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## Commodore Microcomputers <br> Review by Steve Levin

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Or write or call for more information. ThunderChopper is available on disk for the Commodore 64/128 and Applell computers. Up Periscope! is available for the C64/128 and IBM PC. For direct orders please specify the program and computer version you want. Enclose $\$ 29.95$ plus $\$ 2.00$ for shipping (outside U.S. \$6.25) and specify UPS or first class mail delivery. Visa, Mastercard, American Express, and Diners Club charges accepted.
-GENERATIONS AHEAD IN STRATEGY ACTION SOFTWARE



COVER ILLUSTRATION BY STEVEN RYDBERG

## F E A T U R E S

A Happy New You! by Lonnie Brown ..... 42New Year's resolutions are notoriously short-lived, but you can keep 1988'salive with the help of your C-64 and some of the myriad self-improvementprograms on the market.

* $\dagger$ RUN TERM 128 by Tom Brown ..... 50
C-128 owners-rejoice! Now RUN has a terminal program for you, too.And it's a powerful one, with many features.
Sprinter Printer by Tim Walsh ..... 56

Sprinter Printer by Tim Walsh
6RUN's technical editor tests the speedy new Okidata 180 printer andreveals his findings.

* $\dagger$ RUN's Memo Book by Barbara Mintz ..... 60
Our simple yet versatile file system will let you maintain your address book easily-and keep memos, too.

New Year's resolutions are notoriously short-lived, but you can keep 1988's alive with the help of your C-64 and some of the myriad self-improvement programs on the market. And it's a powerful one, with many features.

RUN's technical editor tests the speedy new Okidata 180 printer and reveals his findings.

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* EASY Applications by Bob Kodadek ..... 68Short but useful applications for your Commodore computer. You canhave a 1988 calendar in every room, thanks to your Commodore and ourCalendar Maker program.
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Telecomputing Workshop by David Bradley ..... 76Answers to your questions and other advice on using modems, terminalprograms, bulletin boards and online networks.
* RUN's Checksum Program by Bob Kodadek ..... 80
With our brand new checksum program-the same one serves for boththe C-64 and the C-128-you can type in RUN listings more easily andaccurately than ever.
Commodore Clinic by Lou Wallace. ..... 82
Got a problem or question related to Commodore computing? Thismonthly column provides the answers.
* Mega-Magic by Robert Davis ..... 115Tips and techniques that are bigger than Magic. If you sometimes havethe same display on your monitor for a long time, this month's Mega-Magic program will prevent screen burn.
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* THIS ARTICLE CONTAINS A PROGRAM LISTING. THE PROGRAM IS ALSO AVAILABLE ON THEJANUARY-FEBRUARY 1988 RERUN DISK. TO ORDER, USE THE CARD BETWEEN PAGES 80 AND 81.† SEE RUNNING RUMINATIONS, ON PAGE 8, FOR AN EXPLANATION OF THE LISTING FORMATUSED IN THFSE ARTICLES.



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# RUNNING RUMINATIONS 

A look back and a look ahead, as RUN enters its fifth year.

## Salute the Past, Ring in the New

As we begin a new year, it's a good opportunity to rededicate ourselves to our editorial mission of providing our readers with the most useful coverage of the Commodore marketplace.

To that effect, we have implemented in this issue some changes in staffing and assignments.
Jim Strasma, who has authored RUN's popular Commodore Clinic column since its inception in January 1984, has stepped down from that position. Job responsibilities as PC Lab Manager at Western Illinois University have necessitated this move for Jim, who, as most of you know, was an early pioneer in the Commodore/PET market.

We've enjoyed working with Jim over the last four years and have learned a lot from him. His encyclopedic knowledge of Commodore companies and products was instrumental in establishing Commodore Clinic as one of the most-read columns in the magazine. In his four years with $R U N$, we conservatively estimate that he has answered over 1000 questions through his col-umn-and many more over the phone and through his correspondence with readers.

While we're sad to see him go, we're enthused by the prospect of our own Lou Wallace taking over the column. So readers each month can continue to expect the same insightful and informational answers to their questions and comments.

Beginning with this issue, RUN's Magic column is also experiencing a changing of the guard. RUN's technical editor, Tim Walsh, will be taking over the column for Jim Borden, who will continue to lend his programming expertise to the magazine.

We view these as positive changes that will strengthen the magazine.

Also at this time, we announce a format change in our educational coverage. Beginning with this issue, $R U N$ will discontinue publishing the monthly Re source Center column. We will be incorporating our educational coverage
in the magazine proper.
Through her column, Associate Editor Margaret Morabito has provided Commodore 64 and 128 owners one-of-a-kind coverage of the Commodore education market, and has subsequently built up quite a following as champion of educational applications for Commodores. She is now writing a book that explores this topic.

We extend our appreciation to Jim, Margie and Jim for their roles as columnists in the magazine and wish them well in their future endeavors. We assure our readers that they can expect the same quality coverage they have become accustomed to as we enter 1988, our fifth year of publication.

## Attention, Readers

This issue features two "blockbuster" programs-RUN's Memo Book and RUN Term 128-that are exceedingly powerful machine language programs with (especially in the case of RUN Term 128) quite long listings.

Because of the length of the machine code, we had to consider several ways of generating listings that could be typed in by our readers.

We considered three main techniques. The first was to use the tried-and-true method of converting the binary files to Basic Data statements consisting of numbers in decimal format $(0-255)$ separated by commas, like this:

100 DATA $12,76,34,231,19,45,255,0,64,19$
One of the benefits of a Basic Data statement format is that you can use RUN's Checksum program to make sure you enter the lines correctly. But, in the case of RUN Term 128, this technique would have resulted in a type-in listing of nearly 14 pages!

A second format would involve a special ML entry program that converts the binary files to a hexadecimal format of 11 pairs of digits. Line numbers and commas are not used, but a space occurs between each pair of digits. It looks like this:

0000 A1 34 FF 23 C5 9A DF 5F B4 98 C0

Compared to the decimal method described first, this is a more condensed method of presenting the data, but it still would occupy about 10 pages for the RUN Term 128 listing. And, unfortunately, it would also require your typing in a special ML entry program, in itself over two magazine pages long. That means you'd need RUN's Checksum program to type in the ML entry program, which you'd then use to enter the hex data shown above. All in all, you'd have to enter well over a dozen pages for RUN Term 128 using this technique.

The third method is also a hex entry technique, but it's a combination of the two described above. It uses Basic Data statements like the first, but has hex data like the second. The data is presented with more information on a line, and looks like this:

## 100 DATA A23456DE45 F02376C5AA E3F7

As you can see, this looks somewhat more cryptic, but has the advantage of being the most condensed form (in the case of RUN Term 128, it's a little over seven pages). It can also be used with RUN's Checksum program.

After a great deal of discussion, testing and measuring, we opted to use this last method for these long, machine language programs. There are two advantages for you, the reader. One, you type in fewer lines; two, it frees up pages for other programs and articles, so we can bring you more per issue.
In discussing the various merits of the different techniques, we questioned whether readers want these very powerful, commercial-quality programs (RUN Term 128, RUN Script, and so on) that require a lot of typing, or would prefer several smaller programs instead? Obviously, the programs that offer the most contain the longest listings.

We'll be bringing you some super 641 128 programs in the coming year. Let us know the kinds of programs you prefer and how you want us to format the listings. Send your comments to: RUN Editors, 80 Elm St., Peterborough, NH 03458.

## FHITHETAT



No matter what kind of game you're in the mood for, you'll find that if it's in a box marked FIREBIRD, it's really hot!

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Look for the Firebird - it stands for topquality software in virtually every category.

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hand/eye coordination? Then maybe - just maybe - you possess the skill to outwit the Sentry at each level of the extraordinary challenge.

## Firebird Fireworks Unlimited

When your mood shifts from the deliberation of strategic planning to the excitement of fastpaced Arcade action, look for Firebird's ELITE, a unique game which encompasses the best of both worlds. Or try STARGLIDER, an amazing 3D combat flight simulation.

If it's Adventure you're after, here's the breathtakingly illustrated GUIID OF THIEVES, with its revolutionary text-handling system.

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Firebird software for Commodore 64 systems, including the popular Golden Path, Pawn, Colossus Chess IV, Cholo, Talking Teacher, Concise Music System and Advanced Music System, is available from $\$ 24.95$ to $\$ 59.95$.

## FRONT PA



Text can be printed in every font available through GEOS. These documents were printed on an Apple Laser Writer

## VANISHING TIMES <br> Vol XLMIV Number 456

A Eethedy Softworks Publication

## EARTH TO BEGIN SPINNING IN OPPOSITE DIRECTION



A shocked consortium of scientists confirmed the world's worst suspicions Tuesday, when they announced that the Earth was indeed slowing down. They expect the planet to grind to a halt early Thursday, revering its direction and getting back up to speed by Monday night.

Although the research was starting, the scientists urged people not to panic.
"I suppose I'd lock all the breakables in your cabinets," offers Dr. Lee Llevana "but outside of that, I'd just tell people to hold on and enjoy the ride"

Apparently were in for quite a ride. Dri Dennis Rowland demonstrated the effect of the sudden


BERKEL EY - Dozens of citizens watched in horror today as a man, who described himself as an animal lover, actually bit a miniarure teacup poodic.

Donald Anderson, of Studio City, California, dismissed the incident as a case of mistaken identity.
reversal by dropping a raw egg into a MixMaster blender set on "puree:
"If we assume people have the consistency of this egg". Rowland asserted, "I think it's safe to say that the effect of this phenomenon will leave them in a state somewhat similar to finely ground beef!'
Asked if there were anything the public could do to prepare for the
"I'd just tell people to hold on and enjoy the ride!"
catastrophe, Dr. Rowland thought a while and offered, "I always recommend fastening your seat belt. It just makes so much sense, don't you think?"

Analyst Staci Glovsky was less distressed with the news, asking "What's the big deal? Jecz, you guys are acting like a bunch of

Combual her
"Somebody asked me if I wanted a dog with mustard, and since it was close to lunchtime anyway, I just took a bite without looking:

The dog, responding to the name "Knockwurst", then gave out a yelp that bystanders recalled as sounding like "a cross between a gun shot and
"Sure it was my mustard, but that doesn't prove a thing!"
an air raid siren:" In the process, the pinched pooch set a world record in the long jump of thirty feet. two

## inches.

Anderson was booked on felony charges of dog munching, poodle endangerment and assaulting a canine with intent to commit relish. He was later released on his own recognizance. The man who offered him the poodle has also been charged with attempting to apply mustard to a mutt. a misdemeanor in Alameda County.
"It's a smear tactic" yelled Rob Siegel, the man still being sought by police. "Sure it was my mustard but that doesn't prove a thing, Besides, they have to prove with


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## Weather

Local weather, Look for clouds throughout the morning burning off pear midday Temperatures should war to the mid 200's by late afternoon with heavy electrical activity and thunderstorms appearing around, oh, say


These days, the biggest story in the news is geoPublish. The page-making program for GEOS-equipped 64's and 128's that replaces lifeless layouts with page after page of powerful, punchy professionalism.

## Freedom of the press.

Actually, geoPublish is very patriotic software. After all, what other application guarantees your freedom of selfexpression? Well, geoPublish sure does. In fact, every piece it prints is dedicated to the preservation of your personality on paper.

Which means that finally, your newsletters never need to look like anyone else's, ever again.

All you do is draw a bunch of columns for your master layout.They could be two, four or sixteen across the page. They could be short and squat, or long and skinny. It's your call. After that, you just

finely fashioned format.

## Extras! Extras! Read all about 'em!

As every editor knows, even the best stories need punching up before they go to press. Which is why geoPublish features an array of artistic appliances designed to earn your pages a place in the history books.

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And if your image doesn't fit, no problem. The proportional scaling tool can shrink or enlarge any art, be it your original or the stuff you find in Print Shop. ${ }^{\text {TM }}$ Finally, those of you intent on making banner headlines should know that geoPublish doesn't wimp out
"pour" your geoWrite document, text, graphics and all-into column after column. Page after page.

Everything fills up automatically until it fits firmly into your

Time passes. Things get old. Let's face it, even Willie Mays retired. So there's no way your Commodore can compete with a newer machine, right?

Wrong.
The fact is that there's actually more power in your Commodore 64 or 128 than when you bought it. All you need is GEOS or GEOS 128 to find it.

GEOS is the revolutionary operating system that works your hardware up to seven times harder than it's ever worked before. Loading. Processing. Accessing information. All at the mere touch
of a mouse or joystick.

## Time Warps Discovered

With GEOS, everything speeds up. Including you. Because the system is incredibly fast and ridiculously easy to learn: GEOS shows you options, you point at what you want and click your mouse.

End of lesson.
Now, once you know that, you know how every other GEOS application works, too. Like geoWrite, which lets you punch up paragraphs with five different fonts. Or geoPaint, which dresses up diagrams with an arsenal of artistic appliances. Both are built



## GEOPUBLISH

TITII The desktop NEW The desktop that lets you decign program that lets you design formats layouts. Accepts any geoWrit text and converts non-GEOS text and converts non-GE text. Wraps text around kraphics automatically.
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## GEOCALC

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But how does all this affect your Commodore's future? Well, it means you don't ever have to worry about it becoming obsolete, because there are all kinds


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## DESKPACK

TITT Six GEOS-compatible 1.1 applications: Graphics Grabber for importing art from Print Shop, Newsfoom Print Master graphics, Calendar; lcon Editor and Black ack Dealer. Now includes geodirectory that allows you to directory that allows you to
create lists by name, address create lists by name, address, phone number, and geomerge xitamerilyeifhert

mode Nol Reprint Wilhout Pernission
of GEOS applications for almost every purpose. You can finally get organized with geoFile, the database that searches, finds and lists almost anything that you want to search, find and list. You can manipulate mathematics or figure out financial formulas with geoCalc. If writing's your style, geoWrite Workshop can help you hammer out any kind of report. And geoPublish is the desktop publishing program that is still making headlines throughout the entire industry.

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The brightest minds are working at Berkeley.


## GEOFILE 128

DETV The GEOS
W.1 compatible database manager that sorts, edits and prioritizes whatever data you teed it. You fill out the "input form, specify your command. 128 version features full 80 column screen. Due soont


GEOWRITE WORKSHOP 128
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## GEOCALC 128

## TITM The GEOS

LIT compatible, number crunching spreadsheet for tracking and analyzing numer mulas perform calculations for anything from simple geometry to "what if" cost projections. 128 version features full 80 column screen. Due soon!

## MAGIC

## Drive a hot race car down a zig-zag track; rename

disks to clear the screen when the directory is listed; add over $2 K$
of additional RAM to Basic 7.0.

## Compiled by TIM WALSH

## \$45A FRERE JACQUES

Wouldn't you love to attend an evening soiree in Paris? Or maybe catch a bain de soleil on the French Riviera? Close your eyes and play my program a few times on your C-128 for an uplifting French experience. Merci!

```
\emptyset REM FRERE JACQUES - JIM WALLACE :REM*231
1\emptyset TEMPO 11 :REM*1\emptyset7
2\emptyset PLAY"V1\emptyset5T5" :REM*61
3\emptyset A$="QCDECCDECEFHGQEFHG :REM*28
4\emptyset B$="IGAGFQECIGAGFQEC" :REM*73
5\emptyset C$="QC\emptyset4G\emptyset5HCQC\emptyset4G\emptyset5HC" :REM*89
6\emptyset PLAY A$+B$+C$ :REM*147
```

-Jim Wallace, Toms River, NJ

## s45C C-64 Sliding Message

If you'd like to jazz up your programs a little, use my short routine, called Sliding Message. It will spice up any program introduction, error message or other display.

## Trick of the Month

## \$45B C-64 Road Racer

If you liked River Run (September 1987), then you'll love C-64 Road Racer. Your car is a sprite (could it be an Austin Healy sprite?) that you pilot down a winding race course, using the H (to turn left) and J (to turn right) keys. Every marker you pass adds one point to your score.
So challenge your reflexes with some intense driving. If your racing skills already approach those of FormulaOne caliber, decrease the course width (variable W).
$\emptyset$ REM C-64 ROAD RACER - J. R. CHARNETSKI :REM*7
$1 \emptyset$ DATA $24 \emptyset, \emptyset, 15,243,255,2 \emptyset 7,243,255,2 \emptyset 7,2$ $55,6 \emptyset, 255,243,9 \emptyset, 2 \emptyset 7,243,1 \emptyset 2,2 \emptyset 7,243$
:REM*65
$2 \emptyset$ DATA $126,2 \emptyset 7,3,126,192,3,6 \emptyset, 192,3,255,1$ $92,3,255,192,3, \emptyset, 192,3, \emptyset, 192,3, \emptyset, 192$
:REM*192
$3 \emptyset$ DATA243, $\emptyset, 2 \emptyset 7,243,129,2 \emptyset 7,243,195,2 \emptyset 7,2$ $55,231,255,241,255,143,24 \emptyset, 255,15,24 \emptyset$
:REM*25
$4 \emptyset \mathrm{~V}=53248: \mathrm{FORU}=832 \mathrm{TO} 94$ :READN: POKEU, $\mathrm{N}: \mathrm{NEX}$ $T \quad:$ REM*174
$5 \emptyset$ POKEV $+32, \emptyset:$ POKEV $+33, \emptyset:$ DATA $126,15, \emptyset$ :REM*245
$6 \emptyset W=1 \emptyset: R=54296: I=7: J=12: L=1986: M=8: M K=81$ :

Place your message in line 10 of the program, and use line 30 to change the filler character. Adjust the delay (default $=50$ ) and see what happens. To slide the message once, delete line 70.
$\emptyset$ REM SLIDING MESSGE - JOHN GOTTS :REM*149
$1 \emptyset$ A $\$=$ "ANY MESSAGE UP TO 39 CHARACTERS!"
:REM*179
$2 \emptyset \mathrm{~A}=\mathrm{LEN}(\mathrm{A} \$): \operatorname{DIMB} \$(39): \operatorname{PRINT} "\left\{S H F T\right.$ CLR ${ }^{\prime \prime}$
:REM*4
$3 \emptyset$ FORT=1TO39-A:A\$=" "+A\$:NEXT:A=39:REM*49
$4 \emptyset$ FORT=1TOA: $\mathrm{B} \$(\mathrm{~T})=\mathrm{MID} \$(\mathrm{~A} \$, \mathrm{~T}, 1): \mathrm{NEXT}$
: REM*41
5ø FORT=ATO1STEP-1:PRINT" $\{$ HOME $\}$ \{ 5 CRSR DNs \} \{SHFT INST\}"B\$(T):FORX=1TO5 $\boldsymbol{\text { : NEXT }}$ : NEXT
:REM*37
$6 \emptyset$ FORT=1TOA: PRINT" $\{$ HOME $\}$ \{ 5 CRSR DNs \} ";CH R $\$(2 \emptyset):$ FORX $=1$ TO $\emptyset$ : NEXT:NEXT $:$ REM*65
$7 \emptyset$ GOTO5 : REM*2øø
-John E. Gotts, Sterling Heights, MI-

$$
B=198: S=1-J: X=14 \emptyset: \text { POKE } 2 \emptyset 4 \emptyset, 13: \text { POKEV }, X
$$

:REM*117
$7 \emptyset$ POKE646,INT(RND(1)*J+2):PRINT"\{SHFT CLR JROAD RACER (-H J-) PRESS ANY KEY': POKE
B, $\emptyset \quad: R E M * 135$
$8 \emptyset$ WAITB, $1:$ POKEV $+1,139:$ POKEV $+39,1:$ POKEV +21
$, 1: \mathrm{P}=\operatorname{PEEK}(\mathrm{V}+31):$ FORD $=1 \mathrm{TO} 23$ : PRINT: NEXT
:REM*2ø7
$9 \emptyset$ POKER, J: $\mathrm{S}=\mathrm{S}+1: \mathrm{IFZ}=\emptyset$ THENI $=\mathrm{I}+1 \quad:$ REM*54
$1 \emptyset \emptyset \mathrm{~N}=\operatorname{PEEK}(197):$ IFN $=29$ THEN IFX $>6 \emptyset$ THEN $\mathrm{X}=$
$\mathrm{X}-\mathrm{M} \quad:$ REM*248
$11 \emptyset$ IF $\mathrm{N}=34$ THEN IFX $+\mathrm{M}<256$ THENX $=\mathrm{X}+\mathrm{M}$
:REM*213
$12 \emptyset \operatorname{IFI}=\operatorname{INT}(\mathrm{RND}() * \mathrm{~J}+\mathrm{M}) \mathrm{ORI}>.2 \emptyset$ THEN $\mathrm{Z}=1-\mathrm{Z}$
:REM*197
$13 \emptyset$ POKEV, $\mathrm{X}:$ IFZTHENI $=\mathrm{I}-1$ : IF $\mathrm{I}<3$ THENZ $=$.
:REM*85
$14 \emptyset$ POKER, $\emptyset:$ POKEL $+I, M K: P O K E L+I+W+1$, MK: PRIN
T :REM*126
$15 \emptyset$ ON-(PEEK $(\mathrm{V}+31)=$.$) GOTO9 \emptyset: \operatorname{POKEV}+21, \emptyset$
:REM*166
$16 \emptyset \operatorname{PRINT"}$ (SHFT CLR\}SCORE="S:PRINT" $\{$ CRSR D N\}TRY AGAIN Y/N?": POKEB, $\varnothing:$ WAITB, $1:$ GETA \$:IFA\$="Y"THEN6 $\quad$ :REM*21 $\emptyset$
-Joseph Charnetski, Dallas, PA


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## MAGIC

## 545D Keypress Detector

Mention the number 653 to most C. 64 programmers, and they immediately think, "wait," because a program's execution can be stopped by entering the WAIT 653,1 command.
I wrote a short program that reacts to the control, Com modore and shift keys-the keys that affect location 653. By using the logic in my Magic program, you can write routines that halt program execution until two or more keys are pressed simultaneously.
$\emptyset$ REM KEYPRESS DETECTOR - T. WALSH:REM*192 $1 \emptyset$ PRINT" $\{$ SHFT CLR\}": R=PEEK (653) :REM*115 $2 \emptyset \mathrm{~A} \$=$ "\{CTRL 2\}SHIFT": B\$="\{CTRL 8\}COMMODOR E":C\$="\{CTRL 1\}CONTROL":D\$="\{CTRL 4\}/": E\$="."
:REM*244
$3 \emptyset \mathrm{~F} \$=$ " $\{\mathrm{HOME}\}\{\mathrm{COMD} 7\}$ YOU'RE PRESSING "
:REM*69
$4 \emptyset$ IF $\mathrm{R}=\emptyset$ THEN $13 \emptyset \quad$ :REM*112
5 IF R=1 THEN $12 \emptyset$ :REM*137
6 IF $\mathrm{R}=2$ THEN $\mathrm{A} \$=\mathrm{B} \$ \quad$ :REM*75
7 IF $\mathrm{R}=3$ THEN $\mathrm{A} \$=\mathrm{A} \$+\mathrm{D} \$+\mathrm{B} \$ \quad$ :REM*54
$8 \emptyset$ IF $\mathrm{R}=4$ THEN $\mathrm{A} \$=\mathrm{C} \$ \quad$ :REM*11 $\emptyset$
$9 \emptyset$ IF $\mathrm{R}=5$ THEN $\mathrm{A} \$=\mathrm{A} \$+\mathrm{D} \$+\mathrm{C} \$ \quad:$ REM*1 $\emptyset 7$
1 ( $\emptyset$ IF $\mathrm{R}=6$ THEN $\mathrm{A} \$=\mathrm{B} \$+\mathrm{D} \$+\mathrm{C} \$ \quad:$ REM*116
$11 \emptyset$ IF $\mathrm{R}=7$ THEN $\mathrm{A} \$=\mathrm{A} \$+\mathrm{D} \$+\mathrm{B} \$+\mathrm{D} \$+\mathrm{C} \$:$ REM*185
$12 \emptyset$ PRINT F $\$+$ A $\$+$ E\$:GOTO $1 \emptyset$ :REM*216
13 RUN :REM*13
-Tim Walsh, $R U N$ Staff

## \$45E Clear Screen Directory

After renaming a disk using the trick below, the screen automatically clears whenever you list the disk directory to the screen. In its present form, the program requires that the disk be formatted beforehand, but the technique I use is outlined in line 50, and it can be applied to format a disk, as well.

## $\emptyset$ REM CLEAR SCREEN DIRECTORY - CHARLES JON ES <br> :REM*215

$1 \emptyset$ INPUT" $\{$ SHFT CLR\}NAME OF DISK:";DN\$
:REM*169
$2 \emptyset$ PRINT"PLACE A FORMATTED WORK DISK IN DR IVE"
:REM*45
$3 \emptyset$ PRINT"AND PRESS RETURN..." :REM*1 $\emptyset 7$
$4 \emptyset$ GET A\$:IF A\$="" THEN 4 4 :REM*224
5Ø OPEN15,8,15,"N:"+CHR\$(13)+"\{SHFT CLR\}"+ DN \$ :REM*199
$6 \emptyset$ CLOSE15 :REM*22ø
$7 \emptyset$ PRINT" $\{$ SHFT CLR\} CLEAR SCREEN DIRECTORY INSTALLED!"
:REM*231
-Charles Jones, Carriere, MS

## \$45F LABAR's Lament

Commodore 128 users still comtemplating Thomas Smith's C-128 Engineering Disaster (trick \$404, August 1987) might lapse into an altered state of consciousness over my elementary engineering enigma. So, why while winter away waiting? Don't linger any longer-lapse into LaBar's Latest Lament.
$\emptyset$ REM LABAR'S LAMENT - SI LABAR :REM*61 $1 \emptyset$ GRAPHIC1,1:DRAW $1,24 \emptyset, 75$ TO 24ø, $15 \emptyset$ T О $8 \emptyset, 15 \emptyset$ ТО $8 \emptyset, 75$ ТО 275,75 тО 275 ,
$17 \emptyset$ то $15,17 \emptyset$ то $15,2 \emptyset$ то $28 \emptyset, 2 \emptyset$ то
$31 \emptyset, 45$ то $31 \emptyset, 19 \emptyset$ то $4 \emptyset, 19 \emptyset$ то $15,17 \emptyset$
:REM*251
$2 \emptyset$ DRAW 1, 31ø, 45 TO 5 45 TO $5 \emptyset, 15 \emptyset$ TO $8 \emptyset, 15 \emptyset:$ DRAW 1, 275, 17 17 TO $245,15 \emptyset:$ DR AW 1, 8 8,75 TO 5 45 : COLOR1,16:PAINT 1 , $16 \emptyset, 1 \emptyset \emptyset:$ PAINT $1,1 \emptyset, 1 \emptyset:$ SLEEP5 : REM*187 $3 \emptyset$ GRAPHIC $\emptyset:$ PRINT" $\{$ SHFT CLR \}PRESS A KEY TO TOGGLE BETWEEN SCREENS" :REM*4 $4 \emptyset$ GETKEYA\$: GRAPHIC1 :REM*176
$5 \emptyset$ GETKEYA\$: GOTO $3 \emptyset$ :REM*94
-Si LaBar, Bethlehem, PA

## S460 Extra! Extra! 2300 Bytes Extra!

Attention C-128 programmers! When you're writing Basic programs and don't need the 40 column graphics of your C-128, type in this line to get an extra 2300 bytes of Basic RAM:

POKE 45,1:POKE 46,19:POKE 4864,0:NEW
-Howard Lew, San Francisco, CA

## S461 DOS 5.1 Wedge Quicksave

Nearly all C-64 users like to keep a copy of Commodore's DOS wedge on their work disks. After all, it simplifies long, complicated disk commands into one- or two-character commands. Unfortunately, since the DOS wedge is pure machine language, it isn't easily copied to disk without special techniques. Until now.

My utility, called DOS 5.1 Quicksave, quickly copies the wedge to any disk. First, load the wedge as usual, then type in DOS 5.1 Quicksave. Now insert the formatted disk you want to place the wedge on into your drive and run the program. Presto! DOS 5.1 is on the disk!
$\emptyset$ REM COPY DOS WEDGE - THOMAS B. SMITH $\begin{aligned} & : \text { REM*1 } \emptyset 8\end{aligned}$
1ø OPEN8,8,8,"DOS 5.1":POKE251, $\emptyset:$ POKE252,2 Ø 4 : POKE78 $\quad 251$ : POKE781, $9 \emptyset$ : POKE782, $2 \emptyset 7$
:REM*113
$2 \emptyset$ SYS 65496
:REM*234
-Thomas B. Smith, Gallipolis, OH

## $\$ 462$ C-128 Explosive Ending

Dramatic sound effects can enhance almost any game. My routine makes all three voices on the $\mathrm{C}-128$ rise in pitch until only one is left, followed by a powerful explosion that rocks the 40 -column screen. Don't fret-everything returns to normal after the explosion.
$\emptyset$ REM C-128 EXPLOSIVE END - JOHN KUHNE
:REM*59
$1 \emptyset$ SOUND 1,45øø $2 \emptyset \emptyset \emptyset, \emptyset, 1,3, \emptyset \quad:$ REM*1 $\emptyset 2$
$2 \emptyset$ SOUND 2,45øø $15 \emptyset \emptyset, \emptyset, 1,1 \emptyset, \emptyset \quad:$ REM*83
$3 \emptyset$ SOUND $3,45 \emptyset \emptyset \emptyset, 1 \emptyset \emptyset \emptyset, \emptyset, 1,15, \emptyset \quad:$ REM*154
$4 \emptyset$ SOUND 1,195 1 : 1 : REM ${ }^{2} 1$ 1 $\varnothing 4$
$5 \emptyset$ SOUND 2,295 1 : 1 : $\varnothing, 1,1,15,3$ EM*23
$6 \emptyset$ SOUND $3,95 \emptyset, 1 \emptyset \emptyset, 1,1,1 \emptyset, 3 \quad:$ REM*12
$7 \emptyset$ FORK=1 TO 4:FORJ=1TO42: POKE5327 , J: NEXT J: NEXTK
: REM*65
-John Kuhne, Newmarket, Ontario, Canada
Continued on p. 113.


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# News and New Products 

# Meet Max Toy, Commodore's new president and CEO; make bright-yellow, rear-window car signs with your C-64; fly your plane to the rim of Niagara Falls. 

Compiled by HAROLD R. BJORNSEN

## Gunship Medal of Honor

HUNT VALLEY, MD-Larry Woodworth, a 27 -year-old electronics technician from Syracuse, New York, is the first winner of the Congressional Medal of Honor in MicroProse Software's Gunship helicopter simulation and an honorary member of the Gunship Design Team.
"I feel like a little kid at Christmas," he said. "I didn't expect this kind of recognition when I won the medal. In fact, I didn't realize until recently that I was the first to do it." Woodworth works on military fire control computers for General Electric Corp.

The Congressional Medal of Honor is the highest achievement in the Gunship simulation of an Apache AH-64A attack helicopter. Players are awarded military decorations and receive promotions in rank based on their performance on missions in South Vietnam, Central America and Western Europe.

## run reader On Board

WOODHAVEN, NY-Zebra Systems (78.06 Jamaica Ave., Woodhaven, NY 11421) has released its Car Sign Designer for the C-64. The program lets you create diamond-shaped car signs on


Introduce yourself to other drivers with Zebra Systems' Car Sign Designer.
your computer screen before printing out the result on bright-yellow paper, which you then insert into one of two reusable clear plastic sign holders with suction cups included in the package. Available for \$29.95.

Check Reader Service number 405.

## Programmer's Challenge

BLUE RIDGE SUMMIT, PA-Tab Books (PO Box 40, Blue Ridge Summit, PA 17214) has released The Commodore Programmer's Challenge: 50 Challenging Problems to Test Your Programming Skills-with Solutions in Basic, Pascal and C. Fun is the main objective of the book, but the problems also help computerists polish their programming skills or learn to program in a new language.

The 50 problems are divided equally into ten sets of five problems each. The sets represent different tests, and the five problems in each test are graded according to level of difficulty: the first two are for beginners, the next two for more experienced programmers and the last is very difficult. The 240 -page book has 163 illustrations and is available in paperback for the C- 64 for \$14.60.

Check Reader Service number 401.

## Less Taxing

RANDALLSTOWN, MD-Master Software ( 6 Hillery Court, Randallstown, MD 21133) has released the 1987 version of its Tax Master, an aid in the preparation of U.S. Federal Income Taxes. The C. 64 program covers all the new tax laws and guides you through the preparation of Forms 1040 and 4562 and Schedules A-F. It performs all calculations, figures your tax automatically, and even transfers results from one form to another. The tax tables are included. Available for $\$ 30$.
Check Reader Service number 403.

## The Game in Spain

CAMBRIDGE-Ticket to Spain, the new title in the software travelogue se-
ries from Blue Lion Software ( 90 Sherman St., Cambridge, MA 02140), is available for the C-64. In his program, you travel through Spain in search of a family heirloom. With a limited budget and a series of tasks to fulfill, you set out on a quest that takes you to various cities and towns, such as Seville, Madrid, Toledo, Granada and Barcelona. You'll explore historical landmarks, converse with the locals, attend a bullfight, shop or dine in authentic locales. All the while, you'll learn about Spanish culture and language, history, geography and contemporary life. A phrasebook is included in the package to help you with the most difficult situations. \$29.95.

Check Reader Service number 404.

## Outstanding Sales

WASHINGTON, DC-The Software Publishers Association has given awards for outstanding sales in 1987 to the following software packages available for the C-64 and/or C-128. To qualify, a software package must have sold more than 250,000 copies for a platinum label, more than 100,000 copies for a gold label and more than 50,000 copies for a silver label.

## PLATINUM-

Broderbund's The Print Shop Graphics Library: Disk 1 and Bank Street Writer.

Davidson \& Associates' Math Blaster!. Hi-Tech Expressions' Jingle Disk.
Infocom's The Hitchhiker's Guide to the Galaxy and Zork I.

MicroProse's Silent Service and F-15 Strike Eagle.

GOLD-
Accolade's HardBall!
Activision's Hacker.
Broderbund's Where in the World Is Carmen Sandiego? and The Print Shop Graphics Library: Disk 3.

Cosmi's Super Huey.
Data East USA's Karate Champ, Commando and Tag Team Wrestling.

Electronic Arts' The Bard's Tale and Racing Destruction Set.

Hi-Tech Expressions' CardWare and HeartWare.
Infocom's Leather Goddesses of Phobos.
Micro League Sports Association's Micro League Baseball.

MicroProse's Gunship.
Software Toolworks' Chessmaster 2000.

## SILVER-

Accolade's Ace of Aces, Fight Night, Mean 18 and Dam Busters.
Activision's Hacker II: The Doomsday Papers, Championship Baseball, GFL Championship Football, and GBA Championship Basketball: Two-On-Two.

Cosmi's Super Huey II.
Data East USA's Kung Fu Master and Commando.

Davidson \& Associates' Spell Itt. Firebird's Elite.
Hi-Tech Expressions' PartyWare. Infocom's Wishbringer.

## Whistle Music

EUGENE, OR-Voice Master Jr., a mi-cro-size speech digitizer and voice-recognition system for the C-64, lets you record and play back up to 64 words or phrases, in any accent and any language. With the system, your computer can understand up to 32 voice commands, and additional voice commands can be loaded from disk. Another feature, the Voice Harp, lets you create and compose music by whistling into the microphone. Notes corresponding to your whistlepitch scroll across the screen as you whistle. Available for $\$ 39.95$ from Covox, 675-D Conger St., Eugene, OR 97402.

Check Reader Service number 402.

## toy takes the Helm

west chester, PA-Irving Gould, chairman and CEO of Commodore International Limited, has announced that Max Toy will join the company as president and chief operating officer of Commodore Business Machines, the company's U.S. subsidiary.

A computer-industry veteran, Mr. Toy has held management positions at ITT, Compaq and IBM. Says Gould, "Max has over 12 years of personal computer industry experience and has established solid distribution networks and VAR programs. This expertise will complement the progress already made in U.S. operations. . . and in sales and marketing."

## Don't Get too Close

CHAMPAIGN, IL-Scenery Disk 11, a C. 64 program for the Flight Simulator II and Jet programs from SubLogic (713 Edgebrook Drive, Champaign, IL 61820), covers the central Great Lakes area of the United States. The disk features detailed views of Detroit, with features such as the Ambassador Bridge, Renaissance Center and Tiger Stadium; Pittsburgh, showing skyscrapers and bridges spanning three rivers; and Ni agara Falls, where you can actually fly below the rim of the Niagara River canyon right up to the falls. To eliminate the monotony of flying between cities, a new default ground pattern simulating fields and other areas of varying color has been added. It's available for $\$ 24.95$. Check Reader Service number 406.

## Jimbo Baby Is Back

NORTHBROOK, IL-And so is the Mad Leader, in Infiltrator II, the helicopter simulator/graphics adventure sequel from Mindscape ( 3444 Dundee Rd., Northbrook, IL 60062). As Captain Johnny "Jimbo Baby" McGibbits, you must sharpen your flying skills and file your flight plan, for headquarters has assigned you to the mission-to stop the evil Mad Leader from dominating the world. It's available for the $\mathrm{C}-64$ for $\$ 34.95$.

Check Reader Service number 400.

## Hang 'em High

WESTWOOD, MA-Feed-A•Form holds up to four continuous-feed forms simultaneously for convenient feeding to your printer. The forms feed right from


Feed-A-Form stands ready to feed up to four forms to your form-feeder.
their cartons stored under the printer table. The end of each stock of forms is held in place between two acrylic bars until you feed the desired form into the printer. The aluminum, steel and acrylic feeder measures 18 by 18 by 21 inches and weighs eight pounds. It's available for $\$ 89.95$ from Feed•A-Form, 29 Dover Terrace, Westwood, MA 02090.

Check Reader Service number 408.

## Ho, Ho, Ho!

NEW YORK, NY-'Twas the Night Before Christmas, an animated musical holiday disk for the C-64, has been released by Simon and Schuster Software (One Gulf+ Western Plaza, New York, NY 10023). The program narrates the classic poem with animation and musical accompaniment.

But Santa has also included other nifty features.

With it, you can send animated and personalized Christmas disks to friends and relatives, type and print letters to Santa (the letter is automatically addressed to the North Pole when printed out), print Christmas cards and play the Christmas game (a computerized jigsaw puzzle). It's available for $\$ 8.95$ and requires an MPS-801 or 1000 printer or compatible.

Check Reader Service number 409.



The high-resolution bit mapped windows are selected from a menu bar. An unlimited number of windows can be open on the screen at the same time. The windows can be freely moved on the screen. The following windows are already implemented in ROM:

## PREFERENCE WINDOW

Selects: mouse port, joystick port, mouse speed, joystick speed, screen colors, pointer colors, keyboard click, keyboard repeat.

## CALCULATOR

Complete simulation of a LCDcalculator. Input either with mouse, joystick or keyboard. The numeric key-pad of the C128 can be used in C64-mode.

## NOTE PAD

Easy to use wordprocessor with proportional characters enables you to store and print small notes, letters, etc.

