# VIC Scaling Bar Graphs

James P. McCallister

Bar graphs often have more visual impact than figures or statistics. This utility program gives you multicolor bar graph capability and demonstrates its practical uses. There is a discussion of modification of control variables to suit a variety of applications.

As you learn to solve problems in BASIC on your VIC, you realize that calculations are fairly easy to program no matter how complex the math. However, you sometimes want to display your answers in a way that highlights their meaning. One very effective method is to construct a bar graph.

This article describes a utility bar graph subroutine you can add to your own programs. It's very easy to use, and it's suitable for many applications. Once you have it saved on tape or disk, you can quickly turn a modest calculation into an analysis of options or a graphic history of trends.

## **One Practical Application**

Here's an example that demonstrates a practical use of the bar graph subroutine. Suppose you want to borrow money to buy a car. Checking a reference book on business math, you find that the monthly payment calculation for an installment loan is:

#### payment = amount of loan \* $r/(1-(1+n)^{-r})$

where *n* is the number of months and *r* is the monthly interest rate, expressed as a decimal fraction. Also,

#### total finance cost = (n \* payment) - amount of loan

So, as a first step, you come up with this BASIC program to do the fundamental calculation:

- 100 INPUT" {2 DOWN } AMNT, APR"; AM, AR
- 110 MR=AR/1200
- 120 INPUT "MONTHS"; N
- 130 MP=AM\*MR/(1-(1+MR)<sup>+</sup>N)

- 140 FC=N\*MP-AM
- 150 DEFFNR(X)=-INT(-X\*100)/100
- 160 PRINT"PAYMNT=\$";FNR(MP),"FIN COST=\$"
  ;FNR(FC)
- 17Ø GOTO1ØØ

In this program, AM is the amount of the loan, AR is the annual percentage rate, and N is the term, in months. MR is the monthly rate expressed as a decimal fraction. The results are MP, the monthly payment, and FC, the total finance cost; both are based on the formulas you started with. The function FNR(X) defined in line 150 rounds to the next highest penny, and the results are printed in line 160.

Naturally, increasing the number of months (or term) of the loan makes the payment lower, but increases the finance cost. With this program you could experiment with various amounts, APRs and terms, and arrive at a decision about which loan suits you best.

Instead, let's modify the program to *plot* the effect of various term lengths of the loan, using the bar graph subroutine. We'll still use the INPUT statement for amount and APR; but we'll use the FOR/NEXT statements to automatically vary N and take care of storing the answers. Now the program looks like this:

- 100 INPUT" {CLR}AMNT, APR"; AM, AR
- 110 MR=AR/1200
- 120 FORI=0T08:N=6\*(I+2):REM N=12T060BY6'
- $130 Y(0, I) = AM*MR/(1-(1+MR)^{-N})$
- 140 Y(1,I) = N\*Y(0,I) AM
- 150 NEXTI:QB=8
- 16Ø QL\$="{12 SPACES}1 2 3 4 5{15 SPACES} YEARS"
- 170 QT\$="{2 SPACES}MONTHLY PAYMENT":Z=0: GOSUB9900
- 18Ø QT\$="{2 SPACES}TOTAL FINANCE COST":Z =1:GOSUB9900
- 190 GOTO100

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Add lines 9900 to 9999 (see Program 2).

The resulting graphs are in Figures 1 and 2 for a loan of \$5000 at 12.8 percent.

We'll deal with the new variables in detail later. But you can already see that plotting the graphs requires these steps:

1. The BASIC instructions for the subroutine are added to the program, beginning in line 9900. (Later, we'll discuss the most efficient ways to do this.)

2. The numbers to be plotted are put into two lists, one for each graph. At line 130, the list for the monthly payment graph is put in Y(0,I), and at line 140 the list for the finance cost graph is put in Y(1,I). The first subscript for each Y variable identifies the list. The second subscript is a label for each number in the list.

**3.** After the lists are completed, GOSUB9900 is "called" once for each graph (line 240).

4. Before calling GOSUB9900 the first time, QB is given a value of 8 so the subroutine would know how long the lists were and how many bars to plot. Also, the legend to appear at the bottom of the screen is put in QL\$.

**5.** Before calling GOSUB9900 each time, title information is put in QT\$. This is different for each graph.

**6.** Before calling GOSUB9900 each time, Z is given a value corresponding to the list to be plotted.

The graphs in Figures 1 and 2 can be displayed using just the lines listed so far. The subroutine does all the layout work. The vertical scale and labeling are automatic. The example could have included billions of dollars or 10<sup>-9</sup> seconds of time – the scale would still be worked out and labeled correctly.

#### **Program Features**

Now we're ready to explore the features of the subroutine in greater depth. The primary features are:

• one to 21 vertical bars per display (number specified by user).

• automatic ranging and scaling for each display, with no restrictions on the signs or magnitudes of the values to be plotted. The scale is labeled.

• operates from a two-dimensional array, so that several lists can be stored before plotting the first one.

positive bars go up; negative bars go down.

• built-in "hold" of display, released by touching any key; cursor prompt in lower-right corner.

• universal memory configuration. Adds 2300 bytes to the calling program.

• scale lines in contrasting color (green). 300 **COMPUTE!** October 1983 The subroutine also has a number of *optional* features which are *transparent* to the user. (Transparent features are built-in program features that you can ignore without consequence – they take care of themselves.) The features are controlled by giving values to certain control variables. In BASIC, all numeric variables are initially set to zero, and the subroutine is designed so that a zero signifies the standard condition for each option. That's why the standard choices are transparent. The standard choice for an option is often called the "default" option, because if you don't specify an option, you'll get the standard choice by default. The transparent features are:

• The top four lines of the display can be printed with title or explanatory information. (Null strings are standard.) Also, the two bottom lines can be printed with legend information.

• Choice of bar color (black is standard); or contrasting colors for "up" and "down" bars; or alternating bar colors; or contrasting colored bars grouped in pairs.

• Close-spaced (standard) or double-spaced bars.

• Graph positioned against right edge of screen (standard), or moved left a chosen number of spaces.

• Automatic ranging and scaling, with all bars starting at zero (standard); or expanded, offset scale; or preassigned scale. Also, prescaling of multiple lists before plotting.

• Vertical scale labeled (standard), or unlabeled. Labels are printed to the left of the scale, if there's room. Otherwise, they will move automatically to just above or below the scale.

#### How To Use The Subroutine

To create a bar graph plot, insert GOSUB9900 into your program after assigning the value or values to be plotted into the Y array. There are two fundamental restrictions in your main program. First, you cannot use line numbers from 9900 to 9999. Second, you shouldn't use variable names starting with Q, unless you're willing to share them with the subroutine.

The result of the GOSUB9900 (if no control variables are set) will be a single bar, representing the value stored in Y(0,0). Going beyond this simple graph requires using control variables – but only those you want to change from zero. Most likely you'll find that several of the controls are quickly mastered. You can then add more to your repertoire as you gain experience. All control variables must be given any new values before GOSUB9900.

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#### **Optional Feature Controls**

These are the rules for the control variables:

1. List identification. The variable Z becomes the first subscript of the Y values, thereby controlling which list is to be plotted. If there is only one list, then Z is always zero and never needs to be changed from its initial zero value.

2. Number of bars. The number of bars plotted is controlled by the variable QB. QB = 0 plots one bar; QB = 1 plots two bars, etc. The maximum value of QB is 20, which will plot 21 bars scaled to the values stored in Y(Z,0), Y(Z,1), Y(Z,2) - up to Y(Z,20). If either Z or QB is greater than ten, it is mandatory to use a DIM statement at the beginning of the program to DIMension the Y array. Even if they are both less than ten, it's still good programming to DIMension to save memory.

**3.** Title and legend. Up to 88 characters of title can be printed on the top four lines by creating a string variable QT\$. Likewise, up to 44 characters of legend can be printed on the bottom two lines with QL\$. [*Note:* The 44th character of QL\$ can be used only with a trick. For example, if the last word is MONTH, end QL\$ with the sequence "...MONH{LEFT}{INST}T". Otherwise, the top of the display will roll up and off. This sequence is only needed for exactly 44 characters.]

4. Bar color options. Bar colors are controlled with the standard VIC POKE codes for colors (which are one number lower than that color key on the keyboard). For example, the code for black is zero, and black is the standard color for the bars. The color control variables are Q0 and Q1. By assigning nonzero values to one or both, you can do the following:

• All bars one color: assign the same color to Q0 and Q1. Example: Q0=6: Q1=6 will result in all blue bars.

• Up bars one color, down bars another: assign the color for the up bars to Q0, and the color for the down bars to Q1. Example: Q0=0: Q1=4 will result in black bars pointing up and purple bars pointing down.

