

# 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.

With additional software, Eicon drives allow the Apple to read and generate both IBM and DEC floppy disk files.

Prices are from around £1200 to £1900. S100 Bus floppy disk systems are also available.

Software available from Eicon includes:

SYSTEMATICS FINANCIAL CONTROLLER SUITE
WORDSTAR, CALCSTAR,
DATASTAR etc.

### STOP PRESS

New distributor appointed for Benelux: BIT COMPUTERS Antwerp 359800

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.

Franchised distributor:

Access Data Communications Limited,
Tel: (0895) 30831, 59016, 59205

Apple make the computer . . . Eicon make the difference.

EICON

Eicon Research Limited, Viking Way, Bar Hill, Cambridge CB38EL. Telephone 0954-81825 Apple II is a trademark of Apple Computer Inc. CP/M is a trademark of Digital Research Inc.



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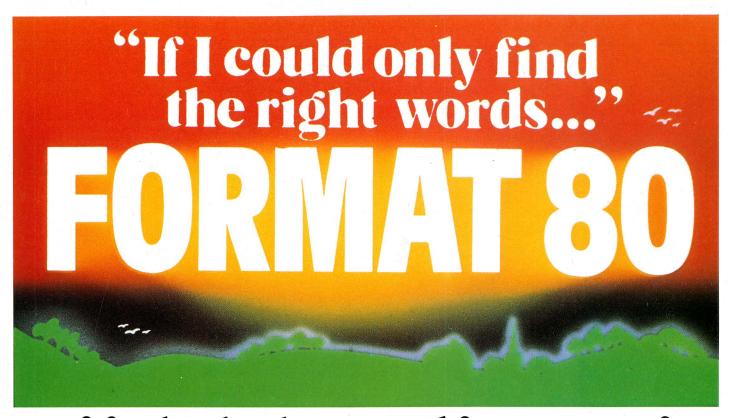
Writing for Windfall: Articles and programs relating to the Apple are welcome. Articles should preferably be typed or computer-printed, using double spacing. Unsolicited manuscripts, discs, etc., should be accompanied by a self addressed stamped envelope, otherwise their return cannot be guaranteed.

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# 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.

Please send me details of Format-80 and the address of my nearest supplier:
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Company
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Phone:
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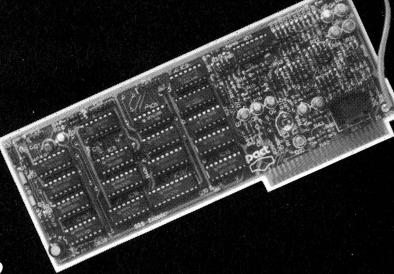
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SCREEN WRITER is a complete word processing system. All you need is a standard 48K APPLE II/II+ computer system with a DOS 3.3 disc drive and a printer. No expensive "extra" hardware that costs you money and causes problems. It even has features that other microcomputer word processors CAN'T offer; features like printer spooling\*, upper/lower case, seventy columns on screen and a software based keyboard buffer. ALL these features are available without the need for additional hardware. SCREEN WRITER is the only word processor that offers all these features without special hardware.

**SCREEN WRITER** is a professional word processor, yet is simple enough for even a novice to understand. The first time user and the word processing professional can feel equally comfortable with the system in a very short time.

**SCREEN WRITER** was built to be user friendly. The processing commands are easily learned, and a complete listing of the commands is included in the actual program. A handy user reference card is also included for quick reference to printing and editing procedures.

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\*GLOBAL SEARCH AND REPLACE. Change whole words and sentences throughout a file, quickly and easily.

\*INSERT AND CHANGE MODES. Two editing formats to assure full coverage of your word processing needs. Insert Mode allows you to insert text by moving text forward to make room for it. The Change Mode allows you to write over old text, deleting it at the same time. Switching between edit modes is as easy as one keystroke.

\*MACRO CAPABILITIES. Assign commonly used words, phrases or commands to special keys, making your

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\*SUPPORT OF SPECIAL FUNCTIONS. Special commands allow you to initiate and change values in special printer drivers and BLOAD Hi-Res images for plotting on your printer.

\*PROPORTIONAL SPACING. Supports proportional spacing on many printers (NEC, QUME, DIABLO, CENTRONICS).

\*TEXT MOVE. Move whole sections of text around with just a few keystrokes.

\*GENERATION OF INDICES. Generate up to four tables or indices while you type in your document with a few simple commands.

\*PRINTER SPOOLING. Makes your word processing time more productive by allowing you to print and edit at the same time.

\*Printer spooling is only available for printers with SSM AIO (Parallel or Serial interface), The APPLE parallel interface card or Epson interface card.

\*SUPPORT OF YOUR EXTRA HARDWARE. **SCREEN WRITER** makes full use of your RAM cards and extra disc
drives to make word processing quicker and easier.

\*HYPHENATION. Make your final copy look better by eliminating unsightly "holes" in your text.

\*FORM LETTER CAPABILITIES. Generate form letters from mailing lists you create quickly and easily. Special commands allow conditions to personalise your form letters.

\*COMPLETE EDITING AND RUNOFF FUNCTIONS. Centring, boldfacing, underlining, complete formatting and direct interface with your printer.

LARGE FILE SIZE. **SCREEN WRITER** will handle documents up to 65,000 characters or over 50 A4 pages. Plus you can link files together as you want.

\*CURSOR MOVEMENT. Movement of the cursor in your text by character, word, line, page or to the beginning or end of the document.

# SCREEN WRITER is available for £73.95

including VAT and postage and packing from:-



# Spider Software

98, AVONDALE ROAD, SOUTH CROYDON, SURREY.

Telephone: 01-680 0267 (24 hours a day — 7 days a week)



# ACCESS

# SIMPLY THE BEST DATA BASE MANAGER AVAILABLE FOR THE APPLE

### – SPECIFICATIONS –

### I. DATA FIELD TYPES:

- \* Numeric
- \* Alpha characters A to Z and special characters
- \* Alphanumeric fields combining the above field types
- \* Calculated fields

# II. STORAGE METHOD & RETRIEVAL TIMES:

ACCESS uses a powerful IRAM (Indexed Random Access Method) filing system. Records are stored in entry order. The index consists of the first characters of a specified field of each record (the number of characters used is dependent on the record size). Any record can be retrieved in less than 3 seconds if requested by it's index. Indexes may be created from any field (and stored for later use). Up to 8 indexes may be stored on each program disk. Any record on a diskette can be retrieved in less than 23 seconds using various criteria such as OR, AND, Wild Card, global or range searches on a field or number of fields.

### III. CAPACITY:

- \* Up to 1521 characters per record
- \* Up to 39 fields per record
- \* Up to 39 characters per field
- \* Up to 20 calculated fields per record (calculated fields are not stored on disk)
- \* Up to 39 screen pages per record
- Maximum of 2640 records per diskette (depending on the size of the records)
- \* Up to 8 screen forms may be saved on each program disk (includes short forms which display only a portion of the record for rapid update/validation)
- \* Up to 16 defined report formats may be saved on each program disk

### **IV. SPECIAL FEATURES:**

- Title only fields (do not take up valuable data space)
- \* Word processor style editor (delete/insert characters etc.)
- \* Hidden fields
- \* Simple command structure Commands may be stacked for fast update and retrieval
- \* Free format screen design Very easy to use
- \* Report generator allows additional calculated results, headings, column subtotals, totals etc.
- \* Logging of updated records
- \* Automatic or manual update of records
- \* Sorts may be merged
- \* A copy program is provided to enable back-up copies of the program and data disks to be made
- \* 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:**

- 1. Apple II Plus 48K
- 2. 1 or 2 disk drives (2 recommended)
- 3. DOS 3.3 Disk Operating System
- ACCESS supports most makes of printers (special control characters may be sent to the printer as required)
- ACCESS will support most 40 or 80 column upper and lower case hardware modifications
- 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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**DATES** October 11th November 1st December 13th

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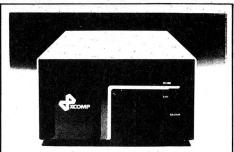


## Microsystems Centre



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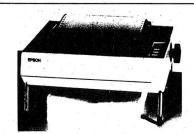


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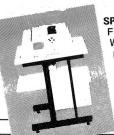
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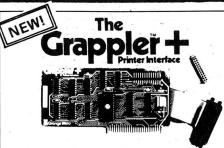
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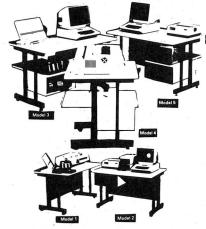
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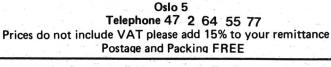
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# "The Apple II is limited to 64K RAM..."

(...EXPERT c.1981)



# "Rubbish, the fact is ...

... my Apple ][ has 128K <sup>①</sup>

and I run 80K Visicalc Models\*\*



... my Apple ][ has 192K 2

and I run
128K Basic Programs

(PROGRAMMER)



... my Apple ][ has **320K** <sup>3</sup>

and I manipulate arrays of up to 250 x 250 elements in RAM\*\*

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Yes the Apple II once again shows its versatility – just add U-RAM 16, 32 or 128K RAM boards to your Apple with appropriate software and you can have the capabilities the other manufacturers only dream of.

① Basic Apple with one U-RAM 16 and two U-RAM 32. ② Basic Apple with one U-RAM 16 and one U-RAM 128. Chained program. ③ Basic Apple with one U-RAM 16 and two U-RAM 128.

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# RELIABILITY IMPECCABLY SERVED



# Scotch Diskettes Special Offer

# **OURS FREE**

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.

You'd reach for the handiest bit of scrap paper for that job. Or, if you really were living in the 20th Century, you'd reach for a Scotch Post-it Note.

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

Scotch Post-it Notes are rather

For one thing, they're the brightest of yellow in colour. Which makes them eminently noticeable, even on the untidiest of desks.

For another, they incorporate a strip of special adhesive on their backside which makes them eminently stickable to any surface - and just as removable. Without leaving the slightest trace of tacky-ness.

All of which means you can stick, remove and re-stick your Post-it Note to anything you like and it will stay stuck

without clips, pins, staples or tape.
The ultimate in noticeable noting? Very nearly, if you include the unique Scotch Post-it Note Tray.

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

Designed specifically to hold your Post-it Notes, the Scotch Post-it Note

3M Regional Offices: Belfast: (0232) 42811: Phyllis Carson Birmingham: (021) 236 5077: Wendy Jones Tray is your handy access to instantly

noticeable noting.

It's made of sturdy acrylic and it accommodates any of the various pads of Post-it Notes.

Plonk it on your desk and it will sit, tight and true, without budging or squirming, thanks to its weighted, non-slip base.

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

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# Keep your apple on your own tree.

### Any personal computer is vulnerable

The system, its controller cards and its peripherals can be stolen when left unattended. Unauthorised users can intrude.

Power surges can destroy or corrupt programs and vital data.

