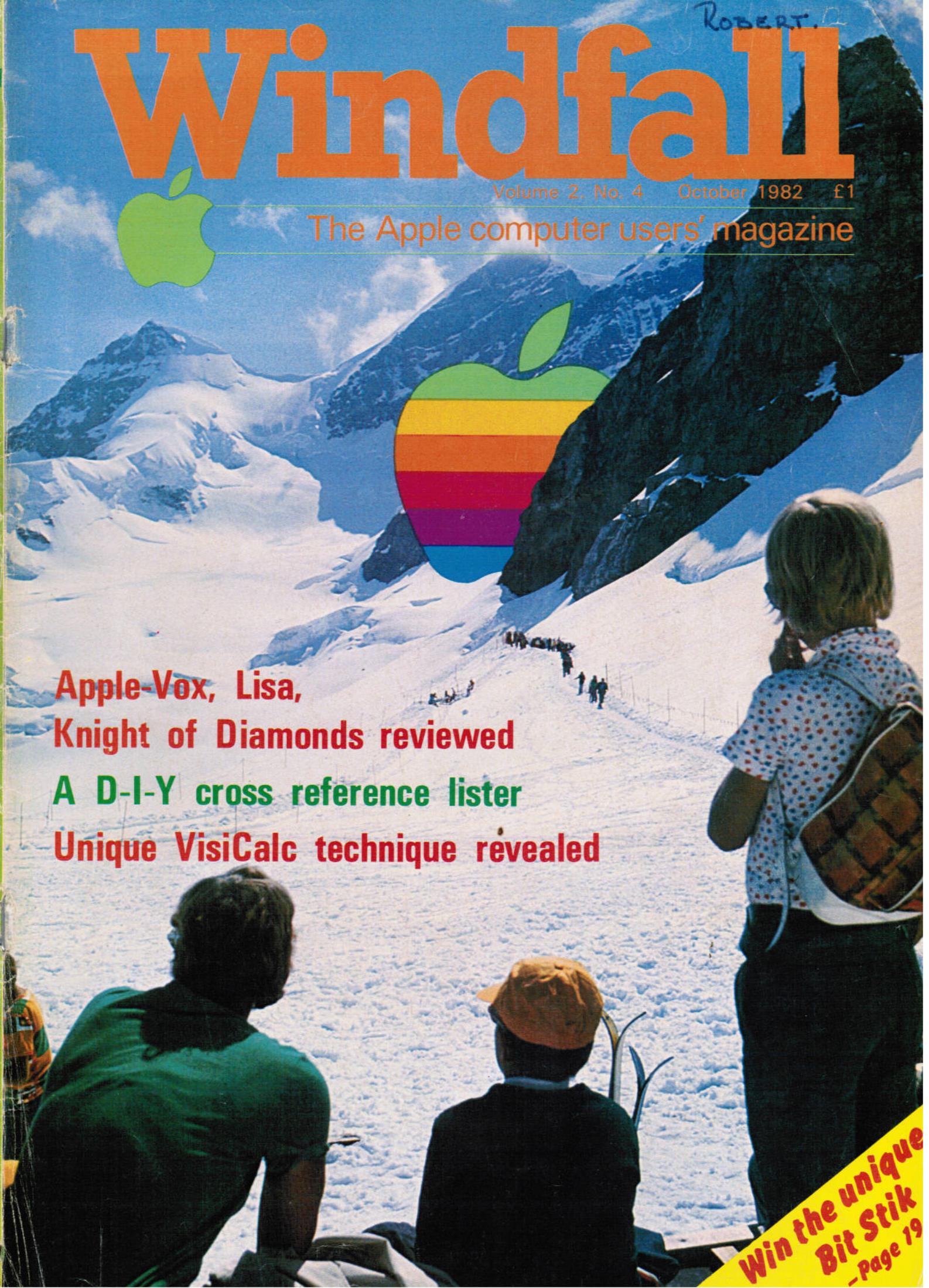
Windfall

Volume 2. No. 4 October 1982 £1

The Apple computer users' magazine



Apple-Vox, Lisa, Knight of Diamonds reviewed

A D-I-Y cross reference lister

Unique VisiCalc technique revealed

Win the unique Bit Stik - Page 19

the 8" Apple

Eicon's dual 8" floppy disk drive system gives the Apple over 2 Megabytes of on-line capacity, enough, for instance, for 15000 items in stock control, or an integrated business system with several thousand accounts.

Of if you need the extra capacity of a hard disk, a single 1 Megabyte floppy disk drive can be an ideal back-up medium.

Eicon's intelligent disk controller, with its unique EDOS firmware, provides complete integration with standard Apple software. DOS, Pascal and CP/M are all fully supported.

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WORDSTAR, CALCSTAR, DATASTAR etc.

STOP PRESS

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Eicon disk systems have a full 12 months warranty, and are supported by the larger Apple Computer dealers throughout the UK. On-site maintenance is available if required.

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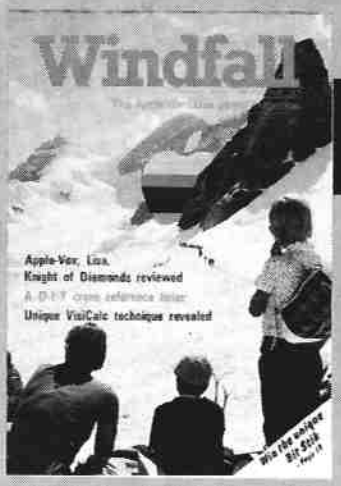

Vol. 2 No. 4 October 1982

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Writing for Windfall: Articles and programs relating to the Apple are welcome. Articles should preferably be typed or computer-printed, using double spacing. Unsolicited manuscripts, discs, etc, should be accompanied by a self addressed stamped envelope, otherwise their return cannot be guaranteed.

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LISTING

17 ***WHAT'S NEWS . . .***
A quick look at the Apple world

19 ***COMPETITION***
Win a Christmas Bit Stik

20 ***APPLETIPS***
They make programming easier

23 ***COMPUCOPIA***
The latest in software/hardware

31 ***GAMESMANSHIP***
Tackling Knight of Diamonds

35 ***THINK TANK***
New forum for programmers

38 ***MED-RES GRAPHICS***
Filling in the shapes

41 ***LISA***
Assembler for all abilities

44 ***VISICALC***
A touch of magic

46 ***BFM . . .***
speedy way to harness power

50 ***SHELLSORT***
Keeping track of variables

57 ***APPLE-VOX***
Good line in synthetic chat

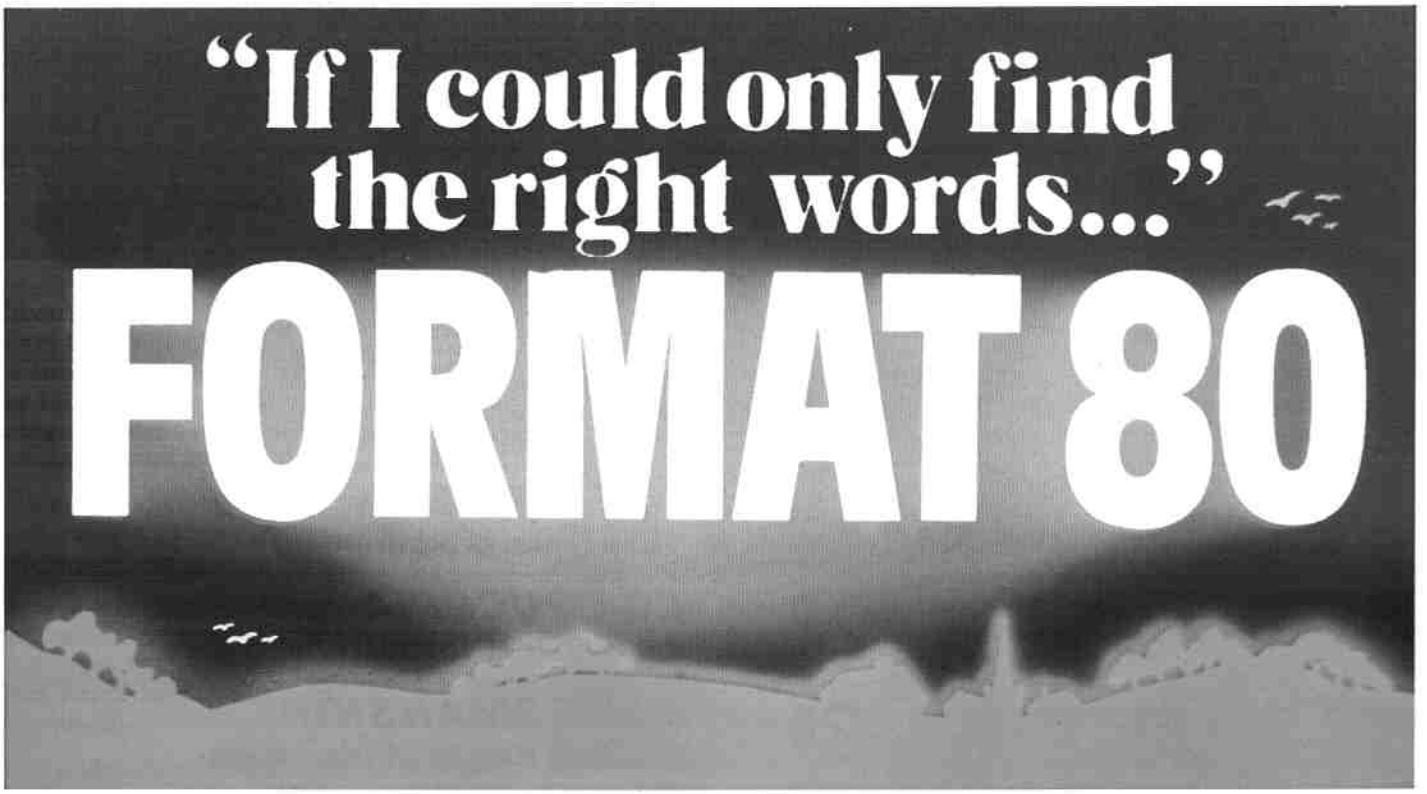
60 ***FEEDBACK***
Guides to machine languages

64 ***MORSE CODE***
The final listing

67 ***APPLECART***
Age of the multi-disciplinarian

77 ***ABC of the APPLE***
Dictionary for beginners

81 ***APPLE CLASSIFIEDS***
Our marketplace for sales and wants



positively the last word in processing

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The Format-80 system lets you and your staff concentrate on doing your work, not on working your computer.

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* **FEATURES** of entering and editing text make Format-80 the favourite word processing system with office staff. Automatic carriage return insertion (word wrap around) means that they do not have to be concerned with line length; text is automatically adjusted to fit within defined page dimensions.

* **PROFESSIONAL PRESENTATION** of text is enabled using the powerful formatting capabilities of Format-80. Text centreing and justification, coupled with paragraph indentation allow production of high quality work with little effort. Text manipulation commands allow tabulation of columns of figures and easy insertion, location/correction and deletion of text. Whenever text to amended the changes are displayed immediately on the screen - including underlining.

* **PRINTING** of text may be performed on all popular printers. (Telex tapes can be produced directly from an Apple using Format-80). Proportional spacing, emboldening, shadow printing and sub and supercripts are all available on printers which support these functions.

* **COMPREHENSIVE MAIL LIST** facilities allow storage and retrieval of names and addresses which may be printed on adhesive labels or incorporated into documents using standard or specialised paragraphs. Powerful 'logic' commands make it possible to select only those records which match specified criteria.

* **TECHNICAL DETAILS** for the non-technical: Format-80 runs on the Apple II with 48K of memory Apple disk drive and a monitor. An Omnivision or Videx card is also required to provide the 80 character per line display.

* Format-80 is available from most Apple dealers or direct from Personal Computers Limited and costs £300 (ex VAT) - this includes the mail merge facilities as well as a mailing list sorter.

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Company .....

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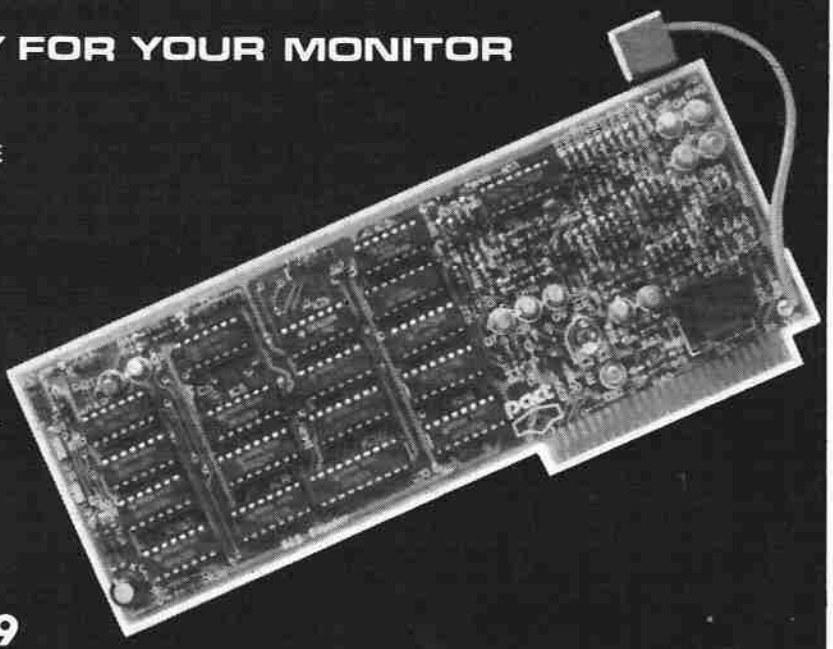

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* Maximum of 2640 records per diskette (depending on the size of the records)
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* Standard DOS 3.3 text files may be produced in either sequential or random access format using any sorted or selected fields
* Deleted records may be un-deleted or purged from the database
* 7 second boot-up of program

V. SYSTEM REQUIREMENTS:

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2. 1 or 2 disk drives (2 recommended)
3. DOS 3.3 Disk Operating System
4. ACCESS supports most makes of printers (special control characters may be sent to the printer as required)
5. ACCESS will support most 40 or 80 column upper and lower case hardware modifications
6. Versions of ACCESS will be available to support the SyMBfile 5 megabyte Winchester drive and the SyMBstore 8 megabyte 5 inch floppy system

ACCESS is available for **£199.95** including VAT from all good Apple dealers or direct from:

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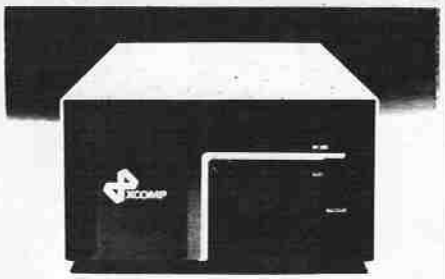

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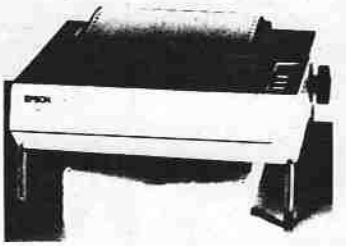

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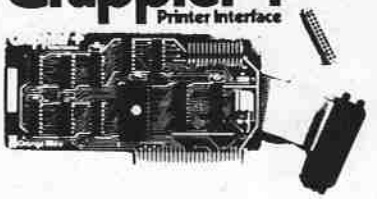

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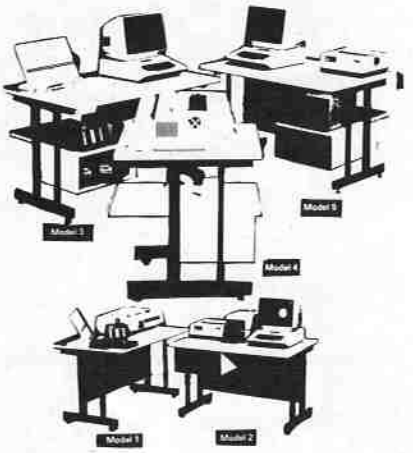

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... my Apple][has **128K** ①
and I run
80K Visicalc Models"
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RELIABILITY IMPECCABLY SERVED

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Scotch Diskettes Special Offer

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This sleek Post-it Note Tray with every purchase of 10 Scotch Diskettes

However reliable a Scotch Diskette might be, it's hardly the sort of thing you'd use to scrawl a note on.

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Scotch Post-it Notes: the ultimate in noticeable noting.

Scotch Post-it Notes are rather special sheets of paper.

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The Scotch Post-it Note Tray: noticeable notes at your fingertips.

Designed specifically to hold your Post-it Notes, the Scotch Post-it Note Tray is your handy access to instantly noticeable noting.

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So you can scribble your messages with one hand while holding the 'phone with the other.

Altogether, the Scotch Post-it Note Tray could take the grief out of your briefs!

And its yours to possess absolutely free of charge.

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All you have to do to acquire your own Scotch Post-it Note Tray (complete with a pad of Post-it Notes) is buy 10 Scotch Diskettes.

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To obtain your Scotch Diskettes contact your nearest 3M sales office or complete the coupon below.

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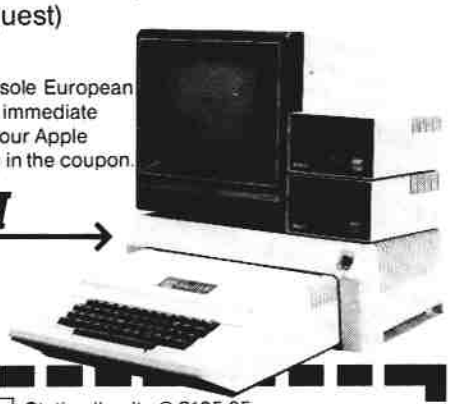
Station II



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– an 8-inch disk drive unit compatible with Apple computers which comes complete with interface, DOS and utility software. Two storage capacities are available; 1 Mb and 2 Mb.

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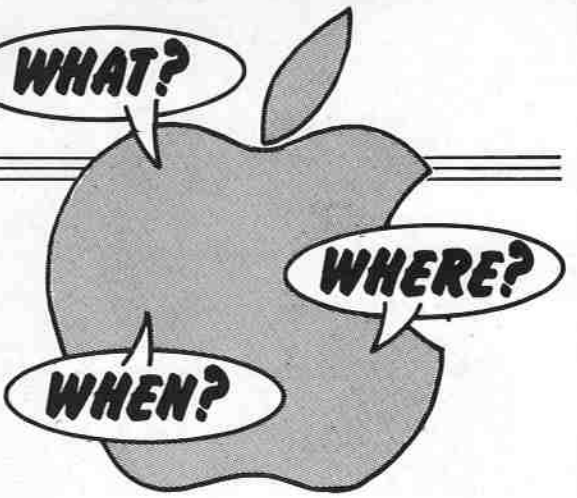
WHAT'S NEWS...



By David Creasey

Writs are flying thick and fast

APPLE is taking strong action against copy-cat companies throughout the world. In a campaign to stop the manufacture and export of bogus Apple IIs the company has filed law suits against several overseas businesses – notably in Taiwan, Hong Kong and New Zealand.

It is also considering legal action against companies in Japan, Singapore and Australia. In Taipei Apple has brought a civil suit under the country's copyright laws against Sunrise Computers, the manufacturers of the Appolo II, an Apple lookalike.

In what smacks of a Hollywood-style dawn raid, the company first seized several Appolo machines as evidence. In a similar operation in Hong Kong (where action is being taken under local patent laws) Apple seized lookalike machines as well as sales and purchase records from a small company.

In New Zealand Apple has obtained an injunction against Orbit Electronics, which it alleges was passing off micros from an unknown Taiwanese manufacturer as Apple IIs.

Apple's main concern must be to stop Asian lookalike machines reaching the much more competitive European and North American markets, where they could present a serious threat to sales. The company has now registered its trade marks and copyrights with the United States customs authorities and a spokesman says already some lookalike machines have been seized and destroyed by customs officials in San Franscisco, Seattle, Los Angeles, Honolulu and Chicago.

Not such good news for Apple, however, was a recent ruling by a Pennsylvanian judge which has considerably weakened its position in protecting its designs. The judge rejected Apple's bid to obtain a preliminary injunction against Franklin Computer, a Pennsylvanian company that produces an Apple-compatible micro.

He said a key element of the Apple computer was not covered by American copyright laws.

PEEKs in Parliament?

GRAHAM Bright has come up with what this journal considers is a very bright idea indeed – we ought to get our MPs computerised. And as Mr Black is one of them himself – he represents Luton East – he's in the right place to do something about it.

He got the idea when, along with other parliamentarians, he went on a hands-on course at the National Computing Centre. After two days putting an Apple through its paces – and becoming more and more impressed as he went along – he decided it was time for action.

"We in Parliament ought to get into the 20th century. We are urging everyone else to do so", he said. "We have ten and 11-year-old youngsters quite happily programming micros to carry out operations in the home or in the schools. I thought the least I could do as an MP and representative of the people was to learn more about computers and their limitations.

"Now I am thinking about computerising myself very seriously. Micros have limitations, but they have enormous capacity for filing and extracting information rapidly."

And there's no shortage of that round Westminster way.

Wish every office was as carefree as this. But with an Apple doing most of the work on Kidsline, why worry? Explanation overleaf.

Up anchor with Apple

ANYONE with a problem getting hold of spare parts for a supertanker or cargo vessel will be delighted with a service offered by Souter, a firm of ship spares, brokers and purchasing agents. They use an Apple to keep up to date with ship spares held in warehouses around the world.

"Shipowners can hire out a vessel for £13,000 a day – and so they keep adequate supplies of spares to ensure that any vessels needing repair are out of commission for as short a time as possible because they don't like to lose all that revenue," said a spokesman for Souters. "But when they eventually sell the vessel they often don't sell their spares as well – which is where we come in."

However aspiring yachtsmen with the scent of a bargain should look elsewhere. The company only carries spares for vessels of over 1,000 tons.

WHAT'S NEWS...

Apple on the kids' hotline

INPUT . . . entering the facts at Kidsline HQ

A UNIQUE telephone information service for youngsters, Kidsline, is alive and well in London, thanks largely to the data handling capabilities of an Apple, and to the initiative of one of its founding directors, Ann Vernon Griffiths.

When Ann realised that her fledgling Kidsline service, then a voluntary organisation, couldn't survive without a computer, she phoned Cupertino to ask for help.

She told *Windfall:* "We were inundated with calls when we started, handling 50,000 in 1979, and because of the scale of the project couldn't have continued without some mechanical system to help us.

"We borrowed an Apple II for a short time and then realised we couldn't do without it, so I rang Cupertino and spoke to one of the Steves . . . I'm not sure which one. He said I should ask for help from Apple in Europe."

Apple agreed to lend Kidsline a machine, and they used it to get over the problems of handling a complex daily diary of events, a comprehensive cross referencing system and a constantly changing mailing list, needed to sustain an effective "what's on" service. Any child in the London area who is bored, or who wants to follow up a genuine interest or something seen on television, can phone Kidsline on 01-222 8070.

The company also provides Capitol Radio with its Kidsline service, and this year is working with London Weekend Television on what Ann describes as "the first genuine tellyphone show." Events ranging from collecting piggy banks to deep sea diving are advertised on the Saturday morning show together with the Kidsline telephone number.

Kidsline now uses an Apple III with Profile hard discs, but has found it still needs more storage! However Ann says the company has been very lucky . . . and it now plans to pass its experience to voluntary organisations. This month it is organising, as part of IT82, a special computer conference for voluntary organisations to show them what can be achieved with the use of a computer.

OUTPUT . . . to one of the customers

Pop goes the curriculum

A POP song and boundless enthusiasm have helped to put Apples on the curriculum at the Holy Cross High School in Hamilton, Scotland. All second year pupils at the 1,800-strong mixed school now have computer studies on their weekly timetable and at the end of the year they'll be able to choose whether or not to continue to examination level.

"The aim is to give everyone computer literacy and hands on experience," says the school rector, Mr Matthew Fox. "There has been tremendous support and enthusiasm from parents, staff and pupils. Computer clubs use the Apples during the lunch break and after 4pm – we can't keep them out."

The school acquired its first Apple 18 months ago, was given a second by the Strathclyde Education Authority six months ago and last month completed the installation of 15 Apples in a special computer studies room.

Ten thousand pounds of the £13,000 target figure has been raised by the school in six months. Some came from a record produced by the school remedial department. It featured an unofficial Scottish World Cup song which had an anti-hooligan theme, and a song relating to the banning of "the belt" in Strathclyde schools.

The Apples, installed by Data Supplies and by Applescott, currently have their own disc drives, but will soon be networked on a single drive controlled by a teacher through the American ROS operating system.

"We have embarked on an exciting venture," said Mr Fox, "and we want to plan it properly." As a next step the school has applied for the secondment to the staff of a full-time programmer. "The local

authority has certain funds available and asked for suggestions," said Mr Fox.

"We want a programmer to work with our teachers on this project, and also to produce programs tailored for Scottish needs which can be used by all Apple users in Scotland."

Bugs in their program

FIRST Division football is nothing new for the Apple, in fact one has been keeping tabs on the home activities of Aston Villa for the past two years.

Roger Eastmead, who installed the Apple at Villa Park, told Windfall he built the electronics to operate the club's scoreboard "and needed a reasonable computer to run it."

The scoreboard apart, there are a few bugs in Villa's system at the moment judging from their performances at the start of the new season and they'll need to iron these out if they are to repeat their recent European successes.

Syntauri angels chip in

APPLE co-founder Steve Wozniak, forever looking for new fields to conquer, has turned his attention to digital synthesizer pioneer Syntauri Corporation.

Steve, who now spends more and more of his time with his new hobby – acting as an independent investor in up and coming companies – has gathered together a group of like-minded "computer angels" to fund a substantial cash injection into Syntauri.

It is a company he knows well. Formed three years ago, its big break came in 1980 when it launched the AlphaSyntauri keyboard synthesizer piggy backed to an Apple II.

This introduced a new concept in using microcomputer technologies for low-cost programmable synthesizers and became a world-beater. Many universities now use it for teaching musical composition, and it is no stranger to professional recording studios. It was also one of the best-remembered stars of our Apple '82 show last June.

In the wake of the big cheques Steve has had some of his financial pals elected to the Syntauri board. They include Nicholas Fortis, former finance chief of Nestar Systems, Thomas Skornia, top man at Advanced Micro Devices and co-founder of venture capital investment fund Third Wave Investors, and Philip Roybal, Apple's communications programs manager.

Top of the pops

IT is a case of discs on disc for the recently-formed Independent Labels' Association, which uses an Apple to keep a record of records produced by independent recording companies.

"There are over 5,000 independent record labels in this country," says Sabrina Rooles of the I.L.A., "and we are compiling a database of all their releases. Dealers in particular and members of the public in general can phone us to obtain free information about those records – such as the name of the artist, title, label and catalogue number.

"At the moment if someone goes into a record shop without knowing the label of the record they want, a dealer has to look through the files of up to 200 small distribution companies, or those of seven major companies. With our Apple-based service they can get this information in minutes."

The I.L.A. is a non-profit making concern and can be contacted on 01-580 6176. Its database covers a six-month period and at the moment all independent label recordings. Later, as membership grows, only Association members will have their details kept.

Design a Christmas card on your Apple – get a Bit Stik in your stocking

WRITE a program to design a Christmas card, making the fullest use of the Apple's graphics, colour and sound capabilities.

That's our challenge to readers in a Windfall competition to round off a year that has seen so many exciting developments in programming techniques.

And for the reader submitting the most imaginative program we have a very appropriate prize – the upgraded version of the Bit Stik, the British-designed creative graphics system that transforms an Apple into a powerful generator of computer graphics.

There are no restrictions on the form of Christmas card your program will create – you can give full rein to your imagination. But it MUST be written in Basic, and any machine code routine you may want to use MUST be poked in from the parent Basic program.

What the judges will be looking for will be originality, and the most imaginative use of colour and sound.

You are asked to submit your program on disc or tape, and to enclose a stamped addressed envelope for its return.

The result of the contest will be printed in the December issue of Windfall, together with the listing of the winning program.

Closing date for entries is Monday, November 1.

——ENTRY FORM——

I enclose a disc/tape as my entry for the Windfall Christmas card design competition.

Name _____

Address _____

_____

_____

Tel _____

For a nicely rounded Applesoft

Although Applesoft has an integer truncation routine **INT**, it does not have a rounding function. The listing right links together some internal Applesoft routines to do the job. The first is integer rounding, the second rounds to two decimal places (convenient for money handling programs). To use one of these subroutines, point the **USR** address (at $B.$C) to $300 or $306.

If you want to round to a different number of d.p, simply slot in more **MUL10s** and **DIV10s**, it's much faster than the usual:

100 J = INT (10000*K + 0.5)/10000.

J.P. Lewis

```
SOURCE FILE: ROUNDING
E7A0:              1 FADDH   EQU  $E7A0     ;FAC:=FAC+0.5
EA39:              2 MUL10   EQU  $EA39     ;FAC:=FAC*10
EA55:              3 DIV10   EQU  $EA55     ;FAC:=FAC/10
EC23:              4 INT     EQU  $EC23     ;FAC:=INT(FAC)
0000:              5 ;
----- NEXT OBJECT FILE NAME IS ROUNDING.OBJ0
0300:              6         ORG  $300
0300:              7 ; Rounding
0300:20 A0 E7      8         JSR  FADDH     ;Add half, then
0303:4C 23 EC      9         JMP  INT       ;take the integer part
0306:             10 ;
0306:             11 ; Round to 2 d.p.
0306:20 39 EA     12         JSR  MUL10     ;Multiply by 100
0309:20 39 EA     13         JSR  MUL10
030C:20 A0 E7     14         JSR  FADDH     ;Add half
030F:20 23 EC     15         JSR  INT       ;Take the integer part
0312:20 55 EA     16         JSR  DIV10     ;Divide by 100
0315:4C 55 EA     17         JMP  DIV10
0318:             18 ;
```

Formatted listings

The program on the right produces nicely formatted listings from the Apple Toolkit Assembler Edasm text files without having to get into Edasm.

It merely reads a text file from disc one byte at a time, expanding 'space' (the Edasm shorthand for 'tab') into several spaces when necessary, or tabbing to the middle of the page if it gets a 'semicolon' (the Edasm 'comment' character) at the start of a line.