• Bars alternating colors: if either Q0, Q1, or both are given a minus sign, then ABS(Q0) is the color of the even bars and ABS(Q1) is the color of the odd bars. Example: Q0=6: Q1=-7 will result in bars alternating between blue and yellow.

**5.** Bar spacing. The standard option provides bars which are closely spaced. However, if QB is assigned a negative value, the bars will be plotted with a space between them. The maximum negative value allowed is ten (QB = -10), which will plot 11 bars separated by 10 spaces. In addition, if the alternating bar colors option is chosen at the 302 **COMPUTE** October 1983

same time that QB is negative, the bars will be plotted in closely spaced pairs separated by open spaces. Under these conditions, the maximum negative value allowed is 13 (QB=-13), which will plot seven pairs (14 bars) separated by six spaces.

6. Graph centering. The graph is normally positioned against the right edge of the screen (standard). You can move it to the left n spaces by setting QC = n.

7. Scale factor options. The options for the automatic ranging and scaling feature are controlled by the variable QS. The standard choice, QS=0, will always produce a useful graph of the data, and in many cases the result can't be improved upon. However, sometimes a bar graph can be done in a different way that makes it more informative. After all, effective chartmaking will always consider the reader, the data being compared, the most significant facts, and so on. The optional choices for QS allow you to have a scale offset from zero, or a prespecified scale. You can also prescale lists of values before doing any plots, which is desirable for merged graphs or for finding a common scale for several graphs in sequence.

Figures 3 and 4 illustrate the scale offset from zero. The graph in Figure 3 results from QS = 0. Depending on the circumstances, this may be the best graph for this data. One problem, however, is that the variations are small compared to the length of the bars. If the *variations* are the most important characteristic of the data, then Figure 4 is a better display. This is achieved by making QS = 1. The scale is expanded as much as possible – times ten, in this case. It must also be offset so the bottoms of the bars don't reach zero.

If you were the chairman of a charity sale and this was a graph of yearly results, you'd probably use Figure 4 when talking to your committee because it's easy to see the changes. But you might use Figure 3 in the final report because it doesn't exaggerate the bad news for '83. In Figure 4, the bar for '83 is only 50 percent as high as '82, but Figure 3 shows the true proportion – 93 percent. An offset scale isn't always possible, as, for example, when the list includes both positive and negative numbers. In such cases, QS = 1 will not have any special effect on the graph. Figure 5 is a graph of such data.

The QS = 2 option allows you to second-guess the Automatic Ranging and Scaling Rules by giving starting values to QX and QN. These two variables store the maximum and minimum values found in scanning the list of numbers to be plotted. This option, in effect, allows you to preassign a particular scale or a particular offset. Study the rules under "Automatic Ranging And Scaling," and then experiment to master this option.

The prescaling options, QS = 3, 4, and 5, are

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the same as QS=0,1, and 2, except nothing is put on the screen. But the maximum value (QX), minimum value (QN), scale factor (QZ), upper-scale label (QU), and lower-scale label (QD) are all computed and made available to the main program. Our final program uses this capability to combine Figures 1 and 2 into one graph. It's possible to make some very effective displays with these options, without a lot of programming.

8. Scale labels. You can suppress the printing of the scale labels within the subroutine by making QS negative, or if QS=0, by giving it a value of -.1.

## **Putting It All Together**

Now we're ready to demonstrate some of these optional features using the car loan example. Program 1 merges the two previous bar graphs (Figures 1 and 2) into one display using two bar colors (see Figure 6).

Line 90 dimensions the Y array to conserve memory. If we don't do this, the BASIC interpreter will DIMension it Y(10,10) by default and tie up 455 extra bytes of memory.

We discussed lines 100-150 in the car loan example. Lines 160-190 prescale the Z = 0 and Z=1 lists and then create a merged list suitable for graphing on a common scale. The merged list, in Z=2, contains both monthly payment and finance cost data, but at twelve-month intervals, instead of six. After prescaling each old list, the values are divided by their respective scale factors for combining into the new list. As a result, the numbers in the new list are all in the range of 0 to 5, instead of their true values. Therefore, we suppress the printing of the automatic scale labels and overprint with the labels (QU) obtained during the prescaling calls. As you can see, line 160 prescales the Z = 0 list, and line 170 prescales Z=1. Line 180 puts five Z=0 values into the Z=2list, with subscripts (2,0), (2,2), (2,4), (2,6), and (2,8). Line 190 puts five Z = 1 values into subscripts (2,1), (2,3), (2,5), (2,7), and (2,9).

Line 200 establishes the optional features for the bar graph by assigning values to control variables Z, Q1, QB, QS, and QC. You should be able to match up the values in the program with the features in the graph.

Lines 210-230 create the string variables for the title and legend. Notice that part of the title uses the input variables for the amount and APR of the loan.

The scale labels we need for this graph are special, so the subroutine labels were turned off. In line 9988, you can GOSUB to your own subroutine and overprint the graph with anything you wish. In our program, we GOSUB 800-830.

## Adding The Subroutine To Your Program

There are several ways to use this program with your own programs, but the easiest is to plan ahead. If you want bar graph displays, load this program into memory before you start to type in your main program, and you've got it. However, if you want to combine the bar graph subroutine with a program that's already on tape or disk, without retyping the program, here's a technique to do this which should work every time. It's a slight embellishment of Mark Niggemann's method (COMPUTE!, March 1983, p. 210).

Let's assume that you have a copy of the bar graph subroutine (Program 2) saved on tape or disk with a filename "BARSUB", and that you have a main program we'll call PROGA also saved. You want to improve PROGA by adding bar graph capability. First of all, the program cannot have any line numbers as high as BARSUB's line numbers. That is, they must be below 9900. In the case of Program 1 in this article, you must be sure to delete line 9988 before going further. LOAD PROGA and observe the line number restriction. Then clear the screen and type:

#### ?PEEK(43), PEEK(44)

RETURN and write down the two answers, which make up the start-of-BASIC memory pointer. On an unexpanded VIC, they'll be 1 and 16 (location 1 on page 16). The trick is to change the Start pointer to be two less than the current value of the End pointer in 45 and 46. A reliable way to do this is to type in the following in direct mode (no line number) and hit RETURN:

#### A = PEEK(45) + 256\*PEEK(46)-2:B = INT(A/256): POKE43, A-256\*B:POKE44, B

Then proceed:

LOAD"BARSUB" PRESS PLAY ON TAPE OK SEARCHING FOR BARSUB FOUND BARSUB LOADING READY.

Finally, POKE the numbers you wrote down back into memory. For the unexpanded VIC, for example:

#### POKE43,1:POKE44,16

At this point you have combined the two programs and are ready to proceed with debugging.

## A Look At The Program

The bar graph subroutine adds 2300 bytes to the main program. That's not including the Y array and the part of the main program that gets ready to call the subroutine. Even so, a worthwhile program will still fit in a 5K unexpanded VIC. Our



Figure 1: Car Loan Analysis – Monthly Payment



#### Figure 2: Car Loan Analysis – Total Finance Cost



## Figure 3: Standard Scale



## Figure 5: Scale Including Both Positive And Negative

Numbers



Figure 4: Expanded Scale With Offset



Figure 6: Car Loan Analysis – Total Cost (Combines graphs from Figures 1 and 2.)



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## **Automatic Ranging And Scaling Rules**

The bar graph subroutine follows a set of automatic ranging and scaling rules in the process of making the graph. The entire scale consists of six lines outlining five intervals. The value represented by one interval is called the scale factor. For example, in Figure 4 there are six lines representing 600, 620, 640, 660, 680, and 700. Each interval between lines represents 20, which is the scale factor.

These are the rules the subroutine follows to decide on the scale factor and the values for the scale lines:

1. The maximum value, QX, is the most positive, or failing that, the least negative value in the list of bars. Likewise, the minimum value, QN, is the most negative, or, failing that, the least positive.

**2.** The scale factor will be 1, 2, or 5 times  $10^n$  where *n* is a positive or negative integer, or 0. (If *n* is 0,  $10^n$  is 1.) Typical scale factors would be 5, .02, 1000, 1E-6.

**3.** The values of the scale lines must be multiples of the scale factor, or zero.

4. The scale factor will be the *smallest* number possible, so that the full scale will include the maximum and minimum values, QX and QN. For the standard scale option, QS=0 or 3, the full scale must include zero.

final example, which generated Figure 6, left 205 bytes free after RUNning. To keep the subroutine memory size to 2300 bytes, be sure to omit all REMarks and spaces (except inside quotes) when typing the program.

