

**MULTI - FUNCTION USER GROUP  
MONTHLY NEWSLETTER - PUBLIC DOMAIN LIBRARY  
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Issue #86 - March, 1992

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Continuing our study of the Gospel of John, chapter 13...

<sup>31</sup>Therefore, when he was gone out, Jesus said, "Now is the Son of man glorified, and God is glorified in him.

<sup>32</sup>If God be glorified in him, God shall also glorify in himself, and shall straightway glorify him.

<sup>33</sup>Little children, yet a little while I am with you. Ye shall seek me: and as I said unto the Jews, "Whither I go, ye cannot come"; so now I say to you.

<sup>34</sup>A new commandment I give unto you, That ye love one another; as I have loved you, that ye also love one another.

<sup>35</sup>By this shall all men know that ye are my disciples, if ye have love one to another.

<sup>36</sup>Simon Peter said unto him, Lord, whither goest you? Jesus answered him, "Whither I go, thou canst not follow me now; but thou shalt follow me afterwards."

<sup>37</sup>Peter said unto him, Lord, why cannot I follow thee now? I will lay down my life for thy sake.

<sup>38</sup>Jesus answered him, "Wilt thou lay down thy life for my sake? Verily, verily, I say unto thee, The cock shall no crow, til thou has denied me thrice.

Chapter 14

Let not your heart be troubled: ye believe in God, believe also in me.

<sup>2</sup>In my Father's house are many mansions: if it were not so, I would have told you. I go to prepare a place for you. <sup>3</sup>And if I go and prepare a place for you, I will come again, and receive you unto myself; that where I am, there ye may be also. <sup>4</sup>And whither I go ye know, and the way ye know."

<sup>5</sup>Thomas saith unto him, Lord, we know not whither thou goest; and how can we know the way?

<sup>6</sup>Jesus saith unto him, "I am the way, the truth, and the life: no man cometh unto the Father, but by me. <sup>7</sup>If ye had know me, ye should have known my Father also: and from henceforth ye know him, and have seen him."

<sup>8</sup>Philip saith unto him, Lord, shew us the Father, and it sufficeth us.

<sup>9</sup>Jesus said unto him, "Have I been so long time with you, and yet has thou not known me, Philip? he that hath seen me hath seen the Father; and how sayest thou then, Shew us the Father? <sup>10</sup>Believest thou not that I am in the Father, and the Father in me? the words that I speak unto you I speak not of myself: but the Father that dwelleth in me, he doeth the works. <sup>11</sup>Believe me that I am in the Father, and the Father in me: or else believe me for the very works' sake.

<sup>12</sup>Verily, verily, I say unto you, He that believeth on me, the works that I do shall he do also; and greater works that that these hall he do; because I go unto my Father. <sup>13</sup>And whatsoever ye shall ask in my name, that will I do, that the Father may be glorified in the Son. <sup>14</sup>If ye shall ask anything in my name, I will do it.

<sup>15</sup>If ye love me, keep my commandments. <sup>16</sup>And I will pray the Father, and he shall give you another Comforter, that he may abide with you forever; <sup>17</sup>Even the Spirit of truth; whom the world cannot receive, because it seeth him not, neither knoweth him: but ye know him; for he dwelleth with you, and shall be in you. <sup>18</sup>I will not leave you comfortless: I will come to you. <sup>19</sup>Yet a little while, and the world seeth me no more; but ye see me: because I live, ye shall live also. <sup>20</sup>At that day ye shall know that I am in my father, and ye in me, and I in you. <sup>21</sup>He that hath

my commandments, and keepeth them, he it is that loveth me: and he that loveth me shall be loved of my Father, and I will love him, and will manifest myself to him."

<sup>22</sup>Judas saith unto him, not Iscariot, Lord, how is it that thou wilt manifest thyself unto us, and not unto the world? <sup>23</sup>Jesus answered and said unto him, "If a man love me he will keep my words: and my Father will love him, and we will come unto him, and make our abode with him. <sup>24</sup>He that loveth me not keepeth not my sayings: and the word which ye hear is not mine, but the Father's which sent me. <sup>25</sup>These things have I spoken unto you, being yet present with you. <sup>26</sup>But the Comforter, which is the Holy Ghost, whom the Father will send in my name, he shall teach you all things, and bring all things to your remembrance, whatsoever I have said unto you. <sup>27</sup>Peace I leave with you, my peace I give unto you: not as the world giveth, give I unto you. Let not your heart be troubled, neither let it be afraid. <sup>28</sup>Ye have heard how I said unto you, I go away, and come again unto you. If ye loved me, ye would rejoice, because I said, I go unto the Father: for my Father is greater than I. <sup>29</sup>And now I have told you before it come to pass, that, when it is come to pass, ye might believe. <sup>30</sup>Hereafter I will not talk much with you: for the prince of this world cometh, and hath nothing in me. <sup>31</sup>But that the world may know that I live the Father; and as the Father gave me the commandment, even so I do. Arise, let us go hence.

Again, this passage is very important because it occurred immediately prior to Jesus' arrest and crucifixion. Jesus' statements are very important and I hope to help you understand them.

The first instruction Jesus gives is **to love one another as God loves us**. All of us have heard this and probably think it is a nice thought. However, it is much more than that, it is imperative and a basic requirement for understanding and accepting God's plan of salvation. **Jesus was the ultimate example of love - he unselfishly gave of himself, even to the point of his death.** God is love and he created us out of love and Jesus wants us to put love for others as our highest priority. If Jesus thought we were "lovable" enough to die for us shouldn't we love others (and ourselves)?

In Chapter 14, Jesus tells the disciples that He must go away to prepare a place for them. What Jesus is saying is that after his death and resurrection he will return to the side of the Father as our representative because everyone who accepts Jesus as their personal Lord and Saviour in essence becomes one with Him, Jesus' sacrifice on the cross "covers" our sins. Jesus had to leave the earth after his resurrection to take his rightful place at the right hand of the Father. Jesus stated "**I AM THE WAY, THE TRUTH, AND THE LIFE: NO MAN COMETH UNTO THE FATHER, BUT BY ME.**"

Only through Jesus can we have a relationship with the Father, eternal life and salvation. God has tried to make it very simple for us by giving us one path to salvation. We can't do it by being "good" because everyone has their own definition of "good".

(Continued on page 3...)

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## N.I.A.D. PROCEDURES



⇒ N.I.A.D. is published monthly, except for the months of May / June and July / August, which are combined issues by the Northern Illiana ADAM User's Group. Individual issues may be purchased for the current month or a backissue for \$3.00 (always check Product List for current pricing). The March issue of N.I.A.D. is the 86<sup>TH</sup> issue published by N.I.A.D., there are 85 preceding issues. When ordering backissues, please specify the number of the issue, month and year.

⇒ The standard membership rate for 10 issues is **\$22.00 USA First Class** and **\$26.00 Canadian First Class** and it's possessions. Contact us for membership rates outside of these areas.

⇒ N.I.A.D. welcomes contributions of original reviews, programs, articles, questions, suggestions and comments. Please include a SASE (Self-Addressed-Stamped-Envelope) if you want a written reply. Also, any contribution sent in on DDP or DISK will be eligible to receive a Public Domain program or volume in return at no charge!

⇒ Your N.I.A.D. member ID number is on the first line of your mailing label (affixed to the newsletter). The first four digits are the month and year of the final issue in your current membership. Please check this number each month to insure that issues are not missed.

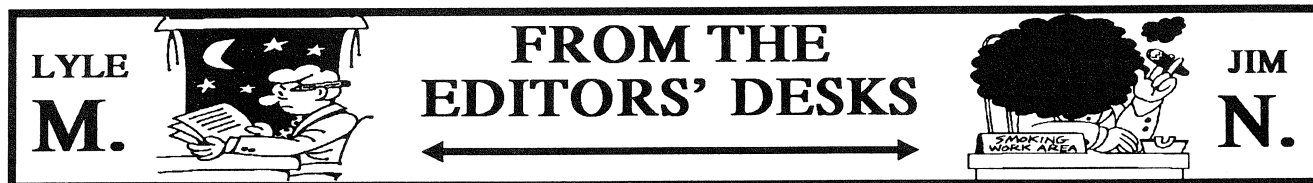
⇒ N.I.A.D. will not be held liable for any issues missed due to an address change which we are not informed of. Please send this information to us as soon as possible so as not to cause any type of difficulties. Also, include your member ID number any time that you send us any kind of letter, package or order.

⇒ N.I.A.D. accepts advertising for ADAM related products and services. Cost is \$35 for a half page ad and \$60 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 may send in your ad in either SmartWRITER, SpeedyWRITE, PowerPAINT, PrintWORKS, other ADAM formats, IBM ASCII or IBM PUBLISH IT! DTP format files or even supply us with a high quality print out for reproduction in the newsletter. N.I.A.D. reserves the right to not advertise certain products or services which may be offered.

⇒ If **0392** are the first four digits in your member number, this is the last issue you will receive in your current membership, it is time to renew your membership to insure that you do not miss an issue.

⇒ N.I.A.D. welcomes software developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to test and to review in the newsletter. N.I.A.D. offers a 50 / 50 split of the sale price on all items that we handle distribution of for all developers. You will find that this is one of the best offers around in the ADAM community. We will also publish a review on the product as soon as possible and handle distribution of demo copies.

⇒ **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.**



(...Continued from front page)

We can't do it by never making a mistake because we are not perfect (even if we think we are). We can't do it by being better than everyone else because there is always someone who is better. God developed the perfect plan that was fair to everyone, just believe in Jesus.

Jesus also explained his relationship to the Father, which can be confusing. It is hard for us to imagine that the God who created the universe sent His own Son to earth as a human to tell us about Himself. I guess we don't think we are worthy of His visit or perhaps we have an image of a God in Heaven who doesn't have time for his creation and just likes to manipulate us (Zeus from mythology). However, our God is a personal God who shows his love for us by sending his Son to represent Him and show us what the Father is like. Think about it, we are very blessed to have a God who loves us so much.

Jesus tells us that He will send the Holy Spirit to us when He returns to the Father. The Holy Spirit is the third member of the Trinity and his function is to continue the teachings of Jesus and to remind us of the teachings of Jesus. The Holy Spirit is our conscious, telling us what is right from God's perspective (not man's). The Holy Spirit is God within us who will teach us further about God's Kingdom and help us to understand God's Word, the Bible which is VERY IMPORTANT. The Bible contains everything we need to know about God, Jesus' purpose and salvation.

Lastly, Jesus tells the disciples that He must leave so He can come back in the future. Yes, the greatest promise is that Jesus will return to the earth for a second time to claim His rightful place as our Lord, defeating the enemy for the final time. What a promise to look forward to and all you have to do is believe and accept Jesus as your lord and saviour. Won't you do so today so that your eternity is assured?

God bless you all.

Welcome to the March issue, even though it is now April!!

We are catching up, slowly and should be back on schedule in a couple of months.

I hope you all have (or had, depending on when you read this issue) a wonderful Easter.

Easter is great because it means Spring is here and Summer can't be far behind! I dislike the Winter more each year and look forward to Summer.

Thanks to the best users in the world (ADAM users) we have a whole bunch of great NEW Public Domain software to offer you this month. They are all top notch, bug free and have menus and quit functions. We should be thankful that ADAMites continue to do this kind of work for the good of the entire ADAM community. Jim has more on these new P.D. titles in this issue, but there are so many of them we will have to complete our reviews in a couple of issues.

I want to encourage all of you to support the Public Domain effort by sending in your programs, graphics files, ADAMCalc spreadsheets, etc. All of these are helpful to others who are looking for ADAM software and support. Your work does not have to be super professional to submit - send us what you have done and we will evaluate it for the P.D. and possibly even commercial sale.

The best to all of you.

We've done it! "What have we done?", you are probably asking yourself at this moment. We have cut off a full two weeks of time which we are behind in the publication of the newsletter and with the summers combined issues coming up, we should be back on track by the beginning of summer. It has been a long, hard struggle to catch up this much and shall prove to be one of the biggest events of the year when we are back on schedule. That is, next to the White Sox winning the World Championship for the first time since 1917! Yeah, that's right, this is finally the year that the ChiSox and their fans won't have to say "Wait until next year". That other baseball team in Chicago (I think they are called the Cubs) however, will have a long wait before they ever get close. The baseball season, to me, is the first sign that Winter is about over and the warm, hot summer is on it's way along with ADAMCON 04! I wish we had year around weather like Florida or Arizona in this area since I know I will never move away from the city.

There are a number of late breaking news items which have just come to my attention and therefore have not made it into the newsletter yet that I wish to discuss here.

First, we have run across some problems in the operation of the Micro Innovations 256K Memory Expanders. Originally, these 256K M.E. would not be recognized immediately upon turning the ADAM Computer on, but required the user to boot a program which sent the proper initialization routine (IE: ADAM's Desk Top, File Manager, TDOS, etc.). This problem was remedied, but has led to another smaller problem as we have recently found out. The new problem pertains to the fact that PowerPAINT recognizes the 256K M.E. as a 512K M.E. All other functions of PowerPAINT operate flawless except for this fact and that the ramdisk size is incorrectly set at 394K. The correct total should read 146K and if you try to save more than 146K of files onto the ramdisk, the ramdisk directory will become corrupted and cause a lose of all files stored on it. Also, the contents contained in the eight workspace cells will become a hodge podge of colors. We have tested a good number of other ADAM programs without one single problem so we have come to the conclusion that the problem is contained in the PowerPAINT ramdisk initialization routine. Mark Gordon of Micro Innovations is hard at work trying to remedy this problem either with a redesign of the memory expander or a patch for PowerPAINT. We will keep you posted as to what comes out of this.

Also, Doug Roservinge (our resident CP/M and TDOS expert) has supplied us with an upgrade for public domain volume CNDV VOL. #56a and 56b. These two volumes make up a tremendous database program named FILEBASE, and as a bonus Doug has now supplied a database file that details all 60 volumes of the CP/M CNDV Public Domain Library with descriptions of each program!! A listing of each volume with descriptions of the programs and files has been one of the most requested items from our members, and now it is available!! Please remember, this is a dual disk volume which means that you have to purchase two disks at the current price for public domain software. Also, Doug has sent in CNDV VOL. #60 (will be reviewed next month), which is a collection of Guy Cousineau's favorite CP/M and TDOS programs and utilities - this will be a must have volume!!

We are sorry to inform you at this time that all specials from the last two months now have officially expired. Many of you took advantage of the Public Domain special (I must have made over 500 disk copies of P.D. software in the last 2 1/2 months) and the Micro Innovations disk drive specials while they lasted and we appreciate your continued support of N.I.A.D. Remember, as long as you continue to support N.I.A.D., N.I.A.D. will continue to support you.

"TIL NEXT MONTH, "KEEP ON ADAMing!!"

# N.I.A.D. NEWS & UPDATES

⇒ **GUY'S E.O.S. UTILITIES** has been released by Guy Cousineau of AJM Software. This new utility package includes three programs: E.O.S. File Indexer V1.0 and Disk Doctor V1.0 which were originally released in 1988 as individual programs; and Directory Sorter V1.0. Directory Sorter is a utility that will sort disk and data pack directories numerically and alphabetically as well as allow for the removal of deleted and backup files. It will work with up to 255 files in up to a six block directory and with any size drive (tape, floppy or hard). Guy's E.O.S. Utilities retails for \$20.00, but a special upgrade offer is available for owners of E.O.S. File Indexer or Disk Doctor. See the review contained in this issue for all the details.