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And, in the office or home, power and interface cables can make a smart system look a jungle of wires.

Designed by approved consultants to Apple Computer Inc., Station II is a simple device that removes these problems at a stroke, as thousands of Apple users in the USA have discovered.

Add up the potential cost of these problems and the price of the solution — Station II will come as a pleasant surprise. £89 plus VAT

For Apple users the arrival of Station II is a windfall not to be missed. (Dealer terms

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This service specialises in fast turnaround custom continuous stationery. N C R multi-part sets are a particular speciality. For ORBIT software users a range of standard stationery is available. Any design can be handled including any combination of colours and parts, either with the same or different printed layout on each part. Any depth which divides exactly into either 22" or 24" is available subject to minimum depths of 5½" and 4" respectively.

### **KWIK-SNAP**

Kwik-Snap provides you with the ability to mount any standard document you use now on a continuous tractor-fed carrier paper. For example, if you use a word processing system it can save the time usually wasted inserting and aligning letterheads.

Copies can also be handled either via N C R or carbon paper.

### **VLASAK DISK PRODUCTS**

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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.

### **Protect**

– the only back-up unit for your Apple III Profile Winchester disk. Copy the entire disk in just 20 minutes on to 10 diskettes. Hold complete back-up cycles to ensure your complete data and program integrity.

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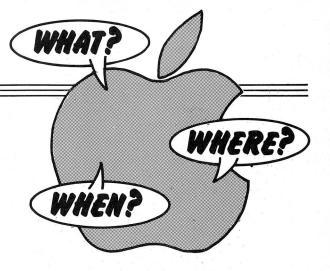
A comprehensive integrated business system designed to run on the smallest through to the very largest Apple system. The capability of the system is limited only by the amount of disk storage attached to your system. Sales, Purchase and General Ledgers including Profit and Loss, Balance Sheet and Budget reports are all handled. Invoicing and a Stock system complete the package. ORBIT is probably the most powerful, flexible and fastest package available for Apple hardware and exploits fully the potential offered by Apple/UCSD Pascal.

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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.

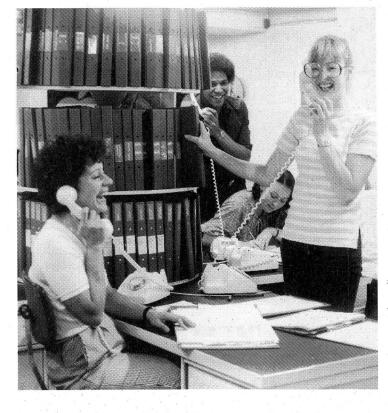
Not such good news for Apple, however, was a recent ruling by a Pennsylvanian judge which has considerably weakened its position in protecting its designs. The judge rejected Apple's bid to obtain a preliminary injunction against Franklin Computer, a Pennsylvanian company that produces an Apple-compatible

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



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

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.

# 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

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

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



INPUT . . . entering the facts at Kidsline HQ

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.

# 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 antihooligan 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



OUTPUT . . . to one of the customers

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

It is a company he knows well. Formed three years ago, its big break camé 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

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 cofounder 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 inde-

pendent 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 **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 techni-

ques. 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 — -

1	
I enclose a the Windf competition	a disc/tape as my entry for all Christmas card design nn.
Name	
Address_	
<u> </u>	
Tel	
L	

# 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
                                              ;FAC:=FAC+0.5
E7A0:
                  1 FADDH
                              EQU
                                   $E7A0
FA39:
                  2 MUL10
                             EQU
                                   $FA39
                                              ;FAC:=FAC*10
                                              ;FAC:=FAC/10
EA55:
                  3 DIVIO
                             EQU
                                   $EA55
EC23:
                  4 INT
                             EQU
                                   $EC23
                                              FAC: = INT (FAC)
                  5 :
0000:
 ---- NEXT OBJECT FILE NAME IS ROUNDING.OBJO
0300:
                              ORG
                                   $300
                    ; Rounding
0300:
0300:20 A0 E7
0303:4C 23 EC
                              JSR
                                   FADDH
                                              ;Add half, then
                  8
                                              take the integer part
                  9
                             JMP
                                   INT
0306:
                 10 ;
                 11 ; Round to 2 d.p.
0306:
                                   MUL10
0306:20 39 EA
                             JSR
                 12
                                              ;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
                                              ;Take the integer part
                                   INT
                                   DIV10
                             JSR
0312:20 55 EA
                 16
                                              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

```
GOTO 10
2
    IF PSN < 10 THEN FOR X = PSN TO
      9: PRINT " ";: NEXT :PSN = 1
      O: RETURN
   IF PSN < 15 THEN FOR X = PSN TO
14: PRINT " ":: NEXT :PSN =
      15: RETURN
   RETURN
   IF PSN = 1 THEN RETURN
IF PSN > 24 THEN RETURN
   FOR X = PSN TO 24: PRINT " ";:
NEXT :PSN = 25: RETURN
     INPUT "NAME OF FILE"; A$
    PRINT : PRINT
20 D$ = CHR$ (4)
22 ONERR GOTO BO
    PRINT D&"MON I,O"
25
30
    PRINT D$: "OPEN ": A$
    PRINT Ds; "READ "; As
45 PSN = 1
51
    IF
         ASC (X$) = 13 THEN PSN =
52
    IF
         ASC (X$) = 32 THEN GOSUB
    2
IF X$ = ";" THEN GOSUB 5
53
    PRINT X$;
54
55 PSN = PSN + 1
65
    POKE 49385.0
    GOTO 50
80
    PRINT D$; "CLOSE"; A$
    PRINT D$; "NOMON"
90
100
     PRINT "PREO"
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

# **Appletips**

# 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

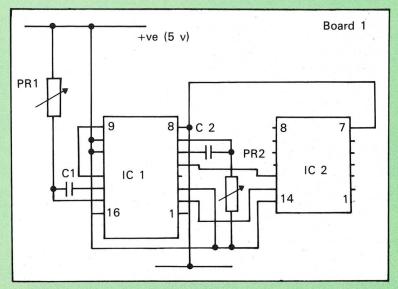


Figure 1

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

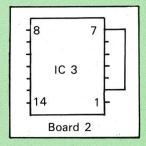


Figure 2

## 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** 

# 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

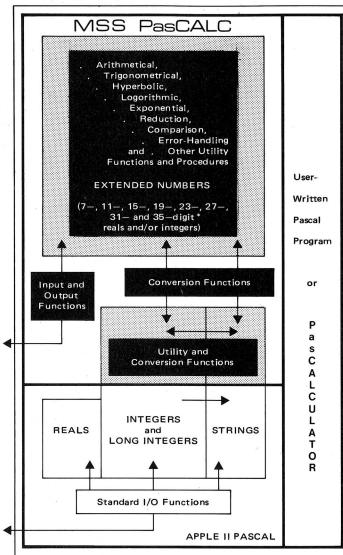
END;

**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



Logical Relationship between a User-Written Pascal Program, Apple Pascal and PasCALC.

### To MATHEMATICAL SOFTWARE SERVICES, FREEPOST, Guildford, Surrey, GU1 1BR. Find enclosed cheque/PO for £73.60 for one set of PasCALC and PasCALCULATOR software for precision levels 7, 11, 15, 19, 23, 27, 31 and 35.\* \* Circle five precision levels unless you want the standard set (underlined) Allow two weeks for delivery

To order, write your name and address on the form, showing which 5 precision levels you want, and post it with a cheque or PO to Mathematical Software Services, FREEPOST, Guildford, Surrey, GU1 1BR. No stamp is needed on your letter.

Pascal is the most versatile high level language generally available for microcomputers today, and its popularity is steadily growing. Now, to enhance APPLE II Pascal 1.1, MSS (Mathematical Software Services) brings you

## **PasCALC**

#### **Enhancement in Depth**

### Extended Number TYPE gives a choice of precisions from 7

#### **Enhancement in Function**

to 35 digits, and allows you mix integers and reals in your Pascal calculations.

More than 70 functions and procedures (see the diagram) for Extended Numbers, Pascal integers, long integers and strings.

- 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.
- PasCALC is distributed as a suite of Pascal-readable modules with detailed instructions for mounting it in the Pascal SYSTEM. LIBRARY.

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! For

- 26 names (A..Z) available for keeping intermediate values during the session.
- commands RETAINed at any one time for later recall, saving time and reducing keying errors.
- Commands can 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  $\pi$  (to 35 digits) are automatically set up at the start of every session.

### **Extract from Optional Log** (Precision Level 15)

Enter command: Y+P^(2\*LOG[10-(5\*E/4]) 0.936471836457736E0 Enter command: A:=0.125E1

0.1250000000000000E1 Enter command: X-SIN[P-EXP[A/(B+Y)]^D] -0.185890363973163E1

Enter command: RETAIN Retained as command 5

Enter command: A:=0.15F1 0.150000000000000E1

Enter command: COMMAND5 X-SIN[P-EXP[A/(B+Y)]^D] 0.826354927584729E-1 Enter command:

LIST OF VARIABLES

B = 1

LISTV

D = 5

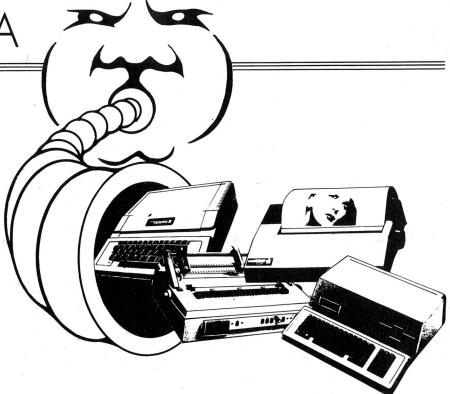
E = 0.271828182845905E1

PasCALC and PasCALCULATOR: £64.00 plus £9.60 VAT or \$144.00 including insured airmail delivery. 100-page User's Guide only: £12.00 (\$20.00 airmail).

## MATHEMATICAL SOFTWARE SÉRVICES 33 St Margarets, London Road, Guildford, Surrey GU1 1TL. Guildford (0483) 69055

APPLE is a registered trade mark of Apple Computer Corporation, and PasCALC and PasCALCULATOR are trade marks of Mathematical Software Services. \* Precision limited to 27 digits maximum for some real functions.

# 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.

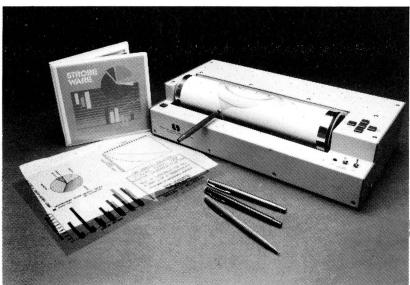
The resulting programs are structured. Rather than having the messy criss-crossing of program flow inherent in Basic, the resulting style is neat, reliable and quick to process.

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



Strobe 100 plotter

size paper capacity, and it accepts a wide variety of pens.

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.

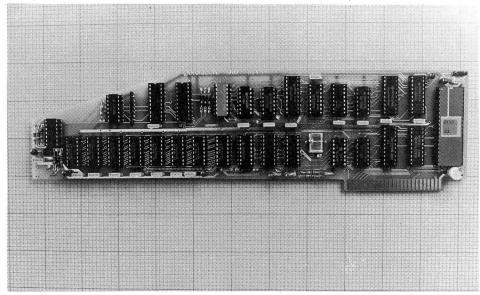
The card, which costs £399, can be used for high resolution CAD and computer draughting as well as word processing and spreadsheet displays. *Tel:* 0977-513141.



## 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.

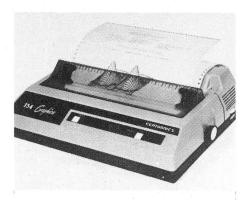
Designed to aid both the novice and the experienced user, M.L.E. offers an easy method for entering and editing sequences of hexadecimal numbers from listings. It automatically inserts spaces and carriage returns into entered data, allowing program entry in just one sitting.

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  $3\frac{1}{2}$ in to 15in wide. It is bidirectional 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.

# COMPUCOPIA

## **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.

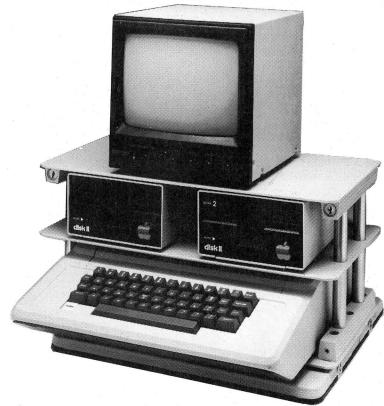
Once techniques have been proved the system can be transferred to a production environment and integrated with other flexible manufacturing equipment. The system is fully documented and costs from under £2,000. Tel: 0223-208926.

# 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.



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 antitheft device from Data Design Techniques.

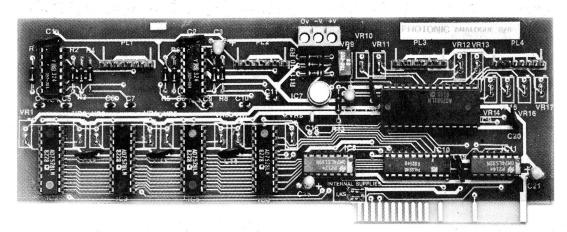
The Anchor Pad Security Rack secures the Apple, disc drives and monitor in their normal operating position, using a three stage rack assembly and a metal base plate which is glued to the work surface by an adhesive pad. Special adaptor feet are glued to the base of the Apple, the drives and the monitor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

# Scrumping discouraged

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-



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  $5\frac{1}{4}$ in Winchester disc drive with Cipher's Quarterback  $\frac{1}{4}$ in 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.

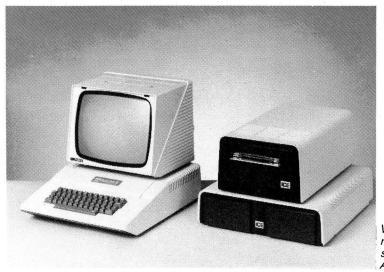
Tackler also enables the printing of extended bar charts by concatenating screen one with screen two on a 90 degree rotation. It is compatible with programs written in CP/M, Pascal, Forth, Fortran, Cobol, Basic and machine language. The interface costs around £100. Tel: 0372-68311.

## 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



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

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 mother-board other than slots 3 and 6.

## 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  $5\frac{1}{4}$ in 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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Munch-a-bug – £34.95 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.

The Routine Machine — £39.95 put the power and speed of machine language routines in your own programs.

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Lemmings — £17.95
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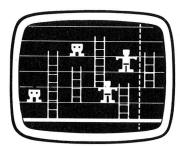
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Pegasus II



**Beer Run** 

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The General Manager — £75.00 is a complete, powerful data base. The system offers an APPLESOFT interface for connection to your programs, also selected information can be written to 'text' files for use with your word-processor and other software.

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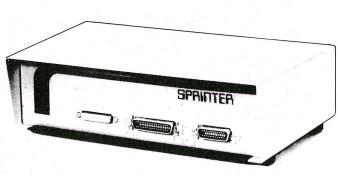
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LIKE its predecessor, "The Proving Grounds of the Mad Overlord," the first Wizardry scenario, Knight of Diamonds (KoD for short) is an extensive affair with which it is not possible to gain more than superficial familiarity in a few hours. Hence a 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

## By DON TURNBULL

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.

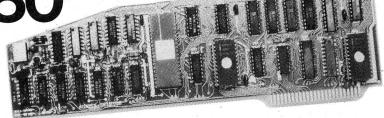
The element of surprise in the first scenario was a very important one. If your party surprised a group of monsters, even the strongest opponents were relatively easy meat since they could only stand and watch while friendly spell-casters annihilated them or at least reduced their potency very considerably. 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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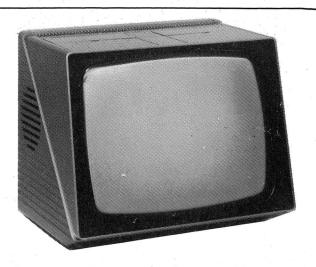
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ful enemy spell-casters is proportionately too low.

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 propor-

tion 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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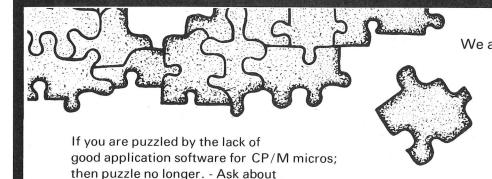
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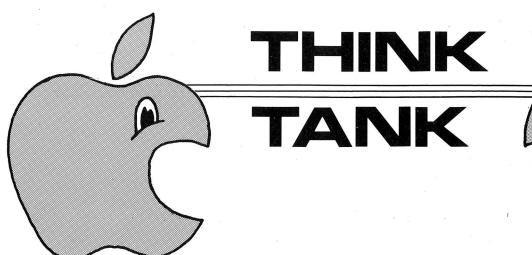
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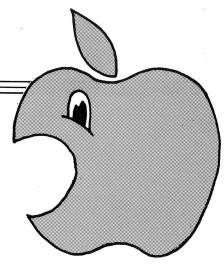


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ANYONE who would like to use lowercase on the Apple but prefers not to risk terminating their guarantee might be interested in this follow-up to Stephen Alsop's article in the July issue of Windfall, writes J.P. Lewis.

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

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

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'')

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

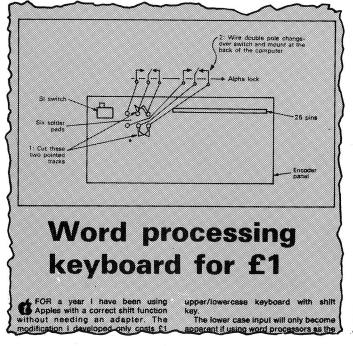
FB09 8 bytes (the data for the above)

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:



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 preempt 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 I/c in place of the Apple character generator.

