrations. The cost is very reasonable and you will be so close to Disney World !

See the registration flyer and send in your confirmation now. So far there are over 50 people confirmed. NIAD will be there as well with some great bargains, demonstrations and prizes. Don't miss what may be a once in a life time event !!

E & T's MEGARAM board has arrived and it is awesome. This is the most professional board I have ever seen for the ADAM and to think that it can hold 1 full MEG of memory is unbelievable. Orders are coming in fast for this great addition

to the ADAM. You won't believe the additional features available when you have that memory to work with. Note that Walter's SMARTDSK series, RAMBOOT and AUTOBACKUP all work with the MEGARAM board. These programs allow use of 256K up to the full 1 Meg or ram memory for most non-CPM programs (SMARTBASIC, ADAMCALC, SMARTWRITER, ETC). MEGARAM is not just for use under CP/M.

AJM SOFTWARE has released the *TDOS CP/M* system, which is a program that greatly enhances the ADAM CP/M 2.2 system, providing many additional features that will make your ADAM much more powerful in the CP/M mode. We just received our copy of this great program and only had time to do a mini-review for this issue.

The *ADAM CONNECTION* is a great new program released by D. White, the author of SPEEDYWRITE. This program makes your ADAM work with an IBM compatible computer in that you can convert ADAM files to IBM file format and vice versa. See our review for more information on this great product.

See our review of Walter's Software great new *LABEL WORKS* program which can be used to make professional quality graphics / text labels.

DINOSAUR DIG is the latest release from Steve Pittman Software, which is fast becoming one of the hottest game developers around. Our Jim Notini (who is an arcade game junky) thinks this is one of the best he has seen for the ADAM, which is saying something - see our review.

SUPERBASIC +, reviewed last month, has proven to be a great new version of Basic that allows for the easy creation of more powerful programs.

This issue is just full of new ADAM news of great products and activities taking place in the ADAM community and should convince all of you that the ADAM IS STILL ALIVE AND WELL. Support these fine developers and support groups that are keeping the **ADAM ALIVE** for you, its owners.





⇒ E&T Software's MegaRam Expander has been a great hit so far, if you truly want your ADAM to fly, consider purchasing this item on your next order. E&T also has plans on developing a dual interface board (both parallel and serial) that will allow the hookup of both a dot matrix printer and an external modem or terminal for 80 column display (in CP/M). Their 1.44 MEG 3 1/2 Disk Drive is also progressing along nicely. It will be available as an upgrade or as a complete drive (as long as disk drives are available to be converted). The new drive will also be able to read 720K disks with a flip of a switch. Watch for details as they become available.

⇒ SUPER BASIC + (reviewed last month) is the best version of ADAM Basic yet released. Jim Notini has indicated that SB+ is great for generating color graphics in your Basic programs.

⇒ Walters Software Co. is finishing up their first graphic entertainment package. It is a graphic adventure game called *'THE VASE OF TURR'*. Written in fast machine code, this game will contain extensive use of the SmartKEYS for game play (like '2010: The Adventure Game' from Coleco) and will use 76K for the graphics alone (257 to 258 rooms). This is sure to be a breath taker, watch for details. The Walters are also considering developing a program that will allow the ADAMCalc owner to print spreadsheets **SIDEWAYS!!** If you are interested in such a program, drop the Walters a letter of support since this program is still tentatively planned and a good response will insure the development of this program.

⇒ Big John of Orphanware, now reorganized as **Classic ADAM**, has finished development of a long awaited hardware add-on, **A HARD DRIVE!** At current time, the HD can be used with both CP/M and most EOS programs thanks to the hard work of Ron Collins, Tony Morehen and Guy Cousineau on the software drivers. The great thing about the HD interface is that it allows for the hookup of any size HD upto **85 MEG!** All that needs to be modified are the software drivers to recognize the larger HD size. Contact BJ at: (216) 882-4720 or write to: Classic ADAM, 5665 Myers Rd, Akron, OH 44319. See the FOR YOUR INFORMATION section for more details and pricing.

⇒ The **ADAMCON** is really shaping up. If you haven't already written to Monte Neece for details, don't delay any longer: Monte Neece, 1048 Winter Springs Blvd., Winter Springs, FL 32708, (407) 699-6887. Many ADAM vendors and user's groups have already committed to being there.

⇒ Sorry to inform all those modem users out there but, the ADAM CONNECTION has had to disconnect their BBS system hooked-up to an 800 (toll free) number due to the high cost of maintaining it. There BBS can still be reached though at (518) 298-8193 along with voice during the day.

⇒ **ADAM'S HOUSE**, operated by Terry Fowler, is offering a **Summer Specials on Services**: Free return shipping for console, printer or disk drive after repair (\$50 flat fee for repair - parts and labor). Terry has also updated some sections of his great *INVOICER* program to make it easier to work with and more flexible when performing invoice processing. Also, listed in the A.I.M. Newsletter was survey results on what hardware items ADAMites most wanted. The clear cut winner was larger memory expanders at 19% followed by an Image Scanner 13%, Dot Matrix Printer 11%, 80 Column Card 8%, and a Clock Card, Voice Card and Hard Drive all at 7%. Contact ADAM'S HOUSE for more details on services at: Route #2, Box 2756, 1829-1 County Rd. 130, Pearland, TX 77581, (713) 482-5040.

⇒ MMSG is still progressing towards completion of their first graphic adventure program called *'Galactic Bounty Hunter'*. If you would like to see this package become available write to Jim Marshall of MMSG to let him know that there is a demand for such a product. With Jim's knowledge of the ADAM, this is sure to be one outstanding product. MMSG, P.O. BOX 1112, Broomfield, CO 80020-8112.

⇒ Wizard's Lair Software is finishing up their latest educational package which promises to run circles around their last release, 'EASY AS A,B,C'. Called *'SCHOOL DAZE'*, the package will offer two separate programs. One to drill the child on math tables using different equations (+, -, *, /) and the other being a game in which the child will have to answer random equations in order to climb the castle wall. High-res screens and sprites will make this a sure buy for the parents wanting educational software for their children.

⇒ We have reviews of some exciting new products for use with our little orphaned ADAM including *'The Label Works'* by Walters Software, *'Dinosaur Dig'* by Pitman Software, *'ADAM Connection'* by SpeedyWrite Software and *'Groovy Graphics'* by a new software developer, David Seaman. All of these great new programs are now in stock! **The quality of software releases has never been higher!**

⇒ Don't forget that we are offering a free public domain volume/program for any articles (written by yourself) contributed to the newsletter. Send in your article on DDP/DISK and we will return the media to you with your public domain selection. What a great way to get software for free!

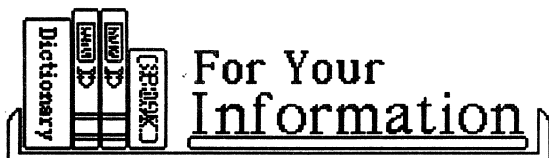
⇒ NIAD accepts advertising for ADAM products and services. Cost is \$50 for a half page ad and \$75 for a full page ad for one month. Contact us for multi-issue discounts. Well over a thousand ADAM owners receive our newsletter each month and many more get to see it second hand. You can send in your ad in either SmartWRITER, SpeedyWrite, PowerPAINT or other ADAM formats or even supply us with a high quality printout for reproduction in the newsletter. If you want, supply us with the information and we will put the ad together (see S.M. Video ad for a sample of what we can do).

⇒ If 0689 are the first four digits in your member number, it is time to renew your membership to insure that you don't miss an issue. Third Class renewal is \$19 (USA) and First Class renewal is \$26 (Canadian, USA First Class.)

- NIAD welcomes software developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to evaluate and to review in the newsletter.

- Our Chicago Local Chapter meetings are a great way to learn more about our beloved ADAM. You have the opportunity to meet fellow ADAM owners, ask us questions and see live demonstrations of new products. We meet here at the store on the second Thursday of each month at 7:30 PM. We also have surprise specials on products. The next meeting will be held on September 14th.

We have exercised due care in the preparation of this newsletter. No warranty, expressed or implied with regard to the information contained herein is given, either by interpretation, use or misuse. The opinions expressed herein do not reflect those of the editor or staff unless noted.



* ADAM Disk Drives are becoming very scarce again, therefore we have removed them from the Product List. If you are still in the market for a disk drive: you may either contact American Design Co. at 1-800-524-0809 for a 160K Single-Sided Disk Drive for \$199.95 or check with us from time to time to see if we can get a hold of one for you. The 5 1/4 320K Double-Sided Disk Drive retails for \$259.95 and the 3 1/2 720K Quad-Density Disk Drive retails for \$289.95. This may be your last opportunity to get a disk drive, **SO DON'T DELAY!**

* The Image Scanner is currently at a stand still as far as development. E&T Software has not received a great enough response from those ADAMites interested in purchasing this product. If you would like to see this hardware/software project materialize, it is imperative that you **WRITE TO E&T SOFTWARE** at 1010 Westminster - Garland, TX 75040 and include a SASE so that Ed Jenkins can contact you as soon as the scanner is available. For those members who have written into us, **PLEASE ALSO WRITE TO E&T SOFTWARE**. If the response doesn't pickup in the next month, we may never see an image scanner made available for our ADAM.