⇒ **ADAM MAP: STATE VOLUME #2** has been released by Carl Harrison of Harrison Productivity. This second state volume for use only with ADAM MAP: U.S. ATLAS is a collection of five states: Montana, Idaho, Oregon, Washington and Wyoming. Watch for further State Volumes coming soon. Retail price for Volume #2 is \$6.95.

⇒ **INVOICER V3.2** has been released by Terry Fowler of ADAM'S House. Version 3.2 significantly makes initial use of the program easier by asking for business name, address, tax, etc., information when the program is first run. This information is saved in a file that the main invoicing module accesses during the invoicing function and it can be updated when things change very easily - saving you from having to edit the program lines. It also keeps a running total of receipts, subtotals, etc., which can be printed as a receipts journal at month's end or any point during the month. The totals are printed out at the close of each business day, too, and saved with inventory data updates. The program has also been condensed for better efficiency and quicker loading. The customer information module that allows selection, editing, adding, and printing of customer information has also been improved and saved in binary, fast load format. These improvements have resulted in a 3 to 4 hour time savings each month for ADAM's House when doing bookkeeping and financial work. At least a 64K Memory Expander is required. Invoicer V3.2 retails for only \$19.95 and upgrades for owners of earlier versions are available directly through ADAM's House.

⇒ **IBM<sup>(tm)</sup> CLIP-ART FOR ADAM** is now made up of a total of 49 volumes (the first two are available through us for \$14.95). This leaves 47 additional volumes that are available directly through Bob Sebelist of the Maine ADAM Library. Each volume consists of over 100 clip-art files for less than most public domain graphics volumes. The Maine ADAM Library has also recently released a new program called ADAM Calculator that we will have further news on in the next issue.

⇒ **LEARNING TO MAKE GAMES WITH ADAM** and **LEARNING TO MAKE MUSIC WITH ADAM** have temporarily been canceled from publication by the author, Mel Ostler of Roadrunner Publications, due to slow sales on his other manuals. No further details have been received concerning the possible completion of these Z-80 tutorial manuals, but it may be a good idea if you are interested in these manuals to write Mel Ostler and inform him of your will to purchase these and other manuals he has in the works if they are finished.

⇒ **ADAMagic SOFTWARE**, a long time ADAM software developer operated by Steve Olsen, has released all of their commercial software titles to the Public Domain. In this issue we have supplied brief descriptions of all the new public domain packages (ONDV VOL. #1 thru #18) and over the course of the next several months we will run more detailed reviews of each volume. We, here at N.I.A.D., were pleasantly surprised by the quality of these volumes and can only wonder why these programs were not distributed by ADAM vendors while they were still commercial products.

⇒ **BONAFIDE SYSTEMS**, operated by Chris and Elizabeth Braymen, has released five new volumes of MIDI Songs (MNDV VOL. #12 thru #16) as well as a new collection of MIDI Utilities to the Public Domain. These new volumes will be reviewed next month due to space limitations in this issue.

⇒ **THE ADAM IMAGE MAKER** by Oasive Pensive Abacutors continues to be a mystery product that looks like it will never be fully completed and released. Many different people have been promised working A.I.M. Boards for the purpose of developing software drivers, but no one has received the boards yet. As everyone should know by now, the hardware has been completed, but software has been the hold-up and it looks like this will never be resolved. Another reason we feel that the A.I.M. Board will never be completed is because of this companies heavy involvement with the TI99/4A Computer and the version of A.I.M. that they have running on it (called the T.I.M.). For these reasons, you will not see mention of A.I.M. in this newsletter again unless we have a working unit to review.

⇒ **THE POWERMATE & ADAMNET L/C HARD DRIVES UNITS** by Micro Innovations are still being delayed from release pending further testing to insure the integrity of all read / write operations. Further details such as hard drive sizes that will be made available and price will not be set until the products are ready for release. Following the release of the Hard Drive units, Micro Innovations plans to develop an EVE / OBS compatible Serial Card that will plug into Slot #1 in the Memory Console.

⇒ **ADAM MAP: U.S. ATLAS** has been reported to contain a bug by it's author, Carl Harrison. The bug will not cause any harm at this time, but when the states of Arizona and New York are finally released on State Volumes, the state file will not load when chosen. **SmartBASIC V1.x** has also been reported to contain a bug by it's author, Richard Drushel. The problem arises when initializing or sending to the Micro Innovations' M.I.B. 2 Serial Ports. The bug was never found previously due to the fact that an M.I.B. 2 card was not available for testing. Both patches will be listed next month due to space limitations.

⇒ **WALTERS SOFTWARE CO.** has been busy the last year or so supplying patches and upgrades for a vast number of their own programs as well as other programs (IE: SpeedyWRITE V2.0). Now they have developed a patch for PowerPAINT by Digital Express Inc. that disables the ramdisk initialization routine upon boot-up. What this means to PowerPAINT users is that they will now be able to stock their ramdisk with graphic files prior to loading PowerPAINT and then while in PowerPAINT, load these graphics files superfast from the ramdisk. A number of Walters Software Co. programs are required to carry out the patch, so please read the article contained in this issue very carefully.

⇒ **U.P.S. SHIPPING & HANDLING** rates have once again increased as many of you may have noticed by the February mail-order form. One thing to consider when ordering products from N.I.A.D. is to use a VISA or MASTERCARD if possible. This way we have the ability to choose the appropriate shipping and handling costs dependent on the weight of the products. Many Canadians who use credit cards when ordering through us will be able to attest to this. Plus, we do not tack on a sur-charge for using a credit card, unlike other companies.

⇒ **PENDING PRODUCTS:** No further news has been received on the availability of File Manager V3.1 by AJM Software and Linked Stack Development Kit by Jason Brown Software.

⇒ **UPCOMING REVIEWS:** Birthdays & Anniverseries, ADAM Calculator, Basic Programming Tutorial, and 22Disk by Sydex.



## LET US ENTERTAIN YOU

### Adamcon IV Information

#### By Herman Mason

**EDITOR'S NOTE:** This article was downloaded from the ADAM-X-CHANGE BBS by Ron Collins and supplied to us by the ADAM News Network. Please read over these ADAMCON 04 articles very carefully.

## THINGS TO SEE AND DO IN CLEVELAND

Because we want this convention to be something enjoyed by every member of the family, we've put together this list of interesting places to see (and things to do) in the Cleveland area. Believe me, YOUR wife won't be the only "computer widow" in Cleveland! I even know of a few "computer widowers" that plan to accompany the ADAM oriented member of the family to ADAMCON 04. Let's look at the many things they can do during the session times to keep from being bored to death while we "compute".

Everything from top amusement parks like Geauga Lake, Cedar Point and Sea World to national historic sites and world-renowned museums can be found in Cleveland.

University Circle, only 10 minutes east of downtown, is a beautifully land-scaped park-like area that is home to more than 20 museums and performing arts organizations.

When it comes to theater and the performing arts, Cleveland is in a league with the best. Our wealth begins with the Cleveland Orchestra: the world's most recorded orchestra! Second, the internationally acclaimed Cleveland Ballet provides you the opportunity to experience dance in the grand theatrical style. The Cleveland Play House recently celebrated it's 75th Anniversary with performances of well-known plays. Karamu House, the former settlement house founded in 1915, has become a theater and arts institution.

Popular entertainers frequently stop in Cleveland. There are many comedy clubs featuring established and new comics nightly.

Touring Broadway plays can be seen at Playhouse Square or in the Carousel Dinner Theater located in Akron. The Front Row Theater highlights Las Vegas type acts and performers.

Where else but in Cleveland can you shop in a Powerhouse that once provided electricity for the city's streetcars? This is just one of the focal points of the new Nautica Entertainment Complex down in the "Flats".

You won't want to miss the Nautica Boardwalk, a 1/2 mile long traditional boardwalk with a full selection of favorites: ice cream, hot dogs, burgers, gyros, ribs, seafood and more!

The Avenue at TWR City Center offers an exciting blend of fine and casual dining and the ultimate in shopping and service.

Nearby is the Galleria, a glittering glass-enclosed shopping complex featuring 60 world-class stores.

Aurora Farms Factory Outlets is a bargain-hunter's paradise, as is the Lake Erie Factory Outlet Center in Sandusky.

See the sights via an authentic British double decker bus, a 1000 passenger ship (the Goodtime III), or even Lolly the Trolley!

CLEVELAND, OHIO... a place for the whole family!



## ADAMCON IV AGENDA

### Thursday - July 23

6:00 pm Registration  
7:00 - 9:00 pm Reception

### Friday - July 24

7:00 - 8:30 am Breakfast  
9:00 - 9:45 am Keynote  
10:00 - 12:00 am 1st Session  
12:00 - 1:00 pm Lunch  
1:00 - 3:00 pm 2nd Session  
3:00 - 5:00 pm 3rd Session  
5:00 - 6:00 pm Open / Free Time  
6:00 - 7:00 pm Supper  
7:30 - 10:00 pm ADAM Store / Repair Center / Demos

### Saturday - July 25

7:00 - 8:45 am Breakfast / Breakout  
9:00 - 10:30 am 1st Session  
10:30 - 12:00 am 2nd Session  
12:00 - Open / Free Time  
ADAM Store / Repair Center / Demos  
Make-up Sessions  
12:30 - 1:30 pm Lunch  
7:00 - 9:00 pm Supper

### Sunday - July 26

7:00 - 8:45 am Breakfast / Breakout  
9:00 - 10:30 am 1st Session  
10:30 - 12:00 am 2nd Session  
12:00 - 1:00 pm Lunch  
12:30 - 5:30 pm ADAM Store / Repair Center / Demos  
Make-up Sessions  
6:00 - 7:00 pm Cocktails  
7:30 - 10:00 pm Banquet

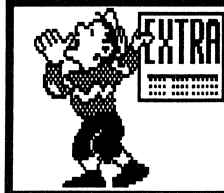
### Monday - July 27

7:00 - 8:30 am Going Away Breakfast

Each session will consist of 2 seminars and 1 hands-on topic. Make-up sessions will be scheduled as warranted by popular demand.

## SESSION TOPICS

- ⇒ Graphics
- ⇒ E.O.S. - Advanced and / or beginners
- ⇒ TELECOMMUNICATIONS
- ⇒ TDOS - Advanced and / or beginners
- ⇒ LOGO - Advanced and / or beginners
- ⇒ MUSIC
- ⇒ WORD PROCESS. - VDE, SmartWRITER, PRN, Word Star
- ⇒ NOVICE USERS
- ⇒ USERS GROUPS
- ⇒ ADAM MAINTENANCE / REPAIR



# INSIGHTS OF A NEWCOMER TO ADAMCON 03

By Rich Cossaboon

**EDITOR'S NOTE:** The following insights into the ADAMCON 03 were made available to us by the ADAM News Network.

I thought I would like to share with everyone exactly what ADAMCON3 meant to me, as a NEWCOMER to the ADAM Community. But before I do just a little background on myself so you'll know where I've been and where I'm coming from.

I purchased an ADAM for my son in November 1984. He didn't use it, but I did. I was a member of Compuserve and purchased most of the Coleco software available in my area. I hadn't realized that there was any user groups in my area, (until later) and so when my modem went basically I lost touch with the ADAM Community. After having my ADAM relegated to the closet for about 2 1/2 years I finally received a call from a CP/M sysop at 11:30pm one night. He informed me that support was still available for the ADAM and gave me 4 different phone numbers of ADAM BBS's to call and I finally got back in touch with the world of ADAM.

I first heard about ADAMCON3 through the BBS's. Being the skeptic that I am, I thought to myself; what could a convention of ADAM users offer me and what could they possibly have to talk about or discuss that hasn't already been covered even if I wasn't aware of what had happened at the other two previous conventions?

Well I haven't read anything about the other two conventions and other than reading some of the names who attended, really don't know what happened at either of them.

Then I decided NOT to attend. I figured that any money I spent for a convention would be better spent on hardware or software. I hadn't seen any DEMO's of any but had read all the descriptions of them either through the ADAMLink of Utah or The ADAM Connection catalogs.

Then I read about certain people attending and wound up wondering to myself: Gee they're still around. I wonder why? Most of the names were new to me but some of the names caught my eye and curiosity. So I asked a few questions to people I did know and also read the upcoming agenda for the convention. That was the final trick. I just had to meet these people that I had heard so much about and find out what's all the fuss about this little 80K machine that would make so many people drive and fly hundreds if not a thousand miles to attend a convention of other users.

When we arrived at the Ramada to check in there were a few people there already and not one person that we knew. Feeling a little out of place and I guess being a little shy meeting new people we just sort of stood around waiting for something to happen. And happen it did. Even though we knew no one there, suddenly that afternoon I met about 30 people and shook hands with all of them, introduced ourselves to each other and with-in about 10 minutes were having conversations with people we didn't really know and yet we were talking like we had known each other for years. Much to my surprise my wife and I were relaxing and starting to have a good time. At the reception that evening we really enjoyed ourselves and yet at the end of the first day all I could really say is that these people were very, very nice.

The second day started with breakfast and some good conversation at the table in a very pleasant atmosphere. Just talking to people about the same common interest items was a joy in itself. We then listened to what the various speakers had to say and then it was time for classes. I almost felt as if I was going back to school in a way. But this is where I really learned something. I know how to transfer files. I know how to

format a disk. I know how to pull the reset. I know how to print a file out. I know how to set up T-DOS. So what was I going to learn? A great deal in fact. I learned although not all of it (honesty folks) how to rebuild a directory. Did I learn it all? No but thanks to Guy I now know what to look for in the process though. In truth I could not do this before but I now have the confidence that I could do it if I have to. Without going into every class that was held during the convention of which every one I attended, I learned something that I did not know before. I just want to give you an idea of exactly the scope of these people who actually know how to do all these things that I didn't know was even possible except for maybe professional computer experts of which all the people giving all the classes said time and time again "I'm not an expert". Oh yes they are and without these people the rest of us would be in pretty sorry shape.

Lunch on the second day was great. We then listened to the various speakers and I believe everyone learned something from them. I know I did. The suggestions of ways to look for other ADAM users in your area was great. It was one of the reasons I was here. I wanted to know why there were no ADAM Users groups in my area. I know that now. It's because of me. What have I done to look anyone up or to try and start a group. Philadelphia and it's surrounding area must have a population of 7 or 8 million people maybe more. I don't know. But I do know that there must be a lot of people in the same boat I was in and I know that they would like to use their ADAM to it's full potential but I haven't done a thing to try to contact anyone or help anyone or start a group. Don't worry! That will be rectified now that I have some ideas to start from.

The afternoon sessions began and with the same results as in the morning. I was really learning something. Most people who know me will attest to my inability to learn so this is something new for me.

The second day ended and my wife and I went to dinner and she asked? "Well are you getting any of this?". On that remark I had to think to myself "Boy, I'm sure glad I came!". I'm getting information that you can't even buy!! And at the price of it (FREE), it's the best deal going. Frugal was a word often mentioned at the convention and I'm here to tell you that if you missed it, you missed the best deal the ADAM has going for it right now!! To coin a phrase "It's the best thing since popcorn".

By the start of the third day my mindset was beginning to change. Instead of being the skeptic I was upon arriving I was beginning to see that all these people were interested in the same thing I was and were pulling together to keep this great machine alive. To think that all these people were pooling their knowledge to pass along to who ever wanted it was just a little more than I could fathom.

The third morning we spent attending classes and by the afternoon I was beginning to feel spent. I'm glad we had the afternoon off although I attended a Demo of the Micro Innovations LC Hard Drive given by Alan Neely which was great. I won't give all the particulars here except to say that I for one intend to buy one. After the demo we visited the local shopping mall and looked around before going to supper. Her being hungry and my head just spinning from everything going on I just had the feeling of all this information going thru my head and trying to remember all that was said. (Sure wish I had brought a tape recorder)!!