## DIRECTORY WINDOWS

Enables you to open directories from different

disks and drives, sort and print directories.

## DISK WINDOWS

Load, Run, Rename, Validate, Scratch, Initialize, Fast format disks.

## TAPE WINDOW

Activates fast and normal modes.

## PRINTER WINDOWS

Select different printers, such as
Commodore serial, Centronics, RS 232, Color printers.

## REQUESTER WINDOWS

DISK BASED USER WINDOWS
Design your own windows.

## CLOCK

Real Time Clock, with Alarm.

Almost all commands and functions that are not activated by windows can be selected from a menu bar, which appears on top of the screen after pressing the fire button, either in Basic or from the freezer. The following Basic Toolkit and keyboard extra's are included:
$\bullet$ Renumber $\bullet$ Auto $\bullet$ Delete $\bullet$ Old $\bullet$ Help $\bullet$ Kill $\bullet$ Find $\bullet$ Replace $\bullet 24 \mathrm{~K}$ extra Ram for Basic $\bullet$ Append $\bullet$ DAppend $\bullet$ DSave $\bullet$ DOS $\bullet$ Monitor

- Drive monitor $\bullet$ Sprite editing
- Centronics interface - Fast format $\bullet$ Low Res screendumps - Plist $\bullet$ Scrolling up and
down $\bullet$ Stops and continues listings $\bullet$ Preprogrammed functionkeys $\bullet$ Packer/Cruncher - Hex to decimal conversion • Pokes, syscalls and variables may all have Hexadecimal values • Trace, Dump, Order, Mem.

[^1]ORDERING INFORMATION
Final Cartridge III ${ }^{\otimes}$. . . . . . . . . . . . . . . . $\$ 69,95$
Deluxe Joystick . . . . . . . . . . . . . . . $\$ 9.95$
Deluxe Mouse. . . . . . . . . . . . . . . . . $\$ 34,95$

Send your cheque- or moneyorder to: H\&P Computers, 154 Valley Street, South Orange No. 07079 or call 201-763-3946 Dealer inquiries 201-763-1693 Certified user groups call for special pricing. Visa/Mastercards accepted. Add $\$ 3.00$ for shipping \& handling. (Canadian orders add $\$ 8.00$ for shipping \& handling.)


Innovative hardware, combined with smart software, allow you to freeze and continue every well-known C64-program. Freezer options include:

CENTRONICS/SERIAL/RS 232 SCREENDUMPS BACK UPS

- Full A4 printing • Variable printsize - Color printing $\bullet$ Sprite printing $\bullet$ Reverse printing - Color changes.

GAMEKILLER

- Kills sprite to sprite $\bullet$ and/or sprite to background collision
- Can be started at any point in your game.


## AU'10 FIRE

- Transforms a normal joystick to an advanced auto fire engine.


## JOYSTICK PORT CHANGER

- Never blow up your computer again by changing joystick ports while the C64 is
- Disk to disk • Tape to disk • Disk to tape
- Back up files are packed and reloadable without the Final Cartridge III • 60K in 15 sec. (disk) • Exits to Monitor or Basic.


## ML MONITOR

Comfortable ML monitor. Does not reside in memory. Functions include:

- Scrolling up and down $\bullet 64 \mathrm{~K}$ ROM/ RAM access - Sprite editor
- Character editor - Drive monitor
- Fast loading and saving • Printer driver.


# Mall RUN 

## This month's letters feature reports on software, an rf shielding technique and screen magnifiers.

## the Big Picture

I may have help for Catherine Firmin, who wrote in last November's Mail RUN about her difficulties in using a computer and her hope to find a screen mag. nifier. Independent Living Aids, Inc., of 27 East Mall, Plainview, NY 11803; 516 -$752-8080$, offers a product called the Beamscope, a large rectangular lens made of acrylic and mounted on legs that, placed in front of a TV screen, mag. nifies it more than 50 percent. The blurb in the catalog says the Beamscope "provides exceptional color, brightness and clarity." There's a version for 10 - to 15 inch screens ( $\$ 57.95$ ) and one for 17 - to 23 -inch screens ( $\$ 67.95$ ).

## -JAMES M. MOSHER Topeka, KS

Thanks for the tip! Such magnifiers were fairly common in the early days of television, when screens were very small.

Another reader, Amzi Warren of Proctor, Vermont, sent information on a very similar product called the Super Screen. Listed in Dr. Leonard's Health Care Catalog, the Super Screen accommodates 16. to 21-inch TVs and costs $\$ 29.95$. Contact Dr. Leonard's at 74-20th St., Brooklyn, NY 11232 or call 718.768 .0010.

Deborah A. Randall of Auburn, Maine, wrote to report that a support organization for handicapped persons called the Job Accommodation Network in Morgantown, West Vir. ginia, had information about another screen magnifier. We spoke with Karl Marion of JAN who said the name of the magnifier is Compulenz, and it's available from International Marketing Services in Florida. Their phone number is 813.842 .3231 .
-Editors

## Shielded Shelves

After many months of trying to get Pocket Writer 2 from Digital Solutions to work on my C-128, I've finally succeeded. I believe my problem was their protection scheme, which makes any type of interference whatsoever inhibit the program. In their latest correspondence, after they copied Pocket Writer
for me for the third time, they suggested that I move my equipment around until I found a location where the program would work.

Well, I have my hardware all arranged on shelves, so I didn't want to rearrange it to accommodate one program. However, their advice suggested another solution to me: installing rf shields on the shelves to isolate the units. I used aluminum flashing, which is readily accessible and easy to work with, and, attached to the underside of each shelf, it solved the problem.

If necessary, you could achieve even better protection by connecting the shields to each other with wire or strips of the flashing, then using a wire to attach the shield network to the ground receptacle in an ac outlet.
-Paul P. Yantchook Chantilly, VA

The ground receptacle is the round third hole in more recent electrical outlets. Make sure you don't connect the shield to one of the rectangular receptacles-they're hot! You could also ground the shield to one of the outlet's faceplate screws. In fact, with an older two-hole outlet, you'd have to use a screw.
-EDITORS

## Rockland County Repairs

The list of Commodore-authorized hardware repair centers in the 1988 RUN Special Issue failed to include Kasara Microsystems, 33 Murray Hill Drive, Spring Valley, NY 10977; 914-356-3131. Please let readers know we're here.

> -JOEL H. Kornreich
> KaSara Microsystems

Done-and we're sorry about the omission.
-EdITORS

## CP/M Вооккеeper

An "Editors" note in last October's Mail RUN invited comments from readers about CP/M programs they use. Here's my contribution.
I use a CP/M program called Checks
and Balances from CDE Software to monitor my family's expenses and bank accounts, and I'm very pleased with it. It supports two disk drives and $80 \mathrm{col}-$ umns. Data can be entered in any order; then the Sort command places it in correct sequence for fast retrieval and review.

The Total command calls screens that display account totals by year, quarter or month; cash flow; bills; profit and loss; and transaction types. It also displays missing and duplicate checks. The documentation is clear and supplemented by a sample data disk that I haven't even had to use yet. Checks and Balances is just what I needed in a domestic bookkeeping program.

\author{

- BRaham Latch Montrose, CA
}

We reviewed CDE's Checks and Balances in our February 1987 Software Gallery. The reviewer, Alex Lane, gave the program excellent marks also. For more information, contact CDE at 948 Tularosa Drive, Los Angeles, CA 90026; 213-661-2031.
-EdITORS

## Added Input

I've been using Dome Accounting by Computer for the past six months and find the program easy to work with. However, it has a significant drawback that Walt Latocha didn't mention in his Software Gallery review last October. Nowhere in Great American Software's ads do they mention that the disk can be used for only one year or by one company. After you respond to the prompts on the set-up screen, the program writes the data to disk, then erases the set-up routine. Thus, you can't set up the program for another year or another company without buying another disk. Had I known about this copy-protection scheme, I would never have bought the program.

-Leslie A. Pollak<br>Chomedey, Laval Quebec, Canada

# Software Gallery 

## Start off the new year with reviews of graphics programs, a disk drive utility and warriors of land and sea!

Compiled by BETH S. JALA

Guild of Thieves A+<br>\section*{A Chart-Topper Sequel}<br>\section*{To The Pawn}

I've lately become skeptical of adventure games because I've seen so many come and go. With my own collection of fantasyladventure games approaching 100 in number, it's difficult for me to get excited when a new program appears. When I received Firebird's Guild of Thieves, I saw no reason to become op-timistic-that is, until I opened the box.

It's not Guild of Thieves' superb and often hilarious documentation that engaged me so, and I've seen better plots on the backs of cereal boxes. The joy of playing Guild of Thieves comes from the excitement of interacting with a program that has been so lovingly and expertly crafted that every aspect of it simply shines.

Welcome to the land of Kerovnia, where you've applied for entrance into the Guild of Thieves, better known as the Worshipful and Partially Honourable Guild of Professional Nocturnal Surreptitious Entry and Removal Operatives. Before you can be admitted into the Guild, you must successfully complete a test that entails plundering a castle and the surrounding countryside, pillaging practically everything that doesn't walk or isn't nailed down. No easy test, to be sure.

Before you begin, you must first read "What Burglar," an old gazette that is supplied with the game. Aimed at the professional thief, the gazette is reminiscent of a seedy club newsletter. In it, you'll find the playing instructions, several humorous news stories, an interview with the Guild's founder, Rhino Q.Q. Thrushwhaker III, classified ads and a useful hints section.

Several interesting props are also included: a Guild contract (suitable for framing), playing die and a plastic credit card.

You move about and communicate with the story by using English words and phrases. The game's powerful par-
ser can understand varied and complex compound sentences, and gives you the ability to converse and interact with a lot of the characters within the story. Additionally, the parser understands many standard abbreviations, such as "L" for look, " I " for inventory, and so on. I was intrigued by how infrequently the program questioned my commands, as if every move was anticipated.

Graphically, Guild of Thieves offers dozens of exciting high-resolution depictions that help guide you along your surreptitious path. You can select an option that displays a full graphic screen the first time a new area is entered, and a small cameo picture on subsequent visits. This cameo is a capsulized version of the full view, displayed out of the way of the main text. Graphics can be scrolled up or down to suit your tastes. With the graphics enabled, you'll be prompted to swap disks quite a bit. Using the function keys, however, you can disable the graphics, thereby reducing disk access and swapping. Perhaps, in future releases, the authors will take into consideration those of us with two disk drives.

To complete the game, you must collect all of the treasures available, while solving the puzzles associated with them. You can resort to the "hint" command for a particularly tough problem,
but you might regret your lack of patience for not thinking of the solution yourself.

Guild of Thieves takes a lighthearted and fascinating approach to a tired genre. It's an intriguing, thoughtfully crafted game that doesn't take itself too seriously. If I had to throw away all but one of my own adventure games, Guild of Thieves would be a top contender for the one I would keep. (Firebird, PO Box 49, Ramsey, NJ 07446. C-64/\$39.95.)

## -JOHN RyAN <br> Biloxi, MS

## Maniac Mansion ...... A+ <br> You'll Experience Laughter <br> Fear, Victory, Bewilderment <br> -And Fun!

It takes a great deal of effort to produce a highly successful piece of entertainment software in today's competitive market. A product must be professionally crafted, innovative, replayable, and seed you with the desire to return to it time and again. These are facets that not all software houses can measure up to, unless of course, you happen to be Lucasfilm, whose release, Maniac Mansion, possesses all of

## Report Card

## A Superb!

An exceptional program that outshines all others.

## B Good.

One of the better programs available in its category. A worthy addition to your software library.

## C Average.

Lives up to its billing. No major hassles, headaches or disappointments here.

## D Poor.

This program has some problems. There are better on the market.
E Failure.
Many problems; should be deep-sixed!


## TOP FUEL EIIMMARTOR"

## Six Seceands of Pure Power


he track's fast and your opponent, tough. You added just enough nitro, cranked up
the blower, and now 2,500 raging horses await your split-second reactions. Will you blow the other guy away for the season championship, or just go up in smoke?
You face new challenges at each stop during the 9 -event season. Every round of qualifying and races pits you against the world's top drivers. Choose the best set-up for track and weather conditions, then slide behind the wheel for a gut-wrenching ride to glory.
All the sights, sounds and exhilaration of big-time drag racing are waiting... if you can handle it.
Available for Commodore $64 / 128{ }^{m M}$ and Apple ${ }^{\circledR{ }^{\circledast}}$ II series computers.


To order by mail, call 800/227-6900.

[^2]these qualities, and more!
Maniac Mansion could be labeled as a graphic adventure game, although that particular term would do it a great injustice. The program is better thought of as an event, where emotions like triumph, delight, fear and frustration are brought out in full force.

This is a 3-D adventure as you have never experienced before. You are Dave Miller, popular student and local allAmerican boy-next-door. Your girlfriend, Sandy, has been kidnapped by the dastardly Dr. Fred, a psychopathic scientist who lives in an old mansion on the hill. Dire events are in store for Sandy unless you can save her. To do this, you choose two other teenagers from a pool of seven local boys and girls. You'll find that each teenager possesses special talents that can help or hinder you when you're trying to solve some of the puzzles within the house.


Maniac Mansion's Doctor Fred
insists on threatening Sandy.
Expect to interact with the house's demented inhabitants-Nurse Edna, an old gal with an oversized libido; Weird Ed , a teenage commando with a thing for hamsters; then there's dead cousin Ted; and let's not forget the dreaded tentacle and. . . oh well, you'll get the point when you play this magical and captivating adventure.

This game is different from all the others of its genre in one important respect-there's no typing involved! Action is controlled entirely by joystick. The screen is divided into three main sections: the command line, the information line and the main graphics screen-your window to the world of Maniac Mansion. Each player is controlled by moving the joystick arrow to a location and clicking the joystick button. Objects displayed on the screen can be picked up, used, pushed, pulled, and so forth, by a simple point-and-click method.

Each player is controlled independently, and, in fact, you'll often have each one doing different things in many of Maniac Mansion's 55 locations. This is definitely a cooperative venture-you cannot solve it with just one player.

What makes Maniac Mansion really shine is the brilliant use of simulated 3-D graphics and the depth of play involved. It's not a simple show-and-tell graphics adventure. As you move from room to room and interact with Maniac Mansion, you'll soon feel as though you're playing a part in some teenager-versus-the-madman movie script. If you're not stealthy, you'll run into the house's eccentric inhabitants, all of whom move about and take care of their own business, regardless of what you're doing! Because of this, you'll find yourself in the dungeon quite a few times before you finish.

However, Maniac Mansion is not one of those cut-and-dried adventures. You won't end up dead or out of play if you make a simple mistake, and there are several ways to finish the game.

Every so often, the action stops while "cut scenes" are introduced. These are like movie clips, where you can observe Dr. Fred, Edna, and Weird Ed in actions that might offer clues to aid you in your rescue effort. These scenes also help you keep track of what the house's inhabitants are up to. For example, by calling Nurse Edna on the telephone in the library, you can watch her answer it in her own room during the cut scene.

Everything about Maniac Mansion is big budget. From the superb sound track to the opening credits, it breaks down the traditional computer-player interface and places you in another world. And, in this movie, the script can be written several ways, depending on how you want to solve the adventure.

I found Maniac Mansion to be one of the best entertainment packages available, and I think you will, too. (Lucasfilm; distributed by Activision, 2350 Bayshore Parkway, Mountain View, CA 94043. C.64/\$34.95.)

## -John Ryan Biloxi, MS

Boprn Rumble $B+$
It's Rough ' $n$ '

## Tumble Action

## On the Streets!

Like Rocky Balboa, another fictional ring warrior is returning in a sequel. Gorgeous Greg, the hero of Mindscape's

Bop'n Wrestle, faces more challenges in Bop'n Rumble. But, while the Rocky follow-ups have generally been panned as copies of the original, Greg's second adventure breaks fresh ground.
The wrestler has kept his gold spandex trunks and still uses his spectacular wrestling moves. However, the option


Don't let those creeps take over the city in Bop'n Rumble.
of competition between two human players has not been reproduced. A more positive change from the original format is the grappler's departure from the arena into a city that's overrun by bizarre thugs.
The brief instructions deliberately give little detail about the game's ten levels. In each of these stages, one or two players score points by using a joystick or the keyboard to successfully guide Greg through a dangerous neighborhood. Throughout the contest, the wrestler can duck, jump up, walk and leap to the left and right. He also has four attack moves, which are different on each level. For example, the computer input that produces a head butt during stage one generates a knee to the chest during the third round of play.
The characters that Greg meets also vary from level to level. A motley bunch they are, from bulldogs and gorillas to flashers and stick-wielding punks. With few exceptions, they attack on sight, either singly or in pairs. If their blows strike home, Greg weakens and eventually dies. When he has lost five lives, the game ends.
Bop'n Rumble's graphics are crisp and colorful. Its sound effects not only include the mandatory splats and thuds, but also a jazzy theme that plays during lulls in combat.

Fortunately, the game is more than just bells and whistles used to decorate a simple test of reflexes. To succeed, a player must constantly develop new tactics, because the effectiveness of each


The evil Shogun Kunitoki has slaughtered the entire Brotherhood of the White Ninja. You alone survive. And you-alone-must avenge the Brotherhood.

Prepare for action and adventure. Find your way to Kunitoki's distant fortress. Scale mountains. Cross raging rivers. From the vivid Wilderness to the grim Dungeons, six animated landscapes will take your breath away-if you live to see them.

Because at every turn, there's danger. Fire-breathing dragons. Sea monsters. Samurai henchmen. Kunitoki's guards. And others. To get your vengeance, you must be a master of Ninja weapons. Ninja wisdom. And Ninja magic.
The way is long and dangerous. But revenge is sweet.
Explosive action in a land of adventure.


For Commodore $64^{\text {TM }}$ and $128^{\text {TM }}$

Look for specially marked packages featuring this special offer.

possible move varies with different circumstances. For instance, some of Greg's blows are most powerful when delivered from a distance, while others are best for combat at close quarters. Having to puzzle out the appropriate action for each situation adds spice to the contest.

However, the software is not perfect. For one thing, its continuous violence will repel some players. Also, the program doesn't save updated versions of its high score screen to disk for viewing during future games.

But players who relish heroic arcade battles should still enjoy Bop'n Rumble. It offers a heady mixture of tactical choices and nonstop action. (Mindscape, Inc., 3444 Dundee Rd., Northbrook, IL 60062. C.64/\$29.95.)

## Walt latocha OAK Park, IL

## Pirates!

B+

## Yo, Ho, Ho and

## A Bottle of Rum, Matey!

Sid Meier is probably best known as the creator of F-15 Strike Eagle, MicroProse's jet combat simulator that puts you in the cockpit of one of the most powerful and technologically advanced fighter planes in the world. Meier has turned his attention away from the high-tech world of jet fighters and toward the Spanish Galleons, treasure fleets and swashbucklers who sailed the Caribbean during the 17 th century. Pirates!, an unusual blend of action and adventure, lets you sail back into this romantic period as an English or French buccaneer, a Dutch adventurer or a Spanish renegade.

The nationality you select as you begin your new career helps to determine the starting point of your adventure, the types of ships you'll sail, the size of your crew and, to some extent, the kind of reception you'll receive when you enter a new port or encounter other ships at sea.

You can also choose any one of six historical periods, from 1560 (The Silver Empire) to 1680 (Pirates Sunset). Each time period presents unique challenges and opportunities for fortune and adventure. For advanced players, Pirates! even gives you the option of commanding a famous expedition. For example, you can recreate the 1573 Silver Train Ambush as Francis Drake or play the part of John Hawkins in the 1569 Battle of San Juan de Ulua.

Pirates! is played entirely with a joy. stick; in fact, even menu selections are made by moving a flashing cutlass. shaped cursor over your option and pressing the fire-button. While travelling across the Caribbean, the joystick is used to steer your ship, but your swiftness depends on the speed and direction of the wind. When your lookout spots a sail on the horizon, you can either continue your voyage or investigate, in which case you'll be told the type of ship identified and the flag it's flying.

During battle, you can defeat the other ship by inflicting so much damage with your cannon that the enemy surrenders, or by pulling up alongside, boarding it, and dueling it out with swords. Here, various combinations of attacks, parries and slashes can be combined as you wield your choice of long.


Shiver me timbers and blow the man down in Pirates!
sword, cutlass or rapier.
Pirates! is not simply a simulation of naval battles and sword fights. Much of the game's character comes from your experiences on dry land. When you enter a town, you can visit the local tavern and interact with its patrons, pay a call on the governor, who may grant you special privileges in exchange for your services as a mercenary, or check on your personal status and the general status of your crew. You also have the additional options of dividing up your plunder and retiring, trading goods and ships with local merchants or saving the current game to disk.
Pirates! comes with a map of the Caribbean that shows the locations of the more than 50 towns you can visit. The clearly organized, 88 -page manual gives you game instructions, with a wealth of historical information on colonial life during the 17 th century and the ships of the period.

Although Pirates! may never achieve the block-buster status of MicroProse's

F-15 Strike Eagle or Silent Service, it's clear that just as much research and hard work went into its development. The result is a well-designed game that is certain to please anyone fascinated with pirates and their time in history. (MicroProse, 120 Lakefront Drive, Hunt Valley, MD 21030. C-64/\$39.95.)
-Bob Guerra
SOUTH Boston, MA

## The Graphics

TRANSFORMER
A+

## A Program That

## Performs More Switcheroos

## Than a Magician!

Slowly but surely, software programmers are realizing that there are a lot of Commodore computerists who'd like to be able to exchange high-resolution pictures among various drawing and printing programs. I've seen some very nice packages that help accomplish this transfer, but usually only for a handful of programs. With CDA's Graphics Transformer, you can convert files from over 20 different products, including GEOS, Print Shop, Koala and Doodle!.

The very best part of The Graphics Transformer is that the process is flexible enough to convert files from any of the programs supported to any of the other file types.

The instruction booklet is short and to the point, which is all that's needed, because on-screen prompting is very clear. The simple operation of the program shields the very complex tasks of conversion from the user.

The program uses a fast disk I/O routine that borders on the incredible. I tested the package on a C-128 (in 64 mode) with two 1571 disk drives. I've never seen anything work faster on my system.

CDA has included a full disk utility option just in case you need it. The Graphics Transformer is so complete that it even reads in the disk directory for you.
The conversion process begins by highlighting the files you want to convert. A header at the top of the screen displays all kinds of useful information, such as disk name and ID, blocks free and used, number of files on disk, number of files selected for conversion, disk drive status and the source and destination drive numbers. The Graphics Transformer fully supports dual disk drive operation.

During conversion, you're given a va-

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 value if you don't know how to reach the point in the programming process when you are ready to code.
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Each module includes an easy-to-understand guide PLUS a $51 / 4^{\prime \prime}$ floppy disk containing typical programs and interactive instruction that you can run on Commodore 64 and 128 computers, IBM PCs and PC compatibles for hands-on experience.

In the first Module, for example, when your sample program (Declining Interest Loans) appears on your screen, you'll find errors on certain program lines. You'll also see that the program is only three-quarters completed. Now comes the fun part. You'll discover
 how this program is built, and in the process you'll learn how to identify and correct errors. And by the end of Module 1, you'll actually have completed this program yourself.

But there's more. Special graphics on your screen work in conjunction with the accompanying guide to amplify, illustrate, and deepen your understanding of software design principles.

## The Crucial 95\%-Learn the Foundation of Computer Programming

While the Series includes interactive disks that run on specific computers, everything you learn you can apply to any language or machine. Why is this possible? Because McGraw-Hill knows programming is far more than coding a program into the computer

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riety of choices to enhance or change the picture. You can strip the image of color; flip the picture horizontally, vertically or both; change bit colors; or scroll the picture, one pixel at a time, in any direction. If at any time you do something that results in an unacceptable image, there's a restore option.
When I tried converting some of my own pictures, I was reminded of something you should keep in mind. As you begin converting pictures, you might not get the result you expect. At first, you may think it's a program problem. In reality, you might have done something in the original picture that's coming back to haunt you. For example, I had a high-resolution picture of my company logo. In using Koala Painter, I had "painted" some pixels the same color as the background. It looked fine, but from a storage standpoint, the individual pixels I changed were stored as part of the high-resolution image, whereas the background color was stored only once. In conversion, the result can be somewhat different.

The CDA package also automatically takes care of formatting the name of the converted file to work with the package you've specified.
The Graphics Transformer has a few more tricks up its sleeve. Images can be converted to a "stand-alone" file. The instructions refer to it as "a compressed, autobooting, fast-loading" file of your picture. If you're interested in game programming and wish to create your pictures using the drawing program of your choice, you can then use the Multi File option to create three individual files-bit map, screen and color (for multicolor only) memory.
If you're in a position where you often want to transfer pictures from one program to another, The Graphics Transformer is a virtual must for your collection of software utilities. It is extremely well done. (CDA, Inc., PO Box 1052, Yreka, CA 96097. C.64/\$34.95.)
-Jim Grubbs Springfield, IL

## Defender of the <br> Crown

A
It's Almost Like
Playing Camelot

## On Your Commodore

Fortunately for C-64 owners, many of the same breathtaking aspects that are seen and heard when Defender of the Crown runs on the Amiga can be per-
ceived with Mindscape's recent conversion of the program to C- 64 format. But Defender is more than just another pretty face. Set in 13th century England and termed an "interactive movie," it's actually a strategy contest that combines elements of role-playing games with action sequences.

At the beginning of Defender, you choose your character from one of four Saxon lords-Wilfred of Ivanhoe, Wolfric the Wild, Geoffrey Longsword or Cedric of Rotherwood. Each lord is rated for his skill in leadership, jousting and swordplay, and much of the game's strategy comes from knowing the strengths and weaknesses of the other lords, and us. ing this information to your advantage on the battlefield. To survive, you must be able to hold your own, not only against two of the other Saxon lords, but also against three Normans.


In Defender of the Crown, the countryside looks peaceful, until your lord and his sword appear.

You and each of the five computercontrolled lords are given a castle in one of 18 territories. Neutral territories can be seized simply by moving troops into them, but capturing a territory under another lord's control requires fighting it out on the battlefield. Here you can stand and fight, attack ferociously, bombard the enemy with your catapults, outflank the enemy or retreat.

No matter which strategies you select from the on-screen menu, the winner of the battle is often the lord with the largest army. Every territory you control contributes vassals to help you fight your battles and gold you can use to buy soldiers, knights, catapults and castles.

One way to gain additional gold is by raiding an enemy's castle. In perhaps the game's best animated sequence, you use your sword to fight your way past the guard in the enemy's torch-lit courtyard, enter the castle and continue to duel with the captain of the garrison until you force him to the top of the
stairs where you can finish him off. When you do, you'll be able to enter an inner chamber that contains the store of gold.

The joust, another one of the game's action sequences, occurs whenever you or one of the other lords calls a tournament. Amid much fanfare and pag. eantry, you mount a steed and charge toward your enemy with your trusty joy-stick-controlled lance. Although I've never been successful at the joust, the idea is to unseat your enemy by striking him in the center of his shield. Here again, winning has a lot to do with the preset jousting ratings possessed by both you and your opponent.
Defender of the Crown was one of the first adventure/strategy games to be released for the Amiga, and the game's stunning images of torch-lit castles and beautiful damsels, along with a great musical soundtrack, helped to convince many people of the machine's graphic and sound potential. With the conversion of Defender to C-64 format, its designers have done an excellent job of reproducing these now-familiar images without sacrificing much of the original detail. More important, the game still features the same combination of action, adventure and strategic depth that keeps things interesting once you get your breath back. (Cinemaware; distributed by Mindscape, Inc., 3444 Dundee Rd., Northbrook, IL 60062. C-64/\$34.95.)
-Bob Guerra South Boston, MA

## President Elect B -

## And If I'm Elected,

## I Promise To...

No matter what I do, the candidates I like lose. This suggests that either my judgment or the country is in trouble. But I have to admit that SSI's 1988 Edition of President Elect is fun, engaging and, yes, educational.

President Elect, a tactical political simulation for one, two or three players, lets you simulate, in approximately 60 minutes or so, any nine-week presidential campaign from 1960 to 1988. Using historical, potential or imaginary candidates, you can choose and plan campaign strategies for Republican, Democratic or third party hopefuls, or let the computer run the operation.
If you choose a candidate other than one of the 69 (the documentation claims 72 , but I count three less) already in the computer's database, you have to rate the candidate on various issues to

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establish his or her degree of liberalism or conservatism. From there, you can rate attributes like magnetism and speaking ability.

At the start of the game, the computer establishes the political climate of a specified year. For a 1988 simulation, the manual suggests economic and political input that you can alter.

If you, and not the computer, are managing the election, you must allocate your resources among national, regional and key-state campaigning. If the candidates agree to debate, you control their responses to computer-generated questions. At the end, you can choose to view the election returns minute by minute or instantaneously.

The game is easy to learn-a relatively well-organized manual helps explain screens and prompts that might seem incomprehensible at first. The documentation presents notes on strategy and useful political and historical information.

An intelligent playing of the simulation, however, requires some political and current events knowledge-for example, the current rate of GNP growth or the meaning of the NAACP agenda. After all, the more accurate the information, the more value the game has as a predictor.

And how accurate, in fact, can this simulation be? It doesn't take into account all important variables. For instance, the only attribute of a vicepresidential candidate that's noted is geographic region-sex, race and religion are ignored.

The design of the game also limits your control of the variables. There are times when world events might inspire you to change your mind about an option such as a trip abroad, yet there is no way to alter a previous choice without rebooting.

The play itself is both engaging and frustrating. Various screens include weekly polls, data on campaign stops, debate questions, colorful maps reflecting weekly standings, and election night projections. There's a lot of wait time, however, especially in the week-by-week campaigns managed by the computer. Some patriotic music, waving flags, historical facts scrolled across the screen, or even dancing elephants and donkeys would add interest.

Nonetheless, this game has unquestionable educational value for high school and college students, as well as for adults. The simulation, in conjunction with the documentation, presents the nuts and bolts of campaigning, and historical as well as political informa-

tion. It fosters decision making and critical thinking skills.
The initial version of the game, issued in 1981, correctly predicted Reagan's 1984 landslide. President Elect, 1988 Edition, predicts a closer race. To find out which party is most likely to win, play the game. Maybe someone can discover a strategy to let the good guys win! (Strategic Simulations, Inc., 1046 N. Rengstorff Ave., Mountain View, CA 94943. C-64/\$24.95. Owners of the original version can receive this edition by sending in the old disk with $\$ 10$ plus $\$ 2$ shipping and handling.)
-Sharon Weiner
Chicago, IL

## 1541/1571 Drive

Alignment

## Straighten Out and

## Get Those Disk Drives

## On the Right Track

What goes "rattle, klank, thud," is a few inches high and is found next to many Commodore computers? The answer, of course, is Commodore's 1541 disk drive. Its younger cousin, the 1571, can also be located there.
Why is the 1541 so cantankerous? According to Free Spirit Software, when a particular track on the disk isn't where the microprocessor in the drive thinks it ought to be, it repositions (read that: smacks the heck out of) the head by hitting it against the stop assembly, thereby putting it out of alignment.
Some software companies, in their quest for the perfect software protection system, deliberately introduce errors onto their disks. These errors also encourage the disk drive to perform such repositioning.

Owners of the 1571 are slightly more fortunate. A photo-electric cell helps to handle such situations a bit differently. Still, some disk errors will make the 1571 render a gut-wrenching clatter. I
know; I had one that did just that.
The 1541/1571 Drive Alignment program might be just what you need if you have a similar problem. It did the trick for me.

From an operational standpoint, the program couldn't be easier to use. Onscreen instructions walk you through the testing procedure, which lets you check head alignment for any track on the disk, including half-steps. A speed check can also be performed. This program not only tells you what it finds, it gives you a quality rating, in plain English.

Armed with information on the condition of your drive, you can then elect to align the drive. (Caution: This isn't for the faint of heart.) The second side of the program disk contains a precision track alignment signal. The program can align the $1541,1541 \mathrm{C}$ and 1571 drives, and also the drive in an SX-64. The degree of difficulty in making the needed adjustments varies from model to model. It's relatively simple on the 1541 series. The 1571 can be a bit more challenging, depending on which production model you have, and the SX-64 can prove very difficult.

I got my 1571 back into alignment, but it's not a task I suggest for a beginner. That's not the fault of the software, but rather a function of the hardware. If you're too timid to do the alignment yourself, the program can still be used as a diagnostic aid to periodically check the health of your drive. When it starts getting bad, you might want to take it into your Commodore service center for adjustment.

A brief, eight-page manual adequately describes the procedure and the operation of the program. The drawings appear to have been made using some sort of simple computer-assisted drawing program, and they could be much clearer than they are.

Be sure and read the instructions regarding the 1571. It will always fail the head stop test because of the electronics that won't let the 1571 head move to track zero. Also note that off-speed conditions can be easily corrected on the 1541 series, but the 1571 offers no such adjustment.

If you are moderately talented with tools, Free Spirit's 1541/1571 Drive Alignment and a steady hand are all you'll probably need to put your disk drive back in tip-top shape. (Free Spirit Software, Inc., 538 S. Edgewood, LaGrange, IL 60525. C.64, C-128/\$34.95.)
-JIm Grubbs
SpringField, IL


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|  | Music Studio ................ $\$ 19.95$Tass Times ........................... $\$ 11.95$Titanic ................... $\$ 1.95$ | Ring of Zelfin .............. $\mathbf{\$ 2 2 . 9 5}$ | Verbatim: <br> SSDD $\qquad$ $\$ 8.99$ <br> DSDD $\qquad$ $\$ 11.50$ | Gettysburg ................... $\$ 33.95$Wizards Crown ........... $\$ 22.95$Chickamauga .......... $\$ 33.95$ |
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## A <br>  <br> Happy.New <br> You! <br> 

## Make your 1988 resolutions easier

## to keep with the wide range

## of self-help software available

## for Commodore computers.

HOW COULD I use my C- 64 to better manage my life?" I mused aloud. My wife had an immediate answer: "Sell it and buy a home-exercise unit, spend Saturdays working in the yard instead of visiting with computer buddies and use those floppy disks for coasters, so the drink glasses don't leave water rings."
Ohhhh, me! Sitting in front of the computer has gotten me into this mess. Can it also get me out? Well, bless its little microchip, it can. There's light at the end of the cathode-ray tube.

Type faster. Drive better. Cook gourmet foods that will expand your waistline, then contract it through exercises. Prepare for the SATs. Draw up a will. No matter what your goal, there's probably C-64 software to help you reach it. Computer programs can not only help you learn, but can also provide the incentive to keep your self-improvement resolutions.

## To Your Health

Let's face it: Typing in RUN magazine programs isn't really making your cardio-vascular system healthier, is it? But your Commodore can improve your heart and circulation in other ways. According to Bob Bowden, a developer of personal health programs, teaching about health and monitoring exercise are tasks that the computer is good at.
Said Bowden, "A computer can be a big incentive to start an exercise program and a help in keeping track of it. The computer can also help keep you motivated through the first 28 days of an exercise regime-the period when you're most likely to lose interest."
Bowden's Exercise Tracker is a program with few bells and whistles, but lots of useful information. It can figure the range of heartbeat rate that'll give you the most benefit from an exercise

## The program also lets you

record your mood at

## mealtime, since moods

## affect eating patterns.

session. For outdoor activities, it can calculate heat and chill indexes, taking into account humidity and wind speed, both of which influence the way the temperature affects your body. Based on your weight and the duration of your exercise sessions, the program will also calculate calories burned and keep a monthly total; and, if you bike, walk or jog, it will log the distance you cover and represent it on a map as if you were crossing the U.S.

Bowden's other programs include Vitamin Advisor, which outlines what vitamin supplements you may need, and Planning Tanning, which helps you achieve a beautiful tan with brief exposure to the sun, instead of the usual blister-and-peel method.
He's also written a program for teenage boys called For Ectomorphs Only. Ectomorphs are those lucky people who can eat everything in the refrigerator without becoming the size of one. "Some young boys turn to steroids to build their bodies," Bowden said. "This program provides a natural way to gain weight and strength."

## Watch Your Step!

Computers can really keep you on your toesin fact, you can put a computer on your toes! Puma's RS.Computer Shoe features a built-in computer that calculates how many steps you've run, your elapsed time and how many calories you've burned. At the end of a run, you can place the shoe's memory on hold until you have a chance to dump it to a C-64. Saving the information to disk lets you monitor your daily, monthly and yearly progress in graphic form. You can also tell your sole-mate how far you want to run; then, when you've covered the specified distance, it beeps to alert you.

## Counting Calories

The Original Boston Computer Diet, from Mindscape, is a well-balanced and respected diet/
exercise program. Its nontechnical manual provides a clear understanding of what calories are and why your body turns some of them into fat, and the program comes with a database for keeping track of the calories in your diet. The program also lets you record your mood at mealtime, since moods affect eating patterns. The diet includes foods from six basic groups and encourages food swapping to prevent diet boredom.

When it comes to diet and health, keep in mind, too, that spreadsheets like $R U N$ 's own RUN Calc provide an easy way to keep track of exercise, monitor calorie intake and perform the calculations associated with weight control.

## Fine Tuning

Disk-based instruction for stringed instruments can't replace teachers, books and records, but it can provide a change of pace and increased incentive.

DJ Software's Easy Guitar, for beginners, offers a computerized pitchpipe, an exercise to help you develop a sense of pitch, 50 chord diagrams, an adjustable metronome and a built-in rhythm section. An included quiz helps you assess your progress, as does a video game that tests chord knowledge.

According to its packaging, Guitar Wizard, from Baudville, is designed to help intermediate and advanced players "fine-tune their play." The Chord Wizard section displays and prints out the different locations of chords on the guitar's neck, while Scale Wizard does the same for scales. Fretboard Wizard displays or prints the chord and scale pattern at the same time, and Improvisation Wizard helps you create improvised solos by suggesting notes to play with various chords. The program also includes sections on music theory and technique.

## The Chips Are Down

With casinos using computerized poker machines, Applications Plus has come out with a program called Vegas Video Poker, which is designed to improve your chances of drawing good hands at computer poker. In computer poker, the goal is to get a hand with a pair of jacks or better, so you can win back even money on your bet. The graphics are plain, but the emphasis is not on arcade-type action, but on learning how to play the odds to your advantage.

The machine lets you discard and draw up to five cards to improve your hand. Using computers, Vegas Video programmers analyzed the outcome of various discard options as many as 25,000 times, then converted the results into payback ratios to see which options would return the most money to the player. For instance, given a mismatched hand with a jack as the high card, should you discard the whole hand? The Vegas

Video experts say no-hang on to the jack. Tossing out all five cards produces a payback ratio of 33 cents on each dollar bet; starting with a jack increases the probability of drawing a pair and results in a payback ratio of nearly 50 cents on the dollar.

## If You're a Chess Nut. . .

While poker mixes skill and luck, winning at chess depends on skill alone. You can increase your skill with Enlightenment's Paul Whitehead Teaches Chess, one of the best chess instruction programs available. More than 60 hours of instruction are included on the program's three disks, and at any point you can exit the instruction boards to test yourself on the Coffeehouse Chess Monster, a computer chess game with nine skill levels. Enlightenment also distributes Jeremy Silman's Guide to Chess Openings.