TOP 15 SELLING PROGRAMS
FROM 2/1/89 through 5/31/89

- 1) SPEEDYWRITE SPELL by SpeedyWrite Software
- 2) SPEEDYWRITE II by SpeedyWrite Software
- 3) EASY AS A,B,C & 1,2,3 by Wizard's Lair Software
- 4) TEMPLE OF THE SNOW DRAGON by Digital Adv.
- 5) ADAM BOMB by Pitman Software

- 6) ADAMLINK III by TC Software
- 7) PRINTWORKS by Walters Software Co.
- 8) SMARTAX by JDK & S Software
- 9) BORDERSPLUS by Walters Software Co.
FILE MANAGER by AJM Software
- 10) ADAMCALC PATCH by TC Software
- 11) SMARTDSK III by Walters Software Co.
- 12) FORMATTER II by Walters Software Co.
- 13) JEOPARDY QUESTION PACK by Walters Software
- 14) BASEBALL STATISTICIAN by Wizard's Lair Software
- 15) POWERPAINT by Digital Express Inc.

* If you have purchased the new Panasonic printer models 1180 and 1191 and also own PrintWORKS by Walters Software, you are already aware that the printer doesn't work properly with the program. When one goes to print a sign, card or banner, extra line feeds will cause the printed material to be broken up. This is caused by the fact that Panasonic used new print codes for these models (same as the 1091i-II) and PrintWORKS is configured for the 1080i print codes. We now have available the modifications that will need to be patched into PrintWORKS to correct the problem. You can accomplish this task with a good block editor such as the one found on the *SmartDSK III* package or on *File Manager*. Send in a SASE for the modifications or contact Walters Software Co. if you do not wish to patch PrintWORKS yourself.

* The following details on the 20-MEG HARD DRIVE were downloaded from the Akron ADAM User's Group BBS and put together by the Puget Sound ADAM Newsnet:

For those who are contemplating getting a Hard Disk Drive for their ADAMS, here is a complete list of what you will need and where to get it. I have listed only one vendor, simply because that is who I normally deal with. These parts can be obtained from them, or any number of other places. It is just that all of these parts work well together.

PART	COST	VENDOR
HD INTERFACE	145.00	John Lingrel
HARD DRIVE	159-600	John Lingrel or another. We recommend either the Seagate ST225 or the Miniscibe 20MB drive. Miniscibe is available from BJ at wholesale, \$159+S/H
HOUSING	49.95	JDR (this includes the power supply adequate for the Miniscibe drive above P/N: CAB-2SV5
POWER SUPPLY	59.95 (opt.)	JDR P/N: PS-135
CABLES	2.95	JDR P/N: CBL-HD-20
	3.95	JDR P/N: CBL-HD-34
SOCKET	2.49 each	JDR P/N: AUGAT40 (3 reqd)
Z80A	1.29	JDR P/N: Z80A-CPU

Those parts listed as being available from John Lingrel can be ordered by sending the stated amount plus \$10 for shipping to: John Lingrel, 5665 Myers Road, Akron, OH 44319

We only order when we can get 20 at a time. We will hold all checks up until we order. We will send a post card to you to inform you that your check or money order has been cashed

and let you know that your order will be along within 4 weeks. If you decided prior to our ordering, just write or leave a message on the BBS and we will send your check or money order back. Once I have cashed the check, there will be no refunds. We are buying this as a user's group and sending it to you at the cost we paid. There is no profit, and therefore, no refunds once the merchandise is ordered.

To contact JDR, call 1-800-538-5000. The parts listed above are from their newest annual catalog #7. Tell them you were sent by the Akron ADAM User's Group. They accept checks, money orders and COD shipments, along with MC and VISA. The system I suggest is the ADAM with the interface and Miniscibe drive. You then get the housing from JDR and the cables listed above. But, feel free to shop around and see what you can get. We are working at getting some PC-XT cases that you can mount everything inside of. Will post this news if it happens.

When you get the interface, it will contain all the software that you need for both EOS and CP/M. This will include installation programs, diagnostics, and useful utilities. All software is public domain, but the interface is copy protected with PALS. This software will include the latest versions of TDOS and the HD EOS drivers.

* Norman Castro now has an ADAM OPERATING TIPS BROCHURE (revision D) available for \$4 + \$1 S/H. It contains important information regarding the use and maintenance of your ADAM, including a system check-out, operating hints, and trouble shooting. Also available through Norman are reduced sized instruction manuals for the many Coleco cartridges and ADAM software along with other systems such as Nintendo, Sega, Atari and so on. Send to: Norman Castro, 809W 33rd Avenue, Bellevue, NE 68005



Dear ADAM Owners,
National ADAM Exploration

Perhaps the final frontier, the last unexplored region of ADAMdom, a National User Group.

Several local AUGs have expressed an interest in exploring a National AUG. This is at present a very vague concept and has no form or shape to it.

All we are trying to do is look at what a National AUG might consist of, might do, etc.

We are trying to get in communication, members of any interested ADAM group. To make this more workable, we are asking for 1 to 4 interested members from each group to work together to look at this idea.

So far, the following groups have indicated an interest: ST. LOUIS AUG (MO), AWAUG (Wash D.C.), INLAND EMPIRE AUG (CA), ADAM-LINK (UT), 463 AUG (IN) and OMAHA AUG

(NE).

I would appreciate those and any other interested AUGS returning a letter to me with the names, addresses, modem numbers, BBS access numbers, etc. of their 1 to 4 interested members who will work on this.

Thank you for your continuing cooperation,

Barry A. Wilson Co-Editor of the St. Louis AUG Newsletter
12967 Weatherfield Dr., St. Louis, MO 63146

* CompuServe has long been a great source for ADAM owners to gain information about what is happening in the ADAM world and to help you better attain a faster response, listed below are some of the more regular members on CIS:
76702,417 - Rob Friedman, Sysop ADAM CP/M Section 10
73307,215 - Tim Nunes, Sysop ADAM Section 9, 73457,161 - Jim Notini, NIAD, 76537,1271 - Pat Herrington, MOAUG
73717,434 - Ron Collins, Akron AUG, 74756,1104 - Alan Neeley, ADAM-LINK of UTAH, 72250,2543 - Syd Carter, Trisyd Video Games, 70017,3535 - Rick Lefko, ADAManiac
73657,2161 - Al Fitzgerald, St. Louis AUG.

If you are in need of some help, leave a message to one of these people for a quick reply (although most of the time a question is answered by someone other than the person it is addressed to). Will try to get some more listings next month.

NEW PRODUCTS / SPECIALS



- * Panasonic 1180 w/ Parallel Interface & Cable - \$269.95
- * Panasonic 1191 w/ Parallel Interface & Cable - \$329.95
- * 64K Memory Expander with 2 4464-15 Chips - \$49.95
- * 256K MegaRAM Expansion Card - \$169.95
- * SIP Memory Module for MegaRAM Card (1 SIP gives you an additional 256K of RAM memory) - \$79.95
- * MegaRAM Addressor Card - \$19.95
- * Complete ADAM System - \$249.95 (includes shipping)
- * Exp. Mod. #3 ADAM System - \$199.95 (includes shipping)
- * New Tan Coleco Hand Controller - \$5
- * 10 Buck Rodgers (Right Directory) DDPs - \$10
- * New ADAM Keybards - \$10.95

SOFTWARE

- * Dinosaur Dig by Pitman Software - \$16.95
- * TDOS NEW CP/M - \$ 19.95
- * ADAM Connection by SpeedyWrite Software - \$24.95
- * The Label Works by Walters Software Co. - \$24.95
- * Groovy Graphics by David Seaman - \$19.95
- * SpeedyWrite V2.0 & SpeedyWrite Spell - \$57.95
- * Disk Doctor by GMC/AJM Software - \$9.95
- * EOS File Indexer by GMC/AJM Software - \$9.95
- * Super Basic Plus by TCR Software - \$9.95
- * Addictus by Reedy Software - \$15.95

AMERICAN DESIGN COMPONENTS

By Faye Deere

Editor of the AUGER Newsletter

Several months ago, we were told that Gary Lawrence at *American Design Components* wanted to know how many Adam owners would like new hardware for the Adam, and asking **WHAT** we wanted. We told you, in the Computer Shopper magazine, newsletters, and by word of mouth, to write to Mr. Lawrence. We thought it important to Adam's future growth to get American Design Components into production.

I just heard that American Design had **NOT** gotten enough response to make production feasible. A skeptic by nature, I called Gary. He told me he had not decided absolutely, but that the response had only been fair - about 200 to 250 letters. He said it would not be worthwhile to design and produce hardware for the Adam. 200 maybes just don't cut it!

What's the matter with you Adam owners?!! I know there are a lot of you out there! Did you break your arms, and you can't write a letter. Did you lose your voice and you can't make a phone call? Don't you **WANT** to keep up with other, less friendly computers? Don't you **CARE** that Adam has a vast amount of potential? Are you so complacent that you feel you don't **NEED** anything new to make your Adam perform to it's utmost? Come on!!!

American Design Components, 815 Fairview Avenue, P.O.Box 220, Fairview, NJ 07002. Maybe it's not too late to write that letter! 800-524-0809. At least make a phone call! American Design really does want to help us. But they have to make **SOME** profit doing it.

The most requested item was an 80 column color monitor and card, and if the response were good enough, it would be priced competitively. This is only **ONE** of the things that could be in Adam's future.