The evening was spent in our room until about 7:30 when we visited with Bruce Walters and his wife. There, Bruce gave me a demo of his new programs while our wives talked. Bruce went many times over my head on almost every item and then went back to put it all in what I like to refer to as user's terms. Never having done any programming I'm one of the people that uses programs and doesn't write them, however,

Bruce must have had to lower himself pretty far down to put it on my level. But, yes, even I understood it. If I got it anyone can.

The fourth day started out with Breakfast and the same good conversations going on around the table. My wife and I ate breakfast with Joe Alford and his wife Helen. While we sat and talked they asked my opinion about how we thought the convention was. They asked ME!!!. The little guy who had until recently had his ADAM put away up in the closet was being asked my opinion about something that by this time I had just felt honored to be invited to attend. Well folks I guess I must be back in the ADAM Community because it's the only place were PEOPLE do these things. I must admit that I just felt awestruck!! I gave them my opinion but I don't know if I put it in the best terms for I feel there are no best terms to describe how I felt at exactly that moment. What can you say? Great. Fantastic. Unbelievable. I'm not very eloquent at most times and I wasn't at that particular moment either. But I had no better words to say than those.

We then listened about the Linked Stack Development Program from Ron Mitchell which sounds like a very good program for me, not being a programmer I just might be able to write one with it.

We then attended the last remaining classes that there were and Howard Pines' class on Basic Repairs paid for my trip to the Convention. Having two ADAM's with the same symptom I can now fix both of them for I now know how. Just great! I would have had to send them both out to be fixed and now I can do it myself for \$4.00. Yes you read it right. Now who's learning to be frugal?

We went to the ADAM store were I saw so many different items on display for sale. It looked like a Coleco Warehouse sale (except for better prices). Anything and everything that you wanted or needed for your ADAM was there. If you missed out on the great prices shame on you. Even this skeptic learned some things here, along with picking up a few nice programs that I've read about and always wanted.

We then proceeded on to the Cocktail hour and then the Banquet where the first 10 inductees for the ADAM Gallery of Honor were inducted. I for one was very sorry that I only knew about 4 of the inductees, but I did meet some of the rest during the convention. I also thought that everyone there should have been included because it was these same people, who being the skeptic that I WAS, took me back into the fold so to speak and treated me as one of their own, as if I had never left. I may have been orphaned by old Ma and Pa Coleco but who could ever have better Brothers and Sisters than the ones that I met one weekend in South Bend, Indiana? The inductee's; they deserve every honor they received or receive in the future. Everyone was awarded door prizes, pictures took, and my wife and I even won the raffle drawing prize (Which I had never done before).

I am not a writer nor do I have any aspirations to be. I've never had a good memory and if I've forgotten anyone it was not intentional. I just met so many people this last weekend I can't even remember them all but they're listed on the sheets we were given as to who was attending. I wanted to thank every single person that I've met in the ADAM Community and wanted to close this little article by now bringing up what I consider the most important aspect of the ADAM and the Convention. That being the people. I've never met a kinder, more considerate, more knowledge, more helpful, more, more, more, the list could fill this article and then some but that is the Future of the ADAM. The people I met at the Convention gave enough of themselves to me to last for years to come. This is just a small way of saying thanks.

Last, but certainly not least, I'm sure everyone will agree with me that Dean Roades and the 463 ADAM deserve a great deal of praise. I didn't make the first two conventions but I'm sure this was the best. Everyone owes them a great deal of gratitude and thanks. Great Job guys and gals. I for one could not have asked for more. In closing this (used to be) skeptic now wished I had known about the other two conventions and had been there. There is just so many items that I could say that there just isn't room for. My wife, who up until she talked with Pat

Herrington, used to just look over my shoulder is now interested in PowerPoint and made a few suggestions to me that SHE wants to try. I guess I have to set up my second ADAM for her.

To any ADAM User: To miss a convention is a great loss for you and all other ADAM Users. I don't think that anyone who ever attended a convention ever regretted going. You just can't buy the information that is given away for any amount of money and yet it's given freely without obligation. The people that you'll meet become a part of your family. Don't believe me, check it out for yourself. Remember I'm the skeptic here, and I'm not skeptical anymore. I had to find out and so should every ADAM user. To experience it is the only way to go. I for one (my wife included) won't miss another one. I'll see everyone in Cleveland next year and rest assured I'll be there. How about you?? In the meantime until next year may the good Lord Bless and keep you all.



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# OH, YES, YOU CAN!!

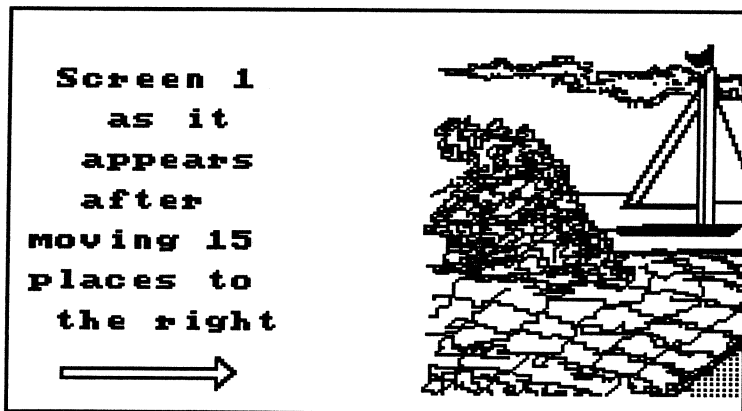
## A POWERPAINT PRIMER

By P. J. HERRINGTON  
Part 10 of 10

**EDITOR'S NOTE:** This is the fourth of a series of articles written by Pat Herrington (the Editor of the M.O.A.U.G. Newsletter) covering the many functions and capabilities of PowerPAINT by Digital Express Inc.

We are now reaching the point where we will be experimenting with pictures that we will want to keep. One way to prevent losing pictures we like is to store them to another cell BEFORE we try any experimental changes that we may decide we don't like. Let's say we want to find out what would happen to our picture if we erased some portions and added graphics to other portions, but just in case we have second thoughts about any changes, we want to be able to get our first file back. Well, we can SAVE the file to disk or datapack. We need to do that periodically, anyway, because if the power goes out we are stuck with whatever we last SAVED. But we can quickly fill up a medium if we store every interim version of a picture in progress.

While we are making small changes, it makes more sense to take



advantage of any cells in our workspace that aren't currently being used for anything else. We can use all our blank cells as a sort of clipboard by copying our picture to as many cells as we like. For example, if we are working only in Cell 1, we can return to the Primary Menu and press the MOVE/COPY key. Then we choose the SmartKey labelled COPY CELL, and specify which cell we want to use for our backup version. We can copy to more than one cell, if we want to; or we can reserve the spare cells for further intermediate versions of the work in progress, as we make more experimental changes.

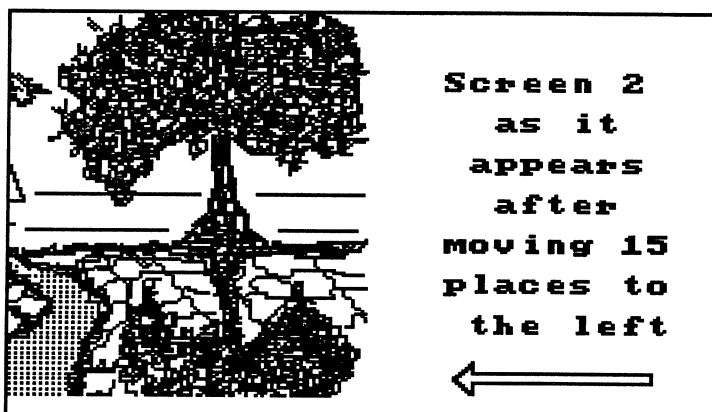
It's also a good idea to keep our backup versions in cells OTHER than cell one and cell two, and reserve the first two cells for our main work, because those are the cells that will print whenever we choose to "Print Header".

Let's try a header. If you saved your altered version of the SAILING picture we worked on earlier, load that picture into Cell One now. (If you didn't save it, no matter. Just load the original SAILING1 pic into Cell One.) Now, press the MOVE/COPY key and COPY CELL to Cell Two. We now have the same picture in Cell One and Cell Two. What we want to do is center the drawing between the two cells, and add some text on each side of the drawing.

We'll go back to the MOVE/COPY key and choose PULL PICTURE. We are given a choice between pulling the entire screen and pulling a row at a time. The latter choice comes in handy when we are trying to center text, but that's not what we want to do this time. Instead, we choose PULL SCREEN. Then we use the arrow keys to pull the entire

picture in Cell One to the right of the screen. Each keystroke will move the picture 8 pixels. The screen is 240 pixels wide. (It's numbered from 0 to 239; computer people tend to use the zero instead of number ONE. The first position on the screen is not 1, but 0; the last position is not 240, but 239. That's just how programmers are.)

In any case, we can move the picture exactly half way to the right by hitting the right arrow key FIFTEEN TIMES. Then we return to the Primary Menu, and hit 2 to move to the second cell. Next, we hit MOVE/COPY again and repeat the process, only this time, we move the screen 15 places to the LEFT. Our picture is now centered between the two cells, and we can add whatever we want to the left and right. We will notice that, after we pulled the screens, the area where the picture USED to be has changed back to the default black background. We can change that, if we want to, by returning to the Primary Menu and choosing GLOBAL ART COLOR. We are now pretty familiar with using Global Background to make our background color uniform.



This is a good time to practice inserting text. From the Primary Menu, press INSERT, and choose NORMAL TEXT. Now we can type in any words we choose from the keyboard. Let's try changing the Fonts to Bold Fonts. Type in some sort of text. Then, just for variety, let's choose CHANGE FONTS again and, this time, select Reverse Fonts. Whatever we type in from now on will be the opposite of regular fonts. That is, background becomes foreground, and vice versa. To get out of the inverse mode, we can select any other Font style. We can also choose User Fonts. If we have previously loaded a Font set from another source, it will show up in this mode. Otherwise, we will see the default User Fonts, which are not letters, but miscellaneous shapes. (Those shapes can be lots of fun, but that's a different subject. Experiment with those on your own, some day when you have some spare time.)

After we've typed in our message, we will return to the Primary Menu and go back into DRAW FOREGROUND. Now we can draw some sort of border around the pictures. In Cell One, let's draw a border around just the left side, the top, and the bottom, leaving the right side free. In Cell Two, we'll do the same thing in reverse, leaving the left side open.

We now have a perfectly centered header. To print it (assuming, of course, that we have a dot matrix printer hooked up) we go back to the Primary Menu and hit the PRINT key, then choose Print Header, Normal Foreground, and Dark Hardcopy. (We could choose Light Hardcopy if we wished, but as a rule, it's better not to choose Reverse Foreground. That option prints all the background and not the foreground. Since most pictures have a lot of blank space in the background, printing that portion of the picture can eat up printer ribbons very quickly.)

If we PRINT either a header or an entire workspace, our only options are to choose between Light and Dark Hardcopy and to choose Normal or Reverse foreground. But if we print out just one cell at a time, we have other options. We can choose from several widths, several heights, and various choices of where we want the left margin to appear on the paper. The widths are given in inches. Normal is 4. Choosing a width of 4 will print out a picture in the same proportions as what we see on our screen. Any other choice will give us a printout that is distorted in various ways.

Sometimes this is desirable. Many people like to print a screen using a width of 8 and double length. That kind of printout retains the same proportions as the original screen, but is double in size. (Actually, it's QUADRUPLE in size. Doubling the width and doubling the height quadruples the overall area.) Bear in mind that enlarging the picture will emphasize the square edges of the individual pixels. Printing at quadruple length will make the picture appear even more jagged. Choosing a width of 3, on the other hand, can have a smoothing effect when used with normal length. The only way to become familiar with the different possibilities is to experiment with all the various combinations. Again, these options are available ONLY when we are printing a single screen.

Now that we've seen how to center a picture horizontally between two screens, how do you suppose we would do the same thing vertically? Or even horizontally AND vertically? Hint: the screen is 160 pixels in height, and when using the Pull Screen function from the MOVE/COPY menu, we can move in 8-pixel increments. I will leave this as an exercise for the reader. We have already used up far more than our allotted space, and we haven't even touched on the use of color. We also haven't talked much about Sprites and Clips; but both those functions use already prepared graphics, they will seem easy to you.

Both Sprites and Clips are accessed from the POLYGONS AND MORE menu. SPRITE ART uses the default Sprite set, and CLIP ART will display the default stocking clip, unless we have previously loaded a new file of either type. Remember that PowerPAINT can keep one of each file type in memory at any given time, and that when a new file is loaded, it replaces the default file of the same file type. When a Sprite file or a Clip file is loaded, it will remain invisible until we go into the POLYGONS AND MORE menu and choose either SPRITE ART or CLIP ART. There are many Sprite and Clip files available. Besides the extra files on the PowerPAINT medium itself, you can find all file types on commercially prepared graphics volumes, for a truly incredible number of choices.

Both Sprites and Clips are positioned with the arrow keys, and fixed in place with RETURN. Any time we use Sprites, Clips, or Fonts, they will replace anything that was in the area before they were stamped in place... both foreground and background. The only types of graphics which do NOT replace existing graphics are the ones we have already explored... Draw Foreground, Draw Polygons, and Brushes... and one type we DIDN'T discuss: the Special Text function from the INSERT menu, while it is in OVERLAY mode. These types of graphics will overlay whatever is on the screen without replacing any portion of the background or the foreground.

We also didn't go as far with MOVE/COPY as I'd have liked. This is one of the things that makes a big difference. The whole POINT of doing graphics with the computer is to be able to draw a segment of a design and then repeat it as often as we like, wherever we like. It's really an important menu, so please DO explore it on your own. It can be used to set a frame around any section of the screen, from 8 pixels square to 64 pixels square, or any size in between as long as it falls within 8-pixel increments (say, 16 pixels by 32 pixels, or 24 pixels by 48 pixels.)

The contents of the frame can then be ERASED, MOVED, or COPIED to any section of the screen, or even to another screen entirely. (Pressing Control plus the U or D key lets us MOVE or COPY to a different cell... Control U for UP, or a higher numbered cell; Control D for DOWN, or a lower numbered cell.) ERASE is self-explanatory. COPY lets us put the

contents of the frame in a new location, while retaining the original graphics in the original location. MOVE is just a little bit tricky.

MOVE lets us move the contents of the frame to a new location, either in the same cell or another cell, while at the same time deleting the original graphics from the original location. However... and THIS IS IMPORTANT... this works ONLY if the new location is ENTIRELY different. If any part of the new location overlaps any part of the original location, the graphics will be deleted from the original location WITHOUT being moved to a new location. There's no way to recover them, either. If we want to move to a new location that partially overlaps the old location, we have to use COPY instead. Then we can follow up with ERASE if necessary, or use any of the other erasing techniques we have learned.

We can also use the Pull Screen function of MOVE/COPY to erase large sections of graphics along any of the four edges of a screen with the arrow keys, by pulling the entire screen until it obscures the unwanted portion of the picture, and then pulling the rest of the picture back. Again, move slowly. It's easy to move your fingers faster than the display, and erase too much. If this happens, don't panic... just hit UNDO and start over.

Maybe we'll get into color next time. But I want to leave you with a few final thoughts that didn't fit anywhere else.

It's important to remember that, because PowerPAINT uses your extended memory, you really should turn the computer OFF after a session with PowerPAINT, before using any other program that might need that memory. In fact, if your printer is hooked up to the same power strip, that will reset the printer, too, which needs to be done before you try to use another print program. (If you don't reset the printer before printing with some other program, and you find that your lines of text are too close together, just turn your printer off and back on.) Actually, it is always a good idea to turn the computer off after using ANY program that accesses extended memory. (Thanks to Faye Deere and David Cobley for this tip.)