If you want to alter the tab sizes it is easy to change lines 2,3,6,7. If you have an assembler with a different tab character just change line 52. And finally, for a different comment character, change line 54.

The **POKE** in line 65 is there to keep slot 6 drive 1 going. The **POKE** in line 110 is to stop it. The **PR#0** in line 100 is there to do an automatic switch-off just in case you did a **PR#1** before running the program.

J.P. Lewis

```
1  GOTO 10
2  IF PSN < 10 THEN  FOR X = PSN TO
     9: PRINT " ";: NEXT :PSN = 1
     0: RETURN
3  IF PSN < 15 THEN  FOR X = PSN TO
     14: PRINT " ";: NEXT :PSN =
     15: RETURN
4  RETURN
5  IF PSN = 1 THEN  RETURN
6  IF PSN > 24 THEN  RETURN
7  FOR X = PSN TO 24: PRINT " ";:
     NEXT :PSN = 25: RETURN
10  INPUT "NAME OF FILE";A$
15  PRINT : PRINT
20 D$ =  CHR$ (4)
22  ONERR  GOTO 80
25  PRINT D$"MON I,O"
30  PRINT D$;"OPEN ";A$
40  PRINT D$;"READ ";A$
45 PSN = 1
50  GET X$
51  IF  ASC (X$) = 13 THEN PSN =
     0
52  IF  ASC (X$) = 32 THEN  GOSUB
     2
53  IF X$ = ";" THEN  GOSUB 5
54  PRINT X$;
55 PSN = PSN + 1
65  POKE 49385,0
70  GOTO 50
80  PRINT D$;"CLOSE";A$
90  PRINT D$;"NOMON"
100  PRINT "PR£O"
110  POKE 49384,0
120  END
```

A sort of Pascal Catch 22

You might think that the following two record **TYPE** declarations in Pascal are equivalent:

```
TYPE ONE = RECORD
A,B,C: REAL END;
TWO = RECORD
X: REAL;
Y: REAL;
Z: REAL END;
```

This innocent looking change resulted in chaos in a program of mine. In a record of type **ONE**, the compiler creates the fields in the order C then B then A. In record type **TWO** the fields are created in the order expected – X, then Y then Z.

In the program concerned the records were created and filed as type **TWO**, then accessed later by a type **ONE** variable. Imagine the head scratching when first and last fields were smartly reversed causing wrong results in the calculations.

D.P. Oulton

Mod for Apple video

Here is a circuit to allow the position of the Apple video pages (text and graphics) to be moved relative to the beginning of the normal video field. The Apple video data is written on only 192 lines of the approximate 296 video lines available.

Most monitors are adjusted to "overscan" in the vertical direction so that the Apple video fills the screen. However, when mixing Apple video with normal video, the Apple data appears in the middle of the screen, which can be inconvenient.

No permanent modifications are necessary and reversion to normal is straightforward. Also only one additional I.C. is required.

The circuits were constructed on piggy-back boards and inserted in the positions normally occupied by the 74LS51 (I.C. C13) Figure 1 and the 74LS02 (I.C. A12) Figure 2.

All pins on the 74LS51 with the exception of pin 12 are reconnected via the piggy-back board to their respective positions on the Apple's main circuit board. Pin 12 is disconnected from the main board and rerouted as shown in Figure 1.

On the 74LS02 board (Figure 2), again all pins are reconnected to their respective positions on the Apple main board with the exception of pin 2, which is taken down to an 0V potential as shown in Figure 2.

Robert Royall,
Cleveland Medical Physics Unit

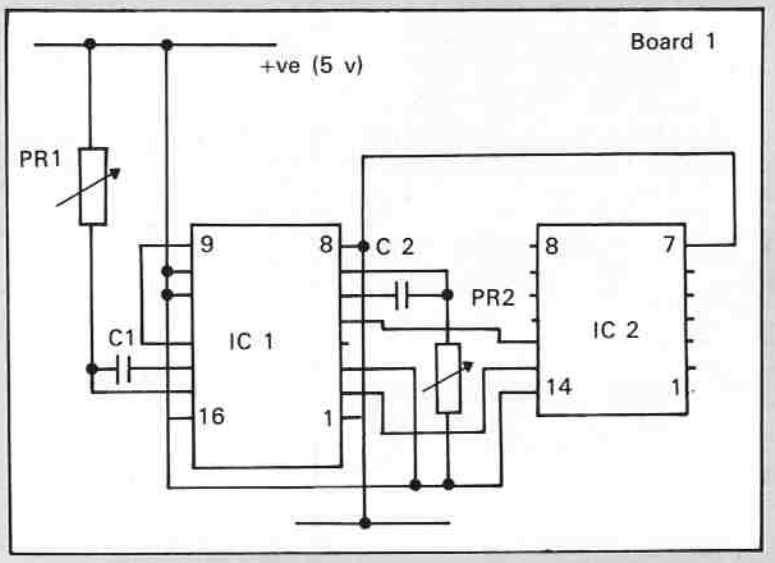


Figure 1

PR1 20k (set position)
PR2 5k (3k9 fixed optional) blanking width
C1 0.1 uf
C2 0.47 uf
IC 1 74LS221 (delay)
IC 2 74LS51 } Existing IC's
IC 3 74LS02 }

IC 1 Pins 4, 12 N/C

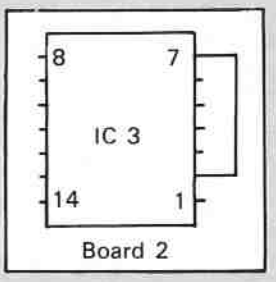


Figure 2

Blessed with Booleans

PASCAL is blessed with Booleans. There is nothing revolutionary about this, you might say, every virile young programming language has them in one form or another. However it does lead to some nice, clear, easy-to-read code. Consider, for example, a series of operations to be repeated a variable number of times under the user's control. The following code fragment expresses the concept:

```
FINISHED := FALSE;
REPEAT
WRITELN ('CHOOSE EITHER X or Y or Z');
WRITELN ('or enter Q to quit);
READLN (CHOICE);
CASE CHOICE OF
'X': DOTHIS;
'Y': DOTHAT;
'Z': DOTHEOTHER;
'Q': FINISHED: = TRUE
END;
UNTIL FINISHED
```

For those who find Pascal code unfamiliar, the **CASE** statement is like a Basic. **ON ... GOSUB. DOTHIS, DOTHAT** etc are procedures, ie self contained named subroutines. Here the appropriate routine is called according to the value of the character variable **CHOICE.**

D.P. Oulton,
Salford College of Technology

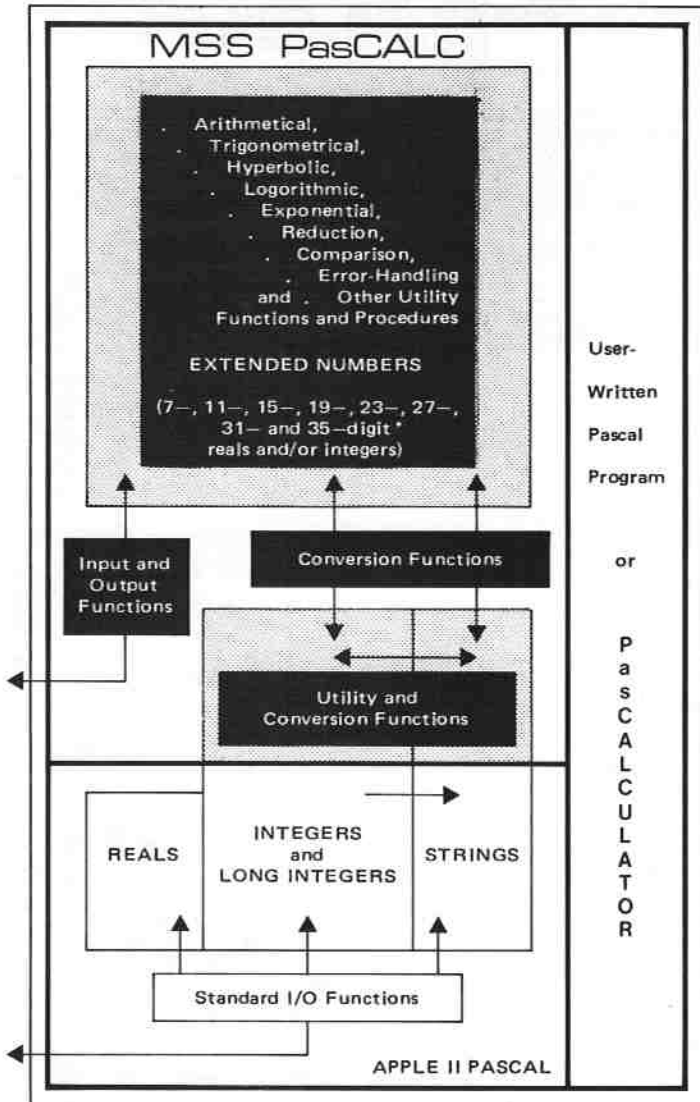
Random access trap

If, when processing a random access file, you attempt to read a record which has not been written, an **END OF DATA** error will be generated. This error could be trapped by an **ONERR GOTO** routine and you might expect that processing could be continued.

Unfortunately, before giving your error routine access to the error code, DOS has already noted the error and marked the file as closed. If you then try to read from the file again, DOS will re-open the file, using the default record length of 1 byte – which could have very unfortunate consequences!

Before continuing to process, therefore, your program must itself re-open the file, supplying DOS with the correct record length.

Neil Lomas



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* Circle five precision levels unless you want the standard set (underlined)

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. . . . . .

. . . . . .

. . . . . .

Allow two weeks for delivery WIN 1

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PasCALC

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Extended Number TYPE gives a choice of precisions from 7 to 35 digits, and allows you to mix integers and reals in your Pascal calculations.

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- You choose precision at compile-time, so there is no need to re-program when you move from, say, a precision level of 11 digits to one of 23.
- A comprehensive error-handling procedure specially designed to handle your own run-time errors.
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PasCALC is written in Pascal, designed with the aim of making greater computational power available to general user and specialist alike. It requires a 48K APPLE II with at least one disk drive, and it can be used by any Pascal program – such as

PasCALCULATOR

which is distributed with PasCALC. PasCALCULATOR is a powerful interactive (conversational) command processor for doing calculations at the keyboard. Simply boot Pascal, exec PasCALC and away you go. For example, you can find (1/(S*SQT[2*P]))*EXP[-SQR[X-M]/(S^2*2)] in only one step!

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- Ten commands can be RETAINed at any one time for later recall, saving time and reducing keying errors.
- Commands can be REPEATed too – ideal for observing convergence of a result.
- Full Extended Number 'mixed' arithmetic and range of precisions, with many built-in functions.
- Both parentheses (priority of calculation) and built-in functions [brackets] can be nested to any depth.
- Optionally printed session log—no need to write down results at the keyboard.
- Both e and π (to 35 digits) are automatically set up at the start of every session.

Extract from Optional Log (Precision Level 15)

```
   Enter command:
Y:=Y+P^(2*LOG[10-(5*E/4])
   0.9364718364577736E0
   Enter command:
A:=0.125E1
   0.125000000000000E1
   Enter command:
X-SIN[P-EXP[A/(B+Y)]^D]
   -0.185890363973163E1
   Enter command:
RETAIN
   Retained as command 5
   Enter command:
A:=0.15E1
   0.150000000000000E1
   Enter command:
COMMAND5
   X-SIN[P-EXP[A/(B+Y)]^D]
   0.826354927584729E-1
   Enter command:
LISTV
  '-----------------
   LIST OF VARIABLES
   -----------------
   A = 0.150000000000000E1
   B = 1
   D = 5
   E = 0.271828182845905E1
```

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COMPUCOPIA

The Basic road to Pascal

THE difference between structured and non-structured languages lies basically in the flow of program control. If you imagine an arrow drawn between each successively executed line, then program control can be considered to flow along such arrows. In a Basic program these arrows often cross each other, but in a structured program they will not so that single-entry-single exit routines are written.

Structured Basic is a program from Island Computer Systems which is designed to take a user well on the way from Basic to Pascal without the need to learn an extra language. It is a 3k extension to Applesoft which offers a further 27 commands and 14 error messages, and which gives the user many of the structures of Pascal, such as REPEAT . . . UNTIL and WHILE . . . ENDWHILE loops, nestable IF . . . THEN . . . ELSE . . . ENDIFs and named PROCEDURES with local variables and parameters.

The resulting programs are structured. Rather than having the messy criss-crossing of program flow inherent in Basic, the resulting style is neat, reliable and quick to process.

The new commands are entered in the same way as ordinary Applesoft commands. The programs are interpreted but the new structures result in a faster execution and a more efficient use of memory. A major feature is the program's ability to access libraries of commonly used procedures stored on disc while the program is running.

Structured Basic resides just below DOS 3.3 on a 48k Apple with a single disc drive. The package costs £30. *Tel: 0983-529744.*

Multicolour plotter

HARDCOPY graphics for business, scientific and educational applications can be created using the Strobe 100 plotter and software package. It is a drum-type plotter which gives high resolution with a step size of 0.004in, an $8\frac{1}{2}$x11in or A4 size paper capacity, and it accepts a wide variety of pens.

Strobe 100 plotter

User controls include two-speed positioning in four directions, pen lift control, and an enter/start command switch which provides co-ordinate input in the digitising mode, or a go-flag to the host computer in the plot mode.

Functions include alphanumeric character generation, variable character sizes, character strings, 90 degree rotation, axis generation, vector plotting and line graphs. Used with the Strobeview software package, the plotter can produce multicolour overhead projection transparencies as well as a variety of charts and curves. Other software available includes a program for interfacing with VisiCalc files.

The plotter, which is available in the UK from Data Efficiency, can be interfaced to the Apple through two parallel 8 bit output ports, and one 8 bit input port. The interface costs £65 and the basic plotter £576. *Tel: 0442-63561.*

Apple Analyst

APPLE has brought out another financial modelling tool, Senior Analyst II. It is not designed to compete with VisiCalc and its lookalikes because, says Apple, it is not a spreadsheet package at all. It can however be used in conjunction with programs such as VisiCalc.

Analyst II is designed for use in a corporate environment by people who perform calculations or make decisions. It allows the user to format reports automatically, to consolidate models across discs, even using different models, to perform data analysis and forecasting and to print out a model while continuing other work with the program.

It is a menu driven system based on a

→

matrix of row and columns. Inbuilt functions include count, average, cyclic amount, lookup, allocate, compound growth rate, cumulative total and linear regression forecasting.

The package costs around £145.

Graphics processor

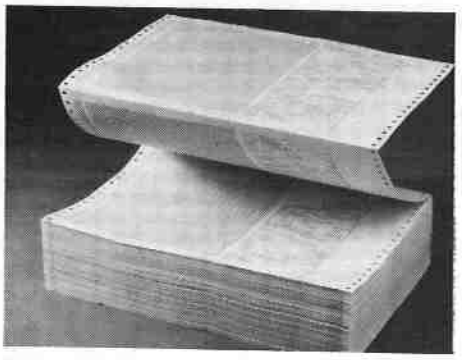
A NEW vector graphics processor peripheral card occupies one Apple II expansion slot and provides a monochrome graphics display of 512 x 512 pixels.

The manufacturers, Digisolve, say an onboard vector graphics processor draws lines and characters at up to 1,500,000 pixels per second freeing the Apple's processor for other tasks.

Their VGP card also has 64k of onboard memory which eliminates the need for large chunks of address space to be reserved in hi-res mode. The VGP also stores two pictures in its onboard memory which may be swapped under software control to create animation effects.

Characters and lines can be mixed freely, characters being chosen from a full upper and lower case Ascii set, and drawn in in variable sizes and orientations with a maximum text density of 85 characters by 57 lines.

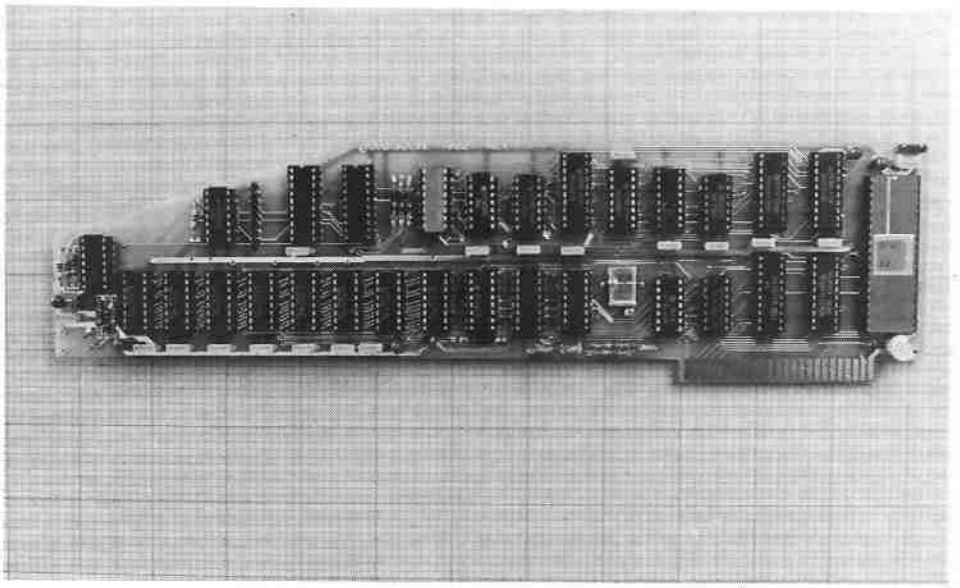
The card, which costs £399, can be used for high resolution CAD and computer draughting as well as word processing and spreadsheet displays. *Tel: 0977-513141.*



Waste not . .

RECYCLED paper for printouts and listings is available from Standard Continuous. It is designed and manufactured to cater for laser printers as well as all types and makes of conventional line printers and comes in four standard sizes – two for lasers and two for impact printers.

The paper is called Greenlist – it is ruled orange on a green background. Its manufacturers say it is totally reliable, able to withstand the high stresses of the fastest printers, and refolds perfectly. It is also said to be tear and temperature resistant. *Tel: 021-745 5141.*



Digisolve's Apple graphics card

Numeric keypad

A NUMERIC keypad for the Apple II, available from QIS Computer Services, can be used to enter volume data into Micromodeller models. It is a VisiCalc-type pad manufactured by the Keyboard Company of California and modified so that the PRINT key simulates a comma. Symbols such as colon, hyphen, semi-colon, dot and slash can also be simulated.

Other keys on the board are numbers, double zero, decimal point, numeric operands (+, –, /, x), brackets, arrow keys, ESC and SPACE. The pad costs £104. No soldering is required and installation is simple. *Tel: 0733-47191.*

Easier entering

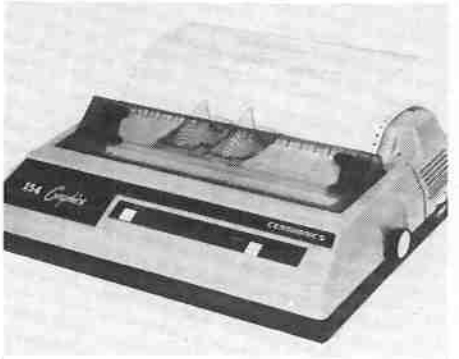
A UTILITY for the Apple II that reduces the time, effort and frustration usually required to enter machine language listings published in various magazines and books has been released by Micro-Sparc of Massachussetts.

Designed to aid both the novice and the experienced user, M.L.E. offers an easy method for entering and editing sequences of hexadecimal numbers from listings. It automatically inserts spaces and carriage returns into entered data, allowing program entry in just one sitting.

Machine language programs are displayed in 8 column format, and the utility's editing features enable the user to insert and delete code as well as correct mistyped or wrong entries.

Included on the same disc are Lamp, a companion utility that provides simple decimal to hexadecimal conversion, parameters of previously BLOADed files, location of in-memory Applesoft lines, as well as Ascii conversion of desired character codes, and Apple CAL, a program for printing calendars for any month of any year, from 1981 to 2000.

The Apple M.L.E. disc requires Applesoft, and runs on a 48k Apple II. It will boot on either a DOS 3.2 or 3.3 system, and files may be MUFFINed to a 16 sector disc. Cost: $29.95.



The tough guy

A HEAVY duty, industrial grade graphics printer is being marketed by Datac, who say that as the machine has a 100 per cent duty cycle on the head it can be operated nonstop with no risk of it overheating. The Centronics 154 is designed to handle a high volume of graphics printouts, but also generates alphanumeric hardcopy.

The 120 cps desk top machine can print text of up to 132 columns at 10 cpi with 11x8 dot matrix on stationery ranging from 3½in to 15in wide. It is bi-directional with logic seeking, and pin addressable graphics make it compatible with many other printers.

The 154-2 model, which uses a Centronics parallel interface, costs £639, and the 154-4, with an RS232 serial interface, comes at £722. *Tel: 061-941 2361.*

Optics for robots

OBJECT recognition systems are being applied to a wide range of manufacturing processes as aids to robots in automated assembly, in quality control, as safety devices and in process control systems.

Digithurst have developed an object recognition and visualisation system (incorporating a camera and interface), with which an object can be scanned and a 128 x 128 bit image stored in the Apple's memory. The sorted image can be operated on using techniques such as boundary tracking or connectivity analysis, and can also be converted into X,Y co-ordinates describing the object's perimeter and displayed on the screen in hi-res graphics.

Once techniques have been proved the system can be transferred to a production environment and integrated with other flexible manufacturing equipment. The system is fully documented and costs from under £2,000. *Tel: 0223-208926.*

New for networking

UP to four Cluster/One network systems can be connected with a new facility developed by Zynar. Use of Gateway increases network distance to more than 4,000 feet and should eliminate the need to maintain multiple files, as users can refer to databases kept on network segments other than their own.

The Gateway software runs on a 64k Apple II and costs £495. An additional network interface card (£350) is needed for each network segment connected. *Tel: 0895-59831.*

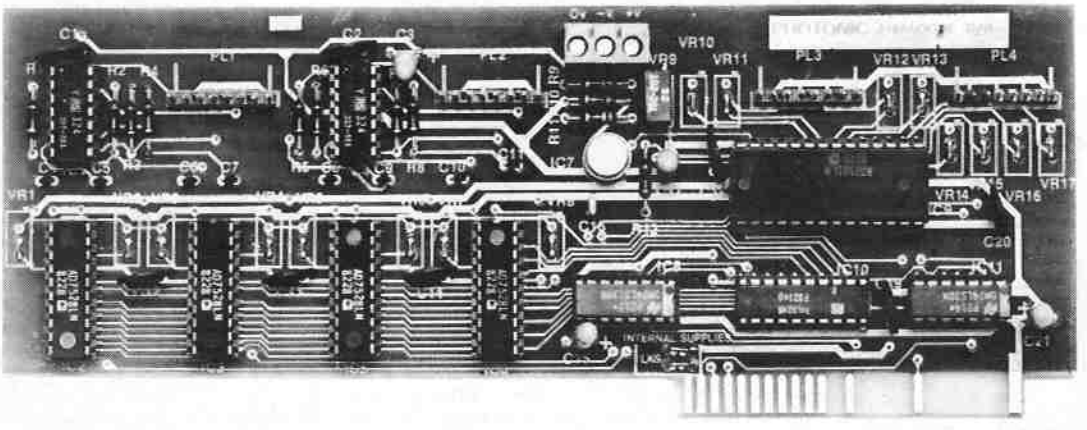
Scrumping discouraged

JUDGING by the proliferation of security devices on the market, Apple systems are becoming prime targets for thieves and office pilferers. Latest offering is an anti-theft device from Data Design Techniques.

The Anchor Pad Security Rack secures the Apple, disc drives and monitor in their normal operating position, using a three stage rack assembly and a metal base plate which is glued to the work surface by an adhesive pad. Special adaptor feet are glued to the base of the Apple, the drives and the monitor and these are bolted to the metal shelves. The shelves are linked in tiers by metal rods which are locked in place.

A swivel feature is built into the base plate, so the system can be rotated fully, and each tier can be easily dismantled by the key-holder for servicing purposes, or when slotting in new interface cards.

One of the joys of the Apple is being able to "get inside it" quickly. Use of the rack slows down this process – but this should be weighed against the effect of not being able to get at your Apple at all if it is stolen. Costs £272. *Tel: 07073-34774.*



THE British designed Analogue 8/8 interface card for the Apple offers eight channel eight bit resolution analogue input and output and operates as though it were eight bytes of RAM. No channel select is required, and the card can be controlled with any language, including machine code and Basic.

Other features include the optional use of an external 15v power supply input and output latch-up proofing and fully buffered data and control lines. The card, made by Phototonic, costs £179. *Tel: 061-973 8367.*

COMPUCOPIA

Winchester plus back up

A NEW hard disc subsystem for the Apple II and III, the WDS 101, combines the British-made Rodime RO 100 Series 5¼in Winchester disc drive with Cipher's Quarterback ¼in cartridge tape streamer.

The Rodime drive provides formatted capacities of 3, 6 12 or 20mbytes. Features include overlap seek, rotary head positioner and integral microprocessor control with on-board diagnostics.

The tape streamer uses standard ¼in 3M-type removable tape cartridges which can store up to 20mbytes of formatted data per cartridge, say the distributors, Independent Computer Engineering. The 90 ips tape speed allows a 6mbyte Winchester disc to be backed up on to tape in a little over a minute and 20mbytes of data in just over four minutes.

Connection to the Apple II is via a single auto-boot interface card which fits into any spare slot except 0. The system runs under DOS 3.3 and appears to the Apple as between 20 and 138 floppy disc drives, depending on Winchester capacity. Other software supported includes CP/M and Pascal and a range of utilities simplifies the transfer of existing programs and datafiles such as VisiCalc from floppy disc to Winchester.

Prices start at £1,350 for a 3mbyte subsystem. *Tel: 07842-47271.*

Graphics tool

THE Tackler, a dual-mode parallel interface for the Apple, is a diagnostic tool for the graphics programmer. With its use HGR 1 and HGR 2 are obtainable in any permutation. Users can emphasise print, darken it at salient points, double the size of shapes and other information to be printed, and print material in inverse.

Tackler also enables the printing of extended bar charts by concatenating screen one with screen two on a 90 degree rotation. It is compatible with programs written in CP/M, Pascal, Forth, Fortran, Cobol, Basic and machine language. The interface costs around £100. *Tel: 0372-68311.*

Speedier Pascal

THE Pascal Super System for the Apple II has been released in the United States by Legend Industries. The system supports the simulation of fast access disc drive units for storage and retrieval of standard Apple Pascal files with the added speed of the 6809 Stellation Mill.

The system comprises a Legend 128kDE RAM card, a Stellation Two 6809 Mill and one Super1 disc.

The Super1 is software designed as a Pascal disc emulator with patch routines to run a 128k emulated disc drive with a 6809 processor card.

Legend claims use of the system gives a 94 per cent speed improvement over normally existing Pascal running conditions. The 6809 or 128kDE can also be used separately.

Both the Legend 128kDE RAM card and the Stellation Two 6809 Mill plug into any I/O port on the Apple II motherboard other than slots 3 and 6.

WDS 101 . . . new hard disc subsystem for Apple II and III

Sam's board

A 16k memory expansion board is being produced and marketed by Pete and Pam Computers. It is called Samram after the company's technical engineer Steve McClean (initials S.A.M.) who designed it. The boards come from Dublin, the components from Hounslow, the cable from Saffron Walden and they are assembled and tested in Rossendale.

The Samram, which costs £65, is installed following standard instructions and is located at E3. It is compatible with Pascal, CP/M, Integer Basic and other currently available software. *Tel: 0706-227011.*

A FLOPPY case for floppy discs is the latest from Kardex. It is a wallet with 20 transparent pockets which fan out when the unit is opened for easy reference and retrieval. Closed, the wallet forms a convenient carrying case. The 5¼in version costs £13.65 and the 8in version £17.77. *Tel: 01-405 3434.*

Lost for a word?

IT took software author Peter Turcan of Turcan Research Systems nearly four years to devise and design computerised Scrabble – and he did it as part of a doctorate thesis on word structures and analysis. Now the program is being marketed for the Apple by Little Genius.

The game, which is identical to the board game version, runs on a 48k Apple with a disc drive and a colour monitor or TV. There is also a mono version for those without colour sets. It can be played by up to four people with options including the Apple playing one or more "sides" or playing itself.

The program incorporates an extensive dictionary and allows four levels of play (at the highest level the Apple averages 300 points a game). Scores are kept automatically and displayed on the screen. The game costs £24.95. *Tel: 01-580 6361.*

All purpose printer

THE Daisy Systems M45 printer is now available in the UK from Peripheral Hardware. It can be used with most computer systems, whether mainframe, mini or micro, by simply changing a plug-in interface unit.

Supplied as standard is interface module INT1, which has switch selectable RS232C, current-loop, Centronics and Data Products interface. Other interfaces available include IEEE-488, HP and IBM Systems 34, 38 and 5200.

The printer features a 'Long-Life' hammer assembly. The hammer's striking intensity is controlled automatically to match different character sizes for optimum uniformity.

The M45 plus the INT1 interface module costs £1,380. *Tel: 021-745 3033.*

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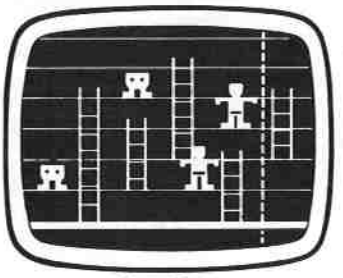

Beer Run

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Merlin – £45.00
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assists the user in trouble-shooting 6502 assembly language programs.

Printographer – £29.95
prints out your Hi-Res graphics picture. It is designed to support just about any printer or interface.

Speed Star – £75.00
is a full function Applesoft compiler.