If we could make this one thing a reality, I know other hardware would follow. I would **LOVE** to have an 80 column color monitor with my Adam. Then I could see things like Randy does on his IBM. Programs could be written with the 80 columns in mind. You wouldn't have to buy an IBM to do the things an IBM can do! You could do them on your Adam! Doesn't that **EXCITE** you?! It does me! **RESPOND!!!!**



**DON'T
LET
THIS
CHANCE
PASS
OUR
ADAM
BY!!!**

**SPEEDYWRITE WORKSHOP
MACROS AND THE PKDBASE
WHAT A PAIR!
By Preston Harris**

Using either the SpeedyWrite II's pocket database or its powerful macro capabilities is enough to make *one's head spin*. The pocket database is **huge**, it contains more than ninety screens, and can be stored on a single disk. Six powerful macros can be defined, each holding one-hundred key-strokes. Using two such incredible tools interactively can really bring the power of SpeedyWrite to surface.

Thus far in my explorations of David White's masterpiece, SpeedyWrite II, I've found that good presentations may be peaced together by using macros. Defining screen color and text color changes can grab ones attention and keep it. More importantly though, Macros can be defined for additional functions in the pocket database.

When first loaded the pocket database already has plenty of built in functions ranging from inverse text mode to permanatly closing the pocket database. By defining and loading macros before you enter the pocket database you may obtain additional functions.



For example you may define a macro to scan your database. All that would be needed, would be a series of tab 1's in a macro definition. The possibilities are unlimited.

In the light of this article I'd like to announce the beginning of a new era of SpeedyWrite support here at NIAD. If we have the support of you, our SpeedyWrite members, we'll start our 'SNDV,' (SpeedyWrite II public domain) series. Tips on using SpeedyWrite, and useful macros and databases you've built are welcome!

If you have anything to contribute to this planned series of public domain volumes, **PLEASE SEND THIS MATERIAL INTO US** at NIAD. Your response to this matter will be the deciding factor on whether Preston Harris will put the effort into compiling any SpeedyWrite volumes for the public domain. As an incentive, if you send in any material pertaining to SpeedyWrite on disk or ddp, you will receive a public domain volume of your choice from the vast library of public domain software available from NIAD. Please address all mail to NIAD, care of Preston Harris.

COPY PROTECTION

FAIR & SQUARE BY RICK LEFKO

REPRINTED FROM MAY 1989 ISSUE OF MOAUG

How can software developers exercise their right to protect their investment & still be fair to their customers? Just ask Rick!

Copy protection and software upgrades:

It would seem, in some instances, that the ADAM system has been left in the dust in respect to these things. I am not writing this to start any controversy. In fact, I believe one already exists.

To start with, I don't have ANY problems with copy protection. I believe if a software developer decides he/she needs some form of copy protection it is his/her right to do so and I agree whole-heartedly with that decision. Do it! However, I do have one problem with CP (Copy Protection)..... **BACK-UPSI** For example, one night I was using a program on a media that is CP and right in the middle of using this program, it locked up! Then the drive began to spin, and the next thing I knew I'd lost not only what I was working on, but the Data Pack had been wiped clean, program and all! I was angry, I admit it, but wouldn't you be? Adding insult to injury, I was not able to re-boot the program and at the very least start over because I had only ONE COPY!! I was forced to pack up the DDP and send it back to the company from whence it came. Then I waited...and waited...and waited some more. Finally, I got my DDP back, only it still didn't boot-up and I had to send it back **AGAIN!** The point I'm attempting to make is this, if you **MUST** CP your software, then please, sell us the software **PLUS** a back-up for the cost of the media! Then if something does go wrong (Fire, Flood, Famine) at least we would be able to continue to use your fine program while the master is sent out for repair! Thank you.

Upgrades:

I admit, this subject gets my hackles up!

C'mon programmers! When I see what I think will be a really GREAT piece of software, say PROGRAM V1.0, I buy it, I use it, I love it, then 9 times out of 10 I'll wish it had some features it doesn't. Then I notice just about everyone else who bought the program wishes it had that feature too, including the guy who wrote it! At this point we should see V2.0 appear, right? Wrong, all too often it has a new name, "SUPER" Program + V3.7, and a NEW price. I think this is unfair to the loyal users who, quite probably, made the software popular enough to warrant a rewrite!

I certainly don't want anyone to think ALL software is offered in this manner, it is **NOT!** For example, Practical Programs of Kalamazoo, MI. states right in their sales catalog, 'if you had

a previously purchased program which has since been improved, you are entitled to an upgrade." Then it goes on to explain how to obtain one. Another example of a responsible firm is Walters Software of Titusville, PA. I've sent in for several upgrades on different pieces of software and have always been able to obtain one. One recent example is their FORMATTER II program. Walters offered to upgrade their fine DOUBLE DISK FORMATTER program to FORMATTER II for the upgrade price of \$7.50. Digital Express is another. Take their PowerPaint Executive upgrade or their SwiftLINK software which offers the buyer a coupon redeemable for up to 3 upgrades. I think this approach is a fine idea and bears looking at by other software companies. Amazingly, DEI even upgrades their public domain programs from time to time.

These are just a few examples of companies that offer upgrades, there are MANY others who also offer upgrades and they should ALL be commended, encouraged, and otherwise patronized just for this reason.

Finally, if you think you're entitled to a recent program update, write that company and request it! I have, and it does work, though not as often as it should.

It's time that ADAM owners have the same software advantages that other computer users do.

SOME VALUABLE INFO FROM RICK LEFKO:

COMPUTER JUNK VALUABLE SOMEDAY?

REPRINTED FROM ONLINE MAGAZINE

Those old personal computers and programs that you've long since upgraded (**NOT IN OUR CASE!**) could be worth a small fortune.

With the 1980s coming to an end, experts say that symbols of the decade, including Swatch watches, Pee-wee Herman dolls and 'Baby on Board' signs, will soon become valuable. Likewise, certain models of the personal computer, born in 1977, may someday go for astronomical prices at auctions. Primitive pre-1980 personal computers from companies such as IMSAI, Cromemco, North Star and MITS may someday be worth a mint. Discontinued computers from the early '80s, including Osborne, Commodore PET, early Kaypros, TI 99/4A and ADAM (???) should also have value. The Mindset, which was highly praised for its design and graphics, is rare but valuable.

Ironically, as a computer becomes obsolete and its used-market value drops, it becomes precious on the collectable market.

Other items which will become valuable are: VisiCalc, Odyssey 100, Odyssey II, Vectrex, Astrocade, old magazines, bumper stickers, buttons and junk given at computer shows and also programs from companies which no longer exist.

-By Dan Gutman

P.D. WORKSHOP

--- *NIAD PUBLIC DOMAIN* ---
 --- *SmartBASIC VOL.# BNDV 34* ---
 --- *PROGRAM DESCRIPTIONS* ---

Listed below is an outline of BNDV-25 (contains chapters 1-10) and BNDV-34 (contains chapters 11-11E). These two volumes contain a series of basic programming workshops that were written by L.C. Austill. Also, BNDV-34 contains some demo programs that deal with the teachings found in chapters 11 through 11E. Use SmartWRITER to read.

BASIC PROGRAMMING

L. C. Austill February 4, 1987

CHAPTER I RETURN KEY, PRINT commands, Variables, Arithmetic symbols, Error Messages, List

CHAPTER II Editing Functions, FOR/NEXT Introduction, RUN, HOME, SPEED, FORMATTING, TAB, SPC, VTAB, HTAB

CHAPTER III Storing Programs, SAVE/LOAD, Merging material, CATALOG, DELETE, INIT, Drive Identification, Formatting Disks

CHAPTER IV Variables, %, \$, LEN, VAL strings, STR\$, ASC Codes, CHR\$, String Commands

CHAPTER V INPUT, GET, IF/THEN, GOTO, COLON, DATA READ, RESTORE, FOR/NEXT, Nested Loops

CHAPTER VI Transfers, GOTO, GOSUB, POP, IF/THEN

CHAPTER VII Menus, ON X GOTO, ON X GOSUB, SmartKeys, PEEK, POKE, CHR\$(7), INVERSE, Color Changes

CHAPTER VIII Arrays, DIMension Statements

CHAPTER IX Data Files, File Commands, Sorting, Add Data, Delete Data

CHAPTER X RND NUMBERS, Casting Dice, Shuffling Cards

CHAPTER XI Graphics Introduction

CHAPTER XIA Low Resolution Graphics, GR, color, plot, text, HLIN, VLIN, SCRIN

CHAPTER XIB High Resolution Graphics, HGR, HGR2, HPLLOT, HPLLOT a,b TO c,d, DEF FN, FN, SHAPES, SCALE, ROT, DRAW AT, XDRAW

CHAPTER XIC SHAPE Tables, LOMEM, HIMEM

CHAPTER XID Pattern Plane - brief introduction

CHAPTER XIE Sprites - brief introduction

This SmartBASIC programming series is really a must have if you are interested in programming the ADAM through SmartBASIC. Along with overcoming the many flaws found in Coleco's own SmartBASIC manual, there are many tips, tricks and other secrets that are discussed in these chapters! Great for the beginner all the way up to the experienced hackers.