```
1;
2;
3;
0000:
0000:
                           Upper/Lower-case-input.
00000:
0000:
                        Converts the Apple keyboard into a true typewriter shift/shift-lock(on CTRL) keyboard.
00000
0000:
00000:
                     8 :
                               Hardware requirements: 558 chip must
0000:
                        ; be wired to keyboard encoder to poll the
00000
                        CTRL and SHIFT keys.
0000:
                        y You need a method of producing lowercase output built into your Apple (eg a 2716 with 1/c instead of the Apple character generator.)
                     11 ;
0000:
0000:
                     13
0000:
                     14
0000:
                     15 ;
                               The binary output of this program must be
                    16 ; superimposed onto a copy of the normal Monitor.
17 ; and the resulting code blown into a 2716 EPROM
0000:
0000:
0000:
                     18
00F3:
                                                      ;Used by Applesoft in INVERSE etc.
                           NB If you fancy a program printed out in lowercase (without any modification to your Apple) try POKE 243,32 before you LIST to printer.
                     20 ;
0000:
0000:
0000:
                     22
004E:
                        RNDL
                    23
24
004F:
                        RNDH
                                   EQU
                                         $4F
                    25 BASL
0028:
                                   EQU
                                         $28
C000:
                     26 KBD
                                   EQU
                                         $C000
                    27
28
C010:
                        KBDSTRB EQU
                                         $C010
                        ADDINE
                                   EQU
                                         $FD84
                                                      :Monitor address following 'CAPSTEST'
FC58:
                     29
                        CLRSCR
                                   FOLL
                                          $FC58
                     30 RTS1
                                   EQU
                                          $FD3C
                                                      This is just a convenient nearby RTS
0000:
                     31
      31 ;
NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJO
FB09:
                    32
                                   ORG
                                         $FB09
FB09:48
FB0A:2C 67 C0
                     33 START
                     34
                                   BIT
                                         $C067
                                                      ;Checks game controller 3, ie CTRL
FBOD: 10 59
                     35
                                          SETCTL+1
FB0F:30 4F
                     36
                                   BMI
                                         NEXT
FB11:
     - NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ1
FB60:
                    38
39 NEXT
                                   ORG
FB60:2C 66 CO
                                   BIT
                                         $C066
                                                      ;Checks game controller 2, ie SHIFT
FB63:30 07
                     40
                                          NOSHFT
FB65: A9 20
                     41
                                   LDA
                                         £$20
                                                      ;Slot appropriate value into mask,
FB67:2C A9 00
                     42 SETCTL
                                   BIT
                                         START-START+$A9
                     43
                            NB Two tricks; The BIT instruction has no effect if
                        ;
                            entered via the command above it; but entering at SETCTL+1 produces the command LDA £0. The START+START+A9 forces EDASM to turn $A9 into a 2-byte address (default is zero-page)
FB6A:
                     44
FB6A:
FB6A:
                     46
FB6A:
FB6A:
                     48 ;
FB6A:85 F3
FB6C: 4C B3 FB
                     50 NOSHFT
                                  JMP
                                         NEXT1
FB6F:
                     51
     : 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
                                          RNDI
FBB6:D0 02 .
FBB8:E6 4F
                     55
                                   BNE
                                          SKIF
                     56
                                   INC
                                          RNDH
                                                      Checks to see if key pressed. detected by negative (>127) value.
FBBA: 2C 00 C0
                     57 SKIP
                                   BIT
                                          KBD
FRRD: 4C 1F FD
                     58
                                   JMP.
                                          NEXT2
                     59 ;
FBCO:
FBCO:
                     60
FBCO:
                            NB The order in which the next instruction are done ensure
FBCO:
                    62 ;that, even with the changes in, any programs using 63 ;FD1B as the KEYIN address will not need to be altered.
FBCO:
FBCO:
      - NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ3
FD1B:
                     65
                                   ORG
JMP
                                         $FD1B
START
                     66 NOKEY
67 NEXT2
FD1B: 4C 09 FB
                                                       : If so, handle it:
FD1E: 10 FB
                                   BPL
                                          NOKEY
                                                       otherwise go round again.
FD20:91
                     68
          28
                                   STA
                                          (BASL),Y
                                                       ;Get the character, and
;clear the keyboard (strobe)
;Checks for non-alphabetic
FD22:AD 00 C0
FD25:2C 10 C0
                     69
                                   I DA
                                          KBD
                     70
                                   BIT
                                          KBDSTRB
FD28:C9 C1
                     71
                                   CMP
                                          £$C1
                     72
73
                                                       and, if so, exits by convenient RTS
FD2C: 4C C2 FE
                                   JMP
                                          NEXT3
FD2F:
      NEXT OBJECT FILE NAME IS
                                        LOWERCASE MONITOR.OBJ4
FEC2:
                                   ORG
                                          $FEC2
FEC2:2C 66 CO
                     76 NEXT3
                                          $C066
                                   BIT
                                                       :checks if SHIFT is held down.
FEC5:10 02
FEC7:05 F3
                                   BPI
                                          NSHFT1
                                                       ; If so don't mask to 1/c
                                   ORA
                                                       otherwise apply current mask value.
                     78
                                          MASK
                            HFT1 RTS ;The code assumes you won't get your finger off the shift key fast enough to stop it converting to lower-case on the next pass.