## Driving the Point Home

As the program points out, Keys to Responsible Driving, developed by CBS Software and distributed by Mindscape, is no substitute for a driver education course. However, the nine selfpaced sections will augment a real-life course. The sections cover handling a vehicle, traffic signs, regulations, how stress and drugs affect responses, and so on. Pretests determine how much you already know about a subject; posttests determine how much you've learned.
The two-disk program also produces pictures of driving situations you might encounter and displays stopping distances and reaction times in the form of bar graphs. For instructors, it keeps a list of students and their progress.

## Cheers!

Concept Development Associates has computerized the mainstay of the bartender's bookcase in Mr. Boston's Official Micro Bartender's Guide. The printed guide has been published in 62 editions over a 50 -year span, and more than nine million copies have been sold. The electronic version comes with more than 1000 drink recipes, a complete wine-selection list, descriptions of beers of the world and provision for adding recipes or changing them to suit your taste.

If you're expecting a crowd of 500 for cocktails, no problem. Mr. Boston will quickly determine the proper proportions for one to 999 servings of any drink. It can also search for drinks by various parameters, including name and main ingredient; lets you note which drinks your friends like and recall the list later; and prints out recipes and a shopping list covering liquor, mixers and glassware. An abridged version of the program is also available.


The sort of document Micro Lauyer om produce.




Mr. Boston's Guide tells you
all you need to
know about
potent
beverages.

Searching
for the
Arfect
College?

[^3]

CDA's Micro Wine Companion, now in its third edition, ties wine choices to food recipes from the company's cookbook disks (see below). It catalogs wines by 19 criteria, including price, approximate purchase date, type, country and flavor; provides wine-tasting reviews; and prints pocket reviews in 11 different formats for handy reference.

## Chow!

Concept Development also publishes a complete set of cookbooks on disk. The America Cooks series includes separate program packs covering such cuisines as Chinese, Italian, American, Mexican and French. Each package contains recipes from 20 to 24 top chefs representing each nationality, plus wine suggestions to complement the recipes.

CDA's Great Chefs program is a three-volume collection of more than 300 recipes from Public Broadcasting's television series by the same name. The program can alter recipes so that you can accommodate any number of guests, and it prints out lists of ingredients and instructions. You will find this a handy feature, since computers are seldom located in the food-preparation area.

These cookbook programs are versatile in searching through recipes by various parameters, such as name, main ingredient, whether the dish is served hot or cold and whether it's a main dish, side dish or dessert.

If you'd rather cook like a celebrity instead of a great chef, you'll be interested in The Celebrity Cookbook, from The Dream Machine. This program isn't as chock full of recipes as the others, but it still includes many offerings. It also provides a recipe filer and a quiz for determining if your weight problem is psychological, plus sections on nutrition, shopping manners and what food preferences reveal about personality. A bartender's guide provides instruction on making a dozen popular drinks, while a related pro-
gram determines how much booze to buy for a big party.

## COMPUTER TUTORS

Doing homework isn't fun, but Spinnaker Software's Homework Helper programs can make it easier. Homework Helper-Writing, for instance, breaks writing down into three stages: prewriting, writing and rewriting. It then applies these divisions to two types of assignments: book reports and essays. Book reports are further broken down into fiction, biography and informational, and essays into descriptive, narrative, persuasive and expository.

You specify the type of document you want to create; then the program automatically leads you through its preparation. For a book report, it begins by asking you the theme of the book, and even suggests universal themes to help. It also asks about the setting, characters and other particulars. Finally, you call up the built-in word processor to flesh out your answers into a completed report.
For persuasive essays, the program wants supporting arguments, as well as arguments that might be used by the opposition. It's a tedious process-but that's what writing is all about.

Spinnaker's Math Word Problems presents word problems, then shows you how to determine what's being asked and how to come up with an equation to solve the problem.

## Just Your Type

Of course, you might want to write letters to your friends about how you've slimmed down, hit the video-poker jackpot and learned to cook gourmet dishes, but maybe your typing's terrible. Well, several C- 64 programs stand waiting to help.

Typing Tutor IV, from Simon \& Schuster Software, is an upgrade of Typing Tutor III, a program that's sold 300,000 copies in three years. The new version asks how you type now (hunt-and-peck? two-finger? touch?) and how many hours a week you have for practicing, then tailors your lessons accordingly. It also distinguishes between upper- and lowercase letters and, recognizing that many people now use word processors instead of typewriters, lets you backspace to delete errors, even at a sacrifice of speed. Typing Tutor IV's Instructor mode can hold records for eight students, review their progress, add new tests, delete records and give multiplelevel speed tests, and its Letter Invaders game spices up practice with arcade-type action.

MasterType, developed by The Scarborough System and distributed by Mindscape, displays fingers resting at the home position on the keyboard, then wiggling to show how to move to the upper and lower rows of the keyboard and back.

Table 1. Distributors and prices.

## Applications Plus

15720 Harmony Way
Apple Valley, MN 55124
612-432-5560
Vegas Video Poker-\$29.95

## Baudville

1001 Medical Park Drive SE
Grand Rapids, MI 49506
616.957-3036

Guitar Wizard-\$24.95

## Robert Bowden

4907 22nd Ave. W
Bradenton, FL 34209
813.792-4876

Exercise Tracker- $\$ 15$
For Ectomorphs Only- $\$ 10$
Planning Tanning- $\$ 10$
Vitamin Advisor-\$10

## Concept Development Associates

45 Cordova St.
St. Augustine, FL 32084
904-825.0220
America Cooks series - $\$ 14.95$ each
Great Chefs-\$65
Micro Wine Companion-\$49.95
Mr. Boston's Official Micro Bartender's Guide-full version, $\$ 29.95$; abridged version, $\$ 14.95$

## DJ Software

10636 Main St., Suite 414
Bellevue, WA 98004
206-883.9257
Easy Guitar-\$30

## The Dream Machine

Merrill Ward \& Associates
255 N. El Cielo Rd., Suite 222
Palm Springs, CA 92262
619-320.5828
The Celebrity Cookbook-\$29.99

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
415.571-7171

Mavis Beacon Teaches Typing-\$39.95
Enlightenment, Inc.
1240 Sanchez St.
San Francisco, CA 94114
415-641-9131
Jeremy Silman's Guide to Chess
Openings-\$59.95
Paul Whitehead Teaches Chess-\$59.95

Nolo Press
950 Parker St.
Berkeley, CA 94710
415.549.1976

WillWriter-\$39.95

## Mindscape

3444 Dundee Rd.
Northbrook, IL 60062
312.480-7667

Keys to Responsible Driving-\$89.95
MasterType-\$39.95
The Original Boston Computer Diet-\$49.95
The Perfect Score (including The Perfect
College) $\$ 69.95$; The Perfect College
alone-\$19.95

## Progressive Peripherals \& Software

464 Kalamath St.
Denver, CO 80204
303.825.4144

MicroLawyer-\$59.95

PUMA U.S.A.
492 Old Connecticut Path
Framingham, MA 01701
617-875-0660
RS.Computer Shoe- $\$ 199.95$ per pair

## RUN Magazine

80 Elm St.
Peterborough, NH 03458
800-258-5473
RUN Calc (in ReRUN Productivity Pak III)- $\$ 19.97$

## Simon \& Schuster Software

Gulf \& Western Building
One Gulf + Western Plaza
New York, NY 10023
212-373-8882
Typing Tutor IV-\$39.95
Spinnaker Software
One Kendall Square
Cambridge, MA 02139
617-494-1200
Homework Helper-Writing-\$32.95
Math Word Problems-\$32.95
Hayden Score Improvement System for the SAT-\$39.95

## Timeworks

444 Lake Cook Rd.
Deerfield, IL 60015
312-948.9200
Evelyn Wood Dynamic Reader $-\$ 29.95$

## Your C-64 may not be a

lawyer, but there are

## programs for it that offer

## competent legal assistance.

There are 18 lessons, each concentrating on a different section of the keyboard.

New on the scene is Mavis Beacon Teaches Typing, manufactured by Software Toolworks and distributed by Electronic Arts. If you're an adult, you'll practice on passages from Mavis's library of 1000 historical writings, while young. sters get to type jokes, riddles and rhymes. Mavis "speaks" in conversational tones while analyzing your typing mistakes. The program also displays a keyboard with fingers that type along with you to show correct fingering, and it lets you set a metronome to encourage even typing. To break the monotony, an Indy Racer game is included on the Mavis Beacon disk.

## SAT: SOFTWARE Anticipates Testing

The letters SAT, for Scholastic Aptitude Test, often strike fear into the hearts of high school students. But now, as software anticipates testing, they signify help as well.

Among the programs students can turn to in preparing for this test is the Hayden Score Improvement System for the SAT, from Spinnaker. This extensive program fills seven disks and is divided into three sections: math, verbal and practice tests. The math section provides review in algebra, geometry, quantitative comparisons and word problems, while the verbal section covers vocabulary and reading comprehension. The practice tests include a diagnostic pretest for revealing the skills you need to work on, as well as two complete tests that are similar to the real thing, so you'll know what to expect on exam day.

Mindscape's Perfect Score preparation program for the SAT occupies six double-sided disks. The 149 -page manual, which comes in a three-ring binder, provides detailed test-question examples. The package includes a separate program, the Perfect College database, which lists 1600 colleges and universities and lets you search
for institutions according to criteria such as location, academic emphasis and cost.

## Don't Move Your Lips!

If you need to improve your reading comprehension and speed, Timeworks' time-tested Evelyn Wood Dynamic Reader promises help. It flashes sentences and phrases on the screen and tells you how long you have to read them. There's no cheating and no looking back. Your progress is recorded on disk for review later in an easy-to-comprehend bar chart.

## Your Computer as Counsel

When a person begins a sentence with, "Now, I'm not a lawyer, but . . .," watch out! However, if it's a Commodore speaking, you might well listen. Your C-64 may not be a lawyer, but there are programs for it that offer competent legal assistance.
For instance, WillWriter from the Nolo Press is designed to produce a valid will. The book accompanying the program says many people resist making or updating their will "to avoid high lawyer fees." However, if you need only a simple will, you may be able to prepare it for only the price of this program. Several estate attorneys who have looked at WillWriter said it is suitable for people who have uncomplicated estates and no business ventures.

WillWriter's book helps you determine if a simple will can meet your needs. If so, you go on to the program, which produces a thorough document, including gifts to children and others.

Progressive Peripherals' MicroLawyer produces blanks of more than 100 commonly used legal forms, to be used, as the program states, "in conjunction with advice from your lawyer."
Why bother with the program if you need a lawyer anyway? Because, in the process of filling out the forms, you'll gather needed information and focus your direction, thereby reducing the number of hours for which you'll have to pay your attorney.

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Lonnie Brown is an editorial writer and computer columnist for a New York Times-owned newspaper in central Florida.

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By TOM BROWN

RUN TERM 128 IS A POWERFUL TELECOMMUNICATIONS PROGRAM OFFERING FEATURES THAT RIVAL THOSE OF COMMERCIAL PROGRAMS. IT SUPPORTS BOTH 40-AND 80-COLUMN MODE; 300 AND 1200 BAUD; BOTH THE PUNTER AND XMODEM FILE-TRANSFER PROTOCOLS; A NINE-NUMBER PHONE BOOK; AN AUTODIALER THAT WORKS WITH THE COMMODORE 1650, 1660 AND 1670, AND WITH THE HAYES MO. DEMS; A 60K TEXT BUFFER; AND MORE!

RUN TERM 128 IS COMPOSED OF FIVE DISK FILES. USING RUN'S NEW CHECKSUM PROGRAM ON PAGE 80 OF THIS ISSUE, TYPE IN EACH FILE CAREFULLY AND SAVE IT TO A FRESHLY FORMATTED BLANK DISK. THE LISTINGS APPEAR IN A SPECIAL FORM, CONSISTING OF HEXADECIMAL DATA AND A SMALL BASIC HEADER THAT READS IN THE HEX DATA, CONVERTS IT TO INDIVIDUAL BYTES, AND THEN ACTUALLY CREATES A BINARY FILE ON YOUR DISK.

ONCE YOU'VE SAVED ALL FIVE FILES TO DISK, RUN THE FOUR HEX LISTINGS TO CREATE THE ACTUAL PROGRAM FILES. THEN LOAD AND RUN THE BASIC PROGRAM CALLED BOOT.RUNTERM128. WHEN THE PROGRAM HAS BEEN ACTIVATED, THE SCREEN FLICKERS MOMENTARILY AND PROMPTS FOR THE TIME APPEAR. PRESSING THE RETURN KEY AT THE FIRST PROMPT (AM/PM) ZEROES THE CLOCK AND EXITS TO TERMINAL MODE.


At this point, the Status line (see below) appears at the top of the screen, accompanied by a brief help menu listing the main program commands. You can also bring up this menu by pressing the help key from Terminal mode.

Whenever the Status line (marked by the clock on the right side) appears on the screen, you're in Terminal mode, and the main ALT commands (see below) are active. When you select a program option, the Status line disappears and these commands are no longer available. Normally, this is because you're being asked for a menu selection, filename or other input.

When you return to Terminal mode, the screen is usually the same as you left it, except in Conference mode and during file transfers. Some ALT commands don't change the screen at any time during execution.

## The Status Line

The top line of the screen is called the Status line and displays information on the program's internal settings. On the right end of the line is the clock. If your modem can detect a carrier, you'll see a lowercase c to the left of the time whenever a carrier is present. On the left end of the line is the baud rate-either 300 or 1200 . To the right of the baud rate is a set of single-letter flags: bewj tds. Their meanings are as follows:
b-the text buffer is open to receive characters from the modem for later retrieval.
e-the Echo function is on. Sometimes called half-duplex, Echo displays what you've typed, if the service you're on doesn't echo characters back to your computer.
$\mathbf{w}$-the Buffer Wrap function is on. When the text buffer fills up, buffer wrap makes it wrap around to continue to accept data. Otherwise, the buffer closes when it's full.
$\mathbf{j}$-linefeeds from the modem will be printed to the screen. When this option isn't on, linefeeds are ignored. This feature works by changing the Input Translation table.
t-ASCII translation during Xmodem file transfers is activated.
d-DLE screening (used for PC Pursuit) during Xmodem file transfers is on.
s-padding will be stripped from the end of files downloaded using any Xmodem option. If an $s$ isn't present, such padding is retained.

When any of the above letters don't appear in the Status line, those options are not in use.

## The Translation Table

All the keys behave in their default state, as they do in the VT100 program on the 1670 demo disk, and RUN Term 128 uses the same translation tables as VT100. However, RUN Term 128 isn't specifically designed for VT100 emulation,
so some substitute keypresses are needed. I've used the ones that follow, with the Commodore substitute listed first.

Shifted + equals \{
Shifted - (minus) equals \}
Commodore - equals |
Shifted $I$ equals ~
$\dagger$ equals ${ }^{\wedge}$
$£$ equals $\backslash$
Shifted @ equals
Note that escape sequences aren't supported by RUN Term 128, so the program may not operate properly on remote full-screen editors.

## The AlT Commands

To view most of RUN Term 128's available commands, press the help key. Execute these commands by holding down the ALT key at the top of the keyboard as you press the desired command key. The following are the ALT key commands available in RUN Term 128:

A-Accesses Autodial mode. First you must specify your modem type, then the number of seconds you want to elapse between dial attempts. Finally, you can enter a number directly or use the Phonebook.

The Phonebook commands are a straightforward Load, Save and Edit. If you choose to Edit with nothing in memory, a new blank book is created for you.

You can enter nine numbers in a Phonebook. Each entry includes the name of the BBS, its phone number and three strings, which can be used to send a log.on sequence. If you're using the $1670 /$ Hayes option, the first character of every phone number must be a letter $p$ or $t$ (note the lowercase) to indicate pulse or tone dialing. With the 1650 or 1660 dialing option, an asterisk in the phone number delays dialing for one second.

B-Toggles the Text Buffer open and closed. To find out where you are in the buffer, press the help key. Below the list of commands you'll see the present position of the buffer write pointer, with the maximum possible value of the pointer in parentheses.

C-Selects Conference mode, which makes a number of simultaneous connections possible. At the top of the screen, you'll see a row of 80 reverse-video spaces, where your characters appear as you type. There's no cursor in this mode. Press control/X to erase the whole line, or use the delete key to erase individual characters as usual. Your line of text won't be sent until you press the return key. Characters received from the modem are printed at the bottom of the screen. It's recommended that you instruct the on-line service not to echo your characters back while you're using this option.

The only way to exit Conference mode is with the stop key, because none of the ALT command keys are available. However, settings such as Buffer Open/Close, Echo and Baud Rate that are selected in regular Terminal mode are active in Conference mode. In other words, open the buffer before entering Conference mode!
D-Downloads (receives) a file from another computer. This option works only with drive 8. You have a choice of Punter protocol or one of three Xmodem protocols: Checksum, CRC or WXmodem.
Don't worry if you don't know which Xmodem protocol to use. Checksum is the standard, and the program automatically switches from WXmodem to CRC and from CRC to Checksum, if it doesn't connect properly using the protocol you selected.

WXmodem, which stands for Windowed Xmodem, is relatively new to Commodore users. Available only on PeopleLink (PLink), it transfers four Xmodem blocks at a time, so it's faster than Checksum or CRC.

To abort Punter transfers, hold down the Commodore key. To abort Xmodem transfers, hold down the stop key.

Punter indicates a block has transferred correctly by printing a hyphen to the screen or incorrectly by printing a colon. Xmodem clearly lists the number of blocks and the number of errors in the transfer as ASCII digits.

During any Xmodem transfer (up- or download), the file is visible on the 40 -column screen as it moves. If you're in 80 -column and want to view a file as it passes through, you can switch to 40 columns by using the composite/RGB switch on your monitor.

Since Xmodem files must be transmitted in blocks of 128 bytes, you may have to add bytes to the last block to give it the full 128. This is called file padding and is done using either control/Zs or CHR\$(0)s (zero bytes).

The Xmodem standard requires the transmitting program to make sure the byte used for padding is different from the last byte of the file. A few Xmodem programs (including RUN's RUNning Board BBS) fail to do this, so downloads from them using the Pad Stripping option may be garbled. To remedy this, turn off the Pad Stripping option by using the appropriate option from the Default submenu (see * below).

E-Toggles the Echo mode-sometimes referred to as half-duplex-on and off. When Echo mode is off, you're in full-duplex. If you can't see what you're typing when you're online, turn on Echo mode.

F-Sequential file reader. Use this command to send a file to the screen, printer or modem. See Boot.RUNTerm128 (Listing 1) for the printer device and secondary address number Pokes,
which default to device 4 and secondary address 7. A file is translated to ASCII when sent to the modem.

H-A modem, like a phone, can be "off the hook" or "on the hook." This option works only with the 1650 and 1660 modems, and it's a toggle, because the pick-up command for the 1650 is the hang-up command for the 1660.

To hang up the 1670 and other Hayes-compatible modems, press the plus-sign key three times in rapid succession from Terminal mode, with a pause both before and after the trio of keypresses. The pause tells the modem you're sending a command, not just sending a line of plus signs to the remote terminal or BBS.

To pick up a 1670/Hayes modem, type in an uppercase ATD to access Originate mode (like

dialing without a phone number) or an all-caps ATA to force your modem into Autodial mode.

J -Toggles linefeed printing. This option actually changes the Input Translation table. Some services always send CHR $\$(10)$ (a linefeed) with each return, leaving you with double-spaced text. It's usually best to turn linefeeds off, unless you need them.

K-RUN Term 128 redefines only the help key and the shifted run-stop key, but, using Basic 7.0 commands in Direct mode, you can define a set of function keys for your own special use while online. This option lets you load and save these keys easily.

L-Loads a sequential file into the text buffer, starting at the buffer write-pointer position. When the load is finished, the write-pointer is updated, allowing you to append several other sequential files. To force the load into the star of the buffer, first zero the buffer (see Z below).

When you return to the Terminal mode, remember that the screen is preserved during operations such as loading the buffer. If you had the main menu on the screen before the buffer load, you'll find the buffer write-pointer unchanged when you return to Terminal mode.

Press the help key again if you want to see the updated buffer write-pointer.
S-Saves your choice of the entire buffer area $(60 \mathrm{~K})$ or the area from the start of the buffer to the buffer write-pointer. The first of these options is handy for use with the Buffer Wrap feature and the second for saving short pieces of data. The save is directed to your choice of three devices: to disk, as a standard sequential file; to the printer (see F above); or to the modem (with ASCII translation).

T-Sets the on-screen clock. By pressing return at the AM/PM prompt, you can instantly zero the clock.
$\mathbf{U}$-Uploads (sends) a file via Punter or one of two Xmodem protocols: Checksum or CRC. Due to hardware limitations in the C-128, WXmodem (see D above) isn't available for uploading files.

V-View the text buffer. Text is formatted on the screen, with a left arrow taking the place of a return. The following key commands are active in this option:

Cursor down: Scrolls the buffer forward (advances through the text).

Cursor up: Scrolls the buffer backward (toward the beginning of the text).

Plus sign: Scrolls forward 256 characters.
Minus sign: Scrolls backward 256 characters.
Home: Moves to the start of the buffer. Any other keypress exits to Terminal mode.

W-Toggles the Buffer Wrap function. Sometimes it's inconvenient to have a buffer close in the middle of a transmission. This option forces the buffer write-pointer back to the start of the buffer to continue writing, without the buffer closing. Note that the Buffer Wrap option works only when you're saving the entire 60 K buffer (see S above). If this option is turned off, the buffer closes when it's full.
$\mathbf{Z}$-Zeroes the buffer and fills the entire buffer with CHR $\$(13)$ s (returns). When you press Z , the Terminal mode screen doesn't change, but the cursor vanishes, then reappears shortly.
(a)-Sends a disk command. When you're prompted for a command string, input is a dollar sign to Read the Directory. Pattern matching is possible here, as in the C-128's machine language monitor.

To read the disk drive's error channel, just press return without entering a command string.

Disk commands should be sent the same way as with the DOS Wedge, except you can omit the (a) as the first character.
*-Changes several system defaults. Select the proper menu options here to change the foreground and background colors; Punter protocol block size; and parity, stop bit, word length and delete key values.

Don't change the above parameters unless you know what you're doing! Also, changing the de-
lete key value alters the Input and Output Translation tables. RUN Term 128's delete key value is CHR $\$(20)$, while some computers you call may use CHR\$(127) or CHR\$(8).

You can also opt for three Xmodem features here. One is ASCII translation, which makes text files more readable if they were written on another computer using true ASCII.

The second is DLE screening. Long-distance services, such as PC Pursuit, use the same Xmodem commands for their own operation as you use for file transfers. If the other computer has DLE screening available, then turn this option on.

The third Xmodem option is to strip file padding at the end of Xmodem downloads. The default is on (indicated by a letter $s$ on the Status line). Turn this option off, and any bytes added to the end of the file during the transfer to your computer are left intact. Some programs won't work unless the extra padding is removed.

1 -Toggles between 300 and 1200 baud. Don't select 1200 baud unless you have a 1200 -baud modem! Also, don't change baud rates while online. Modems that support 1200 baud, such as the 1670 , set their own baud rate when you type in the ATD command to dial, and they can't change that setting until you hang up.

1,2,3-Holding down the ALT key with number key 1, 2 or 3 sends one of the three Phonebook strings to the modem, with translation to ASCII. Note that you must have dialed with the Phonebook option and that the selected Phonebook must still be in memory, so don't load another while you're still online. These three keys are deliberately sent slowly, due to problems I've experienced at 1200 baud with some online computer services.

Escape-Pressing the escape key while holding down the ALT key returns you to Basic. Don't press run-stop/restore! To reactivate RUN Term 128, type in the following in Direct mode and press return:

## BANK0:SYS22000

## Acknowledgments

My thanks go to Kermit Woodall of PeopleLink (PLink) for not only turning my CRC Checksum routine into CRC Xmodem, but for going one step further and creating WXmodem, a protocol that was "physically impossible" for computers without a UART (Universal Asynchronous Receiver/Transmitter) chip! He has placed his work in the public domain, and for that we should all thank him. 园

Tom Brown has been writing programs for Commodore computers since 1983. His Prototerm for the C- 64 has been a public domain staple for BBSs.

Continued on p. 88 .

## Preview The Future! PROUECT: STEAMTM ElGMTER <br> 

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# Sprinter Printer 

Hitch Okidata's 180 to your Commodore and watch it gallop.

By TIM WALSH

After reading several Okidata 180 press releases that passed through the office, I couldn't wait to get one of these printers. After all, it isn't every day that a manufacturer announces a 180 -char-acter-per-second printer that's Commodore compatible right out of the carton.

A speed of 180 cps is usually associated with expensive 24 -pin, high-end printers, not low-cost machines aimed at the home market. Faster speed does not necessarily result in a better printer, though. Even the most conscientious manufacturers might sacrifice some reliability and software compatibility in the name of faster speed. Ideally, if the printer offers fast printing, it should complement the increase in speed with heavy-duty construction, software friendliness, and, above all, a price tag that doesn't outweigh that of your entire computer system. I'll let you be the judge as to whether or not the Okidata 180 meets or exceeds those desirable attributes.

## Delivery Day

When the 180 arrived, I was pleased to find a printer that had the same high quality of appearance found in other Okidata printers, such as the 182 and the Commodore-compatible 120. One look, and Okidata 180 buyers will know that their money wasn't wasted on flimsy, low-budget hardware.

As the press releases promised, two cables were packaged with the unit, one designed for use with the printer's Com-modore-compatible serial port and the other for interfacing the printer's parallel port with parallel computer systems. Remove the styrofoam packing materials, plug the serial cable into your disk drive, pop the nylon ribbon cartridge (replacement cost: $\$ 8.95$ ) in place, and you're ready to print.

With dimensions of $14.2 \times 10.8 \times$


The Okidata 180, shown with accompanying serial and parallel cables.
3.2 inches, the 180 's size is roughly in the same ballpark as many other printers of its class. Four control buttons and a total of nine small LED-type lights are located on the front panel. The leftmost feed button lets you perform a printer self-test. It also controls line-feeds and, if held down for a second or two, formfeeds. Next to that button is the select button, which lets you perform hex dumps and toggle the printer on- and off-line.
Moving to the other side of the control panel, the rightmost button lets you
choose from three print modes: Near Letter Quality, Utility (draft) and HSD (High-Speed Draft). Finally, the button to the left of the print-mode button permits the selection of $10 \cdot 12$ or 17.1 -character-per-inch print pitch.

Other print controls include a bank of dual in-line package (DIP) switches hidden under a cover in the rear of the unit. Once you find a screwdriver to remove the cover, you'll be able to use the DIP switches to select Commodore or Epson printer emulation, set both form lengths and automatic linefeeds,


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choose international character sets, ad just graphics density and assign the unit a printer device number of 4 or 5 .

One feature I found useful was a folding paper separator located on top of the unit. It locks into an upright position for single sheets and folds flat for continuous forms. Rather than try to incorporate a fancy, complicated design, Okidata opted for simplicity, and the result is an effective, easily manipulated paper separator. Incidentally, the 180 also has an opening underneath for an alternative method of printing continuous forms.

Like other Okidata printers, tractorfeed sprockets are built into both ends of the platen roller, which means that they cannot be adjusted. This raises the question of how you print continuous mailing labels with this printer. You won't find any clues in the manual, but having gained experience with a few Okidata printers of similar design, I've developed a sure-fire solution. Lower the paper separator, then align the holes on the left side of the labels with the left sprocket teeth and set the paper lever to friction feed. Aligning your addresses horizontally is simply a matter of using your label program to set the left margin; or you can choose to set the printer's left margin to a default value that works best with your labels.

## DOCUMENTATION

An 88 -page, clearly written reference guide takes you on an informative printer tour and provides about as much information as most users probably need in order to use the 180 with their computer systems. Okidata devotes eleven pages of the manual to instructions on using the printer with commercial software. Half of those pages are devoted to three Commodore word processors: PaperClip, Easy Script and WordPro.
For the most part, the instructions explain how to access some of the Okidata 180's various print options from those software packages. For instance, you'll find the control-code format for underlining with PaperClip, getting subscripts within Easy Script and assigning decimal codes in WordPro. None of the instructions go into great detail, but they're substantial enough to get you started.

## Compatibility Campaign

Exhaustive testing revealed that the printer works with a variety of Com-modore-specific graphics packages. I subjected it to the equivalent of the acid test. Connected to my C-128D, it

was barraged for weeks with endless work-screen dumps of graphics, commercial printing packages, manuscripts, program listings-you name it, I tried it.

I found the print quality in Near Letter Quality mode as good as or better than most printers in the 180's price range, but not quite as crisp as the Com-modore-compatible Star NL-10, the printer whose NLQ mode serves as a bench mark by which all other low-cost printers should be measured. Overall, though, the NLQ mode is probably impressive enough to attract many buyers. NLQ is available in both 10 and 12. pitch print modes.
Draft and High-Speed Draft modes are both clear and are easier to read than Draft modes on most other printers. Not only is the quality and readability exceptionally good, but it is very easy to change modes. Simply press a button to select the off-line mode of the printer, then toggle through NLQ, Draft and High-Speed Draft. Of course, if you opt for software control, the manual does list the printer-control codes used to access those options.
As mentioned previously, the 180 supplies an Epson mode that opens up a great deal of flexibility, especially for those who need the features the Epson mode offers. For starters, it gives you 9 -pin graphics and a choice of eight graphic densities, ranging from a single density of 60 dots per inch, up to a high of 240 dots per inch in quadruple-density graphics.
Like all Epsoncompatible printers, accessing these graphics in your own programs requires some effort on the part of the user, and the manual gives the same advice I do-purchase a software program that lets you enter the codes needed to access those graphics. Getting such software is no problem, since nearly every commercial software package for the C-64 and C-128 provides Epson printer drivers.

The 41 Commodore and 58 Epson
control codes that the manual clearly lists in both decimal and hexadecimal configurations make programming the 180 through software fairly easy. Every print option, from selecting print pitch to setting tabs, is given, but no mention is made of which features can be mixed together. For instance, NLQ isn't available in 17.1 cpi mode, so entering that combination of control codes is ineffective.

With the printer in Commodore mode, you have a choice of 10,12 or 17.1 cpi printing. In Epson mode, a fourth print pitch of 20 cpi is offered, which allows printing up to 160 characters per line. Other print options available include sub- and superscripts, enhanced, emphasized, double-width and underline printing, in both Commodore and Epson modes. Like most Epson emulation modes, it also offers an italicized character set.

When using the 180 with graphics printing packages, I expected it to work well, and it did. In Commodore mode, with software using printer drivers such as 1525, MPS-1000, MPS-1200, and so on, the printer works very well. Print Shop, Newsroom and Printmaster graphics all print without a hitch and look great on the 180 .

In an effort to discover the printer's performance using the parallel connector, I performed testing on an Amiga 500 and was alarmed to discover the printer didn't work in Parallel mode. Further investigation revealed that the 180 was innocent of any wrongdo-ing-the printer port on the Amiga was defective.

## Conclusion

Overall, the 180 is a fine printer. New owners certainly won't be disappointed with it. It looks good, operates quietly and quickly and offers a compatibility option that doesn't limit your use to the C-64 and C-128. I'd have a hard time deciding between purchasing the 180 and quite a few other top-notch competing printers, such as the Commodore MPS-1200 and 1250, the Star Micronics NL-10 and NX-10 and a halfdozen or so parallel printers.

The mere fact that the advent of the 180 makes the purchasing decision so difficult says a lot for the printer. If it had any significant shortcomings, the decision would be easy. (Okidata, 532 Fellowship Rd., Mt. Laurel, NJ 08054. \$329.)

Tim Walsh, RUN's technical editor, is our indefatigable resident hardware tester and reviewer.



1985-High-performance Jet flight simulator for the IBM, Commodore 64, and Apple II computers

1987- Expanding Scenery disk coverage; East Coast, Japan, \& Europe


1979-3D graphics applied to the original FS1 Flight Simulator for the new Apple II and TRS-80 computers


1982/1983 - Microsoft Flight Simulator \& Flight Simulator II

1986 - Flight Simulator II for the 68000 computers


1977 - SubLOGIC's 3D graphics package in BASIC and M6800 Assembly Language

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# RUN's Memo Book 

## Now your frequently used names and addresses are available at

the press of a key.

By BARBARA MINTZ

f you'd like to set up a simple, versatile file system with a minimum of effort and a maximum of flexibility, then it's time to add RUN's Memo Book to your collection of C-64 application programs. Memo Book is an electronic "Rolodex" you can organize and format any way you want, then flip through the pages at will. And "flip" it is, for the machine language program is fast, and your data is held in memory, so no time is lost in disk access.

## Getting Started

Type in Listing 1 using RUN's Checksum, and save it to disk. Once it has been saved, run it and Memo Book installs itself at the top of Basic memory, starting at address $\$ 9400$. Then it resets the top-of-Basic pointers to that address, so Basic programs won't interfere with Memo Book's operation. About 141 blocks are left free for a second program. Memo Book also inserts the address of its own machine code in Ba sic's error vector at $\$ 300$, to intercept the routine that prints Basic's error messages. This makes Memo Book's index page, instead of the usual Syntax Error message, appear each time you press * and return.

When initialization is complete, a subroutine clears the Basic program area, resets all the pointers and displays Memo Book's index page. You can go on to set up your Memo Book at this point, or, if it's already set up, you can leave the program by pressing $Q$ and return, and load another program. Unless the program you load is unusually long or changes the Basic pointers (which many commercial programs do), you can continue to read and write memos until you turn off your computer.

If a crash forces a reset, you can probably reinitialize Memo Book with SYS 40486. Even if you can't, your entries should be safe, because they're stored out of the way under Basic's ROM.


Menu of commands from the Memo Book program.

Nevertheless, when you've made a lot of entries, better safe than sorry-back up your data by saving it to disk.

When you use the program for the first time, you'll have to set up your memo book. To start this process, press F2. Then, at the question "Save This Book?", respond with N , since you don't yet have a book to save. Finally, press return, and the first empty page of your memo book will appear.
If you've already set up a book with data and saved it to disk, this is the time to load it into memory. Press F6 and, at the prompt, type the filename of the book and press return. When the index page appears, use the cursor keys to scroll to the page you want, then press return to display the page on the screen. You can also "flip" through the pages of your book by scrolling. Use the cursor keys to scroll rapidly, or F1 and F7 to scroll slowly. If the number of entries makes scrolling through the pages unwieldy, press return to go back to the index and pop to another page.
Memo Book has relatively few commands to remember, and I've kept those

RUN it right: C-64

few as intuitive as possible. If you do need to refresh your memory, enter ? to see the Help screen. Also, if you ever issue the wrong command, you can abort it with a return. Commands that affect the entire book must be entered from the index page.

## Inputting Entries

The command for adding entries to your memo book is control/I (for insert). It works whenever the cursor points to an empty line, whether you're starting a new book or adding entries to one that's already established.

After you press control/I, the screen clears, and a red prompt message instructs you to input an entry. The entry can be up to six lines long and 38 col umns wide, and you can format it any way you like, with whatever punctuation you find convenient. If one six-line entry isn't enough, continue right below with another. If you have trouble staying within the 38 -column limit, the segmented guideline I've provided should help.