STRATEGIC SOFTWARE PARALLEL PRINTER PATCHES

As I'm sure many ADAM owners out there know already, all Strategic Software programs are made for use with the standard ADAM system: no memory expanders, only available on ddp and most importantly they can't be used with a dot matrix printer! For those people who have upgraded their systems over the years with a dot matrix printer, they have had to hook up their ADAM printers in order to get any output from MultiWrite, MicroWorks, SignShop and NewsMaker. Not anymore, with this collection of patches that have been floating around for a couple years now, all one needs to do is run a certain patch program before they load up one of the Strategic Software titles. If you own one of these Strategic titles and only have an ADAM printer, I would still recommend picking up this volume just in case you later upgrade to a dot matrix printer and there is no one around to supply you with the needed patches.

C&D CHANGER by Steve Pitman

Listed below is a very short but, very useful utility program that was written by Steve Pitman (author of Ghost Zapper, ADAM Bomb, Mind Over ADAM and the great new Dinosaur Dig and many other public domain contributions). This program will overwrite two data pack access commands that are rarely used and if you own a disk drive, then probably never used. What you will end up with are abbreviated commands for 'CATALOG', now it is just 'C', and 'DELETE', which is now 'D'. For example, to display a catalog of the current default drive, type 'C' and press 'RETURN'. This program is a great time saver and most importantly, it will not interfere with any programs that use the letters 'C' or 'D' as variables. Catalog and Delete commands still function!

```

=> 4 REM 1989 Steve Pitman
=> 5 REM replaces tape commands "int" and "fp".
=> 6 REM C for catalog or D for delete
=> 10 DATA 1,67,14,1,68,16
=> 20 FOR t=20273 TO 20278
=> 21 READ d : POKE t, d
=> 22 NEXT
=> 30 FOR t=20282 TO 20303
=> 31 POKE t-3, PEEK(t)
=> 32 NEXT
  
```

SMARTBASIC WORKSHOP

BASIC PROGRAMMING
By L.C. AUSTILL

CHAPTER 11

Graphics is a simple, but tedious, subject. It is easy to become confused as there are three separate subjects under the heading. On top of that, there are some subsets that can cloud it even more. We will do our best to thread our way through with a minimum of crossing back and forth. The broad subjects with subsets are:

- > 1. Low Resolution
- > 2. High Resolution with SHAPES
- > 3. The Pattern Screen with Sprites

Why is graphics broken up like this? I can't do any more than repeat what I have read on the subject. It is interesting, however, in view of the fact that ADAM sprang from Colecovision, a computer game system with excellent graphics. The video display system, which includes text as well as graphics, is handled by a Texas Instrument video chip which is supported by its own 16K Random Access Memory chip often referred to as VRAM. The system is powerful in itself. When SmartBasic was written, however, the authors opted to try to make the system very similar to the Apple graphics system. They did this in low resolution and high resolution graphics at the sacrifice of simplicity and sharpness in the color output.

The low resolution graphics capabilities are reasonably well covered in the instruction book that comes with ADAM. The high resolution graphics are discussed, but the SHAPE table concept is left hanging. I did not fully understand SHAPES until I read "PERSONAL GRAPHICS" by Barnett & Barnett, a book written specifically for Apple computers.

The pattern plane and sprites are introduced in "HACKER'S GUIDE TO ADAM" by the Hinkles. Some interpretation is needed to use this material. There are several programs available, including some in the Library Distribution Tapes that create and demonstrate sprites, but none deal with the pattern plane. The best help that I have found in actually making pattern planes and sprites that I have found comes with the software "AUTO-AID" sold by FutureVision. They have programs totalling less than 1K that move information into the video RAM very easily. This program includes many other functions including accessing the 64K expansion RAM while in SmartBasic Version 1.0.

I have not fully explored SmartBasic Vers 2.0, yet although I do know that it opens up the handling of sprites. I do not

know how it handles the pattern plane problem.

With this background, let's move into graphics in a series of sub-chapters.

CHAPTER 11A

LOW RESOLUTION GRAPHICS

Low Resolution Graphics is called up with the command GR. When this command is given, the screen is divided into two sections, both of which are black (or some other color if you have changed your background color byte). The top part consists of 40 rows of 40 columns. The last four lines on the screen are retained for lines of text. Try entering GR<cr>. The screen is now blank except for the cursor which is blinking away in row or line 20.

Now, in the immediate mode, enter this command:

```
-> For i = 1 to 20: PRINT i: NEXT
```

You can see that the screen scrolls through the bottom four lines, but the top remains blank. We can change that by giving ADAM the following immediate commands:

```
-> color = 15 <cr>
-> plot 10,20<cr>
```

What have we done with these last two instructions? First, the computer needs to know what color you wish to display in the upper portion of the screen. The colors can vary from 0 to 15 and the values are listed in the table on page A-11 in the instruction manual. We have selected white for this example.

The instruction plot 10,20 causes the block in column 10, row 20 to be displayed in white.

Now that we have one block "lit up", try telling ADAM to "light up" other blocks by giving it the PLOT command with coordinates of your choice. Once color has a value (15 in this case), it need not be changed unless you wish another color. Each time GR is called, however, you must reassign the color value. To change colors, give it another command color = xx (xx= number of your choice) and then another plot command.

After you have done this for a while, you probably wonder how to get the screen cleared and back into regular operation. If you have tried HOME you have found that you just cleared the bottom four lines of the screen. Try TEXT . The command TEXT turns off the graphics system and clears the screen.

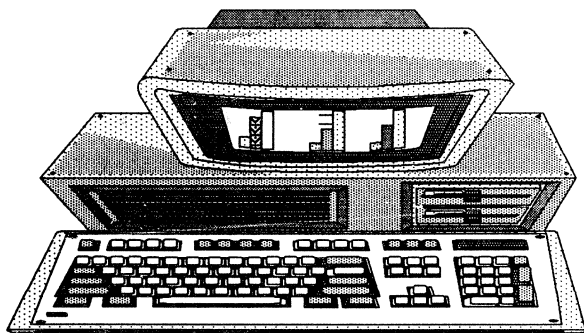
There is another way you could have cleared the top part of the screen should you want to remain in the low resolution mode or to clear only part of the screen. Let's say that you wanted to clear the top half of the graphics screen. This immediate command will do it nicely:

```
-> color = 0: for i = 0 to 39: for j = 0 to 19: plot i,j: next: next
```

A simple explanation of the above step is as follows. First the color has been set to black by the first part of the statement, the color of the background. The for/next steps plot the color black in each of the squares.

With PLOT, FOR and NEXT commands, we can create a design on the screen. Try the following little program as an example. Don't forget to enter NEW before you start with the program.

```
-> 5 REM PRG1 on BNDV-34
-> 10 GR : REM Calls low resolution graphics
-> 20 color = 11 : REM sets the color to light red
-> 30 FOR r = 0 to 39 : REM Steps 30 to 50 create a vertical
-> 40 PLOT 5,r : REM line colored red in column 5
-> 50 NEXT
-> 60 END
```



(Note: Programs have been stored on the medium for your use. I strongly recommend, however, that you type the programs at least once to understand the concepts and principles involved.)

Run this program and see if you get the vertical line. If you are not using a color monitor, you may wish to choose some other color which gives a noticeable contrast with the background. Experiment with the value in step 20 until you find one you like.

You can draw a horizontal line if you change step 40 to read

```
-> 40 PLOT r, 5
```

Experiment by drawing various vertical and horizontal lines on the screen. If you want to clear the screen, remember enter TEXT and then RUN will resume with little effort again.

There are two commands which will do the same thing that we have been doing with the little program. They are HLIN

and VLIN. HLIN draws a horizontal line and, you guessed it, VLIN will draw a vertical line. Let's try HLIN first. Enter the following commands:

```
-> GR <cr>
-> COLOR = 15 <cr>
-> HLIN 4,30 at 6 <cr>
```

You should now have a horizontal line running from column 4 to column 30 on row 6.

Try creating additional horizontal lines using the HLIN x,y at z <cr> format where x, y and z are numbers of your choice.

Now, let's try a vertical line. I'll bet you've already guess how, but here goes, in the immediate mode, again.

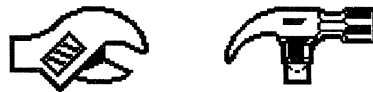
```
-> TEXT <cr>
-> GR <cr>
-> COLOR = 15 <cr>
-> VLIN 5,30 at 10 <cr>
```

You should have a vertical line in column number 10 running from row 5 to row 30. Try several other numbers of your choice in the last command. When you are done, TEXT will get you out of the mess.

If you have been observant, you already have recognized that the vertical dimension of the little block is not the same as the horizontal on your screen. It is logical to ask, "How come?"

To describe the situation, it is necessary to get just a little technical. The display screen is divided into dots or pixels. The total screen contains 192 rows of pixels and 256 columns of pixels for a total of 49152 little dots. Each dot is as wide as it is high. Of the rows, 32 at the bottom are saved for lines of text thus there are only 192 - 32 or 160 rows of pixels reserved for graphics. There are 256 columns though and none of these are reserved for text or anything other than graphics. If we are going to have 40 blocks running across the width of the screen, there will be 6.4 pixels in the width of each block. At the same time, there are only 4 pixels (160/40) in the height dimension. This accounts for the distortion that you see.

An adjustment that will nearly clear up the problem when you want the same size wide as high is to use the ratio of 8 blocks high to 5 blocks wide and the resulting "picture" will look square.