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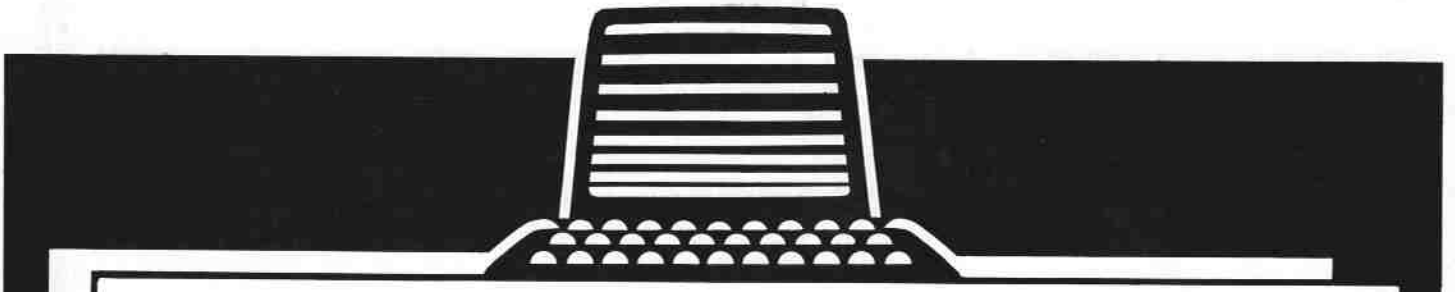

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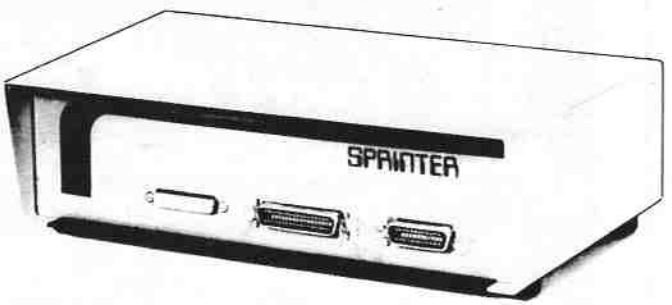

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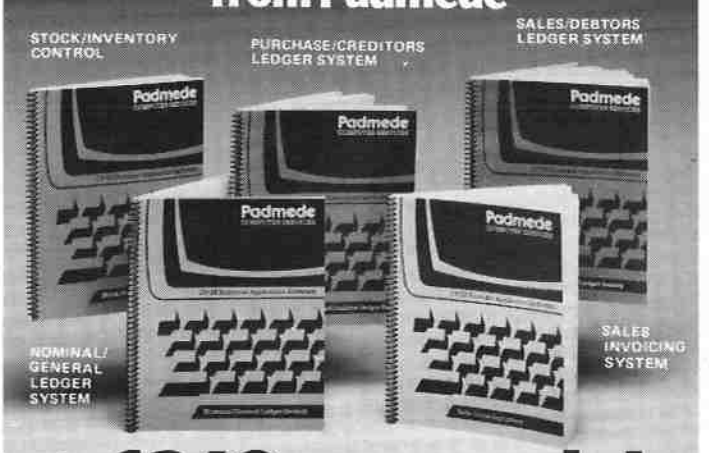

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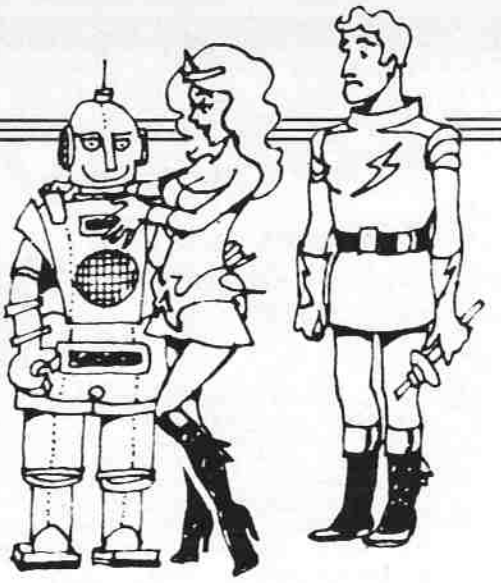

It takes a lot to beat that good old Wizardry..

By DON TURNBULL

LIKE its predecessor, "The Proving Grounds of the Mad Overlord," the first Wizardry scenario, Knight of Diamonds (KoD for short) is an extensive affair with which it is not possible to gain more than superficial familiarity in a few hours. Hence a problem for a reviewer – spend a few hours trying to get the feel of the scenario and write a review on that basis, knowing full well this cannot be exhaustive, or spend so long learning various intricacies that the detailed review, when it eventually appears, is hopelessly out of date in publication terms.

I have adopted the former policy so will be the first to admit the possibility that, given further experience and play testing, some of my initial observations may become modified or even reversed. You will simply have to bear with me.

Basic data first. Wizardry itself is an attempt to put a fantasy role-playing game onto a computer, in this case an Apple II 48k, preferably with two disc drives and colour monitor. Though there are reasons why no computer game can possibly embrace the almost limitless spectrum of a real fantasy role-playing game, it is a good attempt within fairly obvious constraints.

A diversity of elements is included – experience points and character progression, character differentiation by expertise (Priest, Fighter, Mage, etc), use of magical spells and artifacts, a considerable miscellany of monsters both mild and malign, traps and tricks.

Given the limitations – it is a one-player game, and no computer can possibly emulate a human Dungeon Master – it is a very enjoyable and entertaining game which can provide many many hours of pleasure mixed with a bit of frustration.

The first scenario contains a 10-level dungeon and requires the player to fulfill a specific quest. In order to complete this quest, he must develop relatively experienced characters. I would not dream of penetrating level 10 of the first scenario without a well-balanced party of characters of at least 13th experience level and well equipped with magical gear, so it is quite a long haul to develop the fledgling characters which one generates at the beginning to the point at which it becomes safe for them to venture pretty well anywhere in the dungeon.

However there does come a point when the quest can be completed, and after this there is little point in continuing to play the first scenario except simply to gather additional magical items and build up additional experience levels.

At that point the player needs a greater challenge for his characters and this should be represented by the second scenario, KoD. It is important to note that KoD is of no use whatsoever if one does not already own the first scenario. Characters cannot be generated in KoD – first level characters simply would not survive even the mildest dangers in the scenario.

Indeed, the scenario comes without the basic rule book found in the box containing the first scenario. All you get is a double-sided disc and very brief instructions – there are no new spells and no obvious changes in the game rules, though there are in fact some changes embedded in the scenario itself when one comes to play it, and I will mention those I have spotted later.

KoD is a six-level dungeon. The quest within the scenario is to recover a very powerful magical artifact, the Staff of Gnilda. In order to recover the Staff, one has first to explore the entire dungeon because it soon becomes apparent that other materials must be found before the recovery of the staff can even be attempted.

Therefore, as in the first scenario but for different reasons, one must explore the levels of this dungeon progressively since – I can't say this for sure because I haven't completed the quest yet, but is seems a reasonable supposition – only detailed exploration of each level will yield the necessary equipment required to complete the quest.

The quality of the play of KoD is, if anything, superior to that of scenario 1. For instance the monster graphics have been improved in a variety of respects. In addition a number of inconsistencies present in the first scenario have now been ironed out and I will mention specifically a few of the important ones.

The element of surprise in the first scenario was a very important one. If your party surprised a group of monsters, even the strongest opponents were relatively easy meat since they could only stand and watch while friendly spell-casters annihilated them or at least reduced their potency very considerably. Similarly a group of monsters surprising a party, particularly if those monsters contained spell-casters and/or breathers, could probably annihilate that party before it had a chance to respond.

This problem is overcome in KoD. If surprise exists, the party achieving surprise is not allowed to use spells in the attack. This is a very welcome improvement. The monsters are of course, more powerful in that they can't be killed off piecemeal without being able to defend themselves. But the change removes an element which was something of an unpredictable irritant in the first scenario.

Experience points gained for killing certain monsters have been re-evaluated in a more sensible way. For example the Fire Giant is quite a powerful opponent but the experience point reward for killing one in the first scenario was tiny. This inconsistency and others like it have now been removed, though I still think the experience point reward for killing power-

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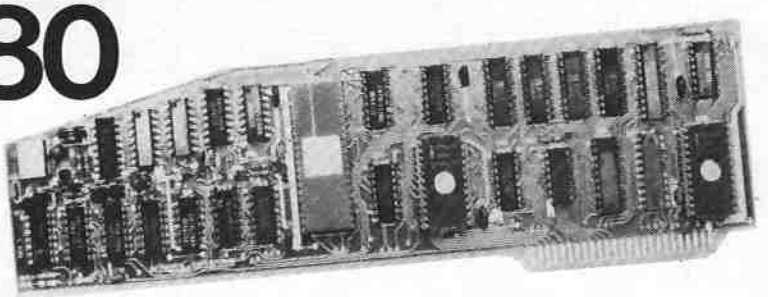

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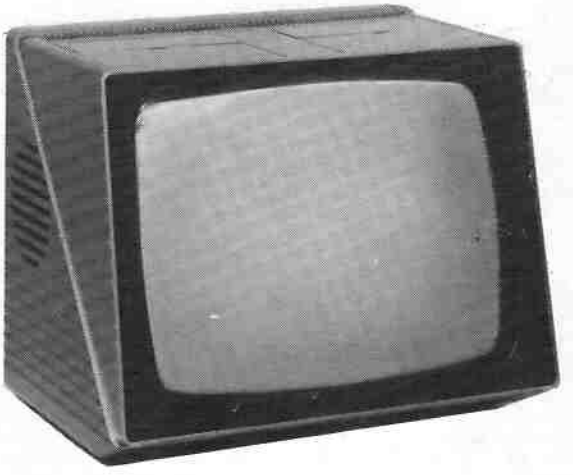

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ful enemy spell-casters is proportionately too low.

Devices which progressively heal wounds now operate much more quickly than in the first scenario, where their effects were sluggish. On the other hand the effects of debilitating measures such as poison operate more quickly in the reverse direction.

Alignments appear to play a more major role in this scenario. I cannot say for sure what this means or exactly what changes have been made since I haven't quite worked out what is going on yet. But keep an eye on your party's alignments and when you spot a change, as almost inevitably you will, try to relate it to the events which took place immediately before that change.

There are still one or two irritations which existed in the first scenario and which have not been ironed out in this one. For instance, it has always been annoying that a Bishop could not identify an unknown item without going down into the dungeon to do so – there seems no reason why he should not be able to identify it in the town. This makes identification of treasure troves from a particular trip a long and time-consuming process which could have been abbreviated. In general however, the designers seem to have made an attempt to remove the most obvious inconsistencies of the first scenario.

The number of items which can be found in treasure has apparently increased. The first scenario had a roster of about 100 different items, but I have so far found at least 20 new ones and others may be lurking in the depths as yet undiscovered.

A slight problem arises from this – in scenario 1 the new item was usually tried out on a first level character on the grounds that, if it killed him, the loss was not insufferable. In KoD there are no first level characters — though one could create some in scenario 1 and transfer them over specifically for this purpose – and this makes the testing of new items quite a risky business.

There are also a number of new monsters, and another change seems to have appeared in this context. Whereas in the first scenario one's reaction was to thump any and every monster, it seems that in this there are a few monsters which one cannot attack since this appears to have an adverse effect on alignments. Again I don't know the full story but I would advise caution in dealing with new unknown beings.

One very major irritant has crept in with a new monster I won't name. This thing has the habit of appearing in very considerable quantities. Four groups of nine in each group is not uncommon. They appear competely impervious to spell and have immense breeding properties, so it takes a very long time indeed to kill them.

They are not particulary dangerous in terms of killing one's characters, fortunately. The resulting experience point award – after anything up to 30 minutes real time fighting – is often in single figures and never more than 15 per character. This is quite amusing the first time round, but the joke very soon begins to pall.

I am pleased to see, though, that trolls now have a significant regenerative capacity which makes them more like the "proper" monster.

In summary I have to say that KoD is not as tough as it was purported to be, or at least so it seems to me. Maybe my characters were over-developed in scenario 1 before I transferred them (ever the cautious adventurer!). However there may be a more subtle explanation which derives from the fact that the designers are not particulary experienced in normal role-playing games. Those who are so experienced know certain fundamental tenets of survival – low armour class, high hit points and good magical spell capacity.

The monsters in KoD do not have a particulary higher spell capacity than did their counterparts in the first scenario. Although I have been on occasion to the sixth level of KoD, I have never come across human-type opponents of more than about 12th or 13th level.

On my side of the fence, my characters are tough and heavily protected and are all at least 20th level – I deliberately developed them to that extent because of the rumours about KoD before it was published. So there results an imbalance which makes me believe it will not take me anything like so long to exhaust scenario 2 as it did to exhaust scenario 1. But this will only become a disappointment if scenario 3 is long-delayed in publication.

I think the designers have made a fair attempt to improve on what was already a very entertaining game in this scenario. Inevitably some problems remain and I hope consumer feedback will be considered carefully by the designers before they finalise the third scenario. In entertainment terms, KoD should provide as much as scenario 1, at least in proportion to the lower price.

Postscript: Much to my surprise, and while the foregoing was being typed and edited, I have all of a sudden completed the quest! I can now verify what I previously surmised – KoD is not as tough as it was purported to be, nor as tough as it should be. The final hurdle is neither fearsome nor particularly difficult. (A clue: Americans are not normally familiar with the cryptic crossword, as we are in the UK.) I emerge with a feeling of faint dissatisfaction tinged with the devout hope that scenario 3 is just round the corner.

KoD is still good entertainment compared with the vast majority of computer games, but it's just not as good as was its predecessor, and that's a pity. Wizardry is, after all, exceptional.

Pig with a touch of the Pacmans

Pig Pen is an arcade game in the same style as Pacman. It consists of a maze that you run round being chased by pigs. There can be any number between one and eight pigs in the maze – the number being set by you at the start of each game.

You lose a life each time a pig catches you. As you go round the maze certain places change things round so that you can kill the pigs. You can progress to higher levels once the level you are on has been fully explored.

The instructions say that you use either keyboard or joystick, but on my copy the joystick only allowed three of the four directions to be used. With this, you're always on a loser. Whether mine was a bad copy, or it's a bug in the program, is uncertain. With the keyboard option, you can set whatever keys you wish for the four directions. It's a nice touch, but means your success is a function of manual dexterity.

To me it appeared to be a version of Pacman with greatly improved graphics. I wasn't overly impressed, but it should appeal to anybody who likes maze chases. The graphic display of the pig's head is really very good.

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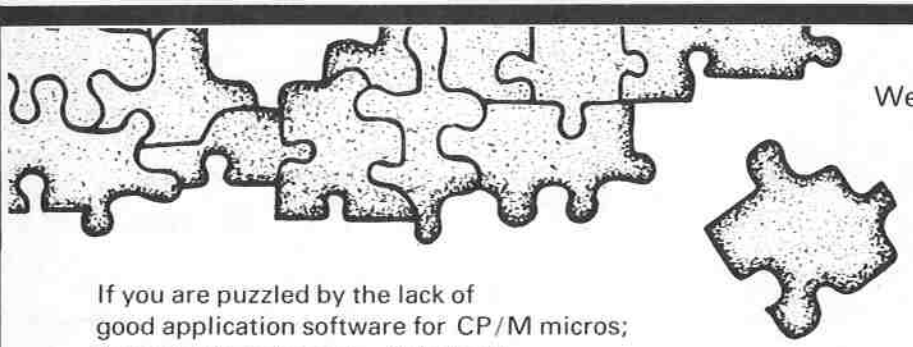

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THINK TANK

One of the splendid spin-offs of a magazine such as Windfall is the theorising and argument generated by the programs and articles appearing in its columns. As consequent discussion tends to overload our letters pages, Think Tank is now offered as a platform for those wishing to comment on or generally discuss specific articles in Windfall. Write to: Think Tank, Windfall, Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY.

Lower case on power – up

ANYONE who would like to use lowercase on the Apple but prefers not to risk terminating their guarantee might be interested in this follow-up to Stephen Alsop's article in the July issue of Windfall, *writes J.P. Lewis.*

The particular point of interest in the article was his explanation of how to replace the F8 ROM with a 2716 EPROM riding on an adaptor.

When I saw this, I decided to change the Apple monitor itself to look at the CTRL and SHIFT keys rather than doing the usual trick of altering the KSW pointer to jump to a piece of RAM code.

With my Apple configured so that the CTRL and SHIFT keys were polled via the game controls (see below), my code simply had to check if game control 3 ($C067) was positive to decide whether CTRL was down; likewise for game control 2 ($C066) for the shift key.

The actual program was very simple and quite short (46 bytes). The only problem was finding space to put it. After a little careful study I finally squeezed out a few little bits of monitor, changed the odd byte here and there and deleted just one (decorative, but not useful) routine and came up with the following list of gaps:

FD1B 20 bytes (the original KEYIN routine)
FEC2 8 bytes (junk left from STEP and TRACE)
FBB3 14 bytes (NOPs)
FB60 15 bytes (boot routine to write "Apple II")
FB09 8 bytes (the data for the above)

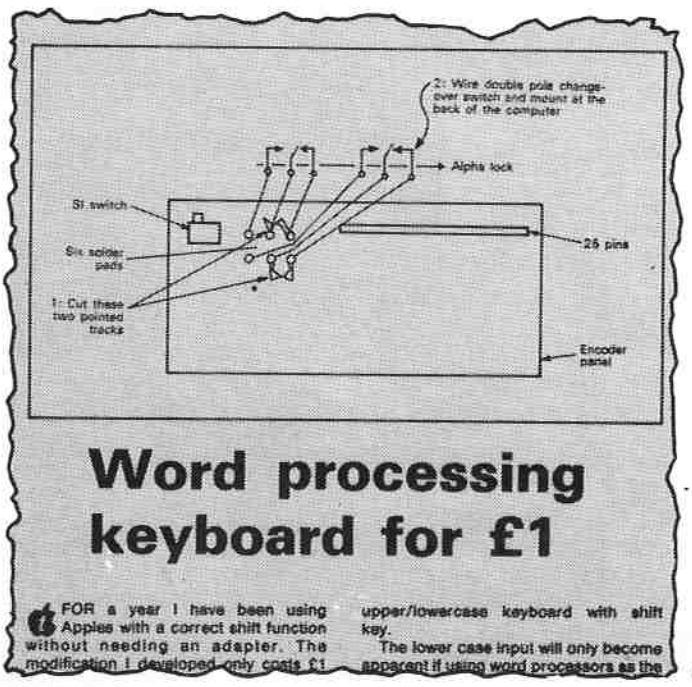
Having found some space, I then had to rewrite my routine in little chunks and add a few patches to make sure that the monitor would go from one bit to the next and not waste my efforts by turning all my lowercase back into capitals. The final annotated, assembled version of the program – plus a couple of interesting tips – is shown below.

Note particularly that, by careful manipulation of the pieces, the routine can be entered through the normal KEYIN address ($FD1B) so any existing software will not need to be altered to use this program.

In its ultimate form, the code assembles into eight separate portions, so by far the easiest way of getting it onto your machine is to enter the monitor, copy the monitor to $4800 say, then use the addresses from the first column (suitably adjusted) to type the HEX codes in directly. Finally BSAVE the new monitor to disc and get ready with your EPROM burner.

For those of you with 16k RAM cards an even easier trick is to write-enable the card (C081 . . C081 . .), move Applesoft to it (D000<D000.FFFFM), copy the data as it stands, write protect and read-enable the card (C080 . .) and Bsave. Note that if you have an Apple language card you need to replace its ROM, not the motherboard ROM. In this case you have two alternatives:

→



Word processing keyboard for £1

FOR a year I have been using Apples with a correct shift function without needing an adapter. The modification I developed only costs £1

upper/lowercase keyboard with shift key.

The lower case input will only become apparent if using word processors as the

Flashback to Stephen Alsop's July Appletip

- You can follow the method of Stephen Alsop but note the September letter "Disabler Disabled."
- There are two pairs of pads (the first to cut and the second to connect) marked on the board which make it possible to insert a 2716 as is.

Since it is always possible to find faults with even the best of software, I'll pre-empt any criticism by telling you the key fault with this piece. When you do shift-number (e.g.,$) you end up in lowercase, which can cause endless aggravation when you are trying to BSAVE some machine code, etc.

This fault is easy to rectify but the cost is another eight bytes of code, which can't easily be fitted in. So, for my own machine, I have blown an EPROM which, by dropping the tape-read/write routines (which I never use), has a more sophisticated version that handles this problem as well as supplying a "CAPS LOCK/UNLOCK" option. This improvement is left as an exercise to the interested reader.

The necessary hardware modification is implemented by running two short pieces of wire from the CTRL and SHIFT keys to a 16 pin DIP header which plugs into the IC 558 socket.

These wires may be connected to the wire-wrap pins which connect the encoder card to the keyboard proper by (well-insulated) mini croc-clips.

CAUTION: Before proceeding, switch off power and disconnect power cable.

Remove the lid of the Apple. Facing, and leaning over, the keyboard, look inside. The keyboard encoder pins are found underneath the keyboard at the right, and they are numbered 1 to 25 from left to right.

Obtain a 16-pin DIP socket and a 16-pin header. Attach the socket to the header (socket on top) by soldering all pins on the socket to all the short pins on top of the header except connections 8 and 9 – the two at the back.

Now attach the SHIFT line (encoder card pin 24) to short pin 8 on the header and attach the CTRL line (encoder card pin 3) to short pin 9 on the header.

Carefully remove the IC 558 from position H13 on the motherboard and plug in to the same location the device you have just constructed. Then plug the IC 558 into the socket on the top of your device.

Be very careful to get the orientation of the devices right.

Note that with this mod in place devices that use paddle inputs 2 and 3, such as joysticks, are disconnected and will not function.

You will also need some method of producing lowercase output on your Apple. In my case it is a 2716 EPROM containing l/c in place of the Apple character generator.

```
0000:                1 ;
0000:                2 ; Upper/Lower-case-input.
0000:                3 ; ========================
0000:                4 ;
0000:                5 ;    Converts the Apple keyboard into a true
0000:                6 ;typewriter shift/shift-lock(on CTRL) keyboard.
0000:                7 ;
0000:                8 ;    Hardware requirements:  558 chip must
0000:                9 ;be wired to keyboard encoder to poll the
0000:               10 ;CTRL and SHIFT keys.
0000:               11 ;    You need a method of producing lowercase output
0000:               12 ;built into your Apple (eg a 2716 with l/c instead
0000:               13 ;of the Apple character generator.)
0000:               14 ;
0000:               15 ;    The binary output of this program must be
0000:               16 ;superimposed onto a copy of the normal Monitor,
0000:               17 ;and the resulting code blown into a 2716 EPROM
0000:               18 ;
00F3:               19 MASK     EQU  $F3        ;Used by Applesoft in INVERSE etc.
0000:               20 ;  NB If you fancy a program printed out in lowercase
0000:               21 ;  (without any modification to your Apple)
0000:               22 ;  try POKE 243,32 before you  LIST to printer.
004E:               23 RNDL     EQU  $4E
004F:               24 RNDH     EQU  $4F
0028:               25 BASL     EQU  $28
C000:               26 KBD      EQU  $C000
C010:               27 KBDSTRB  EQU  $C010
FD84:               28 ADDINP   EQU  $FD84      ;Monitor address following 'CAPSTEST'
FC58:               29 CLRSCR   EQU  $FC58
FD3C:               30 RTS1     EQU  $FD3C      ;This is just a convenient nearby RTS
0000:               31 ;
----- NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ0
FB09:               32          ORG  $FB09
FB09:48             33 START    PHA
FB0A:2C 67 C0       34          BIT  $C067      ;Checks game controller 3, ie CTRL
FB0D:10 59          35          BPL  SETCTL+1
FB0F:30 4F          36          BMI  NEXT
FB11:               37 ;
----- NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ1
FB60:               38          ORG  $FB60
FB60:2C 66 C0       39 NEXT     BIT  $C066      ;Checks game controller 2, ie SHIFT
FB63:30 07          40          BMI  NOSHFT
FB65:A9 20          41          LDA  £$20       ;Slot appropriate value into mask,
FB67:2C A9 00       42 SETCTL   BIT  START-START+$A9
FB6A:               43 ;  NB Two tricks;  The BIT instruction has no effect if
FB6A:               44 ;  entered via the command above it;  but entering
FB6A:               45 ;  at SETCTL+1 produces the command LDA £0.
FB6A:               46 ;  The START-START+A9 forces EDASM to turn $A9 into
FB6A:               47 ;  a 2-byte address (default is zero-page)
FB6A:               48 ;
FB6A:85 F3          49          STA  MASK
FB6C:4C B3 FB       50 NOSHFT   JMP  NEXT1
FB6F:               51 ;
----- NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ2
FBB3:               52          ORG  $FBB3
FBB3:68             53 NEXT1    PLA             ;This is the usual random seed routine
FBB4:E6 4E          54          INC  RNDL
FBB6:D0 02          55          BNE  SKIP
FBB8:E6 4F          56          INC  RNDH
FBBA:2C 00 C0       57 SKIP     BIT  KBD        ;Checks to see if key pressed.
FBBD:4C 1E FD       58          JMP  NEXT2      ;detected by negative (>127) value.
FBC0:               59 ;
FBC0:               60 ;
FBC0:               61 ;  NB The order in which the next instruction are done ensure
s
FBC0:               62 ;that, even with the changes in, any programs using
FBC0:               63 ;FD1B as the KEYIN address will not need to be altered.
FBC0:               64 ;
----- NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ3
FD1B:               65          ORG  $FD1B
FD1B:4C 09 FB       66 NOKEY    JMP  START      ;If so, handle it;
FD1E:10 FB          67 NEXT2    BPL  NOKEY      ;otherwise go round again.
FD20:91 28          68          STA  (BASL),Y
FD22:AD 00 C0       69          LDA  KBD        ;Get the character, and
FD25:2C 10 C0       70          BIT  KBDSTRB    ;clear the keyboard (strobe)
FD28:C9 C1          71          CMP  £$C1       ;Checks for non-alphabetic
FD2A:30 10          72          BMI  RTS1       ;and, if so, exits by convenient RTS
FD2C:4C C2 FE       73          JMP  NEXT3
FD2F:               74 ;
----- NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ4
FEC2:               75          ORG  $FEC2
FEC2:2C 66 C0       76 NEXT3    BIT  $C066      ;checks if SHIFT is held down.
FEC5:10 02          77          BPL  NSHFT1     ;If so don't mask to l/c
FEC7:05 F3          78          ORA  MASK       ;otherwise apply current mask value.
FEC9:60             79 NSHFT1   RTS             ;The code assumes you won't get your
FECA:               80 ;  finger off the shift key fast enough to stop it
FECA:               81 ;  converting to lower-case on the next pass.
FECA:               82 ;  This is probably safe unless you type faster
FECA:               83 ;  than approximately  2000 w.p.m !
FECA:               84 ;
----- NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ5
FAA6:               85          ORG  $FAA6      ;Do this instead of TITLE routine,
FAA6:20 58 FC       86          JSR  CLRSCR     ;since that space is now used up.
FAA9:               87 ;
----- NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ6
FD7A:               88          ORG  $FD7A      ;This code overwrites the monitor's
FD7A:F0 06          89          BEQ  ADDINP-2   ;CAPSTST routine, which would
FD7C:D0 06          90          BNE  ADDINP     ; normally mask out any l/c input.
FD7E:EA             91          NOP
FD7F:EA             92          NOP
FD80:EA             93          NOP
FD81:EA             94          NOP
FD82:B1 28          95          LDA  (BASL),Y
FD84:               96 ;
----- NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ7
FFE9:               97          ORG  $FFE9
FFE9:C9             98          DFB  $C9        ;Tidy up an Apple 'error' which
FFEA:               99 ;  shows up only when the area indicated by the
FFEA:              100 ;  old 'STEP' pointer is used for something else.

*** SUCCESSFUL ASSEMBLY: NO ERRORS
```

Keep track of your free disc space

Windfall, May '82

ROUTINES which help a user keep track of available disc space have generated considerable interest among Windfall readers.

An Appletip from M.F. Sheppard (Windfall, May) noted that ordinary routines for directly counting free sectors are unsuitable as they have to be called up whenever they are required, and they use space in RAM. For a solution, he looked for a DOS command.

G.A.M. Cross (Windfall, July) said Mr Sheppard's was the "most universally useful routine" he had derived from Windfall. Unfortunately, he added, the program worked in all respects except that it outputted only the true value of free sectors if the result was less than 256. So he described two modifications to the original program to improve it.

Since then Barry Hallam has written to say that Messrs Cross and Shepherd deserve credit for first solving the problem with an assembly language routine, and then taking the trouble to write a Basic program to POKE it in.

However he describes their method as being a bit like steering a car with a spanner on the track rod, and suggests that CATALOG gives all that is required. "As Mr Cross rightly states," says Mr Hallam, "an INIT disc with a two sector HELLO leaves 494 sectors free. Deduct the aggregated usage from CATALOG and that's that . . . or maybe I just missed the spirit of the matter.

"So often we use our machines to do the easy bits, and struggle like mad finding answers for the computer to use. Unfortunately, because the sci-fi type of computer does not yet exist, the likes of Messrs Sheppard and Cross will have to continue to take their machines apart in order to find the questions!"

(Windfall editors are limited to 10 fingers each and prefer to let the computer do the work rather than grapple with Mr Hallam's CATALOG calculations.)