This is probably safe unless you type faster
FEC9: 60
                     79 NSHFT1
FECA:
                     80 ;
FECA:
                     81
FECA:
                     83 ;
FECA:
                            than approximately
                                                      2000 w.p.m !
FECA:
                     84
      NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ5
FAAA:
                     85
                                   ORG
                                          $FAA6
                                                       ;Do this instead of TITLE routine,
FAA6: 20 58 FC
                                         CLRSCR
                     86
                                   JSR
                                                       ; since that space is now used up.
FAA9:
                     87
     - NEXT OBJECT FILE NAME IS LOWERCASE MONITOR.OBJ6
FD7A:
                     88
                                   ORG
                                                      ;This code overwrites the monitor's ;CAPSTST routine, which would
                                          $FD7A
FD7A: FO 06
                                          ADDINP-2
                                   BEQ
                     89
FD7C: DO 06
                     90
                                   BNE
                                          ADDINE
                                                         normally mask out any 1/c input.
                     91
FD7E:EA
                                   NOF
                                   NOP
FD7F:FA
                     92
FD80:EA
                     93
                                   NOP
FD81 - FA
                     94
                                   NOP
 D82:B1 28
                                   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
                            shows up only when the area indicated by the
FFEA:
                            old 'STEP' pointer is used for something else.
*** SUCCESSFUL ASSEMBLY: NO ERRORS
```



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
- B 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 OC 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 DO 1 9 A6 40 A541 AC 00 E0 C0 20 DO 07 20 1B E5 20 2F AE 60 2 0 24 ED 20 2F AE 60 4C 7C BA N D7D2G": GOSUB 120: CALL -
- 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

## Having got the shape, now to fill it in

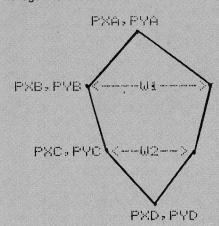
IN this article I will be showing how the routines we developed last month can be used to fill in shapes on the screen.

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.

### By ED PEACH

0C76:85 A0 472 STA MD 0C78:4C 87 OC 473 JMP DIVS 0C78:A9 01 474 LDA \$\$1 0C70:B1 44 OC 475 STA SIGN2 ;NEGATIVE RESULT 0C80:A5 9E 476 LDA YA 0C82:38 477 SEC 0C83:E5 A4 478 SBC YPDINT 0C85:85 A0 479 STA MD
--

□C87: A5 9F □C87: C5 9E □C88: D0 05 □C88: B0 05 □C81: A5 9D □C81: A5 9D □C91: A6 □C92: 90 08 □C94: 38 □C95: E5 9E □C97: 85 A1 □C99: AP 01 □C96: AP 01 □C96: AP 01 □C96: AP 01 □C96: AS 9E □CA3: A8 □CA4: E5 9F □CA6: A5 A1 □CA9: A9 00 □CA1: A7 00	481 DIVS 482 483 484 485 486 487 DICHECK 488 490 490 491 DISML 493 494 495 497 497 498 499 499 499 499 499 499 499 499 499	LDA YB CMP YA EMPE BCHECK LIA XB STA XPOINT RTS BLT DISML SEC YA STA DD JMP MULT LIA \$\$1 LIA YA SEC YB SEC	CHECK DIVISOR SIGN  POSITIVE DIVISOR  NEGATIVE DIVISOR X IS SHIFT COUNTER	
---	---	---	---	--

OCAE: 46 A2	501 MLDOP	LSR MC	SHIFT MPR
OCRO: 90 03	502	BCC NOADD	73127 1 18 K
OCB2:18	503	CLC	CARRY SET -CLEAR IT
OCB3:65 A0	504	ADC MD	A=A+MPD
OCB5: 6A OCB6: 66 A9	505 NOADD	RORA	SHIFT RESULT
OCIO:00 HY	506 507	ROR MB DEX	CATCH IN B DECREMENT COUNTER
OCB8:CA OCB9:DO F3	508	BNE MLDOP	LAST SHIFT
OCRR: UO OR	509	LINY #\$8	INITIALISE
OCM:38	510	SEC	
OCBE: E5 A1 OCCO: 08	511 512 DLOOP	SRC DD	SUBTRACT DIVISOR
0001134 40	512 DEDUP	PHP ROL 0	SAVE CARRY BIT SGET QUOTIENT
0CC1:26 AB 0CC3:06 AP 0CC5:2A	514	ASL MB	HOVE TO NEXT PLACE
0CC5: 2A	515	ROLA	GET LOBIT
0CC6:28 0CC7:90 05	516	PLP	GET CARRY BACK
0CC7:90 05	517	BCC DADD	ADJUITED LODIT
OCC9:E5 A1 OCCB:4C DO OC	518 519	SBC DD JMP DNXT	DIVIDE LOBIT
OCCE: 65 A1	520 DADD	ADC DD	
OCD0:88	521 INXT	DEY	FREPEAT UNTIL Y=0
OUBTIDO ED	522 523	BNE DLOOP	
OURS: BO 03	523	BCS DLAST	
OCD5:65 A1 OCD7:18	524 535	ADC DD CLC	
OCD8:26 A8	524 525 526 DLAST	ROL Q	
OCDA: AD 43 OC	527	LDA SIGN1	CHECK IF ALL SIGNS SAME
OCDE: CE 44 OC	528	CMP SIGN2	THEN IVE
OCEO: DO OD OCE2: CD 45 OC	527 528 529 530	RNE SUBIT CMP SIGN3	
OCE2: CD 45 OC	530	CMP SIGN3 BNE SUBIT	
0063110 08	577	BNE SUBIT LIVA XA	TYES ALL THE SAME
OCE5:10 08 OCE7:A5 9C OCE9:18	531 532 533 534	CLC	ADD RESULT TO XA
OCEA: 65 AB	534	ADC Q	
OCEC:85 A3 OCEE:60	535	STA XPOINT	
OCEE: 60	536 537 SUBIT	RTS	NO DECIDIT LIE
OCEF: A5 9C	537 SUBIT	LDA XA SEC	INO-RESULT -VE ISUBTRACT RESULT FROM XA
0CF1:38 0CF2:E5 A8	538 539	SBC Q	FOURTHET RESULT FROM AN
OCF4:85 A3	540	STA XPOINT	
OCF6:60	541	RTS	
3 1			
			i i i i i i i i i i i i i i i i i i i

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                                                                                                                                                                                                                                                                                                     FSAVE DATAPOINTS
                                                                                                                                                                                                                                                                                                                                                            XB
                                                                                                                                                                                                                                                                                                                                                         WI1
XA
WI2
XB
INTPLTE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         JET FIRST WIDTH VALUE
JPUT IT WHERE INTPLTE CAN USE IT
JANI AGAIN
                                                                                                                             00
                                                                                                                           00
                                                                                                                             00
                                                                                                                                                                                                                                                                                                                                                                                                                                                                    ; INTERPOLATE
                                                                                                                                                                                                                                                                                                                                                              XH
                                                                                                                                                                                                                                                                                                                                                              XA
XPOINT
WIUTH
                                                                                                                                                                                                                                                                                                                                                                                                                                                                           STORE WIDTH VALUE
         0016:60
```

```
FAND TOP POSITION
FLAT TOP?
FYES SKIP DRAWING
PUT IN THE OTHER POINTS
OLOR: 85 9E
OLOR: 121 14 01
OLOR: 60 17 01
OLOR: 60 17 01
OLOR: 85 9C
OLOR: 85
                                                                                                                                                                                                                                                                            585
586
587
589
590
591
592
593
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600
                                                                                                                                                                                                                                    POINT AT TOP OF FIGURE
FGET FIRST WIDTH VALUE
FSTORE IT
                                                                                                                                                                   DRAW
                                                                                                                                                                                                                                                                                                                                                                     FIND WIDTH
FORAW LINE
GET Y POSITION
FINCREASE IT
                                                                                                                              #$1
                                                                                                                                                                                                                                                                                YPOS
YPOINT
YB
DRAW
                                                                                                                                                                                                                                                                                                                                                                     ALL DONE?
                                                                                                                                                                                                                                                                              FPUT IN DATA FOR NEXT SECTION
                                                                                                                                                                                                                                                                                                                                                                       NOTHING TO DRAW?
                                                                                                                                                                                                                                                                                                                                                                     FIND X VALUE
                                                                                                                                                                                                                                                                                                                                                                         FIND WIDTH
                                                                                                                                                                                                                                                                                  #$1
YPOS
YPOINT
YB
DRAW2
                                                                                                                                                                                                                                                                                                                                                                         FADD ONE
                                                                                                                                                                                                                                                                                                                                                                           FALL DONE?
                                                                                                                                                                                                                                                                                                                                                                         NO!
SET UP DATA POINTS
                                                                                                                                                                                                                                                                                  PYC
YPOS
YPOINT
YA
PYII
I4
                                                                                                                                   640
641
642
643 D4
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                                                                                                                                                                                                                                                                                                                                                                         INDTHING TO DRAW?
                                                                                                                                                                                                                                                                                      PXC
                                                                                                                                                                                                                                                                                      XA
PYI
YB
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				3
ODRB:AD 1D OD ODRE:85 9D	647 648	LIIA	PXI) XB	
01/01/AI/ 20 01/ 01/03:80 F7 00	649 650	LDA	₩2 ₩I1。	
ODC6:A9 00	651 652	LIA	<b>\$\$</b> 0	POINT AT BOTTOM
ODCB: 20 46 OC	553 DRAWS	JSR	WI2 INTPLTE	FIND X
ODCE:85 99 ODDO:20 F9 OC	654 655	STA JSR	XFOS WCALC	FIND WIDTH
ODIG:20 BO OA ODIG:A5 9A	656 657	JSR LIA CLC	DLINE YPOS	FIRAW LINE
ODD9:49 01	658 659	AIIC	#\$1 VD00	; INCREASE BY 1
OLDB: 85 9A OLDB: 85 A4	660 661	STA	YPOS YPOINT	•
ODDF:C5 9F ODE1:90 E8	662 663	ELT	yb Draw3	AALL FORME
0DE3:60	664	RTS		FALL DONE

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# Professional assembler is just right for amateurs, too

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 assembled 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 opcodes. 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

### By MAX PARROTT

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 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 indexed 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.

ode 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 776,32: POKE 769,234;
POKE 770,3: POKE 771,76: POKE
772,102: POKE 1011,3: POKE 10
12,166
60020 RETURN
60027 REM RESTORE RESET
60030 POKE 1010,191: POKE 1011,1
57: POKE 1012,56
60040 RETURN
60057 :
60059 REM ALTER CIRL-C TO RUN
60050 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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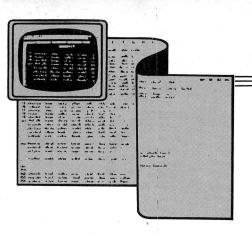
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# Technique with a touch of magic



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

By NICK LEVY
Principal,
Interface Management

(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	CONTIENCET	D EADAITH	E S STATEMENT	F END A D	G	Н
	n	CONDENSEE		(000)	I FUR H DI	-11417	
	MONTH>JAN'82						
	BUDGET COMPARISON			TH> VARIANCE		LATIVE TO ACTUAL	
	INCOME: -	DOMRE!	HUTUHL	AHKIHMUE	DODGE I	HC   UHL	AHV T HISC!
	INTEREST RECEIVED	327	316	-11	327	316	-1
	PROV.OF SERVICES	87	89	2	87	89	
)	ARABA TIMAVE						
•	GROSS INCOME EXPENSES: =:	414	405	-9 	414	405	
Š	SALARIES	125	125	0	125	125	
	EMPLOYEE BENEFITS	25	26	i	25	26	
i	RENT AND RATES	45	47	2	<b>,45</b>	47	
	SERVICE FROM H.O.	104	103	-1	104	103	
	OVERHEADS	19	16	-3	19	16	
) }	INTRST.ON DEPOSIT	19	19	Q	19	19	
)	GROSS EXPENSES	337	336	-1	337	336	
	EARN.REFORE TAX	77	69	-8	77	69	

Exhibit I

1 2	DRIVE FOR BBB MODEL
3 4	>B4;"
5	
გ 2	>C8:0 >C9:0
8	>01310
9	>014:0
10 11	>C15:0 >C16:0
12	>01010
13	>C18:0
14 15	0:8IC
16	)D9:0
17	>D13:0
18 19	>D14:0 >D15:0
20	>016:0
21	>D17‡0
22 23	>D18:0
24	>F8:#+C8
25	>F9:#+C9
26 27	>F13:#+C13 >F14:#+C14
28	>F15;#+C15
29 30	>F16;#+C16 >F17;#+C17
31	>F18;#+C18
32	
33 34	>G8:#+D8 >G9:#+D9
35	>G13:#+D13
36	>G14:#+D14
37 38	>G15;#+D15 >G16;#+D16
39	>G17:#+D17
40	>G18:4+D18
41 42	/X>A1:
43	>B4:

Exhib	it	//

A B A	CONDENSED	D EARNING (IN '	STATEMENT	FOR A BA	ANK G	Н
MONTH>	<ti< th=""><th></th><th>I&gt; VARIANCE</th><th></th><th></th><th></th></ti<>		I> VARIANCE			
INCOME:					neione	AU() TU()
INTEREST RECEIVED	0	0.	Q	327	316	
PROV.OF SERVICES	0	Q	0	97	89	
GROSS INCOME	0	0	0	414	405	
EXPENSES: =:	========	-======	=======	=======	======	=====
SALARIES	0	0	0	125	125	
EMPLOYEE BENEFITS	0	Q	0	25	26	
RENT AND RATES	0	0	Q	45	47	
SERVICE FROM H.O.	. 0	0	0	104	103	
OVERHEADS	0	0	Q	19	16	
INTRST.ON DEPOSIT	0	0	0.	19	19	
GROSS EXPENSES	0	0	0	337	336	
EARN. BEFORE TAX	0	0	0	77	69	

Exhibit III

A B	CONDENSEI	D EARNING (IN '		F FOR A 194	G NK	Н
MONTH>FEB'82 BUDGET COMPARISON					ATIVE TO DA ACTUAL VAR	
INCOME: INTEREST RECEIVED	409	412	3	736	728	
PROV.OF SERVICES	98	101	3	185	190	
GROSS INCOME	507	513	6	921	918	
EXPENSES: ==	========	========	=======		=========	====
SALARIES	130	130	Q	255	255	
EMPLOYEE BENEFITS	31	31	0	56		
RENT AND RATES	.45	45	0	90	92	
SERVICE FROM H.O.	115	120	5	219	223	
OVERHEADS	19	17	-1	37	33	
INTRST.ON DEPOSIT	30	33	3	49	52	
GROSS EXPENSES	369	376	7	706	712	
EARN.BEFORE TAX	139	1.37	-1	215	206	

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: C9: C13: C14: C15: C16: C17: C30: D8: D9: D13: D14: D15:	18 30 412 101 130 31
D16:	
D17: D18:	17 33
D 10.	55

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

1	A B	C CONDENSED E	D EARNING ST (IN '00		F FOR A BAN	G K	Н
2 4 5 6	MONTH> BUIGET COMPARISON INCOME:	<th:< th=""><th></th><th></th><th>&lt;-CUMMULA BUDGET</th><th></th><th></th></th:<>			<-CUMMULA BUDGET		
r R	INTEREST RECEIVED	0	0	0	736	728	8
9	PROV.OF SERVICES	ŏ	Ö	Ö	185	190	-
10							
11	GROSS INCOME	0	Q	0	921	918	-7
12	EXPENSES: ==			======		========	====:
13	SALARIES	0	0	Q	255	255	,
14	EMPLOYEE BENEFITS	0	0	Q		57	
15	RENT AND RATES	0	0	Q	90	92	
16	SERVICE FROM H.O.	0	0	0	219	223	
17	OVERHEADS	0	Q	0	37	33	-
18	INTEST.ON DEPOSIT	0	0	0	49	52	
19							
20	GROSS EXPENSES	0	0	0	706	712	
21	<del>-</del>						
22	EARN.BEFORE TAX	0	0	Q	215	206	1

Exhibit V

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?

### 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.

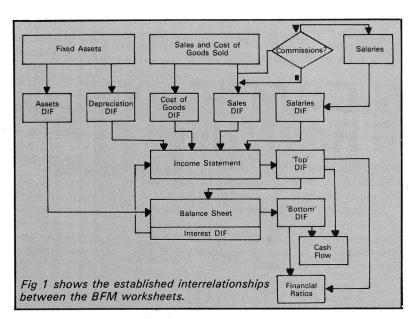
I found the documentation good as it provides the user with a clear picture of how the templates are constructed and how they operate. Thus decisions on what needs to be modified, deleted or introduced can be based on a sound knowledge of what the basic package provides. The manual's detail of formula 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 labourious 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.

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.

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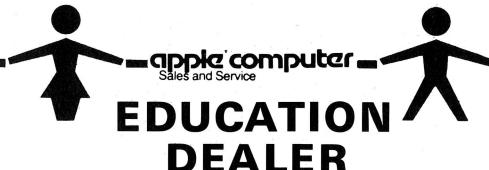
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### Shellsort keeps track of variables

### 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 rearrange 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

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

63000 INPUT "FILE NAME 7 ":FILE\$

63010 INPUT "DATE ? ":D9#

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.