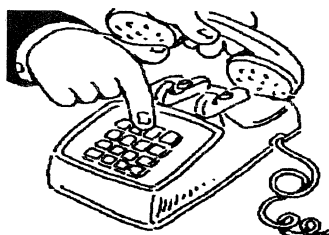


**CHAPTER 11A WILL BE CONTINUED IN
THE JULY/AUGUST ISSUE IN THE
SMARTBASIC WORKSHOP**

USED / SWAP CORNER

NIAD will be selling used items that we have purchased from ADAM owners. Additionally, members may send in lists of items they want to sell or trade with other members.

We have a few of each item available, we will have to restrict orders on any of the products listed below to phone orders (first call, first serve). If we do take mail orders, it would become a terrible mess. For example, we might receive two orders on the same day for the same product and only have one in stock. So you see that it would not be fair for the person that we don't sell the product to. So please, as they say on the commercial: **PHONE FIRST!** If we do receive any orders through the mail, we will promptly return your order.



CARTRIDGES

B.C.'s Quest for Tires	\$10
B.C. II: Grog's Revenge	\$10
Beamrider	\$10
Brain Strainers	\$10
Bump'N Jump	\$10
Campaign '84	\$10
Defender	\$10
Destructor	\$10
Dr. Seuss Fix Up/Mix Up	\$10
Dukes of Hazard	\$10
Facemaker	\$7
Fortune Builder	\$10
Fraction Fever	\$7
Illusions	\$10
Jukebox	\$10
Jumpman Jr.	\$10
Keystone Kapers	\$10
Logic Levels	\$7
Space Fury	\$10
Spy Hunter	\$10

Star Trek	\$10
Super Action Baseball	\$10
Tapper	\$10
Turbo	\$10
WarGames	\$10

SOFTWARE

32 Basic Programs w/ Book	\$10
Best of Broderbund	\$10
Flashcard Maker	\$8
Flash Facts: Flashbacks	\$6
Flash Facts: Trivia	\$6
Packcopy	\$6
Recipe Filer	\$7
SmartLETTERS & FORMS	\$8
Strategy Strain (DISK)	\$8

HARDWARE

Panasonic 1091i Dot Matrix	\$139.95
Sanyo 13" Color Monitor	\$150
Tan Joysticks	\$3
Keyboard Attachment w/ Tan Joystick	\$6
Keyboard Attachment	\$3
Keyboards	\$10
ADAMnet Cable (Coiled)	\$1
Magnavox 80 Column Monochrome Monitor	\$75
ADAM Daisy Wheel Printer with Tractor Feed	\$100
Roller Controller w/ Slither without Power Adapter	\$30
Atari Disk Drive Dust Cover Fits ADAM Drive	\$3
Exp. Mod. #3 Monitor Kit	\$20
TV/Game A-B Switch-Cable	\$3

ATARI 2600 CARTS

Asteroids	\$5
Cosmic Ark	\$5
Defender	\$5
Demon Attack	\$5
Empire Strikes Back	\$5
Haunted House	\$5
Riddle of the Sphinx	\$5
Spiderman	\$5
Star Raiders w/Keypad	\$10
Venture	\$5
Yar's Revenge	\$5
Warlords	\$5
Spitfire Attack	\$5
Cosmic Command	\$5
TacScan	\$5
Kaboom!*	\$5

FOR SALE

* Brand new 320K ADAM Disk Drive (Orphanware). All instructions and software included in original box. \$250 U.S. (Shipping and insurance to Canada or U.S. included). Contact: Dave McIntosh, 7 Monsarrat Cres., London, ONT, CAN N5Y 4Y7, (519) 679-0578.

* New ADAM tan colored game controllers \$8, 64K Memory Expander \$48, Optional Power Supply with Cover \$30. I will ship free to you, send money order to: Bob Kologe, 56 Woodruff Ave., Thomaston, CT 06787,

* SOFTWARE CLEARANCE SALE! Many software titles for sale, some commercial other public domain on disk or data pack. First come, first serve. Contact: Rick Lefko, 499A Boston Rd., Groton, MA 01450, (508) 448-3422.

* Complete ADAM System for sale with Monitor (green screen), new printer, phone modem, ADAMCalc, one tape drive, EVE SP-1 Serial/Parallel Interface and assorted programs. Asking \$275.00. Contact: Harold R. Grundon, 1010 East Broadway, Centralia, IL 62801, (618) 533-1423.

* Coleco/ADAM software and cartridges, Victory Software titles, Sunrise titles, Infocom text games, Atarisoft cartridges and Parker Brothers cartridges for sale for \$5. Contact: Bob Gordon, 5021 Casa Loma Ave., Yorba Linda, CA 92686, (714) 524-1094.

* 3 Complete ADAM Systems for sale, one with a second data drive, tractor feed and PIA2 parallel interface. Assorted books and CP/M software, 2 ADAM 5 1/4 160K Disk Drives, Eve SP-1 Serial/Parallel Interface, ADAMLink Modem, NEC Color Monitor with monitor cable and assorted supplies and software. Contact: Pastor Glen Prewitt, First Baptist Church, Division & Lockport St., Plainfield, IL 60544, (815) 436-2381 or (815) 436-3166.



REVIEWS



Steve Pitman is back with yet another great entertainment package for play on the ADAM. *Dinosaur Dig (DD)* marks Steve's fourth entertainment package with each succeeding release creating a new standard for entertainment software development. The object of DD is to find all eighteen bones and construct a Tyrannosaurus Rex. Unlike previous releases by Pitman Software though, this is not an action oriented game. Rather, DD plays like a game show and compares very favorably with Coleco's own *Jeopardy* and *Family Feud* as far as graphics, sound, strategy, complexity and just overall fun. In my mind, DD out classes the other game show titles because the concept is something that is fresh and hasn't been overkilled. You may choose to play against another opponent or against the ADAM and unlike many other programs, **the computer plays a real mean game!** (I haven't beaten it yet in numerous attempts!), but the main value of DD will be in head to head competition with another person. Control of input can be accomplished via either the joysticks or through the display of Coleco SmartKEY options at the bottom of the screen. Also available is a dialogue box (like Coleco utilized in their programs) which will keep the player(s) abreast on what is happening during the course of the game.

Upon boot of DD, you are presented with a title screen as the main program loads into the memory expander. Once loaded, 3 options are given to the player: **HOW TO PLAY** which will display the game instructions on a beautifully setup screen with animated borders, **ONE PLAYER GAME** which will pit you against a very tough computer opponent and a **TWO PLAYER GAME**. Upon your choice of a 1 or 2 player game, the main board will be displayed. The board contains 18 boxes which contain 4 different functions and also 3 boxes that contain either number 100 or 200 in them which if landed on will add to the number of points one has in order to buy land. The goal of this portion of the game is to spin the highlighter amongst these 18 boxes and land on any box except **L-T** (Lose Turn, there are 4 of these on the board). If you land one of the **BUY** boxes and have at least 500 points, the land screen will be displayed and the gamer will be allowed to buy a lot of land for every 500 points he has (2 BUY boxes). Landing on the **DIG** box (3 on the board) will allow the gamer to dig on the land that he is currently in possession of by either the process of BUYing it or capturing

it with the LNE option (place line on land board, 6 LNE boxes).

If you land on one of the LNE boxes, *the most important in the game*, the land board will be displayed, which at the start of the game will be completely empty except for 100 dots. You will then be allowed to connect two of the dots together with a line. If the line creates a box, that box turns to your color and will remain in your possession for the remainder of the game. If the computer or other player creates a box, then that land will turn to his color. All told, there are a possible 81 sections of land which can be captured by either player on the land board. Also displayed to the right of the land is the number of bones found by each player, the number of land sections that have been captured by each player and the combined points for a total score.

As I was saying, landing on the LNE boxes is the most important act in this game since it allows the gamer to secure land which he can dig on when he lands on the DIG boxes. When one does get a chance to DIG, the gamer may choose to dig on any section of land that is in his possession. When the land is chosen, an 'X' will be placed on the land (let the gamer know that the land has been dug on) and yet another screen will be displayed that shows a man digging a hole. Sometimes the land will contain a dinosaur bone while other times it will contain from nothing to smelly socks to a computer. If a dinosaur bone is found, the fourth screen will be displayed which shows the Tyrannosaurus Rex's skeleton being pieced together as the bones are found. The winner of the game is decided after all the dinosaur bones are found, the winner being the person with the most land and found bones combined.

Dinosaur Dig is nothing short of tremendous! It combines strategy in placing the lines to capture land and hand-eye coordination in stopping the highlighter when it is flashing around on the game board. The four different screens are appealing to look at and very sharp in detail (among the best graphics available on any ADAM product) and the SmartKEY display also adds to the game professionalism. Another positive to DD is the instantaneous flipping from one screen to the next, no loading or waiting when the game moves from one screen to another. This is yet another great addition to the available software for our ADAM computer, Steve has shown that he is the premier entertainment software developer for the ADAM and it is very exciting to think what his next program will bring us. But for the mean time, my eyes are going to be glued to the screen playing Dinosaur Dig (Just what I need! Another game I can't put down when I've got so much work to get caught up on!). What would we do for entertainment software without Steve? At a retail price of \$16.95, Dinosaur Dig is a virtual steal and **A MUST HAVE!** It is great for the entire family and if you don't have anyone to play against, the ADAM will be more than happy to embarrass the heck out of you. Believe me, when playing against the ADAM, it shows no mercy.