Press return at the end of each line, and signal completion of your entry by pressing return on an empty line. You'll find yourself back in the memo book,

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looking at the new entry．When you＇re adding a lot of new entries，it＇s wise to save your data frequently．

## EdIting Entries

To edit an entry，press control／E． Once again the screen will clear，but this time the entry you want to edit will appear，with a flashing cursor at its first character．Edit one line of the entry at a time，using all the normal keys to insert，delete and overwrite characters． When you finish a line，press return．In fact，you must press return for each line you want to retain，whether you change it or not．Conversely，if you want to eliminate a line，move the cursor to the next line without pressing return．

To insert a new line in an entry，move the cursor to an empty line，type in your data and press return．Then move the cursor back to edit the next line．

When you＇ve finished editing your entry，press return on an empty line to put it back in the memo book．

## Deleting Entries

Control／D，as you might expect，de－ letes an entry．To prevent accidents，you must confirm by pressing $Y$ that the entry，now highlighted in red，really should be deleted．

## SAVING A BOOK

Press F4 to save a book．When the program asks if you want to update a
file，a yes response will scratch the old file，and the book you＇re currently using will be saved in its place．As I＇ve men－ tioned，F2 starts a completely new book． Here，also，you have the option of sav－ ing the current book first．

A full book occupies about 35 blocks in memory locations \＄A000－\＄C000． However，only the portion that actually contains data is saved and reloaded，so no time and disk space is wasted on empty bytes．

## Printing

To print out one entry，press control／ P ，then，at the prompts，choose to print the entire entry，omit the last line or omit the last two lines．If you keep phone numbers and comments on those lines，you＇ll want to eliminate them when you print addresses on en－ velopes or labels．

If you want to print a full page of entries，press F3．Again，you can choose to eliminate lines，and the page will be printed beginning at the cursor posi－ tion．F5 prints the entire book，with the same options．

## Returning to Basic

When you＇re done consulting your memo book，if you＇re on a memo page， press control／Q to quit and return to Basic．If you＇re on the index page，$Q$ alone will do the same thing．You can jump back to Memo Book from Basic
at any time by pressing＊and return in Direct mode．

## MULTIPLE APPLICATIONS

Because it＇s so unstructured，Memo Book can be used for a variety of pur－ poses simultaneously．It＇s easy，for ex－ ample，to add appointments and a list of＂things to do＂to the top of the first page，under A．If you don＇t scroll the index，the book will automatically open there，for a quick check of your schedule．

It＇s equally easy to set up and use several books for different purposes， because Memo Book lets you save one book and load another by just returning to the index and inputting F6．Because the load will obliterate the data you＇ve been working on，the program will ask if you want to save the present book before loading the next one．Respond－ ing $Y$ gives you a save routine similar to the one I described earlier．
When that book has been taken care of，you＇ll be prompted for the name of the book you want to load，and the load will take place．It＇s a good idea to keep a list of your memo books somewhere in each book，so you don＇t have to con－ sult the disk directory for the correct names．${ }^{\text {R }}$

Barbara Mintz is a director of the Boston Computer Society＇s Commodore user＇s group and director of software development for Brown Boxes，Inc．

Listing 1．Memo Book program．［Note：Checksums are for RUN＇s new checksum program．］
$\emptyset$ REM BASIC HEX LOADER FOR RUN MEMO BOOK ：REM＊184 5 OPEN $8,8,8$ ，＂RUN MEMO BOOK，P，W ：REM＊ 64
19 READ A\＄：IF A\＄＝＂－1＂THEN CLOS E8：END ：REM＊78
$15 \operatorname{IF} \operatorname{LEN}(A \$)<62$ THEN 55
：REM＊254
$2 \emptyset \mathrm{~B} \$=\operatorname{MID} \$(\mathrm{~A} \$, 1,2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22$ ， $2 \emptyset)+M I D \$(A \$, 43,2 \emptyset) \quad:$ REM $^{*} 242$
25 FOR I＝1 TO $3 \emptyset \quad:$ REM＊ 181
3 C $\$=\operatorname{MID} \$\left(\mathrm{~B} \$,\left(I^{*} 2\right)-1,2\right): \mathrm{H} \$=\mathrm{LEF}$ T\＄（C\＄，1）：L\＄＝RIGHT\＄（C\＄，1）
：REM＊2ф9
$35 \mathrm{H}=\mathrm{VAL}(\mathrm{H} \$):$ IF $\mathrm{H} \$>$＂ 9 ＂THEN $\mathrm{H}=\mathrm{A}$ SC（H\＄）－55 ：REM＊85
$4 \emptyset \mathrm{~L}=\mathrm{VAL}(\mathrm{L} \$):$ IF L\＄＞＂9＂THEN $\mathrm{L}=\mathrm{A}$ SC（L\＄）－55
：REM＊136
$45 \mathrm{BY}=\mathrm{H}^{*} 16+\mathrm{L}:$ PRINT\＃8，CHR $\$$（BY）； ：REM＊67
5 NEXT：GOTO $1 \emptyset$ ：REM＊115
55 IF LEN（A\＄）＜ 21 THEN B\＄＝A\＄：GOT －7 $\emptyset$
：REM＊184
$6 \emptyset$ IF LEN $(A \$)<42$ THEN $\mathrm{B} \$=\mathrm{LEFT} \$($ A $\$, 2 \emptyset)+$ RIGHT $\$(A \$,(\operatorname{LEN}(A \$)-21$ ）：GOTO 7 $\quad$ ：REM＊137
$65 \mathrm{~B} \$=\operatorname{LEFT} \$(\mathrm{~A} \$, 2 \emptyset)+\operatorname{MID} \$(\mathrm{~A} \$, 22,2$

$$
\emptyset)+ \text { RIGHT\$ }(A \$, \operatorname{LEN}(A \$)-42)
$$ ：REM＊14 $\varnothing$

7申 FOR $\mathrm{I}=1$ TO LEN（B\＄）／2：REM＊ 221
$75 \mathrm{C} \$=\mathrm{MID} \$(\mathrm{~B} \$,(\mathrm{I} * 2)-1,2): \mathrm{H} \$=$ LEF T\＄（C\＄，1）：L\＄＝RIGHT\＄（C\＄，1）
：REM＊14 1 ．
8 $\mathrm{H}=\mathrm{VAL}(\mathrm{H} \$):$ IF H\＄＞＂9＂THEN H＝A SC（H\＄）－55 ：REM＊56
$85 \mathrm{~L}=\mathrm{VAL}(\mathrm{L} \$):$ IF $\mathrm{L} \$>$＂ 9 ＂THEN $\mathrm{L}=\mathrm{A}$ SC（L\＄）－55 ：REM＊84
$9 \emptyset \mathrm{BY}=\mathrm{H}^{*} 16+\mathrm{L}:$ PRINT\＃8，CHR $\$(\mathrm{BY})$ ； ：REM＊148
95 NEXT：GOTO $1 \emptyset$ ：REM＊16 6
$1 \emptyset \emptyset$ REM RUN MEMO BOOK FOR THE C 64 ：REM＊15
$1 \emptyset 1$ DATA Ø1ø8øCØ832めø9E323め36 3
 5FCA9øø85FBA8 ：REM＊172
$1 \emptyset 2$ DATA A93985FDA9 985 FEB 1 FD 9 1FBC8DØF9E6FEE6FCA5 FCC9AØD ØEF4C269EA9め6 ：REM＊182
$1 \emptyset 3$ DATA 8D86Ø2A9め18D21DØA9418 8 5FBA94E85FCA2øø8E39 Ø3A915A Ø952め1EABA218 ：REM＊148
$1 \emptyset 4$ DATA AØø4182ØFりFFA942AØ95 2 Ø1EABA2Ø6AØøB182øFり FFA93E2 ØD2FFA5FBE6FB ：REM＊247
$1 \emptyset 5$ DATA 2ØD2FFA $182 \emptyset F \emptyset F F A 93 E 2$ ØD2FFA5FCE6FC2 $\emptyset D 2 F F$ E8E 1 13D ØD818A2めBAø1C
：REM＊187
$1 \emptyset 6$ DATA 2ØFØFFA935AØ952Ø1EAB A 2Ø18E3A 3 A2 $\emptyset 6$ A $\emptyset \emptyset B 4 C ~ D 3942 \emptyset E ~$ $4 \mathrm{FFF} \emptyset \mathrm{FBC} 989 \mathrm{~F} \emptyset \quad:$ REM＊222
$1 \emptyset 7$ DATA 6EC98AFø6DC98BFø6CC9 1 $1 \mathrm{~F} \emptyset 16 \mathrm{C} 991 \mathrm{~F} \emptyset 35 \mathrm{C} 93 \mathrm{FF} \emptyset 63 \mathrm{C} 9 \emptyset \mathrm{DD}$ Øø34CFA94C951
：REM＊177
$1 \emptyset 8$ DATA D $\emptyset 84$ C7996EE3A 1 3AE3A $\emptyset$ 32Ø6395EめøEFめøFEØ1B Døø34C6 6942ØD2FF2ø6E
：REM＊245
$1 \emptyset 9$ DATA 95DØB9A2Ø6AØ184CD394C E3A 32 Ø6395AE3Aø3Fり 12EめØDD ØE2A212AøめB18 ：REM＊144
11Ø DATA 2ØFøFF2Ø6E954C7294A2 1 A8E3A $13 \mathrm{~A} 212 \mathrm{~A} \emptyset 184 \mathrm{CD} 3$ 944CC89 D4CDF9C4C629D ：REM＊22
111 DATA A9øø8D35ø34C5A9E2ø949 5ADFFBFCDFEBFD $\emptyset 34 \mathrm{C} 13962 \emptyset 9$ B95A977Aø952ø
：REM＊$\emptyset$
112 DATA 1EAB4C4F9793ØDøD2め2Ø 2
 E2ø4D454D4F2ø ：REM＊251
113 DATA 424F4F4BØDøDøø122め3F 2 Ø3D2す48454C5Ø2Ø92ØØ 28434F5 Ø595249474854 ：REM＊137

# WMMP + पy Operation Copernicus 

## Deep Space Comes Down To Earth

DATE: 3 JUNE 2123
FROM: COMMAND CENTER TERRA
TO: INTERCEPIOR COMMAND
CODE: EYES ONLY PRIORITTY ONE
REPORTIED HOSTILE ACTION AGAINST MANNED
INSTALLATIONS CONFIRMED STOP
ALL VESSELS PROCEED SOONEST INHABITED
SECIORS TROJAN GROUP SIOP
EQUIP MAX WEAPONS LOAD STOP
SEEK AND DESTROY ALL UNIDENTIFIED
MILITARY CRAFT STIOP
THIS IS NOT REPEAT NOT A DRILL STOP
OPERATION CODE STATUS IS RED STOP

## BEST LUCK STOP

Acceleration presses you deep into your cushioned seat. The ship's hull resonates to the throb of your fusion engines, creating a deep rumble almost below the range of hearing. Speed climbs swiftly. The rocks of the Asteroid Belt hurtle past your viewports.

Your apprehension grows....
Until now, a scene like this could take place only in your imagination. If you wanted to picture what it would be like to fly - and fight - in deep space, you could only lean back, close your eyes, and dream.
Until now.
Now there is Deep Space. The space-combat simulator that puts you in the pilot's seat with advanced 3D graphics and realistic spaceship behavior, cunningly contrived to work on your down-to-earth personal computer.
Choose from 3 levels of difficulty on each of 4 different missions, each in its own separately mapped sector of the Trojan asteroids. Will you be able to complete your mission and return to land safely on your base planetoid? There's only one way to find out.
Deep Space. It's from Sir-Tech, so you know it performs.


## SIR-TECH

Sir-Tech Software, Inc.
P.O. Box 245, Ogdensburg Charlestown Mall, Ogdensburg, NY 13669

Look for Deep Space at your favorite Sir-Tech dealer, of call us at (315) 393-6633.

114 DATA 2ø42524F574E2ø424F584 5532C494E432ø313938 3729øø4 8A4D3B1D1297F ：REM＊12 $\emptyset$
115 DATA 91D1686øA4D3B1D1ø98ø 9 1D16ø93øDøD1C2ø2り4E 4F2ø424 F4F4B2ø494E2ø
：REM＊127
116 DATA 4D454D4F5259øDøDøDøD 1 FøøA5め129FE85め16øA5 Ø1ø9FF8 5ø16øAD3Aø3øA
：REM＊149
117 DATA AA6め18AD3Aめ3694ØDø15 E
 $3 \mathrm{~A} 2 \emptyset 6 \mathrm{BDB} 795 \mathrm{~F} \emptyset$
：REM＊114
118 DATA E32ØD2FFCA1ØF52øA295 B
 Øø2E6FCA9めø8D
：REM＊2ø3
119 DATA $34 \emptyset 36 \emptyset \mathrm{C} 8 \mathrm{C} 8$ A $92 \emptyset 2 \emptyset \mathrm{D} 2 \mathrm{FF}$ B 1FBC82øD2FFC9 1 DDøF6 A92ø2øD 2FFB1FBC9 7 7B $\varnothing$
：REM＊66
$12 \emptyset$ DATA ED8D3B $\emptyset$ 3C8B1FB8D3E $\emptyset 3$ A 9øD2øD2FF6ø2ø94952ø BE95Aøø ØB1FBFø21C9FF ：REM＊254
121 DATA Fø1DA9めD2めD2FF2øE595 C 8B1FB3øøD1865D6C918 Bøø62øB 5964C16962øC4 ：REM＊156
122 DATA 98A93E2øD2FFA99D2øD2 F F2ø6E952め9B952øE4FF FøFBAE8 Eø2Eøø4Dゆ28C9 ：REM＊11
 91ØDøø34C919BC9ø5D $\emptyset 34$ CEB9 AC911DøD72ø9B ：REM＊ 238
124 DATA 95A9932øD2FF4C74A4C9 1 1Fø27C991Fø26C9めDFめ 25C985F Ø1 EC988Fø17C9 ：REM＊186
125 DATA 86Fø1øC987FøøCC93FD $\emptyset$ A CA9ø18D35Ø34C5A9E4C 939B4C7 8984CE2984Cø $\emptyset$
：REM＊152
126 DATA 94AD3E $\emptyset 1865$ FB85FBA9 $\emptyset$ Ø65FC85FC6Ø2øB49AA9 ØøAø982 Ø1EABAD3Cø38D
：REM＊2
127 DATA 86Ø2A5FB8D3Fø3A5FC8D 4 Øø 3Aめøø8C3Eø38C3Bø3 84FDA9C Ø85FE2ø6øA5A2 REM＊195
128 DATA ØøAC3E ${ }^{2} \mathrm{BDD} \emptyset \emptyset 2 \mathrm{~F} \emptyset \emptyset \mathrm{D} 91 \mathrm{~F}$ DC8EE3EØ3E8E $26 \mathrm{~F} \emptyset \emptyset 6$ DøEEEめ $\emptyset$ 1Fø14A9めD91FD ：REM＊13
129 DATA EE3E $\emptyset$ ЗEE3B $\emptyset 3$ AE $3 \mathrm{~B} \emptyset 3 \mathrm{E} \emptyset \emptyset$ 69øD1EE3Eø3AD3B $\emptyset$ 3D $\emptyset 34$ C1 $\emptyset 9$ 6EE3EØ32ø9495 ：REM＊251
13ø DATA AD3E $38 \mathrm{DD} 36 \emptyset 31869 \emptyset 28 \mathrm{D} 3$
 Ø192ø9B95A952 ：REM＊168
131 DATA Aめ982ø1EABA961Aめ982め 1 EAB2 $\emptyset \mathrm{E} 4 \mathrm{FFF}$ БFB4C $\emptyset \emptyset 94 \mathrm{~A} \varnothing \emptyset \emptyset \mathrm{~B} 1 \mathrm{~F}$ B8D37 1 3AD $\emptyset 1$ A $\emptyset: R E M * 48$
132 DATA 85FBAD $\emptyset 2$ A $\emptyset 85 \mathrm{FC} 18 \mathrm{~A} 5 \mathrm{FB} 6$ D3Eめ385FD8D 1 1A ${ }^{\text {DA5FC } 69 \emptyset \emptyset 85 F ~}$ E8Dゆ2A＠AD37ø3 ：REM＊153
133 DATA D $\emptyset 8$ E6FBD 1 2BE6FCD $\emptyset 27$ A ØøøB1FB91FDA5FBCD3F Ø3Døø7A 5FCCD4の日3Fø13

REM＊2ø8
134 DATA A5FBD $\emptyset$ Ø2C6FCC6FBA5FD D Øø2C6FEC6FD4C9 997 A9 BF85FEA 9FE85FDAめøø2ø
：REM＊176
135 DATA F497C8B1FD91FBCC3603 D ØF62øF4972øA295E8E8 E $\emptyset 35 \mathrm{~B} \emptyset 1$ 2BDめ1Aめ186D3E
：REM＊51
 ØE9A9932ØD2FF4C1696 AD3B $\emptyset 39$ 1FBC8AD3E 1991
：REM＊29


137 DATA FB6ø93ØD54595ø452ø4C 4 94E452F52455455524E 2D2D454 E442ゆ424C414E
：REM＊13 $\emptyset$
138 DATA 4B2ø4C494E452F524554 5 $5524 \mathrm{E} \emptyset$ DB2B2B2B2B2B2 B2B2283 62ø4C494E452ø ：REM＊4
139 DATA 3 C $33382 \emptyset 535 \emptyset 43533 E 2 \emptyset 4$ D415829B2B2B2B2B2B2 B2B2øD $\emptyset$ ゆ2ø2ゆ424F4F4B
：REM＊56
 Ø285ø524553532ø4B45 592ø544 F2ø434F4E542E ：REM＊65
141 DATA 29øøAD34ø3Fめ19CE34ø3 A $92 \emptyset 2 \emptyset \mathrm{D} 2 \mathrm{FFAE} 3 \mathrm{~B} \emptyset 3 \mathrm{~A} 9 \emptyset \mathrm{D} 2 \emptyset \mathrm{D} 2 \mathrm{FFC}$ A1 ØFA2 $\emptyset$ B5964C
：REM＊127
142 DATA 3D96A92ø2øD2FFA9＠D2ø D 2FF2ø9495AøøøB1FBF＠ØAC9FFD Ø112øBø954C3D
：REM＊181
143 DATA 96A2ø18E3Aめ32めB3954C 3 D962øE5954C3A96AE3B Ø3A9912 ØD2FFCA1 $\emptyset$ FAA9
：REM＊2 $\varnothing$
144 DATA Ø18D34ø36øA5FBDøø2C6 F CC6FBAøøøB1FB6ø2ø94 95A5FB8 D3Fø3A5FC8D4 $\emptyset$
：REM＊222
145 DATA $\emptyset 3 A 92 \emptyset 2 \emptyset$ D2FFA99D2øD2 F FAD34ø3Fø18CE34ø3A6 D6Døø92 ø6CE92øBD994C
：REM＊133
146 DATA 3D96A9912めD2FF4C3D96 2 øD598C9FFDゆ5めA2め3E4 D69ø1CF Ø1 ACA8E3Bø32ø
：REM＊194
147 DATA 9B99A9112øD2FF4C4499 A 2ø3A9912øD2FFCAD $\emptyset$ F8 6ØA2ø22 Ø36992øB3952ø
：REM＊3 $\varnothing$
 C3D96A21A8E3Aめ3AD $\varnothing 2$ A 985 FCA Dめ1Aめ85FBE6FB
：REM＊ 31
149 DATA DØEAE6FC4C3D968D3E 3 A 9ø18D34ø32øD5988D3B Ø338AD3 Fø3ED3Eø385FB
：REM＊23ø
$15 \emptyset$ DATA AD4øø3E9めø85FCAD3B $\emptyset 3$ C 5D69øø62ø9B992øE595 4CC198A E3Bø3E88A38E5 ：REM＊2ø5
151 DATA D68D3Fø3A2øø8E4øø3A2 Ø Ø86D62ø6CE9EE4øø3AD 4øø3CD3 FØ39øEEA5D9め9
：REM＊77
 F6ø4E2F592ø3F455445 4C45442 Ø2øAD 34 Ø3D $\emptyset \emptyset 3$
：REM＊141
153 DATA 4C4D962ø9495A5D68D36 Ø 32øB49AAめøø2øE595Aø ØCB9CC9

92øD2FF881øF7
：REM＊96
154 DATA AD3C 38D86 122 ØE4FFF $\emptyset$ F BC959Fø14A6D62ØFFE9 AE36Ø3A

：REM＊214
155 DATA E5954CC198AE36Ø32øFF E 9E8Eø19DØF8AE36Ø3CA 1øø5A9 12øА399Aめøø18
：REM＊23
156 DATA $2 \emptyset \mathrm{~F}$ ØFF2ø469AAøøø8C34 $\emptyset$ 34C1696A5FB85FD8D3F Ø3A5FC8 D4øø385FE2øB5 ：REM＊251
157 DATA 96Aめの 1 B1FB91FDC9めのF $\emptyset \emptyset$ 9C8DøF5E6FCE6FED $\varnothing$ EF 38AD 1 1A ØED3E 1 38Dø1A $\quad$ ：REM＊55
158 DATA BøØ3CEめ2AめADø1Aø85FD A DØ2AØ85FEA9めøA8C891 FDCC3EØ

：REM＊187
159 DATA E8EØ35Bめ1238BD 1 AめED 3 EØ39DØ1AØBめEEE8DEØ1 AøDØE9A D3F ${ }^{2}$ 385FBAD4 $\varnothing$
：REM＊ $2 \emptyset 8$
 9ø28D86め26Ø93ØDøD2ø4849542 ゆ52455455524E
：REM＊123
161 DATA 2ø464F522ø454143482Ø4 34F52524543542ø4C49 4E45øD D45444954øøAD
：REM＊4 $\varnothing$

 BAD3Cø38D86ø2
：REM＊8
163 DATA 2 99495 AD 3 E $\emptyset 338 \mathrm{E} 9 \emptyset 48 \mathrm{D} 3$ 6ø3Aøø2B1FB2めD2FFC8 CE36ø3D ØF5AE3Bめ32ø36 ：REM＊42
164 DATA $992 \emptyset 469 \mathrm{~A} 2 \emptyset 9 \mathrm{~B} 954 \mathrm{CD} 496 \emptyset$ D3ø295ø52494E542ø43 4D5ø4C5 42ø454E545259：REM＊138
165 DATA 3FøD31294F4D49542ø4C 4 153542ø4C494E453FøD 32294F4 D49542ø4C4153
：REM＊66
166 DATA $542 \emptyset 322$ Ø4C494E45533F 2 ゆ2め2め283め2F312F322F 33292 Ø3 FøD3329524554 ：REM＊165
167 DATA 55524E2ø544F2ø494E44 4 5583FøDøøA9めø8D38め3 AE3B $\emptyset 3 A$ 9112øD2FFCA1 $\emptyset ~$
：REM＊173
168 DATA FA2øB49AA6D68E36 $\emptyset 3$ A $\emptyset$ Ø8C37め32ø6CE9AE36め3 EE37め3A D37め3C9ø6DøFø
：REM＊67
169 DATA B5D9ø95ø95D9A932AØ9B 2
 B493øC9ø4BøF5 ：REM＊84
17Ø DATA 8D37ø3C9Ø3Døø34Cøø94 A $9 \emptyset \emptyset 2 \emptyset$ BDFFA9ø4AAAøøø 2øBAFF2 ØC $\emptyset F F A 2 \emptyset 42 \emptyset \mathrm{C} 9$
：REM＊2ø1
 9FFFø398D3Bø338ED37 Ø38D36ø 3A2めøC8B1FB8D ：REM＊41
172 DATA $3 E \emptyset 3 A D 36 \emptyset 3 F \emptyset 183$ 16 6 C8 B 1FB2øD2FFC9めDDøF6E8 EC36ø3D $\emptyset F \emptyset 2 \emptyset D 2 F F 2 \emptyset D 2$
：REM＊83
173 DATA FFAD38＠3Fø142øB596D B DAE38ø3EØ86Føø8E6FB DøB2E6F CDØAE2ØCCFFA9
：REM＊45
174 DATA $\emptyset 42 \emptyset$ C3FF4C1 $\emptyset 9693 \emptyset$ D53 4 $156452 \emptyset 544849532 \emptyset 42$ 4F4F4B3 F2øøøøDøD4E45 ：REM＊237
175 DATA $572 \emptyset 424 \mathrm{~F} 4 \mathrm{~F} 4 \mathrm{~B} 2 \emptyset 4 \mathrm{E} 414 \mathrm{D} 4$ 53FøDøDøø93øD1C4C4F 41442ø4 E45572ø424F4F
：REM＊121
176 DATA 4B3F1Føø93＠D1C5354415 2542ø4E45572め424F4F 4B3F1Fø


## MEMOBOOK

ØAめFFE8C8B9め $:$ REM＊233
177 DATA $\emptyset 29 \mathrm{D} 41$ Ø3DめF68AA241A $\emptyset \emptyset$ 32øBDFF6ø533Ø3A1CøD ØD53435 $2415443482 \emptyset 4 \mathrm{~F}$
：REM＊214
178 DATA 4C442ø46494C453F2ø1F $\emptyset$ ØøD4E414D453FøDøøA2 Øø8E37ø 34C799DA9CØAø ：REM＊146
179 DATA $9 \mathrm{C} 2 \emptyset 1 \mathrm{EAB} 2 \emptyset \mathrm{E} 4 \mathrm{FFF} \emptyset \mathrm{FB} 2 \emptyset \mathrm{D}$ 2FF48A9D7Aø9C2ø1EAB 2ø6øA56 8C94EFø23C959
：REM＊216
$18 \emptyset$ DATA Fø $\emptyset 34$ CE79CA2FFE8BDBD 9 C9D41め3Eめø2DめF52øA8 9CAø6FA 9ø1A2ø82ØBAFF
181 DATA 2øD5F3A2FF2øA89CA9ø2 A 8A2ø82めBAFF2ø9495A9 Ø185FDA 9Aø85FEA9FDAC
：REM＊217
182 DATA Ø2AめAEめ1AめE8Dめ巾1C82めD 8FF2ø9B95AE37ø3Eøø1 Føø5Bø3 74Cøø944CE39D ：REM＊16 $\emptyset$
183 DATA A981Aめ9C2ø1EAB2øE4FF F ØFBC959Føø2DøE8A2め2 8E37ø3A 95BAø9C2ø1EAB
：REM＊4
184 DATA 2øE4FFFøFB2øD2FFC94E F øC7C959DøE94CE79CA9 6EAØ9C2 Ø1EAB2ø6øA5A2
185 DATA FF2øA89CA9ø2A8A2ø82ø B
 ø申 4 C ØC $\emptyset 9 \emptyset \emptyset 34 \mathrm{C}:$ REM＊119

Ø4BA994Aø9C2め1EAB2め E4FFF $\emptyset F$ BC959Føø34Cめ ：REM＊9
187 DATA 94A9め18D37Ø34C799D2ø9 495A9Aø85FCA9øø85FB Aøø1A95 Ø91FBA9AめA237
：REM＊43
188 DATA C891FBC8488A91FB68E8 C 8Cø379øF288A9FF91FB C8Cø51D ØF9A9めø91FBC8 ：REM＊251
189 DATA D $\emptyset$ FBE6FCA6FCE $\emptyset$ C $\emptyset$ D $\emptyset$ F3 2 Ø9B954Cøø94A9FF8537 A993853 8ADøøø38D589E
：REM＊74
19ø DATA ADø1ø38D599EA94A8Døø Ø 3A99E8Dゆ1ф32ø44A64C Øø94Eøø BDøø7C92CDø 3
：REM＊43
191 DATA 4Cøø946C589EめøøøA97F A Ø9E2Ø1EABA93FAØ9F2Ø 1EABA96 1Aø982ø1EAB2ø
：REM＊87
192 DATA E4FFFøFBAD35 1 3Føø34C 1 Ø964Cøø9493めDøD1249 4E44455 82ø5ø41474592
：REM＊211
193 DATA ØDøD2ø2ø2ø435552534F 5 22ø555め2F444F574EøD 2ø2ø2ø5 2455455524E2め
：REM＊111
194 DATA 53454C454354532ø4D45 4 D4F2ø5ø414745øD2ø2ø $2 \emptyset 12519$ 22ø544F2ø5155
：REM＊4
195 DATA 4954 ØDøD2ø2ø2ø2ø2ø46 3 2292ø494E5354414C4C 2ø424C4 $14 \mathrm{E} 4 \mathrm{~B} 2 \emptyset 424 \mathrm{~F} 4 \mathrm{~F}$ ：REM＊45

196 DATA 4BøD2ø2ø2ø2ø2ø4634292 Ø534156452め424F4F4B ØD2ø2ø2 Ø2ø2ø4636292ø

REM＊151
197 DATA 4C4F41442ø4E45572ø42 4 F4F4B $\emptyset D \emptyset D 494 E 535441$ 4C4C2ø4 24F4F4B2ø4245 ：REM＊38
198 DATA 464F52452ø53454C45435 4494E472ø4D454D4F2ø $5 \emptyset 41474$ 5øD $\emptyset$ D $\emptyset 124 \mathrm{D} 45$ ：REM＊243
199 DATA 4D4F2ø5ø4147455392めD Ø D2ø2ø52455455524E2め 53454C4 $54354532 \not 4494 \mathrm{E}$
：REM＊14
$2 \emptyset \emptyset$ DATA $4445582 \emptyset 5 \emptyset 414745 \emptyset$ DøD 2 Ø2ø12434E54524C923A 2ø12499 24E534552542 $\emptyset \quad: R E M * 4 \emptyset$
$2 \emptyset 1$ DATA $1245924449542 \emptyset 1244924$ 54C4554452ø125ø9252 494E542 Ø125192554954 ：REM＊192
$2 \emptyset 2$ DATA ØDøD2ø2ø2ø2ø2ø46312F4 6372 Ø3D 2 ø $435552534 \mathrm{~F} \quad 522$ Ø555 Ø2F444F574EøD
：REM＊227
$2 \emptyset 3$ DATA 2 Ø2ø $2 \emptyset 2 \emptyset 2 \emptyset 4633292 \emptyset 5 \emptyset 5$ 2494E542ø5ø4147452ø 46524F4 D2ø435552534F ：REM＊127
$2 \emptyset 4$ DATA 52øD2ø2ø2ø2ø2ø4635292 Ø5ø52494E542ø424F4F 4B2ø465 24F4D2ø435552 ：REM＊141 $2 \emptyset 5$ DATA 534F52øDøDめ ：REM＊1ø5 $2 \emptyset 6$ DATA－1
：REM＊6 ■

# "Finally, The Right Stuff" -NY Times (Aug. 25, 1987) 

Strap yourself into Chuck Yeager's Advanced Flight Trainer."' The only flight simulation co-designed by the greatest test pilot ever. And with action so fast, even experienced pilots 'auger in'. The right stuff is right here.

Test the limits of 14 different aircraft using Yeager's own evaluation checklist. From the classic WWI Sop with Camel to the mach-speed SR-71 Blackbird Push the experimental XPG-12 to the edge of space.


Race computer opponents through white-knuckle courses. Bolt past obstacles and run narrow gates. Skim the ground at top speed, wing-to-wing with your rival. View the action from a chase plane or the tower.


Seat-of-the-pants flying in the only simulation with over forty years of experience. Yeager insisted on actual aircraft specs and his own flight evaluation charts. Climb into the cockpit and see if you've got the 'right stuff.'

HOW TO ORDER Visit your retailer or call 800 -245-4525 for direct VISA or MasterCard orders (in CA call 800-562-1112). The direct order price is $\$ 39.95$ for the IBM version and $\$ 34.95$ for the C64 version. Send a US. check or money order to Electronic Arts Direct Sales. PO. Box 7530 . San Mateo, CA 94403 . Add \$3 for shipping and handing (\$5 Canadian). Please allow $1-2$ weeks for U.S. delivery Coming for the Apple II. IBM is a registered trademark of International Business Machines, Inc. C64 is
 a registered trademark of Commodore Electronics Limited. Software 1987 Ned Lerner.


ELECTRONIC ARTS ${ }^{\oplus}$

# Calendar Maker 

## Make some dates with your Commodore and get 1988 off to a good start.

Let's start off the New Year with a seasonally appropriate application that most Commodore owners can enjoy-a C-64/C-128 calendar program. Calendar Maker employs a perpetual calendar to display and print out any month of any year you choose.
You can use it to create a 1988 cal endar or to look into the future or the past to find out the day of the week of a particular event. Want to know if your birthday will fall on a weekend in the year 2001? Calendar Maker can promptly tell you.
The program can also help you organize your monthly schedule. For each day of the month you can enter up to six memos, each containing a maximum of ten characters. As the calendar is displayed on the screen, any date containing memos appears in reverse video, so you can easily select it to view, edit or delete the memos. All memos appear under the correct date when the calendar is printed.

## Creating a Calendar

Type in and save Listing 1, being careful to include the semicolons in the Print and Print\# statements. They suppress unwanted carriage returns, and if you inadvertently omit one, the ensuing text will appear on the line following where it should be. (Of course, this holds true for any Basic program listing you type into your Commodore.)

To use Calendar Maker, just load and run the Basic program. It will request the month and year of the calendar you want displayed and check to make sure your responses are in the proper range. You must enter the year as a four-digit number-such as 1988.
When the calendar you requested appears, it'll be accompanied by a menu with the following choices:

1. Edit a memo
2. Cancel a memo

3. Print a calendar
4. New calendar
5. Quit

Each time you elect to edit or cancel a memo, Calendar Maker will prompt you to enter the date of that memo and make sure your input is in the correct range. The range is displayed in the prompt. Note that, since 1988 is a leap year, the range for February is 1-29.

If you choose to edit a memo, a block representing the date and containing six numbered lines will appear in reverse video, with any memos you've already input for that date displayed and the cursor poised on line 1. Enter or edit up to ten characters in line 1 , remembering to enclose the text in quotes if it includes a comma or colon. (The quotation marks aren't counted in the ten characters.) When you're done with line 1, press the return key to advance to line 2. If you fail to press return, an error will occur.

You can enter text on each of the six lines, and the lines can constitute separate memos or all be part of one. Should you need fewer than six lines, just press return at each number to advance to the end of the list. When you

[^4]
press return on line 6 , the program will redisplay the lines and ask if they're all right. If you need to make corrections, press N .

Once you press Y, the calendar will appear again with the memo date in reverse video, showing that a memo exists in that spot. Then you can move on to enter or edit memos for other dates or choose a different menu option.
To cancel all the memo lines for a day, select the Cancel option in the main menu.

## Printing a Calendar

When you're ready to print your calendar, turn on your printer and adjust the paper so the print head is one or two lines down from the top. Then select the Print Calendar option from the menu. The print routine is fairly universal, so it'll probably work on your printer.

If you'd like to alter the appearance of the printout, you can make your own substitutions for the CHR\$(221) in line 60 , which creates the vertical lines, or the CHR\$(45) in line 90, which creates the horizontals.
It's also possible to alter the dimensions of the calendar by changing the number of lines printed per inch. If you have a Commodore 1526 or MPS 802 printer, try adding the following line

## BOREDOM KILLERS

## Games that TERMINATE boredom. And hold your attentlon hostage.

Alien fighterships exploding into flaming wreckage. Fire-breathing dragons breathing down your neck. Suicide missions where the bad guy would rather die than give up. It's the kind of action you don't have to wait around for. And you can get it for less than you'd drop on a bad night at the arcade.


Dragon's Lair ${ }^{\text {© }}$
If Singe the dragon doesn't have Dirk for dinner, the Lizard King will. A spellbinding adaptation of the smash hit videodisc arcade game.


Delta Patrol ${ }^{*}$
Blast your way through a strange world of animated aliens, foaming oceans, and solar flares. The future of "shoot-em-ups."


Dan Dare, Pilot of the Future ${ }^{\text {" }}$
Stomach-wrenching tension as you fight your way to the evil Mekon. It's a comic book come to life with arcade action that you control.


Sanxion ${ }^{\text {w }}$
Only courage and a strong thumb will get you to the Darkside: High-speed 3-D action found only in the arcades, until now.

HOW TO ORDER: Visil your retailer or call 800-245-4525 (CALIF 800-562-1112). Suggested retail price for Dan Dare, Sanxion, and Delta is $\$ 19.95$. Dragon's Lair is $\$ 24.95$. Direct orders add $\$ 3$ shipping and handling. Or, send check or money order to: Electronic Arts Direct Sales, PO Box 7530, San Mateo, CA. 94403. Dragon's Lair copyright 1983 Magicom Inc. All rights reserved.


ELECTRONIC ARTS ${ }^{\circ}$

## EASY APPLICATIONS

to the Basic listing to change the line spacing:

## 455 OPEN 5,4,6:PRINT\#5,CHR\$(23): CLOSE 5

This change remains in effect until
your printer is turned off or reset. If you don't have one of these printers, check your manual to see if and how you can make line-spacing modifications.

To erase the calendar in memory and create another, select the New Calendar
option from the main menu. When you are ready to exit the program, choose the Quit option. $\mathbb{R}$

Bob Kodadek is a computer programmer and freelance writer.