#### Program 1: Car Loan Application For Bar Graph

90 DIMY(2,9)

- 100 INPUT" {CLR}AMNT, APR"; AM, AR
- 110 MR=AR/1200
- 120 FORI=0T08:N=6\*(I+2):REM N=12 TO 60 BY 6'S
- $130 Y(0, I) = AM*MR/(1-(1+MR)^{-N})$
- 140 Y(1,I)=N\*Y(0,I)-AM
- 150 NEXTI:QB=8

```
160 QS=3:Z=0:GOSUB9900:U0=QU:Z0=QZ
```

- 17Ø Z=1:GOSUB99ØØ:U1=QU:Z1=QZ
- 180 FORI=0TO4:Y(2,2\*I)=Y(0,2\*I)/Z0 190 Y(2,2\*I+1)=Y(1,2\*I)/Z1:NEXT
- 200 Z=2:QB=-9:Q1=-4:QS=-.1:QC=3
- 210 TIS="{3 SPACES}INSTALLMENT LOAN
- {3 SPACES}"
- 220 QT\$=T1\$+"{4 SPACES}\$"+STR\$(AM)+"@"+ST R\$(AR)+"%"
- 230 QL\$="{4 SPACES}1{2 SPACES}2{2 SPACES} 3{2 SPACES}4{2 SPACES}5{13 SPACES}YEA RS"
- 240 GOSUB9900:GOTO100
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Therefore, QX and QN are given starting values of zero before scanning the list of Y values.

5. For the QS = 1 or 4 option, QX and QN will be given a starting value equal to Y(Z,0) before the maximum/minimum scan. This will result in an expanded scale, with three exceptions:

- If all Y values are identical, an expanded scale is possible, but the automatic rules can't decide on one.
- If the Y list contains both positive and negative values, the scale cannot be expanded.
- If the maximum and minimum values are already spread out over the normal scale, the scale cannot be expanded.

In these cases, the subroutine will work as if QS=0 or 3.

6. If QS = 2 or 5, the values of QX and QN at the time of GOSUB9900 are carried into the subroutine, and the rules are followed on that basis. This allows you to choose your own scale factor or offset. However, if the data in the list won't fit your scale, the scale will automatically be changed to fit the data.

- 800 T2\$="{BLK}MON PAYMT{5 SPACES}{PUR}FIN COST"
- 81Ø T3\$="{BLK}\$"+MID\$(STR\$(UØ),2):T4\$=" {PUR}\$"+MID\$(STR\$(U1),2)
- 82Ø PRINT"{HOME}"SPC(44)T2\$SPC(22)T3\$TAB( 23-LEN(T4\$))T4\$SPC(255)SPC(54)"{BLK}\$ Ø"SPC(16)"{PUR}\$Ø{BLU}"
- 830 RETURN
- 840 REM ADD LINE 9988 AFTER PROGRAM 2 IS {SPACE}IN MEMORY!
- 9988 GOSUB8ØØ

#### Program 2: Bar Graph Subroutine

- 9899 REM HI-PRECISION NORMALIZE
- 9900 DEF FNQ(X)=SGN(X)\*INT(ABS(X)/Q9\*(1E5 +1E-3))/1E5
- 9901 REM COLOR AND QB CONTROL
- 9902 Q2=-(Q1<0)OR-(Q0<0):Q5=1:IFQB<0THENQ 5=2-.5\*Q2
- 9903 Q8=INT(20/Q5):IFABS(QB)<Q8THENQ8=ABS (QB)
- 9904 REM MAX/MIN SCAN
- 9905 QD=0:IF(ABS(QS)=10RABS(QS)=4)THENQX= Y(Z,0):QN=Y(Z,0)
- 99Ø6 IF(ABS(QS)<10RABS(QS)=30RQD=9)THENQX =Ø:QN=Ø
- 9908 FORQ=0TOQ8:IFY(Z,Q)>QXTHENQX=Y(Z,Q)
- 9910 IFY(z, q) < QNTHENQN=Y(z, q)
- 9912 NEXT
- 9913 REM AUTO RANGE/SCALE
- 9914 QF=QX-QN:IFQF>ØTHEN9918

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9915 IFQX=ØTHENQU=5:QD=Ø:QR=Ø:QZ=1:GOTO99 42

9916 QD=9:GOTO9906

- 9918 QL=INT(LOG(QF)/LOG(10)):GOSUB9996:QP =FNQ(QF):QY=.5:IFQP>2.5THENQY=1
- 9920 IFQP>5THENQY=2
- 9922 IFOP=1THENOY=.2
- 9924 GOSUB9996:Q3=FNQ(QX):Q4=FNQ(QN)
- 9925 QU = -INT(-Q3/QY):QD = INT(Q4/QY)
- 9926 IFQD>=ØTHENQR=Ø:QU=QD+5:GOTO9934 9928 IFQU <= 0 THENQR=5: QD=QU-5: GOTO9934
- 9930 IFQ3+Q4>0THENQU=QD+5:QR=-QD:GOTO9934
- 9932 QD=QU-5:QR=-QD
- 9934 IFQ3/QY<=QUANDQ4/QY>=QDTHEN9938
- 9935 QY=QY\*2+3.5\*(QY=2)-.1\*(QY=.2):IFQY=. 5ANDOP>1THENOL=OL+1
- 9936 GOTO9924
- 9938 QZ=QY\*Q9:QS\$=""
- 994Ø Q0=24\*QD\*(QD>Ø)-24\*QU\*(QU<Ø):QU=QU\*Q Z:QD=QD\*QZ
- 9941 IFQS=>ØTHENQS\$=MID\$(STR\$(QU),1-(QU=> Ø))
- 9942 IFABS(QS)>2THENRETURN:REM{4 SPACES}I FTRUE, NO PLOT
- 9943 REM COLOR FUNCTIONS
- 9944 DEF FNQT(X)=ABS(Q1)\*(Q2ANDXAND1)-ABS (QØ)\*NOT-(Q2ANDXAND1)
- 9945 DEF FNQB(X)=ABS(QØ)\*(Q2ANDNOT(XAND1) )-ABS(Q1)\*NOT-(Q2ANDNOT(XAND1))
- 9946 PRINT" {CLR}"; QT\$; " [HOME] "; :Q3=INT (Q5 \*Q8):IFQ3>19THENQ3=19
- 9947 REM BUILD SCALE LINES 9948 QA\$="0":QB\$="L":FORQ=ØTOQ3:QA\$=QA\$+" ET3":QB\$=QB\$+"E@3":NEXT:Q3=Q:QW=
- 20-Q3-ABS (QC) 9950 QW=-QW\*(QW>0):QL=20-QW-Q3:QA\$=QA\$+"P ":QB\$=QB\$+"@":Q4=QW-LEN(QS\$):IFQ4>=0 **THEN9954**
- 9951 REM PRINT SCALE & LABELS
- 9952 PRINTSPC(88)QS\$:PRINTSPC(QW):OF=PEEK (646):GOT09955
- 9954 PRINTSPC(110+Q4)QS\$;:QF=PEEK(646)

9955 PRINT" [GRN] "QA\$SPC(QL): FORQ=ØT012: PR INTSPC(QW)"EG3"SPC(Q3)"EM3"SPC(Q L):NEXT

- 9956 PRINT" [HOME] "SPC(154): FORQ=4T01STEP-1:IFQR>QTHENPRINTSPC(22):GOT09960
- 9958 PRINTSPC(QW)QB\$SPC(QL):IFQR<QTHENPRI NTSPC(44):GOTO9962
- 9960 PRINTSPC(QW)QA\$SPC(22+QL)
- 9962 NEXT: IFQS=>ØTHENQS\$=MID\$(STR\$(QD),1- $(QD = >\emptyset))$
- 9964 PRINTSPC(QW)QB\$;:POKE646,QF:PRINTSPC (QL):Q4=QW-LEN(QS\$):IFQ4<ØTHENPRINTQ S\$:GOT09967
- 9965 PRINT" {UP} "SPC(Q4)QS\$SPC(Q3+24+QL)
- 9966 REM Q3=START SCREEN RAM{12 SPACES}Q4 =COLOR RAM ADDER
- 9967 Q3=256\*PEEK(648):Q4=37888+4\*(PEEK(36 866)AND128)-Q3
- 9968 REM ZERO MARKER
- 9969 IFQR>ØANDQR<5THENQP=Q3+418+QW-66\*QR: POKEQP, 223: POKEQP+22, 105
- 9970 REM COMPUTE BAR LENGTH IN PIXELS; CO MPUTE POKE ORIGIN
- 9971 FORQ= $\emptyset$ TOQ8:QY=INT(24\*ABS(Y(Z,Q))/QZ) +00
- 9972 QF=INT(QY/8):QL=QY-8\*QF:IFQY=ØTHENOL =1
- 9973 QP=Q3+419+QW-66\*QR+INT(Q\*Q5):IF(Y(Z,Q) <ØORQR=5) THEN9982