We don't have room to go into detail about support programs, design utilities, and predrawn graphics, but the more of these packages you acquire, the more it will all come together for you. Some, like SimplePainter and Shapemaker, are even Public Domain. One commercial package that I would recommend to everyone is POWERTOOLS. I'm not the most objective person about this volume, but I do believe it contains files which would be useful to everyone from beginner to ace. It contains lots of interlocking sprite sets, some fonts, giant letters, and so on, but it would be worth the price just for the special brushes and the manual.

My second best choice would be SpritePOWER (copyright, Digital Express) because experimenting with sprites can go a long way toward developing that "good eye" we were talking about. You'll probably also want to get lots of Clip volumes, and one or more of the commercial programs for viewing and/or manipulating Clips.

In fact, you will eventually probably want just about every graphics package you can find. I'm not aware of any volumes that would be BAD choices. And that includes predrawn graphics, too. Remember that the designers of these packages don't do anything you can't do, if you think of it, and if you have enough time. But they DO save you an enormous amount of work, and keep you from having to reinvent the wheel. Collect whatever you can, whenever you can, as the budget permits. But no matter how many volumes you collect, keep on working on your own projects.

Above all, don't let ANYONE kid you that you need "talent" to design graphics. What you need is interest, time, and about a truckload of patience. And you need to keep an eye peeled for interesting ideas. The rest will all come with practice, and you WILL get faster. Honest. It won't be long before you are actually amazing yourself with what you are producing. Oh, YES, you CAN!



# FASTER SmartWRITER

## Part I: Some Basics and Proof to the Theory

by David Sands

**EDITOR'S NOTE:** This article was supplied to us by The ADAM News Network and originally appeared in the Vancouver Island Senior ADAMphiles A.U.G Newsletter / Editor - David Cobley.

It's not surprising that many ADAM owners, and most members of V.I.S.A., say they use their ADAMs for word processing. The ADAM has a fine word processing program in SmartWRITER, it's printer produces a much finer product than the usual home computer dot matrix printer, and the operation of the ADAM, with the program instantly available at power on, is considerably easier than any contemporary and many current machines.

But, like performance evaluations you may have had to endure, once we quickly cover the nice stuff we're into the suggestions for improvement and places where management is unhappy with our productivity, attitude, etc.

So, what can we do with SmartWRITER to make it perform better for us? My suggestions are based on four years use of the ADAM primarily as a word processor, two of them as editor of a monthly ADAM user group newsletter that was entirely produced on the ADAM computer and it's printer. There are some ideas here that may be new to you as well as some old tricks.

First, forget the Standard Format. That's the typewriter style screen. I use Moving Window exclusively and find Standard a bore and awkward. My routine, on powering up the ADAM, is always: power on, Escape / WP key, Screen Options key, Moving Window key, and then Margin / Tab key.

Just as fast as that, too. When your Margin / Tab options come up on the SmartKEYs, set Left and Right Margins for about 3 and 35, respectively, depending on how your TV or monitor displays.

This gives you: **one**, a full screen to work on, with 20 lines of typing; **two**, fast access with the cursor arrow buttons to anything you have on that screen; and **three**, all of your work is in front of you, none of it is off the screen at the right or left or up at the top and needing an eternity to scroll down onto that typewriter roller so you can correct something.

When you are ready to print, hit Margin / Tab again and reformat to whatever you need: the default or standard settings are 10 Left and 70 Right. I feel ADAM printouts look better if they're slightly narrower than those.

Remember the "Home" and arrow key combination moves a screen of material at a time. Remember too, that the arrow keys are the source of the "spiral" problem in SmartWRITER, where your page length indicator on screen left just cycles endlessly and you can't Store, among other problems. Use them carefully.

Some experience with this system will show you that **a**: it works, and **b**: it's faster.

Trust me, have I lied to you before?

Some things SmartWRITER does well but with maddening slowness. Insert and Delete come to mind. To work quickly in SW, try not to do much of either. Backspace and type over if you've just missed a short word, a "the" or an "it", for example, and your typing speed and the ADAMs' reformatting each line as you retype will be quicker than going through the Insert routine. If we could get rid of the "Done?" keys and the eternal "Are You Sure?" in Delete, we could do without some other luxuries, but we're stuck with them. So avoid them, retyping is faster, and you don't take your hands from the keyboard to hit damn old

SmartKEY VI "Done" all the time.

Insert, though, is one of the reasons we're not still using typewriters, as is Delete. If you've used your ADAM at all, you have discovered that it works faster than it's screen display. When you finish inserting, hit "Done" while typing, don't pause.

Similarly, with Delete, get the highlighting done and hit Delete twice. Get the timing right and it disposes of "Are You Sure?" in quick time.

I use Insert and Delete only if I can't correct my problem with Backspace. It's faster and you use a single key on your keyboard. Staying on the keyboard is the secret of high speed typing.

Size of files is a real cause of slow work in SmartWRITER. Five full size pages is the limit suggested in your Coleco instruction material, but for real speed from the program do a page by page type / Store routine. I have found that while this will save time, you must train yourself to use it, and combining files when you print can create time-consuming problems. Always add the next file when you're at the bottom of the previous piece. Otherwise, ADAM will load the next file into the first apparently randomly. I have used this trick to bring little boxes and other kinds of stuff into columns, saving the time of creating it while working on something else, but don't use it where time is tight.

Printing on the ADAM is just plain slow and as noisy as a rock concert. My solutions are simple because there isn't any magic here. My printer is elevated on a pair of the universal mounts sold everywhere for dot matrix printers. They fit the ADAM printer and they help it run cooler without the strange, time-consuming behavior a hot ADAM gets into.

You can save a lot of time with continuous or fan-fold paper, even if you want to print only single sheets.

Buy a good grade of paper, it's sold by weight, and "clean edge" paper -- the perforated edge strips off very nicely and few people will notice.

If you're using single sheets, taking the time to line up the paper right the first time means you don't have to reprint. Fan fold will feed evenly through the printer if you take a piece of coat-hanger wire and shape it so that it rests perfectly across the back of the paper slot on the printer with a bent-down piece in each of the little holes you find there. Look where it says "Align edge of paper here." Credit for that great trick belongs to David Cobley, not me. Fan fold will save time even if you align it each time. It sits under the printer and it's always ready.

You may want to investigate "printer buffers." These units, available from the mail order suppliers, give the printer its own memory and allow you to continue working while printing the previous job. I have no personal experience with these, but that may change.

While we're on printing: the "Print HiLite" feature can be used to fit an extra line onto a page and save a reformat and reprint that might be required if you didn't want a second page with a single line on it.

These ideas get more into the helpful hints category than major timesavers, but they all add up. Improve your typing with a program like ExperTYPE, now dirt cheap from mail order outfits, if correcting errors, "hunting and pecking" or taking forever to find keys is your real problem. It is possible to type faster than the ADAM can display, but it catches up with its screen buffer. Search only works top to bottom, but it can be a quick way to the end of a previously typed piece. When "Get" brings the file up on screen, Search for something that isn't there and you'll be at the end of your piece.

(CONTINUED ON PAGE 13, COLUMN 1)



# EXPLORING SmartBASIC

## Part VII: Miscellaneous Commands

### by Guy Cousineau

**EDITOR'S NOTE:** The following is the seventh in a series of articles on SmartBASIC written by Guy Cousineau of the ADAM User-Friendly Group. This article was made available to us by Ron Mitchell, President.

## MISC. COMMANDS

This article covers a few elementary commands which don't readily fit in any other category. This will be the last series before we start the really big stuff. When you work with arrays (matrices), you must define the size of your array via a DIM statement. Note that small linear arrays (up to 10) do not need a DIM statement. You can freely use variables x(0) up to x(9). Yes ZERO is a valid array definition and should be kept in mind when defining large arrays. Say you want to create a 4 by 13 matrix for storing a deck of cards:

```
10 DIM c(4,13)
```

This works but actually creates an array of 5 by 14 (0 to 4 inclusive by 0 to 13 inclusive). The number of array elements is 70 instead of the 52 required. So what? You are using 35% more memory than you really need. A few large arrays combined with a large program can quickly eat up all your RAM space.

This is a good time to introduce INTEGER variables. Ever see a program with lines like  $c\% = a\% + 2 * e\%$ ? The PERCENT sign tells SmartBASIC that your numbers are signed integers in the range of  $-2^{15}$  to  $2^{15}$ . When these variables are stored in memory, each takes 2 bytes compared to a floating point number which takes 5 bytes. Consider the amount of memory required by the following arrays:

ARRAY	HEADER	RAM	TOTAL	DIFFERENCE
DIM a(4,13)	5	350	355	0
DIM a(3,12)	5	260	265	75%
DIM a%(4,13)	5	140	145	40%
DIM a%(3,12)	5	104	109	30%

Not all numbers can be defined as INTEGER variables. DEF and FOR require a real variable (floating point) because of the nature of their execution. You can, however change an integer variable into a real one with:

```
a=a%      (both a and a% are different variables)
```

You can define several arrays on the same line if they are separated with commas: DIM a(23), b(2,12), c(550), d(2,3,8).

DEF is used to define a function. Unless your functions are complicated, this is not a recommended approach to programming since it makes program logic hard to follow. Let's take a simple example:

```
10 DEF FN cost(amount) = amount * unitcost
20 unitcost = 2.34
30 INPUT "Amount to buy "; amount
40 PRINT "Your cost is $"; FN cost(amount)
50 GOTO 30
```

This program starts by defining a function which takes the parameter supplied in brackets (amount) and multiplies it by a fixed variable "UNITCOST". Line 40 could have been replaced with:

```
40 PRINT "Your cost is $"; amount * unitcost
```

So why use FN? Say you want to deal out random numbers of a

varying range and you want your random numbers to be integer values starting at 1. You might get fed up of typing:  $INT(rnd(1) * 10) + 1$  and occasionally forget a bracket and get a syntax error:

```
10 DEF FN ran(range) = int(rnd(1) * range) + 1
20 INPUT "Range "; range
30 PRINT FN ran(range)
40 GOTO 20
```

REM statements are very useful for beginners and even for advanced programmers who want to distribute copies of their programs. A REM statement can be used to describe what a subroutine does or the purpose of a particular program segment. They can also be used to tag program areas where potential bugs exist to remind you where you need to do extra work. One important thing to remember, DO NOT 'GOTO' a REM statement!!! At some point in time you may remove some extraneous REM statements and crash your program with an UNDEFINED STATEMENT error. If you have a subroutine at 1000, insert your REM statement at line 999 to describe what it does. You will often see programs which start out with several REM statements to describe a program, or issue a copyright notice.

LIST is used obviously to list out part of your program on the screen (or printer if PR#1 has been used). It has a somewhat loose syntax:

LIST	list everything
LIST 100,200	list from 100 to 200 inclusive
LIST 100-200	same as above
LIST 100-	list from 100 to the end
LIST -200	list everything up to 200

To pause a long list, you can use CONTROL-S. You can resume the list with any key press even CONTROL-S. It is easier for clumsy typists to tape the CONTROL-S several times in succession to start and stop the list. Note also that LIST can be used within a program... think of a use for it.

DEL is used to delete a line number or a range of line numbers; it uses the same syntax as LIST. Do not confuse it with DELETE which is used to delete a file from tape / disk. Delete can also be used within a program. Consider the following situation:

```
10 PRINT "Please wait"
20 LOMEM :30000
30 PRINT CHR$(4); "BLOAD data"
60 PRINT "Program Ready"
```

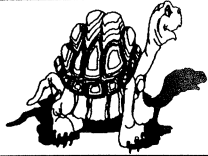
This program starts by loading some data from file and then proceeds to execution. What if the program crashes and you have to type RUN to start again? You will have to wait those several extra seconds while the data loads back in again. Why not add a few more lines:

```
40 DEL 30
50 REM line 30 is PRINT CHR$(4); "BLOAD data"
```

That way, if the program crashes, you can re-enter quickly with RUN. If it crashes badly enough that you need to reload the data, you can check out the name of the data file with LIST 50. If you use this technique, be sure that line 30 is really there before you save program changes.

You don't need to use DEL to delete one or 2 lines, just type the line number to delete and follow with RETURN. As a matter of fact, this approach is safer since it deletes only one line at a time.

(CONTINUED ON PAGE 13, COLUMN 1)



# THE LOGO NOTEBOOK

## Part IV: Introducing Mr. Turtle

### by Ron H. Mitchell

**EDITOR'S NOTE:** This is the fourth in a series of articles by Ron Mitchell, Editor of The ADAM User Friendly Group newsletter, covering SmartLOGO and the many aspects of programming in SmartLOGO.

So far, we've covered a few essential commands in SmartLOGO, and we've begun the menu for a tutorial. We're going to leave the latter program aside for this issue, and introduce our friend the turtle. Some of you may have experimented a little already. If you're following just about any introductory text on the LOGO language, you've probably already tried making some designs on the screen using turtle graphics. That's where most books start out.

Under the ADAM SmartLOGO system, the turtle is in fact a series of sprites. You can even change his shape and do so very easily. More about that in a minute. First let's look at the screen on which the turtle operates.

When you first load the LOGO system, you find the turtle in the center of the screen pointing toward the top, or facing north. In this position, the turtle's coordinates are 0,0 or home. This is where he starts from. His heading is also 0. There are a number of things to remember about the turtle, most important of which are 1) where is he? and 2) what is his heading?

In fact, there are 30 turtles each capable of independent control and movement. In this article, we'll find it challenging enough to look after one. Next time we'll see if we can't get some more roaming about the screen.

For our purposes and for those of LOGO, the screen is a little different from the SmartBASIC graphics modes. Turtle coordinates [0 0] are in the center of the screen. Turtle movement is expressed in steps which are about the same as pixels. So from the home position you can move him 123 steps left or 124 steps right. You can also move the turtle 95 steps up and 96 steps down. In effect, what you do is set up an imaginary x-y axis on the screen with the origin at the center. Turtle movement right and upward will be expressed in positive coordinates. Movement left and downwards will be expressed in negative coordinates. For example:

```
SETPOS [-123 95 ]
```

will put the turtle in the upper left hand corner of the screen. While...

```
SETPOS [ 124 -96 ]
```

would put the turtle in the lower right hand corner of the screen.

This takes a little getting used to, so let's try an experiment. Load up your LOGO and type in the following. (Be sure to type it all before you press return).

```
PU SETPOS [-120 96 ] PD FD 245 RT 90 FD 191 RT 90 FD 245 RT 90 FD 191
```

When you press return you'll find the turtle drawing a border around the screen. Notice that we're not operating right at the outer edges of our screen, because like the HGR mode in SmartBASIC, it won't show up. In practice, the area bounded by our border is pretty much the area you have to work with.

The SETPOS command we've already covered. FD, RT and LT are short forms of FORWARD, RIGHT and LEFT. There's another we haven't used and that is BACK or BK. These should be more or less self-explanatory. They are the commands that move the turtle around the screen.

There are other commands to achieve the same purpose. SETPOS [x y] will position the turtle in accordance with the values of x and y. You can also set the x coordinate or the y coordinate independently without affecting the other with the commands SETX and SETY. These two do not require the use of square brackets around their respective arguments. You simply type SETX -100 or SETY 90.