## Listing 1. Calendar Maker program. [Note: Checksums are for RUN's new checksum program.]

$1 \varnothing$ REM CALENDAR MAKER :REM*77
$2 \emptyset$ REM BY: BOB KODADEK :REM*116
$3 \emptyset$ REM 3164 SURREY LANE:REM*2 $\varnothing \emptyset$
$4 \emptyset$ REM ASTON, PA $19 \emptyset 14$ :REM*2ø
5ø : :REM*1 $\varnothing 8$
6ø DIM MO\$(12),ND(12),MM(5ø),XM $\$(5 \emptyset, 5): U \$=\operatorname{CHR} \$(221):$ REM*227
$7 \emptyset$ FOR I=1TO12:READ MO\$(I),ND(I ): NEXT
8 $\emptyset$ FOR $\mathrm{I}=\emptyset$ TO6:READ $\mathrm{D} \$: \mathrm{DY} \$=\mathrm{DY} \$+\mathrm{D}$ \$+" $\{2$ SPACEs $\}$ ": PD $\$=$ PD $\$+D \$+"\{$ 3 SPACES\}":NEXT :REM*2ø2
9ø FOR I=øTO9:S\$=S\$+" ":NEXT:FO R $\mathrm{I}=\emptyset \mathrm{TO} 77$ : $\mathrm{H} \$=\mathrm{H} \$+\mathrm{CHR} \$(45): \mathrm{NEX}$ T
: REM*127
$1 \emptyset \emptyset$ US $\$=U \$+S \$:$ PRINT" $\{$ SHFT CLR $\}\{$ 2 CRSR DNs)RUN - CALENDAR M AKER": PRINT:GOSUB 59ø:REM* $\emptyset$
11 GOSUB $69 \emptyset:$ REM 2 2 $\varnothing 8$
$12 \emptyset$ GOSUB $33 \emptyset: K=\operatorname{VAL}(A \$): I F K<1$ OR K>5 THEN $12 \emptyset \quad$ :REM*2 $\varnothing_{4}$
$13 \emptyset$ IF K=4 THEN PRINT" $\{$ SHFT CLR fONE MOMENT...": RUN:REM*1 $\emptyset 3$
$14 \emptyset$ IF $\mathrm{K}=5$ THEN END :REM*2ø8
$15 \emptyset$ ON K GOSUB $18 \emptyset, 38 \emptyset, 43 \emptyset$ : GOTO 11 :REM*228
$16 \emptyset:$ :REM*218
$17 \emptyset$ REM ----- EDIT MEMOS -.--:REM*6 $\emptyset$
$18 \emptyset$ GOSUB $3 \emptyset \emptyset:$ REM*245
$19 \emptyset$ PRINT" $\{$ SHFT CLR \} $\{2$ CRSR DNs \}MEMOS FOR "MO\$(MO)DT
:REM*86
$2 \emptyset \emptyset \operatorname{PRINT}{ }^{\prime \prime}($ CRSR DN $)(3$ SPACEs $)>-$ ---------- $(2$ SPACEs) $1 \emptyset$ CHAR ACTERS EACH":GOSUB 27ø
:REM*116
$21 \emptyset$ PRINT" $\{7$ CRSR UPs $\}$ ":FOR $I=\emptyset$ TO5:INPUT" $\{2$ CRSR RTs\}"; $\mathrm{X} \$:$ $\mathrm{X} \$=\operatorname{LEFT} \$(\mathrm{X} \$ 1 \emptyset) \quad:$ REM*122
$22 \emptyset$ IF LEN $(\mathrm{X} \$)<1 \emptyset$ THEN $\mathrm{X} \$=\mathrm{X} \$+\mathrm{C}$ HR\$(32):GOTO 22ø :REM*157
$23 \emptyset \mathrm{XM} \$(\mathrm{DT}+\mathrm{J}, \mathrm{I})=\mathrm{X} \$$ : NEXT: PRINT
:REM*5
24ø GOSUB 27ø:PRINT" $\{$ CRSR DN $\}$ IS THIS CORRECT? (Y OR N)"
:REM*19
$25 \emptyset$ GOSUB $33 \emptyset:$ IF A\$ <> " Y " THEN 19ø
$26 \emptyset$ RETURN
:REM*21 $\emptyset$
:REM*147
27 $\varnothing$ FOR $I=\emptyset$ TO5: IF $\mathrm{XM} \$(\mathrm{DT}+\mathrm{J}, \mathrm{I})="$ " THEN XM\$(DT $+J, I)=S \$$
:REM*163
$28 \emptyset$ PRINT $I+1 \operatorname{SPC}(1) \operatorname{CHR} \$(18) \mathrm{X}$ M $\$(D T+J, I):$ NEXT: RETURN : REM*1øø
29ø: :REM*93
$3 \emptyset \emptyset$ PRINT"ENTER MEMO DATE $(2$ SPA

CEs)1 -"ND(MO): INPUT DT :REM*16
$31 \varnothing$ IF DT <1 OR DT $>N D(M O)$ THEN PRINT" $\{3$ CRSR UPs\}":GOTO 3 ø $\quad$ :REM*182
32ø MM(DT) $=1:$ RETURN :REM*81
330: :REM*133 34@ A $\$="$ ": GET A\$:IF A $\$="$ " THEN $33 \emptyset$ :REM*94
35 RETURN :REM*237
36 : :REM*163
37ø REM ------ CANCEL MEMO ---
:REM*85
$38 \emptyset$ GOSUB $3 \emptyset \emptyset: M M(D T)=\varnothing:$ FOR $I=\emptyset T$ $05 \quad$ :REM*69
39ø XM $\$(D T+J, I)=$ S $\$:$ NEXT: REM* $2 \emptyset 9$
4ø RETURN :REM*28
$41 \varnothing$ : :REM*213
$42 \emptyset$ REM ------ PRINT CALENDAR -
----- :REM*127
43ø PRINT" ${ }^{\prime}$ SHFT CLR\} $\{3$ CRSR DNs \} TURN ON PRINTER": PRINT" $\{\mathrm{C}$ RSR DN)READY? (Y OR N)"
:REM*194
$44 \emptyset$ GOSUB $33 \emptyset:$ IF A\$ $\langle>$ " Y " THEN RETURN :REM*1 $\varnothing 1$
45 $\emptyset$ CLOSE 4:OPEN 4,4:C= $\varnothing: \mathrm{C} 1=1: \mathrm{N}$ $=\varnothing$
:REM*117
46ø L=LEN(MO $\$($ MO) ) $/ 2:$ PRINT\# 4, CH R\$(14) SPC(16-L) MO\$(MO)" " YR
:REM*22
47ø PRINT\#4,CHR\$(13) CHR\$(13) C HR\$(14)LEFT\$(PD\$,39): PRINT\# 4,CHR\$(15): PRINTH4,H\$
:REM*166
$48 \emptyset$ FOR $I=1$ TOY:FOR $T=\emptyset T O 6: C=C+1$
:REM*19
$49 \emptyset$ IF $C=<J$ OR $N=>N D(M O)$ THEN $P$ RINT\#4,US\$;:GOTO 52ø:REM*88
$5 \emptyset \emptyset \mathrm{~N}=\mathrm{N}+1: \mathrm{N} \$=" \quad "+\mathrm{MID} \$(\operatorname{STR} \$(\mathrm{~N}), 2$ ) :REM*145
51ø PRINT\#4,LEFT\$(US\$,7)CHR\$(14 )RIGHT\$(N\$,2)CHR\$(15);
:REM*248
$52 \emptyset$ NEXT T:PRINT\#4,U\$ :REM*18 $\varnothing$
$53 \emptyset$ FOR $\mathrm{T} 1=\emptyset \mathrm{TO} 5: \mathrm{FOR}$ T2=øTO6 :REM*173
$54 \emptyset$ IF $\mathrm{XM} \$(\mathrm{C} 1+\mathrm{T} 2, \mathrm{~T} 1)="$ "THEN PRI NT\#4,US\$;:GOTO56 : REM*7
55 PRINT\#4, U\$+XM\$(C1+T2,T1); :REM*46
56ø NEXT T2:PRINT\#4, U\$:NEXT T1: $\mathrm{C} 1=\mathrm{C} 1+7$ : PRINT\#4, $\mathrm{H} \$$ :REM*9 57ø NEXT I:PRINT\#4:CLOSE 4:RETU RN $\quad$ :REM*68 58ø : :REM*124
$59 \emptyset$ REM ------ GREGORIAN DATE ------ :REM*43
$6 \emptyset$ INPUT"ENTER MONTH (1-12)";M O:IF MO < 1 OR MO>12 THEN PR INT" $\{2$ CRSR UPs $\}$ ": GOTO6 $\emptyset \emptyset$
:REM*194
$61 \emptyset$ INPUT"ENTER $\{2$ SPACES \} YEAR ( YYYY)";YR:IF YR <1583 THEN PRINT" ${ }^{2}$ CRSR UPs $\}$ ": GOTO61ø :REM*147
$62 \emptyset Q=Y R+(M O<3): J=I N T(275 * M O / 9)$ $-\mathrm{INT}((7 * \mathrm{Q}+7) / 4)+367 * \mathrm{YR}+1-\mathrm{IN}$ $\mathrm{T}((\operatorname{INT}(Q / 1 \emptyset \emptyset)+1) * 3 / 4)$
:REM*189
$63 \emptyset \mathrm{~J}=\mathrm{J}-4-7 * \operatorname{INT}((\mathrm{~J}-4) / 7): \mathrm{X}=(\mathrm{ND}($ MO) +J$) / 7: \mathrm{Y}=\mathrm{INT}(\mathrm{X}):$ IF $\mathrm{X}>\mathrm{Y}$ TH EN $\mathrm{Y}=\mathrm{Y}+1$
:REM*62
$64 \emptyset \operatorname{IF}(\mathrm{YR} / 1 \emptyset \emptyset)-\mathrm{INT}(\mathrm{YR} / 1 \emptyset \emptyset)=\emptyset$ AN
 HEN RETURN :REM*19
$65 \emptyset \operatorname{IF}(\mathrm{YR} / 4)-\mathrm{INT}(\mathrm{YR} / 4)=\emptyset$ AND M $0=2$ THEN ND $(M O)=29$ :REM*134 $66 \emptyset$ RETURN
:REM*33
67ø:
:REM*218
$68 \emptyset$ REM ----- PRINT SCREEN ---:REM*167
69ø L=LEN(MO \$(MO) )/2: PRINT" (SHF T CLR)"SPC(16-L) MO\$(MO)" " YR
:REM*2ø7
$7 \emptyset \emptyset$ PRINT: PRINT SPC(3) DY\$:PRIN $T: C=\emptyset: N=\emptyset \quad:$ REM*4 1
$71 \emptyset$ FOR I=1TOY:FOR $T=1$ TO7:C=C+1 : IF $\mathrm{C}=<\mathrm{J}$ THEN PRINT $\operatorname{SPC}(5)$ : GOTO 75ø :REM*2
72 $\varnothing$ IF $\mathrm{N} \Rightarrow \mathrm{ND}(\mathrm{MO})$ THEN $75 \emptyset$
:REM*192
$73 \emptyset \mathrm{~N}=\mathrm{N}+1: \mathrm{N} \$=" \quad$ " $+\mathrm{MID} \$(\operatorname{STR} \$(\mathrm{~N}), 2$ ): IF MM(N) THEN PRINT CHR\$( 18);
:REM*176
$74 \emptyset$ PRINT SPC(3) RIGHT\$(N\$,2) C HR\$(146); :REM*147
75Ø NEXT T:PRINT:PRINT:NEXT I
:REM*13
$76 \emptyset$ PRINT"1. EDIT A MEMO":PRINT "2. CANCEL MEMO": PRINT"3. P RINT CALENDAR" :REM*88
$77 \emptyset$ PRINT" 4 . NEW CALENDAR": PRIN T"5. QUIT" :REM*116
$78 \emptyset \operatorname{PRINT} "\{C R S R$ DN\}SELECT (1-5) ":RETURN :REM*1ø
79ø : :REM*83
$8 \emptyset \emptyset$ DATA JANUARY, 31 ,FEBRUARY, 28 ,MARCH, 31, APRIL, $3 \emptyset$, MAY, 31 , J UNE, $3 \emptyset$, JULY, 31 : REM*217
81 $\emptyset$ DATA AUGUST, 31, SEPTEMBER, $3 \emptyset$ , OCTOBER, 31 , NOVEMBER, $3 \emptyset$, DEC EMBER, 31 :REM*93
$82 \emptyset$ DATA SUN,MON,TUE, WED,THU,FR I, SAT
:REM*48


# Advice on using printers and the 1581 disk drive with GEOS highlights this month's column. 

## By MATTHEW STERN

THE GEOWATCH MAILBAG has been overflowing, with most of the questions concerning hardware, especially printer, compatibility. Answering is difficult, because of the variety of printers available, all of which work somewhat differently. However, I do have some general suggestions.

First, use printers and interfaces that have been proven compatible by Berkeley Softworks, the developer of GEOS. You'll find a list in your GEOS User's Guide and in last August's geoWatch.

Second, make sure your interface is set correctly. Printer interfaces are normally configured with DIP switches. For my Epson RX-80, I turn the automatic linefeed off and Transparent mode on, and I set the device number to 4 .

Finally, use the correct printer driver. There are now three sets of printer drivers for GEOS: the original set that comes with the boot disk, an enhanced set that comes with Writer's Workshop and a special set for the geoPrinter Cable. If you're using Writer's Workshop and some of the newer GEOS applications, you need the new drivers; the original ones on the boot disk won't work. If you're using the geoPrint Cable, use a driver with a filename ending in (GC). Copy the driver so it's the first file on the boot disk, and it'll be selected automatically when you start GEOS.

Now, for some questions:

0
I'd appreciate answers to the following questions relating to GEOS: 1. Besides using the space bar (which is slow), is there any way to position the cursor beyond the last character in a line, for purposes like placing the return address in the upper-right portion of a letter. Also, is there a quick way to set the cursor? 2. When bringing a graphic into a geoWrite file, I've noticed that it's always centered horizontally and that only one graphic can be placed on the line. Can I change its position, and is it possible to locate more than one graphic on a line?

-S. E. Fellerman<br>Kensington, MD

To move the cursor within a line of existing text, you can either
move the pointer to the desired location and click, or, with geoWrite version 1.3 or later, use the cursor keys. Pressing control/I moves the cursor beyond the last character to the next tab stop. GeoWrite positions a pasted-in photo scrap between the margins, and, by moving the margins, you also move the graphic. If you want a graphic to be flush left, move the right-margin icon to the left until the graphic is in the correct position. Changing the margins reformats all the text below the ruler. Writer's Workshop lets you use various margin settings in your document. With geoWrite 1.2 and 1.3 , you have to use the same settings throughout.
With geoWrite, you can have only one photo scrap in a line. However, you can have a second picture or some text alongside a graphic if it's in the same geoPaint file and included as part of the photo scrap. For laser-printed quality, use the overlay feature in the Writer's Workshop geoLaser program.

I just updated my system from a C-64/ 1541 combination to the C-128/1581, and I noticed rather quickly that it's impossible, using any copy program, to transfer the GEOS boot disk over to the micro-floppies. Not only that, even the latest GEOS update (from the mouse package) doesn't let me take advantage of two disk drives. I hope you can answer the following questions concerning these problems: 1. Is any form of GEOS compatible with the 1581 drive? 2. If I update my boot disk to 128 mode, will it work on a 1541 drive, or must I change over to a 1571 ? 3. Is GEOS going to be made available on micro-floppies?

## -JOSEPH C. HAMPTON, JR. Jersey City, NJ

AThe GEOS 128 with deskTop 1.4 is the only version that supports the 1581 drive. With GEOS 128, you get two $51 / 4$-inch boot disks that run on the 1541 or 1571 . There's no $31 / 2$-inch boot disk available now, and Berkeley hasn't announced any plans to offer one.

In the meantime, you can use your 1581 as a second disk drive with GEOS.

Set your 1541 or 1571 as device 8 (which will appear as drive A on the deskTop) and your 1581 as device 9 (drive B). Boot with the original GEOS disk in the $51 / 4$ inch drive, and use the 128 Config. ure program on the original disk to check and save your disk drive config. uration. As formatted by GEOS, $31 / 2$-inch disks can store up to 790 K , which provides plenty of space for files, fonts and applications.

You need to be aware of a few things as you use $31 / 2$-inch disks with GEOS. First, it doesn't support partitions. If you partition a $31 / 2$-inch disk with Basic, it won't convert properly to GEOS format. Second, you can't copy a $51 / 4$-inch disk directly to a $31 / 2$-inch disk. Instead, you must copy files individually by drag. ging them to the disk icon. (You don't have to swap disks while doing this, which is the beauty of having two drives.)

Use a good quality double-sided, dou-ble-density $31 / 2$-inch disk. (I prefer Sony MFD-2DDs.) They may cost more than single-sided disks, but I find them more reliable.

The 1581 drive is considerably faster than the 1541 and 1571. In spite of some limitations, its speed and storage capabilities make it an excellent enhancement for GEOS.

Thanks to all of you who've taken the trouble to write; I appreciate your questions and comments. In next month's column, I'll take a look at the latest third-party GEOS software and hardware. Keep watching!

The monthly geoWatch column addresses the needs of RUN readers who use GEOS, Berkeley Softworks' alternative operating system for the C. 64 and C-128. Your questions and comments are welcome. Send them to:

## Matthew Stern

geoWatch
RUN Magazine
80 Elm St.
Peterborough, NH 03458
You can also contact Matthew Stern on QuantumLink. His online name is Matt S3.

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speed, built in DOS wedge, sector editor, and a token disk coplert Definitely something to write home about.


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# Telecomputing Workshop 

## This month: interfacing a C-64 and a Macintosh through a modem, uploading difficulties with Xmodem, and more.

By DAVID BRADLEY

HAPPY NEW YEAR, EVERYONE! As we enter 1988, one of my fondest wishes is that the FCC doesn't decide to make online systems like QuantumLink and PeopleLink too expensive to be used by we the people.

I've received many letters relating to my answer in last September's issue to Jake Stack, who was having trouble getting his VicModem 1600 to work.
Jim Stevens from Sanford, North Carolina, reports that if you have a "newer" phone system and you follow the instructions in the modem manual (disconnect the cord from the handset and plug it into the modem after you hear a carrier), you'll never get onto a BBS, because the phone system will hang up as soon as you disconnect the cord.
Marvin Forman of Jackson, Michigan, thinks the 1600 may not work with electronic phones.
John Riederer of Streamwood, Illinois, suggests that Jake run an experiment by pretending a friend's phone is a BBS. When the friend answers, Jake can disconnect his handset as if he were calling a BBS, then plug it back in as if the handset were the modem. If he hears a dial tone, that's because when the caller disconnects, even for an instant, the phone hangs up.
John continues, "I realize that some modems are cheaper, but remember, you get what you pay for. I used to own a VicModem, but now I have the Volks 6480 . However, I'm not happy with that, either, because it's not compatible with any software (to my knowledge) other than the software packed with it. I hear that Anchor has a new program for it. I wish they'd given us that one in the first place!"

In response to John's letter, there are more and more programs available all the time for the Volks 6480/Aprotek 12C. I'm now aware of four or five public domain and shareware programs that work with it. Of course, I know of 30 or more that work with the Commodore 1650 and at least 25 that work with the 1670 .

Now for this month's questions and answers:


I was just reading your article "Plug into Telecommunications" in last September's issue of RUN, in which you stated that the Volks 6480 isn't easy to use. Boy, are you wrong! My Volks came with Commterm 64, and it holds up to 30 BBS phone numbers. I use it to talk to friends and BBSs with no problem at all.
-Marvin Auerbach
New York, NY
I'm glad you're enjoying your modem and telecomputing, but many people have had a lot of trouble with the Volks 6480/Aprotek 12C when they've tried to use other software with it. As I've said before, it is a fine modem; it just doesn't work like any others, so you're limited when it comes to software.

I own a C-64 and a MasterModem, which is a 1101300-baud unit from Video 7. I'm ready to dive into the 1200 baud craze, but I'm not ready to spend the money on a new modem. I know I can run my computer at 1200 baud via programming, and I'm not worried about the software for the modem, because I can write my own. I can also do circuitry work, as I've built my oum memory expanders before. Is it feasible to disassemble the housing on my modem (at
my risk of course) and change the circuitry to operate at 1200 baud?
-Earl Buckelaw
Sioux Falls, SD

AI think you'll find there's more to making your modem operate at 1200 baud than making slight changes in the circuitry. The company that manufactures the Pocket Modem (a Commodore 1650 clone) offers an upgrade service for their 300 -baud model to $300 /$ 1200 -baud. From what I've heard, the operation involves removing one chip and replacing it with an entirely different circuit board that plugs into the empty socket. They may be able to offer some help or guidance with your project. Contact Bot Engineering, 7393 Twiss Rd., Campbellville, Ontario, Canada LOP 1B0; 416-876-4301.

I'm not saying that what you want to do can or cannot be done; just about anything is possible. However, you may find that the parts and time involved in converting your modem may make the project more expensive than picking up another unit like the 1670 , which now sells in a lot of places for less than $\$ 150$.

CI'd like to get into telecommunications and join Q-Link, but I live in a small town and the nearest Q-Link outlet is 50 miles away. The long-distance phone bills would be much more than I could afford. Does Q-Link have a toll-free log-on number for all of us who don't live near a large city, or do they plan on providing this service? I think if they did, they'd attract many more patrons.
-ANDY SWENSON Whitehall, WI

A Q-Link has a voice 800 number for users with questions, but they don't have an 800 log.on number. If they did, they'd have to pay the long. distance phone bills, and then they'd have to turn around and charge a lot more for access via the 800 number. That would probably cost you just as much as, if not more than, the present system.
I suggest that, if you want to get into

## TELECOMPUTING WORKSHOP

telecommunications, you get a modem and use a local bulletin board system. You can get a lot out of a free BBS.

If there isn't a BBS in your area but you have a friend in that large city, perhaps you could occasionally take your computer and modem to visit him or her for a day.

0I have a C. 64 and am planning to get an Apple Macintosh, too. When I have both machines, I'd like to interface them through a modem. Will that be possible, and if so, will I be able to transmit at 2400 baud? Also, my father works for a company that makes modems for the Macintosh and the IBM•PC. Would one of those work with my Commodore?
-Mark Zeller
DUNSTABLE, MA

AInterfacing the C-64 and the Macintosh by modem should be possible, but you will need an RS-232 interface for both machines. The Macintosh comes with an RS-422 interface, which is just a souped-up version of the RS-232. You can get an RS-232 interface for your C-64 from Aprotek (1071-A Avenida Acaso, Camarillo, CA 93010; 805.987-2454) or Omnitronix ( 760 Harrison St., Seattle, WA 98109; 206-624. 4985). You could also build one following the instructions in the November 1987 issue of The Transactor (501 Alden Rd., PO Box 3250, Markham Industrial Park, Markham, Ontario, Canada L3R 9Z9).

Another alternative would be to buy a Commodore-specific modem, like the Commodore 1670 or the TCM-1200H (a Hayes clone with a Commodoreready interface from Trans Com, Inc., 703.13 Annoreno Drive, Addison, IL $60101 ; 312-543-9055$ ) and an interface for connecting it to any computer with an RS-232 port. Write to LRA Enterprises ( 35615 Ave. D, Yucaipa, CA 92399) for more information about this RS-232-to-Commodore interface. You should choose a modem that will go directly to the computer you'll use most for telecommunicating.

If the company your father works for makes modems with an RS- 232 port, they should have one that you can use with your computers. Internal modems, which plug into a slot inside the computer, might not work, but from what I've seen, most companies make both internal and external units.

I'd suggest you get a 2400 -baud modem, if your particular C-64 can communicate that fast and you can afford it. The Macintosh can handle that
speed, and, while 2400 baud isn't used extensively in the home market now, it's becoming more and more popular all the time. Even if you get a modem that supports 2400 baud but can't use it right away, you'll be ready when every. body else moves up to that speed.

QI own a C.128, a 1571 disk drive and a 1670 modem. I can call local BBSs with no problem, but I can't upload files to them. When I use the Xmodem protocol and try uploading, my modem stops about half. way through the file.
The read channel to the 1571 stays open (green light on, no flashing), the DIP switches on the back of my 1670 are set correctly, and I establish Xmodem with each BBS before I send. I've tried to upload to several BBSs running on various machines (IBM, Commodore and TRS-80), but the transfer stops half-way through the file every time. The SYSOPs say there's nothing wrong at their end.

What might be wrong with my 1670, and how might I fix it? The 1670 manual is no help.
-Greg Giles
Tyler, TX

AI could answer your question better if you'd given me more information, such as the name of the terminal program you're using, but I'll do my best. Before you blame your modem, try a different terminal program. If you're using Common Sense (the program Commodore sends with the 1670), you might switch to a public domain program such as Third Term or MultiTerm. Both are popular, and you should be able to find them in the TPUG section of Q-Link, from your local user's group or perhaps on a local BBS. To be quite honest, I'm not a big fan of Common Sense. I think Commodore could have provided a more friendly program and should have done a better job on the manual.
You could also try repeating exactly what you have been doing, but on a different C-128 system. The chances of this being a hardware problem are slim, but it's best to explore every avenue.

Another thing you didn't mention was the sort of file you were trying to send and whether it's always the same file that stops in the middle of the transfer. If it is, try another file on a different disk.

0
I have a C.64, a 1541, an Epson FX. 80 printer, a Magnavox 80 monochrome monitor, a Cardco G-Wiz interface and the PaperClip word processor. I've seen

80-column boards advertised and am wondering if they work well. Also, could you recommend an 80 -column adapter, and is there an 80-column word processor that would work with the adapter? I use my computer primarily for word processing and telecomputing.
-JERRY SMITH
WAGONER, OK

ABatteries Included, the developer of PaperClip, at one time made an 80 -column adapter for the C-64 called the BI-80. It came with Basic 4.0 and looked fantastic in monochrome. I have one of these interfaces and use it all the time.

Check your original PaperClip disk to see if there's a file called PCLIP64. E-SC-80, or something similar, on it. This is an $80 \cdot$ column version of PaperClip, and it and the BI-80 were made for each other.

Batteries Included has been bought out by Electronic Arts (1820 Gateway Drive, San Mateo, CA 94404; 415-571. 7171). Contact EA for more information or for the 80 column version of PaperClip, if it isn't on your disk.

I doubt they'll have a BI-80, though. To find one, you'll probably have to check the used market or poke around on the dusty shelves of your local Commodore dealer (if you have one).

If you can't find the adapter, you can also achieve 80 columns with a C-128 and PaperClip II (the special PaperClip for 128 mode). In fact, depending on how much you have to pay for a BI-80, you might be better off with the C-128. The BI-80 used to cost $\$ 200$, and if you still have to pay anything like that, you can have a C-128 with all its capabilities for just a bit more.

Also, the BI-80 draws quite a bit of electricity, and if you have a lot of other devices connected to your C-64, it might zap the computer's power supply. If you do get the adapter, you may be able to plug an external power supply into it directly. Later BI-80s included this feature.

We invite you to submit your telecommuni. cations tragedies, triumphs and thoughts to:

David Bradley<br>Telecomputing Workshop<br>RUN Magazine<br>80 Elm St.<br>Peterborough, NH 03458

David Bradley can be contacted on Quan. tum Link and PeopleLink as DavBradley, on Delphi as DavidBradley and on his own BBS as SYSOP. His BBS number is 813.377.5941, and it operates at 300 and 1200 baud.


# RUN’s Checksum Program 

By BOB KODADEK

RUN'S ORIGINAL PERFECT TYPIST programs have been valuable aids, but they're not as perfect as one would like. To improve the situation, we're introducing a new entry program, RUN's Checksum which all programs listed in RUN will use beginning with this issue. The most noticeable difference between our new program and the Perfect Typist is that RUN's Checksum serves for both the C- 64 and the C-128.

A less obvious difference is that RUN's Checksum uses an algorithm that ensures that every byte of data entered has a unique value, depending on its position in the line. As with Perfect Typist, all you need to do is compare the checksum that appears with the value presented as REM*\#\#\# at the end of each line in the program listing.

## How To Use RUN's Checksum

Type in RUN's Checksum in either 64 or 128 mode and save it to disk before running. When you're ready to type in a program from $R U N$, first load and run RUN's Checksum. It will automatically detect which computer it's running on, make the necessary adjustments and display either the 64 or 128 version on the screen. At this point, you'll also see a SYS number that displays the starting address for activating the checksum. Always use this SYS number to toggle the Checksum on and off.
Pressing the run-stop and restore keys will not disable this utility. In order to turn off RUN's Checksum, enter the SYS command and press the return key. Entering this SYS command again will re-activate the checksum. Be certain to disable RUN's Checksum before attempting to run another program from Basic.

## Similarities and Differences

RUN's Checksum retains the features of Perfect Typist and functions in exactly the same way, except that it produces different checksum numbers. Therefore, you cannot use RUN's Checksum to type in listings from any $R U N$ issues prior to this one. On the other hand, all listings starting with the January 1988 issue cannot be
entered with either the 64 or the 128 Perfect Typist.
Keep the following in mind when you're entering listings: Basic keywords can be abbreviated; spaces affect the checksum only if they appear within quotes; and the order of characters will affect the checksum value. After entering a Basic line and pressing the return key, a one, two- or three-digit number from 0 to 255 appears in the left-hand margin directly below the line you entered.
If the number matches the checksum value in the program listing, the line is correct, and you may continue. You enter the next line by typing it in directly over the previous line's checksum value. If the number that appears doesn't match the listing's checksum value, then proofread the line, comparing it with the magazine listing. Then move the cursor back up to the line and make your corrections. After you press return, the correct checksum value should appear. Continue entering the listing in this manner until all the program lines have been entered, and then deactivate $R U N$ 's Checksum, using the SYS number. Save the finished program.

## LIMITATIONS

While our new checksum utility can find any entry errors, it won't detect an omitted line. If all the checksums match and the program still won't run, look carefully to see that you've entered every line from the listing. Another problem that may occur is a conflict with another resident program, such as the DOS Wedge.

Also, before you attempt to run a new program for the first time, it's good practice to remove any resident programs and cartridges. This can be done by turning the computer off and then on again or by performing a system reset. On the 128 , press the reset button on the right-hand side of the computer. 64 users can enter SYS 64738 and press the return key. But, before doing this, make sure you've saved a copy of the new program. $\mathbb{R}$

Bob Kodadek has authored many RUN programs, including the highly popular 64 Notepad.

## Listing 1. RUN's Checksum program.

$1 \emptyset$ REM RUN'S CHECKSUM 64/128 - WRITTEN BY BOB KODADEK
$2 \emptyset \mathrm{MO}=128: \mathrm{SA}=3328: \mathrm{IF} \operatorname{PEEK}(4 \emptyset 96 \emptyset) \mathrm{THEN} \mathrm{MO}=64$ : $\mathrm{SA}=49152$
$3 \emptyset$ FOR $I=\emptyset$ TO1 $4 \emptyset:$ READ $B: C K=C K+B: P O K E ~ S A+I, B$ : NEXT
$4 \emptyset$ IF CK<>16951 THENPRINT"DATA ERROR!": END
5ø PRINTCHR (147)STR\$(MO)" RUN CHECKSUM": PRINT
$6 \emptyset$ PRINT"TO TOGGLE ON OR OFF, SYS"SA:IF MO $=128$ THEN $9 \emptyset$
$7 \emptyset$ POKESA $+13,124:$ POKESA $+15,165:$ POKESA $+25,1$ 24: POKESA $+26,165$
$8 \emptyset$ POKESA $+39,2 \emptyset:$ POKESA $+41,21:$ POKESA $+123,2 \emptyset$ 5: POKESA $+124,189$

```
9\emptyset POKESA+4,INT(SA/256):SYS SA:NEW
1\emptyset\emptyset DATA 12\emptyset,162,24,16\emptyset,13,173,4,3,2\emptyset1,24,
        2\emptyset8,4,162,13,16\emptyset,67,142,4,3,14\emptyset
11\emptyset DATA 5, 3,88,96,32,13,67,152,72,169,\emptyset,1
    41,\emptyset,255,133,176,133,18\emptyset,166,22
12\emptyset DATA 164,23,134,167,132,168,17\emptyset,189,\emptyset,
    2,24\emptyset,58,2\emptyset1,48,144,7,2\emptyset1,58,176
13\emptyset DATA 3,232,2\emptyset8,24\emptyset,189,\emptyset,2,24\emptyset,42,2\emptyset1,
    32,2\emptyset8,4,164,18\emptyset,24\emptyset,31,2\emptyset1,34
14\emptyset DATA 2\emptyset8,6,165,18\emptyset,73,1,133,18\emptyset,23\emptyset,17
    6,164,176,165,167,24,125,\emptyset,2,133
15\emptyset DATA 167,165,168,1\emptyset5,\emptyset,133,168,136,2\emptyset8
        ,239,232,2\emptyset8,2\emptyset9,169,42,32,21\emptyset
16\emptyset DATA 255,165,167,69,168,17\emptyset,169,\emptyset,32,5
    \emptyset,142,169,32,32,21\emptyset,255,32,21\emptyset
17\emptyset DATA 255,169,13,32,21\emptyset,255,1\emptyset4,168,96■
```

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# Commodore Clinic 

# Is there an expansion cartridge for GEOS 128? Where can you get the discontinued Super Expander graphics cartridge for your C-64? RUN's new Clinic columnist has the answers. 

By LOU WALLACE

## SOFTWARE



Will the new 1581 drive work with a fast-load cartridge on my C-64?
-Michael DiPaOLA
Westwood, NJ

ANot at this time. Fast-loaders (software or hardware) make extensive use of the ROM routines built into the 1541 and 1571 drives. That's why some of the so-called "compatible" disk drives don't work properly with all software. The 1581 has a new ROM, very different from the 1541 and 1571, and uses a different disk format, so it's incompatible with the current fast-load packages. However, if enough 1581s are sold, companies like Epyx or Access Software (who produce fast-load cartridges for the 1541) will very likely make one for the 1581 .

Q
I've looked far and wide for a copy of the Super Expander graphics cartridge for my C.64, without any luck. Do you know where I can get one?

> -Ken Green Gainesville, FL

AThe Super Expander cartridge, which gave the C-64 a set of excellent bit-map and sprite graphics commands, is no longer produced by Commodore. However, on the day your letter arrived, another letter came from Malcolm Kroeber, a Super Expander enthusiast, who reports that the Super Expander is available from Tenex Computer Express (PO Box 6578, South Bend, IN 46660; 800-348-2778) for only $\$ 7.95$ ! I called the mail order firm and was told they do indeed have the Super Expander for $\$ 7.95$ and have plenty in stock.


I just began using RUN Script 128, version 2.56, from your Productivity Pak III. I followed the sequence for saving a file to disk (i.e., I pressed F1, followed by s for save). When the Filename prompt ap-
peared, I entered "LETTER" with the doublequotation marks. Now the filename appears on my disk directory as ""LETTER. Note the twin set of quotes in front of the filename. Needless to say, I can't load the file. Help!
-Bob Carroll
Theodore, AL

AHaving made the same mistake myself, I know it's very easy to fix, regardless of the version of RUN Script you use. Boot RUN Script, press F1, followed by an 1 to load the file. When prompted for the filename, enter ?LETTER, and the file will load perfectly. Scratch the old file with ?LETTER for the filename, and resave the new one.

## HARDWARE

(4)My disk drive is failing the 1541 Demo Disk performance test. I can load from the drive, but I can't save anything. The drive passes the Demo Disk's mechanical test, but when I load a program, the computer sometimes locks up, and, worst of all, it keeps corrupting my disks. What's happening?
-Ronald Fortune San Leandro, CA

AStop using your disk drive! You'll just corrupt more of your disks. It sounds like your drive's out of alignment and may even be suffering from chip failure. Take it to your local Commodore service center immediately. There's one called PET VET that's about five miles from you, at 4043 Rhoda Ave., in Oakland; their phone number is $415 \cdot 530-8119$.

Does it matter which serial port of my 1541 I connect my 64 to?
-Jason Oehrli
Highland, CA

AYou can use either port. The reason there are two serial ports is to "daisy chain" a printer or multiple disk drives.

OWhen the C-128 came out over a year ago, I thought that besides being able to use my C-64 games and programs on it, I could also take advantage of its 80 columns for word processing and its superior graphics to play better games. I'm having no problems using my 128 word processor, but I a m having trouble with games.
For example, while the 64 mode may be compatible with C- 64 programs, the 1571 disk drive, apparently, is not. Many of my games do not work on the 128 in 64 mode when I use them with the 1571.

Since almost all computer outlet stores won't take back a program package that's been opened, it seems to me that it is up to the software manufacturers to alert the consumer to any quirks.
-ScOTT ANGSTREICH
Cherry Hill, NJ

AThe problem you're having with software loading is related to the problem with returning it to a store once it's been opened-software piracy. In an effort to stop the wanton copying of software (particularly games), manufacturers resort to various copyprotection schemes. Many of these techniques utilize specific areas of memory or specific routines within the 1541 . If everything isn't just perfect (such as a printer not connected or a cartridge not plugged in or there's a full moon), the program won't load. Even if the drive is slightly out of alignment, it might not load. So you shouldn't be surprised that some software won't work on the 128 in 64 mode when you use a 1571.
However, there are a couple of tricks you can try to get your 1571 to load 1541 -formatted programs. Sometimes the 1571 is still in 1571 mode, which might be the case, for example, if you started out in 128 mode and typed in GO 64. The drive may not have been set to 1541 mode when you entered GO 64. If that's the case, type in

## OPEN 15,8,15,"U0>M0":CLOSE15

to reset the disk drive to single-sided, 1541 mode.
Another trick is to hold down the Commodore key when you power up

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or reset the computer. That will take you directly to C-64 and 1541 modes.

If you're still experiencing problems, there may be subtle differences between the 1541 and 1571 ROMs. Take the 1571 ROM to a Commodore service center for upgrading. There will be a charge, however, since it is not a free upgrade.

Q
I just bought the new GEOS 128, and already I'm tired of loading and reloading it. I've looked in vain for an expan. sion cartridge to hold GEOS in both 64 and 128 modes. Is there such a cartridge?
-Bill Slaughter Arlington, TX

AYes. It's Commodore's 1750 512K RAM expansion cartridge. The 1750 works with GEOS 64 (on a 128 in 64 mode) and with GEOS 128 in 128 mode. You can use the cartridge as a 350K RAM disk with GEOS 128 or as a 174K RAM disk with GEOS 64. They make using GEOS much faster and much more productive. Just be sure you save the contents of the RAM disk files to a real disk drive before you turn off the computer, otherwise they'll be lost.


When I insert a program disk into my 1541 disk drive and turn the computer on in 128 mode, the drive light blinks a couple of times and the drive head bangs. What causes this and how can I cure it?
-Gene Ulat Corpus Christi, TX

AWhat you are observing is the 1541 trying to autoboot a program. I spoke with the experts at Commodore about your problem, and they suggest you turn on your 128 before turning on the 1541. Then the computer, realizing that no disk drive is available, will stop trying to autoboot and instead will give you the Ready prompt. You can then turn on the disk drive without head banging or light flashing. Of course, if you do want a disk to autoboot, turn on the drive first, insert the disk and then turn on the C-128.

QI have two questions. First, I've seen C. 64 software available for SAT prep. aration. Is there any company that offers $C$ -64-compatible software for preparing for the GRE (Graduate Record Examination)? Second, I'm thinking about getting the Educator 64 for classroom use. However, the ads don't specify what, if any, form of storage device it comes with or uses. Since it appears to be a $C$ 64 in a CBM PET case, I was wondering if
it uses a 1541 serial drive, as the C. 64 does, or a 2031-style IEEE drive, like the PET?
-JACK DAVIDSON Wabash, IN

A
I checked with Beth Jala, RUN's Review Editor about GRE preparation software, but she wasn't aware of any for the C-64 or C-128. As for the Educator 64, it's a C-64 in an old style PET case, but it still uses standard 1541 disk drives. Unless the ad explicitly states it includes a drive, you should assume you must buy it separately.


When I turn on my C.64, all I see are strange characters on the screen! I've sought every possible method to solve this problem, but I couldn't. Is my power supply damaged, or what?
-Patrick Leung New York, NY

A There are a number of possibilities, of which the power supply is one. You could try a friend's power supply on your computer, and if it works, you could conclude that, yes, you need a new power supply. But there are other possible problems. You could be experiencing a CPU failure. If that's the case, you'll need a new 6510 microprocessor. Whatever the problem, I strongly sug. gest you take it to your local CBM service center and let them take a look at it.

O
I own a C-128 and a 1541. I want to upgrade my drive, as well as buy a new monitor. What are the differences between the 1571 and 1581 drives, and the 1902 and 2002 monitors? I've noticed that the 1581 is less expensive than the 1571, but I'm told it has more storage! Is it completely compatible with 64 and 128 software?

## -Michael Greenstein Orange Park, FL

A The major difference between the 1571 and 1581 is the greatly increased disk storage capacity ( 350 K vs. 800 K ) of the 1581 . But you should realize that there are not yet many commercial programs available on the $31 /$. inch disks accommodated by the 1581 . Another difference is the 1581's faster load times. Also, the 1581 can be partitioned, which lets you use subdirectories on your disks.

As for software compatibility, no, the 1581 is not completely compatible. Software with disk-based copy-protection schemes probably won't work. However, unprotected software or software
that can use the 1581 as a secondary data drive should work well.

As for the 2002, it is Commodore's "universal" monitor. It has composite, RGBI and RGBA connections, allowing it to work with both the C-64 and the C -128. Commodore is no longer manufacturing the 1902, which is becoming very difficult to get.

The October 1987 issue of $R U N$ reviews the C-128D, 1581 drive and the 2002 monitor. Refer to it for additional information.

## PROGRAMMING



I'm a 13-year-old programmer and I think your magazine is great! I'm writing a program and I want to know how to keep the listing from prying eyes.
-Brian Leaby
N. BABYLON, NY

I On the C-64, use POKE 775,1 to disable program listing capability. To restore it, use POKE 775,167. On the C-128, use POKE 775,139 to disable and POKE 775,81 to restore.


I accidentally used Save with Replace (SAVE "@0:FILENAME",8) on a C. 64 program when I typed it in for the first time, not knowing I shouldn't have. Now I can't get the filename off the disk! Can you tell me how? Also, should I make a backup before scratching the program?
-Nancye A. Kusche
Glendale, AZ
The easiest way is to simply rename the file. Use this command line in Direct mode:

## OPEN 15,8,15, "R0:NEWFILENAME = 0 @0:FILENAME":CLOSE 15

Now you can scratch the old file without worrying about erasing the program with the filename "Filename".

Do you have a problem or question about your Commodore computer system, software or programming? Just send your questions on a postcard to:

## Commodore Clinic RUN Magazine 80 Elm St . Peterborough, NH 03458

Queries are answered only through this column, and, due to the volume of mail, only those questions likely to appeal to the majority of our readers can be published.