And now Derek Mills has sent us this program "to make your disc always show the amount of free space available". He told us: "I got so mad at the program, which admitted that it did not give free space with only a small amount of files on disc that I decided you needed this program."

```
5  TEXT : HOME
7  VTAB 7: INVERSE : PRINT "PROGR
     AM TO MAKE YOUR DISC ALWAYS
     SHOW AMOUNT OF FREE SPACE AV
     AILABLE TO YOU.": NORMAL
8  REM   WILL WORK ON DISCS WHICH
      HAVE BEEN MODIFIED TO RUN C
     ATALOG WITH JUST THE 'C' COM
     MAND  -  SEE EARLIER WINDFAL
     L MAGAZINES
10  REM  DOS 3.3 FREE SPACE PATCH
      WHICH WORKS WITHOUT HARM TO
      YOUR COMPUTER
50  VTAB 12: HTAB 6: INVERSE : PRINT
     "THIS WILL TAKE JUST 6 SECON
     DS!": NORMAL
80  PRINT : PRINT : PRINT : PRINT
     : INVERSE : HTAB 14: PRINT "
      SO PLEASE WAIT.": NORMAL
100 HEX$ = "BA69:A9 0C 85 24 48 2
     0 48 F9 68 85 24 A9 00 85 40
      85 41 A0 C8 18 B9 F3 B3 F0
     0E 0A 90 FB 48 E6 40 D0 02 E
     6 41 68 18 90 F0 4C DF BC"
105 HEX$ = HEX$ + "N BCDF:88 D0 1
     9 A6 40 A541 AC 00 E0 C0 20
     D0 07 20 1B E5 20 2F AE 60 2
     0 24 ED 20 2F AE 60 4C 7C BA
      N D7D2G": GOSUB 120: CALL  -
     144
110 HEX$ = "B3AF:BD C5 C3 C1 D0 D
     3 A0 C5 C5 D2 C6 A0 N ADC3:2
     0 69 BA N D7D2G": GOSUB 120:
      CALL  - 144: GOTO 130
120  FOR I = 1 TO  LEN (HEX$): POKE
     511 + I, ASC ( MID$ (HEX$,I,
     1)) + 128: NEXT : POKE 72,0:
      RETURN
130  REM
135  ONERR  GOTO 150
140  HOME
145 D$ =  CHR$ (4): PRINT D$"C"
148  GOTO 180
150  PRINT D$"CATALOG"
180  INVERSE : PRINT "FREE SPACE
     IS SHOWN AT HEAD OF CATALOG.
     ": NORMAL
190  PRINT : PRINT : INVERSE : PRINT
     "IF ANY DISC IS NOW INITIALI
     SED IT WILL ALWAYS SHOW AMOU
     NT OF FREE SPACE INSTEAD OF
     THE VOLUME NUMBER. RUN THIS
     ONCE ONLY": NORMAL
200  REM  ANY QUESTIONS TO DEREK
     MILLS 2 HIGH PARK ROAD, NATI
     ONAL MUSIC FOR THE BLIND, SO
     UTHPORT, MERSEYSIDE-0704 280
     10
```

Having got the shape, now to fill it in

By ED PEACH

IN this article I will be showing how the routines we developed last month can be used to fill in shapes on the screen.

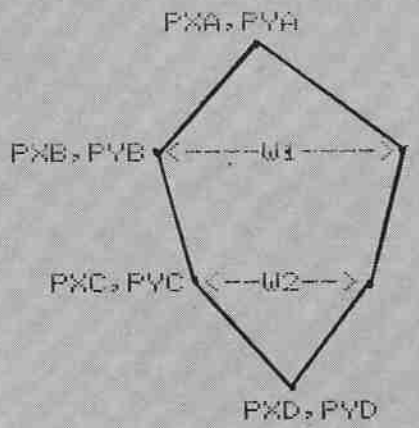
Subroutine DLINE will, you remember, draw a line parallel with the X axis from a given starting co-ordinate for a specified length. One way to fill in a shape would be to take all of the lefthand side co-ordinates together with the corresponding widths. Another way, for shapes having straight edges, is to take the points at the extremities and let the Apple do the rest.

Subroutine INTPLTE does just that. If two X,Y co-ordinate pairs are given to this routine, the corresponding X value, for any Y value between these points, will be calculated. It could be argued that the expression used could be simplified to:-

$$X=XA+K*(YPOINT-YA)$$

where K is given by (XB–XA)/(YB–YA) and need only be calculated once at the beginning of the routine. This could be a way of making the routine considerably faster. If anyone does succeed in speeding up this part of the program I for one would be very interested. Additional savings could then be obtained by integrating into subroutine WCALC.

These two routines are then put to use in a generalised block drawing routine GENBLK. This routine in fact draws a hexagon, as I needed this shape to draw any quadrilateral (given that the shape had to be defined by lines drawn parallel to the X axis). The general form of the hexagon is shown below:-



● *Next month we will be developing routines to interface the machine code with Basic. In addition we will be adding procedures to draw both horizontal and vertical lines, as well as triangles, squares, quadrilaterals and last, but not least, coloured discs.*

```
0C43:          437 ********************************
0C43:          438 *      SUBROUTINE INTPLTE      *
0C43:          439 *      THIS ROUTINE INTERPOLATES*
0C43:          440 *      AND FINDS XPOINT GIVEN  *
0C43:          441 *      THE RELATIONSHIP THAT:- *
0C43:          442 *      X=XA+(XB-XA)*(YPOINT-YA) *
0C43:          443 *                ------------- *
0C43:          444 *                  (YB-YA)     *
0C43:          445 ********************************
0C43:          446 SIGN1   DS   $1
0C44:          447 SIGN2   DS   $1
0C45:          448 SIGN3   DS   $1
0C46:A9 00     449 INTPLTE LDA  #$00
0C48:8D 43 0C  450         STA  SIGN1     ;INITIALISE SIGNS
0C4B:8D 44 0C  451         STA  SIGN2
0C4E:8D 45 0C  452         STA  SIGN3
0C51:85 A8     453         STA  Q         ;FINAL QUOTIENT
0C53:A5 9D     454         LDA  XB
0C55:C5 9C     455         CMP  XA        ;CHECK FIRST BRACKET
0C57:90 08     456         BLT  CSML      ;SIGN
0C59:38        457         SEC
0C5A:E5 9C     458         SBC  XA        ;POSITIVE RESULT
0C5C:85 A2     459         STA  MC
0C5E:4C 6D 0C  460         JMP  MPL
0C61:A9 01     461 CSML    LDA  #$1
0C63:8D 43 0C  462         STA  SIGN1
0C66:A5 9C     463         LDA  XA        ;NEGATIVE RESULT
0C68:38        464         SEC
0C69:E5 9D     465         SBC  XB
0C6B:85 A2     466         STA  MC
0C6D:A5 A4     467 MPL     LDA  YPOINT    ;CHECK 2ND BRACKET
0C6F:C5 9E     468         CMP  YA
0C71:90 29     469         BLT  DISML
0C73:38        470         SEC             ;POSITIVE
0C74:E5 9E     471         SBC  YA        ;VALUES
0C76:85 A0     472         STA  MD
0C78:4C 87 0C  473         JMP  DIVS
0C7B:A9 01     474         LDA  #$1
0C7D:8D 44 0C  475         STA  SIGN2     ;NEGATIVE RESULT
0C80:A5 9E     476         LDA  YA
0C82:38        477         SEC
0C83:E5 A4     478         SBC  YPOINT
0C85:85 A0     479         STA  MD
```

```
0C87:A5 9F     481 DIVS    LDA  YB        ;CHECK DIVISOR
0C89:C5 9E     482         CMP  YA        ;SIGN
0C8B:D0 05     483         BNE  DCHECK
0C8D:A5 9D     484         LDA  XB
0C8F:85 A3     485         STA  XPOINT
0C91:60        486         RTS
0C92:90 08     487 DCHECK  BLT  DISML
0C94:38        488         SEC             ;POSITIVE
0C95:E5 9E     489         SBC  YA
0C97:85 A1     490         STA  DD        ;DIVISOR
0C99:4C AB 0C  491         JMP  MULT
0C9C:A9 01     492 DISML   LDA  #$1
0C9E:8D 45 0C  493         STA  SIGN3
0CA1:A5 9E     494         LDA  YA        ;NEGATIVE
0CA3:38        495         SEC
0CA4:E5 9F     496         SBC  YB
0CA6:85 A1     497         STA  DD        ;DIVISOR
0CA8:A2 08     498 MULT    LDX  #$8       ;X IS SHIFT COUNTER
0CAA:A9 00     499         LDA  #$00
0CAC:85 A9     500         STA  MB
```

```
0CAE:46 A2     501 MLOOP  LSR  MC       ;SHIFT MPR
0CB0:90 03     502        BCC  NOADD
0CB2:18        503        CLC           ;CARRY SET -CLEAR IT
0CB3:65 A0     504        ADC  MD       ;A=A+MPD
0CB5:6A        505 NOADD  RORA          ;SHIFT RESULT
0CB6:66 A9     506        ROR  MB       ;CATCH IN B
0CB8:CA        507        DEX           ;DECREMENT COUNTER
0CB9:D0 F3     508        BNE  MLOOP    ;LAST SHIFT
0CBB:A0 08     509        LDY  #$8      ;INITIALISE
0CBD:38        510        SEC
0CBE:E5 A1     511        SBC  DD       ;SUBTRACT DIVISOR
0CC0:08        512 DLOOP  PHP           ;SAVE CARRY BIT
0CC1:26 A8     513        ROL  Q        ;GET QUOTIENT
0CC3:06 A9     514        ASL  MB       ;MOVE TO NEXT PLACE
0CC5:2A        515        ROLA          ;GET LOBIT
0CC6:28        516        PLP           ;GET CARRY BACK
0CC7:90 05     517        BCC  DADD
0CC9:E5 A1     518        SBC  DD       ;DIVIDE LOBIT
0CCB:4C D0 0C  519        JMP  DNXT
0CCE:65 A1     520 DADD   ADC  DD
0CD0:88        521 DNXT   DEY           ;REPEAT UNTIL Y=0
0CD1:D0 ED     522        BNE  DLOOP
0CD3:B0 03     523        BCS  DLAST
0CD5:65 A1     524        ADC  DD
0CD7:18        525        CLC
0CD8:26 A8     526 DLAST  ROL  Q
0CDA:AD 43 0C  527        LDA  SIGN1    ;CHECK IF ALL SIGNS SAME
0CDD:CD 44 0C  528        CMP  SIGN2    ;THEN +VE
0CE0:D0 0D     529        BNE  SUBIT
0CE2:CD 45 0C  530        CMP  SIGN3
0CE5:D0 08     531        BNE  SUBIT
0CE7:A5 9C     532        LDA  XA       ;YES ALL THE SAME
0CE9:18        533        CLC           ;ADD RESULT TO XA
0CEA:65 A8     534        ADC  Q
0CEC:85 A3     535        STA  XPOINT
0CEE:60        536        RTS
0CEF:A5 9C     537 SUBIT  LDA  XA       ;NO-RESULT -VE
0CF1:38        538        SEC           ;SUBTRACT RESULT FROM XA
0CF2:E5 A8     539        SBC  Q
0CF4:85 A3     540        STA  XPOINT
0CF6:60        541        RTS
```

```
0CF7:          543 ********************************
0CF7:          544 *      SUBROUTINE WCALC        *
0CF7:          545 *  INTERPOLATES WIDTH USING    *
0CF7:          546 *      SUBRUUTINE INTPLTE      *
0CF7:          547 ********************************
0CF7:          548 WI1    DS   $1
0CF8:          549 WI2    DS   $1
0CF9:A5 9C     550 WCALC  LDA  XA       ;SAVE DATAPOINTS
0CFB:48        551        PHA
0CFC:A5 9D     552        LDA  XB
0CFE:48        553        PHA
0CFF:AD F7 0C  554        LDA  WI1      ;GET FIRST WIDTH VALUE
0D02:85 9C     555        STA  XA       ;PUT IT WHERE INTPLTE CAN USE IT
0D04:AD F8 0C  556        LDA  WI2      ;AND AGAIN
0D07:85 9D     557        STA  XB
0D09:20 46 0C  558        JSR  INTPLTE  ;INTERPOLATE
0D0C:68        559        PLA
0D0D:85 9D     560        STA  XB
0D0F:68        561        PLA
0D10:85 9C     562        STA  XA
0D12:A5 A3     563        LDA  XPOINT
0D14:85 FF     564        STA  WIDTH    ;STORE WIDTH VALUE
0D16:60        565        RTS
```

```
0D17:          567 ********************************
0D17:          568 *      SUBROUTINE GENBLK       *
0D17:          569 *  GENERALISED BLOCK DRAWING   *
0D17:          570 *      ROUTINE                 *
0D17:          571 ********************************
0D17:          572 PXA    DS   $1
0D18:          573 PYA    DS   $1
0D19:          574 PXB    DS   $1
0D1A:          575 PYB    DS   $1
0D1B:          576 PXC    DS   $1
0D1C:          577 PYC    DS   $1
0D1D:          578 PXD    DS   $1
0D1E:          579 PYD    DS   $1
0D1F:          580 W1     DS   $1
0D20:          581 W2     DS   $1
0D21:AD 18 0D  582 GENBLK  LDA  PYA      ;GET FIRST COORDINATE VALUE
0D24:85 9A     583        STA  YPOS     ;INITIALISE DRAWING POINT
0D26:85 A4     584        STA  YPOINT   ;AND INTERPOLATION POINT
```

```
0D28:85 9E     585        STA  YA       ;AND TOP POSITION
0D2A:CD 1A 0D  586        CMP  PYB      ;FLAT TOP?
0D2D:F0 32     587        BEQ  D2       ;YES SKIP DRAWING
0D2F:AD 17 0D  588        LDA  PXA      ;PUT IN THE OTHER POINTS
0D32:85 9C     589        STA  XA
0D34:AD 1A 0D  590        LDA  PYB
0D37:85 9F     591        STA  YB
0D39:AD 19 0D  592        LDA  PXB
0D3C:85 9D     593        STA  XB
0D3E:A9 00     594        LDA  #$0
0D40:8D F7 0C  595        STA  WI1      ;POINT AT TOP OF FIGURE
0D43:AD 1F 0D  596        LDA  W1       ;GET FIRST WIDTH VALUE
0D46:8D F8 0C  597        STA  WI2      ;STORE IT
0D49:20 46 0C  598 DRAW   JSR  INTPLTE
0D4C:85 99     599        STA  XPOS
0D4E:20 F9 0C  600        JSR  WCALC    ;FIND WIDTH
0D51:20 B0 0A  601        JSR  DLINE    ;DRAW LINE
0D54:A5 9A     602        LDA  YPOS     ;GET Y POSITION
0D56:18        603        CLC           ;INCREASE IT
0D57:69 01     604        ADC  #$1
0D59:85 9A     605        STA  YPOS
0D5B:85 A4     606        STA  YPOINT
0D5D:C5 9F     607        CMP  YB       ;ALL DONE?
0D5F:90 E8     608        BLT  DRAW     ;NO
0D61:AD 1A 0D  609 D2     LDA  PYB
0D64:85 9A     610        STA  YPOS
0D66:85 A4     611        STA  YPOINT   ;PUT IN DATA FOR NEXT SECTION
0D68:85 9E     612        STA  YA
0D6A:CD 1C 0D  613        CMP  PYC      ;NOTHING TO DRAW?
0D6D:F0 33     614        BEQ  D3       ;IF SO JUMP
0D6F:AD 19 0D  615        LDA  PXB
0D72:85 9C     616        STA  XA
0D74:AD 1C 0D  617        LDA  PYC
0D77:85 9F     618        STA  YB
0D79:AD 1B 0D  619        LDA  PXC
0D7C:85 9D     620        STA  XB
0D7E:AD 1F 0D  621        LDA  W1
0D81:8D F7 0C  622        STA  WI1
0D84:AD 20 0D  623        LDA  W2
0D87:8D F8 0C  624        STA  WI2
0D8A:20 46 0C  625 DRAW2  JSR  INTPLTE  ;FIND X VALUE
0D8D:85 99     626        STA  XPOS
0D8F:20 F9 0C  627        JSR  WCALC    ;FIND WIDTH
0D92:20 B0 0A  628        JSR  DLINE    ;AND DRAW LINE
0D95:A5 9A     629        LDA  YPOS
0D97:18        630        CLC
0D98:69 01     631        ADC  #$1      ;ADD ONE
0D9A:85 9A     632        STA  YPOS
0D9C:85 A4     633        STA  YPOINT
0D9E:C5 9F     634        CMP  YB       ;ALL DONE?
0DA0:90 EB     635        BLT  DRAW2    ;NO!
0DA2:AD 1C 0D  636 D3     LDA  PYC      ;SET UP DATA POINTS
0DA5:85 9A     637        STA  YPOS
0DA7:85 A4     638        STA  YPOINT
0DA9:85 9E     639        STA  YA
0DAB:CD 1E 0D  640        CMP  PYD      ;NOTHING TO DRAW?
0DAE:D0 01     641        BNE  D4       ;YES CARRY ON
0DB0:60        642        RTS
0DB1:AD 1B 0D  643 D4     LDA  PXC
0DB4:85 9C     644        STA  XA
0DB6:AD 1E 0D  645        LDA  PYD
0DB9:85 9F     646        STA  YB
```

```
0DBB:AD 1D 0D  647        LDA  PXD
0DBE:85 9D     648        STA  XB
0DC0:AD 20 0D  649        LDA  W2
0DC3:8D F7 0C  650        STA  WI1
0DC6:A9 00     651        LDA  #$0      ;POINT AT BOTTOM
0DC8:8D F8 0C  652        STA  WI2
0DCB:20 46 0C  653 DRAW3  JSR  INTPLTE  ;FIND X
0DCE:85 99     654        STA  XPOS
0DD0:20 F9 0C  655        JSR  WCALC    ;FIND WIDTH
0DD3:20 B0 0A  656        JSR  DLINE    ;DRAW LINE
0DD6:A5 9A     657        LDA  YPOS
0DD8:18        658        CLC
0DD9:69 01     659        ADC  #$1      ;INCREASE BY 1
0DDB:85 9A     660        STA  YPOS
0DDD:85 A4     661        STA  YPOINT
0DDF:C5 9F     662        CMP  YB
0DE1:90 E8     663        BLT  DRAW3
0DE3:60        664        RTS           ;ALL DONE
```

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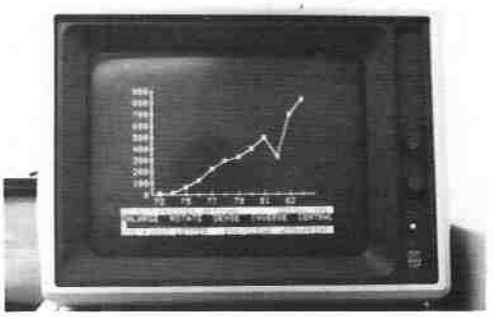

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Professional assembler is just right for amateurs, too

By MAX PARROTT

AFTER working at Basic many people who are interested in programming on micros will decide to try their hand at machine code. They soon learn that a good assembler is a must, and that it's as important to buy a good assembler as it is to buy a good micro.

The manual provided with Lisa describes it as a professional assembly language development system, but don't let this put you off if you are not a professional. This is a very good assembler for both the professional and amateur. It is powerful, easy to use, comes with a good manual and lots of helpful routines and comments on disc.

Several good assemblers are available for the Apple, not the least of which have been the several versions of Lisa. This latest version's minimum hardware requirement is 48k of RAM and a disc drive, but it is much happier with a 64k Apple (ie with a 16k language card present in the machine).

Lisa is provided – together with a host of other files, about which more later – on a DOS 3.2 disc which can be MUFFIN'ed to DOS 3.3. On booting a Lisa disc (or more accurately when running the Lisa programs) DOS is modified so that if you want to return to Basic it is necessary to re-boot with another disc.

The most obvious effect of the modification of DOS is seen when CATALOGing a disc under Lisa's DOS. The source files are labelled with an L rather than B as they would appear under a normal DOS CATALOG. These source files are stored, not as TEXT files as with many assemblers, but as an image of the file as held in memory where op-codes are tokenised and other memory-saving devices are used. Lisa takes up a lot of memory because, unlike the Apple assembler it stores the operating system, editor and assembler in memory and writes the assembled code to memory rather than to disc.

Both systems have their strengths and weaknesses. The co-resident system as here is fast, but generally demands that code is asembled in a particular area of memory ($800-1800) because $300-360 is used by Lisa as is $1800-7FFF (for the source file), $8000-94FF (for the symbol table), $9500-95FF (an I/O buffer) and $D000-F7FF (for Lisa). All locations assume a 64k Apple. These address boundaries can be changed by the user, but generally this seems unnecessary as the ratio of text to code space seems good, and source files from disc may be chained together with the use of suitable op-codes. In much the same way code may be written back to disc in chunks, albeit with some loss of speed of assembly, and in fact with long source files this has to be done.

Actually it is perfectly possible to assemble code into the text area, for example, if it is short and doesn't interfere with the text, but this is a risky business and quite unnecessary since with Lisa it is very easy to handle DOS. This is done by issuing the usual DOS commands preceded by a CNTRL-D.

The source file may also be written out as a TEXT file and, of course, TEXT files may be read in so that files assembled under other assembly systems may be dealt with. Don't imagine, however, that this is entirely an altruistic act on the part of the author. There is a good reason for it. I'm sure that the option to write out the file as a TEXT file is given to make up for some of the shortcomings of the editor. This criticism sounds harsher than is the case, the editor generally is not that bad. It is easy to list the source file or part of it and to stop/start the listing by using the space bar.

It deals sensibly with the deletion of unwanted lines. A block of lines is lost simply by following the deletion command by the range of lines – contrast that with the Apple assembler where it is necessary to work from the bottom upwards because deletion changes the number of the lines and the editor (and the operator) become confused.

Lines are also easily modified (cursor movements on the screen are catered for, but unfortunately not by the same I,J,K,M, keys as in the monitor) and are also easily inserted. All commands are brought about by typing one or more letters (with or without an accompanying line number or range of line numbers where appropriate). Incidentally, it is necessary to separate a command and a line number by a space – a thing difficult to get used to on the Apple, which is generally so forgiving over such matters.

Using the FIND command it is easy to find a label in the label field, but you cannot find it in another field. This is the one major shortcoming of Lisa. To find and replace a string or label it is necessary to write out the file as a TEXT file, to boot up with normal DOS and to employ another text editor. I used the Apple assembler editor for this job, but the manual recommends the use of the Apple PIE text editor.

Disc or tape files may be appended to a file or may be EXECed into the middle of a file already in memory so favourite routines or messages may be easily incorporated.

Constants may be defined in hexadecimal, decimal and binary.

Address expressions are extensive, supporting addition, subtraction, multiplication, division, ANDing, ORing, EORing, equality and inequality.

Generally the opcodes are standard MOS syntax but there are some differences. Immediate addressing uses # for the low order byte and / for the high order byte rather than > and <. These two symbols are used instead for dictating the direction of branching (forwards or backwards) to local labels which are defined by" followed by a digit. The first one found which matches is then used by the assembler as the address. Other opcodes which differ from MOS syntax are ASL, ROL, LSR, ROR which do not require to be followed by an A when referring to the accumulator addressing mode. This is similar to the mini-assembler. Other similarites are the use of ! as the command level prompt and the checking of syntax as the line is entered, which must cut down assembly time. In any in-

→

dexed addressing Lisa will use zero page addresses where possible or necessary.

Many pseudo opcodes are available in Lisa, which makes the process of assembly very easy and Lisa a very powerful tool. They range from those you would expect such as ORG, OBJ, HEX, ASC, EQU to EPZ which will define a zero page address and on to a wide range of others. ASC may be used with single quotes to define high bit off and double quotes to define high bit on. DCI is like ASC but the last character has the high bit set opposite to the rest. INV will output inverted characters and BLK flashing characters. STR will output a series of characters just like ASC but with a length byte preceeding them so string handling routines may be more easily incorporated.

Other commands which define bytes include ADR, which stores two bytes in standard low, high byte order. Multiple address expressions can be used as operand and so it is particularly useful for setting up jump tables and storing constants. DBY is similar except that the data generated is in the order high byte, low byte. HBY stores only the high order byte of an address expression, which when used with BYT to store only the low order byte is useful for loading the index registers. DFS reserves a range of memory as defined by the operand and also can initialise it to a set value. .DA is a hybrid pseudo opcode combining the effect of ADR BYT and HBY.

Conditional assembly may be initialised with the .IF pseudo opcode, this is used in conjunction with .FI (endif) and .EL (else).

Code may be assembled for a different address within the body of a program by using the PHS pseudo opcode and DPH to signal the end of this section. The main program has to move the inner section of code to its correct address.

Other pseudo opcodes dictate the process of assembly, listings may be switched in or out or shortened, titles may be put into listings which may be continuous or paged, pauses may be incorporated into the assembly process for debugging purposes, a further file may be chained into the assembly process so that long files can be split and assembled in one, and DOS commands can be issued from within the listing at the last stage of assembly so that the generated code may be SAVED to disc in chunks or printers can be switched on or off and a disc text file listing of the assembled program can be generated. The user can even define his own pseudo opcode if wished.

Lisa also incorporates extended opcodes. Thus as well as BCC, BCS, BNE etc there are commands such as BLT-branch if less than (same as BCC); BGE-branch if greater than or equal to (same as BCS) and others less useful like BTR (branch if true), BFL (branch if false).

The mnemonics introduced for the Sweet 16 assembler are also incorporated into Lisa, with a few changes, therefore enabling that much under-used Apple facility to be easily utilised.

I hope that I have indicated just how powerful Lisa is as an assembler so that your interest will be aroused enough to see it for itself, before I briefly mention the other goodies that come on the disc. These range from a couple of programs to enable the source files generated by the Microproducts Assembler and the SC Assembler II version 3.2 to be read into Lisa – and of course any standard Apple TEXT file may be EXECed into Lisa – through to an extensive set of hi-res routines for plotting, erasing and calculating (or creating) points, lines, shapes and Ascii characters to the screen. Pictures may be ORed and EORed to the screen and "collisions" may be readily detected.

Variable sorting and cross-reference programs are included on the disc, together with a pretty powerful disassembler. Unfortunately it is here that the lack of an editor search/replace command is really felt, because the generated labels need to be replaced by something more comprehensible to the user. There are also files of software utilities, ranging from general I/O and disc I/O to arithmetic and character checking and comparison routines.

Part of the source listing of Lisa is also given to enable the user to patch in his own routines. Incidentally, these are well worth listing to see the style of Randy Hyde, who must be somewhat idiosyncratic. His style is also evident in the manual, which starts by telling the reader how to pronounce Lisa (not Le sa but Li za).

I said at the beginning that the manual is good, and so it is, but it is not without faults. There are the usual typographical errors plus one or two informational ones. The worst of these is that the section describing how to get Lisa up and running says that the file MXFLS may be BRUN. This file doesn't exist, you actually have to BRUN LISA V2.5.

To sum up, I believe that Lisa is a very good assembler, possibly the best on the market. It comes with some routines which may prove useful to both professional and amateur programmer and it should work well for both. Incidentally, if you want to learn assembly language programming then this assembler together with a book, "Using 6502 Assembly Language or How Anyone Can Program The Apple II" (Datamost), written by Randy Hyde will turn out to be a good combination.

Appletip

Imagine that you've written a program which is going to be used by other people. It may be for a demonstration or for use by children. It is very user friendly with plenty of guidance and all data entry is done using **GET** statements. All user entered data is carefully validated so the program is pretty well bomb proof.

But let's suppose that the user gets stuck and decides to start again. He looks at the keyboard and sees a key marked **RESET**. Need I say more? Alternatively one of the users knows about computers and wants to list your program, so while the computer is working away between **GET** statements he presses **CTRL-C**.

The following subroutines for Apple owners with Autostart ROM get around these problems by causing the program to be rerun on **RESET** or CTRL-C. The first subroutine (60000) resets the soft entry vector to 0300 where you have poked in a little machine code consisting of a JSR to a subroutine vectored at 03EA (reconnect DOS) followed by a jump to the subroutine at D566 (**RUN**). You must of course remember to restore **RESET** to normal at the end of your program using the subroutine provided (60030).

The subroutine to intercept **CTRL-C** is easy as this generates an error code (255) so the **ONERR** statement can be used to catch it. Of course if your program already uses the **ONERR** statement then the whole of subroutine (60060) is not neccessary, just incorporate line 60080 in your program at the appropriate point.

```
59999  REM  ALTER RESET TO RUN
60000  POKE 768,32: POKE 769,234:
       POKE 770,3: POKE 771,76: POKE
       772,102: POKE 773,213: POKE
       1010,0: POKE 1011,3: POKE 10
       12,166
60020  RETURN
60027 :
60029  REM  RESTORE RESET
60030  POKE 1010,191: POKE 1011,1
       57: POKE 1012,56
60040  RETURN
60057 :
60059  REM  ALTER CTRL-C TO RUN
60060  ONERR  GOTO 60080
60070  GOTO 60100
60080  IF  PEEK (222) = 255 THEN
       RUN
60090  POKE 216,0: RESUME
60100  RETURN
```

Colin J. Davies

● The reset vectors are explained on pages 36/37 of the Apple reference manual.

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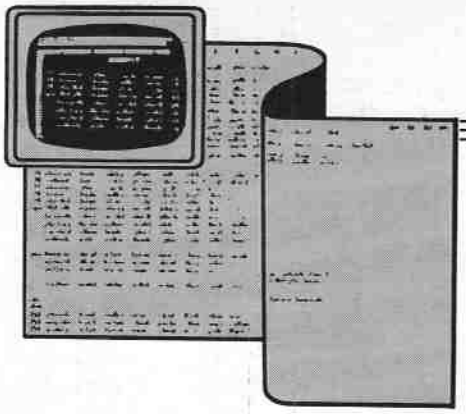

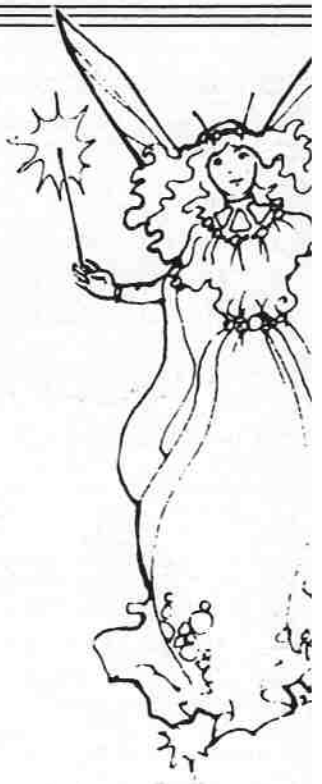

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Principal,
Interface Management

ONE of the main problems in writing a VisiCalc column is to decide whether your prime concern is to make it appeal to newcomers to VisiCalc or to benefit the more advanced users of the program. Fortunately this month we are going to deal with a technique which is unique in that it will appeal both to beginners and advanced users alike.

Beginners will enjoy the neatness and the simplicity with which a relatively complicated VisiCalc program is being executed, while the more advanced can revel in the mind-boggling possibilities offered by a little known, magical VisiCalc technique.

The object of the exercise we shall perform is to show how VisiCalc can keep cumulative totals in one cell every time new data is entered in another cell to which it is linked. For example, suppose you enter the figure 5 in two cells – in A1 and in B1. Now you overwrite the figure in cell A1 by keying in a 7. How can you get cell B1 to show 12 (ie 5+7) simultaneously with entering the 7 in cell A1? This problem is often encountered by users who run VisiCalc models which require regular updating of one column and the maintenance of cumulative totals in another.