While you're busy setting things, you can also set the turtle's heading. Think of compass headings: 0 is north, 90 is east, and so on. The commands RT and LT (RIGHT or LEFT) followed by the number of degrees will turn the turtle for you. One important point to note is that with the LT and RT commands, the argument, expressed in degrees, is relative to the last position of the turtle. Thus, successive commands of:

```
RT 45 RT 45
```

would have the turtle pointing where?

You got it, due east or heading 90. Try these:

```
REPEAT 90 [ LT 12 FD 7 ]
REPEAT 90 [ LT 20 FD 10 RT 40 FD 10 ]
```

You'll have your turtle moving all over the place, but with any luck he'll end up where he began. We'll get to the REPEAT command in a moment.

There is one other way of changing the turtle's heading. That's with the command SETHEADING or SETH for short.

```
SETH 45
```

will turn the turtle northeast.

```
SETH -45
```

will turn the turtle northwest.

The manual makes an important point in describing this command: whereas the LT and RT commands took an argument in degrees relative to the last turtle heading, the SETH command is absolute; that is it doesn't matter what the previous turtle heading was, SETH will set it to the heading you want without reference to the previous heading.

With all of this, you can play to your hearts content. Let's get back to the REPEAT command, for it will save you a lot of work.

REPEAT [ followed by a number and then an instruction list in square brackets ] will cause LOGO to repeat the instructions in the square brackets the number of times specified. It's a real time saver.

Supposing we wanted to draw a square. We could say:

```
FD 50 RT 90 FD 50 RT 90 FD 50 RT 90 FD 50
```

or using the REPEAT command:

```
REPEAT 4 [ FD 50 RT 90 ]
```

You tell me which is easier.

Finally, we're going to get a little more sophisticated and deal with three LOGO operations that are concerned with the heading and coordinates of the turtle. We have TOWARDS, DISTANCE, XCOR and YCOR.

(CONTINUED ON PAGE 13, COLUMN 2)



# USING TDOS - ADVANCED

## Part II: Using Profile.Sub & Other Submit Files

### by Guy Cousineau

**EDITOR'S NOTE:** This is the second in a series of articles on TDOS which were made available to us by Guy Cousineau at ADAMCON 3.

## PROFILE.SUB

TDOS has a turnkey feature which allows you to perform several tasks each time your system is booted. What you put in your PROFILE depends on what uses you make of your computer. Let's look at a few examples:

### A HARD DRIVE

date  
initdir e:

### B TEXT EDITING

copy vde.com e:  
copy spell.com e:  
copy \*.dic e:  
e:

### C ASSEMBLY WORK

copy vde.com e:  
copy asm.com e:  
copy mload.com e:  
copy z8e.com e:

### D DATA BASE

copy db\*.\* e:  
e:  
DBASE

In example A, we use profile on a hard drive system to invoke the DATE program to set the system date. Those of us without real time clocks need this to initialize the system. The next step is to set the expansion RAM directory to support date stamping. In that way, all files created on the RAM drive will be dated and will carry that date if they are later copied to the hard drive.

Example B shows a startup for a text editing session. It copies my text editor and spelling checker from drive A (the boot drive) to drive E (the expansion RAM). It then logs into drive E so my warm boots perform faster. I can then put a data disk in drive A and type something like **VDE A:name.txt**. If I will be editing several files, the programs most frequently used will be VDE and SPELL. Since they are now in the RAM drive, things zip along nicely.

Example C is a startup for an assembly session. It copies the text editor, assembler, loader, and debugger. If there is still room on drive E, I can also move in the source code for the program(s) I will be working on. If the system crashes (as some of my development programs often do), I might lose all the work done in this session. Use this option with care.

Example D starts a DBASE session by copying all the DBASE files from the boot drive. Note that DBASE overlay or command files usually start with DB... Similarly, WORDSTAR files usually start with WS... This makes it easy to copy a group of related files with a wild card selection. After the files are copied, I log into drive E and start up DBASE.

TDOS looks for **PROFILE.SUB** on drive A (not the boot drive). On a hard drive system, drive A is the first hard drive partition but the configuration may be different on non hard drive systems. Thus if you make your expansion RAM drive A (before the disk drives), PROFILE will not be executed. This can be overcome by typing **B:PROFILE** after TDOS is booted. Note in those cases that you must be careful about drive specifications in your submit files. If you want to ensure the correct operation of COPY from a submit file, specify both the source and destination: **COPY B:VDE.COM A:** will work correctly whether you are in drive A or B when you invoke the submit file.

Submit files B, C and D above copy several files to the memory expander. Just how big are these files? The main directory for my spelling checker is over 50K... so much for a 64K expander. A

combination of a text editor, assembler, and debugger may take as much as 40K. This only leaves about 20K for data files. If you plan to use your expansion RAM in this fashion, you can easily see that 64K is not enough.

If you use your computer for a variety of purposes, you can prepare several **BOOT** disks with the appropriate selection of files to move to your RAM disk.

## OTHER SUBMIT FILES

The submit facility in TDOS can be a very powerful tool. When you include parameter substitution, you can have submit files accomplish complex tasks. Let's look at a few simple examples:

Those of you who do a lot of assembly work may find this example useful:

```
VDE %1.Z80
ASM %1
WAIT
LOAD %1
%1
```

You can replace VDE or ASM and LOAD with your favorite text editor, assembler, and loader; remember to supply the correct file extension (Z80, AZM or ASM) on the first line. The WAIT command gives you the opportunity to abort a session when your assembler reports errors. If you name this file **ASEM.SUB**, you can EDIT, ASSEMBLE, LOAD, and EXECUTE a file called **PROGRAM.Z80** with the command **ASEM PROGRAM**.

After doing a lot of work on various files, you may have several intermediate files or backup files that you might want to delete prior to ending your session. You can write a submit file called **CLEAN.SUB** which might look something like:

```
DELETE *.BAK
DELETE *.TMP
DELETE *.WRK
```

Even if no files match the wild card selection, the submit file will continue after printing the warning message.

Now for a slightly more complex one which I set up for my hard drive. I have a user area for letters (enquires from ADAM users). In this directory, I have a supplemental dictionary which includes proper names, cities, street names, etc. so my spelling checker does not mark them as errors. These files are located in D16: while my spelling checker resides in B3:. Furthermore, my text editor, text file justification program, and bidirectional file printer reside in A0:. That's a lot to remember so here goes my submit file:

```
A0:VDE %1          edit file name (I don't use a file type here)
B3:SPELL %1 $letters.dic  invoke spelling checker & extra dictionary
WAIT              just in case there are errors
A0:JUST %1        justify the file
ECHO put paper in printer  wake up the attendant
WAIT              abort if you wish
A0:BIPRINT %1.JUS  print the justified file
```

Even though I have a search path on my hard drive system which includes **A0:**, specifying the drive on the command line speeds up the

**(CONTINUED ON PAGE 13, COLUMN 2)**

**FASTER SmartWRITER, CONTINUED FROM PAGE 9**

The famous -- infamous, to be more precise -- SmartWRITER line-and-a-half line feed has several solutions. One is to go to SmartKEY VI, choose superscript or subscript SmartKEY, a space, and Return in order to get a single line between paragraphs, but this is slow. My solution works and it's fast. Remove the daisy wheel from your printer, find the backslash symbol (first one below the Escape/WP key) and snap it off. Unless you type programs which require it, you won't miss it (other snap-offs could be the { or [ brackets). Then simply type backslash / Return between paragraphs. I've used this system for years and never had a problem. Not losing that extra line every two paragraphs can get a lot more on a page and save printing time.

Store and Print in succession -- never Print first. If it's really important, Store it on two different ddps or disks and on two different drives if you have them. The time this takes beats rewriting / retyping / raging at fate.

Timing, I am told, is everything in life. Time your printing for those periods of your work when you need a break. Drink your coffee while printing or get on the phone.

An ADAM printer sound will make anyone think you're calling from Action Central and they'll show some respect. Family members excluded, of course. Leaving an ADAM printer working seems to guarantee reprinting, but only if you're in a hurry.

If the noise the printer makes is a problem, some kind of printer cover is the answer. The cheapest and easiest I've seen was a garage sale turntable cover, done in dark plastic. Other answers include putting a cardboard box over it, and for real class, try office or computer surplus stores: I've seen covers from a DEC word processor which easily covered the ADAM.

Next month, other ideas and techniques for faster word processing.

**TESTING THEORIES BY DAVID COBLEY**

Horizontal Margins 3 and 35 - Vertical Margins 6 and 60 (Default).

**In Standard Format:**

Scrolling top to bottom using Down Arrow / Home: 1 min 20 sec.  
 Scrolling bottom to top using Home key only: 1 min. 5 sec.

**In Moving Window:**

Scrolling top to bottom using Down Arrow / Home: 1 min. 20 sec.  
 Scrolling bottom to top using Home key only: 59 seconds.

When I reset the horizontal margins to 10 and 70 (Default).

**In Standard Format:**

Scrolling top to bottom using Down Arrow / Home: 1 min. 9 sec.  
 Scrolling bottom to top using Home key only: 1 min. 3 sec.

**In Moving Window:**

Scrolling top to bottom using Down Arrow / Home: 49 seconds  
 Scrolling bottom to top using Home key only: 37 seconds

**EXPLORING SmartBASIC, CONTINUED FROM PAGE 10**

⇒ DIM executes at 6942 (1B1E). It checks for double-defined variables, and makes sure that there is enough free space for both the pointer table and the data. If the DIM array is anything but a string array, that RAM area is blocked off so it can't be overwritten. STRING arrays are not blocked off since we can't predict the length of strings.

⇒ The parser for DEF starts at 15125 (3B15). It checks that the word 'FN' follows the DEF statement and that 'FN' is also followed by a space... the syntax is critical here. You can change the 'FN' word to any 2 characters by POKEing them into 15152 (3B30). It then continues with another parser which gets an equation in REAL variables (not integer).

⇒ DEF executes at 8244 (2034). It goes through some interesting

gymnastics to find the '(' and extract the number or variable from the brackets, skips the ')', and aborts if anything appears to be wrong. Then the address of the DEF FN routine is passed to the program controller which takes over as soon as the rest of the line is read in (and ignored).

⇒ LIST executes at 7407 (1CEF). It jumps around checking for the variety of command forms and lists lines one at a time while checking for CONTROL-S or CONTROL-C.

⇒ DEL executes at 7555 (1D83). It jumps around doing the same thing as list (in a different way) and proceeds to delete the specified lines issuing error messages if not found.

Next time out, reading the joysticks.

**THE LOGO NOTEBOOK, CONTINUED FROM PAGE 11**

Picture the following scenario. Let's say in a LOGO game you have written, there's a stage where your turtle, deftly disguised as something out of PAC-MAN, has been wandering all over the screen eating green-eyed munchkins. Now you want this character back at the coordinates of [ 20 10 ] because it's time for him to rest. You don't know what his heading is... could be just about anything. You simply type:

SETH TOWARD [ 20 10 ]

and that gets him pointed in the right direction.

Now you want to know the distance he has to travel to get to his bed. You type:

FD DISTANCE [ 20 10 ]

and that gets him home.

Supposing you didn't want him to come home, but only wanted to know where he was:

PR XCOR

and PR YCOR

and presto, you know where your turtle is hiding.

The LOGO primitives TOWARDS, DISTANCE, XCOR and YCOR are all operations. Do you remember the difference between a command and an operation?

Next time out we'll show you how to easily and deftly disguise your turtle as whatever shape you want... including something out of PAC-MAN.

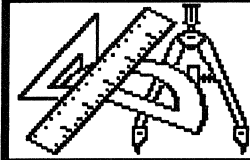
**USING TDOS - ADVANCED, CONTINUED FROM PAGE 12**

execution. You can further speed up the execution of a program by specifying the .COM on the command line. Remember the sequence of the search path:

<b>current drive / user</b>	look for name.SUB look for name.COM
<b>first path</b>	look for name.SUB look for name.COM

Type: VDE the full path is searched  
 Type: VDE.COM the full path is searched only for .COM (not .SUB)  
 Type: A:VDE drive A is searched for VDE.SUB then VDE.COM  
 Type: A:VDE.COM no additional searches are performed

Next month, XSUB, SORTDIR, DATE STAMPING and CHANGE DIR.



# ADVENTURES IN CP/M & TDOS

## Public Domain and Reviews

### by Doug Rosenvinge

**EDITOR'S NOTE:** This is the eleventh article contributed by our CP/M & TDOS Librarian, Doug Rosenvinge. The tenth article, which contains further listings of the N.I.A.D. CP/M Public Domain Library, has yet to be published in the N.I.A.D. Newsletter due to space limitations. It will, however, appear in the April issue.

## A REVIEW OF NZ-COM

In my limited experience in the ADAM community I have not heard much about the "Z - System." The "Z - System" is an advanced operating system that will run only on Z-80 computers, such as our ADAM. The Z-System has been around for some time, but was largely beyond the reach of many CP/M users because it required knowledge of assembly language and patching of programs to install. The Z-System has continued to be developed to the point that there is now a self-installing version available called NZ-COM.

NZ-COM is not public domain or shareware, it is a commercial product. Having installed NZ-COM on my ADAM system over TDOS, I can say that it really is not difficult to install. Almost any computer user who uses CP/M will be able to install it.

### What does the Z-System offer?



The Z-System is a dynamic operating system!

- ⇒ Unlike CP/M, it's characteristics can be changed - without rebooting the system!
- ⇒ Command processors can be easily changed, resident commands can be changed / replaced by loading them.
- ⇒ NZ-COM also offers better command processing than CP/M.
- ⇒ Errors in command lines are easily edited and fixed.
- ⇒ Previous commands can be recalled, edited and reused.
- ⇒ Sequences of commands can be conditionally processed.
- ⇒ Conditions tested for conditional processing can include the failure or successful running of programs.
- ⇒ There are a growing number of programs written for the Z-System that can only be run under it. These programs have less installation than regular CP/M programs because the Z-System can describe itself to the programs.
- ⇒ The Z-System offers path searches of directories and user areas. It supports named directories and password protection for directories (important for BBS systems).
- ⇒ The Z-System can also support alias commands in which a command invokes a script that in turn carries out a number of tasks.

The Z-System has a number of sections, a number of which are optional and changeable. In fact, a useful characteristic of the system is that you can create several systems for various purposes and store them for quick changes. Resident parts of the Z-System include:

- ⇒ **ZCPR34 Command Processor** - It interprets commands and loads programs.
- ⇒ **RCP (Resident Command Package)** - It includes an extended set of resident commands that can be changed.
- ⇒ **FCP (Flow Command Package)** - It tests logical conditions and enables conditional command processing.
- ⇒ **IOP (Input / Output Package)** - It allows I/O drivers to be loaded.
- ⇒ **NDR (Named Directory Register)** - It contains a table that ties drive / user numbers with names and optional passwords.
- ⇒ **PATH** - The sequence in which directories will be searched to find a program.
- ⇒ **Z3T Terminal Descriptor** - Contains the control sequences needed by the terminal to control the screen.

⇒ **Other:** command line buffer, message buffer, wheel byte, external file control block.

### The bottom line:

I have installed the Z-System on my ADAM system over TDOS and have found it to work nicely. The question that should be asked is "Do I need the Z-System?". I find that to be a hard question to answer. If TDOS did not exist I would have to answer "probably." Now that we have TDOS, we have the many functions of the Z-System available to us, including command line editing, built-in time and date stamping, named directories, search paths, and the like. My suspicion is that someone who has a hard disk, runs a BBS, or needs to use Z-System programs will want to consider the purchase of NZ-COM.

Keep in mind that the Z-System uses more memory than conventional CP/M. That is important when your memory hungry programs (such as Word Star) are run. You may have to remove the Z-System from your system with the NZCPM command and reload it later. (This is not a chore and can be automated with alias files and batch files that will reload the Z-System.) If you are running an ADAM that is only equipped with the 160k disk drives or tape drives than I would suggest you ignore the Z-System for now and concentrate on TDOS.