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## RUN TERM128

From p． 54.
Listing 1．RUN Term 128 Boot program．

## ［Note：Checksums are for RUN＇s new checksum program．］

$\emptyset$ REM RUNTERM BOOT PROGRAM
：REM＊94
$1 \emptyset$ BLOAD＂TABLES＂，B $\emptyset, \mathrm{P}(\mathrm{DEC}(" \emptyset E \emptyset \emptyset$
＂））
：REM＊212
2Ø BLOAD＂PUNTER128＂
：REM＊1
3ø BLOAD＂WXMODEM128＂：REM＊124

4 $\emptyset$ BLOAD＂RUNTERM128＂：REM＊235
45 POKE22めø3，7：REM PRINTER SECO NDARY ADDRESS
：REM＊96
46 POKE22 $\emptyset \emptyset 4,4:$ REM PRINTER DEVI CE NUMBER
：REM＊168
$5 \emptyset$ BANK $=$ SYS $22 \emptyset \emptyset \emptyset$
：REM＊81

## Listing 2．RUN Term 128 main program．

| $1 \emptyset$ | 8，8，8，＂RUNTERM1 $28, \mathrm{P}, \mathrm{W}$＂ |  |  |
| :---: | :---: | :---: | :---: |
|  |  |  | ：REM＊167 |
| 15 | FAST |  | ：REM＊ 86 |
| $2 \emptyset$ | READ A\＄：IF | $A \$={ }^{\prime \prime}-1$＂ | THEN CLOS |
|  | E8：END |  | ：REM＊176 |
| 5 | IF LEN（A§ | 62 THEN | 55 |

## 25 IF LEN（A\＄）＜ 62 THEN 55

：REM＊232
$3 \emptyset \mathrm{~B} \$=\mathrm{MID} \$(\mathrm{~A} \$, 1,2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22$ ， $2 \emptyset)+\operatorname{MID} \$(A \$, 43,29) \quad: R E M * 35$
$35 \mathrm{~N}=\mathrm{LEN}(\mathrm{B} \$) / 2 \quad:$ REM＊38
$4 \emptyset$ FOR $I=1$ TO $N \quad$ REM＊2 $\emptyset$
$45 \mathrm{H} \$=\mathrm{MID} \$(\mathrm{~B} \$, \mathrm{I} * 2-1,2): \mathrm{H}=\mathrm{DEC}(\mathrm{H} \$$ ）：REM＊222
$5 \emptyset$ PRINTH8，CHR\＄（H）；：NEXT：GOTO 2 $\emptyset$
：REM＊ 1 Ø $\emptyset$
55 IF LEN $(A \$)<2 \emptyset$ THEN $B \$=A \$: G O T$ － $7 \emptyset$
：REM＊65
$6 \emptyset \operatorname{IF} \operatorname{LEN}(A \$)<42$ THEN $B \$=M I D \$(A$ $\$, 1,2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22,(\operatorname{LEN}(\mathrm{~A} \$)-$ 21））：GOTO $7 \emptyset$ ：REM＊148
$65 \mathrm{~B} \$=\operatorname{MID} \$(\mathrm{~A} \$, 1,2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22$ ， $2 \emptyset)+\operatorname{MID} \$(A \$, 43, \operatorname{LEN}(A \$)-42)$ ：REM＊8 8
$7 \emptyset \mathrm{~N}=\mathrm{LEN}(\mathrm{B} \$) / 2$ ：REM＊67
75 FOR I＝1 TO N ：REM＊73
$8 \emptyset \mathrm{H} \$=\mathrm{MID} \$(\mathrm{~B} \$, \mathrm{I} * 2-1,2): \mathrm{H}=\mathrm{DEC}(\mathrm{H} \$$ ）：REM＊251
85 PRINT\＃8，CHR \＄（H）；：NEXT：GOTO 2 $\emptyset$
：REM＊129
$1 \emptyset$ REM RUNTERM 128 DATA
：REM＊143
 ゆøøøøøøøøøø4C6456ø7 Ø423564 5594559415444 ：REM＊175

 Øゆゆøøøøøø8541
：REM＊149
$1 \emptyset 3$ DATA $54445 \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset 4 C B 15 C 4$ 8A212ADØ3562øCCCDE8 ADゆ2562 ØCCCD682øCACD ：REM＊1 23
$1 \emptyset 4$ DATA A212A9めø4CCCCDA9ø28D $\emptyset$ ØFF2のE559A9øø8DøøFF 4C65FA Øøøøゆ48A9Øø8D ：REM＊156
1 15 DATA ØøFF682ØE255A9め28Dめø F F6ØAØØFB94156996EØA 881ØF7A ØøFB9545699øø ：REM＊228
$1 \emptyset 6$ DATA $26881 \emptyset F 72 \emptyset 1 E 68 A 9 F F 8 D$ F D1 2A9øø8Døø56A9288D ØF56A93 C8D1 Ø56Aす5ØA9 ：REM＊211
$1 \emptyset 7$ DATA $2 \emptyset 99 \emptyset \emptyset 1$ B881 $\emptyset$ FAA5D71 $\emptyset \emptyset$ DA95Ø8DØF568Døø56A9 138D1Ø5 6A9 $\emptyset E 2 \emptyset D 2 F F A 5$ ：REM＊65
$1 \emptyset 8$ DATA F18Dø456ADめ5568D21D A 9FF8D2め56A9øø8Dø8DC 8Dø8DD8 D2F282り6ø5B2ø ：REM＊19Ø
1 Ø9 DATA 7DFF131393øøA9め185E5 8

## D2156A9øø85B $\emptyset \mathrm{A} 9 \emptyset 485 \mathrm{~B} 12 \emptyset \emptyset 35$

 D2ø183ø2ø945D ：REM＊71$11 \emptyset$ DATA 2ø8C5AA91A85FAA95685 F BA9 $\emptyset 85 \mathrm{FCA} 9 \mathrm{FAA} 2 \emptyset A A \emptyset \emptyset 12 \emptyset 65 \mathrm{~F}$ FA91B85FAA956 ：REM＊81
111 DATA 85FBA9めØ85FCA9FAA2Ø9 A Øø42ø65FF2め7DFF93めD ØD72756 E5445524D2す31
：REM＊128
112 DATA 3238ØD6259めD744F4D2ø 6 2524F574EめDめø2Ø7F62 2Ø6Ø5B2 Ø56574C4559Aø
：REM＊73
113 DATA 27A9C 1 2ضD2FF88DØF8A9 $\emptyset$ D4CD2FF2ø7DFFøDøD12 2ø2ø2ø2 Ø2め2め2め72756E ：REM＊34
114 DATA $7465726 \mathrm{D} 2 \emptyset 3132382$ ゆ2D 2 D2ø636F6D6D616E6473 2ø2ゆ2ø2 り2り2ø2りØD1268
：REM＊16
115 DATA 4F4C442ø444F574E2ø61 6 C742Ø4B45592ø574954 482ø544 8452ø464F4C4C ：REM＊21ø
116 DATA 4F57494E473AøDøø2ø475 72ø7DFF612め3D2ø6155 544F444 $9414 \mathrm{C} 2 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset \quad:$ REM＊2ø6
117 DATA $2 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset$ DD2 $2732 \emptyset 3$ D2 7 3454E442ø6255464645 52øD622 Ø3D2ø62554646 ：REM＊12ø
118 DATA $45522 \emptyset 744 \mathrm{~F} 47474 \mathrm{C} 452 \emptyset 2$ Ø2ØDD2Ø742Ø3D2ø7449 4D452ø7 34554＠D632ø3D ：REM＊22
119 DATA 2ø634F4E464552454E434 52Ø7445524D2めDD2め75 2Ø3D2ø7 55 4 C4F4144øD ：REM＊228
$12 \emptyset$ DATA 642ø3D2ø644F574E4C4F 4 $1442 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset$ DD2ø762 Ø3D2ø76494557 ：REM＊1 $\emptyset$
121 DATA $2 \emptyset 625546464552$ DDø $2 \emptyset 7$ DFF652め3D2Ø6543484F 2ø28645 $55 \emptyset 4 \mathrm{C} 4558292 \emptyset:$ REM＊$\emptyset$
122 DATA $2 \emptyset 2 \emptyset$ DD2ø $272 \emptyset 3$ D2 262554 64645522ø7752415øøD 662め3D2 Ø66494C452Ø72
：REM＊31
123 DATA $45414445522 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset 2 \emptyset \mathrm{D}$ D2め7A2ø3D2ø7A45524F 2ø62554 $6464552 \emptyset$ D682 $\quad$ ：REM＊11．6
124 DATA 3D2ø6F4E2F6F46462ø684 F4F4B2ø2ø2ø2ø2øDD2Ø 4ø2ø3D2 Ø6449534B2ø63
：REM＊197
125 DATA 4F4D4D414E44øD6B2Ø3D 2 $\emptyset 66554 \mathrm{E} 4354494 \mathrm{~F} 4 \mathrm{E} 2 \emptyset$ 6B45595 $32 \emptyset 2 \emptyset 2 \emptyset \mathrm{DD} 2 \emptyset 2 \mathrm{~A}$
：REM＊29
126 DATA 2ø3D2ø64454641554C545 3øD6C2Ø3D2Ø6C4F4144 2ø62554 64645522ø2ø2ø ：REM＊161
127 DATA 2ø2ØDD2Ø5E2Ø3D2ø62415 5442め72415445めDめø2ø 47572め7 DFF6275666665
：REM＊236


128 DATA $722 \emptyset 7 \emptyset 6 \mathrm{~F} 696 \mathrm{E} 7465723 \mathrm{~A} 2$
 DFF2ø28656E64
：REM＊173
129 DATA 3D $363 \emptyset 31363 \emptyset 29 \emptyset$ Dø巾2ø 4 757A5EB8D $\emptyset 756$ A5EC8D $\emptyset 856$ A9Ø Ø8D1F566øEAAD ：REM＊16ø
13Ø DATA Øø56Føø32øC4592ø6Ø5B2 ゆ5E5C2øD459C91BDøø1 6øC985D ゆ $\emptyset 6$ CF755A215
：REM＊149
131 DATA DD8159Føø9CA1øF86CF9 5 54C4559A95948A94448 BD97594 8BDAD59486ø41
：REM＊22 Ø
132 DATA 4243444546484 B4C5354 5 5575A4ø2A5E56313233 4A656F7 86E6F616F5D5F
：REM＊15
133 DATA 5F626D6F5D776F6F5B6A 6 A6A75ø3ø6294C1E4585 B5 ${ }^{\text {AC2 }} 7$ EA612489DAA2A
：REM＊146
134 DATA CF7FA8AEF56ø48AE11D $\emptyset 2$ 96F8D11DゆA9め18D3めD 686ø48A $9 \emptyset \emptyset 8 \mathrm{D} 3 \emptyset \mathrm{D} \mathrm{A}_{\mathrm{AD}} 11$
：REM＊83
135 DATA D $\emptyset \emptyset 91 \emptyset 8 \mathrm{D} 11 \mathrm{D} \emptyset 686 \emptyset \emptyset \mathrm{D}_{\mathrm{A}} 22$ ØADø1DD291øDøø2A2ø3 8E4ø1BA DE459Fø25A9øø
：REM＊211
136 DATA 8DE459ADøø56Dゆ1AAøøF B 94ø1Bø98ø9918ø4881め F5Aø17B 9øø1Bめ98Ø99ゆø ：REM＊25
137 DATA Ø4881ØF56ØA9 18 8DE459 A DøBDCAA29øF18693ø8D 441B8A1 Øø $4 \mathrm{~A} 21 \emptyset 1 \emptyset \emptyset 2 \mathrm{~A} 2$ ：REM＊12
138 DATA $\emptyset 18 \mathrm{E} 4 \mathrm{E} 1 \mathrm{BA} 22 \emptyset 291$ F $\varnothing \varnothing 2 \mathrm{~A}$ 2318E431BADøADCAA29 ØF693ø8 D471B8A4A4A4A ：REM＊144
139 DATA 4A18693ø8D461BAD 69 DC A A29øF693ø8D4A1B8A4A 4A4A4A1 8693ø8D491BAD ：REM＊235
$14 \emptyset$ DATA $\emptyset 8$ DC693Ø8D4C1BA93A8D 4 51B8D481BA92E8D4B1B A9øD8D4 F1B6078A96E8D
：REM＊132
141 DATA $14 \emptyset 3 A 9 \emptyset A 8 D 15 \emptyset 3586 \emptyset 78$ A 9658D14Ø3A9FA8D15ø3 586øADø Ø56Dめ巾16ØAø4F ：REM＊34
142 DATA A9øø8Dめ356B9めø1Bø98ø 8 Cø2562ø2656A9め88Dめ3 56ADø45 62ø2656881øE2
：REM＊143
143 DATA $6 \emptyset 3 \emptyset 333 \emptyset 3 \emptyset \emptyset \emptyset 31323 \emptyset 3 \emptyset \emptyset$ ØAø28A92øø98ø99øø1B 881øFAA Øø 3AD1 456DøøB
：REM＊1 35
144 DATA B9CD5A99øø1B881øF73ø Ø 9B9D25A99øø1B881øF7 A22øAD1 356Fめø2A2め28E
：REM＊191
145 DATA Ø61BA22øAD1656Føø2A2 Ø $58 \mathrm{E} \emptyset 81 \mathrm{BA} 22$ ØAD1556Fø Ø2A2178 EøA1BA22øAD $\varnothing_{A}$ ：REM＊217
 Dø $7281 \emptyset \emptyset 2 \mathrm{~A} 2148 \mathrm{E}$ ØE1B A22øADø 9281øø2A2ø48E ：REM＊151
147 DATA ØF1BA22øAD2F283øø2A2 1 38E1ø1BA22ØAD2256Fø Ø2A2128 E121B6øøø A9めø ：REM＊63
148 DATA 8D5F5BA9＠185E5A9168D 1 8D $\varnothing$ 8D2C $\emptyset A A 9 \emptyset 48 \mathrm{D} 3 \mathrm{~B} \emptyset$ A A214A9ø 82øCCCDA2øCA9
：REM＊213
149 DATA $\emptyset \emptyset 2 \emptyset$ CCCDA $2 \emptyset$ EA $9 \emptyset \emptyset 2 \emptyset$ CC C DA9Ø88D2FØAA9Øø8D2E ØA6ØA9Ø 18D5F5BA9øø85 ：REM＊157
$15 \emptyset$ DATA E5A93C8D3BøAA9188D2F $\emptyset$ AA91ø8D2EøAA9932øD2 FFA9F68 D2CØA8D18DØA2 ：REM＊2ø6

151 DATA 14A9182øCCCDA2øCA91Ø 2 ØCCCDA2øEA91ø4CCCCD 2ø965BA Døめ56Føめ32øC4
：REM＊14
152 DATA $592 \emptyset 5 \emptyset 792 \emptyset 89$ 5DC911D $\emptyset \emptyset$ 62ø597A4CDE5BC991Dø Ø62ø797 A4CDE5BC913D $\emptyset:$ REM＊159
153 DATA $\emptyset 62 \emptyset \emptyset 35$ D4CDE5BC92BD $\emptyset ~$ CEE4F79AD4F79C9EF9ø CEFØEAC 92DDøøDCE4F79
：REM＊85
154 DATA AD4F79C9ø4BØBE4CF95B 2 øD4596øCE5D5CAD5D5C Døø8A9の 48D5D5C4CD75A ：REM＊16
155 DATA C9ø1Døø34CA65AC9め2D $\emptyset$ 6AD215685E56øADø456 85F16ø4 8A9A22øD2FFA9
：REM＊78
156 DATA 9D2øD2FF686ø48A92øD F $1 \emptyset 4$ A9 $\emptyset 48 \mathrm{D} 5 \mathrm{D} 5 \mathrm{CAE} 1 \mathrm{~F} 56$ FøøDA2ø Ø8E1F56A9932ø ：REM＊172
157 DATA D2FF4C895CAE $\emptyset 75686 \mathrm{~EB} 8$ 6E8AE』85686EC86E92ø 5CC12ø5 7CD2め245C2øB7 ：REM＊95
158 DATA FF29ø8Dø29A2ø52øC6FF 2 ØE4FF297FAABDめøøFFø E9AE135 6FøøA482ø1ø5D
：REM＊221
159 DATA 68486CF555682øD2FFA9 $\emptyset$ Ø85F44C895C2øCCFF2ø 4B5C2øE $4 \mathrm{FF} 2 \emptyset 585 \mathrm{CF}$ Ø阬 ：REM＊78
$16 \emptyset$ DATA A6D3Eøø8DøØBA6EB8EØ 75 6A6EC8Eø8566øC985Dø Ø62ø565 74C895CAE1656 ：REM＊148
161 DATA Føø5482øD2FF68AABD $\emptyset \emptyset \emptyset$ E48A2 55 ØC9FF682øD2 FF2 $\emptyset$ CCF F4C895CA9ø48D ：REM＊247
162 DATA 4F79A9øø8D4E794C5ø79 A 2Bめ8EB9ø2A2ø1Aøøめ2ø 77FFE6B ØD $\emptyset 1$ FE6B1A6B1 ：REM＊213
163 DATA EØEF9＠17AE1556Dめ13A2 E E86B1A2FF86B $\emptyset$ A2 $\varnothing$ Ø8E 13564 CD 75A86B16øA2ø4 ：REM＊73
164 DATA 86B1A2øø86Bø6øEAA9øø 8 D1556A9ø18D1356A9ø4 85B1A9ø Ø85B ${ }^{\text {A }} 9$ のD $2 \emptyset 1 \emptyset:$ REM＊112
165 DATA 5DAD1 356DøF6A9ø485B1 A 9øø85Bめ6Ø2の7DFFøDøD 614E592 Ø4B45592ø544F
：REM＊163
166 DATA 2ø434F4E54494E5545øD Ø Ø2øCCFF2øE4FFFøFB6 $\emptyset 8 \emptyset \emptyset$ A9 $\emptyset$ 2A292Aø5D2øBD ：REM＊8 $\varnothing$
167 DATA FFA2øø2ø68FFA9の5A2ø2 A Øøø2øBAFF2øCøFFA9øø 8D14564 C616F2巾965B2 $\emptyset:$ REM＊54
168 DATA 7DFF93＠D＠DøD66554E43 5 4494F4E2Ø6B4559533A ØDøD3C2 Ø732ø3E415645
：REM＊17
169 DATA $2 \emptyset 2 \emptyset 3$ C $2 \emptyset 6$ C 2 Ø 3 E4F4144 $\emptyset$ Dめゆ2ø895DC953Dめø34C 475EC94 CFøゆ16ゆ2ø7DFF
：REM＊54
$17 \emptyset$ DATA $\emptyset D \emptyset D 6 C 4 F 41442$ Ø662D6B 4 55953øDめø2øø95E6ø2め 9A5EFめE $4 \mathrm{~A} 9 \emptyset \emptyset \mathrm{AA} 2 \emptyset 68 \mathrm{FF}$
：REM＊254
171 DATA AD6A76A2øめAø1D2øBDFF A 9øøA2ø8AØFF2øBAFFA9 Øø2øD5F F9øC42め7DFFøD ：REM＊138
172 DATA $\emptyset$ D6C4F41442 66552524 F 5 221めDめø2øCCFF2ø6F5D 6ø2ø7DF FøDøD73415645
：REM＊211
173 DATA 2ø662D6B455953 1 DøøA9 Ø Ø8D685EAめ118C695E88 2ø6A5E6 ゆゆゆゆ858C848D
：REM＊147

174 DATA 2ø9A5EFØ26A9めøAA2ø68 F FAD6A76A2øøAめ1D2øBD FFA9øøA $2 \emptyset 8 \mathrm{~A} \emptyset \emptyset \emptyset 2$ BAFF ：REM＊124
175 DATA A98CAE685EAC695E2øD8 F FB 956 62め7DFFØDØD65 4E54455 $22 \emptyset 66494 \mathrm{C} 454 \mathrm{E}$
：REM＊72
176 DATA 414D453A2øøøA91ø8D69 7 62ø6B766ø2C532C52øの 8DBA5E8 CBC5EAめのØAE6A
：REM＊18
177 DATA 76B9B95EFめめ79Dめø1DC8 E 8DøF4A9めの9Døø1D8E6A 766øA9め Ø8D1556A9め18D ：REM＊3
178 DATA 1356 A $2 \emptyset 82 \emptyset \mathrm{C} 6 \mathrm{FF} 2 \emptyset E 4 \mathrm{FF} 4$ 8A59めDめ巾F682ø1め5DAD 1356DøE FA9øø8D13566ø
：REM＊24
179 DATA 68A9øø8D13566ø2ø965B 2 Ø7DFFøDøD615＠5 $454 \mathrm{E} 442 \emptyset 736$ 5712ø46494C45 ：REM＊93
$18 \emptyset$ DATA $2 \emptyset 544 \mathrm{~F} 2 \emptyset 625546464552 \emptyset$ DøDøø2ø9A5EDøø16øA9 53Aめ522 ØBE5EA9øøAA2ø
：REM＊48
181 DATA 68FFAD6A76A2øøAø1D2ø B
 EA9ø82øC3FF2め
：REM＊169
182 DATA 7DFFøDøD6C4F41442ø65 5 2524F5221めDめø2øCCFF 2ø6F5D6 Ø2øDE5EA9 $982 \emptyset$
：REM＊177
 5FAA9ø485FBAE12612ø C9FFAø $\emptyset$ ØA5D3Dø272ø52
：REM＊158
184 DATA 7A2C13611øø4AABDøøøE 2 ØD2FFA59øDø14E6FAD $\emptyset 2 E 6 F B A$ 5FBCD8 65 F9øDA ：REM＊88
185 DATA A5FACD7F5F9øD32øD459 6 Ø2ø965BA9ø88D12618D $13612 \emptyset 7$ DFFøDøD734156
：REM＊199
186 DATA $452 \emptyset 625546464552 \emptyset \mathrm{D} \emptyset \mathrm{D} 7$ 36176653A2ø3C313E3D 744F2ø6 255464645522ø ：REM＊218
187 DATA 654E44øD2ø2ø2ø2ø2ø2ø3 C323E3D744F2ø775249 $54452 \emptyset 7$ $\emptyset 4$ F494E544552 ：REM＊112
188 DATA $\emptyset$ D $\emptyset$ Døø2ø895DC931Føø5 C 932FøøE6めA9EF8D8ø5F A9øø8D7 F5F4C386øA5B1
：REM＊173
189 DATA 8D8＠5FA5B $\emptyset 8 \mathrm{DF5F2} 2$ 7D F FøDøD73454E442ø744F 3A D $3 C 2$ Ø312ø3E2ø3D2ø ：REM＊5
19ø DATA 7ø52494E544552øD3C2ø 3 22ø3E2め3D2ø6D4F4445 4DøD3C2 Ø332め3E2め3D2ø ：REM＊228
191 DATA 6449534BøDめね2ø895DC9 3 1DøøD2あ6162Bめす32あ81 5FA9め44 CC3FFC932DめのD ：REM＊1め3
192 DATA A9 958 D1 261 A9FF8D 13614
 E5EA9øøAA2ø68
：REM＊17
193 DATA FFAD6A76A2øøAø1D2øBD F FA9ø8AAA82øBAFF2øCØ FF9ø1EA 9 082 C 3 FF2 2 7D
：REM＊2ø
194 DATA FFøDøD734156452ø65525
 Ø815FA9Ø84CC3
：REM＊65
195 DATA FFA2 $\emptyset 82 \emptyset$ C6FF2 $\emptyset E 4 F F 48$ A 59ø8D13612øCCFF682ø 14612øE 1FFFøø5AD1361
：REM＊133
196 DATA FøE12øCCFFA9 182 CC3FF A 9ø42øC3FF6øøøøø48AE 1261Døø 4684CD2FFE $\emptyset 4$ ：REM＊9 4

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197 DATA DøøF2めC9FF68482øD2FF 2
 8AABDøøøE2øD2 ：REM＊47
198 DATA FF2 6 CCFF684CD2FF2 9965 B2ø7DFF93めDøDøD7245 41442ø7 365712ø66494C ：REM＊8 $\emptyset$
199 DATA 452ø544F3AØDØD3C2ø312 Ø3E2ø3D2ø7343524545 4EøDøD3 C2ø322ø3E2ø3D ：REM＊148
2ø DATA 2ø7ø52494E544552øDøD 3 C2ø 332ø3E2ø3D2ø6D4F 44454D DøDøゆ2ø895DC9
：REM＊167
 CB261C933Fø116øA9めø 8D12614 CBF612ø61629ø ：REM＊251
$2 \emptyset 2$ DATA $\emptyset 84 \mathrm{C} 4662 \mathrm{~A} 9$ 958D12612ø7 7 DFFøDøD7553452ø3C6E 6F2ø736 3726F6C6C3E2 $\emptyset ~$ ：REM＊98
$2 \emptyset 3$ DATA 544F2ø5 $41555345 \emptyset$ D41 4 E442ø3C73746F7ね3E2め 544F2ø4 1424F52542ø52 ：REM＊1 $\emptyset$
$2 \emptyset 4$ DATA 454144 ゆDøめ2め9A5EDゆ 16 ØA953Aø522øBE5EA9めø AA2ø68F FAD6A76A2øбAø
：REM＊166
$2 \emptyset 5$ DATA 1D2øBDFFA9 98 AAA82ØBA F
 FA9 42 － $\mathrm{C} 3 \mathrm{FF} 2 \emptyset$ ：REM＊1 33
$2 \emptyset 6$ DATA 7DFFøDøD6C4F41442め65 5 2524F5221øDめø2めCCFF 2ø6F5D6 Ø2øCCFF2ø7DFF ：REM＊251
$2 \emptyset 7$ DATA $\emptyset$ DøD7ø52494E5445522ø 6 $552524 \mathrm{~F} 5221 \emptyset \mathrm{D} \emptyset \emptyset 4 \mathrm{C} 23$ 62A9ø48 D1261AEF455AC ：REM＊222
$2 \emptyset 8$ DATA F3552øBAFFA9øø2ø68FF A $9 \emptyset \emptyset 2 \emptyset$ BDFF4CCøFFøøøø øø2ø965 B2ø7DFF93øDøD
：REM＊219
$2 \emptyset 9$ DATA ØD3C2ø612ø3E4D2ø4F52 2 Ø3C2ø7ø2ø3E4D3FøDøD Øø2ø895 DA2øøC941Fø11 ：REM＊147
21ø DATA A28øC95ØFøøBA2ø3A9øø 9 Dø8DCCA1ØFA6ø8E7D62 2ø7DFFø DøD774841542ø

REM＊1 94
211 DATA $49532 \emptyset 5448452 \emptyset 684 \mathrm{~F} 555$ 23F2ø28312D3132293A 2øøø2øC CFF2ø1D63AD7C ：REM＊65
212 DATA 62øD7D628DøBDC2ø7DFF $\emptyset$ DøD774841542ø49532ø5448452 Ø6D494E555445 ：REM＊179
213 DATA 3F2ø283Ø2D3539293A2ø ø Ø2ø1D63AD7C628DøADC A9øø8D $\emptyset$ 9DC8Dø8DC6øA9 ：REM＊1 37
214 DATA Ø28D69762ø6B76Fめ37Eø Ø 2FøøBADøø1D8Dゆ11DA9 3ø8Døø1 DADøø1D2ø5ø63 ：REM＊1ø5
215 DATA ØAøAøAøABD7C62ADø11D 2 Ø5ø63øD7C628D7C626ø C93ø9øø 8C93ABøø438E9
：REM＊163
216 DATA $3 \emptyset 6 \emptyset 686868686 \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset$
 ØF56øA8AD6163 ：REM＊23
217 DATA 8Dø1DD2ø9563AD62638D Ø 1DD2øAø6388DøEBA9øø 85A2A5A 2C9289øFA6øA9 ：REM＊253
218 DATA $\emptyset \emptyset 85$ A2A5A2C9ø39øFA6ø A 9めø85A2A5A2C9め2DøFA 6øAD636 3Føø $34 \mathrm{C} 7164 \mathrm{EE} \quad:$ REM＊6
219 DATA 6763A9めø8D6563AD6263 8 Dø1DDA9øø85A2A5A2C9 649øFAA めøめ日9めめ1DFø24 ：REM＊31
$22 \emptyset$ DATA C92ADøø62め5B644CEE63 C 93ø9øøEC93ABøøA38E9 3øDøø2A 9øA2ø7463EE65
：REM＊29
221 DATA 63AC6563DøD72ø3864AC 6 663ADゆ1DD291øFøø4A5 D3Føø16 Ø2ø5B6488DøEE ：REM＊95
222 DATA 2Ø2464AD61638Dゆ1DDA9 $\emptyset$ Ø85A2A5A2C9B49øFA4C B3632ø7 DFFøD72454449 ：REM＊87
223 DATA 414C494E472E2E2E2ø2ø $\emptyset$ Ø6ø2ø7DFFøD6E554D42 45522ø4 F462ø54524945：REM＊233
224 DATA 533A2øøøA9めøAE67632ø 3 28EA9øD4CD2FFA9øø85 A2A5A2C 93C9øFA6øA9øø
：REM＊124
225 DATA 85A2A5A2C9149＠FA6øEE 6 $7632 \emptyset$ CCFFA2 652 ØC9FF A9412øD 2FF2ø6664A954
：REM＊144
226 DATA 2 2 D2FF2ø6664A9øD2øD2 F FA9øø85A2A5A2C95A9の FAAøøøB 9FB55Føø92øD2 ：REM＊$\emptyset$
227 DATA FF2ø6664C8D $\varnothing$ F2A $2 \emptyset \emptyset$ B9 $\emptyset$ Ø1DFøø92øD2FF2ø6664 C8D＠F2A 9øD2øD2FFA9øø
：REM＊187
228 DATA 85A2A5A2C95A9øFA2øCC F F2ø3864AC6663ADゆ1DD 291øFøø 4A5D3Føø16ø2ø
：REM＊217
229 DATA 5B6488DØEEA2Ø52øC9FF A 9412øD2FFA9 $\mathrm{D}_{2}$ のD2FF A9øø85A 2A5A2C9B49øFA
：REM＊236
$23 \emptyset$ DATA $2 \emptyset 24644 \mathrm{C} 71642 \emptyset 965 \mathrm{~B} 2 \emptyset 7$ DFF93øDøDøD72756E74 65726D2 D3132382ø6175 ：REM＊73
231 DATA 746F6469616C6572øD2D 2 D2D2D2D2D2D2D2D2D2D 2D2D2D2 D2D2D2D2D2D2D ：REM＊129
232 DATA 2DøDøDøD73656C656374 3 AøD3C2ø312め3E2ø3D2ø 3136353 ゆ2ø6449414C45
：REM＊22
233 DATA 52øD3C2ø322ø3E2ø3D2ø 3 136363ø2ø6449414C45 52øD3C2 Ø332ø3E2ø3D2ø ：REM＊121
234 DATA 3136373 Ø2F6841594553 2 Ø6449414C4552めDøø2ø 895DC93 1Føø9C932Fø25 ：REM＊235
235 DATA C933Fø416Ø2ø7DFFøD31 3 6353ø2ø6D4F44454DøD ØøA92ø8 D6263A9øø8D61
：REM＊214
236 DATA 638D63634Cø1662ø7DFF Ø D3136363ø2ø6D4F4445 4DøDøのA 92ø8D6163A9øø
：REM＊74
237 DATA 8D62638D63634Cø1662ø 7 DFFøD3136373ø2F6841 5945532 Ø6D4F44454DøD ：REM＊185
 3A9ø18D63634C1666A9 2ø8Dø3D DAD61638Dø1DD
：REM＊2 ${ }^{\text {® }}$
239 DATA A9øø85A2A5A2C9649øFA A 9øø8D67632ø7DFFøDøD 656E746 5722ø72656469 ：REM＊74
24ø DATA 616C2ø64656C61792ø284 3522 Ø3D2め323Ø2ø53454353293 A2のøめAめ148C66 ：REM＊
241 DATA 63A9ø28D69762ø6B76F $\emptyset$ 62ø6E728C66632ø7DFF ØDøD617 5746F6469616C
：REM＊185
242 DATA 65722 Ø6D656E75øDøD73 6 56C6563743AøD3C2ø31 2ø3E2ø3 D2ø654E544552
：REM＊217

243 DATA 2ø6E554D4245522ø544F 2 ø6449414CøD3C2ø322ø 3E2ø3D2 Ø6449414C2ø66
：REM＊166
244 DATA 524F4D2ø7ø484F4E452め6 24F4F4BøD3C2ø332ø3E 2ø3D2ø6 C4F41442ø412 ：REM＊2 9
245 DATA $7 \emptyset 484 \mathrm{~F} 4 \mathrm{E} 452 \emptyset 624 \mathrm{~F} 4 \mathrm{~F} 4 \mathrm{~B}$ Ø D3C2ø342ø3E2ø3D2ø73 4156452 ゆ412ø7め484F4E ：REM＊8 $\emptyset$
246 DATA $452 \emptyset 624 \mathrm{~F} 4 \mathrm{~F} 4 \mathrm{~B} \emptyset \mathrm{D} 3 \mathrm{C} 2 \emptyset 352$ Ø3E2ø3D2ø654449542ø 412ø7ø4 84F4E452ø624F ：REM＊23
DATA 4F4BøDøDøø2ø895DC9319
247 DATA 4F4BøDøDøø2ø895DC9319 Ø1øC936BøøC38E931AA BD19674 8BD1E67486 $\varnothing 67$ ：REM＊217
248 DATA 686A6868224B1CB2E92 7 DFFøDøDøD654E544552 2ø232ø5 44F2ø4449414C ：REM＊166
249 DATA 3A2øøøA91E8D69762ø6B 7 6Fø342め7DFFøDøD6449 414C494 E472E2E2EøDøD ：REM＊5
$25 \emptyset$ DATA $684 \mathrm{~F} 4 \mathrm{C} 442 \emptyset 444 \mathrm{~F} 574 \mathrm{E} 2 \emptyset 7$ 3484946542ø4B45592ø 544F2ø4 1424F525421 D $^{\text {D }}$ ：REM＊251
251 DATA ØDøø2øAB636øøøøøøø1F 2 E3E4EA9めø8D7A678D7B 672ø7DF FøDøDゆD73454C
：REM＊35
252 DATA $4543542 \emptyset 6$ E554D424552 2 Ø28312D39293A2øøDøø 2ø895DC 9319ø11C93AB $\emptyset:$ REM＊135
253 DATA ØD38E931AA8D7B67ø94Ø 8 D7A676øA9øø6øA9FF8D 7B67EE7 B67AD7B67C9ø9
：REM＊2 $\varnothing 9$
254 DATA F 1 1F481869312めD2FF2 7 DFF2め3D2øøø68め94ø8D 7A672めF Ø67A9øD2øD2FF
：REM＊197
255 DATA 4CC6676ØAD7D67AC7A67 4 CB56AAD7C67AC7A674C B56AAD7 E67AC7A674CB5
：REM＊1 27
256 DATA 6AAD7F67AC7A674CB56A A D8ø67AC7A674CB56A6ø A9ø28Dø ØFF6øA9のø85FA
：REM＊218
257 DATA A94ø85FBA9øøA891FAC8 D ØFBE6FBA6FBE $\mathbf{D}_{4}$ ADøF3 Aøø2B94 86899øø49881ø
：REM＊4
258 DATA F76ø544642ø日2ø7DFFøD $\emptyset$ DøD6449414C2ø66524F 4D2Ø7Ø4 84F4E45424F4F ：REM＊2 $\emptyset 9$
259 DATA 4BØDøø2ø476A2øC1672め8 167Døø34Cめ1662め7DFF ØDøD6E4 F572ø6449414C ：REM＊144
$26 \emptyset$ DATA 494E473A2øøø2øFø67A9 Ø D2øD2FF2ø1E68AøøøAD 7A6785F BAD7C6785FAB1
：REM＊14 1
261 DATA FAFøø699øø1DC8DøF699 Ø1D2ø1D682めAB636め2め 7DFFøD DøD734156452ø
：REM＊143
262 DATA $5448452 \emptyset 7 \emptyset 484$ F4E4542 4
 D685EA94A8D69
：REM＊25 ${ }^{\text {® }}$
263 DATA 5EA9めøAø4ø2ø6A5E2ø1D 6 84Cø1662め7DFFめDøDøD 6544495 $42 \emptyset 5448452 \emptyset 7 \emptyset$
：REM＊183
264 DATA 484F4E45424F4F4BøD $\emptyset 2$ Ø476A2ø8167Døø34Cめ1 662ø7DF FøDøD6262732ø
：REM＊33
265 DATA 6E414D453A2øøø2øFø67 A 91ø8D69762ø7DFFøDøD 6262732 Ø6E414D453A2 $\quad$ ：REM＊213


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266 DATA $\emptyset \emptyset 2 \emptyset 6$ B76Føø6AD7D672ø 76A2め7DFFøD7 4844F4E 452め233 A2øøø2øF967A9 ：REM＊117
267 DATA 1E8D69762め7DFFØDøD7 4 84F4E452ø233A2øøø2ø 6B76Føめ 6AD7C672øø76A
：REM＊228
268 DATA 2ø7DFFøD735452494E47 2 ø23313A2øøø2øø268A9 1ø8D697 62Ø7DFFøDØD73 ：REM＊197
269 DATA 5452494E472ø23313A2ø Ø Ø2ø6B76Fめø6AD7E672め Ø76A2め7 DFFøD73545249 ：REM＊185
27ø DATA 4E472ø23323A2øøø2øø日 6 82め7DFFøDøD73545249 4E472ø2 3323A2øøø2ø6B ：REM＊7
271 DATA 76Føø6AD7F672øø76A2め7 DFFøD735452494E472ø 23333A2 ゆøめ2め14682め7D ：REM＊6
272 DATA FFøDøD735452494E472 2 3333A2øøø2め6B76Føø6 AD8ø672 Øø76A4C 16685
：REM＊1 ${ }^{1}$
273 DATA FAAD7A6785FBAøøøB9ø 1 DFøø591FAC8DØF691FA 6 6 2 97 DF FøDøDøD6C4F41 ：REM＊86
274 DATA $442 \emptyset 5448452 \emptyset 7 \emptyset 484$ F4E 4
 ゆ2めø95E2め1D68 ：REM＊118
275 DATA 4Cø166A2め2BDøø49DD486 8Døø6CA1ゆF54C7F6A2め 7DFFøD $\emptyset$ D635245415449
：REM＊132
276 DATA 4E472ø6E45572ø7ø484F 4 E45424F4F4B2E2E2E $\emptyset D \emptyset \emptyset \emptyset 246$ 868684Cめ1666Ø ：REM＊39
277 DATA AD7E6785FAAD7A67Døø1 6 Ø85FBA2め52めC9FFAめめ B1FAFめの DAABDøøøE2ØD2 ：REM＊62
278 DATA FF2 66664 C 8 D ØEF 2 ØCCFF 6 ØAD7F674C836AAD8Ø67 4C836A8 4 FB85FAA $\emptyset \emptyset \emptyset$ B1
：REM＊2 $\emptyset 8$
279 DATA FAFめø62めD2FFC8D $\emptyset F 66 \emptyset 2$ Ø7DFFø7め7め7め7めø2ø8C 5A6ø493

：REM＊57
$28 \emptyset$ DATA A9ø2A2D2Aø6A2øBDFFA9 $\emptyset$ FA2ø8A82øBAFF2øC $\emptyset$ FF $2 \emptyset F 26$ A6 Ø2øCCFFA5BA2 $\emptyset$
：REM＊$\emptyset$
281 DATA B4FFA $96 \mathrm{~F} 85 \mathrm{~B} 92 \emptyset 96 \mathrm{FF} 2 \emptyset$ A 5FF8D2F6B2めA5FF8D3 6 6B2øA5F