The model that we shall use to demonstrate the technique is a condensed earning statement for bank branch (Exhibit I). You don't have to be a bank manager before you concern yourself with this particular model. The principles involved in structuring and manipulating that model concerns every VisiCalc user who has to prepare periodic budgets (or similar accounting statements), analyse the variances, and keep cumulative totals of the budget figures, as well as the cumulative totals of the actual results and the variances.

It is of utmost importance that you copy the layout of Exhibit I exactly as shown, without making any layout modifications of your own. Provided you keep to the same layout you can change the model's wordings or figures to your heart's delight. Note that the only formulae that are used in this exhibit appear in columns E and H and in rows 11, 20 and 22. After copying it, save the model under (say) BBB (Bank Branch Budget). Having saved the model you can now clear the screen with /CY.

We are now going to do something that perhaps most VisiCalc users never thought possible! We are going to write on VisiCalc a program using the commands and functions which are peculiar to VisiCalc. We are then going to save the strange looking program as a VisiCalc file, and use it later to manipulate other VisiCalc models. In other words, instead of you carrying out a series of operations on a VisiCalc model, you load the VisiCalc file containing the strange looking program, and it does the work for you. (If at first this sounds incredible don't rush to look up your VisiCalc manual, you will find no hint there about this unique technique).

Starting with a clear screen, begin by keying /GFR/GC20 RETURN. This will ensure that all your entries are right justified. It also assumes that none of your entries in any one cell are longer than 20 characters.

Next copy Exhibit II. Note that, with the exception of the title, every entry shown in that exhibit must start with either " or Q followed by ESC. (VisiCalc will just refuse to accept > as the first character in a cell unless you first type " or Q ESC). These odd looking entries are known as

	A	B	C	D	E	F	G	H
1			A CONDENSED EARNING STATEMENT FOR A BANK					
2			(IN '000)					
3								
4	MONTH--->JAN'82							
5	BUDGET COMPARISON		<------THIS MONTH------>			<-CUMMULATIVE TO DATE-->		
6			BUDGET	ACTUAL	VARIANCE	BUDGET	ACTUAL	VARIANCE
7	INCOME:							
8	INTEREST RECEIVED		327	316	-11	327	316	-11
9	PROV.OF SERVICES		87	89	2	87	89	2
10								
11	GROSS INCOME		414	405	-9	414	405	-9
12	EXPENSES:							
13	SALARIES		125	125	0	125	125	0
14	EMPLOYEE BENEFITS		25	26	1	25	26	1
15	RENT AND RATES		45	47	2	45	47	2
16	SERVICE FROM H.O.		104	103	-1	104	103	-1
17	OVERHEADS		19	16	-3	19	16	-3
18	INTRST.ON DEPOSIT		19	19	0	19	19	0
19								
20	GROSS EXPENSES		337	336	-1	337	336	-1
21								
22	EARN.BEFORE TAX		77	69	-8	77	69	-8
23								

Exhibit I

```
 1          DRIVE FOR
 2          BBB MODEL
 3
 4       >B4:"........
 5
 6              >C8:0
 7              >C9:0
 8             >C13:0
 9             >C14:0
10             >C15:0
11             >C16:0
12             >C17:0
13             >C18:0
14
15              >D8:0
16              >D9:0
17             >D13:0
18             >D14:0
19             >D15:0
20             >D16:0
21             >D17:0
22             >D18:0
23
24             >F8:+C8
25             >F9:+C9
26            >F13:+C13
27            >F14:+C14
28            >F15:+C15
29            >F16:+C16
30            >F17:+C17
31            >F18:+C18
32
33             >G8:+D8
34             >G9:+D9
35            >G13:+D13
36            >G14:+D14
37            >G15:+D15
38            >G16:+D16
39            >G17:+D17
40            >G18:+D18
41
42              /X>A1:
43                >B4:
```

Exhibit II

```
      A       B       C       D       E       F       G       H
1                  A CONDENSED EARNING STATEMENT FOR A BANK
2                              (IN '000)
3                  ---------------------------------------
4     MONTH--->.........
5     BUDGET COMPARISON    <------THIS MONTH------>  <-CUMMULATIVE TO DATE-->
6     ----------------      BUDGET  ACTUAL VARIANCE   BUDGET  ACTUAL VARIANCE
7     INCOME:              ------------------------------------------------
8      INTEREST RECEIVED         0       0       0     327     316     -11
9      PROV.OF SERVICES          0       0       0      87      89       2
10                         ------------------------------------------------
11    GROSS INCOME              0       0       0     414     405      -9
12    EXPENSES:            ================================================
13     SALARIES                  0       0       0     125     125       0
14     EMPLOYEE BENEFITS         0       0       0      25      26       1
15     RENT AND RATES            0       0       0      45      47       2
16     SERVICE FROM H.O.         0       0       0     104     103      -1
17     OVERHEADS                 0       0       0      19      16      -3
18     INTRST.ON DEPOSIT         0       0       0      19      19       0
19                         ------------------------------------------------
20    GROSS EXPENSES            0       0       0     337     336      -1
21                         ------------------------------------------------
22    EARN.BEFORE TAX           0       0       0      77      69      -8
23                         ================================================
```

Exhibit III

```
      A       B       C       D       E       F       G       H
1                  A CONDENSED EARNING STATEMENT FOR A BANK
2                              (IN '000)
3                  ---------------------------------------
4     MONTH--->FEB'82
5     BUDGET COMPARISON    <------THIS MONTH------>  <-CUMMULATIVE TO DATE-->
6     ----------------      BUDGET  ACTUAL VARIANCE   BUDGET  ACTUAL VARIANCE
7     INCOME:              ------------------------------------------------
8      INTEREST RECEIVED       409     412       3     736     728      -8
9      PROV.OF SERVICES         98     101       3     185     190       5
10                         ------------------------------------------------
11    GROSS INCOME            507     513       6     921     918      -3
12    EXPENSES:            ================================================
13     SALARIES                130     130       0     255     255       0
14     EMPLOYEE BENEFITS        31      31       0      56      57       1
15     RENT AND RATES           45      45       0      90      92       2
16     SERVICE FROM H.O.       115     120       5     219     223       4
17     OVERHEADS                18      17      -1      37      33      -4
18     INTRST.ON DEPOSIT        30      33       3      49      52       3
19                         ------------------------------------------------
20    GROSS EXPENSES          369     376       7     706     712       6
21                         ------------------------------------------------
22    EARN.BEFORE TAX         138     137      -1     215     206      -9
23                         ================================================
```

Exhibit IV

datagrams, and as you will appreciate you must be careful not to make any mistakes when writing or copying datagrams.

Now save the program (Exhibit II) in two separate files and call the first file DRIVE BBB SS. This will be saved the way you normally save a file with /SS. Next save the program in print format (see page 3-47 in the VisiCalc manual, Edition 5/81). To do this place the cursor on the cell showing >B:" . . . then type /PF. You are then asked to give the file a name, so let's call it DRIVE BBB PF and press RETURN. Finally point the cursor to the cell containing the entry >B4: (line 43 in Exhibit II) and press RETURN. You have now reached the stage where you can see the magic of VisiCalc in action! Note that if you made an error in your list after saving it with the /PF command, make your correction on the list saved with the /SS command and then overwrite your /PF file. (You cannot make direct changes in a file saved with /PF).

First clear your screen (/CY) and load the Bank's Earning Statement (/SLBBB RETURN). After a few seconds you should see Exhibit I appearing on your screen. With Exhibit I on your screen, load the file DRIVE BBB PF using the commands /SLDRIVE BBB PF. Exhibit I will mo-

mentarily disappear from your screen and reappear in a modified form as shown in Exhibit III. The cursor rests on cell B4, and all the values in columns C, D and E have been turned back to zero. (Note that a VC file saved in print format (/PF) cannot be loaded on your screen the way you originally saved it, but it can be made to work wonders on anything that is already on your screen.)

Enter FEB'82 in B4 (where the cursor comes to rest automatically, every time you /SLDRIVE BBB PF) and update the budget by making the following entries in the cells which were turned back to zero. (You can later make up your own figures):

C8: 409
C9: 98
C13: 130
C14: 31
C15: 45
C16: 115
C17: 18
C18 ~~C30~~: 30
D8: 412
D9: 101
D13: 130
D14: 31
D15: 45
D16: 120
D17: 17
D18: 33

Your screen should look like Exhibit IV. With Exhibit IV on your screen, once more load the file DRIVE BBB PF and see how your screen turns into Exhibit V. Columns F, G and H contain the cumulative totals for Jan, and Feb. '82, while columns C, D and E have again been turned back to zero, ready to accept the entries for Mar '82.

Doesn't the whole operation work like magic, and can you imagine what you would have had to do if you had to perform the same exercise on VC manually? (To begin with if you tried to zero cells C8, C9, D8 and D9 then all the values in cells F8, F9, G8 and G9 would automatically be reduced – just the thing you wanted to avoid).

As promised in earlier issues, a disc will shortly be available to the readers of Windfall containing all the VisiCalc models discussed so far in this column. More details on this next month.

Finally, you might be interested to know that the creators of VisiCalc have recently announced VisiCalc Advanced version, which as the name implies is a Super VisiCalc. It will initially be available for Apple III only, but will later be made available for other machines. (Apple II?) VisiCalc AV has many features which are available in SuperCalc (but are not available on the current 16 sector version of VC) plus features which are not yet available on SuperCalc.

Problems like formatting figures to show three decimal places, entering labels so that they are automatically centred in the middle of a cell, protecting a key cell from being overwritten, % and $ signs appearing in a value cell adjacent to a numerical value, all these and many other feats can be performed with VisiCalc AV. I wonder what the creators of SuperCalc will think of next when they come up with SuperCalc Advanced Version?

	A	B	C	D	E	F	G	H
1			A CONDENSED EARNING STATEMENT FOR A BANK					
2			(IN '000)					
3								
4	MONTH--->.....							
5	BUDGET COMPARISON		<------THIS MONTH------>			<-CUMMULATIVE TO DATE-->		
6	----------		BUDGET	ACTUAL	VARIANCE	BUDGET	ACTUAL	VARIANCE
7	INCOME:							
8	INTEREST RECEIVED		0	0	0	736	728	-8
9	PROV.OF SERVICES		0	0	0	185	190	5
10								
11	GROSS INCOME		0	0	0	921	918	-3
12	EXPENSES:							
13	SALARIES		0	0	0	255	255	0
14	EMPLOYEE BENEFITS		0	0	0	56	57	1
15	RENT AND RATES		0	0	0	90	92	2
16	SERVICE FROM H.O.		0	0	0	219	223	4
17	OVERHEADS		0	0	0	37	33	-4
18	INTRST.ON DEPOSIT		0	0	0	49	52	3
19								
20	GROSS EXPENSES		0	0	0	706	712	6
21								
22	EARN.BEFORE TAX		0	0	0	215	206	-9
23								

Exhibit V

BFM... speedy way to harness power

By J.J. RAMSDEN

A NATURAL application for VisiCalc is the preparation of financial forecasts. Now from VisiCorp comes a package offering pre-written VisiCalc data sheets for the basic forecasting, modelling and financial reports used in business planning. Called VisiCalc Business Forecasting Model, the package provides seven interrelated VisiCalc application worksheets. These are related to each other utilising VisiCalc's Data Interchange Format (DIF) which allows the transfer of blocks of data from one worksheet to another.

A 48k Apple and one disc drive plus VisiCalc version 202 or higher is required to run BFM, and for printing out data sheets a printer capable of at least 132 columns is recommended.

Documentation follows the standard VisiCorp format of providing a comprehensive tutorial plus a reference section. A detailed introduction briefs the user on the financial features used by the worksheets (referred to as templates) together with hints on using the package. The manual assumes the user is already familiar with the VisiCalc program, and if this is not the case, completing the VC manual's lessons prior to attempting the BFM tutorial is recommended.

The seven application worksheets are provided on a single disc which is not copy protected in any way and so back-up copies may be made from which the appropriate templates can be called up for modification/use and subsequent storage on a working disc. The tutorial follows the familiar VisiCorp style of teaching the user with the aid of a model simulating a real application.

In BFM's case a profit plan is generated for a company called the ABC Corp (a detailed background to this business having been given in the manual's introduction). Each template is covered by a lesson which discusses the layout of the template, the financial assumptions and takes the user through the various stages of entering data. A pity though that suggestions and examples for different circumstances are not provided as well. Step by step "key stroke" instructions are given for inputting data and a narrative carries the reader through the back-

ground to ABC's financial situation to support the assumptions and variables which the user must enter. The lessons are liberally illustrated with completed worksheets for reference and can be comfortably completed in a few hours.

I found that having finished the tutorial I was confident of the package's potential but less sure how to fully exploit it. The reference section however provides detailed explanation of how each series of calculations is generated and the assumptions/accounting practices being used. Actual formula are listed though they are not always easy to follow, the use of bolder type in the manual for these would be useful. It would be helpful too if printouts were provided showing the formula on each template as tracing down the sheets to find location 022 or K19 etc proved tedious.

I found the documentation good as it provides the user with a clear picture of how the templates are constructed and how they operate. Thus decisions on what needs to be modified, deleted or introduced can be based on a sound knowledge of what the basic package provides. The manual's detail of formula used also proved useful in deciding how to create new calculations for modifications, in particular the extensive use of the @IF command by BFM provided valuable tips for developing new calculations.

The package was evaluated by using it to prepare a series of profit plans for a current business situation. The ABC Corp model used in the tutorial is a manufacturing company, as such the layout, formulas and labels built into the templates are tailored to that particular situation. Clearly another company such as a consultancy business or a retail outlet would have very different requirements. Because of BFM's flexibility the user can tailor the layout, formulas and labels to produce a model of his/her business or profit area.

At least 48k of RAM is necessary to operate the package and if 64k is available then it is possible to load the income statement and the balance sheet as one VisiCalc page. An eighth template comprising this consolidation is included on the master disc.

An iterative process is required which involves transfering interest data between the balance sheet and the income statement templates several times in order to get stable figures. The procedure of saving a DIF file for the interest values, calling up the income statement, entering the DIF interest values, saving a DIF file for net income, reloading the balance sheet and inserting this new value as yearly income to date, to generate a new set of interest values etc is extremely laborious being necessary five or six times. By having the two templates on one VisiCalc work sheet it is only necessary to force a manual recalculation five or six times to achieve this stabilisation.

The format of the templates is well laid out with columns for assumptions set to the right hand side of the data. These can be printed if required or left out to produce a standard reporting format. Small touches such as writing the lower left coordinate of each data sheet at position A1, but beyond the displayed column width so it only appears on the edit line, are very useful when printing out sheets.

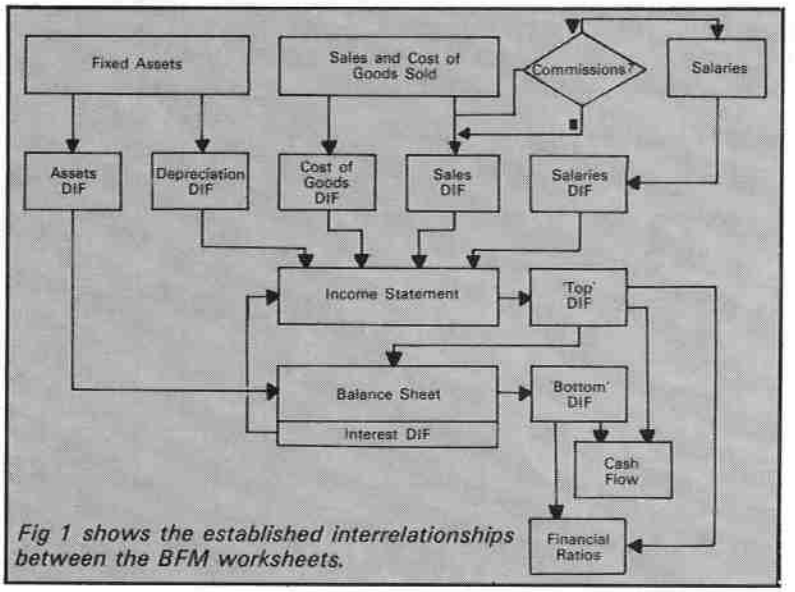

Fig 1 shows the established interrelationships between the BFM worksheets.

The manual notes that each BFM template is at least 14 8-character VisiCalc columns wide, and several are 16 columns wide. The writer used an IDS Prism 132C machine and found that by selecting the smallest character size (16.8 characters per inch) all the templates could be comfortably accommodated with room to spare for adding operating notes.

The package is written for the American market and some financial terminology in the manual differs from that used in the UK. This is particularly true of the financial ratios template generated by comparing certain balance sheet and income statement figures to each other and used to determine the relative operating performance of the company in its market place. Nick Levy explained this:

British accounting practices are different to those used in the United States, especially when it comes to analysing accounts, and it is important to remember this when using American models. One of the main differences is in the layout and presentation of balance sheets.

A British balance sheet refers to "total capital" or "total assets" when describing fixed and current assets net of current liabilities. However the Americans describe such a total as "net assets" or "net capital" and their concept of "total assets" involves fixed assets added to current assets without the deduction of current liabilities.

As a result of this any ratio analysis such as "return on capital employed" or "trading profits over capital employed", will provide different answers depending on whether the American or British formats of ratio analysis is used.

With BFM it is possible to delete unwanted rows, create new columns and rows for inputting assumptions and values not catered for, alter formula to generate data in a manner appropriate to the business in question rather than the demonstration format used for ABC Corp, create new supporting templates to simplify the standard templates and permit certain input sources to have greater detail, e.g. separate templates for direct expenses and overheads. In other words it is possible to tailor the basic model to suit one's precise requirements.

Being part of the VisiCorp family and utilising the DIF means that information generated by BFM may be loaded into the VisiTrend/VisiPlot program to create graphical illustrations of data and perform trend analysis.

Overall I found BFM an excellent starting package for using VisiCalc for financial planning. Writing one's own templates with BFM's degree of sophistication and documentation would be a daunting task. BFM allows you to get straight down to work and its flexibility makes it adaptable to most business situations.

Being able to generate supporting templates to suit one's own requirements the full power of VisiCalc becomes available for undertaking "What if" analysis, and of course labels, formula or format can be altered at any time so that models can be fine tuned.

Financial managers, accountants and businessmen who have or intend to use VisiCalc will find BFM a fast way of harnessing its power without having to become a VisiCalc wizard. Similarly business users of VisiCalc who wish to undertake financial modelling but are not accounting experts will find the package an invaluable tool.

BFM is available from Pete and Pam Computers for £65.

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Shellsort keeps track of variables

By R.A. MOULD

ONE of the problems of modifying large programs is that of knowing just which variables are already in use and where they are used.

Faced with this problem, I wrote an Applesoft program which dismantles a text version of a program, extracts all the variable names, matches them with the line numbers in which they appear, sorts the line number/variable pairs and prints a paginated cross reference listing.

I'd already written a program which produces a paginated listing of a program so I knew it was easy to produce a text file and to read this text file by means of another program. The knotty problem, however, was how a variable could be identified.

String variables can be identified by the $ and integer variables by the %, but floating point variables have no identifying character. In the end I settled for the approach of using characters such as blank, comma, colon, etc, as string delimiters and then of applying a series of tests to the string.

Successful completion of all the tests means that the string must be a variable. (If you can't solve a problem by finesse, then overwhelm it!)

In a successful attempt to speed up the whole analysis I counted the number of times each testing subroutine caught a string and rejected it as not being a variable name. This information is displayed on the screen after printing is complete to allow you to tune the program to suit your programming style.

The information allowed me to identify inefficient parts of the program, to reduce five subroutines to three and to re-arrange the sequence of those three into a reasonably efficient sequence. You can re-arrange them again to suit your programming style if you wish.

The sorting method (shellsort) is the fastest I know of, and sorting time is approximately directly proportional to the number of elements being sorted.

My cross reference listing program took 16 minutes to produce a cross reference listing of its own 200 lines – not exactly greased lightning, but then who cares?

How to use it

WRAP 'FILER' round the program you wish to list and/or for which you want a cross-reference listing, then RUN the resulting program. This will drop a text version of your program onto disc, as a file named 'WORK'.

You will be asked to type the program name and date, both of which will be printed at the top of each page.

To produce a paginated listing of your program, run 'LISTER'.

To produce a cross reference listing of all the variables used and the line numbers of the statements in which they appear, run 'XREFER'.

'FILER' may be wrapped round your program by LOADing the program, then putting it on hold by using the HOLD (&H) facility of the renumbering utility supplied with DOS 3.3. 'FILER' is then loaded and merged with the program on hold using the MERGE (&M) feature of the same utility.

RUN the resulting program to create the text file (named 'WORK') from which the listings are produced.

FILER

```
0  GOTO 63000
63000  INPUT "FILE NAME ? ";FILE$

63010  INPUT "DATE ? ";D9$
63020  PRINT  CHR$ (4)"OPEN WORK"
     : PRINT  CHR$ (4)"DELETE WOR
     K"
63030  PRINT  CHR$ (4);"OPEN WORK
     ": PRINT  CHR$ (4)"WRITE WOR
     K"
63040  PRINT FILE$: PRINT D9$
63050  LIST 1 - 62999
63060  PRINT  CHR$ (4)"CLOSE WORK
     ": END
```

LISTER

```
10  REM  PAGINATED LISTING
20  REM  ==================
30  REM  R.A.MOULD  6 Mar 82
40  REM  ------------------
50  POKE 33,40: HOME
60  VTAB 2: HTAB 12: PRINT "FORMA
    TTED LISTING"
70  PRINT  CHR$ (4)"OPEN WORK"
80  PRINT  CHR$ (4)"READ WORK"
90  ONERR  GOTO 330
100  INPUT FILE$
110  INPUT D9$
120  VTAB 5: HTAB 11: PRINT "PROG
    RAM : "FILE$
130  VTAB 7: HTAB 14: PRINT "DATE
     : "D9$
140 L9 = 120
150 N9 = 56
160 P9 = 66
170 P = 0
180 L = 99
190 M$ = "
200  GET C$
210 ST =  PEEK (49385): REM  KEEP
     DRIVE MOTOR ON
220  IF C$ =  CHR$ (13) THEN 270
230  IF C$ =  CHR$ (10) THEN 270
240 L$ = L$ + C$
250  IF  LEN (L$) < L9 THEN 200
260 OVERFLOW = 1
270  GOSUB 400: REM  PRINT MODULE

280 L$ = M$
290  IF OVERFLOW <  > 1 THEN 190
300 L$ = "                    "
310 OVERFLOW = 0
320  GOTO 200
330  REM  END OF FILE TEST
340  IF  PEEK (222) <  > 5 THEN 4
     70
350  PRE 1: PRINT  CHR$ (9)"132N"

360  FOR J = L + 1 TO P9: PRINT  CHR$
     (10): NEXT J
370  PRE 0: HOME
380 ST =  PEEK (49384): REM  SWI
     TCH OFF MOTOR
390  END
400  REM  PRINTING ROUTINE
410  PRE 1: PRINT  CHR$ (9)"132N"
      CHR$ (29) CHR$ (27) CHR$ (5
     4) CHR$ (27) CHR$ (65): REM
        SET UP MICROLINE PRINTER

420  IF L < N9 THEN 520
430  IF P = 0 THEN 450
440  FOR J = L + 1 TO P9: PRINT  CHR$
     (10): NEXT J
450 P = P + 1
460  PRE 1: PRINT  CHR$ (9)"40N" CHR$
     (31)
470  PRINT "PAGE "P"  " + FILE$ +
     "  " + D9$
480  PRINT  CHR$ (10)
490 L = 2
500  PRE 1: PRINT  CHR$ (9)"132N"
      CHR$ (29) CHR$ (27) CHR$ (5
     4) CHR$ (27) CHR$ (65)
510  IF L$ = "" THEN 540
520  PRINT L$: PRE 0
530 L = L + 1
540  RETURN
```

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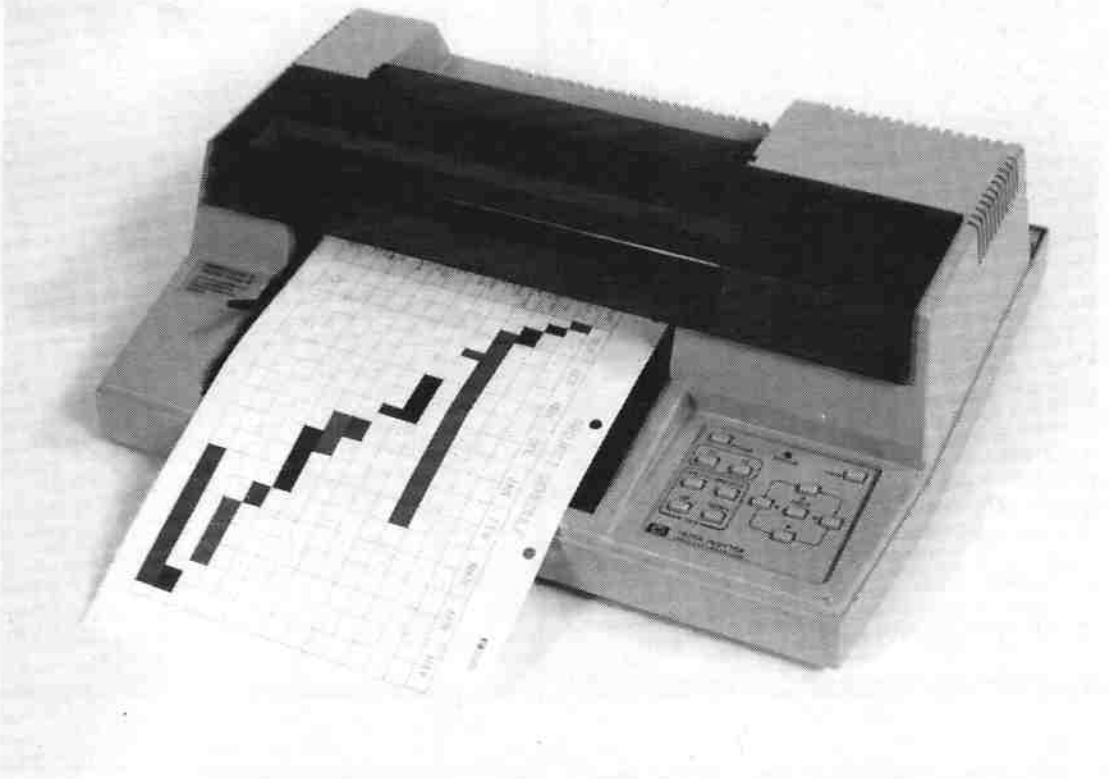

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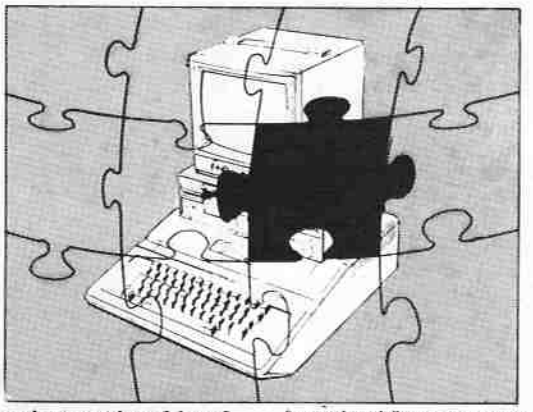

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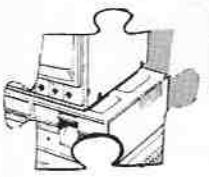