To order NZ-COM contact:

### Sage Microsystems East

1435 Centre Street

Newton Centre, MA 02159-2469

Voice phone: (617) 965-3552 [9:00 am - 11:30 pm]

Modem: (617) 965-7259 [password = DDT]

The Newton Centre Z-Node (the modem number) features many programs for use with the Z-System. The price for NZ-COM at the time of this writing was \$70. Sage Microsystems East also offers other CP/M and Z-System programs, including:

- ⇒ **BackGrounder ii** - A task swapper for CP/M
- ⇒ **Turbo Pascal Version 3.01** - The popular programming language
- ⇒ **BDS C** - C system and compilers
- ⇒ **ZMAC** - Assembler / linker / librarian for CP/M
- ⇒ **JetFind** - Ultrafast text finder
- ⇒ **DSD** - Full screen symbolic debugger for CP/M
- ⇒ **Plu\*Perfect Writer** - Perfect Writer upgrade

other useful programs, tools, books and Z-System tools and IOPs.

I do not consider my opinions about NZ-COM to be definitive. If anyone is using the Z-System on their ADAM I invite you to write to me and include an article or description of how you make use of the system. I will happily include it in one of my future columns for the benefit of all.

I welcome your comments and suggestions. If you would like a personal reply please enclose a Self Addressed and Stamped Envelope. My address is:

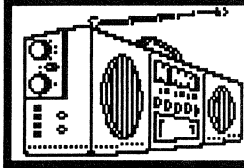


N.I.A.D. CP/M & TDOS LIBRARIAN

Doug Rosenvinge

10 North River Road

Coventry, CT 06238



# A LESSON IN MIDI

## Part I: An Intro to MIDI and the MIDI-MITE

### By Ron Collins

**EDITOR'S NOTE:** The following article is part one of five in a series of Midi lessons by Ron Collins. The entire article was downloaded from the ADAM-X-CHANGE BBS and supplied by The ADAM News Network.

The upcoming ADAMCon-04, an "international convention" for ADAM owners everywhere, is to be held in my own back yard, so to speak. Cleveland is only a 34 mile drive up the highway from my home in Barberton, OH so you can bet I'll be there July 23 to 26, 1992 with my own MIDI equipment to show off! I'll also be doing plenty to bug the local U.G. with any new MIDI tips I happen to run onto. Our next meeting is to be my chance to show off a new MIDI FM Sound Generator (the FB01) from YAMAHA that I picked up second hand over the summer. I want to show how it gets hooked up and how nicely it works when controlled by the ADAM through my MIDI-Mite board. I'll also show them the latest software from Bonafide Systems, developer of the MIDI-MITE (and all that it makes possible.) As you can tell, I've been busy since ADAMCon-03!

When you find a PD library of MIDI song files listed in the popular ADAM User's Group newsletters, you can be sure that these are all on an ADAM disk or data pack. All the work has been done for you by the compiler of the volume, so all that's required for playing is to load the MIDI software, select that disk, pick the song you want and enjoy the music! Still, have you ever wondered what went into getting those songs in such an easily accessible format? If so, stick around and I'll try to give you the basics.

With all that's been going on lately, I thought it would be a good idea to pass on some of the things I've learned, tips I've been given and some problems I've run into (as well as the way I worked around them.... with the able help of Chris Braymen!) The net result of our efforts (Chris, Ron Mitchell, Glen Smith, John Villilo, myself and the many other ADAM MIDI users) is to provide "ready to play" MIDI music volumes to the ADAM community. Most of the things we've learned and problems we've encountered never show up when you put the disk in and start to play the music.

Actually, almost every problem I've encountered could have been avoided if only I'd taken out enough time to "JUST READ THE INSTRUCTIONS!" I've been told that I'm not the only one who does this, so I don't feel TOO bad. Haven't YOU ever just jumped right in and tried to use something? Well, then you know what I'm talking about. Oh well, I'm a user, not a reader, so I just dive in. Too bad! I missed quite a bit of information in the process. Hopefully, this will inspire you to "READ FIRST", "LEARN IT", and THEN use your MIDI!

For those of you who aren't familiar with MIDI (or maybe you aren't all that familiar with the ADAM Computer System?), I'll do my best to give you a little background on both subjects. If I'm lucky, this will give you at least a rough idea of what all this MIDI stuff is about.

When it comes to the use a MIDI device on the ADAM, it must be remembered that we do NOT have the vast memory storage available to the MS-DOS machines, the Atari ST's or even the Amiga's. All of these, along with the ever useful Macintosh computer, are noted for their ability to use MIDI interfaces and software. In fact, some of these, such as the Amiga, have a MIDI port built right in! The other's have such a tremendous user base that they have a lot of high quality hardware and software to choose from for the purpose of making computer aided music. We are not quite that fortunate.

These other machines are 16-bit and 32-bit computer systems with speed and power that dwarfs our 8-bit ADAM's best. They are running at several times the processor speed and have more base memory available to devote to complicated programming tasks. For example, a

typical MS-DOS setup would have at least 2 megabytes or more of memory to work with. A serious Macintosh MIDI system might start with as little as 4 meg and increase as needed. That is FOUR MILLION "K's" folks! One "K" is composed of 1024 "bytes" so a "4-meg" system should really be SOMETHING!

The ADAM, on the other hand, is based upon the Z80 CPU, an older and much simpler 8-bit computer chip. The Z80 provides us with a 64K memory that must be used to store an operating system and a working program! For that reason alone, few ever considered the 8-bit ADAM as a likely prospect for MIDI purposes. An 8-bit machine was considered much to primitive to be of any use at all for serious electronic music buffs. Limited MIDI capability was available to owners of the Commodore 64 computers, another famous 8-bit system. The ADAM, though, never seemed to impress the few hardware vendors as a viable MIDI controller, especially once the great minds at COLECO dropped this wonderful computer system!

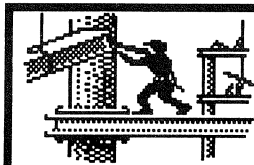
The limitations of a 64K computer system never seem to daunt Chris Braymen when he really wants it to do something special! A popular TEXT only version of the popular SARGON 1 computer chess game was once converted by him into a superb GRAPHICS version for use on the ADAM. This was then released to the Public Domain and has since been enjoyed by hundreds of happy chess players.

Chris is a professional musician / programmer who creates some beautiful background music for MS-DOS games. He is also an ADAM owner who wanted to have a MIDI interface built for his home ADAM computer system. He wanted to be able to do for fun what he also was doing for a living... work on computer generated music! It's too bad that the people who were actively developing hardware for the ADAM at that time didn't see the need for an ADAM compatible MIDI interface. I think they passed up a great potential and may never even know it! It's a good thing for those of us ADAM owners who share the "music bug" that Chris didn't just give up! He went out and learned to develop hardware and even to write software. By the time ADAMCON 1 was held in October of 1989, he had gone on to develop, not only the interface, but all the necessary software to use that interface! After a bit of gentle prodding, (ok, so I begged... grin), Chris and his wife Elizabeth went on to establish their own ADAM oriented company to build and market the new equipment. That company has been named Bonafide Systems... and lives up to that name too!

It's been two years and more since the project was started, and still there are new programs, utilities and even PD disks of MIDI songs coming to us from Bonafide Systems. That shows me an unparalleled level of high quality product support. Whenever I've needed advice on what equipment to purchase, how to hook it up or even some program to make it work better, Chris has always been there ready and willing to help. If you ever have any questions or requests, you can always get an answer... and in some cases... a new program to help you do what YOU need the MIDI to do!

As current MIDI-MITE (as it's been named) interface owners are already aware, the unit comes complete with everything you or I need to get started. The package comes with the interface, two MIDI cables, one 60 conductor ribbon cable to connect it to ADAM, two software programs on digital data pack, and three instruction manuals. All you need to do is to plug the ribbon cable into the side port of your ADAM CPU, then into the side of the MIDI-MITE. Looking at the interface, there are four jacks on the right side for connecting external MIDI devices. There is a jack labeled IN, a jack labeled THRU and two jacks labeled OUT.

Next month, what to look for in purchasing a MIDI device and what one can expect to pay for it.



# SOFTWARE ENHANCEMENTS

## Tips and Patches for PowerPAINT & RoboTHIEF

by Jim Walters and Steve Pitman

### PowerPAINT MODIFICATION

by Jim Walters of Walters Software Co.

In the December issue of MOAUG Rich Lefko writes, "We need a copy buffer program for PowerPAINT." Putting to use the new ADAM'S TOOLKIT program I just finished, I loaded in the first 32 blocks of PowerPAINT. Using the search option I located the routine to initialize the ramdisk. In checking out the routine I found out all that was needed was to blank out the EOS init routine.

Next I booted PowerPAINT to initialize the ramdisk. I then saved the ramdisk to a fresh disk using the ADAM'S DESK TOP cartridge save ramdisk option. Using ADAM'S TOOLKIT, I replaced the call in PowerPAINT with zeros and copied the 32 blocks back to my PowerPAINT media with the Autosave feature of ADAM'S TOOLKIT.

The next time I want to use PowerPAINT, I must copy the disk that contains the PowerPAINT files to the ramdisk. Boot PowerPAINT and the files can be accessed from the ramdisk.

If you have any questions please feel free to contact me at W.S.C.

#### HOW TO MODIFY PowerPAINT

1. Boot PowerPAINT and copy the files you use the most to the ramdisk.
2. Using ADAM'S DESK TOP, SmartDSK Cartridge, AutoSave, or COPY from SmartDSK III, copy the PowerPAINT ramdisk to a fresh disk or data pack.
3. Modify PowerPAINT with TOOLKIT from SmartDSK III or the new ADAM'S TOOLKIT from W.S.C. Load block 2 into the buffer and display location (536). Location (536, 537, and 538) will contain a (205, 189, and 252), if not do not modify. Using the modify option change the 3 locations to (0, 0, and 0), and copy the block back to your media.

#### TO USE PowerPAINT

1. Copy the disk that contains the PowerPAINT files to the ramdisk with ADAM'S DESK TOP, SmartDSK Cartridge, AutoLoad, or COPY from SmartDSK III.
2. Boot PowerPAINT and you will be able to access the files from the ramdisk.



Walters Software Co.  
c/o Jim Walters  
Rd# 4 Box 289-A  
Titusville, PA 16354  
Phone #: 1-814-827-3776

### RoboTHIEF TIPS & PATCH

by Steve Pitman of Pitman Software

I have several things that will help people get farther in my game "RoboTHIEF". Everyone that I've talked to says that they can't get past the first several screens, has anyone seen past #10?, the higher

screens are the best ones in the game. I didn't realize it would be so difficult to play, because I've had LOTS of practice and I can zip through all 30 screens with no problem. Also, it was never tested by anyone other than myself. It's hard to find someone to play an Adam game with Nintendo around!

But here are some things that should help everyone:

**WARP DOORS:** There are many throughout the game, below is a chart that will show you where the doors are, and where they will take you.

SCREEN	WARP TO	LOCATION
2	5	14,20
6	4	29,08
7	12	06,02
11	19	27,21
12	8	29,16
16	21	03,21
19	10	29,20
20	15	03,16
23	3	18,05
25	9	25,02
28	2	Almost everywhere - Beware

To use the doors: pass any of the robots over the above locations and a "W" door will appear. The first number in the location (2-30) is how far across the screen, the second number is how far down.

After the door appears there is a trick to entering it! Your robot must be touching the door when the right digit in the timer is a zero! Have fun!

**PASSWORDS:** Here are passwords for the first 20 screens!

1 - No Code	8 - PVOZ96A2	14 - VVRP19GK
2 - TFPSWPTV	9 - BOPG4JBN	15 - HAIYM94W
3 - 1TAPYOPT	10 - LX12FHSC	16 - QY23GOGO
4 - FOURDOOR	11 - 9PSW5KEE	17 - ADAM+ANT
5 - ++FIVE++	12 - AHVNECND	18 - H6DEPFG6
6 - SIX-AKFA	13 - FRIDAY13	19 - GOODLUCK
7 - ADAMBEST		20 - A+BOMB+A

#### NEW SPEEDS FOR BEGINNERS!!!

The following program will let you set speed #4 to whatever you want! Remember after using this program, you must select speed #4 at the main menu in RoboTHIEF (try 50 for a good slow speed)

```

1 REM ** RoboTHIEF Modifier by Steve Pitman **
5 HOME
10 LOMEM :30100
20 DATA 62,4,1,0,0,17,47,0,33,72,113,205,243,252,201
30 FOR x=28000 TO 28014: READ d: POKE x, d: NEXT
40 ? "Select drive": VTAB 3: ? "1 = Disk #1": ? "2 = Tape #1"
50 GET r$: IF VAL(r$)<1 OR VAL(r$)>2 THEN RUN
60 IF VAL(r$)=2 THEN POKE 28001, 8
70 HOME: ? "Select Speed 1-100": ? "(1 is fast, 100 is super slow)"
80 VTAB 4: INPUT "speed:": s
90 CALL 28000: POKE 29281, s: POKE 28012, 246: CALL 28000
100 ? : ? "RoboTHIEF has been modified."
110 ? "Speed #4 has been set to ": s
    
```



# CAN'T BEAT THAT PRICE!!

## Public Domain Reviews and Updates

by Jim Notini

### ADAMAGIC ONDV VOL. #1

THE BLACK DUNGEON OF MIDOR is a graphics adventure game along the lines of the Dungeons & Dragons board game which was and still is very popular. The adventure is auto-booting and makes extensive use of graphics, sprites and sound effects. The object of the game is to seek out and take the Amulet of Fantastic Powers, a treasure which has a great defensive and offensive capability, that is hidden somewhere in the dungeon's 20 levels! Then you must defeat the Evil Wizard Midor and escape the dungeon. Documentation included on ONDV VOL. #2.

### ADAMAGIC ONDV VOL. #2

DUNGEON DISK #1 is an add on to The Black Dungeon of Midor which gives the adventurer 20 new levels to journey through once the original 20 levels have been conquered. Contains SmartWRITER doc file for "The Black Dungeon of Midor" - ONDV VOL. #1.

### ADAMAGIC ONDV VOL. #3

CASTLE VAMPIRA is a humongous text adventure that places the adventurer in the castle of the Countess Vampira. You must find your way out, but in order to succeed you must fight a hord of strange creatures, find food to replenish your strength, find magic spells to use against your foes and don't forget to look out for treasures along the way to build-up your earnings so that you may buy much needed supplies. Requires a 64K Expander. Contains SmartWRITER doc file.

### ADAMAGIC ONDV VOL. #4

QWIKLOAD V1.0 is a SmartBASIC V1.0 binary converter that allows for the binary saving of SmartBASIC V1.0 programs. A binary saved program is given the 'H' type file indicator (unlike a standard SmartBASIC file's 'A') and when "BRUN", will load up to 12 times faster from disk or DDP. Contains SmartWRITER doc file.

### ADAMAGIC ONDV VOL. #5

ADDRESS MASTER is a full featured address and phone number database. It is capable of storing up to 250 records per file and offers advanced editing features, search options, alphabetical sorting by last name and is compatible with the ADAM Printer as well as a Dot Matrix Printer. Contains SmartWRITER doc file.

### ADAMAGIC ONDV VOL. #6

COPY MASTER V1.1 is a backup utility program that allows one to make copies of their 5 1/4" 160K disks or DDPs. It is not compatible with the 5 1/4" 320K, 3 1/2" 720 or 3 1/2" 1.44Mb Floppy Disk Drives and also requires at least two drives to operate (be it any combination of disk or digital data drives). The copy process is speed up by a means of reading from the source and writing to the destination one block at a time. Contains SmartWRITER doc file.