HIGHLY RECOMMENDED - A++

**ADAM CONNECTION
REVIEW BY PRESTON HARRIS**

If you've been looking for a reliable way to transfer files between your Adam and an IBM or compatible computer and your tired of fumbling around with cables, modems, and other tedious means of file transfer David White has the answer for you, The ADAM CONNECTION.

When David White released SPEEDYWRITE many of us were impressed to say the least. As we all know SPEEDYWRITE is the powerful word processor which brought business powered software to the Adam. Without a doubt David's Adam Connection will also be received with open arms by many Adam users. The program is both powerful and efficient.

When you first receive your Adam Connection you will find two things, a six page manual and one diskette. ADAM CONNECTION is actually an IBM DOS program, so you will need to boot DOS on your IBM machine. Once DOS is loaded, place the ADAM CONNECTION diskette in a drive, type the letter of the drive followed by a colon, and press return. Type "eos" and the program is loaded into memory.

THE ADAM CONNECTION is menu driven and easy to use, at your disposal is an incredible list of features:

- ☐ Convert ADAM files to IBM files:
 - ☐ Fully convert SmartWRITER files to IBM ASCII text files
 - ☐ Fully convert SmartBASIC programs, data to ASCII text files
 - ☐ Convert SpeedyWrite (1 or 2) text files to ASCII text which can be read by most word processors
 - ☐ Transfer any binary file
- ☐ Convert IBM files to ADAM files:
 - ☐ Convert ASCII text files to SpeedyWrite or SmartWRITER readable files
 - ☐ Rename, delete, and get status of any ADAM files from the IBM computer
 - ☐ Change status of any file (protection, deletion, etc.)
 - ☐ Format any single or double-sided disk for ADAM use in 1/4 of the time it takes an ADAM
 - ☐ Copy double or single-sided ADAM disks on the IBM

As you can see, by the list of incredible features, THE ADAM CONNECTION is not only a file transfer program but, a full featured utility system. Think about it, while using the speed and power of the IBM to take care of some of the dirty work for your ADAM like formatting and coping diskettes, you can work uninterrupted on projects requiring your ADAM.

This program has a great deal of potential. For example, those of you who have an IBM at work and an ADAM at home may now transfer files between the two machines. The

ADAM may even be considered a some-what compatible IBM machine thanks to David White's ADAM CONNECTION. Information may be shared between the database, spreadsheet, wordprocessor you use at work and popular Adam programs such as SmartFiler, Adamcalc, and of course SpeedyWrite.

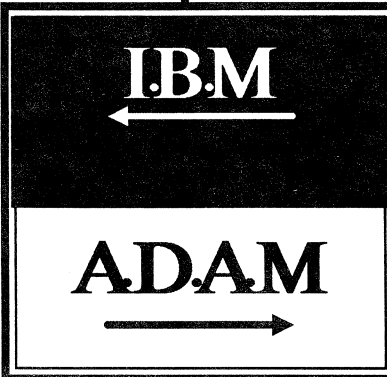
THE ADAM CONNECTION is a superb program. While giving a wealth of utilities it also serves most importantly as a means of transferring between the ADAM and IBM machines. Though the documentation is a some-what difficult to understand THE CONNECTION'S menu driven, easy to use interface will let you get up and running in no time.

I highly recommend this to anyone who would have a need to transfer files between the ADAM and IBM.

RATING - A++

EDITOR'S NOTE: I think the ADAM CONNECTION is a real boon to ADAM owners because it provides a link between our system and the industry standard IBM system. We should not look down on the fact that our ADAM cannot do everything, but we should recognize it's strengths as well as it's weaknesses. We won't find an ADAM at

our workplace, but with the ADAM CONNECTION, we can now use our ADAM'S at home and bring our ASCII text files to work for use on the IBM's and vice versa. The ADAM can not be used for high powered business software, that is why we use an IBM to produce the NIAD newsletter and maintain our large member list. However, our ADAM's are still used for many things that are just not practical or are too expensive to do on an IBM. What I am trying to say is that having an IBM compatible does not mean that you should put your ADAM in the basement. The IBM is a business computer and it has it's place along side the ADAM.



**GROOVY GRAPHICS
By L. Marschand**



This is a very clever program from a new ADAM software developer - David Seaman.

David has programed a very complex set of math routines and created 3 routines that can generate some great graphics pictures and prints with endless variations. The mathematical routines he uses are quite complex, but you genius' out there can certainly figure them out.

All programs make use of SMARTKeys as well as the controller pad to exercise the various options available. All pictures can be saved and retrieved and printed to an Epson compatible dot matrix printer. An option to save the picture in a RLE format is also available.

→ CELLS -

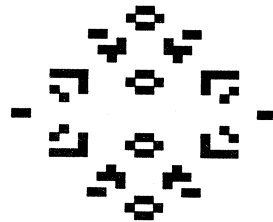
This is the computer classic game of life developed by the mathematician John Conway many years ago. The concept is that each "cell" goes through multiple generations and either lives or dies based on its proximity to other cells. Hence, if a cell is isolated it will die after a few generations. The simulation starts by you entering an initial pattern of cells. Then you activate the generations and watch some very interesting patterns develop over hundreds of generations (which go very fast). You can stop at any time and create a new pattern.

The different feature about the ADAM version is that D. Seaman has given the user the ability to change the rules by which the cells are "born" or "die". This adds an endless variety to the game and gives the user the ability to create very interesting patterns of their own making, with the ability to save and/ or print their creations!

This is an excellent program, with many user friendly options that make it that much more fun and interesting.

→ IFS -

Iterated Function System (that explains it doesn't it). This program is designed to make fractals, which are very complex equations that can produce some stunning pictures and graphics patterns which can be saved and used with any of the several painting programs around.



Additionally, squares, triangles, plaids, lightning bolts and even leaves can be generated!!

This program is truly amazing, but will take a little time to master due to the many options that be entered. To generate the different shapes/ patterns you actually modify the variables of the equations that are used. This is not as difficult as it might sound, since all you have to do is enter numbers in predefined fields.

To make it even easier, David has provided the ability to just use the keypad to randomly change some of the variables and see what new pattern is generated. Sprites can also be placed on the screen and moved around.

ISF has an excellent feature in that the print routine prints at twice the resolution of the display (480 by 384 dots), hence generating some real nice patterns and displays. I wish we had more room to show you some of the excellent patterns this program generates. You can produce full screen (1/2 of a 8 1/2 by 11 inch page) patterns that are fantastic and can be used as backdrops for graphics pictures.

→ LISSAJOUS -

This is another classic mathematical formula that generates multiple sine waves to make some great geometric shapes and patterns which are usually generated with a frequency generator and oscilloscope.

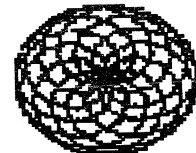
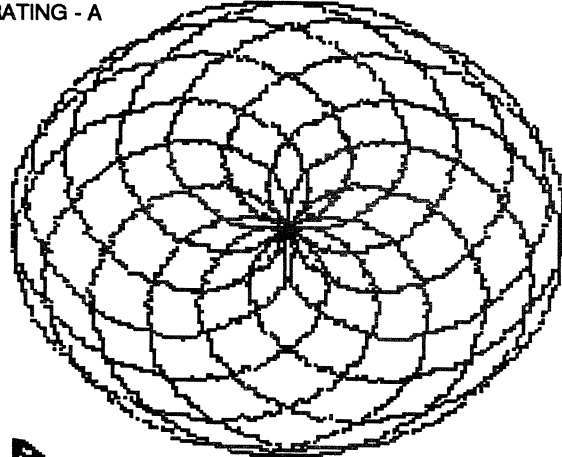
David has enhanced the original program by allowing two different sine waves to be mixed on the same axis and

providing for color variations. You change the figure generated by altering the phase and amplitude of each sine wave against the x and y axis'.

You can store/ get and print your creations as well, making the program very useful.

It is very hard to do a review on a program whose purpose is to generate graphics. All I can say is that the three programs included on GROOVY GRAPHICS will give you hours of enjoyment and provide a source for many patterns and pictures that can also be an aid in several of the graphics painting programs now available.

RATING - A



TDOS NEW CP/M By L. Marschand

(Requires 64K memory expander)

AJM Software has released a significant enhancement to the ADAM CP/M 2.2 operating system.

TDOS is a program that patches the ADAM CP/M 2.2, adding many enhanced features, correcting bugs and simplifying overall operation. All that is needed is a 64K or larger memory expander and your CP/M 2.2 disk software.

Here are some of the enhanced features:

- ☒ Support for all disk drive types including hard drives
- ☒ Support for 31, 40 and 80 column displays
- ☒ Support for memory expanders up to 512K
- ☒ Ability to configure to your individual system relative to mixtures of disk drives (single, double, quad density)
- ☒ Increased TPA size to run larger programs
- ☒ Built in commands - copy, list (to printer), wrap (right margin set), go, expanded directory
- ☒ Additional error messages
- ☒ Automatic read of new disk when inserted (no more control -C) Command line editing
- ☒ Several BUGS have been corrected: Random read/ write, improved margin handling, print problems corrected,

directory problems, disk buffers cleared on warm boot AJM had to drop out the ADAM logo and graphic SMARTKey displays to make room for the many additional features added. A SMARTKey display is provided, however. Installation is very simple, consisting of answering a number of configuration questions at which time the patched system is written to your diskette. You can then use SYSGEN to copy the new TDOS CP/M to your other system diskettes. Thanks to the great programmers at AJM (A. J. Morehen & G. Cousineau) for creating this greatly enhanced version of CP/M 2.2 which should make it much easier to use CP/M for newcomers and enhance to power of CP/M for all users.