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XREFER

```
10  REM  CROSS REFERENCE LISTING
     GENERATOR
20  REM  ************************
     *********
30  REM R.A.HOULD - 2 Mar 82
40  REM ---------------------
50  POKE 33,40
60  HOME : HTAB 8: PRINT "CROSS R
    EFERENCE LISTING"
70  GOSUB 2000: REM    READ IN KE
    YWORDS
80  PRINT  CHR$ (4)"OPEN WORK"
90  PRINT  CHR$ (4)"READ WORK"
100  ONERR  GOTO 1000
110  INPUT FILE$
120  INPUT D9$
130  VTAB 4: HTAB 11: PRINT "PROG
    RAM : " + FILE$
140  VTAB 6: HTAB 14: PRINT "DATE
     : " + D9$
150  VTAB (10): HTAB (14): PRINT
    "READING FILE"
160  DIM S$(1000,2),I(1000)
170  REM  OBTAIN A LINE
180  GET C$
190  IF C$ = " " THEN 220
200 N$ = N$ + C$
210  GOTO 180
220 L =  VAL (N$)
230  VTAB 12: HTAB 16: PRINT " LI
    NE "L"      "
240 N$ = ""
250 S$ = ""
260  GET C$
270  REM  LOOK FOR DELIMITERS
280  IF C$ = " " OR C$ = "," OR C
    $ = ":" OR C$ = "(" OR C$ =
    ")" THEN 260
290  IF C$ =  CHR$ (13) THEN 390
300  IF C$ = ":" AND S$ <  > "HIM
    EM" AND S$ <  > "LOMEM" THEN
    390
310  IF C$ <  > CHR$ (34) THEN 3
    50: REM  IGNORE STRING LITER
    ALS
320  GET C$
330  IF C$ <  > CHR$ (34) THEN 3
    20
340  GOTO 390
350 S$ = S$ + C$
360  GET C$
370  IF C$ = " " OR C$ = "," OR C
    $ = ":" OR C$ = "(" OR C$ =
    ")" THEN 390
380  GOTO 290
390  GOSUB 3000: REM  CHECK IF VA
    RIABLE NAME.
400  IF C$ =  CHR$ (13) THEN 180
410  IF C$ = ":" THEN 250
420  GOTO 250
1000  IF  PEEK (222) <  > 5 THEN
     5000: REM  ERROR 5 MEANS END
     OF FILE
1010  PRINT  CHR$ (4)"CLOSE WORK"

1020  GOSUB 4000: REM  SORT VARIA
    BLES & LINE NOS.
1030  HOME : VTAB 10: HTAB 15: PRINT
    "   PRINTING   "
1040 MA$ = "          "
1050 N9 = 56:P9 = 66:P = 0
1060 L = 99
1070  GOSUB 1500
1080  FOR J = 1 TO N
1090  IF S$(I(J),1) = S$(I(J - 1)
    ,1) THEN 1150
1100  GOSUB 1500
1110 K = 0
1120  PRINT  CHR$ (13) CHR$ (10)
1130  PRINT MA$ + S$(I(J),1); SPC(
    18 -  LEN (S$(I(J),1)));
1140 L = L + 2
1150  IF K < 15 THEN 1210
1160  PRINT  CHR$ (13)
1170  GOSUB 1500
1180  PRINT MA$; SPC( 18);
1190 L = L + 1
1200 K = 0
1210  PRINT S$(I(J),2);
1220 K = K + 1
1230  NEXT J
1240  PRINT  CHR$ (13)
1250  FOR J = L + 1 TO P9: PRINT
     CHR$ (10);: NEXT J
1260  PRE 0
1270  HOME
1280  VTAB 2: HTAB 11: PRINT "TUN
    ING INFORMATION"
1290  VTAB 5: HTAB 15: PRINT "S/R
     ACTIVITY"
1300  FOR J = 1 TO 3
1310  VTAB (6 + J): HTAB 16: PRINT
    J; SPC( 9 -  LEN ( STR$ (N(J
    ))));N(J)
1320  NEXT J
1330  VTAB (8 + J): HTAB 11: PRINT
    "NO.OCCURENCES ";N
1340  END
1500  REM PAGE HEADING ROUTINE
1510  REM ---------------------
1520  IF L < N9 THEN 1620
1530  FOR K = L TO P9: PRINT  CHR$
    (10);: NEXT K
1540 P = P + 1
1550  PRE 1: PRINT  CHR$ (9)"40N"
     CHR$ (31) CHR$ (27) CHR$ (5
    4) CHR$ (27) CHR$ (65)
1560  PRINT "PAGE "P"  " + FILE$ +
    " - XREF" + "  " + D9$
1570  PRINT  CHR$ (10)
1580  PRINT  CHR$ (9)"132N" CHR$
    (29)
1590  PRINT MA$ + "VARIABLE NAME"
     +"      LINE NUMBERS"
1600  PRINT MA$ + "-------------"
     +"      ----------"
1610 L = 4
1620  RETURN
2000  REM READ RESERVED WORDS
2010  REM ---------------------
2020  DIM K$(100)
2030 K = 0
2040 K = K + 1
2050  READ K$(K)
2060  IF K$(K) = "LAST" THEN 2080

2070  GOTO 2040
2080 N = K - 1
2089  DATA  ANS$,CHR$,LEFT$,MID$,
    RIGHT$,STR$
2090  DATA    ABS,AND,ASC,ATN,
    CALL,CLEAR,COLOR,CONT,COS
2100  DATA  DEF,DEL,DIM,DRAW,END,
    EXP
2110  DATA  FLASH,FN,FOR,FRE,GET,
    GOSUB,GOTO,GR
2120  DATA  HCOLOR,HGR,HGR2,HIMEM
    ,HLIN,HOME,HPLOT,HTAB
2130  DATA  IF,INC,INPUT,INT,INVE
    RSE
2140  DATA  LEN,LET,LIST,LOAD,LOG
    ,LOMEM,NEW,NEXT,NORMAL,NOT,N
    OTRACE
2150  DATA  ON,ONERR,OR,POKE,PEEK,
    PLOT,POKE,POP,POS,PRINT,PRE
2160  DATA  READ,RECALL,RESTORE,R
    ESUME,RETURN,RND,ROT,RUN
2170  DATA  SCALE,SCRN,SGN,SHLOAD
    ,SIN,SPC,SPEED,SQR,STEP,STOP
    ,STORE
2180  DATA  TAB,TAN,TEXT,THEN,TO,
    TRACE,USR,VAL,VLIN,VTAB
2190  DATA  WAIT,XPLOT,XDRAW
2200  DATA  LAST
2210  RETURN
3000  REM CHECK IF STRING IS VARI
    ABLE NAME.
3010  REM ************************
    ***********
3020  IF  LEN (S$) = 0 THEN  RETURN

3030  REM DISCARD KEY (RESERVED)
    WORDS (S/R 1)
3040  REM   IGNORE REMARK AND DAT
    A STATEMENTS
3050  IF S$ <  > "REM" AND S$ <  >
    "DATA" THEN 3090
3060  GET C$
3070  IF C$ <  > ":" AND C$ <  >
     CHR$ (13) THEN 3060
3080  GOTO 3140
3090  FOR K = 1 TO N
3100  IF S$ = K$(K) THEN 3130
3110  NEXT K
3120  GOTO 3150
3130 S$ = ""
3140 N(1) = N(1) + 1: RETURN
3150  REM DISCARD OPERATORS & PUN
    CTUATION MARKS (S/R 1)
3160  IF S$ = "=" OR S$ = "+" OR
    S$ = "-" OR S$ = "*" OR S$ =
    "/" OR S$ = " " OR S$ = "(" OR
    S$ = ")" OR S$ = "," OR S$ =
    ";" THEN 3180
3170  GOTO 3200
3180 S$ = ""
3190 N(2) = N(2) + 1: RETURN
3200  REM DISCARD NUMBERS (S/R 3)

3210  IF  LEFT$ (S$,1) <  > "." THEN
     3230: REM  STRIP OFF LEADING
     DECIMAL POINT
3220 S$ =  RIGHT$ (S$, LEN (S$) -
    1)
3230  IF  ASC ( LEFT$ (S$,1)) <  4
    8 OR  ASC ( LEFT$ (S$,1)) >
    57 THEN 3250
3240  GOTO 3260
3250  IF  STR$ ( VAL (S$)) <  > S
    $ THEN 3280
3260 S$ = ""
3270 N(3) = N(3) + 1: RETURN
3280  REM  CHECK IF ARRAY VARIABL
    E
3290  IF C$      "(" THEN 3310
3300 S$ = S$ + "()"
3310 J% = J% + 1:S$(J%,1) = S$:I(
    J%) = J%
3320 S2$ =  STR$ (L)
3330  FOR K2 = 1 TO 6 -  LEN (S2$
    ):S2$ = " " + S2$: NEXT K2
3340 S$(J%,2) = S2$
3350 S$ = ""
3360  RETURN
4000  REM SORT VARIABLES INTO ALP
    HABETIC LIST
4010  REM ************************
    ************
4020  VTAB 10: HTAB 14: PRINT "
    SORTING   "
4030 NKEYS = 2: REM  NO OF SORT K
    EYS
4040 KEY(1) = 1: REM  SENIOR KEY
4050 KEY(2) = 2: REM  JUNIOR KEY
4060 N = J%
4070 I = 1
4080 I = 2 * I
4090  IF I <  = N THEN 4080
4100 U = I - 1
4110 D = (U - 1) / 2
4120  VTAB 12: HTAB 16: PRINT "U
    = "U;"   "
4130  VTAB 14: PRINT "    (U REDU
    CES AS SORTING PROCEEDS)"
4140  IF D = 0 THEN 4290
4150  FOR J = 1 TO N - U
4160  FOR I = J TO 1 STEP  - U
4170 L = I + U
4180  FOR S = 1 TO NKEYS
4190 K = KEY(S)
4200  IF S$(I(L),K) > S$(I(I),K) THEN
     4270
4210  IF S$(I(L),K) < S$(I(I),K) THEN
     4230
4220  NEXT S
4230 W = I(I)
4240 I(I) = I(L)
4250 I(L) = W
4260  NEXT I
4270  NEXT J
4280  GOTO 4110
4290  RETURN
5000  REM ERROR ROUTINE
5010  REM --------------
5020  PRINT "ERROR CODE "; PEEK (
    222)
5030  PRINT  CHR$ (7)
5040  PRINT "IN LINE    "; PEEK (
    218) +  PEEK (219) * 256
5050  END
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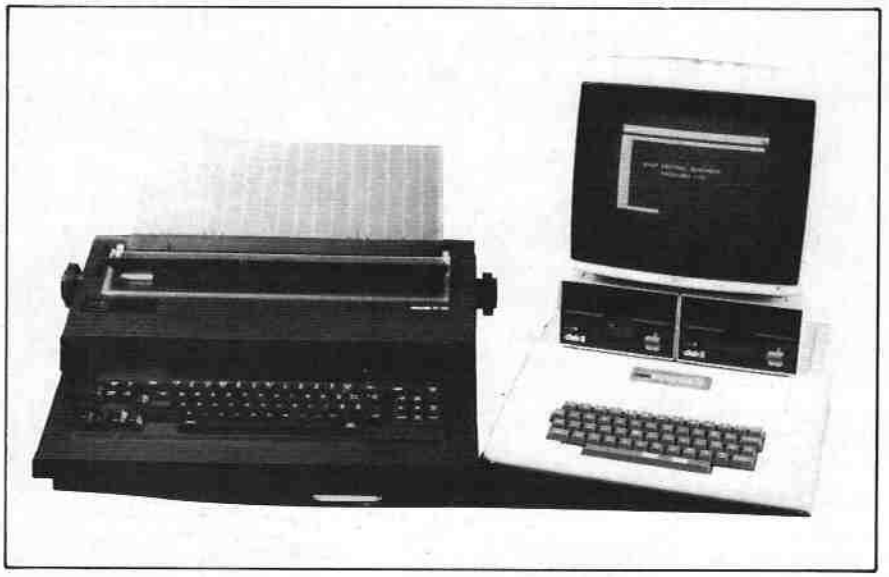

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By MAX PARROTT

SPEECH synthesis has come a long way in the last few years. I have a friend whose Apple welcomes you verbally when it is switched on. This is accomplished entirely in software, but in general better tonal qualities are gained using dedicated hardware. Four or five years ago a speech synthesiser capable of uttering phonemes cost about £350, whereas this can now be achieved by a £35 chip with some discrete components around it.

Such a chip (I believe it is the Votrax SC-01-A) is at the heart of Apple-Vox from Mutek which costs about £63. The card is plated both sides, but not apparently through the board. The 'fingers' of the connectors are gold plated, obviously taking 5V and 12V for power (there is an on-board amplifier), plus the data lines, ground, I/O select and R/W. The latter, pin 18, was rather wide and bridged lines 18 and 19.

This worried me when I noticed it before plugging the board in my Apple so I consulted the reference manual and found that in slots 0 to 6 pin 19 is not connected. Therefore no harm would be done and I went ahead and put the card in place. I feel that this point rather sums up the quality of the card; although neat and nicely laid out the soldering was untidy in places and I spotted a number of solder splashes.

After plugging the card in the Apple, I connected the internal Apple speaker to it and switched on. An irritating buzz issued forth, continuing until I ran the demonstration disc's spoken example. I subsequently discovered that this would always happen until the synthesiser had been fed with data, which is a problem because it means that if the card is to stay in the Apple every HELLO program will have to quieten the beast. Once past this point however, programming is simplicity itself, although some hard but enjoyable work is required in finding the correct data.

There are three major techniques used in voice synthesis: In the first, called waveform digitisation, the characteristics of vocal waveforms are compressed, digitised, and stored in ROM. When a code is received part of the store is expanded and output. The effect is very good quality speech but only for a limited number of words and only with the programmed accent. The second (linear-predictive coding) and third (phoneme synthesis) methods use bands of resonant frequencies to model the vocal tract but vary in the rate at which data is required. Phoneme synthesis as used here requires the lower rate, typically 100 bits per second, and is thus admirably controlled by Basic and no sophisticated machine language driver program is required.

A phoneme is a basic sound unit of a human language and it is the combination of these which creates a word. There are 64 phonemes on the Apple-Vox including the termination and two pause phonemes. There are 25 'consonants' and 36 'vowels'. Each of these is produced by a byte of data and will last somewhere between 40 and 200 msec. The 64 phonemes are coded in 6 bits, bits 6 and 7 being used to add three levels of stress to the utterance. Hence in decimal, values 0 to 63 produce an utterance and any one of these codes plus 64, or 128 or 192 will produce the same utterance but with more stress. With these phonemes any English word can theoretically be produced, although the effect is machine-like. Careful use of the pauses and stress values makes the overall sound more lifelike, even to the extent of creating different accents, although the true origin of the sound cannot be disguised.

The card is provided with onboard volume and pitch controls via screwdriver adjusted potentiometers. The pitch will always give a "male" rather than a "female" voice and once adjusted to please one's ears it is best left alone. The volume has quite a range and should be left low after use because of the loud, initial hum referred to above. To this end it is probably best to fit an external speaker and volume control. This is easily done and Mutek will sell such an adequately boxed set-up for about £14.

The unit came with a nine page manual and a disc containing one program. The manual offers little more than a phoneme coding chart, which seems inadequate until you have a look at the demonstration program, try a few things out yourself and realise just how easy it is. By the way, if you ever hear Apple-Vox demonstrated please do not judge it by the spoken example on the disc. I couldn't understand it at first hearing, but my initial attempt at playing with it produced a much more intelligible account.

To produce sound one merely has to calculate the base address of the card ($C000 + $100*n where n is the slot number) and POKE this with the data. The data can be READ from DATA statements or can come from arrays or strings. Arrays offer the most convenience for manipulating speech – I had a lot of fun encoding sentences and then playing them backwards to see if anyone could understand them – but speech is more easily first defined using DATA statements.

To this end a good Basic line editor which supports easy insertion and deletion is almost a necessity because the judicious placing of pauses makes a big difference to the quality of speech and it is almost by trial and error that the best combinations are discovered. For example, I found that a short pause at the end of a word often improved the sound of a final consonant. However, when a well sounding phrase has been found it is no bother to save it and build up a vocabulary.

The program on the disc not only offers instructions in the use of the card and two examples of encoding techniques but also high resolution pictures of simple hardware modifications which you may care to make to the card. This is novel to me and was equally as good as the photographs which sometimes accompany such instructions in manuals. One of the encoding techniques called Textalker allows the user to type in a phrase which is then disassembled into the required data form and output as speech. The program is slightly untidy in that errors are not correctable with the left-arrow key, but it is designed for repeated attempts at phrases which can be built up piecemeal. Studying it should give the user lots of ideas for other programs.

A simple example of a program to 'fuel' Apple-Vox is this:

```
10 S = 12*16*256 + 2*256: REM FOR SLOT 2
20 INPUT A$ ,
30 FOR I = 1 TO LEN(A$)
40 POKE S, ASC(MID$(A$,I,1))
50 FOR K = 1 TO 75:NEXT
60 NEXT
70 POKE S,63
80 GOTO 20
```

In this each character of A$ provides the code for one phoneme, POKEing S with 63 switches the card off and line 50 provides a pause between phonemes. Using this very simple program then gave hours of amusement trying to find a combination of letters which happened to sound like it looked.

I enjoyed the Apple-Vox very much and was sorry to see it go back. I had fun manipulating English sentences and succeeded in producing foreign (French, Spanish and German) phrases.

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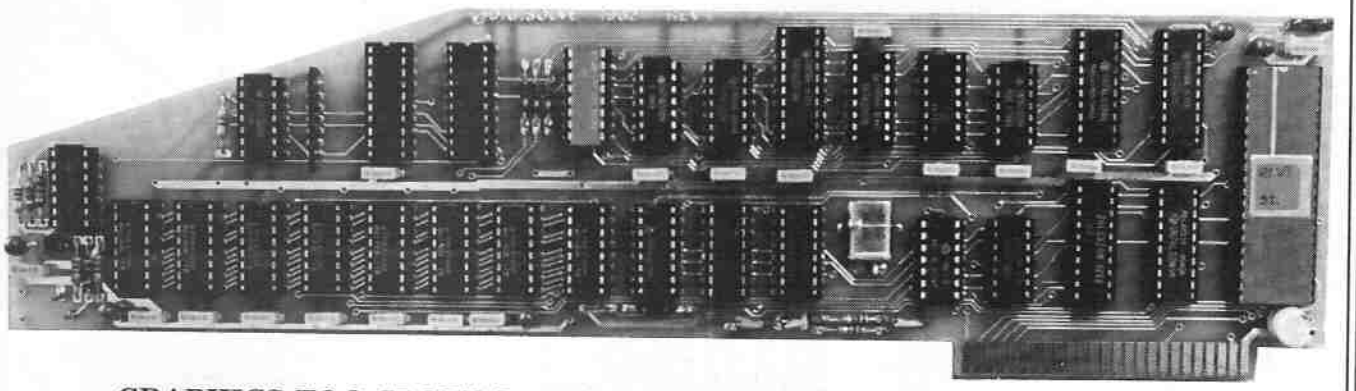

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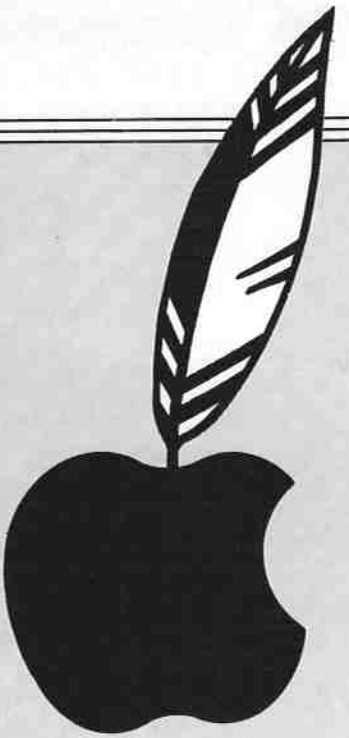

Beginner's guide to machine language

I AM a complete beginner with regard to all aspects of machine language for the Apple. The Apple manuals indicate how to load and use machine code but not how to make up your own programs in machine code.

Can you recommend an easy to understand beginner's guide to machine language for the Apple II which would explain how to write programs in machine code? – **I.G. Dalgleish, Largs, Ayrshire.**

● The Apple uses a 6502 microprocessor and there are many books that deal with this processor's language. Three which stand out are "6502 Assembly Language Programming," by Levathal (Osborne), "6502 Software Design," by Scanlon (Sams), and "Programming the 6502" by Zaks (Sybex). I prefer the latter, but it is much harder to start with than the other two.

There is, of course, more to programming the Apple than manipulating the 6502. You have to know something of the I/O and the memory addresses used by the operating systems. Two excellent books which introduce 6502 programming specifically for the Apple are "Apple Machine Language," by Don Inman and Kurt Inman (Reston Publishing Co. – Prentice-Hall) and "Using 6502 Assembly Language," by Randy Hyde (Datamost).

The first starts with a Basic/machine language interface and progresses to use of the mini-assembler. (I hope you have either an integer card or a language card.) The second is more involved with assembly language and refers to Randy Hyde's own assembler Lisa, which is reviewed elsewhere in this issue of Windfall. – **Max Parrott.**

Loading Earth Defence

I HAVE faithfully loaded the game Earth Defence (July Windfall), partly to play it and partly to learn how it is done, and have encountered insuperable difficulties.

On running the (untitled) loader program, the main program is loaded but before it starts to run it is aborted with the message "SYNTAX ERROR IN 20". The command 'LIST' produces the main program, which does not have a line 20, although the loader program does.

Worse, the main program loses a chunk of lines at the end. The listing stops at around line 3500. Not only that, but the actual disc seems to be corrupted because on switching off and booting up again, when that program is loaded it shows no lines beyond that at which loading stopped before. This is particularly frustrating as it means typing a mass of lines in again (though fortunately I had a back-up of most of the program the first time it happened).

Clearly the loader program is not loading the main program into the right place. How please do I load it correctly, and avoid truncating the discfiles? – **Anthony Guter, London.**

● Several other readers have enquired about this game, all with the same problem. The loader program should be

```
10  POKE 103,1: POKE 104,64
20  POKE 16384,0
30  PRINT  CHR$ (4)"RUN EARTH DEF
    ENCE"
```

The Basic interpreter expects each line of Basic to be sandwiched between two zero value bytes. However the loader program as given in our July issue doesn't ensure this – it is a matter of luck, dependent on what was in the appropriate byte before running the loader.

The loading program (above) ensures the correct situation. – **Max Parrott.**

Bloop!

THE apology in the feedback section of the September Windfall, under the headline "Bleep", contains its own misprint. You really must try harder. – **David Turner, London SW5.**

More listings wanted

I SPOTTED your advert in Nibble, and I am happy to say that I am pleased with my 12 back issues of Windfall, beginning with Vol 1, No 1. I guess I must be one of your first readers to be writing in from the Far East.

I specifically appreciate the numerous bits in your section on Appletips. I would, however, very much enjoy it if you could provide more program listings for utility programs and games. – **Dr Lim Su Min, Mt. Elizabeth, Singapore.**

● A "games special" is planned for our December issue, which will include listings of "home grown games."

Graphics utilities

ON page 66 of Windfall August 1982 you describe a utility program called Tridee and also mention Turtlegraphics. Where may I get more information about these?

Is there available a graphics package which would let two block outlines be set up to scale on a grid-like ground or field so that lines may be drawn between two points, one on each block? The object is to check the line of sight between an operator at one point and work at the second.

A useful feature would be the ability to display the scene which the operator sees and to change the position of the operator in order to optimise the arrangement and avoid obstructions to vision. We seek a

primitive kind of CAD on which we might spend micro-money compared with the k£50 or so that a useful system normally needs. We do not need a perspective projection. An orthographic view, of which isometric is one example, would be fine. – **K. Fraser, Scoforr Engineering Ltd.**

● The original Turtlegraphics was a teaching system to introduce graphical ideas to children, especially polar graphing, rather than the more familiar cartesian system. UCSD Pascal, as on the Apple, programmed a similar graphing system to handle graphic displays and retained the original name.

Many 3-D packages are available, although none encompass all the facilities a user might require. We suggest you ask your dealer to lend you a selection of utilities so that you can choose the package which best suits your needs. It is a reflection on the friendly nature of the Apple world that a majority of dealers are very cooperative in this respect.

The Bit Stick (to be reviewed in Windfall soon) and the graphics tablet are also worth consideration. – **Peter Brameld.**

And so to press

WHO sub-edits my reviews? Whoever it is, please tell them to stop altering my English into non-English. For example, sentences do not start with "And" (September issue, Page 35, line 12).

This kind of grammatical butchery has happened several times, and I'd hate readers to think I wrote like that! – **Cliff McKnight, Crawley Down, West Sussex.**

● Ungrammatical, yes. But colloquial and adding impact, as many magazines and most newspapers will readily demonstrate. And that's a fact!

More Pascal?

YOUR magazine has greatly improved during its first year and it is likely that it will improve yet further. Perhaps a regular Pascal column would be a good idea.

I must comment on the article written by Robert J. Beynon in the August issue. First BSAVEing and subsequently BLOADing screen 1 of the Apple in the way suggested sooner or later leads to a horrible system crash. This happens much sooner if between runs the cards are changed or the program is run on another machine with a different configuration.

Secondly, BLOADing destroys the screen already displayed and thus the 'help pages' can only be used when nothing important is on the screen. The best way to display 'help' pages is to use the second Apple screen and flick the screen switch. – **John Pennell, Norwich.**

Fruitful investment

IT seems that we computer dealers bear the brunt of blame for most of the problems of our industry. An example is the amusing reply to a letter I wrote to a sales lead some time ago:

"I am somewhat puzzled by your letter. It is true that I am currently considering the possibility of installing a computer to assist me in general office management, bookkeeping etc., but I do not recall having spoken to a firm concerning the computer for apples. I grow approximately threequarters of an acre of orchard behind my house and there would have to be a considerable improvement in the apple price before I could contemplate buying a computer, and even then threequarters of an acre does not prove a problem!" – **John R. Davidson, QIS Computer Services Ltd.**

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Child's link with world

I AM endeavouring to help a cerebral palsy child and would like to obtain a speech synthesiser to enable him to communicate with the outside world. He only has the use of his toes and with a modified keyboard is able to operate an Apple II. He understands spoken conversation and has a high level of intelligence.

If anyone could assist in any way it would be very much appreciated. – **G. Marks, London.**

● ACTIVE is an organisation established in 1975 to help disabled children and adults lead more active and independent lives. It uses, encourages and supports a do-it-yourself approach to play, leisure and communication aids for the handicapped. It has groups throughout Britain, and further information can be obtained from Mrs Heather Seaman, tel: 01-399 4160.

Roger Jefcoates is a leading independent adviser on electronic aids for the disabled and is consultant to all major organisations concerned with disability. He has been demonstrating a unique program for the Apple, called MAC-Apple, which turns the micro into a versatile communication aid for non-speakers and writing aid for physically handicapped people unable to managed an ordinary keyboard. His address is: Willowbrook, Swanbourne Road, Mursley, Bucks MK17 0JA. Tel: 029-672 533.

Med-res

IT must have been quite galling for Keith Williamson (Windfall, September 1982) to correctly state that XPLOT is not implemented, and then see my article imply just the opposite. I had, in fact, meant to write HPLOT, but substituted XPLOT in error.

Also I'm afraid line 388 is unclear. It should read OBC7:90DF. – **Ed Peach.**

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MORSE CODE

This machine code listing completes the series of articles by SEAN OVEREND on computer-assisted tuition in morse code. Morse Trainer is available from the author by sending an initialised DOS 3.3 disc, together with a handling charge of £5.50, to Sean Overend, 22 Highland Road, Amersham, Bucks HP7 9AX. If Vocab (see Applecart) is also ordered, reduced handling charge of £10 the two.

```
10    0006              ST3    EQU $6          CURRENT DOT/DASH STORE  DOT=0  DASH=1  NB ZEROPAGE AREAS CHOSEN OUTSIDE
20    0006  00                 DFB 0           APPLESOFT/MONITOR USAGE       INITIALISED TO ZERO HERE ON ASSEMBLY
30    0007              ST4    EQU $7          USED TO STORE THE OFFSET WITHIN TABLE OF POINTERS USING FORMULA
40    0007  00                 DFB 0           OFFSET=(NN-1)*2  HERE INITIALISED TO ZERO ON ASSEMBLY
50    0008              MEM    EQU $8          ADDRESS OF BASE OF TABLE OF POINTERS
60    001A              JAD    EQU $1A         ADDRESS OF BASE OF SUB-TABLE
70    001C              TEMP   EQU $1C         OFFSET WITHIN SUB-TABLE
80    001C  00                 DFB 0           INITIALISED TO ZERO DURING ASSEMBLY
90    001D              CT     EQU $1D         (DECIMAL 29) - TIME BETWEEN SOUNDS
100   001D  00                 DFB 0           INITIALISED DURING ASSEMBLY
110   001E              CODE   EQU $1E         CURRENT BUILD-UP OF LETTER GROUP (DOT=0  DASH=1)
120   001E  00                 DFB 0           INITIALISED TO ZERO ON ASSEMBLY
130   001F              NN     EQU $1F         COUNT OF NUMBER OF COMPONENTS CURRENTLY IN 'CODE'
135   001F  00                 DFB 0           INITIALISED TO ZERO BY ASSEMBLY
140   00F9              PITCH  EQU $F9         (DEC 249) PITCH PARAMETER TO NOTE SUBROUTINE
150   00FA              LEN    EQU $FA         (DEC 250) LENGTH PARAMETER TO NOTE SUBROUTINE
160   00FB              PH     EQU $FB         (DEC 251) BASIC PROG INPUTS PITCH TO THIS VARIABLE
170   00FB  64                 DFB 100         DEFAULT SETTING BY ASSEMBLY
180   00FC              DT     EQU $FC         (DEC 252) BASIC PROGRAMME INPUTS DOT LENGTH TO THIS VARIABLE
190   00FC  28                 DFB 40          DEFAULT SETTING BY ASSEMBLY
200   00FD              DA     EQU $FD         (DEC 253) BASIC PROGRAMME INPUTS DASH LENGTH TO THIS VARIABLE
210   00FD  78                 DFB 120         DEFAULT SETTING BY ASSEMBLY
220   00FE              ILCG   EQU $FE         (DEC 254) BASIC PROGRAMME INPUTS INTERLETTER COMPONENT GAP HERE
230   00FE  04                 DFB 4           DEFAULT SETTING BY ASSEMBLY
240   00FF              LG     EQU $FF         (DEC 255) BASIC PROGRAMME INPUTS MAX INTER-LETTER GAP HERE
250   00FF  0A                 DFB 10          DEFAULT SETTING BY ASSEMBLY
260   C030              SPEAK  EQU $C030       SPEAKER ADDRESS
270   FDED              COUT   EQU $FDED       MONITOR PRINT A CHARACTER ON THE SCREEN SUBROUTINE
280   F94A              PRBLK  EQU $F94A       MONITOR SUBROUTINE PRINTS NUMBER OF BLANKS IN X REGISTER
290                     ZERO   =  0
300                     SEVEN  =  7
310                     SPC    =  32
320                     COMMA  =  44           ********** HERE FOLLOWS THE LOOK-UP TABLE (FIRST CODE SOUNDS)
330   8EF8              START  EQU 36600       CF THE 'ORG' OPCODE IN OTHER ASSEMBLERS
340   8EF8  01 00 20    CODE1  DFB 1 0 $20     T/E
350   8EFB  03 02 01
350   8EFE  00 20       CODE2  DFB 3 2 1 0 $20 M/N/A/I
360   8F00  07 06 05
360   8F03  04 03       CODE3  DFB 7 6 5 4 3   D/G/K/D/W
370   8F05  02 01 00
370   8F08  20                 DFB 2 1 0 $20   R/U/S
380   8F09  0D 0C 08
380   8F0C  0A          CODE4  DFB 13 12 11 10 Q/Z/Y/C
390   8F0D  09 08 07
390   8F10  06 04              DFB 9 8 7 6 4   X/B/J/P/L
400   8F12  02 01 00
400   8F15  20                 DFB 2 1 0 $20   F/V/H
410   8F16  1F 1E 1C
410   8F19  18          CODE5  DFB 31 30 28 24 0/9/8/7
420   8F1A  12 11 10           DFB 18 17 16    / = 6
430   8F1D  0F 0A 07
430   8F20  03                 DFB 15 10 7 3   1/+/2/3
440   8F21  01 00 20           DFB 1 0 $20     4/5
```