- 9974 REM POKE "UP" BARS
- 9975 IFQF>ØTHENFORQP=QPTOQP-22\*(QF-1)STEP -22: POKEQP, 224: POKEQP+Q4, FNQT(Q):NEX
- 9976 REM Q%=CODES FOR UP SEGMNTS
- 9977  $Q_{(1)=100:Q_{(2)=111:Q_{(3)=121:Q_{(4)=}}}$ 98:Q%(5)=248:Q%(6)=247:Q%(7)=227
- 9978 IFQL>ØTHENPOKEQP,Q%(QL):POKEQP+Q4,FN QT(Q)
- 9980 GOTO9987
- 9981 REM POKE "DOWN" BARS
- 9982 QP=QP+22:IFQF>ØTHENFORQP=QPTOQP+22\*( QF-1)STEP22: POKEQP, 224: POKEQP+Q4, FNQ B(Q):NEXT
- 9983 REM Q%=CODES FOR DWN SEGMNTS
- $9984 \ Q^{(1)=99:Q^{(2)=119:Q^{(3)=120:Q^{(4)=2}}$ 26:Q%(5)=249:Q%(6)=239:Q%(7)=228
- 9985 IFQL>ØTHENPOKEQP,Q%(QL):POKEQP+Q4,FN QB(Q)
- 9986 REM END BAR LOOP; PRINT LEGEND
- 9987 NEXT: PRINTQL\$TAB(43)
- 9988 REM GOSUB OVERPRINT HERE, {9 SPACES ] I F DESIRED
- 9989 REM HOLD DISPLAY; TURN ON CURSOR
- 9990 PRINT" {HOME} "SPC(255) SPC(250): POKE20 4,0
- 9992 GETQ\$: IFQ\$=""THEN9992
- 9994 POKE207, Ø: POKE204, 1: RETURN
- 9995 REM HI-PRECISION EXPONENT SUBROUTINE

0

- 9996 Q9=1:ONSGN(QL)+1GOTO9999,9998
- 9997 FORQ=1TO-QL:Q9=Q9/10:NEXT:RETURN
- 9998 FORQ=1TOQL:Q9=Q9\*10:NEXT
- 9999 RETURN
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## **64 CHARACTER CREATOR**

#### AI J. Ockert

This menu-driven utility makes it easy to create, modify, and save custom characters. Also, the program calculates DATA statements for your new characters and allows a review of your creation in any 64 color.

This character generator program moves the complete character set (256 characters) into RAM and sets up the screen so you can easily redefine characters. Up to 128 characters can be redefined at any one time. However, the reversed (inverse video) characters cannot be redefined without modifying the program.

An 8x8 grid will be drawn on the screen. By using the cursor keys, you can draw any character you wish to create.

With single-key commands, all of which are listed next to the grid on screen, characters can be manipulated for a variety of purposes. When you have the character the way you want it, the D command will display the DATA statement containing your new character.

After you have redefined as many characters as you wish (up to 128), you can save them in a data file by using the S command. Preceding all the character data will be the total number of characters saved in that data file. And preceding each character's data will be the key code of that character.

The next time you run the program, you can load all the characters saved in a data file by using the L command. The program is set up for tape files. If you are a disk drive owner, simply substitute the following lines:

640 IF A\$="L"THEN OPEN1,8,0,N\$:GOTO900 645 OPEN1,8,1,N\$:GOTO800

## **Easy Single-Key Access**

When the program is first run after the ROM character set is transferred to RAM and the screen set up, the program initializes the C (select a character) command. If you want to load previously defined characters first, select any character to get back to the main menu. Then select the L (load) command.

While running the program, you can view the character that you are creating in the Multi-Color Mode (MCM) by selecting the M (Multi-Color ON) command. All the characters displayed on the screen will be in multicolor. However, only the character that you are creating, which is displayed at screen location 1731, will change when you change the color with F7. This is because only Color Memory location 56003, which contains the color information for screen location 1731, is changed with the F7 function key.

Also, while in MCM, the redefined character has to have a color between 8 and 15 in Color RAM (CRAM) to be in MCM. That is, if the color code is between 8 and 15 (orange through gray 3) in the CRAM, then the bit pairs will change colors as the background colors BKG #0 through BKG #2 are changed. However, if the color code in CRAM is from 0 to 7 (black through yellow), then the redefined character will be displayed only in that color.

You can also see what different color combinations look like by changing the screen background color BKG #0 using the F1 function key and changing the character color by using the F7 function key. When the three background colors are changed by using F1, F3, and F5, respectively, all the screen characters change.

The bit pair/color register format is displayed in the upper-right corner of the screen. This is to assist you in determining what color the bit pair will have while in Multi-Color Mode. If both pixels of the bit pair are off (00), the screen (BKG #0) register color will be displayed there.

If only the second pixel of the bit pair is on (01), background #1 (BKG #1) register color will be displayed for the bit pair.

If only the first pixel of the bit pair is on (10), background #2 (BKG #2) register color will be displayed for the bit pair.

If both pixels of the pair are on (11), the Color Memory (CRAM) color will be displayed for the bit pair — but only in screen location 1731.

After you have created a few characters, by using the left arrow ( -) command you can break from the program to see what your characters look like on the screen in different combinations. The screen can be cleared and your characters typed onto the screen. In this mode the program can even be listed. However, if you modify the program now, you will lose your redefined character data in the arrays since all variables are zeroed when you modify or edit a program.

If you stay in the immediate mode, you will not lose your characters, and you can return to the main program by typing in GOTO 12 and RETURN.

## 64 Character Creator

- 5 POKE52, 56: POKE56, 56: CLR: PRINTCHR\$ (142)
- 10 DIMA(8,8),D%(127,8),C\$(15),K%(127):L=0 :CH=Ø:F=Ø

```
12 X=Ø:Y=Ø:R=Ø:C=O:CM=14336:RA=56334:V=53
   248:S=1367
```

- 15 IFF=ØTHENPRINT"{CLR}{DOWN}IT WILL TAKE ABOUT 40 SECONDS TO SET UP"
- 20 RESTORE: FORX=0T015: READC\$(X):NEXT
- 21 FORR=1T08:FORC=1T08:A(R,C)=46:NEXTC,R
- 25 CØ=PEEK(V+33)AND15:C1=PEEK(V+34)AND15
- 27 CL=PEEK(V+2755)AND15:C2=PEEK(V+35)AND1
- 29 IFL>ØORF=1THEN39
- 31 POKERA, (PEEK(RA)AND254): POKE1, PEEK(1)A ND251
- 34 FORI=ØTO255:FORJ=ØTO7:POKECM+I\*8+J,PEE K(V+I\*8+J):NEXTJ,I
- 36 POKE1, PEEK(1)OR4: POKERA, PEEK(RA)OR1
- 37 POKEV+24, (PEEK(V+24)AND24Ø)OR14
- 39 PRINT"{CLR}"SPC(20)"IN MULTI-COLOR MOD E"
- 40 PRINT" CHARACTER GENERATOR [2 SPACES] BI T PAIR/COLOR REG"
- 48 PRINT" [UP] \* [2 SPACES] TURN ON PIXEL
- {7 SPACES}ØØ{7 SPACES}BKG#Ø" 50 PRINT" -{2 SPACES}ERASE PIXEL
- {9 SPACES}Ø1{7 SPACES}BKG#1" 51 PRINT" F1 BKG#Ø-"C\$(CØ)TAB(24)"1Ø
- {7 SPACES}BKG#2"
- 52 PRINT" F3 BKG#1-"C\$(C1)TAB(24)"11 {7 SPACES } CRAM "
- 54 PRINT" F5 BKG#2-"C\$(C2)
- 56 PRINT" F7 CRAM -"C\$(CL)
- 58 PRINT" ={2 SPACES}COMPUTE CHARACTER"
- 60 PRINT" D{2 SPACES}DATA"
- 61 PRINT" O{2 SPACES } MULTI-COLOR OFF"
- 62 PRINT" N{2 SPACES}NEW SCREEN"
- 63 PRINT" M{2 SPACES}MULTI-COLOR ON"
- 64 PRINT" S{2 SPACES}SAVE CHARACTERS"
- 66 PRINT" L{2 SPACES}LOAD CHARACTERS' 68 PRINT" C{2 SPACES}NEW CHARACTER"
- 69 PRINT" 4{2 SPACES}BREAK PROGRAM"
- 70 PRINT" Q{2 SPACES}QUIT"
- 80 POKES-40+1,76:POKES-40+2,122:POKES-40+ 3,76:POKES-4Ø+4,122:POKES-4Ø+5,76:POKE S-40+6,122
- 81 POKES-40+7,76:POKES-40+8,122
- 82 FORR=ØTO7:POKES+C+R\*40,84:NEXT
- 84 FORC=C-1TO1STEP-1:POKES+C+R\*40,69:NEXT
- 86 FORR=R-1TOØSTEP-1:POKES+C+R\*40,89:NEXT
- 90 Y=0:FORR=1T08:FORC=1T08:Y=Y+1:POKES+Y, A(R,C):NEXT:Y=Y+32:NEXT 95 Y=1:X=1:GOTO300
- 100 GETA\$: IFA\$=""THEN100
- 110 R=S+X+(Y-1)\*40:C=A(Y,X):POKER,C
- 120 IFA\$="{DOWN}"THENY=Y+1:IFY>8THENY=1
- 130 IFAS="{UP}"THENY=Y-1:IFY<1THENY=8 140 IFAS="{RIGHT}"THENX=X+1:IFX>8THENX=1
- 150 IFAS="{LEFT}"THENX=X-1:IFX<1THENX=8
- 160 IFA\$="-"THENA(Y,X)=46
- 170 IFA\$="\*"THENR=42:A(Y,X)=R
- 180 IFA\$="="THEN400
- 190 IFA\$="D"THEN500
- 200 IFA\$="N"ORA\$="Q"ORA\$="4"ORA\$="L"ORA\$ ="S"THEN600
- 205 IFA\$="M"THEN580 207 IFA\$="0"THEN590
- 210 IFAS="C"THEN700
- 220 IFA\$="{F1}"THENR=33:GOTO520
- 230 IFA\$="{F3}"THENR=34:GOTO520