```
HED
```

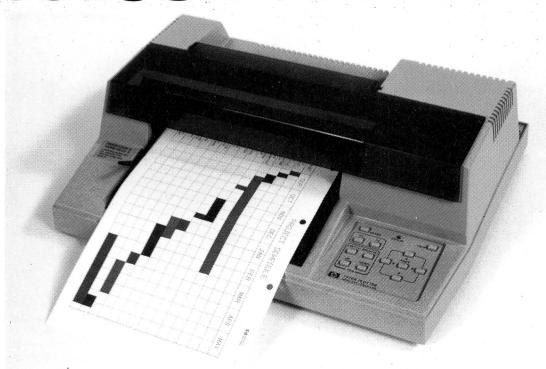
6010 63000

240 L\$ = L\$ + C\$

```
63020 PRINT CHR$ (4) "OPEN WORK"
: PRINT CHR$ (4) "DELETE WOR
       FRINI
FRINI
K"
63030 PRINT CHR$ (4):"OPEN WORK.
": PRINT CHR$ (4)"WRITE WOR
63040 PRINT FILES: PRINT D9$
63050 LIST 1 - 62999
63060 PRINT CHR$ (4)"CLOSE WURK
        ": END
LISTER
      REM FAGINATED LISTING
20
      REM
30
            R.A.MOULD 6 Mar 82
      REM
40
      REM
      POKE 33,40: HOME
50
      VTAB 2: HTAB 12: PRINI "FORMA
TTED LISTING"
                CHR$ (4)"OPEN WORK"
CHR$ (4)"READ WORK"
      PRINT
80
      PRINT
                G010 330
90
      ONERR
100
       INPUT FILE$
110
       INPUT D9$
       VIAB 5: HIAB 11: PRINT "PROG
RAM : "FILE$
VIAB 7: HIAB 14: PRINT "DATE
: "D9$
140 L9 = 120
150 N9 = 56
160 P9 = 66
170 P = 0
180 L = 99
190 M$ =
       GE1 C$
210 BT = PEEK (49385): REM KEEP
DRIVE MOTOR ON
220 IF C$ = CHR$ (13) IHEN 270
230 IF C$ = CHR$ (10) THEN 270
```