```
1220  8FA2  EA                 NOP             TIMING DELAY
1230  8FA3  F0 07              BEQ EXIT        STOP IF END OF THE LENGTH PARAMETER
1240  8FA5  88          RPT2   DEY             SECOND LOOP
1250  8FA6  D0 F5              BNE RPT1        BACK TO FIRST LOOP UNLESS PITCH PARAMETER HAS BEEN REDUCED TO ZERO
1260  8FA8  A4 F9             ZLDY PITCH       IF SO RESTORE INTO Y REG FROM PITCH
1270  8FAA  10 EE              BPL NOTE        FORCED BRANCH BACK TO SPEAKER TWEAKER
1275  8FAC  60           EXIT  RTS             END OF NOTE SUBROUTINE **********
1280  8FAD  A5 FB        DOT   ZLDA PH         (DEC 36781) DOT GENERATOR
1290  8FAF  85 F9              ZSTA PITCH
1300  8FB1  A5 FC              ZLDA DT         LENGTH OF DOT
1310  8FB3  85 FA              ZSTA LEN
1320  8FB5  20 9A 8F           JSR NOTE
1330  8FB8  60                 RTS
1335  8FB9  A5 FB        DASH  ZLDA PH         (DEC 36793) DASH GENERATOR
1340  8FBB  85 F9              ZSTA PITCH
1345  8FBD  A5 FD              ZLDA DA         DASH LENGTH
1360  8FBF  85 FA              ZSTA LEN
1370  8FC1  20 9A 8F           JSR NOTE
1380  8FC4  60                 RTS             END OF DOT/DASH GENERATORS **********
1390  8FC5  A9 00        ANDOT LDA £0          (DEC 36805) DOT ENTRY ==========
1400  8FC7  85 06              ZSTA ST3        PUT 0 IN ST3
1410  8FC9  F0 04              BEQ GO          AND JUMP OVER DASH ENTRY CODING
1420  8FCB  A9 01        ANDSH LDA £1          (DEC 36811) DASH ENTRY ==========
1430  8FCD  85 06              ZSTA ST3        PUT 1 IN ST3
1440  8FCF  A5 1F        GO    ZLDA NN         GET NR OF ENTRIES IN LETTER-GROUP ALREADY
1450  8FD1  C9 07              CMP £SEVEN
1460  8FD3  90 0B              BCC CONT
1470  8FD5  A5 1E              ZLDA CODE
1480  8FD7  F0 03              BEQ ERROR
1490  8FD9  4C 83 90           JMP NOMAT       IF 7 OR MORE GOTO NOMATCH UNLESS STRING OF DOTS (USER'S ERROR SIGNAL)
1500  8FDC  A9 06        ERROR LDA £6          CUT DOWN STRING TO 6 FOR TABLE SEARCH PURPOSES
1510  8FDE  85 1F              ZSTA NN
1520  8FE0  A5 1D        CONT  ZLDA CT         GET THE TIMING BETWEEN SUCCEEDING SOUNDS (POKED IN BY BASIC PROGRAMME)
1530  8FE2  C5 FE              ZCMP ILCG       WITHIN INTERLETTER COMPONENT TIMING LIMIT?
1540  8FE4  B0 13              BCS SRCH
1550  8FE6  A5 06        DROP  ZLDA ST3        IF SO THEN ADD TO END OF LETTER-GROUP IN 'CODE'
1560  8FE8  4A                 LSR             FIRST DROP IT INTO 'CARRY'
1570  8FE9  26 1E              ZROL CODE       THEN TACK IT ON TO THE END OF 'CODE'
1580  8FEB  E6 1F              ZINC NN         INCREMENT THE COMPONENT COUNT WHEN DONE
1590  8FED  20 75 90           JSR SOUND       SOUND THE DOT OR DASH
1600  8FF0  A0 00              LDY £ZERO       RESET TO ZERO
1610  8FF2  84 1D              ZSTY CT         BUT NOT CODE OR NN
1620  8FF4  84 07              ZSTY ST4
1630  8FF6  84 06              ZSTY ST3
1640  8FF8  60                 RTS             BACK TO BASIC PROGRAMME **********
1650  8FF9  A5 1F        SRCH  ZLDA NN         IF END-OF-LETTER DETECTED THIS ANALYSIS AND OUTPUT CODING IS EXECUTED
1660  8FFB  C9 00              CMP £ZERO       FIRST CHECK TO SEE IF IT IS THE FIRST ENTRY
1670  8FFD  F0 E7              BEQ DROP        IF SO EXIT THROUGH DROP
1680  8FFF  38                 SEC             IF NOT THEN DECIDE WHICH SUB-TABLE TO SEARCH AND CALCULATE OFFSET
1690  9000  E9 01              SBC £1          OF THE SUB-TABLE POINTER BY THE FORMULA OFFSET=(NN-1)*2
1700  9002  0A                 ASL             GIVING THE OFFSET FROM THE BASE OF THE TABLE OF POINTERS
1710  9003  85 07              ZSTA ST4        STORE THE RESULTING OFFSET IN ST4
1720  9005  AD 35 8F           LDA PT          NOW GET THE POINTER TO THE BASE OF THE TABLE OF POINTERS
```

```
460   8F27   00 20          DFB 0 $20          TRANSMISSION ERROR
470   8F29   F8 8E   PTCDE  DW  CODE1         TABLE OF POINTERS TO SUB-TABLES OF CODE SOUNDS
480   8F2B   F8 8E          DW  CODE2
490   8F2D   00 8F          DW  CODE3
500   8F2F   09 8F          DW  CODE4
510   8F31   16 8F          DW  CODE5
520   8F33   24 8F          DW  CODE6
530   8F35   29 8F   PT     DW  PTCDE          POINTER TO TABLE OF POINTERS TO SOUND CODE SUB-TABLES
540   8F37   D4 C5   OUT1   ASC T E            ********** OUTPUT SUB-TABLES (SCREEN CHARACTERS) **********
545   8F39   20             DFB 32             SPACE MARKER TO CORRESPOND WITH DELIMITER IN OTHER HALF OF THE SUB-TABLES
550   8F3A   CD CE C1
550   8F3D   C9       OUT2  ASC M N A I
560   8F3E   20             DFB 32
570   8F3F   CF C7 CB
570   8F42   C4 D7 D2
570   8F45   D5 D3    OUT3  ASC O G K D W R U S
580   8F47   20             DFB 32
590   8F48   D1 DA D9
590   8F4B   C3 D8 C2
590   8F4E   CA       OUT4  ASC Q Z Y C X B J
600   8F4F   D0 CC C6
600   8F52   D6 C8          ASC P L F V H
610   8F54   20             DFB 32
620   8F55   B0 B9 B8
620   8F58   B7 AF BD
620   8F5B   B6       OUT5  ASC 0 9 8 7 / = 6
630   8F5C   B1 AB B2
630   8F5F   B3 B4 B5       ASC 1 + 2 3 4 5
640   8F62   20             DFB 32
650   8F63   AC       OUT6  DFB $AC            COMMA
660   8F64   AE BF          ASC . ?
670   8F66   A3             ASC £              HASH OUTPUT ON SCREEN WHEN USER SENDS A STRING OF DOTS (ERROR MESSAGE)
680   8F67   20             DFB 32
690   8F68   37 8F   PTOUT  DW  OUT1           TABLE OF POINTERS TO SUB-TABLES OF SCREEN OUTPUT CHARACTERS
700   8F6A   3A 8F          DW  OUT2
710   8F6C   3F 8F          DW  OUT3
720   8F6E   48 8F          DW  OUT4
730   8F70   55 8F          DW  OUT5
740   8F72   63 8F          DW  OUT6
750   8F74   68 8F   PTO    DW  PTOUT          POINTER TO BASE OF TABLE OF SCREEN OUTPUT SUB-TABLE POINTERS
760   8F76   AA      AST    ASC *              SCREEN OUTPUT CHARACTER WHEN LOOK-UP FAILS ALTOGETHER
1000  8F77   A9 00   INIT   LDA £ZERO          (DEC 36727) SUB TO INITIALISE VALUES OF WORKSPACE AREA
1010  8F79   85 06          ZSTA ST3
1020  8F7B   85 07          ZSTA ST4
1030  8F7D   85 1C          ZSTA TEMP
1040  8F7F   85 1D          ZSTA CT
1050  8F81   85 1E          ZSTA CODE
1060  8F83   85 1F          ZSTA NN
1070  8F85   A9 64          LDA £100           DEFAULT SETTINGS FOLLOW
1080  8F87   85 FB          ZSTA PH
1090  8F89   A9 2B          LDA £40
1100  8F8B   85 FC          ZSTA DT
1110  8F8D   A9 78          LDA £120
1120  8F8F   85 FD          ZSTA DA
1130  8F91   A9 04          LDA £4
1140  8F93   85 FE          ZSTA ILCG
1150  8F95   A9 0A          LDA £10
1160  8F97   85 FF          ZSTA LG
1170  8F99   60             RTS                HERE FOLLOWS THE NOTE SUBROUTINE ##########################################
1180  8F9A   AD 30 C0 NOTE   LDA SPEAK         (DEC 36762) TWEAK THE SPEAKER
1190  8F9D   CA       RPT1  DEX
1200  8F9E   D0 05          BNE RPT2           GOTO SECOND LOOP UNLESS COUNTER ZERO
1210  8FA0   C6 FA          ZDEC LEN           KNOCK ONE OFF THE LENGTH PARAMETER
```

```
1740  900A   AD 36 8F        LDA PT+1
1750  900D   85 09           ZSTA MEM+1
1760  900F   A5 08           ZLDA MEM           NOW ADD THE OFFSET JUST CALCULATED
1770  9011   18              CLC
1780  9012   65 07           ZADC ST4
1790  9014   85 08           ZSTA MEM           AND PUT BACK IN MEM
1800  9016   90 02           BCC NEXT           CHECK TO SEE IF HI-BYTE OF ADDRESS NEEDS INCREMENTING BECAUSE OF ADDITION
1810  9018   E6 09           ZINC MEM+1         INCREMENT IT IF NECESSARY
1820  901A   A0 00    NEXT   LDY £ZERO          NOW TO GET THE ADDRESS OF THE SUB-TABLE POINTED TO
1830  901C   B1 08           ZLDA (MEM),Y
1840  901E   85 1A           ZSTA JAD
1850  9020   C8              INY
1860  9021   B1 08           ZLDA (MEM),Y
1870  9023   85 1B           ZSTA JAD+1         NOW IT'S STORED IN JAD AND JAD+1
1880  9025   A0 00           LDY £ZERO          FINALLY WE MAY SEARCH THE APPROPRIATE SUB-TABLE
1890  9027   B1 1A    LOOP   ZLDA (JAD),Y       FIRST HAVE WE GOT THE END-OF-SUB-TABLE MARKER?
1900  9029   C9 20           CMP £SPC           IF SO THEN WE'VE SEARCHED RIGHT THROUGH WITHOUT SUCCESS
1910  902B   F0 56           BEQ NOMAT          AND WE BRANCH OFF TO THE NOMATCH CODING
1920  902D   C5 1E           ZCMP CODE          OTHERWISE WE CHECK THE SUB-TABLE ELEMENT AGAINST THE LETTER-GROUP IN CODE
1930  902F   F0 05           BEQ MATCH          IF THERE IS A MATCH GOTO THE 'MATCH' CODING
1940  9031   90 50           BCC NOMAT          AS THE SOUND SUB-TABLES ARE IN DESCENDING ORDER WE CAN TELL IF WORTH MORE
1950  9033   C8              INY                SEARCHING. IF SO THEN INCREMENT  FOR NEXT ELEMENT AND DO A FORCED BRANCH
1960  9034   B0 F1           BCS LOOP           BACK TO THE BEGINNING OF THE SRCH CODING
1970  9036   84 1C    MATCH  ZSTY TEMP          FIRST WE NOTE WHICH ELEMENT OF THE SOUND SUB-TABLE MATCHED WITH 'CODE'
1980  9038   AD 74 8F        LDA PTO            AND THEN REPEAT THE LOOK-UP ALGORITHM
1990  903B   85 08           ZSTA MEM           USING THE SECOND PART OF THE TABLE I.E. THE SCREEN OUTPUT TABLES/POINTERS
2000  903D   AD 75 8F        LDA PTO+1          REMEMBERING THAT THE OFFSET WE PREVIOUSLY HAD TO CALCULATE IS STILL ST4
2010  9040   85 09           ZSTA MEM+1         BECAUSE THE SOUND CODE AND SCREEN OUTPUT TABLES ARE IDENTICAL IN LAYOUT
2020  9042   A5 08           ZLDA MEM
2030  9044   18              CLC
2040  9045   65 07           ZADC ST4
2050  9047   85 08           ZSTA MEM
2060  9049   90 02           BCC NNXT           CHECK PAGE BOUNDARY
2070  904B   E6 09           ZINC MEM+1
2080  904D   A0 00    NNXT   LDY £ZERO
2090  904F   B1 08           ZLDA (MEM),Y
2100  9051   85 1A           ZSTA JAD
2110  9053   C8              INY
2120  9054   B1 08           ZLDA (MEM),Y
2130  9056   85 1B           ZSTA JAD+1
2140  9058   A4 1C           ZLDY TEMP          AND FURTHER THAT THE ELEMENT WITHIN THE SCREEN OUTPUT SUB-TABLE IS THE SAME
2150  905A   B1 1A           ZLDA (JAD),Y       SO WE CAN GET THE CORRECTLY MATCHED CHARACTER
2160  905C   20 ED FD        JSR COUT           AND PRINT IT ON THE SCREEN
2170  905F   A5 1D    WDSPC  ZLDA CT            WE NEED TO CHECK IF THE GAP BETWEEN SOUNDS MEANT END-OF-WORD
2180  9061   C5 FF           ZCMP LG            (THIS PARAMETER IS ALTERABLE EXTERNALLY LIKE ALL OTHER TIMING PARAMETERS)
2190  9063   90 05           BCC RESET          JUMP OVER SPACE OUTPUT CODING IF END-OF-WORD NOT DETECTED
2200  9065   A2 01           LDX £1             1 SPACE (INPUT REQUIRED FOR MONITOR SUBROUTINE)
2210  9067   20 4A F9        JSR PRBLK          PRINT ONE BLANK SPACE ON THE SCREEN
2220  906A   A0 00    RESET  LDY £ZERO
2230  906C   84 1F           ZSTY NN
2240  906E   84 1C           ZSTY TEMP
2250  9070   84 1E           ZSTY CODE
2260  9072   4C E6 8F        JMP DROP
2270  9075   A5 06    SOUND  ZLDA ST3
2280  9077   C9 01           CMP £1             IS IT A DASH?
2290  9079   F0 04           BEQ DSH
2300  907B   20 AD 8F  DOTT   JSR DOT           SOUND DOT
2310  907E   60              RTS
2320  907F   20 B9 8F  DSH    JSR DASH           SOUND DASH
2330  9082   60              RTS
2340  9083   AD 76 8F  NOMAT  LDA AST            PRINT AN ASTERISK IF NOMATCH FOUND
2350  9086   20 ED FD        JSR COUT
2360  9089   4C 5F 90        JMP WDSPC
```

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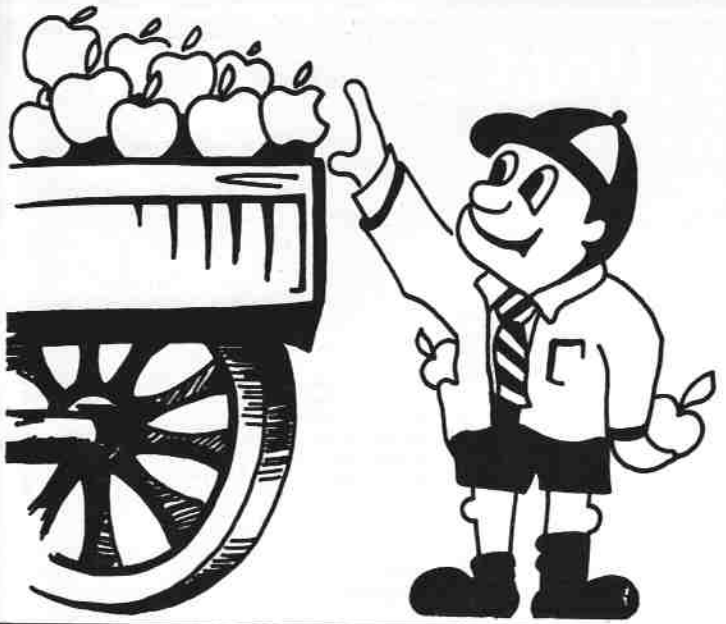

Applecart

Monthly review of
Apple in education

Age of the multi-disciplinarian

By SEAN OVEREND

GIVEN a micro and the ability to program it, the next stage – namely what to use it for – is often a stumbling block. Conversely, given an educational objective and an established method of achieving that end, the use of modern technology to assist is sometimes avoided or rejected because of lack of understanding of what that technology can do.

In the educational world, as in many other disciplines, there is sometimes a great gap between the traditionalist and the purveyors of machines. In addition, technology has moved so fast that there are now many teachers who have far less experience of the computer and its broad applications in the field of education than their own students.

The truth of the matter is that the age of the multi-disciplinarian has dawned. It will not be long before the next generation of educationalists emerges, the students of today, who have been steeped in modern technology and who can truly be said to straddle the disciplines.

In the meantime, educational establishments tend to leave the application of computers to the "experts", those who by virtue of their proximity to the devices appear to speak with authority. In practice this may mean the science departments or the representatives of the computer hardware companies. What a galaxy of experts!

How many language departments have gone beyond the "laboratory" of tape and record? How many computerised card index systems are used by English and History departments? How many sports events use computer-driven record keeping and video scoring displays? Which music departments use a micro for teaching music theory or composition practice? Is CAL really a feature of the school curriculum, or is it something rather special, to be associated with applications for research grants?

It seems that there are two reasons for the spread of computers outside the science department. The first is that a non-scientist has taken the trouble to find out what software is available to assist teaching in his field; the second is that a scientist has switched disciplines, bringing with him an appreciation of what a computer can do.

This article describes one type of utility software that has applications across the board of the educational spectrum, but particularly in languages. It is a computerised flash card device, capable of being used in any area where a student is expected to memorise information in paired lists.

"Ah!", says the traditionalist, "the mumbo-jumbo has started again. What on earth is a paired list?" The answer, of course, is to ask the questioner to think in the abstract, to project himself backwards and analyse what he is trying to get the student to do. If what the student is seeking to achieve is to relate two concepts, be they each only one word long, then he is learning information that is paired with other information, e.g. the date of the Great Fire of London was 1644. The German for brother is der Bruder. The relative minor of C major is A minor. The President of France is M. Mitterand.

It is the same as using a pack of cards with information on both sides of each card. The pack is shuffled and displayed to the students, one side of the card at a time. The students have to tell their teacher what is on the concealed side.

Teaching by packs of cards is not the answer to education, yet it is remarkable how much of the fundamentals of our education can be reduced to the concept of paired lists.

How then does the computer come to be used? The multi-disciplinarian knows the answer, because he is used to the concept of a random access file. He knows that data bases can be created with supreme ease, that visual displays can flash information onto a screen in moments and that answers can be evaluated equally quickly. What has to be analysed, however, is how best to

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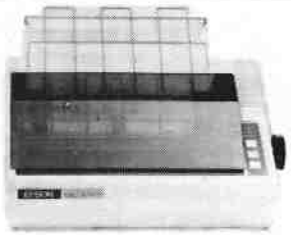

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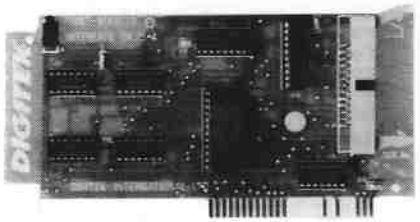

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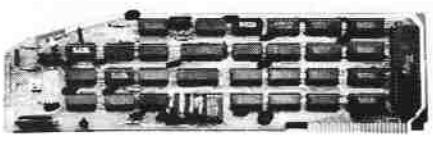

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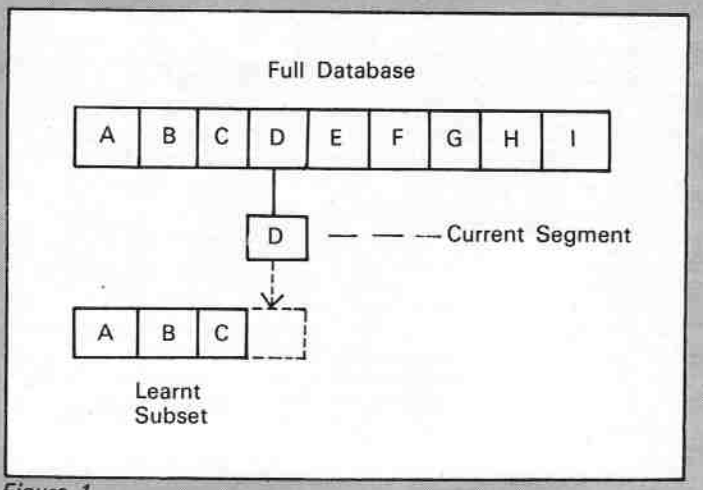

Figure 1

program the computer so that its attributes are readily available to both teacher and student.

In the context of learning a foreign language, the paired list plays a large part, especially in building up an extensive vocabulary. Each repetition reinforces the link between one word or phrase and another.

Lucky is the student who has available someone who can continuously test him, correct his mistakes and encourage him by keeping track of how well he is doing.

The traditional way of learning vocabulary in a foreign language is to memorise lists of words and their corresponding translations. Retention of each list is then strengthened by random tests of the student. Initially, the test is of the most recently memorised list. Later the tests extend over several groups of lists, thus reinforcing what was previously short term memory.

On analysis, this technique consists of the segmented presentation to the student of an overall database comprising the full language. He learns each segment in turn, and is tested periodically from an ever-expanding subset of the database, consisting of all previously learnt segments. *See Figure 1.*

Each segment consists of enough information, depending on the individual student, to be learnt in one session. Testing of the student's recall is either of the elements of the current segment (D in Figure 1), or of all or part of the "learnt" subset (eg C & D, or A,B,C & D and so on). Two aspects of the above analysis need more detailed consideration. Firstly, how is a computerised database to be created, and secondly, of what does a "test" comprise, particularly when most students have little or no typing ability?

Any flash card utility software should have a relatively well developed editing/input facility, which will enable a user:

(a) To create any number of databases – so that, for example, there can be an elementary, an intermediate and an advanced language vocabulary. Furthermore, the program should be general purpose, so that the same software is capable of

being used either for different languages or for storage of any lists of "paired" information.

(b) To edit, amend or search through parts of a current database, so as to make the correction of mistakes or duplicates an easy task.

(c) To list on the screen, or on the printer, all or parts of any database, for checking, storage of hard copy or simply for memorising.

So far as "testing" is concerned, provision must be made for the non-typist as well as for the typist, and for scores to be calculated automatically and retained. Furthermore, wrong answers should be identified immediately and provision made for hard copy printout of these errors to provide a list for remedial learning.

Finally, the extent of the database from which the tests are selected must be variable so that the student can control the test range. He should also be able to control the "direction" the test is presented.

My own flash card program, VOCAB, written for an Apple II with one disc drive (using approximately 5k of memory) is a general purpose utility program that in part allows the creation, updating or amendment of any number of random access files which contain the databases entered by the user (be they teacher, student or typist), and in part provides a "test" mode with scoring facilities.

Each database may be created by or under the direction of a teacher, or using a textbook, and by someone who can type to some extent. Data entry is extremely simple. Once entered, of course, the database is available for whole generations of subsequent students.

The "test" mode is designed for the non-typist, in that the computer operates as a genuine flash card device, showing first the question, and then – at a time selected by the student – the correct translation. The student calls up the correct answer on the screen by pressing the RETURN key, and is then required to evaluate his own answer, which will either have been in his head or else written down separately. If he has answered correctly, he presses the "+" key (for which no 'shift' is required), automatically incrementing his score tally. Depression of any other key will not increment the score.

A proficient typist, on the other hand, has the option of typing in his answer to each test question before depressing the RETURN key, and of having his answer compared automatically, letter for letter, with the other half of the pair in the database. He will probably find that the computer is a stricter marker than the self-assessing non-typist!

The program is set up so that the user can do three types of things. Firstly, the teacher can create, add to, or amend the database with the minimum of fuss. Up to 2,100 word pairs can be stored on one disc side. Each word is limited to 20 characters in length. The screen display is non-scrolling in this mode and the flashing cursor is placed in the same position for each display.

Secondly, he can scan through the whole database to see what is there and can either call for a specific record number, or for part or all of the database, or he can ask for a selective printout.

Thus, to get all French masculine nouns in a language database he might search the French group for the string "LE". Likewise, he might search the English group for "TO" to locate all verbs.

Thirdly, the student can get the computer to test him in random fashion on all or selected parts of the database. The test can be in one of three "directions", language "A" into language "B", language "B" into language "A", or in a random mixture of both directions.

Score-keeping is automatic, the precise operation depending upon whether the student has decided to type in his answers, or is adopting the self-evaluation technique. The roles of teacher and student can be combined if the student wishes to create his own database.

● *VOCAB is available from the author by sending an initialised DOS 3.3 disc, together with a handling charge of £5.50 to Sean Overend, 22 Highland Road, Amersham, Bucks HP7 9AX. If Morse Trainer is also ordered, reduced handling charge of £10 for the two.*

```
20  BLOND                BLOND
21  GLUEKLICH            HAPPY
22  GROSS                BIG
23  KLEIN                SMALL
24  NICHT                NOT
25  ABER                 BUT
26  UND                  AND
27  HIER                 HERE
28  DER FREUND           FRIEND
29  DER LEHRER           TEACHER
30  DER MANN             MAN

40  LA NINA              GIRL (CHILD)
41  LA ESPOSA            WIFE
42  EL PRIMO             COUSIN (MALE)
43  LA PRIMA             COUSIN (FEMALE)
44  EL CUNADO            BROTHER-IN-LAW
45  LA CUNADA            SISTER-IN-LAW
46  EL TIO               UNCLE
47  LA TIA               AUNT
48  LA MUJER             WOMAN
49  EL MUCHACHO          BOY
50  LA MUCHACHA          GIRL

16  L'ESCALIER           STAIRS
17  A> LA CAMPAGNE       IN THE COUNTRY
18  LA COLLINE           HILL
19  LE BOIS              WOOD
20  LA FORE^T            FOREST
21  LA MONTAGNE          MOUNTAIN
22  LE VILLAGE           VILLAGE
23  LA VILLE             TOWN
24  LA FERME             FARM
25  LE FERMIER           FARMER
26  LA FERMIE>RE         FARMER'S WIFE
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French without tears

By CLIFF McKNIGHT

ALMOST 20 years ago when I failed O-level French for the second time I never thought I would end up revising by computer. Perhaps if I'd had access to a program like Magister Software's French Verb Program at that time I might have passed!

The disc I tried was a specially prepared demo which didn't do as much as the real thing, but enough to keep me busy for a while. In its full form the program has a list of 150 verbs arranged in increasing degree of difficulty. On each frame a verb is specified, a tense and subject given and the user's task is to provide the correct conjugation. For example, you might be given "parler", present tense, subject "vous", to which you would respond "vous parlez".

The program checks the first letter entered and, if it is not the first letter of the subject, gives the message "Don't forget the subject". If the first letter is correct the whole input is evaluated so a mistyped subject is interpreted as a wrong answer.

If a wrong answer is entered the user is given the option of a second try. A wrong second try results in the correct answer being given and an option to view the complete conjugation of the verb before returning to the next test frame.

A correct answer is followed by a comfortable-sounding little three-note tune, whereas the tune following a wrong answer sounds distinctly shrill. Also, most correct answers are followed by one of a variety of encouraging phrases like "magnificent", "I love you" or "where did you pick that up". It was in the encouraging phrases department that I spotted one of this month's spelling mistakes – "what a succes!"

In addition to the information already mentioned, each frame also contains the meaning of the verb, the test number, the number of right answers thus far, and the difficulty level of the displayed question. A correct answer causes the level to be increased for the following frame, while a wrong answer causes a decrease. If you work your way back to the verb where you made a mistake and give the correct answer, the program acknowledges the achievement with the statement "You made a mistake before in this verb in this tense. This time you did it right – congratulations."

I was warned that the demo disc would hang when level 80 was reached. By that time I had been given present tense questions up to about level 62 and then a mixture of present and past (imperfect) tense questions. The full program also contains the future tense and the past (perfect).

The program is menu driven, and a student using the program is initially asked to enter his name and a personal four-figure number. If the results of his interaction are saved to the disc using one of the main menu options, they can only be accessed via the name/number combination. However, a sub-menu for instructors contains the option to list the student names and numbers, and the instructor therefore has access to all saved results. The instructor's sub-menu can only be reached by giving a particular code word, so students shouldn't be able to find out how their fellows fared. The instructor's menu also allows all the beeps to be turned off or the printer to be turned on (as long as it is in slot 1). The instructor can also enter additional verbs which the student can then choose to work with.

There were a couple of problems with the introductory section. For example, the program won't allow a two-letter surname, which would be very frustrating for people called Au, Ow or Ng (all of which are names I have encountered). Also, part of the keyboard training section is confusing. In order to get information about the shift key, the user is instructed to press the S key. However, these instructions give the impression that the S key is always to be used instead of the shift key. Pressing slash, full stop or comma resulted in an explanation of the space bar, and another spelling mistake was spotted in the frame explaining mistakes – "untill".

The accompanying literature claims that the program can conjugate any French verb and the user need only supply the infinitive. Now the most common comment on my school French work was "learn it, don't invent it" and verbs were particularly easy to invent by using 'er'-ending words. I am now able to report that the future tense of the McFrench verb 'Thatcher' is conjugated as: je thatcherai, tu thatcheras, il thatchera, nous thatcherons, vous thatcherez, ils thatcheront. I leave you to supply your own meaning!

Underneath the schoolboy humour there is a serious point lurking. That is, in attempting complete generality the program's use as a teaching aid is potentially reduced; how many French teachers would want their students to conjugate P**!ER? As long as the first character input is a letter and at least the last two are a standard ending, the program will conjugate. While it could be argued that this is a good way to demonstrate the rules underlying the process, it would be worth at least including a 'garbage in – garbage out' disclaimer.

Having said that, I would also want to argue with the claim to conjugate *any* verb. Although there are various other reflexive verbs in the program's list, the program conjugates "s'en aller" as a regular '-er' verb and thus generates rubbish. There also seems to be some disagreement about the meaning of one of the verbs used. The meaning of "salir" is given as "to jump". I hadn't encountered it before, but three fluent French speakers and a French-English dictionary tell me that "salir" means "to dirty" or "to soil".