- 24Ø IFA\$="{F5}"THENR=35:GOTO52Ø
- 25Ø IFA\$="{F7}"THENR=2755:GOTO52Ø
- 300 R=S+X+(Y-1)\*40:C=A(Y,X)+128:POKER,C:I FF=ØTHEN7ØØ
- 3Ø5 GOTO1ØØ
- 400 FORY=0TO8:D%(L,Y)=0:NEXT:CH=1
- 401 FORY=1T08:FORX=1T08:PIX=A(Y,X)-42:IFP IX>ØTHENPIX=Ø:GOTO42Ø
- 410 PIX=1
- 420 D%(L,Y)=D%(L,Y)+PIX\*21(8-X):NEXTX,Y
- 430 FORY=ØT07:POKECM+8\*K%(L)+Y,D%(L,Y+1): POKE1731, K%(L):NEXT:GOTO95
- 450 PRINT" [HOME] [20 DOWN] [RVS] "A\$": YES O R NO [OFF] [22 SPACES]"
- 460 FORX=1TO10:GETN\$:NEXT
- 470 GETNS: IFNS=""THEN470
- 480 PRINT"{UP}{16 SPACES}{UP}":IFA\$="N"OR A\$="Q"ORA\$="4"ORA\$="L"ORA\$="S"THENRE TURN
- 481 IFN\$="Y"THEN12
- 482 IFN\$="N"THENPRINT" {DOWN}TO RETURN TO
- [SPACE] THE PROGRAM TYPE GOTO 12":STOP 490 PRINT" {RVS } {HOME } {6 DOWN } CONTINUE":GO T046Ø
- 500 PRINT" {CLR } {DOWN } { 3 RIGHT } DATA"; : FORY =1TO8:PRINTD%(L,Y)"{LEFT},";:NEXT:PRI NT" {LEFT} "
- 51Ø PRINT" {DOWN }FOR KEY CODE="K%(L):GOTO4 9Ø
- 520 C=PEEK(V+R)AND15:C=C+1:IFC>15THENC=0
- 530 POKEV+R, C:PRINT" [HOME] [4 DOWN] ";:IFR= 33THENCØ=C:GOTO57Ø
- 540 PRINT"{DOWN}";:IFR=34THENC1=C:GOTO570 550 PRINT"{DOWN}";:IFR=35THENC2=C:GOTO570

- 560 PRINT" {DOWN }";:CL=C

590 POKEV+22, PEEK(V+22) AND 239:GOTO300

570 PRINT" {10 RIGHT }"C\$(C)" {2 SPACES }":GO

620 IFA\$="Q"THENPOKEV+24,21:POKEV+22,PEEK

625 IFA\$="4"THENPRINT" {DOWN }TO RETURN TO

THE PROGRAM TYPE GOTO 12":STOP

630 PRINT" {CLR} ": INPUT "NAME OF CHARACTER

700 PRINT" [HOME] [20 DOWN] [RVS] PRESS KEY T

72Ø POKE16385, ASC(A\$):K%(L)=PEEK(16385)AN D191:IFK%(L)>64THENK%(L)=K%(L)-64

725 PRINT"{2 UP}"SPC(24)"KEY CODE="K%(L)"

735 FORY=ØT08:FORX=ØT08:A(Y,X)=46:NEXTX,Y

802 FORY=ØTOL:PRINT#1,K%(Y):FORX=1TO8:PRI

NT#1, D%(Y, X):NEXTX, Y:CLOSE1:GOTO12

900 INPUT#1, L:FORY=0TOL: INPUT#1, K%(Y):FOR X=1TO8: INPUT#1, D%(Y, X): NEXTX, Y: CLOSE1

920 FORY=0TOL:FORX=1TO8:POKECM+8\*K%(Y)+(X

1000 DATABLACK, WHITE, RED, CYAN, PURPLE, GREE

1010 DATAORANGE, BROWN, LT RED, GREY1, GREY2,

0

October 1983 COMPUTE! 313 🕻 www.commodore.ca

730 PRINT" [33 SPACES]": IFL=0THEN100

910 PRINT"COMPUTING CHARACTERS"

N, BLUE, YELLOW

-1), D%(Y,X):NEXTX, Y:GOTO12

LT GREEN, LT BLUE, GREY3

HAT YOU WANT TO CHANGE [OFF] ":F=1

640 IFA\$="L"THENOPEN1,1,0,N\$:GOTO900

- TO300 580 POKEV+22, PEEK(V+22)OR16:GOTO300

600 GOSUB450: IFN\$ <> "Y"THEN95

(V+22)AND239:END

645 OPEN1, 1, 1, N\$: GOTO800

705 IFCH=1THENL=L+1:CH=0

71Ø GETAS: IFAS=""THEN71Ø

{LEFT} {2 SPACES}"

722 POKE1731, K%(L)

:GOTO9Ø 800 PRINT#1,L

61Ø GETN\$:GETN\$:IFA\$="N"THEN12

{SPACE}FILE";N\$:PRINT



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Modifications Or Corrections To Previous Articles

## Atari Retirement Planning

In Craig Cole's suggested improvements to the Atari version of Retirement Planner (COMPUTE!, April 1983) which appeared in the July "Readers" Feedback" section (p. 16), line 70 should have read:

70Y = Y + 1

## **TI Goblin**

As this game from the July issue (p. 72) was presented, your goblin could not reach the faces in the rightmost column of the screen. This can be corrected by changing line 760 to read:

760 COL = COL + SGN(31 - COL)

To make the game display the proper high score, delete lines 270, 280, and 290, and add the following line:

1125 IF S>HS THEN 1130 ELSE 1140

Thanks to Canadian reader Luc Cousineau and others who pointed out this problem.

## Fortress Of Adnil

In the program for this Timex/Sinclair game (July 1983, p. 92), the GOTO statements were missing from the following two lines:

```
8040 IF INKEY$ = " " THEN GOTO 8020
8209 IF INKEY$ = " " THEN GOTO 8207
```

#### Roadblock

Readers who have had trouble typing in this long machine language program for the Atari may want to add the following lines to the BASIC loader (July 1983, p. 108) to help check for typing errors in their DATA statements:

```
15 LN=1Ø1Ø
```

```
20 FOR L=0 TO 16
```

```
25 FOR C=Ø TO 69
```

```
3Ø D=PEEK(L*7Ø+13824+C):IF D>15Ø1Ø T
   HEN 4Ø
```

```
35 T=T+D:NEXT C
```

```
4Ø READ CK: IF CK<>T THEN PRINT "ERRO
R IN LINES ";LN;"-";LN+9Ø:STOP
45 PRINT "LINES ";LN;"-";LN+9Ø;" OK"
```

```
50 T=0:LN=LN+100:NEXT L
```

```
55 A=USR(14788)
```

```
3000 DATA 3797,8372,7521,6620,6660,8
     073
```

```
3010 DATA 7319,7083,6853,6626,6631,8
     Ø59
```

```
3020 DATA 7685,7702,7951,7720,7014
```

#### Circles

For the machine language circle-drawing routine presented in this Atari graphics article from the July issue to work properly, the following lines must be added to Program 7 (p. 168), the BASIC loader for the routine:

```
28004 RESTORE 29500
28005 FOR I=1577 TO 1584:READ A:POKE
       I, A: NEXT I
29500 DATA 128,64,32,16,8,4,2,1
```

## Timex/Sinclair Screenscrolls

Reader Daniel Froats notes that the screen scrolling programs from the July issue (p. 216) will work with the basic 2K of memory if the following two lines are entered before running the program:

```
POKE 16389, n
CLS
```

Replace n with any number greater than 90.