### ADAMAGIC ONDV VOL. #7

THE BOOT SHOP allows the user to make any DDP or disk containing SmartBASIC V1.0 programs into an autoboot and autoloading media with a boot screen of your own design. It allows for the creation of a boot screen using block graphics or text that will be displayed upon pulling the <Computer Reset> and while SmartBASIC V1.0 loads. It also allows for the copying of SmartBASIC V1.0 (included) onto the media if it is not already on it. As an added bonus it will also copy a special HELLO program (included) onto the media that will make all of the programs on that media menu driven. Contains SmartWRITER doc file.

### ADAMAGIC ONDV VOL. #8

MODEM MASTER V1.5 is an advanced telecommunications program for use with the Coleco ADAMLink 300 Baud Modem. Some of the options available include toggles for character filter, linefeeds, parameters, duplex, keyclick, screen and text colors, 30 or 40 column screen display and choice of printer. A phone library with direct dialing

is available as well as a buffer area. Media utilities allow for renaming, erasing, initializing, formatting 5 1/4" 160K disks and catalog lists. However, ASCII and XMODEM up / download transferring was never completed and do not function. Contains SmartWRITER doc file.

### ADAMAGIC ONDV VOL. #9

ADAMBASIC V1.6 is a vastly improved modification of SmartBASIC V1.0 that adds nine new commands for sound creation, easy color change and 40 column text. Also, dedicated keys are implemented (ie: CONTROL-C is now accomplished by pressing the ESCAPE / WP key). It is not a HELLO patch program, but a direct modification of the SmartBASIC interpreter, so no memory is lost. SmartWRITER docs.

### ADAMAGIC ONDV VOL. #10

ARCADE ACTION is a self-booting, menu driven collection of 5 arcade action games with instructions. Games include: Powerball, XJ-503, City Defense, Mushman and Muncher.

### ADAMAGIC ONDV VOL. #11

BRAIN GAMES is a self-booting, menu driven collection of 5 brain games with instructions. Games include: Othello, Critical Mass, Fox & Geese, Pegboard and Backgammon.

### ADAMAGIC ONDV VOL. #12

EDUCATION PACK I is a self-booting, menu driven collection of 14 educational programs and games with instructions. Programs include: Magic Squares, Guess It, Word Search Maker, What Is It!, Quizmaster, Word Scrambler, Hangman, Future Race, Dungeons of Time, Vocab Quizzer, Calculator, Our Solar System, Multiplication Drill and War of the Words.

### ADAMAGIC ONDV VOL. #13

GAME PACK I is a self-booting, menu driven collection of 10 games with instructions. Games include: Towers, Saucers, ADAM Puzzler, Cat'N Mouse, 3D Connect 4, Mix-Up, Tweedle, Bombs Away, Roadrunner and Moving Target.

### ADAMAGIC ONDV VOL. #14

GAME PACK II is a self-booting, menu driven collection of 10 games with instructions. Games include: Frustration, Escape, Shoot!, Dueling Canyons, Glow Worm, Shooting Gallery, StarDust, 3D Maze, Avoid and Balloonist.

### ADAMAGIC ONDV VOL. #15

GAME PACK III is a self-booting, menu driven collection of 10 games with instructions. Games include: Miniature Golf, Taxi!, Global War, Invasion, Snake, Maze Worm, 4 In A Row, Dice Buster, Krazy Maze and Mine Fields.

### ADAMAGIC ONDV VOL. #16

ADVENTURE PACK I is a self-booting, menu driven collection of 5 text and text / graphic adventures with instructions. Adventures include: Sorcerers Dungeon, Castle of Doom, Enchanted Forest, Royal Rescue and Land of the Lost.

### ADAMAGIC ONDV VOL. #17

ADVENTURE PACK II is a self-booting, menu driven collection of 5 text adventures with instructions. Adventures include: Dungeon of Dagonbow, Time's A Wasting, Vampire!, Stranded and Adventure in Tinytown.

### ADAMAGIC ONDV VOL. #18

ADVENTURE PACK III is a self-booting, menu driven collection of 5 text adventures with instructions. Adventures include: Star Trek, A Montaurck Mystery, Funny Money, Death Mansion and Ghost Buster.



# PRODUCT REVIEWS

**TYPE**  
UTILITY

**RELEASED**  
MARCH 1992

## GUY'S EOS UTILITIES

By A.J.M. Software

**PRICE**  
\$20.00

**MEDIA**  
DISK OR DDP

Reviewed by Jim Notini

Guy's E.O.S. Utilities is a new collection of utilities recently released by Guy Cousineau of AJM Software. The utilities included in this package include Disk Doctor V1.0 and E.O.S. File Indexer V1.0 (both of these programs were reviewed in the May 1989 #53 issue of the N.I.A.D. Newsletter) which were released back in 1988 and still stand as two of the more outstanding programs developed for the ADAM. The third utility is Directory Sorter V1.0 and it is new. It has only one purpose in mind: Sorting files numerically and alphabetically to improve visual access. Due to the fact that Disk Doctor and E.O.S. File Indexer have been previously reviewed, we will only give you a little reminder of what these two programs can do and finish with a complete review of Directory Sorter. The ratings are based on the entire package.

Guy's E.O.S. Utilities is available on disk or data pack and is supplied with a 17 page manual which contains very detailed and easy to understand instructions for all three programs (these instructions are also contained in SmartWRITER format files on the disk or data pack). Once the computer reset switch is activated a title screen is displayed on the screen while the SmartKEY menu loads in. The SmartKEY menu offers three selections: I - Disk Doctor, II - File Indexer and III - Directory Sorter. Once a selection is made, the appropriate program will load.

**DISK DOCTOR V1.0** has only one purpose in mind: to help rebuild damaged E.O.S. directories. The program has the following features: Analysis of disk or tape contents, Echo REM statements from programs, blank out damaged directories, Initializing up to a 6K directory, compatibility with 5 1/4" 160K or 320K and 3 1/2" 720K disk drives, modification of directory entries, simultaneous viewing of disk contents, automatic marking of end-of-file, and forward referencing directory entries. It will not reformat disks or tapes or repair damaged tracks / sectors. It will only be helpful if the directory or catalog of the medium has been corrupted and the rest of the medium still contains valid programs / files.

**E.O.S. FILE INDEXER V1.0** provides a handy vehicle for reading, sorting, and printing directories for standard E.O.S. disks or data packs. It is also capable of producing a file that lists the contents of the media which have been indexed. Unless your E.O.S. library is very large, all your directories will fit in memory and can be sorted alphabetically in just a few seconds. One may print out a list of the indexed media for reference, or if a file was created add descriptions with SmartWRITER.

**DIRECTORY SORTER V1.0** is the newest program of the three and it uses the same type of screen displays and user interface as the first two programs and File Manager. What this means is that it will be extremely easy for those who have used one of these other programs to sit down and get to work with Directory Sorter rather quickly.

Once Directory Sorter is loaded, you will be presented with a menu of

three SmartKEY options. SmartKEY III allows the user to select the source drive, which can be either a tape drive, disk drive or hard drive. A nice feature of this selection process is that only the drives which are hooked up to the system will be displayed as choices.

Show Directory (SmartKEY I) allows one to view a directory of the current source drive to be sure that you have the correct media in place prior to copying. Once the directory is displayed, you can press SmartKEY I again to view the individual directory entries one by one with complete attribute listings for each and every file (locked, write / read protected, user / system file, deleted, execute protected, blocks left, starting block, reserved / used length, bytes used in last block and the files date created if any). From the directory listing you may move onto the Sorted Backup menu or return to the main menu.

Sorted Backup brings up three further choices, two of which are very common: Format Medium and Initialize Medium. These two options are compatible with 5 1/4" 160K or 320K, 3 1/2" 720K disk drives and tape drives, and allow for the formatting of disks, zeroing of data pack blocks or initializing of directory blocks with custom volume names and multiple block directories from 1K on up to 8K.

The third option is called Backup since it creates a backup of the original media in numerical and alphabetical order onto the destination. The user has a number of further options to set such as the source and destination drive; the type of backup process to use (copy all files, exclude deleted files or exclude deleted and backup files); whether to clear the target directory of any files which may be on it already or not; and whether to intermix or separate upper and lower case file names. Once the options are set, the backup process will begin and each and every file will be copied per the options specified from the source to the destination media. When completed, you will have a backup of the source media that is in numerical and alphabetical order.

Directory Sorter V1.0 is a fantastic new utility program, especially for those neat freaks amongst us. The entire package of three utilities is in my mind the perfect compliment to the best utility program ever developed for the ADAM, File Manager. These three programs offer features which are not found in File Manager, and for that matter, in any other programs available. From the instruction manual to screen displays to the ease of operation of all three programs, Guy's E.O.S. Utilities is easily one of the best packages to come along for the ADAM. It simply was a stroke of genius on Guy's part to come up with the idea to combine all three programs together as one package.

For those of you who may already own Disk Doctor or E.O.S. File Indexer, send in your original disk(s) or data pack(s) only and you will receive a \$5.00 credit for each one you currently own towards the purchase of Guy's E.O.S. Utilities.

### SYSTEM REQUIREMENTS

- MEMORY: BASE ADAM SYSTEM WITH R80 REVISION
- PRINTER: ADAM PRINTER AND OR DOT MATRIX PRINTER
- DRIVES: 1 OR MORE DISK DRIVES AND OR DIGITAL DATA DRIVES
- OTHERS: NO OTHER REQUIREMENTS
- OPTIONS: M.I. PowerMATE OR OBS MINI-WINIE HARD DISK DRIVE

### SOFTWARE RATINGS

- GRAPHICS / SCREENS..... A+
- MUSIC / SOUND..... B
- INSTRUCTIONS..... A+
- EASE OF USE..... A+
- VALUE FOR THE DOLLAR..... A+

### OVERALL

**A+**

# N.I.A.D. PRODUCT LIST

## PRODUCTS & PRICING SUBJECT TO CHANGE

### ADAM HARDWARE

- ADAM COMPUTER SYSTEM .....\$239.95
- ADAM COMPUTER SYSTEM EXPANSION MODULE #3 WITH COLECO .....\$209.95
- ADAM DAISY WHEEL PRINTER .....\$109.95
- ADAM DIGITAL DATA DRIVE .....\$49.95
- ADAM DISK DRIVE POWER SUPPLY .....\$19.95
- ADAM EXPANSION MODULE #3 MEMORY CONSOLE .....\$69.95
- ADAM KEYBOARD WITH 7ft. ADAMnet CABLE .....\$24.95
- ADAM MEMORY CONSOLE WITH DIGITAL DATA DRIVE .....\$89.95
- ADAM MONITOR CABLE .....\$9.95
- ADAM PRINTER POWER SUPPLY .....\$49.95
- ADAM PRINTER POWER SUPPLY COVER WITH ON / OFF LIGHT .....\$14.95
- ADAM TAN HAND CONTROLLER .....\$9.95
- ADAMLINK 300 BAUD MODEM (DDP) .....\$49.95
- ADAMnet 7ft. CABLE .....\$2.95
- COLECOVISION GAME SYSTEM WITH DONKEY KONG CART .....\$59.95
- EXPANSION MODULE #1 ATARI 2600 ADAPTOR .....\$44.95
- EXPANSION MODULE #2 DRIVING CONTROLLER WITH TURBO CART .....\$44.95
- ROLLER CONTROLLER WITH SLITHER CART .....\$44.95
- SUPER ACTION CONTROLLERS WITH SUPER ACTION BASEBALL CART ...\$44.95

### MEMORY EXPANDERS

- M.I. 64K MEMORY EXPANDER .....\$29.95
- M.I. 256K MEMORY EXPANDER .....\$69.95
- M.I. 1,024K (1 Mb) MEMORY EXPANDER .....\$149.95
- M.I. 2,048K (2 Mb) MEMORY EXPANDER .....\$249.95

### ADAM INTERFACES

- ADAM HOME AUTOMATION PACKAGE (Disk or DDP) .....\$89.95
- ADAM HOME AUTOMATION PACKAGE X-10 MODULES .....\$CALL
- BONAFIDE SYSTEMS MIDI-MITE INTERFACE (DDP) .....\$74.95
- M.I. PARALLEL PRINTER INTERFACE (Disk or DDP) .....\$34.95
- M.I. M.I.B. 2 INTERFACE (Disk or DDP) .....\$74.95
- M.I. RS-232 SERIAL INTERFACE (Disk or DDP) .....\$CALL
- M.I. PARALLEL PRINTER CABLE .....\$14.95
- M.I. RS-232 SERIAL CABLE .....\$14.95
- ORPHANWARE 80 COLUMN VIDEO UNIT (Disk or DDP) .....\$269.95

### DOT MATRIX PRINTERS

- PANASONIC KX-P1180 9-PIN DOT MATRIX PRINTER .....\$189.95
- PANASONIC KX-P1123 24-PIN DOT MATRIX PRINTER .....\$239.95
- PANASONIC KX-P1124i 24-PIN DOT MATRIX PRINTER .....\$299.95

### MONITORS & MODEMS

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  - M.I. ADAMnet LC/40 40Mb HARD DISK DRIVE .....\$CALL
- PLEASE NOTE:** The Hard Drives listed above are still going through testing and are not yet available although they may become available at anytime. If you are interested in one of these drives, please call to verify their availability.

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- 256K COLECO ADAM DIGITAL DATA PACK .....\$2.00
- 256K RIGHT DIRECTORY ADAM DIGITAL DATA PACK .....\$1.00
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- CURTIS 5 1/4" DISK STORAGE CASE (HOLDS 50 DISKS) .....\$14.95
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- CURTIS SAFE-BLOC 6-OUTLET SURGE PROTECTOR .....\$19.95
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- ACCESSING VRAM MANUAL .....\$12.95
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- HACKER'S GUIDE TO ADAM VOL. I .....\$11.95
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- MacADAM DEMO FILES (Disk or DDP) .....\$5.00
- N.I.A.D. PRODUCT REVIEW BOOK .....\$19.95
- N.I.A.D. PUBLIC DOMAIN REVIEW BOOK .....\$5.00
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- TEMPLE OF APSHAI MANUAL .....\$2.00
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### N.I.A.D. SERVICES

- DISK CONVERSIONS OF DATA PACK SOFTWARE .....\$4.00
- Send in your title card from your Coleco data pack to be converted to disk. Titles which can be converted include: Buck Rodgers, Donkey Kong, Donkey Kong Jr., Dragon's Lair, Zaxxon, Recipe Filer, 2010: The Text Adventure, Richard Scarry's Best Electronic Wordbook Ever (for 320K or 720K disk only), The Best of B.C., SmartLetters & Forms, CP/M 2.2 & Assembler or any other data pack software which you can not make a working copy to disk of. If you do not have proof of purchase, the original DDP must be mailed in as proof of purchase.
- ADAM FILER PROGRAM UPGRADE .....\$4.00
- Send in your original Filer program Disk or DDP to be upgraded. Latest versions of the Coleco 'FILER programs are as follows: SmartFILER R28D, RecipeFILER R17 and AddressBook Filer R10D. These versions will work correctly with any size 5 1/4" or 3 1/2" ADAM floppy disk drives.
- INFOCOM CONVERSION TO ADAM CP/M FORMAT .....\$4.00
- Send in your INFOCOM titles to be converted to an ADAM CP/M format disk. We can convert: Zork I, II & III, Planetfall, Deadline, Starcross, Hitchhiker's Guide to the Galaxy, Leather Goddess' of Phobos, Stationfall, Plundered Hearts, Seastalker and Ballyhoo. Please inform us whether you would like the ADAM version written onto the original disk you send in or onto a new disk.
- N.I.A.D. NEWSLETTER BACKISSUES .....\$1.00
- All backissues of the N.I.A.D. Newsletter are available at this price except for the issues listed below.
- N.I.A.D. NEWSLETTER BACKISSUES .....\$3.00
- The following backissues of the N.I.A.D. Newsletter are out of original print but still are available at \$3.00 each. Issues # 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 13, 14, 15, 19, 20, 23, 42, 55, 66/67, 74, 75 and 78/79.