Overall, I found the program quite user-friendly, as claimed in the literature. Apparently it has been tested by the University of Leuven, Belgium, and has been used by over 100 students for more than a year. It is obvious that a lot of thought has gone into it, both in terms of presentation and options available. For example, a little thing like being able to turn off the beeps is extremely useful and would be a welcome addition to many other programs designed for classroom use. However, a few more corrections would seem to be called for. "Could do better," as my French teachers used to say. System requirements are 48k and one disc drive.

At one point I gave a wrong answer but refused the option to see the verb conjugated. I quote the program's response verbatim: "You must realise that this machine is a *teaching* aid. There is little point in going on if you do not make use of the surveys it can offer to you! You may continue, but you really must work more quietly from now on,!!" Maybe that's why I failed the O-level – I didn't work quietly enough.

I am very grateful to Pam Wells for her help in testing out this program and teaching me the French equivalents of some interesting English verbs.

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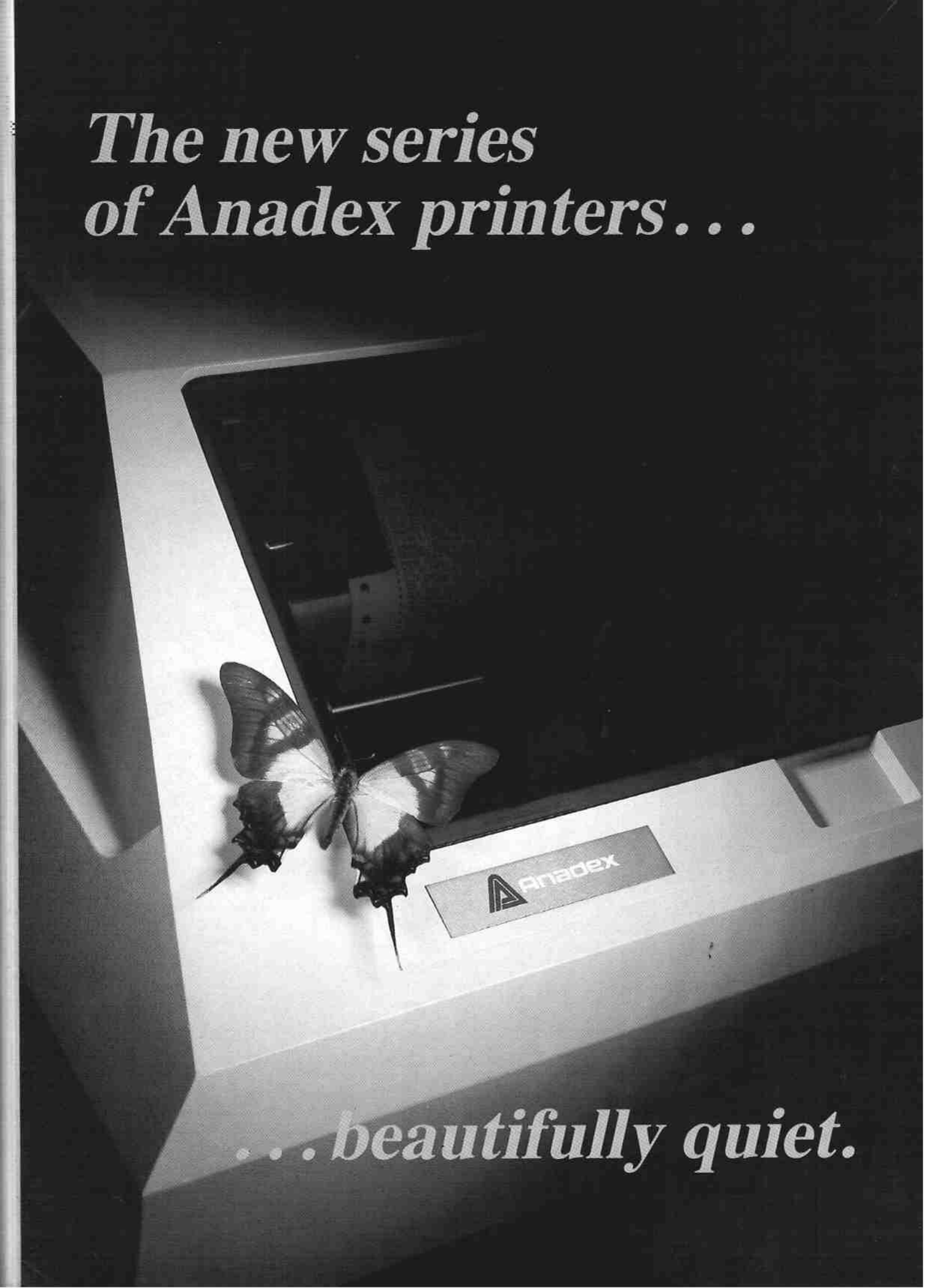

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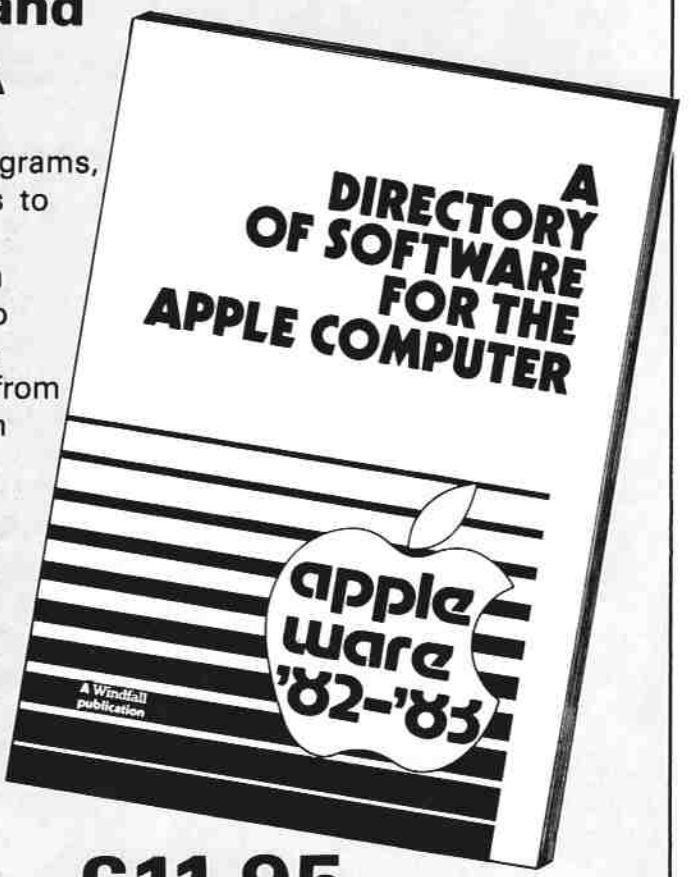

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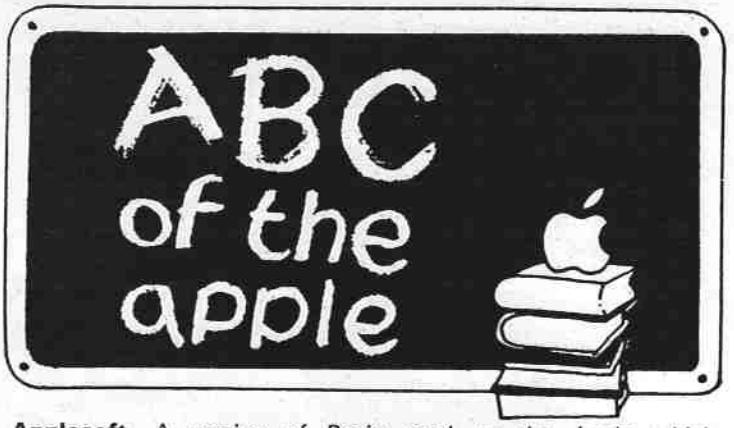

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Application. Software developed for the Apple to do a specific task.

A/D Converter. A device (interface card or chip) which is used to convert analog signals into digital format.

Acoustic Coupler. Links the Apple to standard telephones to enable a communications link to be set up over the public network.

Asynchronous. Transporting data in and out of the Apple in one direction at a time.

Boolean. A method of handling logic statements, popular on computers.

Boot. Loading operating systems and software into an Apple, from scratch.

Byte. Assemblage of 8 bits to form a basic storage area, sufficiently large to contain meaningful information – instructions, numbers and characters.

Bit. Basic means of storing electronic data in binary format (on/off).

Basic. Beginners All Purpose Symbolic Instruction Code – the most popular method of entering instructions to operate a computer. A high level computer language, with most commands in recognisable English.

Bug. An error in a software program, or a fault in a computer.

CAL. Computer Assisted Learning – a method of teaching subjects using the computer.

Chips. A common term used to describe the small black composite objects which contain even smaller silicon 'chips' (used in the correct sense), linked via wires of minute dimensions to the terminal legs.

CP/M. An operating system used on microcomputers which use a Z80 microprocessor.

Configure. Design and set up a system containing elements of hardware and/or software.

Colour Card. An interface card which when plugged into an I/O port in the Apple enables colour to be output onto a colour monitor or standard colour TV.

Compiler. A utility which converts a high level language program, which needs to be interpreted every time it is run, into a machine code program, which runs faster, needing less or no interpretation.

Cursor. A flashing marker on a screen, indicating where the next item of input data will appear.

Data. Information stored in numerical or text format, used as transients in programs, for calculations or information storage.

Database. A large body of stored data, supported by utilities for editing, sorting, entering new data and so on.

Disc. A magnetic storage device, either hard or flexible (floppy), which can store data or programs in digital format.

Disc Drive. A unit which contains a reading and writing head for loading data onto a disc, or reading data from a disc. The drive also contains the motor for rotating the discs. Hard discs, because of their greater volume, are usually housed in sealed units. Flexible discs are easily swapped.

Dump. Transfer amounts of data (such as the 8 Kbytes required to store a picture), straight onto a peripheral, like a printer or disc, with little ceremony or reformatting.

DOS. Disc Operating System. A series of routines which need to be loaded into the Apple to enable it to initialise, save to and read from disc, plus numerous other associated refinements.

Execute. To carry out an operation in a program, or 'run' a program. *(Also may be done to the operator after pressing RESET with a disc running!)*

Hardware. Generic term for all manufactured computer equipment.

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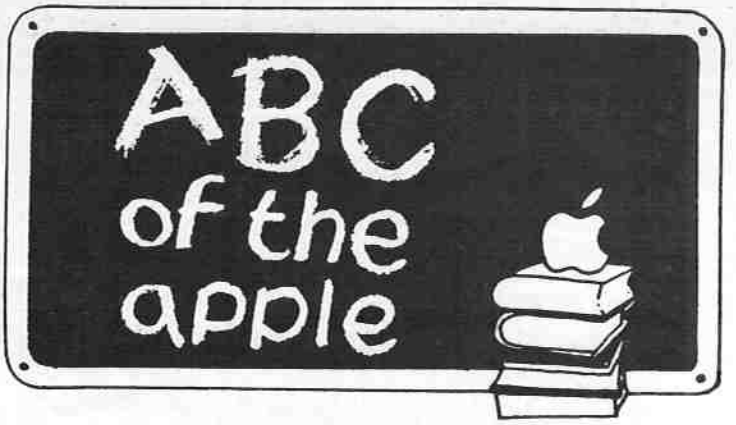

Interface. A device for linking one finite component with another, such as a printer interface to link a printer to an Apple.

Interactive. An operation which produces an immediate result.

Hi-res. A shortened term for high-resolution graphics.

Hard copy. A dumping of data or a program held in the Apple onto a printer.

Interpreter. A program, such as Basic, which needs to be translated by the computer into machine code each time it is run.

Integer Basic. A form of Basic (the earliest Apple version) which stores its numbers in integer format (no decimals). Useful even now for higher accuracy and speed in long calculations.

I/O Port. Interface cards are connected to the Apple by placing them in one of the eight long slots at the back of the Apple. These are the Input/Output Ports.

K. Kilo – 1064 – a convenient notation for describing volume. 64k represents 64000 bytes.

Microprocessor. The Basic 'chip' which controls the memory, data transfer and other functions of the microcomputer. The Apple uses a 6502 'processor'.

Mainframe. A very large computer, capable of handling many jobs at any one time and many terminals. They cost a lot of money.

Machine Code. A language which is directly understandable by the Apple computer. High level languages have to be converted to machine code, either by compiling or interpreting, before they can be used.

Mother Board. The large printed circuit board (PCB) in the Apple, which holds all of the chips, the processor and the input/output ports.

Macros. A series of instructions which can be linked together to be operated by one or two key strokes, or instructions.

Paddles. External devices which when connected to the games socket in the Apple can be used to provide variable input of data values for games and graphics routines.

Pascal. A high level language, much in vogue at the moment, which needs compiling to run. Pascal is a structured language which, once compiled, runs faster than Applesoft Basic.

Program. A series of instructions connected in a logical format to enable the Apple to complete a task.

RAM. Random Access Memory. A 48k Apple has 24 2k RAM chips installed on the mother board. Bytes can be accessed within RAM by direct addressing methods (an index points directly to the byte required) very quickly.

ROM. Read Only Memory. A number of standard and custom designed programs can be stored on a ROM, where they are only available for reading data. Programs can only be 'burned' into the ROM chip with specialised 'burners'.

Sequential Access. Accessing memory in a linear as opposed to a random fashion. Cassettes are restricted to very slow sequential access. indexed Sequential Access is, however, a very efficient merging of both methods, using pointers to link records once accessed.

Software. Generic term for programs and digitised information, which is used to command the hardware.

Utilities. Programs which have been developed to make life easier for those writing software. These include editors, compilers, character generators and so on. Some can be incorporated into programs to improve their running.

Visual Display Unit. Any screen which is used to display the current operating status of a microcomputer.

Z80 Card. A very popular alternative microprocessor to the Apple's 6502, which uses the CP/M operating system. The Z80 processor mounted on an interface card enables the Apple to run CP/M and CP/M based programs.

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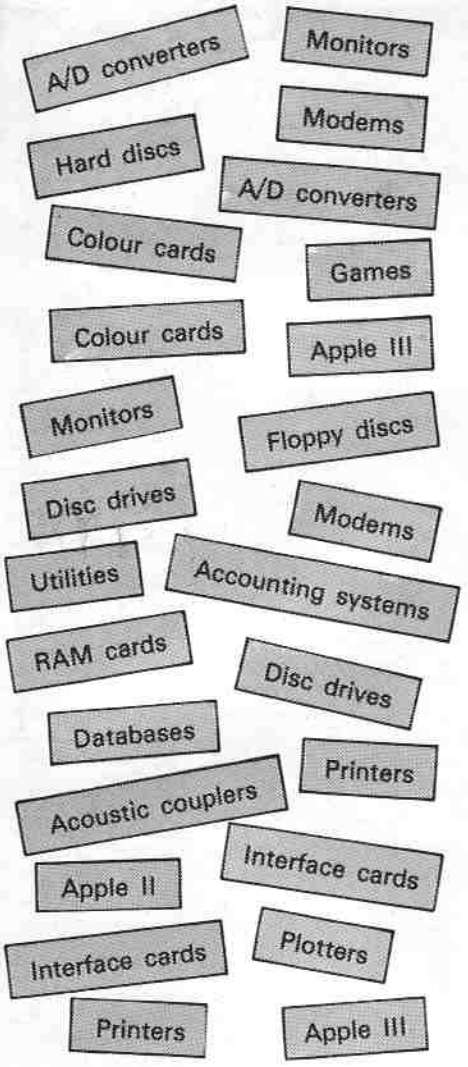

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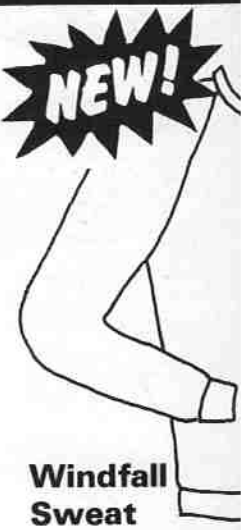

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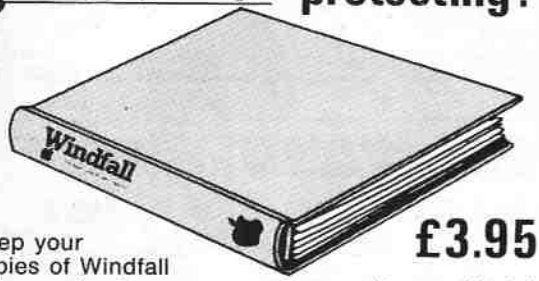

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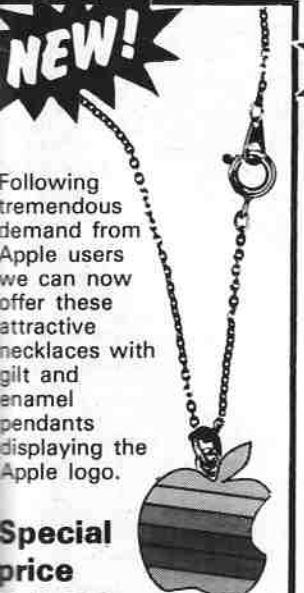

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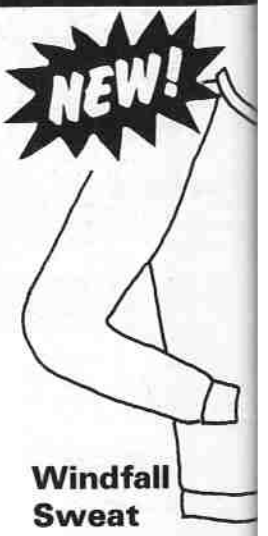
MicroModeller: crystal ball of the 80s? – Surround game (listing) – Bach and the Byte (review of Mountain Hardware's music system) – Apple programs that help the handicapped – Computers in primary schools – Why psychologists plump for the Apple – Use of Apple's unique EXEC files – Format 80 word processor review – The man behind Apple's UK success story – Analysis of CIS Cobol and its flexible file handling facilities. PLUS two pages of Compucopia and 11 Appletips.

August 1981
Networking systems (Constellation, Cluster One, Omninet) – Date validation routine – The Limits of My World (mathematical languages) – Textmaster WP review – Getting started with machine code – Running a preparatory school on an Apple – Software swop shop – Synthesiser as teaching aid – Integer to Applesoft Basic conversion – Apple machine language review – Apple user profile: Hill Samuel – The Market for MicroModeller. PLUS two pages of Compucopia and five Appletips.



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September 1981
Consumers' guide to Apple music. Part I – Games review (Starmines, Creature Venture, Hi-res Soccer) – Ski-run game (listing) – Speed restrictions with variables – Non-linear curve fitting – Machine code techniques, Part II (text insertion) – Crash course in Basic, Part I – Dot matrix printer review – Apples in networks (modems, Prestel) – CAL explosion coming – Computer games for physically handicapped – Apple user profile: SEGAS. PLUS three pages of Compucopia and five Appletips.

October 1981
Micro Planner review – Games review (Computer Bismark, Battle of Waterlook, Raster Blaster) – Letter square puzzle – Machine code techniques, Part III (dumping screens to printers) – Bulletin boards and personal computer database systems – Teletype terminal program – Crash course in Basic, Part II – Consumer's guide to Apple Music, Part II – Apple user profile: SEGAS, Part II – Apples in South African schools – Programs for primary schools. PLUS two pages of Compucopia and four Appletips.

November 1981
First review of the new Apple III – Games review (Temple of Apshai, Hellfire Warrior, Apple Panic) – Hayden Compiler review – BCPL, a fast language for the Apple – Psychological assessment by the Apple – Beneath Apple DOS book review – New software from the USA – Crash course in Basic, Part III – The role of speech synthesisers in schools – Historical review of computer literacy – Apple user profile: clothing manufacturing. PLUS three pages of Compucopia and six Appletips.

December 1981
Regain Step/Trace in Autostart Apples – Games listings (Apple Casino, Avoid, Calendar) – Games review (German Whist, Wizardry, Galactic Attack, Pool 1.5,) – Sinta Shape Manager review – Machine code techniques, Part IV (sorting arrays) – A/D converter review – Colour systems – Financial Controller review – Wordstar review – Crash course in Basic, Part IV – Debugging the Fortran Compiler – Care of discs – Electronic atlas – Pascal explored. PLUS four pages of Compucopia and seven Appletips.

January 1982
Apple scoop on Tomorrow's World – 1982: The Year of the Apple? – Games review (Wizardry) – Simultaneous equations without tears – Boosting machine code technique – Program Writer/Reporter review – Crash course in Basic, Part V – Machine code techniques, Part V (flagged bubble sorts) – Apple graphics, Part I (Apple's memory map) – Orbit accounting system review – Cost effective terminal computer – Moving hi-res graphics. PLUS four pages of Compucopia and seven Appletips.

February 1982
Games review (Olympic Decathlon, Dragons Eye) – CP/M: passport to exciting new world – Pascal file conversion program – Machine code techniques, Part VI (EVALuate a new function) – Crash course in Basic, Part VI – Elements of the Apple, Part I – Apple Graphics, Part II (high resolution graph drawing) – Making programs more user friendly – Getting round the memory map muddle – Apple user profile: Sea Fish Authority. PLUS three pages of Compucopia and seven Appletips.

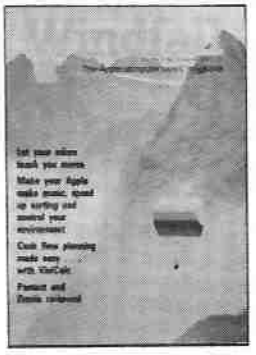
March 1982
Games review (Crush, Crumble and Chomp) – Apple Medical Forum – Data Factory review – Apple Graphics, Part III (displaying histograms) – Printing an annotated DOS disc directory – Crash course in Basic, Part 7 – Start training for the Apple Olympics – Elements of the Apple, Part II – Payroll package for the Apple III – Six educational programs reviewed – DOS 3.3 to 3.2 software switch – Workshop/Wordstar tuition course reviewed. PLUS three pages of Compucopia and four Appletips.

April 1982
Apple speeds the news – Games review (Castle Wolfenstein, Threshold, President Elect) – DOS Toolkit problems – Linking Apples to IBM – Home-grown boards boom – Micro-Finesse review – Basketball match analysis – Elements of the Apple, Part III – FMS accounting system review – DOS disc directory, Part II – Apple graphics, Part IV (3D animation graphics) – Apple '82 Education Forum – A structured approach to teaching. PLUS four pages of Compucopia and five Appletips.

May 1982
A case for Applebus as a ne international standard – Gam review – Flight Simulator – H res Planet Plotting – Micr speed review – Mathemag review – Update on Printe (special 16-page printer se tion) – The Stationery Revol tion – Understanding Micr computers (Part IV) – Simul tions Enhance Classroom We – Computers in Business Educ tion Studies – Speedy Way Handle Histograms. PLUS fe pages of Compucopia and fo Appletips.

June 1982
New ways of linking Apples to the outside world – Introduction to Forth, Part I – Games review (The Prisoner, Pinball) – Apples in Medicine – Tasc Compiler review – Micros in process control – Building pictures with machine code – High-speed Apple links to mainframes – Wildport cards review – The Last One and CORP program generators reviewed – Book review (Apple II User's Guide) – Teacher's Toolkit and suite of primary school programs reviewed. PLUS four pages of Compucopia and six Appletips.

July 1982
Games review (Pursuit of the Graf Spee) – Elements of the Apple, Part IV – Apple '82 reviewed – Introduction to Forth, Part II – Making the most of VisiCalc's capabilities – CBasic and MBasic analysed – Ormbeta database reviewed – Crossword Magic reviewed – Make your own user port, Part I – Earth Defence game and listing – Asynchronous data transfer, Part I – School application of Cesil – Computers as an aid to concentration – PLUS four pages of Compucopia and three Appletips.



August 1982
Games review (Bandits, Suicide, Swashbuckler, Fly Wars) – Instruction file editor – Teach yourself Morse, Part I – VisiCalc section – Pastext II review – Asynchronous data transfer, Part II – Omnis review – A melody from your micro – Summary of 10 utilities – Make your own user port, Part II – Mah Jong – Number sorting – Elements of the Apple, Part V – Guidelines for buying a school Apple – Educational programs reviewed – PLUS four pages of Compucopia and two Appletips.

September 1982
Use of CP/M COPY and PIP programs – Games review (Odyssey, Choplifter) – DOS aid to VisiCalc – The VisiCalc phenomenon – Wordscore game (listing) – Tasc compiler review – Med-res graphics, Part I – Snapshot review – Learning Morse, Part II – Button for multiple choice testing – Asynchronous data transfer, Part III – Bag of Tricks review – G-WHIZ review – Medic review – Sorting with Pascal – Memory test program (listing). PLUS four pages of Compucopia and six Appletips.

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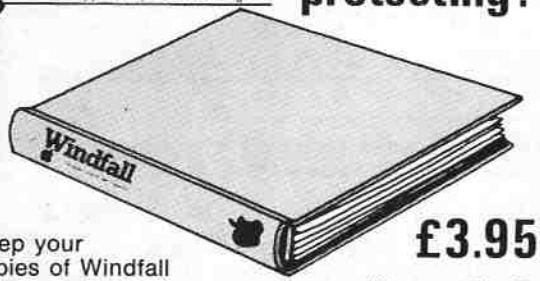

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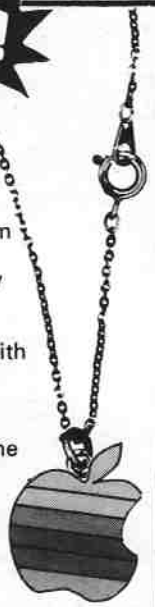

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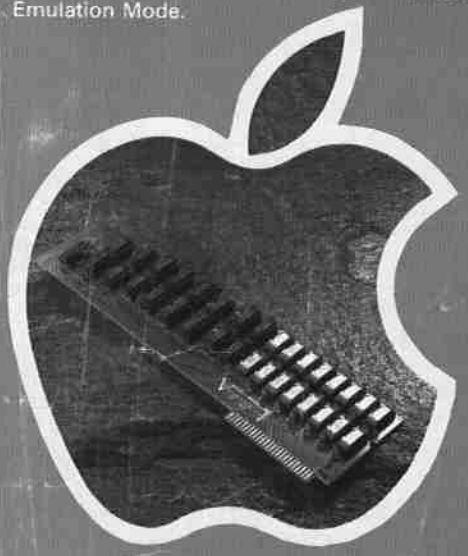

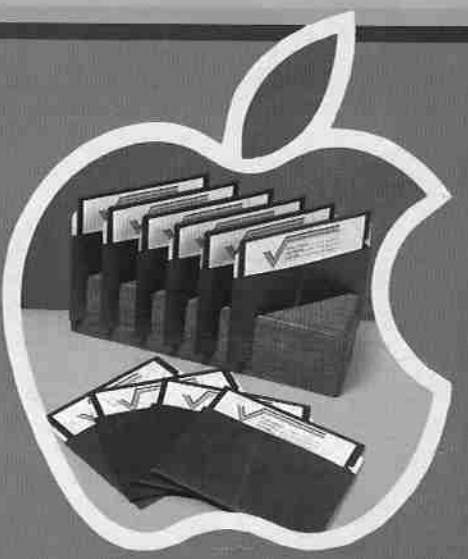

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- ★ Super Expander — using 128K Ram Board expands Visicalc to 136K usable memory
- ★ Expander — using 2 × 16K Ram Boards expands Visicalc to 50K usable memory
- ★ Consolidator — to consolidate your Visicalc worksheets
- ★ Manager — for relocation of DOS onto a second 16K Ram Board
- ★ Locksmith — bit copier to take back-ups of your vital programs.
- ★ Inspector — selection of necessary utilities.
- ★ Watson — the Inspectors assistant with additional utilities.

Disk Drives for Apple II

- ★ Three versions of this product currently available in either two, three or four pack configurations.
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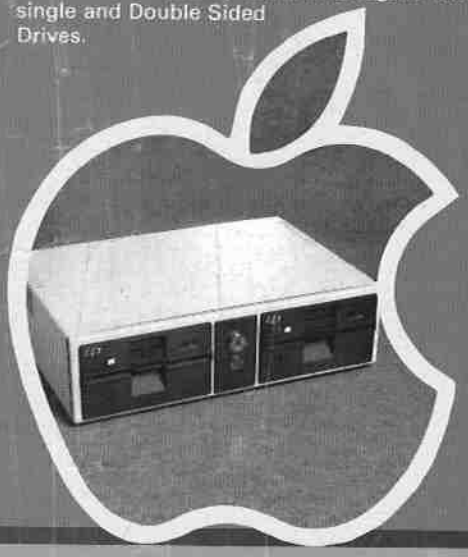

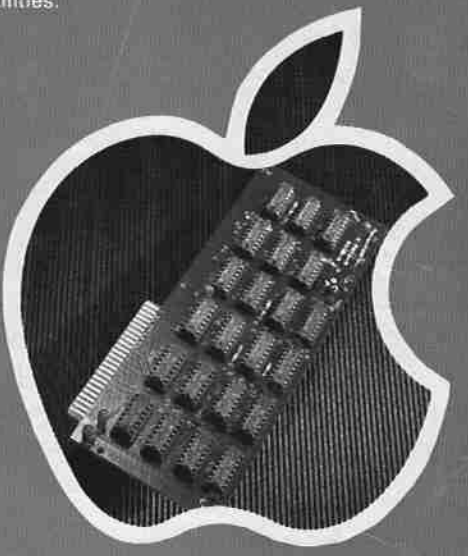

Ramex 16

- ★ The first 16K Expansion Board for the Apple to incorporate on-board Ram re-fresh.
- ★ Language card capability to run Pascal, Integer, 56K CP/M etc.
- ★ DOS Relocation capability using 'The Manager' software by Vergecourt leaves approximately 45K of Motherboard Ram available.
- ★ Over 7000 sold worldwide and available through all major Apple dealers.
- ★ Easy installation as no strap and header chip need to be connected.
- ★ Multiple boards can be used dependant upon application.

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- ☐ Tape streamer
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- ☐ Any Apple II software

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