## Commodore 64 Video Tour

Jim Butterfield writes that readers whose 64s have the newer ROM sets may experience problems with the BASIC programs from Parts VI (July 1983 p. 218) and VII (August 1983, p. 182) of his series on the 64's video capabilities. This is because the ROM routines leave the raster interrupt in a nonstandard state. To make the programs work, add the following line:

90 POKE 53265,27

## VIC Bitmapping

Line 100 of Program 1 from this article on VIC high resolution graphics (July 1983, p. 248) should read:

100 POKEV+15,17\*T-9:FORI=.TO255:POKEW+I,I :POKER+I, C-1:NEXT:FORI=.TOL\*2\*1STEPB

The "shifted up-arrow" key combination on the VIC gives the symbol for pi, which acts as a constant with the value of pi when used in calculations.

## First Math

A bug in the VIC, 64, and Apple versions of this educational game from the August issue (p. 92) sometimes causes a "division by zero" error when playing in the addition, subtraction, or multiplication modes. To prevent this, add the following line:

#### VIC or 64 Version (Programs 1 or 2)

123 IF A\$<>CHR\$(47) THEN 140

#### Apple Version (Program 5)

395 IF A\$ <> ("/") THEN 430

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## A Beginner's Guide To Typing In Programs

## What Is A Program?

A computer cannot perform any task by itself. Like a car without gas, a computer has *potential*, but without a program, it isn't going anywhere. Most of the programs published in **COMPUTE!** are written in a computer language called BASIC. BASIC is easy to learn and is built into most computers (on some computers, you have to purchase an optional BASIC cartridge).

## **BASIC Programs**

Each month, **COMPUTE!** publishes programs for many machines. To start out, type in only programs written for your machine, e.g., "TI Version" if you have a TI-99/4. Later, when you gain experience with your computer's BASIC, you can try typing in and converting certain programs from one computer to yours.

Computers can be picky. Unlike the English language, which is full of ambiguities, BASIC usually has only one "right way" of stating something. Every letter, character, or number is significant. A common mistake is substituting a letter such as "O" for the numeral "0", a lowercase "I" for the numeral "1", or an uppercase "B" for the numeral "8". Also, you must enter all punctuation such as colons and commas just as they appear in the magazine. Spacing can be important. To be safe, type in the listings *exactly* as they appear.

## **Brackets And Special Characters**

The exception to this typing rule is when you see the curved bracket, such as "{DOWN}". Anything within a set of brackets is a special character or characters that cannot easily be listed on a printer. When you come across such a special statement, refer to the appropriate key for your computer. For example, if you have an Atari, refer to the "Atari" section in "How to Type COMPUTE!'s Programs."

## **About DATA Statements**

Some programs contain a section or sections of DATA statements. These lines provide information needed by the program. Some DATA statements contain actual programs (called machine language); others contain graphics codes. These lines are especially sensitive to errors.

If a single number in any one DATA statement is mistyped, your machine could "lock up," or "crash." The keyboard, break key, and RESET (or STOP) keys may all seem "dead," and the screen may go blank. Don't panic – no damage is done. To regain control, you have to turn off your computer, then turn it back on. This will erase whatever program was in memory, so always SAVE a copy of your program before you RUN it. If your computer crashes, you can LOAD the program and look for your mistake.

Sometimes a mistyped DATA statement will cause an error message when the program is RUN. The error message may refer to the program line that READs the data. *The error is still in the DATA statements, though.* 

## **Get To Know Your Machine**

You should familiarize yourself with your computer before attempting to type in a program. Learn the statements you use to store and retrieve programs from tape or disk. You'll want to save a copy of your program, so that you won't have to type it in every time you want to use it. Learn to use your machine's editing functions. How do you change a line if you made a mistake? You can always retype the line, but you at least need to know how to backspace. Do you know how to enter inverse video, lowercase, and control characters? It's all explained in your computer's manuals.

## **A Quick Review**

1) Type in the program a line at a time, in order. Press RETURN or ENTER at the end of each line. Use backspace or the back arrow to correct mistakes.

2) Check the line you've typed against the line in the magazine. You can check the entire program again if you get an error when you RUN the program.

3) Make sure you've entered statements in brackets as the appropriate control key (see "How To Type COMPUTE!'s Programs" elsewhere in the magazine.)

We regret that we are no longer able to respond to individual inquiries about programs, products, or services appearing in **COMPUTE!** due to increasing publication activity. On those infrequent occasions when a published program contains a typo, the correction will appear on the CAPUTE! page, usually within eight weeks. If you have specific questions about items or programs which you've seen in **COMPUTE!**, please send them to Readers Feedback, P.O. Box 5406, Greensboro, NC 27403.

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## TALMIS / InfoWorld



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## **NEWS&PRODUCTS**

## 80-Column Commodore 64 Word Processor

Mirage Concepts has produced an 80-column word processor for the Commodore 64. The machine language program produces the expanded display without hardware modifications.

The Word Processor allows text to be formatted on the screen exactly as it will appear on the printed page. Other features of the program include word wrap, search and replace, block functions, and more than 70 singlekeystroke commands. The \$99.95 word processor is designed to work with a variety of printers.

Another Mirage product for the 64 is *Database Manager*, which features free-form design and input. It includes the ability to sort any field and to calculate fields. It can handle up to 65,535 records per file, 2,000 characters per record, 200 fields per record, and 250 characters per field.

Database Manager sells for \$99.95.



Word Processor and Database Manager are available from Mirage Concepts for the Commodore 64.

Mirage Concepts, Inc. 2519 W. Shaw, No. 106 Fresno, CA 93711 (209) 227-8369

## 64 Math Drill

The *Math Teacher* is a math tutorial program that drills students in the basics of addition, subtraction, multiplication, and division. The program, which is available from CompuTech, is designed for use with students from first grade through junior high school.

The game, which makes use of the Commodore 64's graphics capabilities, is designed to work with either a color or black-andwhite monitor.

The *Math Teacher* is available on tape for \$39.95.

CompuTech P.O. Box 7000-309 Redondo Beach, CA 90277

## Apple, Atari, 64 Games

Avalon Hill has introduced a handful of new games for the Apple, Atari, and Commodore 64 computers. Here is what the company has to offer.

*Paris in Danger* is a simulation of Napoleon's 1814 campaign in France. The player can assume the role of Napoleon, Commander Schwarzenberg, or can play both sides. The \$35 game is available for 48K Atari 800 and 1200XL computers.

*T.G.I.F.* is a party game for up to four players. The game recreates a typical working-class workweek. Can you survive until payday? The game is available on cassette for the Commodore 64, and on cassette or disk for 40K Atari machines.

Parthian Kings is an Apple game for up to four players. Feudal civil war is coming and the struggle is on for who will rule the land. The winner will be the best strategist and leader.

S.C.I.M.M.A.R.'S, which stands for Surface Contra-Gravity Individual Manned Mobile Anti-Vehicle Raiders, is a game of gladiatorial armor combat set in the far future. The \$30 game is available for Apple computers.

#### For Your TI-99/4A FLIGHT SIMULATOR

The Dow-4 Gazelle is a realistic IFR simulation of a typical 4-place private plane. It is not a game. A manual with 30 pages of text plus 7 figures helps the novice learn to fly. Experienced pilots will enjoy flying the ILS approach. Response time under 1 sec average. Display shows full panel (10 dials & 11 lights) and indicates position of runway for landing. Realistic sound effects. See reviews in Jan 83 99'er and Jun 83 AOPA Pilot. Only requires joystick. \$30.

#### EDITOR/ASSEMBLER

The Dow E/A turns your computer into an assembly language machine. Requires Mini Memory Module. Load once and use all day, saving and restoring source assembly language programs on cassette (1 sec. per statement), just as you do with Basic. Supports all of the TI's instructions, 6 directives, and various interactive commands. Assembles into memory in 3 sec. per statement. Manual includes sample program with detailed explanations. Increase your programming enjoyment over the Line-by-line Assembler, and if you upgrade to TI's Editor/Assembler, you can convert your programs without rekeying them. \$25

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*Computer Football Strategy* is a detailed statistical treatment of 18 great teams. You have 20 offensive and 10 defensive plays to choose from as the animated action unfolds on the scrolling football field. The game is available on cassette for the Commodore 64 and Atari computers, and on disk for Atari. Price is \$16 for tape, \$21 for disk.

*T.A.C.*, an acronym for Tactical Armor Command, is a simulation of armored combat during World War II. Five different scenarios are available in this \$40 Apple game.

The Avalon Hill Game Company 4517 Harford Road Baltimore, MD 21214 (301) 254-5300

## Automodem With Parallel Printer Port

The AutoPrint Microconnection, an auto-answer, auto-dial modem for the VIC-20, Commodore 64, and Atari computers, has been introduced by Microperipheral.