282 DATA FFAD2F6BC93ØFø162ø7D F FøDØD6449534B2ø6552 524F523 A2øøøøøø日386り ：REM＊2
283 DATA $186 \emptyset \emptyset \emptyset \emptyset \emptyset 5 \emptyset 5$ 5535ゆ2ø9A5 EDøø2386め2め7DFFøDøD 73656C6 563743A2ø3C7ø
：REM＊148
284 DATA 3E524F4752414D2ø3C73 3 E455155454E5449414C øDøø2ø8 95D482øD2FFA9 ：REM＊173
285 DATA ØD2øD2FF68C953DøøAA2 Ø 28E366B8E376B186øA9 5øA2øø8 E366BE88E376B ：REM＊212
286 DATA $186 \emptyset 2 \emptyset \mathrm{D} 56 \mathrm{~A} 2 \emptyset 7 \mathrm{DFF}$ DDめD $\emptyset$ D7 554 E5445522め755 4 C4F414 421øDøø2ø3C6B
287 DATA $9 \varnothing \varnothing 8$ A9のF2øC3FF4CC66A D6A76A2øøAめ1D2øBDFF A2øø2ø6 8FFA9め2A2ø8AC
：REM＊243
288 DATA $366 \mathrm{~B} 2 \emptyset$ BAFF $2 \emptyset \mathrm{C}$ ØFF9 $91 \emptyset 2$ ØF26AA9ø22øC3FFA9øF 2øC3FF4 CC66A2øF26AB $\emptyset$
：REM＊2ø2

289 DATA EE2ø153＠AD376B8D1B38 2
 D2ø568D18382ø
：REM＊57
29Ø DATA $\emptyset 63 \emptyset 4 \mathrm{CD} 76 \mathrm{~B} 2 \emptyset \mathrm{D} 56 \mathrm{~A} 2$ Ø7 D F FøDøDøD7め554E544552 2ø644F5 74E4C4F414421
：REM＊25
291 DATA øDøø2ø3C6B9めø8A9øF2ø C 3FF4CC66A2ø153ø2øø9 ЗøADøøø 2C9め1Fø2BAD1B
：REM＊89
292 DATA 38AABD386BAØ572øBE5E A D6A76A2めめA 1 D2 2 BDDFF A2øø2ø6 8FFA9 12 2A 68 A8
：REM＊95
293 DATA $2 \emptyset$ BAFF $2 \emptyset$ C $\emptyset \mathrm{FF} 9 \emptyset 1 \emptyset 2 \emptyset \mathrm{~F} 26$ AA9ø22øC3FFA9øF2øC3 FF4CC66 A2øF26ABDEEA2
：REM＊241
294 DATA $\emptyset 12$ Ø68632øC2E62め153ø 2 Øø 33ØA2ゆ12ø68634C6B 6C2ø7DF F9311111111111
：REM＊171
295 DATA 111111111111111111111 $1111111117452414 \mathrm{E} 53 \quad 4645523$

：REM＊166
296 DATA 2øE255A9 1 D4CD2FF2øBE 5 EAD6A76A2めøA 1 D2めBD FFA2øø2 Ø68FFA9ø8AAA8
：REM＊169
297 DATA 2øBAFF4CC $\emptyset F F A 9168 \mathrm{D} 18$ D Ø8D2CØAA9ゆ48D3BøAA9 Ø18D1F5 66øA9F68D18Dø
：REM＊56
298 DATA 8D2CØAA93C8D3BøA6Ø2ØD 56A2ø7DFFØDØDØD784D 4F44454 D2ø755Ø4C4F41
：REM＊52
299 DATA 4421øDøø2Ø3C6B9øø8A9 Ø F2øC3FF4CC66AA $522 \emptyset$ C26C9ø1 Ø2øF26AA9ø82ø
：REM＊229
$3 \emptyset \emptyset$ DATA C3FFA9 $\emptyset$ F2øC3FF4CC66A 2 ØF26ABøEE2øDE6C2ø93 6C2øø32 82øF16C4C2F6D ：REM＊1ø4
$3 \emptyset 1$ DATA 2øD56A2Ø7DFFめD DDøD78 4 D4F44454D2ø644F574E 4C4F414 421øDøø2め3C6B
：REM＊127
$3 \emptyset 2$ DATA $9 \emptyset \emptyset 8$ A $9 \emptyset$ F2øC3FF4CC66A A Ø572øC26C9め1ø2øF26A A9ø82øC 3FFA9øF2øC3FF
：REM＊142
$3 \emptyset 3$ DATA 4CC66A2øF26AB $\emptyset E E 2 \emptyset D E 6$
 Ø1543572ø995A
：REM＊9
 55ø4C4F41442ø412ø46 494C452 Ø746F2め534F4D ：REM＊86
$3 \emptyset 5$ DATA 454F4E4521øD2D2D2D2D 2 D2D2D2D2D2D2D2D2D2D 2D2D2D2 D2D2D2D2D2D2D

REM＊ 64
$3 \emptyset 6$ DATA 2DめDøD73656C6563743A Ø D3C2ø312ø3E2ø3D2ø7め 554E544 552めD3C2ø322ø ：REM＊225
$3 \emptyset 7$ DATA 3E2ø3D2ø784D4F44454D 2 Ø634845434B53554DøD 3C2ø332 Ø3E2ø3D2ø784D ：REM＊98
3ø8 DATA 4F44454D2ø637263ØDøD Ø Ø2ø895DC931Bøø34CC6 6AC934B ØF938E931FøめA ：REM＊182
$3 \emptyset 9$ DATA AABDA36D8D $\emptyset 6284$ CFF6C 4 C9め6B2め995A2ø965B2め 7DFF93ø DøDøD644F574E ：REM＊72
31ø DATA 4C4F41442ø412ø46494C 4 52ø66726F6D2ø534F4D 454F4E4 521øD2D2D2D2D
：REM＊143
311 DATA 2D2D2D2D2D2D2D2D2D2D 2 D2D2D2D2D2D2D2D2D2D 2D $\emptyset$ D $\emptyset 7$ 3656C6563743A
：REM＊197

312 DATA ØD3C2ø312ø3E2ø3D2ø7ø5 54E544552めD3C2め322め 3E2ø3D2 Ø784D4F44454D ：REM＊239
313 DATA $2 \emptyset 634845434$ B5 3554 D $\emptyset \mathrm{D} 3$ C2ø332ø3E2ø3D2ø784D 4F44454 D2ø637263øD3C
：REM＊194
314 DATA 2ø342ø3E2ø3D2ø77784D 4 F44454DøDøDøø2ø895D C931Bøø 34CC66AC935B $\emptyset$ ：REM＊68
315 DATA F938E931FøøAAABDA36D 8
 6Føø1CA8E1356
：REM＊24
316 DATA $6 \emptyset$ A2 $\emptyset 1$ AD1556Fø $\varnothing 1 \mathrm{CA} 8 \mathrm{E} 1$ 5566øA2ø1AD1656Føø1 CA8E165 66øA2ø1AD1456 ：REM＊249
317 DATA Føø1CA8E14562ø3A6F6 8 AFめ24A9ø88D1めゆAA954 8Døø3BA 9ø 38 D Ø13BA937
：REM＊189
318 DATA 8D16øAA9め38D17めAA9468 D12øAA9め18D13øA6øA9 Ø68D1øø AA9518DøØ3BA9
：REM＊25
319 DATA ØD8Dø13BA9518D16ØAA9 Ø D8D17øAA9448D12øAA9 Ø68D13Ø A6めøめAD856FD
：REM＊5 $\emptyset$
$32 \emptyset$ DATA $1 \emptyset A 9 \emptyset 18 \mathrm{D} 856 \mathrm{FA} 92 \emptyset 8 \mathrm{D} \emptyset 1 \mathrm{D}$ DA9øø8Dø3DD6øA9øø8D 856FA9り ø8Dø1DDA92ø8D ：REM＊38
321 DATA Ø3DD6め2ø965B2め7DFF93 $\emptyset$ DøDøD72756E7465726D 2D31323 82ゆ6465666175
：REM＊193
322 DATA 6C74733AめD2D2D2D2D2D 2 D2D2D2D2D2D2D2D2D2D 2D2D2D2 D2D2DøDøD3C2ø
：REM＊161
323 DATA 312ø3E2ø3D2ø7345542ø6 34F4C4F5253øD3C2ø32 2ø3E2ø3 D2め7ø554E5445
：REM＊24
324 DATA $522 \emptyset 624 \mathrm{C} 4 \mathrm{~F} 434 \mathrm{~B} 53495 \mathrm{~A} 4$ 5øD3C2ø332め3E2め3D2め 784D4F4 4454D2ø745241
：REM＊136
325 DATA 4E534C415445 D 3 C2ø 242 Ø3E2ø3D2ø784D4F4445 4D2ø646 C652ø73435245
：REM＊252
326 DATA 454EめD3C2ø352ø3E2め3D 2 Ø784D4F44454D2ø7ø41 442ø735 452495ø5ø494E
：REM＊135
327 DATA 47øD3C2ø362ø3E2ø3D2ø 6 348414E47452ø7め4152495459ø D3C2ø372ø3E2ø ：REM＊251
328 DATA 3D2ø6348414E47452ø774 F52442ø6C454E475448 ØD3C2ø3 82ø3E2ø3D2ø63 ：REM＊ 28
329 DATA 48414E47452ø73544F5 2 Ø62495453めD3C2め392め 3E2ø3D2 Ø6C494E454645
：REM＊114
33ø DATA 4544532ø6F4E2ø2F2ø6F 4 646øD3C2ø3ø2ø3E2ø3D 2 Ø64454 C4554452ø6B45 ：REM＊42
331 DATA 592ø76414C5545 DDDDø 2 Ø895DC93ø9ø1øC93ABø ØC38E93 ØAABDF67め48BD ：REM＊2め1
332 DATA $\emptyset \emptyset 1486 \emptyset 7671717273737$ 4757575ø2øBFEE74BBC 2E18A2F 5め1めø2ø7DFF93
：REM＊121
333 DATA ØDøDøD6368616E67652ø 7 $3637265656 \mathrm{E} 2 \emptyset 636 \mathrm{~F} 6 \mathrm{C}$ 6F72732 1øDøD7ø524553
：REM＊15
334 DATA $532 \emptyset 3 \mathrm{C} 2 \emptyset 312 \emptyset 3 \mathrm{E} 2 \emptyset 544 \mathrm{~F} 2$ Ø4348414E47452ø666F 7265677 Continued on p． 98.

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From p． 94.
26F756E64øD41
：REM＊28
335 DATA 4E442ø3C2ø322ø3E2ø544 F2ø4348414E47452ø62 61636B6 7726F756E64øD
：REM＊56
336 DATA 434F4C4F52532E2ø614E 5 92ø4F544845522ø4B45 592ø455 849545321øDゆD ：REM＊26
337 DATA $\varnothing 2 \emptyset 895 \mathrm{DC} 931 \mathrm{~F} \emptyset 6 \mathrm{C} 932 \mathrm{~F}$
 2めø8EのA712ØBF
：REM＊22 ${ }^{\text {® }}$
338 DATA 714 CøC71EE $\emptyset$ B71AE $\emptyset$ B71 E Ø1ф9øø5A2øø8EめB712め D1714C $\varnothing$ C7124D71øø8A5 ：REM＊134
339 DATA F129Fø1DEF71AA86F18E $\emptyset$ 4566ø24D71ø16A91A8D ØøD62C ØD61øFBADゆ1D6 ：REM＊234
34 DATA 29Fø1DEF718Dゆ1D66ø8E 2


：REM＊69
341 DATA 7DFF93ØDøDøD6348414E 4 7452ø7ø554E5445522ø 624C4F4 34B2ø73495A45 ：REM＊214
342 DATA 2EøDøD63555252454E54 2 Ø624C4F434B2ø53495A 453A2øø ØAE2ø56A9めø2め ：REM＊7 343 DATA 328EA9 $98869762 \emptyset 7$ DFF $\emptyset$ DøD654E5445522ø4E45 572ø734 95A453A2øøø2ø
：REM＊165

344 DATA 6B76FøøC2ø6E72Cめ28B $\emptyset$
 BA9めø85FAAøøø ：REM＊176
345 DATA AE6A76A9øø8D6D72A9øø 8 D6B728D6C728ADøø34C Eø72AC6 D72B1FAAC6D72
：REM＊227
346 DATA B1FAC93ø3ø44C93A1ø4ø 4 8øE6B722E6C72AD6B72 AC6C72ø E6B722E6C72øE ：REM＊116
347 DATA 6B722E6C72186D6B728D 6 B72986D6C728D6C7268 38E93ø1 86D6B728D6B72
：REM＊111
348 DATA $9 \emptyset \emptyset 3 E E 6 C 72 E E 6 D 72 C A D \emptyset B$ 6189めø138AD6C72AC6B 726め2ø7 DFFøDøDøD6348
：REM＊255
349 DATA 414E47452ø784D4F4445 4 D2ø64454641554C5453 3AøDøD6 1534349492 Ø74 ：REM＊25
$35 \emptyset$ DATA $52414 \mathrm{E} 534 \mathrm{C} 4154452 \emptyset 4 \mathrm{~F} 4$ E3F2ø2ø792F6EøD2864 4546415 54C542ø49532ø ：REM＊39
351 DATA 6E6F2ø7472616E736C61 7 4696F6E29めDøø2ø895D A2øøC95 9Døの2A28ø8Eの7 ：REM＊129
352 DATA $286 \emptyset 2 \emptyset 7$ DFFøD $\emptyset$ D $\emptyset$ D6348 4 14E47452ø784D4F4445 4D2ø644 54641554 C 5453
：REM＊167
353 DATA 3A＠DøD7553452ø646C65 2 Ø6D41534B494E472ø28 464F522

：REM＊2ø1
354 DATA 53554954293 F 2 Ø792F6E $\emptyset$ D2864454641554C542ø 49532ø6 E6F2ø646C652ø ：REM＊8
355 DATA 6D61736B696E6729øDø 2 Ø895DA2めøC959Døø2A2 8 88E 992 86ø2ø7DFFøD $\quad$ D $:$ REM＊172
356 DATA ØD6348414E47452ø784D 4 F44454D2ø6445464155 4C54533 AøDøD73545249 ：REM＊162
357 DATA $5 \emptyset 2 \emptyset 654 \mathrm{E} 442 \emptyset 4 \mathrm{~F} 462 \emptyset 664$ 94C452ゆ7ф414444494E 473F2ø7 92F6EøD286445
：REM＊162
358 DATA $4641554 \mathrm{C} 542 \emptyset 49532 \emptyset 796$ 5732C2ø735452495 5 Ф494E472

359 DATA 895DA2øøC94ED $\emptyset$ 2A28 8
 DøD6348414E47 ：REM＊115
36 DATA $452 \emptyset 7 \emptyset 41524954593 A \emptyset D 6$ 3555252454E542ø5345 5454494 E473A2めøのAD11 ：REM＊32
361 DATA ØADøøB2め7DFF6E4F4E45 $\emptyset$ Ø4CAA74C92のDøøA2ø7D FF6F444 4øø4CAA74C96 ：REM＊189
362 DATA DøøB2ø7DFF6556454Eø 4 CAA74C9A 1 DøøB2ø7DFF 6D41524 Bøø4CAA74C9E ：REM＊24め
363 DATA D $\emptyset$ øC2ø7DFF735ゆ414345 $\emptyset$

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94CAA742め7DFF3F3F3F 3Føø2ø7 DFFøD73656C65 ：REM＊236
364 DATA $63743 A \emptyset D \emptyset D 3 C 2 \emptyset 3 \emptyset 2 \emptyset 3 \mathrm{E} 2$ §3D2ø6E4F4E45 1 63D2 6F4444øD ：REM＊146
365 DATA 3C2ø322ø3E2ø3D2ø65564 54EøD3C2あ332ø3E2ø3D 2ø6D415 24BøD3C2ø342ø ：REM＊2め2
366 DATA 3E2 3 DR 9735 （414345øD $\emptyset$ Døø2ø895DC93ø9øøEC9 35BøøA3 8E93øAABD2A74 ：REM＊196

 あす5E8Eわの99すF6 ：REM＊37
368 DATA 8E18562ø7DFFøDøDøD63 4 8414E47452ø774F5244 2ø6C454 E4754483AøDøD ：REM＊21ø
369 DATA 63555252454 E542ø6C45 4 E4754483A2の巾のAE1856 A9めø2の3 28E2め7DFFのD6E ：REM＊113
37 DATA 554D4245522ø4F462ø646 $174612 \emptyset 424954532$ Ø28 352D382 93A2øøDøゆ2ø89 ：REM＊249
371 DATA 5DC9359ø19C939Bø1538 E 93øAABD1ø758D1ø75AD 1øøA299 FøD1巾758D1巾のA ：REM＊54
 E47452め73544F5＠2ø62 4954533 AøDøD73656C65 ：REM＊154

373 DATA $63742 \emptyset 3 \mathrm{C} 2 \emptyset 3 \emptyset 2 \emptyset 3 \mathrm{E} 2 \emptyset 4 \mathrm{~F} 5$ 22め3C2め312ø3E2め7374 6F7ø2ø6 269743AфDøø2ø ：REM＊29

 ØA2めAADめAめFFの ：REM＊189
 3øDøDøD6348414E4745 2Ø64454 C4554452ø6B45 ：REM＊233
376 DATA 592ø56414C55452EØDØD 6 3555252454 E 542 Ø7641 4C55453 A2øøøAE14øEA9 ：REM＊1Ø3
377 DATA ゆ反2ø328EA9め38D69762 7 DFFøDøD654E5445522ø 4E45572 Ø76414C55453A ：REM＊4
378 DATA 2øøø2ø6B76FøøB2ø6E72 8
 D6A762øCCFF2 $\quad$ ：RE M＊98
379 DATA 4B5C2 1 E4FFFøFB2 6585 C C
 Ø1 DAE6A766øC9 ：REM＊145
$38 \emptyset$ DATA 14Døø62øD3764C7376C9 1 8DøøA2øD376AD6A76Dの F8FøCAA C6A76CC6976D $\quad$ ：REM＊221
381 DATA $\emptyset 8 A 9 \emptyset 72 \emptyset D 2 F F 4 C 7376 A 82$ 97FC92øВøø34C737698 AE6A769 Døø1D2めD2FFEE
：REM＊197
382 DATA 6A764C7376AE6A76FøøB C E6A76A99D2øD2FF2ø58 5C6ø2ø7

DFFøDøD644953
：REM＊243
383 DATA 4B2 6449524543544 F 525 93AøD7553452ø3C6E6F $2 \emptyset 73637$ 26F6C6C3E2あ54 ：REM＊2め
384 DATA 4F2ø5ø415553452CøD41 4 E442ø73686966742ø6B 65792ø5 44F2ø41424F52 ：REM＊115
385 DATA $54 \emptyset$ D ${ }^{\text {D } 12 \emptyset \emptyset A 2 \emptyset \emptyset A \emptyset 1 D A D ~} 6$ A762øBDFFA9めøA2ø8Aめ 6ø2øBAF F2øC $\emptyset$ FF ${ }^{4}$ CA $:$ REM＊142

 32øCFFF8561A5
：RE M＊174
387 DATA 9ØD $\emptyset 2 A C 663 D \emptyset E A 2 \emptyset \emptyset 7 B A$ A 9めøA2ø8Aøø32ø5DBAA9 2ø2øD2F F2øCFFFFøの9A6 ：REM＊137
388 DATA 9øDøøC2øD2FF9めF22øB4 B
 F2ø6F5D6ø2ø96 ：REM＊164
389 DATA 5BA2ø8866＠A9＠856285 B 7AA2ø68FF2ø7DFF93＠D ØD654E5 445522 б644953 ：REM＊244
39ø DATA 4B2ø634F4D4D414E442Ø 2 84F522ø24293A2øøøA9 1E8D697 62ø6B76ADøø1D ：REM＊212
391 DATA C924Døø34CE476A9øøA2 Ø
 ØC9FFB DEA FF $^{2}$
：REM＊49
392 DATA AD øø1DC94øFめøBE8BDø 1～

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Cardco Super G printer PPI printer intertace XETEC Super Graphics printer $\$ 49.95$
$\$ 39.95$ $\$ 39.95$ $\$ 49.95$
$\$ 44.95$
$\$ 54.95$

## APROSPAND <br> $64 \quad \$ 29.95$

plugs into the cartridge port, has 4 switchable slots, fuse protected and a reset button.

## JOYSTICK REDUCER

Every once in a while, our buryers find one of those odd gadgets they just can't resist. The Joy Stick Reducer is odd and low-priced. It allows one joystick to be plugged into both ports at the same time. I know you are saying, what's it good for. Stop and think, how many times have you had to try both ports before finding the right one?


Aprotek 12C, C64, C128, compatible
Aprotek 12AM, AMIGA compatible
Avatex 1200
$\$ 99.95$
$\$ 119.95$
$\$ 19.95$
\$ 99.95
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$\$ 119.95$
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One cable for both 40 or 80 columns on the C128. Flip a switch to change modes. Plugs to the back of the monitor for a sharp display. 16 colors in 40 column. black and white in 80 . Not for RGB monitors or television sets.

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BLASTER C64, C128
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Add automatic firepower to your games, plug-in module that makes the fire button of your joystick have machine gun action. Adjustable speed control.

## EQUIPMENT STANDS

CURTIS printer stand with paper catcher
$\$ 18.95$
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| C-128 |best iriend a C128 user ever had Includes C-64, C128, CPM, 1541, 1571. 261 pages of easy to find information. 75 oasy to read charts and tables. The Black Book of C128 is very much like a dictionary, always ready to answer your questions.

PROTECTION REVEALED C $64 \mathbf{\$ 1 5 . 9 5}$ A beginners guide to software protection. Written to give you a fundamental understanding of a disk and BASIC protection. Identify what you are seeing when examining a disk. Become a master of illusion. Reveals countless tricks and tips that mystify the user. The book is 141 pages and includes a free disk of 21 utility programs.

## SAM's BOOKS

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## GROUND FAULT IND.

Computer equipment is very sensitive to ungrounded household wiring. Disk drives have a bizarre way of mixing up data. The Ground Fault Indicator tells you if your outlet is properly grounded.

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RUN TERM 128

 ØC6FFB 1 Ø2 $\emptyset \mathrm{CF}:$ REM＊249
393 DATA FF2ØD2FFC9めDFøØ6A59め 2 9BFFØFø4C9177めØA9め3 85E52めD C782めEC78ADØ4 ：REM＊57
394 DATA 5685F1A9めø85F42めB7FF 2 9Ø8Dめ2りA2Ø52ØC6FF2り E4FF297 FAABD $\emptyset \emptyset \mathrm{FF}$ ： $1 \emptyset$ REM＊153
395 DATA AE1 356 Fゆø5482ø1ゆ5D68 2 ØD2FF4C34782ØE1FFD Ø6A9ø18 D1F566ø2øCCFF ：REM＊5
396 DATA 2 2 E4FFF 1 BAC9 9 DD $\emptyset 62 \emptyset$ A E784C2E78C914Dり＠34C 9D78C91 8FりF2AE29789D ：REM＊219
397 DATA Øø1DE8EØ5ØFØE48E29784 C3178AE2978Fめの9CE29 78CAA92 Ø9Dめø1D4C3178 ：REM＊116
398 DATA A2 $52 \emptyset$ C9FFAE2978Fめ1C A ØøØB9めØ1DAABDめøøE2Ø D2FFA9 Ø85A2A5A2C9め4 ：REM＊2ø5
399 DATA DØFAC8CC2978DØE6A9ØD 2 ØD2FF4CCCFFAØ5ØA92Ø 99Øø1D8 $81 \emptyset$ FAA $2 \emptyset \emptyset 8 E 29:$ REM＊31
4め DATA 786ØADめØ56Fめ13AØøめB9 Ø Ø1D2Ø467Aめ98Ø2Ø1779 C8Cめ5めD ØFり6ØAりøøB9めり ：REM＊34
4め1 DATA 1D2Ø467Aø98ゆ9928Ø4C8 C Ø5ØDøFり6Ø48A212A9めØ 2ØCCCDE $8982 \emptyset C C C D A 21 \mathrm{~F} \quad:$ REM＊166
$4 \emptyset 2$ DATA 682øCCCDA212A9めø2ØCC C DA212A9ø82øCCCDE898 2øCCCDA 21FAD $4562 \emptyset \mathrm{CC}:$ REM＊242
$4 \emptyset 3$ DATA CDA212A9 Øø4CCCCDØøøø Ø ØøめAD4E79A2Ø18E4C79 85FAAD4 F7985FBA95085 ：REM＊171
$4 \emptyset 4$ DATA B2AD1 $95685 \mathrm{~B} 3 \mathrm{~A} \emptyset \emptyset \emptyset 8 \mathrm{E} 4 \mathrm{C} 7$ 92Ø527AAE4C79C9ØDDØ Ø9A91F9 9øøøBC84C8E79 ：REM＊36
$4 \emptyset 5$ DATA $2 \emptyset 467 \mathrm{~A} 99 \emptyset \emptyset$ BC8CCØF56 D ØDE88C884FE88B9めゆØB 91B2881 ØF8A4FE189865 ：REM＊23
$4 \emptyset 6$ DATA FA85FAA5FB69ØøC9EFD $\emptyset$ 2A9Ø485FBEめØ1DØØ38C 4D79CCめ F56Føø8A92Ø91 ：REM＊95
$4 \emptyset 7$ DATA B2C84CB479A92Ø91B218 A 5B26DøF5685B29めø2E6 B3E8Eめ1 6FりØ34C6879AD ：REM＊5
$4 \emptyset 8$ DATA Øø56Døめ34C3F7AA91ゆA2 1 22ØCCCDE8A9めø2øCCCD Aøøø84B 2A91385B3A $5 \emptyset \quad$ ：REM＊28

409 DATA B1B22ØCACDC8DØF8E6B3 A 5B3C919D $0 \mathrm{~F} \emptyset \mathrm{~B} 1 \mathrm{~B} 22 \emptyset \mathrm{CA}$ CDC8C 1 E ØDØF6A918A212 ：REM＊24
$41 \emptyset$ DATA $2 \emptyset C C C D E 8 A 9 \emptyset \emptyset 2 \emptyset C C C D A 91$ 385B3AD $4562 \emptyset$ CACDC8 D $\emptyset$ F7E6B 3A5B3C919DØEF ：REM＊212
411 DATA ADØ4562ØCACDC8CØEØD $F$ 5AD4F79AE4E796Ø4829 8Ø4A85F E68293FØ5FE6 $\quad$ ：REM＊248
412 DATA A9FAA2め14C74FFAD4E79 1 86D4D798D4E79AD4F79 69øøC9E FDøø7A9めø8D4E ：REM＊2ø2
413 DATA 79A9＠48D4F794C5Ø79AD 4 E7985FAAD4F7985FB2 A17A2ØA 17ABØø9Aøめø2Ø ：REM＊96
414 DATA 527AC9 0 DD $\emptyset$ F2A5FA8D4E 7 9A5FB8D4F794C5 79 C 6 FAA9FFC 5FADø14C6FBA5 ：REM＊15
415 DATA FBC9 $\emptyset 4 \mathrm{~B} \emptyset \emptyset \mathrm{AA} 9 \emptyset 485 \mathrm{FBA} 9 \emptyset$ Ø85FA386め85FB186＠：REM＊138
416 DATA－1 ：REM＊19

## Listing 3．RUN Term 128 Punter program．

$1 \emptyset$ OPEN $8,8,8, "$ PUNTER1 $28, \mathrm{P}, \mathrm{W} "$
E8：END
：REM＊176
：REM＊168
15 FAST ：REM＊86
$2 \emptyset$ READ $\mathrm{A} \$: \operatorname{IF} \mathrm{A} \$=^{\prime \prime}-1$＂THEN CLOS

25 IF LEN（A\＄）＜ 62 THEN 55
：REM＊232
Continued on p． 106.

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From p． 102.
$3 \emptyset B \$=M I D \$(A \$, 1,2 \emptyset)+M I D \$(A \$, 22$ ， $2 \emptyset)+$ MID $(A \$, 43,29) \quad:$ REM＊35
$35 \mathrm{~N}=\mathrm{LEN}(\mathrm{B} \$) / 2 \quad:$ REM＊38
4ø FOR $\mathrm{I}=1$ TO $\mathrm{N} \quad:$ REM＊2 $\mathrm{N}^{2}$
$45 \mathrm{H} \$=\operatorname{MID} \$(\mathrm{~B} \$, \mathrm{I} * 2-1,2): \mathrm{H}=\mathrm{DEC}(\mathrm{H} \$$ ）：REM＊222
$5 \emptyset$ PRINT\＃8，CHR\＄（H）；：NEXT：GOTO 2 $\emptyset$
：REM＊1 $\emptyset$ ø
55 IF LEN $(\mathrm{A} \$)<2$ THEN $\mathrm{B} \$=\mathrm{A} \$$ ：GOT ○ $7 \emptyset$
：REM＊65
$6 \emptyset$ IF LEN $(\mathrm{A} \$)<42$ THEN $\mathrm{B} \$=\mathrm{MID} \$(\mathrm{~A}$ $\$, 1,2 \varnothing)+$ MID $($ A $\$, 22,(\operatorname{LEN}(A \$)-$ 21））：GOTO 7 $\quad$ ：REM＊148
$65 \mathrm{~B} \$=\mathrm{MID} \$(\mathrm{~A} \$, 1,2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22$ ， $2 \emptyset)+\mathrm{MID}(\mathrm{A} \$, 43, \operatorname{LEN}(\mathrm{~A} \$)-42)$
：REM＊8 $\emptyset$
$7 \emptyset \mathrm{~N}=\mathrm{LEN}(\mathrm{B} \$) / 2$
：REM＊67
75 FOR $\mathrm{I}=1$ TO N ：REM＊73
$8 \emptyset \mathrm{H} \$=\mathrm{MID} \$(\mathrm{~B} \$, \mathrm{I} * 2-1,2): \mathrm{H}=\operatorname{DEC}(\mathrm{H} \$$ ）：REM＊251
85 PRINT\＃8，CHR\＄（H）；：NEXT：GOTO 2 $\emptyset \quad$ ：REM＊129
$1 \emptyset \emptyset$ REM PUNTER PROTOCOL FOR RUN TERM128 ：REM＊182
 CA9ø92CA9øC2CA9øFEA 4C1B3ø4 CA1354C953685 ：REM＊53
$1 \$ 2$ DATA 64BA8E1C38A933186564 8 D313ØA93ø69めø8D323Ø4C393ø4

## C573ø4CøE344C

：REM＊84
$1 \emptyset 3$ DATA D6334CD4344C1D354CB $\emptyset 3$ 54C9536474F4F424144 41434B5 32F4253594E8D ：REM＊23ø
1 Ø4 DATA Ø538A9めø8Dめø388Dゆ1388 Dø238A9のø8Dø6388Dø7 382ø813 62øF83ØA596D $:$ REM＊228
 Dø138ADøøゆ28Dゆ238A9 Øø8D 43 8A9め18D 338 AD
：REM＊6 ${ }^{\text {＊}}$
$1 \emptyset 6$ DATA $\emptyset 5382 \mathrm{C} \emptyset 338 \mathrm{~F} \emptyset 16 \mathrm{AC}$（ 438 A 2øøBDøめ38D9483めDøø9 C8E8Eø 3DøF24CC43のøE
：REM＊78
 8C9øFDøD24C653＠A9FF 8Dø6388 Dø7384C6D3ØEE ：REM＊199
$1 \emptyset 8$ DATA $\emptyset 638 \mathrm{D} \emptyset \emptyset 3 \mathrm{EE}$ Ø $738 \mathrm{AD} \emptyset 738 \emptyset$ Dø638Fø13ADø638C9ø7 ADø738C 9149ø82A9＠185 ：REM＊187
$1 \emptyset 9$ DATA 964C6435A9ゆø85966ØEA 9 848AD18øACD19ØAFø16 AC19øAB 1C848EE19øAA9 ：REM＊22
$11 \emptyset$ DATA $\emptyset \emptyset 8596688 \mathrm{D} \emptyset \emptyset \emptyset 268 \mathrm{~A} 84 \mathrm{C} 2$ 331A9め28596A9めø8Døø Ø268A84 8A9め385BA686Ø
：REM＊31
111 DATA A2ø52øC9FFA2øøB9483Ø 2 ØD2FFC8E8EØø3DøF44C CCFF8D $\emptyset$ 838A9øø8DøB38 ：REM＊2ø
112 DATA A9 928564 AC $\emptyset 8382 \emptyset 2 A 31$ A 9ø42ø573ØA596Føø7C6 64DøF34

C4831Aめの92め2A
：REM＊92
113 DATA 31ADめD38Føø5ADø838Fめ 1 FADØ4398Dø9388D1738 2Ø8532A 596C9ø1FøøCC9 ：REM＊122
114 DATA $\emptyset 2 \mathrm{~F} \emptyset \mathrm{DBC} 9 \emptyset 4 \mathrm{~F} \emptyset \emptyset 4 \mathrm{C} 9 \emptyset 8 \mathrm{~F} \emptyset \mathrm{D}$ 36ØA91ø2ø573ØA596Dめ C9A9のA8 Dø938AøøC2ø2A ：REM＊24
115 DATA 31 A9 $982 \emptyset 573$ ДA596Føø5 C Eø938DøED6øA9め18DøB 38AD1E3 8Føø5Aøøø2ø2A ：REM＊213
116 DATA 31A9ØB2ø573ØA596DØED A 9øø8D1E38ADø438C9øø Dø35AD $\emptyset$ D38Dø68EE1938
：REM＊47
117 DATA Døø3EE1A382ø6A33Aøø5 C 8B166C9FFDゆ16A9ø18D ØD38AD1 63849ø18D1638 ：REM＊241
118 DATA $2 \emptyset 6$ A $332 \emptyset 4 \mathrm{~A} 334 \mathrm{C} \emptyset 8322 \emptyset \emptyset$ 533A92D2CA93A2ø8C35 Aøø62ø2 A31A9ø82ø573ø ：REM＊249
119 DATA A596DøEA2ø6A33Aめø4B1 6 68Dø9382ø7733A2ø52め C9FFAøø ØB1662øD2FFC8 ：REM＊6 $\varnothing$
$12 \emptyset$ DATA CC $\varnothing 938 \mathrm{D}$ ØF52 1 CCFFA9 $9 \varnothing 6$ ØA92A2ø8C35Aøø62ø2A 31A9ø82 Ø573øA596DøED ：REM＊113
121 DATA A9めA8D 9938 AøøC2Ø2A31 A
 DA9ø38Dø938A $:$ REM＊236
122 DATA $\emptyset 92 \emptyset 2 \mathrm{~A} 31 \mathrm{~A} 9 \emptyset \emptyset 2 \emptyset 573 \emptyset \mathrm{CE}$ Ø 938DøF1A9ø16øAøøøA9 Øø8Dø63

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88D 97382 Ø8136
：REM＊23ø
123 DATA 2øF83øA596D 3 CAD $\emptyset \emptyset 69$
 5ADøø38C941D
：REM＊224
124 DATA ØEADø138C943Døø7ADø23 8C94BFøøBC8CC $938 \mathrm{D} \emptyset \mathrm{C} 2 \mathrm{~A} 9 \emptyset 18$ 5966øA9FF8Dø6
：REM＊34
125 DATA 388Dめ7384C8F32EE 638 D
 Dø638C9ø6AD 77
：REM＊179
126 DATA 38C91øDØ9EA9ø28596C $\emptyset$ ØFøø4A9め485964C6435 A9ø8859 66øAD163849め1 ：REM＊158
127 DATA 8D16382ø6A33Aøø5AD19 3 81869ø19166C8AD1A38 69øø916 6A2ø22øC6FFA
：REM＊238
128 DATA $\quad 72 \emptyset \mathrm{CFFF} 9166 \mathrm{C} 82$ ØB7FF D Øø ACC1838DøFø98484C 4B33984 8AめØ5C8A9FF91
：REM＊152
129 DATA $664 \mathrm{C} 4 \mathrm{~B} 33482 \emptyset \mathrm{CCFF} 2 \emptyset$ A1 3 52ø7F352øA135Aめø4B1 668Dø93 82ø773368Aøø4 ：REM＊219
$13 \emptyset$ DATA $91662 \emptyset 86336 \emptyset$ A9øø8566 A D163818693985676øA9 Øø8566A D163849ф11869 ：REM＊67
131 DATA 3985676ØA9めØ8D12388D 1 3388D14388D1538AØø4 AD12381 871668D12389 ：REM＊2ø8
132 DATA Ø3EE1338AD143851668D 1 438AD15382A2E14382E 1538C8C

Cø938DøDAAめø ：REM＊121
133 DATA AD1 2389166 C8AD133891 6 6C8AD14389166C8AD15 3891666 ØA9のø8DØD388D ：REM＊241
134 DATA ØC388D1D38A9ø18D1638 A 9FF8D19388D1A382ø77 33AØゆ4A 9Ø791662ø6A33
：REM＊11 $\emptyset$
135 DATA Aøø5A9めø9166C891662め B
 938A9Øø8D1A38 ：REM＊2ø8
136 DATA 8DøD388D16388Dゆ5398D $\emptyset$ 6398DøC38A9ゆ78Dゆ439 A9めゆ2Ø4 Ø31ADØD38DØD2 ：REM＊194
137 DATA 2ø8A34DØ3C2ØCCFFAD 93 8C9 $9 \mathrm{~F} \emptyset 16 \mathrm{~A} 2 \emptyset 22 \emptyset \mathrm{C} 9 \mathrm{FF} \mathrm{A}$ A $9 \mathrm{~B} 9 \emptyset$ Ø392めD2FFC8CC ：REM＊17め
138 DATA Ø938DøF42øCCFFADØ639 C 9FFDØø8A9Ø18DめD38A9 2A2CA92 D2øD2FF2øA135 ：REM＊91
139 DATA A9Øø4C2E342ØCCFFA93A 2 ØD2FFAD17388D＠439A9 Ø34C2E3 4ADØø398DØE38 ：REM＊135
14Ø DATA ADØ1398DØF38ADØ2398D 1 Ø38ADø3398D11382Ø6A 33AD173 88DØ9382ø8633 ：REM＊127
141 DATA ADめø39CDØE38Dø1BADø1 3 9CDØF38Dø13ADゆ239CD 1ゆ38Døø BADØ339CD1138 ：REM＊98
142 DATA DØø 3 A9 $9 \emptyset 6 \emptyset A 9 \emptyset 16 \emptyset A 9 \emptyset \emptyset 8$ D19388D1A388DめD388D 16388D $\emptyset$

C38A9ø71869ø1 ：REM＊33
143 DATA 8Dø439A9øø2ø4ø31ADøD 3 8DØ2Ø2Ø8A34DØ1ØADø7 398D1B3 8A9Ø18DØD38A9 ：REM＊248
144 DATA Øø4CEF34AD17388DØ439 A 9ø34CEF34A9Øø8DØりø2 6ØA9Øø8 DØD388DØC38A9 ：REM＊164
145 DATA Ø18D16388D1D38A9FF8D 1 9388D1A382Ø7733Aめゆ4 A9ø7186 9ø191662Ø6A33 ：REM＊73
146 DATA AØø5A9FF9166C89166A $\emptyset$ 7AD1B389166A9め18D1E 382ØB23 1FりFBA9 $\emptyset 8 \mathrm{D} \emptyset \emptyset:$ REM＊13
147 DATA Ø26ØEEØC38ADØC38C9Ø39 ØøCA9めø8DØC38ADめB38 FØØ7DØ1 1ADØB38FøØCA2 ：REM＊64
148 DATA ØøAØøØC8DØFDE8EØ78D $\quad \mathrm{F}$ 66Ø48AD1938ØD1A38Fめ ØAAD1D3