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MUSICPRO	\$15.95
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\$4.00 DISK

MISCELLANEOUS VOLUMES

N.I.A.D. PUBLIC DOMAIN SOFTWARE PLEASE NOTE: Specify VOLUME #, TITLE and DISK OR DDP

\$6.00 DDP

SmartBASIC BNDV # 1 - 38: 36 different volumes containing assorted SmartBASIC entertainment, application, graphics, patch, utilities and other misc. programs. Most volumes are auto-booting and contain SmartWriter documentation. SmartBASIC UTILITIES UNDV # 1 - 2: 2 different volumes containing SmartBASIC utility programs such as file copiers, backup utilities, patches and other misc. programs. Volumes are auto-booting and contain SmartWriter documentation. SmartLogo UNDV # 1 - 5: 5 different volumes containing SmartLogo entertainment, application, graphics, utilities, patches and other misc. programs. Volumes require the user boot SmartLogo first, contain SmartWriter documentation. ADAMCALC ANDV # 1 - 34: 34 different volumes containing ADAMCALC spreadsheet formulas, tutorials and demonstrations. All volumes require the user to boot ADAMCALC first and contain SmartWriter or ADAMCALC documentation file(s). DCPM 2.2 ONDV # 1 - 60: 60 different volumes containing CP/M 2.2 utilities, games, interpreters, patches, compilers, word processors and other misc. programs. Volumes require the user boot CP/M 2.2 first, most programs contain documentation. DDP SIGNS SNDV # 1 - 3: 3 different volumes containing SignShop/NewsMaker graphic files for use with these programs by Strategic Software. Volumes require the user boot SignShop/NewsMaker first and contain SmartWriter documentation. PINBALL GAMES PNDV # 1 - 7: 7 different volumes containing Pinball Construction Set pinball games which were designed with this public domain program by Coleco. Each volume is auto-booting and contains SmartWriter documentation. VIDEOTUNES SONGS MNDV # 1 - 3: 3 different volumes containing many assorted song files each that are for use with VideoTunes by FutureVision. Each volume requires the user to boot VideoTunes, then load the song file. DMIDI SONGS MNDV # 1 - 18: 18 different volumes containing many assorted song files each for use with Mini-Recorder by Bontride Systems for the MIDI-MITE. SOLO-ADVENTURE PACK VOL. # 2 - 3: 2 different volumes of Solo Adventures for use with Mage Quest by Reedy Software. Each volume requires the user to boot Mage Quest first and contain SmartWriter documentation. DMAD BACKISSIS INDEX: SmartFILER database detailing the contents of past NAD newsletters through 1987. Requires that the user boot SmartFILER first. DUKAYS MINI-REVIEWS VOL. #1-2: 2 different SmartFILER databases with mini-reviews of hundreds of software and hardware products. Requires that the user boot SmartFILER first and then follow the included instruction sheet on how to access. COLECO PRESENTS: SOFTWARE: Coleco self-booting database program containing lists of planned Coleco software and cartridges for the ADAM and ColecoLine. DDP ONLY. DM1A.D. GOLD VOL. #1 - 5: 5 different volumes of enhanced SmartBASIC programs. Vol. I - Games, Vol. II - Text Adventures, Vol. III - Science & Education, Vol. IV - Home & Business and Vol. V - Utilities. Each volume contains documentation. DADAMAGIC ONDV VOL. #1 - 18: 18 different volumes of commercially copyrighted programs that were released to the Public Domain. Contains entertainment, adventure, productivity, education, business, telecommunications, arcade, brain, etc., programs complete with documentation in SmartWriter form or within the programs.

GRAPHICS VOLUMES

FILE PICS VOL. # 1 - 4: 4 different volumes of file picture files which can be viewed in SmartBASIC V1.0 with the included CBPF/FAST program or in PowerPAINT, also contains SmartWriter documentation. DREEDY ART GALLERY VOL. # 1 - 2: 2 different volumes of 13 SmartPAINT format picture files to be viewed in SmartBASIC V1.0 with the included loader program or in PowerPAINT and other programs which support the SmartPAINT format. ON & B PIX VOL. # 1 - 30: 30 different volumes of 13 SmartPAINT format picture files to be viewed/edited in PowerPAINT, ShowOff, etc. PAINTMAKES VOL. # 1 - 15: 15 different volumes of 13 SmartPAINT format picture files for use with PowerPAINT, SpritePOWER and CLIPPER by Digital Express. The Print Words or The Label Words by Waters Software Co., and other assorted programs. PAINTFORMS VOL. # 1 - 4: 4 different volumes of assorted headers, labels, font files and miscellaneous graphic files for use with PowerPAINT by Digital Express. C.G.P. PIX VOL. # 1 - 3: 3 different volumes of picture files for use with the Coleco Graphics Processor. All pictures are taken from Coleco/ADAM programs and cars through the use of the cartridge version of the Coleco Graphics Processor. PAINT PALETTE: For use with PowerPAINT. Will provide you with over 200 different shades of color, where normally the total number of colors accessible is 16. Contains SmartWriter documentation.

ENTERTAINMENT VOLUMES

OSUPER BUCK RODGERS: This is the supergame which comes with the ADAM

Computer and is offered here for replacement in the case of damage to your original. THE BEST OF ELECTRONIC ARTS (Pinball Con. Set / Hard Hat Mack): Coleco supergame pack contains two great games in one package. New bug free version w/ 2 demo pinball games and an instruction sheet. Add \$2.00 for 40 page manual. OSUPER SUB-ROO: Coleco supergame pack version of the Sub-Roc cartridge. This is a tremendous 3-D arcade action game with great graphics and a Hall of Fame option as well as an instruction sheet. TROLL'S TALE: Coleco supergame pack originally developed by Sirius Software. This is a children's adventure game with good graphics and offers a strong challenge as well as an instruction sheet. DJEOPARDY: Coleco supergame pack of the popular television game show. Fabulous game with great graphics, multi-player ability, load / save games and a Hall of Fame option as well as an instruction sheet. TEMPLE OF APSHAI Revision 2: Epyx supergame pack which was never released. This is a role playing adventure with graphics and some arcade sequences. DA-CHESS (SARGON): Great graphic chess game which was developed in CP/M and modified by Chris Braymen. Comes on an auto-booting media and includes documentation on how to use. DS SCREEN DONKEY KONG JR.: Coleco's In-House version of Super Donkey Kong Jr. with an additional 5th play level, MARIO'S BAKERY (arcade version doesn't even have this level). This version automatically runs through all screens. DCHES SOLITAIRE: Great graphics version of chess where you try to guess the moves of the masters (15 different classic games are included). Also contains a second game DAM BUSTER: Supergame version of the cartridge with added screens and Hall of Fame. The only flight simulator available for ADAM and one of the best games ever made. Are you good enough to defeat the NAZI forces? THE BEST OF B.C.: A two supergame pack with B.C.'S QUEST FOR TREES and B.C. II: THE CHICKS REVENGE developed by Coleco of Canada. Help Thor past obstacles to find Cue Cric and to find the Meaning of Life. DMOAUG PHRASE PACK: An additional 300 phrases for use with Phrase Craze by Reedy Software. Compiled by George Drank. Contains SmartWriter documentation. DTHE ABOINOMAN SNOWMAN: Search the Great White North for the illusive Abominable Snowman. Be careful in your quest, there are many pitfalls that you will face. Contains SmartWriter documentation. DCLASSIC UNRELEASED CARTS VOL. #1: A collection of 8 cartridges: Fall Guy, Video Hustler, M.A.S.H., Super Cobra, Memory Manor, Word Fend, Artilery Duel and Tomcat the Barbarian which were never released or wouldn't work on the ADAM in their cartridge form. Contains SmartWriter documentation. DCLASSIC UNRELEASED CARTS VOL. #2: A collection of 3 cartridges: Cabbage Patch Kids: Adventures in the Park, Enhanced, Yoke's on You and Wizard which were never released. Contains SmartWriter documentation. DADAMWARS II: A simulation of the real life pitfalls and successes which are experienced by you friendly ADAM retailers. Great graphics and sound effects. Contains SmartWriter documentation.

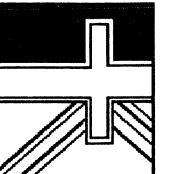
UTILITY VOLUMES

DEOS DISK MANAGER: Coleco utility program which was supplied with the 5 1/4" 160K Disk Drive. Also contains the most current Coleco EOS Revision, Rev. 7. DEXPED CHECK V2.0: Enhanced Coleco digital data text program to assure proper speed operation of drives for best read / write performance. Best results will occur by purchasing disk from us instead of ddp and then copying over to ddp. DADAM UTILITIES: Coleco In-House utilities, text and demo programs contained on an auto-booting media. Memory expander required for some of the system testers. Also, includes Adam Diagnostic and an instruction sheet. DMACDAM: Z80 / EOS Assembler written in machine code for the intermediate to advanced machine code programmer. Contains manual in SmartWriter format. DSTRATEGIC SOFTWARE PATCHES: SmartBASIC V1.0 programs for patching Strategic Software's SignShop, NewsMaker, MultiWrite, MicroWORDS, etc. programs for use with dot matrix printers as well as major enhancements made to the MultiWrite Word Processor. Contains SmartWriter documentation. DCOLECO GAME COPY: Coleco In-house cartridge copy utility as well as a media backup utility rolled into one program. Will copy most of the available cartridges. DSHAPEMAKER: Great SmartBASIC V1.0 utilities for creating shapes and placing text on the HGR or HGR2 screen. Shapes created can be used in PowerPAINT. Contains SmartWriter documentation. DMEDIA MATE: Three tremendous utility programs for editing data packs and disks in SmartBASIC V1.0. Contains Informative SmartWriter documentation. DQUICKOPY V5.0: Excellent machine code copy program (block and file) with additional ramdrive and ramcopy software. Compatible with all memory expanders and disk drive sizes. Contains a 37 page manual in SmartWriter format. DCOLECO IN-HOUSE PROGRAMS: Six separate programs: three diagnostic

PRODUCTIVITY VOLUMES

programs along with the Turnin' Trolls, ADAM and Music demos. DMIDI DRIVERS & DEMOS: A collection of MIDI SmartBASIC V1.0 utilities programs along with technical information of the MIDI file setup. Contains SmartWriter documentation. DSOFTWARE BACKUP V1.0: Allows for the backing-up of bootable programs onto the same media. Up to six self-booting programs can be placed on one Software Backup media. Most program work fine. Contains SmartWriter documentation. DR.I.D. TEST: Coleco's own In-house utility designed specifically for testing the operation of the 5 1/4" 160K Coleco media disk drive. No technical knowledge required. Just boot-up and wait for the results. Contains SmartWriter documentation. DADAMLINK II: Coleco's advanced telecommunications software with all the features of ADAMLINK I and the added ability to up and download ASCII files. Comes with addendum instruction sheets to the ADAMLINK I manual. DMARKET MONITOR: Coleco of Canada, management system program for the personal investor. Not totally bug-free. Contains SmartWriter documentation. DTX PLANNER: Coleco of Canada, business software which will create a clearer and more complete picture of your tax situation. Contains SmartWriter docs. DVISI-SPRIT V6.0: Advanced sprite development package with many powerful built-in features. This is the crisper version of the copyrighted version 6.5 and is made available for demo purposes and a chance to test out before buying V6.5. DDEVINCI: Great graphic design utility from France using a point-and-click method of operation along with a SmartBASIC V1.0 utility to convert DEVINCI files into GRAPH-PAINTER files. Contains SmartWriter documentation. DISK ONLY. DX-10 CONTROL SOFTWARE: Home appliance control / security system software. Requires a Serial Interface, Serial Cable and the X-10 Hardware. Contains SmartWriter documentation. DCOLECO GRAPHICS PROCESSOR: Coleco's graphic design utility used to create graphics for cartridges and supergames. Now, on an EOS media. Instructions are provided as well as a picture the conversion program. Requires memory expander. MS-DOS V4.5B: Super enhanced version of CP/M 2.2 which operates much like MS-DOS. Adds many new features. On 1 - Data Pack \$6.00 and \$2.00 OR on 2 - 5 1/4" Disk \$8.00 with manual in Doc file. Priced 40 page manual is \$2.00 extra. DSmartBASIC V1.0: Coleco's original SmartBASIC which came with the ADAM. This is available for replacement on DDP / DISK and has been enhanced for disk owners. DSmartBASIC V2.0: Coleco's extended / enhanced version of SmartBASIC V1.0 (4K versus 28K) with memory expander access, but is not fully compatible with V1.0. Contains SmartWriter documentation. DFRENCH BASIC: Great modification of SmartBASIC V1.0 with demos. Must have version for the serious programmer that includes 10 new commands for using sprites, windows, easy color changes, etc. DSmartBASIC V2.1: Nice modification of SmartBASIC V2.0 that adds macros for string inputs, formatter and backup programs. Contains SmartWriter documentation. DSmartBASIC V2.0 40 COLUMN: 40 column text version of SmartBASIC V2.0 non-standard 31 column screen. Contains SmartWriter documentation. DAUSTALIAN SmartBASIC: Enhanced SmartBASIC V1.0 with SharkEye display of some of the most often used SmartBASIC commands (ie RUN, LIST, SAVE, etc). DADAM FORTH V1.1: ADAM compatible version of this popular programming language. Comes with a number of programs on media and instruction sheet. DTRACKER: Allows for the tracking of hurricanes in the Gulf Coast area. Enter 1 1/4 x h-y coordinates and then save them as a file or view the hurricane in action on the high-resolution map of the area. Includes SmartWriter documentation file. DSP-1 CUSTOM PRINTER SOFTWARE: Specialized software patches for use in SmartWriter. Used to imbed software commands. Available for the following printers: Panasonic 1080 / 91 / 82 / 93, Star G10 / G20, Epson FX / RX, Blue Chip, Olympia R80, Brother 2024L, Smith Corona Fastxet 80 / D2000, OK 182 / 182. DBASE80L STATISTIAN: Comprehensive stat compiler for pitching, batting and team statistics with full line of edit features, save option, print features for ADAM Printer or dot matrix by Wizard's Lair. Comprehensive instructions in SmartWriter. DSmartBASIC CONSTRUCTION KIT: Designed to aid the novice programmer better understand the many commands resident in SmartBASIC V1.0. Fully menu driven and auto-booting. Contains SmartWriter documentation. DADWAGONE DAWGGS: This program will, on a consistent basis, select the dog most likely to win at the local dog track through data that is inputted by the user. However, this is not a get-rich-quick scheme. Contains SmartWriter documentation. DSimplePAINTER With Simple FX: A tremendous collection of graphics utilities which extend the capability of PowerPAINT along with a number of conversion programs. Contains SmartWriter documentation. DFLASH FACTS: MUSIC STUDIES: Eight flashcard files for use with the Electronic Flashcard Maker by Coleco dealing exclusively with music theory. Requires the user boot E.F.M. by Coleco first and contains SmartWriter documentation.





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▪ 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

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