```
IF LEN (L$) < L9 THEN 200
260 OVERFLOW = 1
      GOSUB 400: REM PRINT MODULE
290 IF OVERFLOW < > 1 THEN 190 300 L* = " "
310 DVERFLOW = 0
320
      GOTO 200
REM END OF FILE TEST
      IF PEEK (222) < > 5 THEN 4
      PR£ 1: PRINT CHR$ (9)"132N"
      FOR J = L + 1 10 P9: PRINT CHR$ (10): NEXT J
370 PR£ 0: HOME
380 S1 = PEEK (4
            PEEK (49384): REM
      TCH OFF MOTOR
      REM
             PRINTING ROUTINE
      PRI : PRINT CHR$ (9)"132N"
CHR$ (29) CHR$ (27) CHR$"(5
4) CHR$ (27) CHR$ (65): REM
SET UP MICROLINE PRINTER
410
      IF L < N9 THEN 520
      IF P = 0 IHEN 450
FOR J = L + 1 TO P9: PRINT CHR$
440
       (10): NEXT J
450 P = P + 1
460 PR± 1: PRINT CHR$ (9) "40N" CHR$
      PRINT "PAGE "P" " + FILE# +
470
          " + D9$
480
      FRINI CHR$ (10)
490 L
      PR£ 1: PR1N1 CHR$ (9)"132N"
CHR$ (29) CHR$ (27) CHR$ (5
      4) CHR$ (27) CHR$ (65)
IF L$ = "" THEN 540
     PRINI LA: PRE O
520
530 L = L
      RE FURN
540
```

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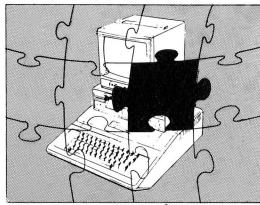
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```
XREFER
                                                                                                                                                                                                       3080 G0 F0 3140
3090 F0R K = 1 T0 N
3100 IF S$ = K$(K) THEN 3130
                                                                                                  1230 NEXT J
1240 PRINT CHR$ (13)
1250 FOR J = L + 1 10 P9: PRINT
CHR$ (10): NEXT J
10 REM CROSS REFERENCE LISTING
           GENERATOR
         3110 NEXT K
                                                                                                                                                                                                        3120 GO10 3150
          REM R.A.MOULD - 2 Mar 82
                                                                                                    1260
                                                                                                                                                                                                       3130 S$ = ""
3140 N(1) = N(1) + 1: RETURN
40
         REM -----
                                                                                                    1270 HOME
                                                                                                             VIAB 2: HIAB 11: PRINT "TUN
ING INFORMATION"
         POKE 33.40
                                                                                                   1280
50
                                                                                                                                                                                                        3150 REM DISCARD OPERATORS & PUN
         HOME : HIAB 8: FRINI "CRUSS R
EFERENCE LISTING"
GOSUB 2000: REM READ IN KE
00
                                                                                                                                                                                                       CTUATION MARKS (S/R 1)
3160 IF S$ = "=" OR S$ = "+" OR
5$ = "-" OR S$ = "*" OR S$ = "<" OR
5$ = "\" OR S$ = " OR S$ = "<" OR
5$ = "\" OR S$ = "," OR S$ = "\"
1" THEN 3180.
                                                                                                   1290 KTAB 5: HTAB 15: PRINT "S/R
                                                                                                                    ACTIVITY"
                                                                                                   1300 FOR J = 1 10 3
            YWORDS
90 PRINT CHR$ (4)"OPEN WORK"
90 PRINT CHR$ (4)"READ WORK"
100 ONERR 6010 1000
                                                                                                              VIAB (6 + J): HIAB 16: PRINT
J: SPC( 9 - LEN ( SIR$ (N()
                                                                                                  1310
                                                                                                               //));N(J)
                                                                                                                                                                                                       3170 G010 3200
3180 S$ = ""
3190 N(2) = N(2) + 1: RETURN
                                                                                                    1320 NEXT J
1330 VIAB (8 + J): HIAB 11: PRINT
            INFUT FILES
 110
 120
            1NPIII D9$
            VIAB 4: HIAB 11: PRINT "PROG
                                                                                                              "NO. DCCURENCES ";N
 130
         RAM : " + FILE$
V1AB 6: HTAB 14: PRINI "DATE
: " + D9$
V1AB (10): HTAB (14): PRINI
                                                                                                                                                                                                        3200 REM DISCARD NUMBERS (S/R 3)
                                                                                                    1340
                                                                                                                 FND
                                                                                                                 REM PAGE HEADING ROUTINE
 140
                                                                                                    1500
                                                                                                                                                                                                                      IF LEFI# (S#,1) <
                                                                                                    1510
                                                                                                                  REM -----
                                                                                                                                                                                                        3230: REM. STRIF OFF LEADING
DECIMAL POIN!
3220 S$ = RIGHT$ (S$, LEN (S$) -
                                                                                                                  IF L < N9 THEN 1620
 150
                                                                                                    1520
                                                                                                                  FOR K = L 10 P9: PRINT CHR$
              "READING FILE"
                                                                                                    1530
           DIM S$(1000,2),I(1000)
                                                                                                                (10): NEXT K
                                                                                                                                                                                                                0 IF ASC ( LEF1# (S$,1)) < 4
 170 REM OBTAIN A LINE
                                                                                                    1540 P
                                                                                                                                                                                                        3230
          GET C$ .
IF C$ = " " THEN 220
                                                                                                                 FR£ 1: PRIN1 CHR# (9)"40N"
                                                                                                                  CHR# (31) CHR# (27) CHR# (5
 190
                                                                                                                  ) LHR$ (27) CHR$ (65)
PRINT "PAGE "F" " + 1
" - XREF" + " " + D9$
                                                                                                                                                                                                                  57 THEN 3250
 200 N$ = N$ + C$
                                                                                                                                                                                                       3240 GOTO 3260
                                                                                                                                                              + FILE$ +
          6010 180
                                                                                                                                                                                                       3250 IF S1R$ ( VAL (S$)) < > S
                      VAL (N#)
 220 L =
                                                                                                                                                                                                        $ THEN 3280
3260 $$ = ""
3270 N(3)' = N(3) + 1: RETURN
                                                                                                    1570 PRINT CHR$ (10)
1580 PRINT CHR$ (9)"132N" CHR$
            VTAB 12: HTAB 16: FRINT " LI
 230
            NE "L
 240 NS = ""
                                                                                                                 FRINI MA# + "VARIABLE NAME"
                                                                                                                                                                                                        3280 REM CHECK IF ARRAY VARIABL
250 5$ = ""
                                                                                                    1590
                                                                                                                                                                                                       3280 RED STATE STA
                                                                                                                                        LINE NUMBERS"
            GET C$
 260
                                                                                                                 PRINT MAS + "----"
            REM LOOK FOR DELIMITERS

IF C$ = " " OR C$ = "," OR C$ = "," OR C$ = " (" OR C$ = "
 280
           # = ";" OR C$ = "(" OR C$ =
")" THEN 260

IF C$ = CHR$ (13) THEN 390

IF C$ = ";" AND S$ < > "HIN

EM" AND S$ < > "LOMEM" THEN

390
                                                                                                    1610 L = 4
                                                                                                                                                                                                       J%) = J%

3320 S2$ = S1R$ (L)
                                                                                                    1620
2000
                                                                                                                  RETURN
                                                                                                                  REM READ RESERVED WORDS
                                                                                                                                                                                                       3330 FOR KZ = 1 TO 6 - LEN ($2$ ):$2$ = " " + $2$: NEXT K2 3340 $$ ($0.7.2) = $2$
 290
                                                                                                    2010
                                                                                                                  REM -----
                                                                                                                DIM K$ (100)
                                                                                                    2020
                                                                                                    2030 K = 0
2040 K = K + 1
          390
IF C$ < > CHR$ (34) THEN 3
.50: REM IGNORE STRING LITER
                                                                                                                                                                                                        3350 5≸ =
 310
                                                                                                                                                                                                        3360 RETURN
4000 REM SOF
                                                                                                                READ K#(K)
                                                                                                     2050
                                                                                                     2060 IF K#(K) = "LAST" THEN 2080
                                                                                                                                                                                                                      REM SORT VARIABLES INTO ALF
             ALS
                                                                                                                                                                                                        HABETIC LIST
4010 REM -----
            GET C$
 320
            IF C$ < > CHR$ (34) THEN 3
                                                                                                                  G0T0 2040
                                                                                                     2070
 330
                                                                                                    2080 N = K - 1
2089 DATA ANS#, CHR#, LEFT#, MID#,
             20
                                                                                                                                                                                                        4020 VIAB TO: HTAB 14: PRINT "
            GOTO 390
 340
                                                                                                                                                                                                        SORTING "
4030 NKE<sub>7</sub>S = 2: REM NO OF SORT K
 350 S$ = S$ + C$
360 GET C$
                                                                                                               RIGHI*, SIK*
                                                                                                     2090
                                                                                                                                     ABS, AND, ASL, AI, AIN,
                                                                                                                  DALA
            GET C$ = " " OR C$ = "," OR C
$ = ";" OR C$ = "(" OR C$ =
")" 1HEN 390
                                                                                                               CALL, CLEAR, COLOR, CONI, COS
                                                                                                                                                                                                                    E+5
                                                                                                                                                                                                        4040 KE (1) = 1: REM SENIUR KEY
4050 KE (2) = 2: REM JUNION KEY
                                                                                                                  DATA DEF, DEL, DIM, DRAW, END,
                                                                                                     2100
                                                                                                              EXF
                                                                                                                                                                                                        4060 N = 3%
4070 I = 1
             GOTO 290
                                                                                                                   DATA FLASH. FN. FOR. FRE. GET.
            GOSUB 3000: REM CHECK IF VA
                                                                                                              GOSUB, GOTO, GR
 390
                                                                                                                                                                                                         4080 I = 2 * I
             RIABLE NAME.

IF C$ = CHR$ (13) THEN 180

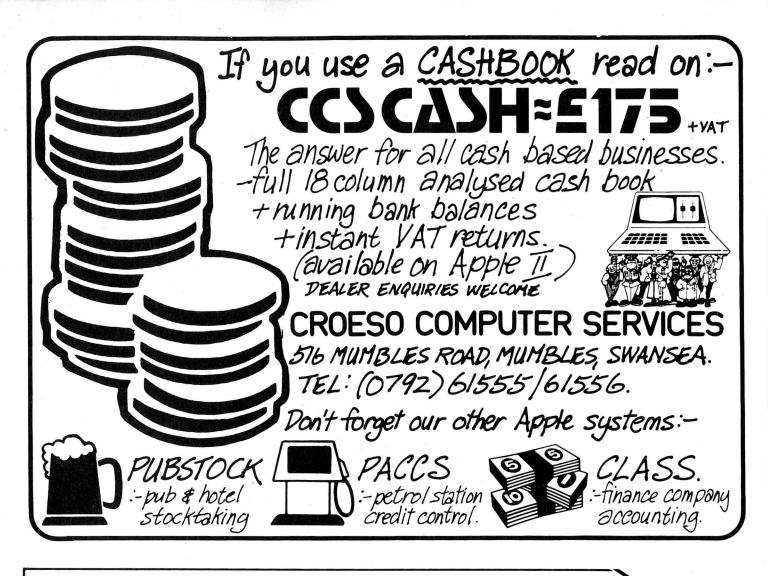
IF C$ = ":" THEN 250
                                                                                                    HLIN, HOME, HPLOT, HIAB
2130 DATA JE 184 COM
                                                                                                    2120 DATA HOOLOR, HGR, HGRZ, HIMEH
                                                                                                                                                                                                        4090 IF 1 < = N THEN 4080
4100 U = I - 1
 400
                                                                                                                  DATA IF. INE, INFUI, IN1, INVE
 410
                                                                                                                                                                                                         4110 \ 0 = (0 - 1) \ / \ 2
           RSE
2140 DATA LEN,LET,LTST,LOAD,LUG
 420
                                                                                                                                                                                                        4120 VIAB 12: HIAB 16: PRINT "Q = "Q;"
 1000
                                                                                                                   LOMEH, NEW, NEXT, NORMAL, NOT, N
                                                                                                                                                                                                                      = "Q;" "
V1AB 14: FRIN1 " (Q REDU
                                                                                                                DIRACE
                                                                                                                                                                                                        CES AS SORTING FROCEEDS)"
4140 IF 0 = 0 THEN 4290
4150 FOR J = 1 TO N = 0
4160 FOR I = J TO 1 STEP = Q
 1010 PRINT CHR$ (4) "CLOSE WORK"
                                                                                                    2150 DATA ON, ONERR, OR, PDL, PEEK
PLOT, POKE, POF, POS, PRINT, PRE
                                                                                                                               ON, ONERR. OR, PDL, PEEK.
                                                                                                                  DATA READ, RECALL, RESTORE, R
 1020 GOSUB 4000: REM SORI VARIA
                                                                                                    2160
1030 HOME: V1AB 10: HTAB 15: PRINT
PRINTING "
1040 MA$ = " "
                                                                                                    ESUME, RETURN, RND, RO1, RUN
2170 DATA SCALE, SCRN, SGN, SHLOAD
                                                                                                                                                                                                         4170 L = I + Q
                                                                                                                                                                                                                      FOR S = 1 TO NKEYS
                                                                                                                ,SIN, SFC, SPEED, SQR, STEF, STOP
                                                                                                                                                                                                         4180
                                                                                                                                                                                                        4190 K = KEY(S)
4200 IF S$(I(L),K) > S$(I(I),K) THEN
4270
                                                                                                                ,STORE
                                                                                                    2180 DATA IAB, IAN, IEXI, IBE-
TRACE, USR, VAL, VLIN, VIAB
2190 DATA WAIT, XPLUT, XDRAW
2200 DATA LAST
 1050 N9 = 56:P9 = 66:P = 0
                                                                                                                                 TAB, TAN, TEXT, THEN, TO,
 1060 L = 99
                                                                                                                                                                                                        4210 IF S$(I(L),K) < S$(I(I),K) THEN 4230
 1070 GUSUB 1500
 1080 FOR J = 1 TO N
1090 FF S$(I(J),1) = S$(I(J,-1),1) THEN 1150
                                                                                                                                                                                                        4220 NEX1 65
                                                                                                                                                                                                        4230 W = I(I)
                                                                                                                   REM CHECK IF STRING IS VARI
                                                                                                                                                                                                        4240 I(I) = I(L)
4250 I(L) = W
               GOSUB 1500
                                                                                                                ABLE NAME.
                                                                                                                  REM -----
 1110 K = 0
                                                                                                     3010
            PRINT CHR$ (13) CHR$ (10)
PRINT MA$ + S$(I(J),1); SFL(
                                                                                                                                                                                                                      NEX1 I
                                                                                                                                                                                                         4260
 1120
                                                                                                                                                                                                                      NEXT J
                                                                                                     3020 IF LEN (S#) = 0 THEN RETURN
                                                                                                                                                                                                         4270
 1130
1130 PRINT MA$ + $$(1(3),1);

18 - LEN ($$(1(3),1)));

1140 L = L + 2

1150 IF k < 15 THEN 1210

1160 PRINT CHR$ (13)
                                                                                                                                                                                                                      GU10 4110
                                                                                                                                                                                                        4280
                                                                                                     3030 REM DISCARD KEY (RESERVED)
                                                                                                                                                                                                         4290
                                                                                                                                                                                                                      RETURN
                                                                                                    3030 REM DISCHAP RE WORDS (5/R 1)
3040 REM IGNORE REMARK AND DAT A STATEMENTS
3050 IF S$ < > "REM" AND S$ < >
                                                                                                                                                                                                                      REM ERROR ROUTINE
                                                                                                                                                                                                        5000
                                                                                                                                                                                                        5010
                                                                                                                                                                                                                      PRINT "ERROR CODE "; PEEK (
               GOSUB 1500
PRINT MA$; SPC( 18);
                                                                                                                                                                                                        5020
 1170
                                                                                                     3050 IF S$ < > "REH"
"DATA" THEN 3090
                                                                                                                                                                                                                   222)
  1180
                                                                                                                                                                                                                     PRINT
                                                                                                                                                                                                                                       CHR'$ (7)
 1190 L = L + 1
1200 k = 0
                                                                                                                                                                                                                                                              "; PEEK (
                                                                                                                                                                                                        5040 PRINT "IN LINE
                                                                                                     3060 GET C$
3070 IF C$ < > ":" AND C$ < >
                                                                                                                                                                                                                                       FEEK. (219) # 256
  1210 PRINT S$ (1(J),2);
                                                                                                                                                                                                       ,5050 END
                                                                                                                   CHR$ (13) THEN 3060
  1220 \text{ k} = \text{k} + 1
```