149 DATA $48686 \emptyset 2 \emptyset \mathrm{C} 2 \mathrm{E} 6 \mathrm{AD} \emptyset \mathrm{F} \emptyset \mathrm{AC} 98$ ØFりF6C992FØF26Ø2ø6D 362ØF73 ØA596Dø14ADØ ：REM＊218
$15 \emptyset$ DATA Ø2297F8Døøø2C9め8FめøB C $9 \emptyset \mathrm{DF} \emptyset \emptyset 7 \mathrm{C} 92 \emptyset 1 \emptyset \emptyset 34 \mathrm{C} 1 \mathrm{~B}$ 36C9619 ØøDC97BB $\emptyset 938 \quad:$ REM＊47
151 DATA E92ø8Dゆøø24CF $\emptyset 35 \mathrm{C} 9419$ ØøAC95BB $\emptyset 618698 \emptyset 8 \mathrm{D}$ Øø $\emptyset 2 \mathrm{C} 9 \emptyset$ 8Døø5A9148Dの ：REM＊13
152 DATA Ø2C922DめØA2ØD2FFA9142 ØD2FFA922AD $\emptyset \emptyset 2 C 9 \emptyset D ~ D \emptyset \emptyset 7 A 92$ D

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Ø2øD2FFA9めD2ø
：REM＊166
153 DATA D2FF2ø6D362øE4FFFø93 8 Døøø2C913Fø45C9419ø ØDC95BB Øø918692ゆ8Dø $\emptyset$
：REM＊241
154 DATA $\emptyset 24 \mathrm{C} 4936 \mathrm{AD} \varnothing \varnothing$ 2C9C19ø $\emptyset$ AC9DBB $\emptyset \emptyset 638 \mathrm{E} 98 \emptyset 8 \mathrm{D} \emptyset \emptyset \emptyset 2 \mathrm{C} 914 \mathrm{D}$ øø5A9ø88Dゆø $:$ REM＊2ø9
155 DATA C983Døø5A91 $18 \mathrm{D} \varnothing \emptyset \emptyset 2 \mathrm{~A} 2$ Ø 52øC9FFADøøø22øD2FF 2øCCFF4 CB 636 6A9122ø ：REM＊137
156 DATA D2FFA9B82øD2FFA99D2 $\emptyset$ D 2FFA9922øD2FFEAA5D3 C9ø2Døø 768BAEC1C38D $\emptyset:$ REM＊14
157 DATA F9A9め18Døøø26øAD26ø3C 9BADøø7AD27め3C936Fø 16AD26め 38Dø23BAD27ø3
：REM＊218

158 DATA 8D （33BA9BA8D26ø3A9368 8
 23B9ゆ4686C 12
：REM＊185
159 DATA 3B4A68859E8A4898489 2 32øBEE9DøøE2ø15EAB $\emptyset E A 9 \emptyset 2 A$ Øø $\emptyset 91$ B2C884A6 ：REM＊196 16 DATA A59E91B21868A868AAA5 9
 237AC1 BøAC8CC
：REM＊131 161 DATA 1 A $\emptyset$ AF $\emptyset F 48 \mathrm{C} 1 \mathrm{~B} \emptyset A 88 \mathrm{~A} 59 \mathrm{E} 9$ 1CAAD $\emptyset$ FøA4ABめ1EA91ø 8DøEDDA Døす3B8D 4DDAD ：REM＊251
162 DATA 13 B8D 95 DA9 9812 Ø7FE6 2 Ø4AE6A9118DøEDD6øø7 øøøøøøø

：REM＊198
163 DATA－ 1
：REM＊17

Listing 4．RUN Term 128 Xmodem program．

：REM＊232
$3 \emptyset B \$=\operatorname{MID}(\mathrm{A} \$, 1,2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22$ ， $2 \emptyset)+$ MID $(\mathrm{A} \$, 43,29) \quad:$ REM＊35
$35 \mathrm{~N}=\mathrm{LEN}(\mathrm{B} \$) / 2 \quad$ ：REM＊38
$4 \emptyset$ FOR $\mathrm{I}=1$ TO $\mathrm{N}:$ REM＊2 $\varnothing$
$45 \mathrm{H} \$=\mathrm{MID} \$(\mathrm{~B} \$, \mathrm{I} * 2-1,2): \mathrm{H}=\mathrm{DEC}(\mathrm{H} \$$ ）：REM＊222
5Ø PRINT\＃8，CHR\＄（H）；：NEXT：GOTO 2 $\emptyset$ ：REM＊1 Øø
55 IF LEN $(\mathrm{A} \$)<2 \emptyset$ THEN $\mathrm{B} \$=\mathrm{A} \$:$ GOT $07 \emptyset \quad:$ REM＊65
$6 \emptyset$ IF LEN $(A \$)<42$ THEN $B \$=$ MID $\$(A$ $\$, 1,2 \emptyset)+M I D \$(A \$, 22,(\operatorname{LEN}(A \$)-$ 21））：GOTO $7 \emptyset$ ：REM＊148
$65 \mathrm{~B} \$=\operatorname{MID} \$(\mathrm{~A} \$, 1,2 \emptyset)+\operatorname{MID} \$(\mathrm{~A} \$, 22$ ， $2 \emptyset)+\operatorname{MID}(A \$, 43, \operatorname{LEN}(A \$)-42)$ ：REM＊8 $\varnothing$
$7 \emptyset \mathrm{~N}=\mathrm{LEN}(\mathrm{B} \$) / 2 \quad:$ REM＊67
75 FOR I＝1 TO N ：REM＊73
$8 \emptyset \mathrm{H} \$=\mathrm{MID} \$(\mathrm{~B} \$, \mathrm{I} * 2-1,2): \mathrm{H}=\mathrm{DEC}(\mathrm{H} \$$ ） ：REM＊251
85 PRINT\＃8，CHR $\$(H)$ ；：NEXT：GOTO 2 $\emptyset$ ：REM＊129
$1 \emptyset \emptyset$ REM XMODEM PROTOCOL FOR RUN TERM1 28 ：REM＊63
$1 \emptyset 1$ DATA $\emptyset \emptyset 284 \mathrm{C} 3 \emptyset 284 \mathrm{CED} 2 \mathrm{~A} \emptyset \emptyset \emptyset \emptyset$
 483øøøøø4øø43 ：REM＊146
$1 \emptyset 2$ DATA $4333 \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset 1 \emptyset$
 F288D11288D1F ：REM＊243
$1 \emptyset 3$ DATA 288D2ø288D2B288D2C28 8 D2D288D2E288D14288D 2A282ø6 C2E2めEø2DA98め ：REM＊1ゆ2
$1 \emptyset 4$ DATA 8D1 128 A9 $\emptyset \emptyset 8 \mathrm{D} 13288 \mathrm{D} 172$ 88D18282ØE8292ØE1FF Døø34CB 22AAD1728D 38 ：REM＊219
$1 \emptyset 5$ DATA ADøB28C9Ø4DØø34C9C29C 918Døø32ØB72AC916D $\emptyset 34 \mathrm{C} 5 \mathrm{~B} 2$ 8C9ゆ1DØD4A9Ø4
：REM＊232
$1 \emptyset 6$ DATA 8D2528AD1428DØØFAD292

8C955Fめø82め732DA955 8D2928A DøB282ØBA2CCD ：REM＊36
 418C9FFFøゆ62め4F2A4C 5B28EE1 428AD 1 ゆ4CD14 4 ：REM＊81
$1 \emptyset 8$ DATA $28 \mathrm{~F} \emptyset \emptyset 9 \mathrm{CE} 14282 \emptyset 4 \mathrm{~F} 2 \mathrm{~A} 4 \mathrm{C} 5$ B28AD $628 \mathrm{C} 915 \mathrm{~F} \emptyset \emptyset \mathrm{D} 2 \emptyset 322 \mathrm{E} 2 \emptyset 4$ 92EC9ØØDøE64C
：REM＊ 8
$1 \emptyset 9$ DATA FD28AD182838ED83ø418 C D83Ø4DゆD6ADØ628C957 DØ3A2ØF 52EAD 1 A28C94 ：REM＊95
$11 \emptyset$ DATA $F \emptyset \emptyset 4 \mathrm{C} 98 \emptyset \mathrm{~F} \emptyset \emptyset \mathrm{~B} 2 \emptyset \mathrm{~A}$ 2A4C 1 D29A9めゆ2ø732DEE2A28 AD2A28C 9Ø4DØ14ADØA28 ：REM＊234
111 DATA C98фD $\emptyset \emptyset 5 A 9 \emptyset 72 \emptyset 732 \mathrm{DA} 9 \emptyset$ Ø8D2A282ø3E2F4C5B28 AD $\emptyset F 28 F$ $\emptyset 42 \mathrm{~A} \emptyset \emptyset$（A2 $\downarrow 4 \mathrm{BD} \quad: \mathrm{REM} * 8$
112 DATA $85 \emptyset 4$ DD1928Døø5CA1 $\emptyset F 5$ A Øø68CめD28A2め82りC9FF AEめD28B D85 $\$ 42$ C $\emptyset 7281 \emptyset:$ REM＊133
113 DATA ${ }^{1} 32$ CE292ØD2FF2ØB7FF D Ø27EEめD28AD1 28 CDめD 28DØDF2 C11281Øø34CC8 ：REM＊245
114 DATA 2 AA $2 \emptyset \emptyset \mathrm{BD}$ Ø $3 \emptyset 49 \mathrm{D} 85 \emptyset 4 \mathrm{E} 81$ ØF78EØF282Ø882A4C5B 282ØB22 AA98Ø8D1128A2 ：REM＊18
115 DATA 7FAD2F28DめØEBD85Ø48D 1 228C91AFめø7C9めøFøด3 4CC729B D85Ø4CD1228D $\emptyset$
：REM＊27
116 DATA Ø6CA1 ${ }^{2} 54$ CC82AE88E1 $\emptyset 2$ 84C4329297FC9419ф13 C95BBめ $\emptyset$ Fり92す4CE729C9
：REM＊198
117 DATA 619めø6C97BBめØ229DF6め 2 Ø7C2C2めE1FFFめ5C2Ø67 2CD 2 AA Dø928C98ØFめø7 ：REM＊39
118 DATA ADø628C957Dø1BADØB28 C 91ØDøøC2ØE829ADØB28 494Ø8D B286øC911FøCE ：REM＊229
119 DATA C913FøCA6Ø2ø762C9めC7 A DØ628C957Dø1CA9182め 832CA91 82り832C2Ø3E2F
：REM＊212
$12 \emptyset$ DATA A9182ø832CA9182ø832C 6 8684CE32A68684C5328 4CB22AE E1328A9 1 ACD13 3 REM＊76
121 DATA 28Fり59ADめA28C94ØDØø6 2 Ø7C2A4C6B2AA9 $12 \emptyset 73$ 2DAD $\emptyset 62$ 8C957Døø42øøF
：REM＊192

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122 DATA 2F6øA9152ø832C6øEE2D 2 8Døø3EE2E282ø6A2F6 AD $^{\text {®A28C }}$ $94 \emptyset \mathrm{D} \emptyset \emptyset 62 \emptyset$ A ${ }^{2}$ 2A
：REM＊ 89
123 DATA 4C9A2AA9øø2ø732DA9ø6 2 ø832C6øEE2B28Døø3EE 2C282ø6 A2F6øA9ø42ø83 ：REM＊2ø9
124 DATA 2C6øA9182ø832CA9ø42ø E 52A2ø9F2D68686ø29ø3 2ø832C6 ØA9ø62ø832CAD ：REM＊56
125 DATA Ø628C957DøøF2øE829C9 Ø 4DøF9A9め62ø832C2øBA 2EA9め32 ゆ732DA9ø84CC3
：REM＊1 $\emptyset \emptyset$
126 DATA FF2øE1FFDøø32øB72AAD 1 9ØA8D18øAA9øø8D1F28 8D2ø288 D2B288D2C288D ：REM＊53
127 DATA 2D288D2E28A9め18Døøø4 8 Dゆ1ゆ449FF8Dゆ2ø42øE1 FFDøø62 ØAC2A2øB72A2ø ：REM＊189
 32øB72AC943Føø4C915 DøDE8D $\emptyset$ 6282ø6C2EAD29 ：REM＊17
129 DATA 282ø732DA9ø38D1728A2 $\emptyset$ Ø8E18288EøC282øE1FF Døø34C2 22C2øCCFFA2 ${ }^{2} 8$ ：REM＊142
$13 \emptyset$ DATA $2 \emptyset \mathrm{C} 6 \mathrm{FF} 2 \emptyset \mathrm{E} 4 \mathrm{FF} 482 \emptyset \mathrm{CCFF} 6$
 7FF29C38D $\emptyset$ C28 ：REM＊248
131 DATA DøøCAD $\emptyset$ B282øBA2CC983 D

ØC9Fø2AADめB282めBA2C CD1628F Ø1FA91A8D1228
：REM＊27
132 DATA AD $\emptyset$ B28C91ADø 1 5A9øø8D 1 228AD12288DøB282øBA 2CCD162 8DøF8ADø628C9 ：REM＊11 9
133 DATA $15 \mathrm{~F} \emptyset \emptyset 92 \emptyset 322 \mathrm{E} 2 \emptyset 5 \mathrm{~F} 2 \mathrm{E} 4 \mathrm{C}$ D Ø2BAD18288D83ø4A9øø 8DøD282 ØE1FFFø48AEめD
：REM＊13
134 DATA 28BDめøø42ø832CEEØD28 A
 CFøøC2øE1FFFø ：REM＊184
135 DATA $272 \emptyset 762$ C 9 ØF1B $\emptyset$ B8AD $\emptyset$ B 2 8C915Dめ15ADめA28C94 D Dø62Ø7 C2A4CBA2BA9 1
：REM＊2ø3
136 DATA 2ø732D4CBA2BC918Døø32 ØB72AC9Ø6DøC8ADøA28 C94øDø $62 \emptyset A \emptyset 2 A 4 C 3 B 2 C$
：REM＊188
137 DATA A9めø2め732DADøC28Fめ192 ØAC2A2ø7C2CA5A13øø5 2ø672CD ØF7ADøC28294Ø
：REM＊22
138 DATA $\mathrm{F} \emptyset \mathrm{CC} 4 \mathrm{CE} 32 \mathrm{AEE}$ Ø1 $\emptyset 4 \mathrm{~A} 9 \mathrm{FF} 4$ Dø1ф48Dゆ2ø44C4A2BA2 $\emptyset 52 \emptyset \mathrm{C} 6 \mathrm{~F}$ F2øE4FF8DøB28 ：REM＊38
139 DATA 2 ØB7FF6 $\emptyset$ A5A1CD $25286 \emptyset$ A 9øø85A185A26ø48A2ø5 2øC9FFA DøFøA29Ø3DøF9 ：REM＊249
$14 \emptyset$ DATA 68A8AD $928 \mathrm{C} 98 \emptyset \mathrm{D}$ Ø1C98 C 91øFøøFC916FøøBC911 Føø7C91

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3Føø34CB52C49
：REM＊4 4
141 DATA 4ØA8A91ø2øD2FF982めD2 F F6ØADØB28AE17289D $\emptyset \emptyset 4 A 8 A D \emptyset$ 628C915Døø898 ：REM＊223
142 DATA 186D18288D1828EE1728 E 88A6ØEF2CF32CF52CøA 2D1F2D3 42D492DF12C5E
：REM＊22ø
143 DATA 2D662D6F2D2DめØ2Bøめ3A Ø Ø57584D4F44454D2Ø5 524F544 F434F4C2ø2ø2ø
：REM＊119
144 DATA ØDøø5452414E534645522 Ø434F4D5Ø4C4554452り 2øøDøめ5 452414E534645 ：REM＊222
145 DATA $522 \emptyset 41424 \mathrm{~F} 525445442 \emptyset 2$ Ø2すøD $\emptyset \emptyset 584 \mathrm{D} 4 \mathrm{~F} 44454 \mathrm{D} 2 \emptyset 5 \emptyset 524$ F544F434F4C2 $\emptyset \quad$ ：REM＊58
146 DATA $2 \emptyset 2 \emptyset 2 \emptyset \emptyset D \emptyset \emptyset 4352432 \emptyset 5 \emptyset 5$
 ØøDøø424C4F43 ：REM＊3
147 DATA 4B532øøø2ø4552524F525
 86ØA2ø32øC9FF ：REM＊16
148 DATA 68ØAAABDD92C85C3E8BD D
 2FFC8C $\emptyset \emptyset \emptyset D \emptyset F 2 \quad:$ REM＊$\downarrow$
149 DATA $6 \emptyset 2 \emptyset 7 \mathrm{C} 2 \mathrm{C} 24 \mathrm{~A} 21 \emptyset \mathrm{FC} 6 \emptyset \mathrm{~A} 9$ Ø Ø8D21288D2228A91Ø8D 2328A92 18D24286ØA2Ø8
：REM＊212
$15 \emptyset$ DATA 4D21288D2128øE22282E 2 1289ø12AD23284D2128 8D2128A D24284D22288D ：REM＊197
151 DATA 2228 CAD $\emptyset E 36 \emptyset$ AD $1428 \mathrm{~F} \emptyset \emptyset$ 34C592AAD $6282 \emptyset 832 \mathrm{C}$ EE2728A D2728C9す3D ${ }^{\text {2 }} 39$
：REM＊34
152 DATA A9øø8D2728ADØ628C957 D Ø1ØA9Ø68D2928A9438D Ø628A9す 18D25286ØC943 ：REM＊1
153 DATA Dø19A9め58D2928A9158D Ø 628A9ø38D2528A9848D 1528A98 38D16286ø2øA7 ：REM＊229
154 DATA 2DA2øøBDø3ø48E27282ø B A2DAE2728E8EØ8ØDØEF 6ØAD222 8CD84 4 4D $\emptyset$ BAD
：REM＊124
155 DATA 2128CD83Ø4DØの3A9ØØ6Ø A $9 \emptyset 16 \emptyset A D 21288 \mathrm{D} 83 \emptyset 4 \mathrm{AD}$ 22288D8 $4 \emptyset 46 \emptyset 2 \emptyset$ AA2 EA9
：REM＊179
156 DATA Øø8D2728A9858D1528A9 8 48D1628A9Ø18D2528AD Ø628C95 7DØø6A9め28D29
：REM＊2ø5
157 DATA 286øC943Døø6A9Ø68D292 86ØA9Ø58D2928A9848D 1528A98 38D16286ØA985
：REM＊163
158 DATA 858BA9 $\$ 4858 \mathrm{C} 6 \emptyset E 68 \mathrm{BD} \emptyset \emptyset$ 2E68C6ØA58BC985Døø7 A58CC9 4DØø16ØA58B8D
：REM＊168
159 DATA ØD28A58C8DØE28A2り82りC $9 F F 2 \emptyset A A 2 E A \emptyset \emptyset \emptyset B 18 B 2 \emptyset$ D2FF2øB 32EA58BCD 128
：REM＊2 ${ }^{\text {® }} 2$
$16 \emptyset$ DATA DØEFA58CCD 1 E28DØE82Ø A
 ØCE29A2Øø818B
：REM＊188
161 DATA 2 2 B32EC8C 9 DD $\emptyset E 96 \emptyset 2 \emptyset$ A A2EA9め18D25282め7C2C 2ø672CF ØFB2ø762C9 $9 \mathrm{~F} 6 \quad:$ REM＊143
162 DATA A9ø48D2528AD142838ED 2 A288D1428A9152ø832C A9 12 2øC 22A6ø2ØBA2EA9 ：REM＊182
163 DATA $\emptyset 62 \emptyset 832 \mathrm{CA} 9 \emptyset \emptyset 2 \emptyset \mathrm{C} 22 \mathrm{AA} 9 \emptyset$ 62ø832CA9め22ØC22AA9 Ø62り832

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## RUN TERM128

CA9Ø22бC22AA9
：REM＊89
164 DATA Ø62Ø832CA9Øø2ØC22A6Ø A 9ø82Ø732DA2ø3869AAE 2B28AD2
165 DATA 2ø732DAE2D28AD2E282Ø 3 28EA9めA2ø732D6Ø ：REM＊1ø8
166 DATA -1 ：REM＊2 ${ }^{2}$

C282Ø328EA9ゆ9
：REM＊36

## Listing 5．RUN Term 128 Tables program．

$1 \emptyset$ OPEN $8,8,8, "$ TABLES $, \mathrm{P}, \mathrm{W} "$
：REM＊46
15 FAST ：REM＊86
$2 \emptyset$ READ A\＄：IF A\＄＝＂－1＂THEN CLOS E8：END ：REM＊176
25 IF LEN $(A \$)<62$ THEN 55
：REM＊232
$3 \emptyset \mathrm{~B} \$=\operatorname{MID} \$(\mathrm{~A} \$, 1,2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22$ ， $2 \emptyset)+$ MID $(A \$, 43,29) \quad:$ REM＊35 $35 \mathrm{~N}=\mathrm{LEN}(\mathrm{B} \$) / 2 \quad:$ REM＊38 4 FOR $\mathrm{I}=1$ TO $\mathrm{N}:$ REM＊2 $\emptyset$ $45 \mathrm{H} \$=\operatorname{MID} \$(\mathrm{~B} \$, \mathrm{I} * 2-1,2): \mathrm{H}=\mathrm{DEC}(\mathrm{H} \$$ ）：REM＊222 5 PRINT\＃8，CHR\＄（H）；：NEXT：GOTO 2 $\emptyset:$ REM＊1øø
55 IF LEN $(\mathrm{A} \$)<2 \emptyset$ THEN $\mathrm{B}=\mathrm{A} \$:$ GOT ○ 7 $\emptyset$
：REM＊65
6Ø IF LEN $(A \$)<42$ THEN $B \$=$ MID $\$(A$ $\$, 1,2 \emptyset)+\operatorname{MID} \$(A \$, 22,(\operatorname{LEN}(A \$)-$ 21））：GOTO 7ø
：REM＊148
$65 \mathrm{~B} \$=\operatorname{MID} \$(\mathrm{~A} \$, 1,2 \emptyset)+\mathrm{MID}(\mathrm{A} \$, 22$ ， $2 \emptyset)+\operatorname{MID} \$(A \$, 43, \operatorname{LEN}(A \$)-42)$ ：REM＊8 $\emptyset$
7 $\mathrm{N}=\mathrm{LEN}(\mathrm{B} \$) / 2$
：REM＊67
75 FOR I＝1 TO N
：REM＊73
$8 \emptyset \mathrm{H} \$=\operatorname{MID} \$(\mathrm{~B} \$, \mathrm{I} * 2-1,2): \mathrm{H}=\mathrm{DEC}(\mathrm{H} \$$ ） ：REM＊251
85 PRINT\＃8，CHR \＄（H）；NEXT：GOTO 2 $\emptyset$
：REM＊129
$1 \emptyset \emptyset$ REM REQUIRED TABLES FOR RUN TERM1 28
：REM＊115

 $5161718191 \mathrm{~A} 1 \mathrm{~B} \quad:$ REM＊135
$1 \emptyset 2$ DATA 1C1D1E1F2め2122232425 2 62728292A2B2C2D2E2F 3 31323 3343536373839 ：REM＊122
$1 \emptyset 3$ DATA 3A3B3C3D3E3F4ø6162636 465666768696A6B6C6D 6E6F7ø7 1727374757677 ：REM＊232
$1 \emptyset 4$ DATA 78797A5B5C5D5E5Fめøめø $\emptyset$


ゆøøøøø申øøøøøø
：REM＊197




 Øøøøøøøøøøøøø ：REM＊191
 ゆøめøøøø6Ø41424344454647484 94A4B4C4D4E4F
：REM＊162
1 ゆ8 DATA 5 $\$ 5152535455565758595$
 ゆøøøøøøøøøøøด ：REM＊196
 Øøøøø7B7C7D7Eのøøøøø Øøøøøøø 5øøø714Ø9ØAøø ：REM＊157

 3242526272829
：REM＊171
111 DATA 2A2B2C2D2E2F3Ø313233 3 435363738393A3B3C3D 3E3F4 ЯC 1C2C3C4C5C6C7
：REM＊14 ${ }^{\text {R }}$
112 DATA C8C9CACBCCCDCECFDØD1 D 2D3D4D5D6D7D8D9DA5B 5C5D5E5 F6Ø4142434445
：REM＊ 31
113 DATA $464748494 A 4 B 4 C 4 D 4 E 4 F 5$ Ø515253545556575859 5A7B7C7 D7E14めの日のめめめの：REM＊129

 Bøøøøøøøø2す21
：REM＊38
115 DATA 22232425262728292 A2B 2 C2D2E2F3ø3132333435 3637383 93A3B3C3D3E3F ：REM＊98
116 DATA 4ØC1C2C3C4C5C6C7C8C9 C ACBCCCDCECFDØD1D2D3 D4D5D6D 7D8D9DA5B5C5D
：REM＊183
117 DATA 5E5F6 1414243444546474 8494A4B4C4D4E4F5 515253545
5565758595A7B ：REM＊125
118 DATA 7C7D7E14 ：REM＊227
119 DATA－1
：REM＊23Ø


## MAGIC

From p． 16.

## $\$ 463$ How Many Colors，Commodore？

Everyone knows the C－ 64 and C－ 128 offer only 16 colors． My program creates practically every color in two or three shades．Try it on your C－64 or C－128．You＇ll be surprised that no one has discovered this trick before now！
$\emptyset$ REM HOW MANY SCREEN COLORS？－AL SPEICHE
R
$1 \emptyset$ PRINT＂$\{$ SHFT CLR \}": T=1
：REM＊164
2 $\mathrm{Q} \$=$＂$\{2$ COMD Gs $\}\{2 \mathrm{SHFT}$ Ts $\}\{\mathrm{SHFT} \mathrm{G}\}\{2 \mathrm{SH}$ FT Bs\} \{SHFT H\} \{SHFT Y\} \{3 COMD Ms\} \{SHFT Y\} \{SHFT H\} \{2 SHFT Bs\} \{SHFT G\} \{SHFT T\} \{C OMD G\}": Q\$=Q\$+Q\$:POKE53281,T-1:POKE5328 $\emptyset, \mathrm{T}-1$
：REM＊18
3Ø T＝T＋1：POKE646，T：FOR $\mathrm{S}=1$ TO $5 \emptyset: \mathrm{Q} \$=\mathrm{MID} \$($ Q\＄，2，55）＋LEFT\＄（Q\＄，1）：REM＊226
$4 \emptyset$ PRINTQ\＄：NEXT ：REM＊68
5申 GOTO 2ø
：REM＊174

－Al Speicher，Saline，MI

## \＄464 Lou＇s Sequential Saga

If you want to convert a Basic program on disk into a sequential file for reading it unaltered into a word processor or terminal program，use this one－liner：
OPEN 8，8，8，＂FILENAME，S，W＂：CMD8：LIST：PRINT\＃8：CLOSE8
Enter it in Direct mode and be sure you already have a program in memory．

> -Louis Wallace, RUN Staff

## \＄465 C－64 Sequential Directory Creator

My program，Sequential Directory Creator，is an alterna－ tive to Lou＇s Sequential Saga．Suppose you want filenames from disk directories incorporated into word processors in text form．Run my program once for every disk you want to capture filenames from，and it will automatically create a sequential file of each disk＇s directory．
A write－protect tab cannot be on the disk to be cataloged， because the filename you enter at the first prompt will be written to disk as a sequential file that contains all the filenames from that disk．After running my program and creating a sequential file of the directory，simply read that file into your word processor．
$1 \emptyset$ REM SEQUENTIAL DIRECTORY－AL FORTIER ：REM＊245
2 $\emptyset$ PRINT＂$\{$ SHFT CLR）INSERT DISK TO READ＂ ：REM＊172
3 $\emptyset$ INPUT＂$\{C R S R$ DN\}ENTER A FILENAME FOR THE DISK＂；F\＄
：REM＊233
4ø DIMD\＄（144）：OPEN1，8， ，＂\＄ゆ＂：REM＊73
$5 \emptyset$ GET\＃1，A\＄，A\＄：REM＊241
6Ø GET\＃1，A\＄，A\＄：IFA\＄＝＂＂THEN CLOSE1：GOTO $12 \emptyset$ ：REM＊183
70 GET\＃1，A\＄，B\＄ ：REM＊28
8 $\quad \mathrm{C} \$=\mathrm{MID} \$(\operatorname{STR} \$(\operatorname{ASC}(\mathrm{~A} \$+\mathrm{CHR} \$(\emptyset))+\mathrm{ASC}(\mathrm{B} \$+\mathrm{CHR}$ $\$(\emptyset)) * 256), 2)+$ CHR $\$(32)$
：REM＊145
$9 \emptyset$ GET\＃1，A\＄：IFA\＄＝＂＂THEN 11ø ：REM＊82
$1 \emptyset \emptyset \mathrm{D} \$(\mathrm{I})=\mathrm{D} \$(\mathrm{I})+\mathrm{A} \$$ ：GOTO $9 \emptyset$ ：REM＊21ø
$11 \emptyset \mathrm{D} \$(\mathrm{I})=\mathrm{C} \$+\mathrm{D} \$(\mathrm{I}): \operatorname{PRINTD} \$(\mathrm{I}): \mathrm{I}=\mathrm{I}+1:$ GOTO 6 $\emptyset$
：REM＊196 வNIBTBロ आसाE

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## MAGIC

$12 \emptyset$ OPEN 2,8,2,F\$+",S,W"<br>:REM*176<br>$13 \emptyset$ FORJ= $\emptyset$ TO I-1<br>:REM*131<br>$14 \emptyset$ PRINT\#2,D\$(J):NEXT<br>:REM*35<br>$15 \emptyset$ CLOSE 2:END<br>:REM*76<br>-Al Fortier, Boise, ID

## S466 ALTernative Reset

Are you tired of resetting your $\mathrm{C}-128$ with the reset button? My program literally provides an ALT ernative by letting you press the ALT key at the top of the keyboard to accom plish the same thing. Type in the program and save it to disk before running it. When you run it, pressing the ALT key in 128 mode resets the system. You can use run-stop/restore to disable it and the F4 key or SYS 4864 to re-enable it.
$\emptyset$ REM ALT RESET - NELSON SEARCY :REM*144
1ø KEY 4,"BANK15:SYS4864"+CHR\$(13):REM*211
$2 \emptyset$ FOR B= 4864 TO 4892:READ K\$:A=DEC(K\$):C $=C+A:$ POKEB, A:NEXT:IF C $<>2566$ THEN PRINT "ERROR IN DATA":END
:REM*177
$3 \emptyset$ BANK 15:SYS4864 :REM*121
$4 \emptyset$ DATA $78, \mathrm{~A} 9, \mathrm{D}, 8 \mathrm{D}, 14,3, \mathrm{~A} 9,13,8 \mathrm{D}, 15,3,58,6$ $\emptyset, A D, D 3, \emptyset, C 9,8, F \emptyset, 3,4 C, 65, F A, 4 C, \emptyset, E \emptyset, \emptyset$, $\emptyset, \emptyset$
:REM*151
-Nelson Searcy, Forest City, NC

## $\$ 467$ Control-G on the 64

Most C-128 owners know that if they press control-G on their computers, it rings the C-128's ROM bell. My little routine gives the C-64 a control-G key combination that sounds identical to the C-128's bell.
$\emptyset$ REM C1 28 BELL FOR THE C64 - BARBARA SCHU LAK :REM*199
$1 \emptyset$ PRINT" ${ }^{(S H F T}$ CLR\}PRESS CTRL-G TO HEAR TH E C-128'S BELL." :REM*241
$2 \emptyset$ GET K\$: IFK\$<>"\{CTRL G\}" THEN $2 \emptyset$ : $:$ REM* $\emptyset$
$3 \emptyset$ GOSUB 5ø :REM*164
$4 \emptyset$ GOTO $2 \emptyset \quad:$ REM*164
$5 \emptyset \mathrm{~V}=54273: \mathrm{POKEV}+23,21: \mathrm{POKEV}+4,9: \mathrm{POKEV}+5, \emptyset$ : POKEV, 48: POKEV + 3, 32: POKEV + 3, 33:REM*2ø9
$6 \emptyset$ RETURN
:REM*2ø2
-Barbara Schulak, Pepper Pike, OH

## S468 Wear- ${ }^{\prime}$ 'Tear Saver

When I need to leave my computer for a while, I use my Magic trick, Wear'n'Tear Saver, to minimize stress on computer peripherals by keeping them cool when they're not in use. And it saves electricity, as well.
When I want to stop working at my computer for a while, I save my work, turn off the video monitor, remove the disk and turn off the drive. Of course, I always leave the computer on.
When I return, I just turn on the monitor, and my video display instantly appears with the cursor located right where I left it. I then switch on the disk drive, pop in my work disk, initialize it and resume working.
-Alf, Melmac
Magic is the original column of reader-submitted hints and tips. Each month we present brief, useful computer tricks to help you get the

## MAGIC

most out of your Commodore system-whether you're a beginning or advanced computerist, a C. 64 or C-128 owner. Magic is a forum for RUN's imaginative and inventive readers to share their programming tips, brief software or hardware modifications, shortcuts or items of general interest. If you have an idea to make computing easier, faster, more exciting and enjoyable, send it to:

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RUN pays $\$ 10$ to $\$ 40$ for each trick published in the column. A payment of $\$ 50$ and a Magic Contributor T-shirt is awarded for the Trick of the Month. To be eligible, the Trick of the Month must be for the C-64 or the C. 64 and C.128. Tricks for C. 128 mode only are not eligible for Trick of the Month.
If you'd like a copy of the latest edition of RUN's Magic Trick Writer's Guide, send your request along with a self-addressed, stamped, business-size envelope; you'll receive a copy in two or three weeks.

## Mega-Magic

## Protect your monitor from screen burn.

## Blank-It! 64

A monitor screen at a computer-controlled radio station in my home town is permanently damaged by "screen burn," a condition caused by leaving unchanging data on the screen for long periods of time, which literally burns into the screen. Normally, screen burn can be prevented simply by turning down the brightness of the monitor, regularly changing the screen display or turning the monitor off when not in use.

Sometimes, however, you find you need an extended screen display, and these methods won't work. So I wrote Blank-it!, an extension of the normal C-64 interrupt request (IRQ) routine that blanks the screen about three minutes after the last keypress. Pressing a key brings back the display just as you left it.

The program has three small, machine language routines in the top 134 bytes of the cassette buffer. The first routine installs the program as part of the IRQ routine and is activated by the SYS 890 command. Next, a second routine counts the minutes and blanks the screen. A third routine deactivates Blank-it! with SYS 1009.

After you've saved Listing 1 to disk, place a work disk in the drive, load Blank-it! with "BLANK-IT 64(890)",8,1 and run it with SYS 890 to save a one-block machine language file to your disk.

Once the program is activated, you may change the time between screen blanks by typing in POKE 948, X, where X may range from 1 (a four-second interval) to 43, the de-

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## MEGA -MAGIC

fault value (about three minutes). Enter SYS 1009 to disable Blank-it!.
Next month, Mega-Magic will feature a C-128 version of Blank-it. $\mathbf{R}$
-Robert Davis, Salina, KS

## Listing 1. Blank-it! 64 program.

$1 \emptyset$ REM BLANK-IT 64 BY ROBERT V. DAVIS
:REM*51
$2 \emptyset$ PRINTCHR\$ (147 )CHR\$ (142)
: REM* $\emptyset$
$3 \emptyset$ PRINT"FILE WRITER FOR BLANKIT.":REM*166
$4 \emptyset$ PRINT"INSERT FORMATTED WORK DISK"
:REM*237
$5 \emptyset$ PRINT"THEN PRESS RETURN." :REM*128
$6 \emptyset$ GETK\$:IFK\$ < > CHR\$ (13)THEN6 $\quad$ :REM*48
$7 \emptyset$ PRINTCHR\$(17);"WORKING" :REM*243
8申 OPEN 5, 8, 2, " $\emptyset:$ BLANK-IT $64(89 \emptyset), P, W "$
:REM*77
9Ø PRINT\#5,CHR\$(122);CHR\$(3); :REM*11Ø
$1 \emptyset \emptyset$ FORX=1TO134 :REM*197
$11 \emptyset$ READY:PRINT\#5,CHR\$ (Y); :REM*175
$12 \emptyset$ NEXTX :RE M*171
130 CLOSE :REM*141
$14 \emptyset$ PRINTCHR $\$(17) ; "\{S H F T$ CLR\} N O W ~ L O A D ~ E L A N ~ K-IT 64(89 $), 8,1^{\prime \prime}$
:REM*132
$15 \emptyset$ PRINTCHR\$(17);" SYS 89Ø TO ACTIVATE SYS $1 \emptyset \emptyset 9$ TO STOP" :REM*21Ø
$16 \emptyset$ DATA $12 \emptyset, 173,2 \emptyset, 3,172,21,3,141,238,3,1$ $4 \emptyset, 239,3,169,155,16 \emptyset, 3,141,2 \emptyset, 3$
:REM*176
$17 \emptyset$ DATA $14 \emptyset, 21,3,169, \emptyset, 141,236,3,141,237$, $3,88,96,173,17,2 \emptyset 8,41,16,24 \emptyset, 43:$ REM * 16
$18 \emptyset$ DATA $165,2 \emptyset 3,2 \emptyset 1,64,2 \emptyset 8,57,238,236,3,2$ $\emptyset 8,3,238,237,3,173,237,3,2 \emptyset 1,43:$ REM* 46
$19 \emptyset$ DATA $2 \emptyset 8,5 \emptyset, 173,32,2 \emptyset 8,141,24 \emptyset, 3,169, \emptyset$ , 141, 32, 2ø8,173,17,2ø8,41,239:REM*196
$2 \emptyset \emptyset$ DATA $141,17,2 \emptyset 8,1 \emptyset 8,238,3,165,2 \emptyset 3,2 \emptyset 1$, $64,24 \emptyset, 22,173,24 \emptyset, 3,141,32,2 \emptyset 8:$ REM * 238
$21 \emptyset$ DATA $173,17,2 \emptyset 8,9,16,141,17,2 \emptyset 8,169, \emptyset$, $141,236,3,141,237,3,1 \emptyset 8,238,3,2$
:REM*213
$22 \emptyset$ DATA $\emptyset, 49,234,254,12 \emptyset, 173,238,3,172,23$ $9,3,141,2 \emptyset, 3,14 \emptyset, 21,3,88,96:$ REM *1 $^{2} 43$ ■

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## Investment Software-

If last October gave you the willies, now, more than ever, you want to pick winning stocks and keep careful track of your investment transactions. Next month, we'll provide a roundup of software that will help. And, for the less adventuresome, we'll survey simulation programs that let you play Wall Street tycoon without taking any risk.

## Index Revisited-

Due to space constraints in this issue, we were unable to include the 1987 RUN Index. Next month, we plan to bring you this list of all the articles and reviews we published last year.

## Regular Features -

Also watch for our many columns and departments, packed with interesting and useful Commodore computing information.

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