The modem, which operates at 300 baud, includes a Centronics compatible parallel printer port.

The two-pound unit plugs directly into the computer. With the modem connected to the phone line, an attached printer will provide a hard copy of whatever appears on the screen.

#### The AutoPrint Microconnection is available for \$149.95.

*The Microperipheral Corp.* 2565 152nd Ave. N.E. *Redmond, WA* 98052 (206) 881-7544

## **Strategy Wargame**

*Combat Leader* is a battle-of-thetanks game that combines realistic rules, historical accuracy, and speed.

The game, available for Atari computers with a version forthcoming for the Commodore 64, gives you control of more than 70 tanks on a scrolling battlefield. Each tank is historically rated for armor thickness, strength, speed, and accuracy.

*Combat Leader*, which includes eight speed levels and a realtime option, sells for \$39.95.

Strategic Simulations Inc. 883 Stierlin Road Building A-200 Mountain View, CA 94043 (415) 964-1353

## Internal VIC Expansion

Legend Valley Computer Systems has produced a 27K internal expansion board for the VIC-20.

The board fits under the keyboard and is piggybacked to the original 6502 microprocessor. The additional memory is selectable in 8K blocks via a switch on



The AutoPrint Microconnection is a combination modem-parallel printer interface for the Atari, Commodore 64, or VIC-20.

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## Products for Commodore, Atari, Apple, and others!



THE MONKEY WRENCH II A PROGRAMMERS AID FOR ATARI 800 NEW AND IMPROVED — 18 COMMANDS PLUGS INTO RIGHT CARTRIDGE SLOT

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The MONKEY WRENCH provides 18 direct mode commands. They are: AUTO LINE NUMBERING — Provides new line numbers when entering BASIC program lines. RENUMBER — Renumbers BASIC's line numbers including internal references. DELETE LINE NUMBERS — Removes a range BASIC line numbers.

— Removes a range BASIC line numbers.
VARIABLES — Display all BASIC variables and their current value. Scrolling — Use the START & SELECT keys to display BASIC lines automatically. Scroll up or down BASIC program. FIND STRING — Find every occurrence of a string, XCHANGE STRING — Find every occurrence of a string and replace it with another string. MOVE LINES — Move lines from one part of program to another part of program. COPY LINES — Copy lines from one part of program to another part of program. FIND STRING — Find every occurrence of a string. MOVE LINES — Move lines from one part of program to another part of program. COPY LINES — Copy lines from one part of program to another part of program. SUBK DIRECTORY — Display Disk Directory. CHANGE MARGINS — Provides the capability to easily change the screen margins. MEMORY TEST — Provides the capability to test RAM memory. CURSOR EXCHANGE — Allows usage of the cursor keys without holding down the CTRL key. UPPER CASE LOCK — Keeps the computer in the upper case character set. HEX CONVERSION — Converts a decimal number to a decimal number. MONITOR — Enter the machine language monitor.

In addition to the BASIC commands, the Monkey Wrench also contains a machine language monitor with 16 commands used to interact with the powerful features of the 6502 microprocessor.



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the rear of the VIC-20 cabinet. The expansion board is

available for \$129.95.

Legend Valley Computer Systems 1474 Naughtingham Newark, OH 43055

## **Traveling Timex**

Car Comp is an accessory for the Timex/Sinclair computer that turns it into a traveling companion.

Car Comp is a rigid platform to which the computer and cassette recorder can be attached. It can be used anywhere with AC power or a 12-volt cigarettelighter outlet.

Car Comp, which is produced by L&G Enterprises, sells for \$59.95.

L&G Enterprises Box 6854 Silver Spring, MD 20906



Car Comp secures a Timex/Sinclair and cassette deck as well as allowing power to be drawn from a standard auto cigarette-lighter outlet.

## TI-99/4A Assortment

Western Properties Investment Company has produced a line of products designed for the TI-99/ 4A computer. The programs include a word processor, a data base, and a spreadsheet.

The word processor, *Printer Book*, is designed to handle up to two pages of text. Control of the printer is achieved through use of the CTRL key. The program can be used in conjunction with one of Western Properties' *File Book* programs to merge records from a data base with text. *Printer Book*'s 14 menu options include record merging, merge to screen or printer, and automatic multiletter printing.

*File-Book III* handles up to 100 records with 6 items per record. The program includes full editing, search and sort capabilities as well as output to screen, printer or tape.

Income and Expense Spreadsheet IV is an accounting spreadsheet composed of 2 income and 50 expense categories. The program produces monthly charts of each of the 52 categories and an annual chart. Data is saved to tape with a cassette routine that is four times normal speed.

*Printer Book* and *File-Book III* are available for \$39.95. *Income and Expense Spreadsheet* sells for \$43.95. The programs run on Extended BASIC, but require no memory expansion. A printer is optional for the data base and spreadsheet programs.

Western Properties Investment Company Software Division P.O. Box 9602 Marina Del Rey, CA 90295

## VCR Interface For VIC And 64

The Videobook Corporation has introduced Prometheus 1, an interface for the Commodore 64 and VIC-20 computers and home video cassette recorders.

Prometheus 1 allows you to produce interactive videotape courseware. It will connect a VIC-20 or Commodore 64 to various Panasonic, Magnavox, Canon, and Hitachi video cassette recorders.

The interface, which sells for \$49.95, is being marketed in conjunction with Videobook's *Comp-U-Tutor Computer/VCR* 



www.commodore.ca



Interactive Authoring System. The program, which sells for \$149.95, permits the playback of packaged commercial programs, or will allow the user to write custom programs.

Videobook Corporation P.O. Box 19597 Seattle, WA 98109

## Ergonomic Joysticks

Comrex has released a pair of joysticks described as "electronically and ergonomically" designed to allow game players to improve their skills with less fatigue.

The deluxe ComMander, which sells for \$44.95, is shaped like a hand-held telephone. It features a precision control, selfcentering handle, and four firing buttons that have user-definable functions.

The standard ComMander, which is priced at \$19.95, is designed with rounded corners and two fire buttons.

Both joysticks, which are equipped with coiled cords, are compatible with Atari 400/800, Commodore 64, and VIC-20 computers. The deluxe model will work with Apple computers.

Comrex International, Inc. 3701 Skypark Drive Torrance, CA 90505 (213) 373-0280



The Comrex deluxe ComMander joystick is shaped like a hand-held telephone. The standard model has rounded, smooth corners to fit large and small hands.

## Apple Space Game

*Pentapus* is a high-resolution space survival game for Apple II computers from Turning Point Software.

You begin the game in an uncharted region of another universe. To return home, you must defeat the Devilish Mutant Army for control of the stargates between universes. You must use your speed and intelligence to defeat waves of Drangels, Eagulls, and the Pentapus.

*Pentapus*, which sells for \$29.95, incorporates graphics, sound, high-score editing, and four skill levels, including a children's level.

Turning Point Software, Inc. 11A Main Street Watertown, MA 02172 (617) 923-4441

## 64K VIC Memory Expansion

Advanced Processor Systems has introduced SELECT-A-RAM, a 64K memory expansion cartridge for the VIC-20. The cartridge provides two expansion slots for program or game cartridges or additional memory expansion up to 192K.

The unit plugs into the VIC memory expansion slot and draws its power from the VIC-20. The memory expander, which sells for \$169, features write protection, a reset switch, and optional use of external power.

Advanced Processor Systems P.O. Box 43006 Austin, TX 78745 (512) 441-3202

## **64 Spreadsheet**

*Multiplan*, a multiple-page financial spreadsheet program produced by Microsoft, will be mar-

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## **TI Joystick**

The Prostick 2002 is a direct replacement joystick for the TI-99/4 and TI-99/4A computers.

The joystick, which sells for \$29.95, requires no additional interface for connection with the TI. It includes a 4-way/8-way switchable gateplate that allows 8-way action to be disabled when playing games that are limited to vertical and horizontal movement.

The Prostick 2002 has two firing buttons located on the top end of the base, allowing both right- and left-handed play. The fire buttons are designed to be controlled by the index finger for faster response and decreased fatigue during play.

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## Data Base Manager For VIC And 64

Jini Micro Systems, creator of several data base managers for Commodore computers, has released *Mini Jini*, a record keeper for the VIC and 64.

The program is available in cartridge format, and files can be saved to either tape or disk. It will handle between 35 and 500 records, depending on available memory.

*Mini Jini* will accept up to 10 fields of information per record, can sort by any field, and can search by record number, name, or phrase. When used with a printer, the program can generate reports and mailing labels.

*Mini Jini* includes a math function to perform calculations on file data, and it can be used in conjunction with word processing programs to produce personalized letters and custom reports.

The program sells for \$89.95. Data files with sample records set up for dozens of applications are available on disk for \$14.95, or tape for \$9.95.