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multiple system with central control Two-way communications with central control via existing A.C. lines without the need for dedicated cabling Alternative communication via balanced line feeder (Bus) Ideally suited to installations in control and data logging where, for reasons of expense or inconvenience, dedicated multiple cabling is unsuitable.

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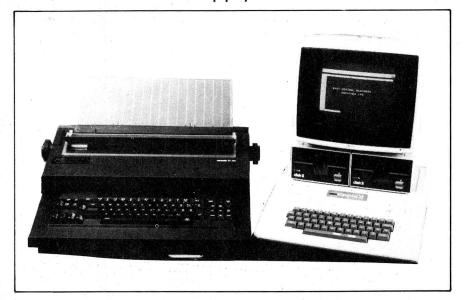


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Tony Williams, AP Systems 90-100 Brighton Road, Surbiton, Surrey or telephone 01-399 1257 SPEECH synthesis has come a long way in the last few years. I have a friend whose Apple welcomes you verbally when it is switched on. This is accomplished entirely 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 (linearpredictive 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

# Synthesiser with a good line in chat

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

### By MAX PARROTT

"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 AS

30 FOR I = 1 TO LEN(A\$)

40 POKE S, ASC(MID\$(A\$,I,1))

50 FOR K = 1 TO 75:NEXT

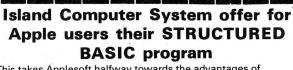
60 NEXT

70 POKE 5,63

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.



This takes Applesoft halfway towards the advantages of Pascal without the difficulties and extra cost of learning yet another language.

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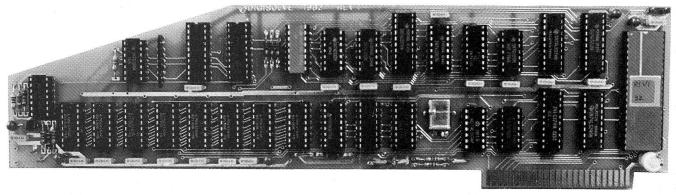
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### Beginner's guide to

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,

### machine language

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

  - 20
  - POKE 103,1: POKE 104,64 POKE 16384,0 PRINT CHR\$ (4)"RUN EARTH DEF 30 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?

İs 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.

### Middlesbrough move

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technical information and servicing. Those interested in an around the Cleveland area should contact me for further details on Middlesbrough 221501. — C. Robinson, Micro-Technic Computer Systems.

### 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 OJA. 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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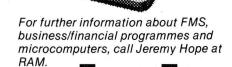
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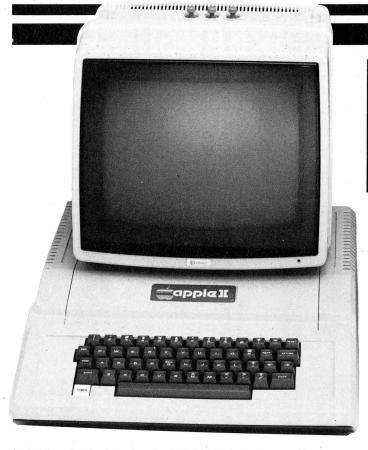


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# MORSE CODE

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.

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1220	1230	1240	1250	1270	1275	1280	1290	1310	1320	1330	1335	1345	1360	1370	1380	1400	1410	1420	1430	1440	1450	7047	1480	1490	1500	1510	1520	1540	1550	1560	1570	1590	1600	1610	1620	1630	1650	1660	1670	1680	1690	1700	1/10	1730
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NOW ADD THE DFFSET JUST CALCULATED		AND PUT BACK IN MEM	CHECK TO SEE IF HI-BYTE OF ADDRESS NEEDS INCREMENTING RECAUSE OF ADDITION	INCREMENT IT IF NECESSARY	NOW TO GET THE ADDRESS OF THE SUR-TABLE POINTED TO					NOW IT'S STORED IN JAD AND JAD+1	FINALLY WE MAY SEARCH THE APPROPRIATE SUB-TABLE	FIRST HAVE WE GOT THE END-OF-SUB-TABLE MARKER?	IF SO THEN WE'VE SEARCHED RIGHT THROUGH WITHOUT SUCCESS	AND WE BRANCH OFF TO THE NOMATCH CODING	DIHERWISE WE CHECK THE SUB-TABLE ELEMENT AGAINST THE LETTER-GROUP IN CODE	IF THERE IS A MATCH GDTO THE "MATCH" CODING	AS THE SOUND SUB-TABLES ARE IN DESCENDING ORDER WE CAN TELL IF WORTH MORE	SEARCHING, IF SO THEN INCREMENT FOR NEXT ELEMENT AND DO A FORCED BRANCH	BACK TO THE BEGINNING OF THE SRCH CODING	FIRST WE NOTE WHICH ELEMENT OF THE SOUND SUB-TABLE MATCHED WITH "CODE"	AND THEN REPEAT THE LOOK-UP ALGORITHM	USING THE SECOND PART OF THE TABLE I.E. THE SCREEN DUTPHT TARIES/POINTERS	REMEMBERING THAT THE OFFSET WE PREVIOUSLY HAD TO CALCULATE IS STILL STA	BECAUSE THE SOUND CODE AND SCREEN OUTPUT TABLES ARE IDENTICAL IN LAYOUT					CHECK PAGE BOUNDARY							AND FURTHER THAT THE ELEMENT WITHIN THE SCREEN DUTPUT SUR-TABLE IS THE SAME	SO WE CAN GET THE CORRECTLY MATCHED CHARACTER	AND PRINT IT ON THE SCREEN	WE NEED TO CHECK IF THE GAP BETWEEN SOUNDS MEANT END-OF-WORD	(IHIS PARAMELER IS ALIEKABLE EXIERMALLY LIKE ALL DIHER IIMING PARAMETERS)	JUMP UVER SPRUE UUTPUI CUDING IF END-UF-MURD NUI DEIECTED	I STRUCT THREE THREE FOR THE SCREEN PREMIUMS SUBMICE THE PRINT ONE REALK SPACE ON THE SCREEN	מוני פרונים מונים ביותר פו וווד ספורנים						IS IT A DASH?		SOUND DOT	מסוווע מעוויים	HSHI JANDAS	PRINT AN ASTERISK IF NOMATCH FOUND	*	
BF CDA PI+1 ZSTA MEM+1 ZLDA MEN	CLC ZADC ST4	ZSTA MEM	BCC NEXT	ZINC	NEXT LDY £ZERO	ZLDA (MEM), Y	Z5TA JAD		ZLDA (MEM), Y	ZSTA JAD+1	LDY £ZERO	LOOP ZLDA (JAD), Y	OMS GMO		ZCMP CODE	BEQ MATCH	RCC NOMAT	INY	BCS LOOP	MATCH ZSTY TEMP		25TA MER		7	ZLDA MEN	מרכ	ZADC ST4	ZSTA MEN	BCC NNXT	ZINC	NNXT LDY £ZERO	ZLDA (MEM), Y	Z5TA JAD	ZINY VIOLEN V	7574 340+1	ZLDY TEMP	7	JSR	WDSPC ZLDA CT	לרשה רפ	MUL KESE!	JSR	RESET	-	ZSTY TEMP	7STV CODE	81	SOUND ZLDA			1100	Š	F USH JSK DASH RTS	NOMAT LDA		U JANY WUSTL
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TRANSMISSION ERROR TABLE OF POINTERS TO SUR-TABLES OF CODE SOUNDS 1750 1750				POINTER TO TABLE OF POINTERS TO SOUND CODE SUB-TABLES	thattatatatatatatata BUTPUT SUB-TABLES (SCREEN CHARACTERS) asstatatat	THE SUB-TABLES		31	87	34	85	50		19					- 19					2		CONNE		HASH OUTPUT ON SCREEN WHEN USER SENDS A STRING OF DOTS (ERROR MESSAGE)		TABLE OF POINTERS TO SUB-TABLES OF SCREEN OUTPUT CHARACTERS			7.		POTINTER TO RASE OF TABLE OF SPECEN DITITION TRANSPORTED TO BE AND THE PARTY.								DEFAULT SETTINGS FOLLOW		2				2			HEBE FOLLOWS THE NOTE SUBBOUITINE ************************************	(DEC 34762) TWEAK THE SPEAKER		6010 SECOND LOOP UNLESS COUNTER ZERO KANDER ONE DEE THE LENGTH DARANETER	האסטה טוב טון וווב בבחסוון ומוחובובו
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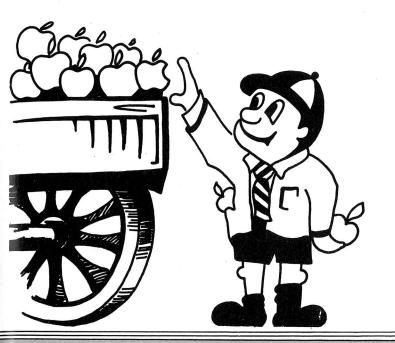
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### Applecart