THE LABEL WORKS ***Review by Jim Notini***

The Label Works, by Walters Software Co., is designed for the average ADAM user and small business, to create professional looking labels. Four type styles are available: **elite, italicized, expanded and compressed**, all double striked to make them near letter quality. Clip-art pictures can be included with a standard label, they are also double striked to make them look more professional. Spacing between labels can be set in one, two, three and #72 (1 to 85) of an inch. This will let 'The Label Works' use almost any size label. The work space can hold 200 labels, one clip and be saved as a file to disk, ddp or the ramdisk for later use. A special feature lets one mark labels to be printed from the workspace, a print all labels from the workspace feature and from the edit label option you can choose to print a label from 1 to 99 times. A custom label option lets you setup a label from 1 to 10 lines long with up to 40 characters on a line. This works great for disk labels, large mailing labels, etc. 'The Label Works' is written entirely in Z80 machine code and uses color screens with SmartKEY displays, dialogue boxes and Walters' new SmartDSK operating system. A parallel interface and 9 pin dot matrix printer using Epson codes are required. Optional ramdisk features requires any size memory expander.

Upon boot of 'The Label Works', a title screen is displayed and the rest of the program loads into memory. Once loaded, the main SmartKEY menu is displayed with options to view the copyright info, print labels, enter labels, custom labels, load/save and exit. Choosing to **Enter Labels** will give you another option to either add or edit labels. If you wish to add labels, a box is displayed on the screen which depicts the label. Your next option will be to choose between the 4 available print styles and then to type in your text. Along the left border of the label is displayed the line number and the type of print style that was used for the line. Once you have typed in your text for the line and entered it, you are given the option to edit the line before moving onto the next line. When the label is completed you will need to enter it into memory at which time you may also mark the label for printing or clear the label if you don't want it.

The **Edit Label** function will allow one to clear the entire workspace, mark all the labels for printing, erase marks and change the setup of an already entered label. When entering the edit function, you first have to cycle through the already entered labels with the left and right arrows to find the label

to edit. Once a label is chosen, another menu is displayed which allows the user to delete the label, print it, erase, mark or continue editing. Continuing to edit will display 6 new SmartKEYS which will allow one to edit one of the 6 lines in the label. From here, you may choose a new print style or just reenter the line.

Choosing **Custom Label** from the main menu will allow the user to create a label to your liking. This custom label can be from 1 to 10 lines and once again there is the option for the 4 print styles. After entering a line, you have the option to print the label or to enter another line. When you have completed your custom label, you are asked how many times to print the label before printing starts. You must printout your custom label from this menu and not the main menu's Print Label, also no clip-art pictures are available.

Choosing **Print Label** from the main menu will give the user the choice to printout your label(s) with or without a clip-art picture on the left of the text and then the user will have to set the spacing between labels if the default is not correct. This option comes in extremely handy since not all labels are created the same with the same spacing. The next option will be whether to print all the labels in the workspace or just the mark(ed) labels. At any time during printing, you may escape and stop the printing.

The **Load/Save** function from the main menu allows the user to load/save a database file to or from one of the physical drives or the ramdisk if you have a memory expander (this option is a great addition for those people operating a small business or a user's group). From the load/save menu, you may also load a clip-art picture (*there are thousands available in the P.D. or commercially*), but it must be a 1K Z80 binary saved clip-art which most are. Once you have loaded a clip-art pic, it will be displayed on the screen with the filename so the user is assured it is the one wanted.

Finally, choosing to **Exit Label Works** will give the user the choice of returning to SmartWRITER or an EOS START, which will boot or attempt to boot a ddp/disk in one of the drives. If you have SmartBASIC in a drive and press EOS START, the SmartDSK operating system will remain in memory and basic will load. Once loaded, you will have access to a ramdisk for d7 if you have a memory expander along with many other fixes that the SmartDSK operating system offers.

To put it simple, 'The Label Works' is another masterpiece of software development by Walters Software. This type of utility/development package has been long awaited by many ADAMites, especially those operating a user's group. The program is very user friendly and operates lightning fast when processing data or moving from one section to another. This program will also be appreciated by other software developers who have to make up labels for their own programs. One option that I would have liked to have been added is the ability to have a counter implemented on the label so that the label could have a serial # with increasing #s printed on it. For now though, we will have to undergo a little extra work by writing in the serial #s manually. Another fine addition by the Walters and easily the finest label creation program available to date for the ADAM.

ADAM PUBLIC DOMAIN LIBRARY
from S.M. VIDEO

This software is FREE!! You pay the copy cost. Most the software programs in S.M. VIDEO's library were never released and others are some that were but are no longer available from ADAM suppliers. This software will be taken out of our library if original's become available. TO THE BEST OF MY KNOWLEDGE ALL OUR SOFTWARE IN THE PUBLIC DOMAIN IS THE BEST AVAILBLE BUG FREE VERSIONS. IF YOU HAVE ANY UNRELEASED SOFTWARE OR A BETTER VERSION THEN THE ONE'S LISTED BELOW, S.M. VIDEO WILL PAY YOU \$35.00 FOR EACH ONE. WE ARE LOOKING FOR COLECO'S JEOPARDY (40 GAME SCREEN VERSION), FRONTLINE THE SUPER GAME, GORF THE SUPER GAME, STAR TREK THE SUPER GAME, WARGAMES THE SUPER GAME, BURGERTIME THE SUPER GAME, SMURF THE SUPER GAME, OR ANY OTHER UNRELEASED STUFF.

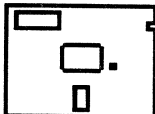
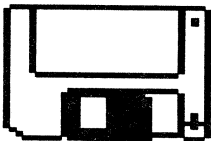
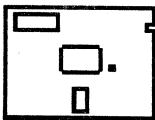
SOFTWARE AVAILBLE ON 3 1/2", 5 1/4" disk, and digital data pack for \$4.95

*** INSTRUCTIONS ARE \$1.00 EACH**

**** COPY'S OF HUGE MANUALS \$5.00**

*****TEMPLE OF ASPHAI REQUIRES SUPER ACTION CONTROLLERS**

^SOME SOFTWARE NEEDS 64K ^



- * JEOPARDY (exactly the same as on t.v. Contains 27 games already on the program. This is a bug free version. Jeopardy game packs and a gamemaker are available now for use with this exellent game.
- * SUBROC THE SUPERGAME (bug free arcade game)
- * BUCK ROGERS THE SUPERGAME (disk version has one bug)
- FRONTLINE THE SUPERGAME DEMO (bug free version)
- * TROLL'S TALE (bug free version)
- * THE YOLKS ON YOU, FALL GUY, VIDEO HUSTLER (bug free cart)
- *** TEMPLE OF ASPHAI (bug free version) manual \$5.00**
- * ADAM DEMO, ROCK 'N' ROLL, WORD FEUD (bug free carts)
- THE BEST OF ELECTRONIC ARTS (bug free version) manual**
- PINBALL GAMES (need above program to use) bug free
- * PERSONAL CP/M (has a few bugs)
- MACADAM (has a few bugs)
- MARKET MONITOR (bug free version)
- * COLECO SPEED CHECKER (for adam drives) bug free version
- COLECO COPY PROGRAM (bug free version)
- COLECO IN-HOUSE UTILITIES (bug free version)
- COLECOVISION FINAL TEST (bug free version)
- GAMMA DEBUG TEST CART (bug free version)
- ADAM C.P.U. TESTCART (bug free version)
- ONE MINUTE FORMATTER (format 2 adam disk drives at once)
- SMARTBASIC VERSION 1.1 (use memory expander as a drive)
- SMARTBASIC VERSION 2.0 (a few bugs)
- ADAMLINK II (bug free modem program from Coleco)
- DISK MANAGER (bug free file utility)
- DAM BUSTERS THE SUPERGAME (bug free World War II game)
- B.C. GROG'S REVENGE THE SUPER GAME (bug free version)
- COLECO CARTRIDGE COPY UTILITY (bug free cartridge copy)
- CABBAGE PATCH KIDS ADVENTURES IN THE PARK (bug free)
- ADULT GRAPHICS (must be 21, bug free)
- ADAM UTILITIES (exellent Coleco stuff that needs 64K)

CALL OR WRITE SHON MCCALLUM:

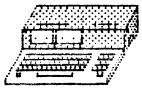
MAIL ORDER INFORMATION:

SHIPPING AND HANDLING.....\$3.00

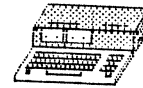
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SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY
Arrival	Breakfast	Breakfast	Breakfast	Departure
	Session I	Session IV	Session VI	
	Lunch	Session V	Lunch	
	Session II	Afternoon	Session VII	
Reception	Session III	Free	Awards Dinner	



Featured speakers include Soloman Swift, author of some of the most popular software ever written for the ADAM and Jay Forman, president of M W Ruth and among the very first ADAMites! Other speakers to be announced as confirmed.