Jini Micro Systems, Inc. Box 274 Riverdale, NY 10463

## TI-99/4A Cartridge Connection

Romox is producing the GamePort expansion module for the TI-99/4A. The module, which sells for \$39.95, plugs into the computer's I/O port and accesses the 9900 CPU directly.

The GamePort is designed to circumvent the reported plan of Texas Instruments to modify its internal software to accept only cartridges programmed in TI's patented GROM format.

The GamePort module, which accepts both GROM and standard ROM cartridges, includes an 8K ROM, plus RAM memory.

Romox, Inc. 501 Vandell Way Campbell, CA

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## Wizware For Children

A new line of software called Wizware, designed for children between 6 and 16, is available from Scholastic. The programs are available on disk and tape for a variety of computers including Apple II, Atari, TI-99/4A, and VIC-20.

*Microzine* is a children's magazine in computer format. The articles in the magazine are designed to be worked with, rather than simply read. *Microzine* sells for \$39.95 per issue, or \$149 for six bimonthly issues. The programs are compatible with Apple II and Atari 800 computers.

Turtle Tracks teaches children the fundamentals of programming by allowing them to experiment with colors and shapes as they control the movements of a "turtle."

Square Pairs teaches youngsters number matching and how to recognize words and patterns. As the children learn more, they can use the software to design their own games.

*Your VIC-20* is a hands-onintroduction to the VIC for first-time users. The program explains input/output devices, graphics, music, and BASIC programming.

*Electronic Party* allows children to create electronic greeting cards, and lets them move surprise packages through a maze. Inside each of the packages is a surprise activity that can be acted out.

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manual, a copy of a 1930s newspaper page, a suicide note, Western Union telegram, and a matchbook.

Clues necessary to unravel this adventure mystery are hidden in this paraphernalia. The game sells for \$49.95 to \$59.95 depending on the version.

Infocom, Inc. 55 Wheeler St. Cambridge, MA 02138

## Thinking Game For Apple

*Pensate* is a thinking game of evasion for Apple computers.

The object of the game is to get to the top of an 8x8 playing grid while avoiding other playing pieces. One- and two-player options are available, and a game can be instantly replayed once it is over.

The game, which includes hundreds of possible setups, is available from Penguin Software for \$19.95.

Penguin Software 830 4th Ave. Geneva, IL 60134 (312) 232-1984

## Computer Aided Instruction Programs

Random House has announced a new series of Computer Aided Instruction programs called *Custom Ware*.

The programs, described as a "mini authoring series," make it possible for the user to create and edit his own CAI lessons.

The initial *Custom Ware* offering includes lessons for grades three through six on topics including multiple-meaning words, figurative language, synonyms and antonyms, prefixes and suffixes, dictionary skills, and spelling demons. Instructions provided with the package allow the user to customize the programs by creating additional lessons following Random House's formats.

*Custom Ware* is available for Apple II and IBM computers.

Random House 7307 S. Yale Ave. 103 Tulsa, OK 74136

## 64K RAM For Timex/Sinclair

Gladstone Electronics has introduced a 64K RAM expansion for the Timex/Sinclair computer.

The RAM pack, which sells for under \$100, is enclosed in a molded plastic case.

Gladstone Electronics 1585 Kenmore Ave. Buffalo, NY 14217 (716) 874-5510

## Data Base For Commodore 64

Melcomp has produced *Database* 64, a data management system for the Commodore 64.

With the program, the user can define the number and length of fields, and records can be displayed on the screen or printer in a variety of formats. *Database 64* is menu-driven and is written in BASIC for easy modification. The program sells for \$39.

Melcomp P.O. Box 1085 Melbourne, FL 32901

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Vaisala Inc. 2 Tower Office Park Woburn, MA 01801 (617) 933-4500

#### DOS Enhancer For VIC And 64

Softron has introduced *EZ/DOS*, a program that simplifies the use of the Commodore 1540/1541 disk drives.

The machine language program is loaded into memory and then is invisible until you need it. Call the menu and execute one of the options. They include LOADing or SAVEing a program, replacing a program, VERIFYing a program, reading a disk directory, formatting a new disk, renaming or erasing a file, or renaming a disk.

The program, which is available on disk, sells for \$29.95.

Other new products available from Softron include:

*The Do It Yourself Book*, a book and software package for the VIC-20. The disk version is available for \$29.95, and the tape version is available for \$27.94.

*Pizza Time!* is an 8K arcade game for the VIC-20. The disk

version sells for \$24.95, and the tape version sells for \$22.95.

Softron's Keyboard Soft/Lay is a keyboard overlay that includes BASIC commands, memory locations, and DOS commands. It is available for both the VIC and 64 for \$8.95.

Softron, Inc. 2067 Broadway, Suite 27 New York, NY 10023 (212) 490-0077

#### **The Family Tree**

A pair of genealogical programs for the TRS-80 Color Computer are available from The Word Merchant.

The programs are *Family*, which maintains data on 255 ancestors in eight generations, and *Famprint*, which uses the information in the *Family* data base to print out three genealogical forms. They are Pedigree, which provides five generations of information for any name; Family Group Chart, which provides information on each husband-wife pair; and Reference Number Index, which lists all names with their corresponding reference numbers.

The programs, which require Extended BASIC and 32K, are available as a package on cassette for \$9.95.

The Word Merchant P.O. Box 232 Lititz, PA 17543

#### for \$10.

The OSCAR system is expected to be available in early 1984.

Databar Corporation 10202 Crosstown Circle Eden Prairie, MN 55344 (612) 944-5700

#### Color Computer Spreadsheet

*Elite-Calc* is a machine language electronic spreadsheet for the TRS-80 Color Computer. The program, a product of Elite Software, adjusts itself to any memory size, but requires Extended BASIC to run.

With *Elite-Calc*, spreadsheets of 255 rows by 255 columns can be created. Manipulation of data is accomplished through a variety of functions, including LOG, SQR, ABS, SUM, AVERAGE, MIN, and MAX. Relational operators and the trigonometric functions also are supported.

The program includes HELP displays, rapid entry modes for text and data, and an option for automatic cursor movement. *Elite-Calc* is available on tape or disk for \$44.95.

Elite Software Box 11224 Pittsburgh, PA 15238 (412) 795-8492

#### Optical Scanner System

Databar has introduced an optical scanner, called OSCAR, designed to read specially coded programs into most popular microcomputers.

The \$79.95 scanner includes an issue of a monthly magazine which contains BASIC programs coded for scanning. Subsequent issues of the magazine will sell

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October 20-21, Mission Valley Inn and Convention Center, Raleigh, NC. Carolina Micro-Expo. Over 50 seminars on microcomputers and their use will be presented. Local and national manufacturers and suppliers will demonstrate equipment. For more information, contact Richard Gardner, Show Manager, HMM Associates, Inc., 8400 Glenwood Avenue, Raleigh, NC 27612. (919) 782-0824.

October 26-28, Red Lion Inn, San Jose, CA. Annual Conference of the California Educational Data Processing Association (CEDPA): "Update '83: Are We Ready For 1984?" Sessions will focus on the spectrum of computing power available to data processing and instructional professionals and explore the impact of high technology on education. For information and registration, contact Jane Householder, Office of the Los Angeles County Superintendent of Schools, Room 226, 9300 East Imperial Highway, Downey, CA 90242. (213) 922-6141.

November 3-6, New York Coliseum, New York, NY. Electronic Fun Expo. New York's first state-of-the-art consumer electronics show. Open to the public. For more information, write to Bill O'Brien, Electronic Fun, 350 East 81st Street, New York, NY 10028. (212) 734-4440.

November 5-6, Scottish Rite Center, San Diego, CA. 4th Annual San Diego Computer Fair. The fair will feature short technical sessions, programming and computer game contests, door prizes, commercial displays, and displays by computer user groups. Registration is \$5, Saturday night banquet fee is \$12. Reservations can be made by mailing a check or money order to: San Diego Computer Society, P.O. Box 81537, San Diego, CA 92138. (619) 565-8720.

November 16-18, Pinehurst Hotel and Country Club, Chapel Hill, NC. "Introduction to Microcomputers and Their Applications." A three-day seminar featuring hands-on instruction and learning sessions on software, hardware, languages, applications, and the history and future of microcomputers. Course fee is \$550; group discounts are available. For more information, write to LEARNING AT PINEHURST, P.O. Box 2328, Chapel Hill, NC 27514.

November 17-19, Hynes Auditorium, Boston, MA. Fifth Annual Northeast Computer Show and Software Exposition. Features nearly 500 displays and exhibits of microcomputers, accessories, peripherals, and software. Show hours are 10:30 a.m. to 5:30 p.m. daily. Admission is \$7.50. For more information, call or write Northeast Expositions, 822 Boylston St., Chestnut Hill, MA 02167. (800) 841-7000 or (617) 739-2000 (in Massachusetts).

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