Monthly review of Apple in education

### Age of the multi-disciplinarian

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 mumbojumbo 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

By SEAN OVEREND

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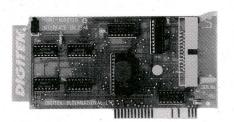
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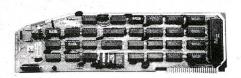
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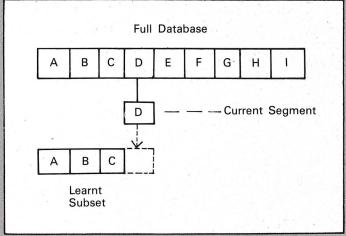


Figure 1

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

### **Applecart**

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 sub-

sequent 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

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 nonscrolling 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 21 22 23 24 25 27 29 30	BLOND GLUEKLICH GROSS KLEIN NICHT ABER UND HIER DER FREUND DER LEHRER DER MANN	BLOND HAPFY BIG SMALL NOT BUT AND HERE FRIEND TEACHER MAN
41 42 43 44 45 46 47 48 49	LA MUJER	GIRL (CHILD) WIFE COUSIN (MALE) COUSIN (FEMALE) BROTHER-IN-LAW SISTER-IN-LAW UNCLE AUNT WOMAN BOY GIRL
	L'ESCALIER A> LA CAMPAGNE LA COLLINE LE BOIS LA FORE^T LA MONTAGNE LE VILLAGE LA VILLE LA FERME LE FERMIER LA FERMIE>RE	STAIRS IN THE COUNTRY HILL WOOD FOREST MOUNTAIN VILLAGE TOWN FARM FARMER FARMER FARMER'S WIFE

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### French without tears

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 "yous", to which you would respond "yous 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 submenu 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".

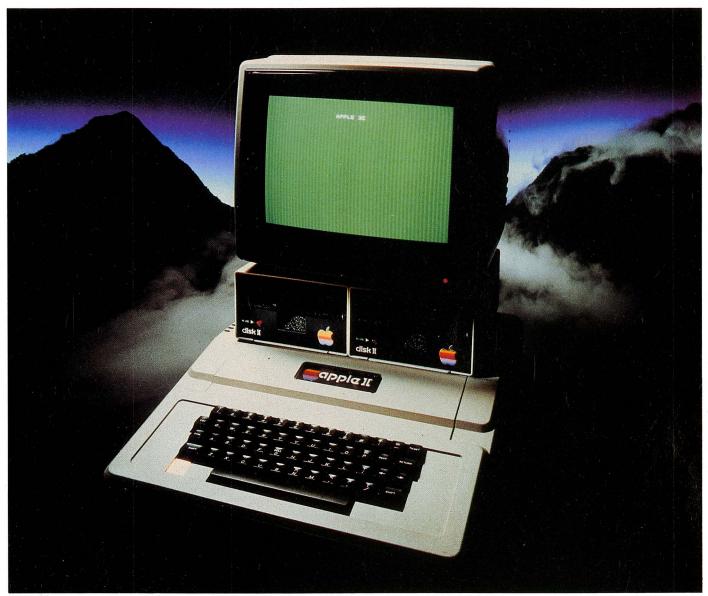
Overall, I found the program quite user-friendly, as claimed in the literature. Apparently it has been tested by the University of Leuven, Belgium, and has been used by over 100 students for more than a year. It is obvious that a lot of thought has gone into it, both in terms of presentation and options 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.

### By CLIFF McKNIGHT

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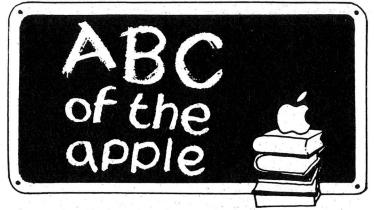
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Applesoft. A version of Basic used on the Apple which contains numbers stored in floating point notation.

Application. Software developed for the Apple to do a specific

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 REŠET with a disc running!)

Hardware. Generic term for all manufactured computer equipment.

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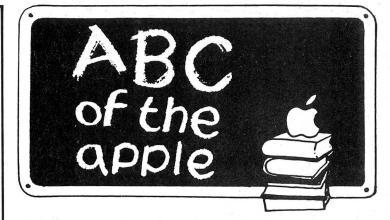
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Interactive. An operation which produces an immediate result. Hi-res. A shortened term for high-resolution graphics.

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

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.

## APPLE BOOKS & MAGAZINES

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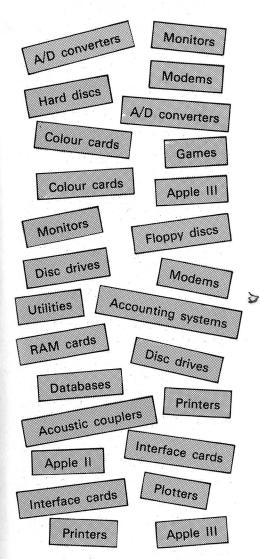
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January 1982

Apple scoop on Tomorrow's World — 1982: The Year of the Apple? — Games review (Wizardry) — Simultaneous 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 Part i (Apple's memory map) — Orbit accounting system review — Cost effective terminal com-puter – Moving hi-res graphics. PLUS four pages of Com-pucopia and seven 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 reprimary school programs re-viewed. PLUS four pages of Compucopia and six Appletips.

October 1981
Micro Planner review – Games review (Computer Bismark, Battle of Waterlook, Raster Blaster) – Letter square puzzle – Machine code techniques, Part 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 – Apple user profile: SEGAS, Part II – Apples in South African schools – Programs for primary schools. PLUS two pages of Compucopia and four Appletips.



February 1982

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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 more user friendly — Getting round the memory map muddle — Apple user profile: Sea Fish Authority. PLUS three pages of Compucopia and seven



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 – Orphats 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.

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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.



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Games review (Bandits, Suicide, Swashbuckler, Fly Wars) – Instruction file editor – Teach yourself Morse, Part I – Visi-Calc section – Pastext II review – Asynchronous data transfer, Part II – Omnis review – A melody from your micro – Sumary 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.

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1.5.) – Sinta Shape Manager
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Apple speeds the news —
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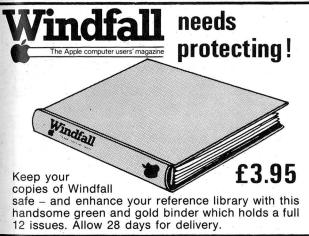
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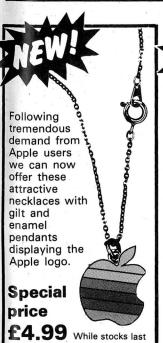
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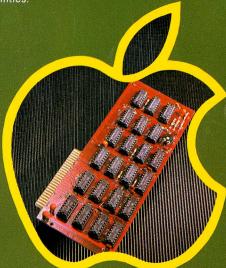
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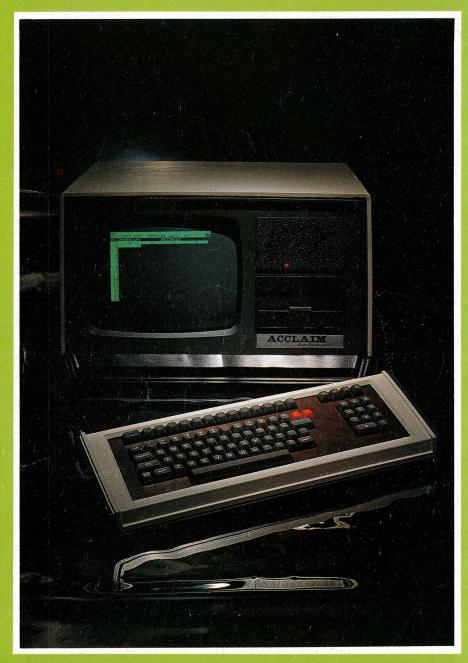
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## **OPTIONS**

- ☐ 21 or 12 megabyte Winchester
- ☐ Dual floppy unit
- ☐ Tape streamer
- □ Any Apple peripherals
- □ ICL CO1/CO2 protocols available
- ☐ Any Apple II software

FOR YOUR LOCAL DISTRIBUTOR CONTACT

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