PRIZES! PRIZES! PRIZES!

Everyone present will be eligible to win great prizes donated by ADAM suppliers and clubs! WIN: GodOS! PowerPAINT! Temple of the Snow Dragon! Adam Bomb! Mind Over Adam! Dinosaur Dig! Back-up+ 3.0! Hard disk interface! Memory expander! Interface board! Club memberships and Newsletters! PD Vols! Many more special prizes to be announced!!!!

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Awards Dinner

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Awards Dinner

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No matter what your ADAM interests, you will find a workshop, seminar, or panel that will meet your needs. You can learn more during these five days to increase your knowledge and proficiency on the ADAM than you could in a year of gathering information from every source available! This is your opportunity to perhaps meet the author of your favorite software, or share face to face conversation with those you've met only via the BES! There will be discussion groups on the topics that you want most to know more about. No matter what your level of expertise, your presence is critical to the success of the first ADAM convention. Whether you are learning about new products that will make your ADAM more valuable to you, or providing input that will help product developers and vendors better meet the needs of the ADAM community, or sharing your knowledge to help another ADAMite, you will be an important part of this convention.

SESSION TOPICS INCLUDE:

Bulletin Boards A - Z	Telecommunications
Game Development and Design	CP/M 2.2
Using PD Utilities	Hardware Maintenance Tips
Putting Zing Into Your AUG Meetings	Hardware and Software Demonstrations
Using Your ADAM In Your Business	Word Processing Tips
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Here is an opportunity to save enough money on those products you have been wanting to pay for your trip! ADAM products at special convention rates! Many vendors will be offering their products at very special prices made available only to ADAMCON 01 attendees! PLUS.....SWAP SHOP!! Bring your extra ADAM hardware and software to sell and swap with other ADAMites! Clean out your ADAM closet!

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New/ reconditioned ADAM system in original box with all accessories. 90 day warranty. Includes shipping !!
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ADAM that attaches to Colecovision game system to make a complete computer system. 90 day warranty. Includes S/H.
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JEOPARDY QUESTION PACK		\$14.95
FAMILY FEUD QUESTION PACK		\$14.95
TRIVIA PACK I		\$12.95
KID'S TRIVIA PACK I		\$12.95
PRO FOOTBALL		\$18.95
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JEOPARDY QUESTION MAKER		\$24.95
FAMILY FEUD QUESTION MAKER		\$24.95
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WIZARD'S PINBALL ARCADE		\$19.95
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THE SOLAR SYSTEM	(DDP)	\$ 9.95
AMERICA AT WAR	(DDP)	\$ 9.95
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HOME FILES MANAGER	(DDP)	\$ 9.95
PERSONAL CHECKBOOK	(DDP)	\$ 9.95
BASIC SYSTEM MANAGER/FASTRUN		\$18.95
LAB MOUSE		\$12.95
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GREAT INVENTIONS GAME	(DDP)	\$ 9.95
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NIAD GOLD: TEXT ADVENTURES I		\$ 9.95
NIAD GOLD: HOME & BUSINESS		\$ 9.95
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ADAMLINK Dot Matrix PATCH		\$ 9.95
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FILE MANAGER V2.0		\$17.95
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PRO GOLF CHAMP		\$14.95
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SMARTDSK I (for SmartWRITER 64K required)		\$18.95

SMARTDSK II (64K + required)		\$16.95
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SMARTDSK III (64K + required)		\$24.95
(for BASIC 1.0/2.0 with Media Aid Utilities)		
TRIVIA SEARCH (requires Mr. T Search)		\$ 7.95
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FLASH FACTS: HISTORY		\$11.95
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GRAPHXPIX	\$14.95
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GROOVY GRAPHICS (NEW)	\$19.95

SPRITE DEVELOPMENT PACKAGES FOR BASIC:

SPRITEMASTER	\$18.95
SPRITEPOWER (64K + required)	\$16.95

ADAM PRINTER USED:

SIGNSHOP (DDP)	\$22.95
NEWSMAKER (DDP)	\$26.95
SNAPSHOTS VOLUME I	\$10.95
PAINTMASTER (DDP)	\$22.95

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DR. SEUSS' FIX UP THE MIX UP PUZZLER	\$18.95
TELLY TURTLE LOGO / GRAPHICS	\$18.95
BEAMRIDER	\$22.95
H.E.R.O.	\$12.95
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THE HEIST	\$18.95
NOVA BLAST	\$18.95
GORF	\$18.95
CENTIPEDE	\$12.95
DEFENDER	\$12.95
TIME PILOT	\$ 9.95

CP/M 2.2 COMMERCIAL SOFTWARE - INFOCOM:

*** REQUIRES ADAM CP/M SOFTWARE - DISK ONLY ***

ZORK I	\$19.95
ZORK II	\$24.95
ZORK III	\$24.95
STARCROSS	\$19.95
DEADLINE	\$19.95
HITCHIKER'S GUIDE TO THE GALAXY	\$19.95

*** NIAD PUBLIC DOMAIN SOFTWARE ***

PLEASE NOTE: Specify VOLUME # and DISK OR DDP

*** COST PER VOLUME: \$4.00 DISK - \$6.00 DDP ***

SmartBASIC # 1 - 34 (34 different) # BNDV 1 - 34
 SmartLOGO # 1 - 4 (4 different) # LNDV 1 - 4
 ADAMCALC # 1 - 3 (3 different) # ANDV 1 - 3
 BASIC UTILITIES # 1 - 2 (2 different) # UNDV 1 - 2
 CP/M 2.2 # 1 - 54 (54 different) # CNDV 1 - 54
 PD SIGNS # 1 - 2 (2 different) for SignSHOP/NewsMaker
PINBALL CONSTR. SET / HARD HAT MACK

New bug free version with 2 demo games

Add \$ 2.00 for 40 page manual

PINBALL GAMES # 1 - 2 (2 different) for PINBALL/HARD
 SUPER SUB-ROC

TROLL'S TALE

ADAM DIAGNOSTIC - requires 64K Memory Expander

ADAMLINK II TELECOMMUNICATIONS SOFTWARE

SmartBASIC REPLACEMENT DDP/DISK

SmartBASIC V2.0 with DOCUMENTATION file

NIAD BACK ISSUE INDEX - requires SmartFILER

EOS DISK MANAGER - Replacement on DDP or DISK

SP-1 CUSTOM PRINTER SOFTWARE \$7.00

SmartWRITER/SmartFILER (Specify which printer you have)

VIDEOTUNES SONGS # 1 - 2 (2 different)

ONE-MINUTE FORMATTER (DISK ONLY)

UKAS MINI-REVIEWS - requires SmartFILER

A-CHESS (SARGON)

THE ANIMATOR SPRITE DEVELOPMENT PACKAGE

DATA & DISK DRIVE SPEEDCHECK

CABBAGE PATCH KIDS ADV IN THE PARK - 128K ver.

FALL GUY / VIDEO HUSTLER - unreleased cartridges

YOKE'S ON YOU / MATH WIZ - unreleased cartridges.

FRENCH BASIC - great modification to SmartBASIC V1.0

SmartBASIC V2.1 - modification of SmartBASIC V2.0

SmartBASIC V2.0 40 Column Text

ADAM Utilities

AUSTRALIAN SmartBASIC

STRATEGIC SOFTWARE PRINTER PATCHES

MISCELLANEOUS PUBLIC DOMAIN GRAPHICS:

*** For use with PowerPAINT, CLIPPER or SmartBASIC ***

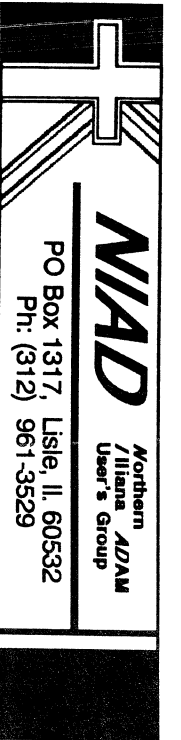
RLE PICS VOL. # 1 - 4 (4 different)

REEDY ART GALARY VOL. # 1 - 2 (2 different)

PAINTMATES VOL. # 1 - 11 (11 different)

PAINTFORMS VOL. # 1 - 3 (3 different)

N & B PIX VOL. # 1 - 18 (18 different)

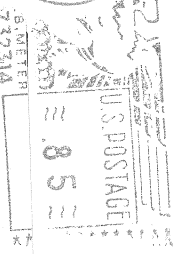
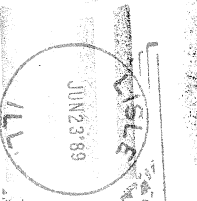
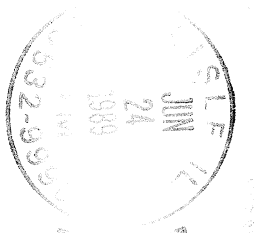


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DISCOUNT BUYING SERVICE FOR HDW & SFTW

" For God so loved the world that he gave his one and only SON, that whoever believes in him shall not perish but have eternal life. For God did not send his SON to condemn the world, but to save the world through him. . . . John 3:16

NIAD NEWSLETTER For →

Member # ----->02905p1t912075
Steve Pitman
3705 Church St
Cincinnati, OH
45244 *



POSTMASTER : DATED MATERIAL - PLEASE DELIVER