



THE COMMODORE 64/128 USER'S GUIDE

November 1990 An IDG Communications Publication

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- Jazz Up Your Printouts
- Which Is Better: 9- Vs. 24-Pin?

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Loadstar: 64K required or Commodore 128 in 64 mode.

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VOLUME 7, NUMBER 9







PAGE 29

COVER PHOTOGRAPHED BY LARRY DUNN

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FEATURES

- **18 PRINTER PRESCRIPTION** by Tim Walsh Answers to ten commonly asked questions about printers.
- 20 Two WORTH NOTING by Tim Walsh Here's the lowdown on the Star Micronics NX-2410 Multi-Font and Citizen 200GX printers.
- *24 PRINTER CONTROLLER 64/128 by William McLeod Get away from commonplace printouts! This program lets you use more attractive styles by making it easier to input printer control codes.
- **29 FREE SOFTWARE** by Stephen Dirschauer Virtually thousands of C-64 and C-128 public domain programs are available, from disk utilities to arcade games. And they're all free!
- **30 Q-LINK SEXTET** by Saul Cohen Six top-notch public domain programs available on QuantumLink.
- *32 PLAQUE MAN by David Martin A twist on the classic arcade game, Pac Man, this program is filled with fun and fast action for the C-64!
- *38 MACRO MANIA by Stephen Dirschauer These Basic commands and functions are yours at a single stroke of a key. For the C-64.
- *42 MACHINE LANGUAGE MAGIC by Brandon Corfman Now your C-64 programs can make use of the speed of machine language code, without the hassle.

DEPARTMENTS

- **4 RUNNING RUMINATIONS** RUN's editors present 64 things to be happy about in the world of Commodore computing.
- 6 MAGIC
 - The exclusive source of hints and tips for performing Commodore computing wizardry.
- 8 NEWS AND NEW PRODUCTS Recent developments and releases in the world of Commodore computing. 12 MAIL RUN
- - Readers question publishing costs and applaud ProTips.
- 14 SOFTWARE GALLERY Reviews of:
 - Champions of Krynn TV Sports Football Ghostbusters II
 - Heatwave
- X-Men: Madness in Murderworld

NOVEMBER 1990

- 48 128 MODE by Mark Jordan
 - Check into these handy uses for Direct mode.
- 50 PROTIPS

The number of productivity tips keeps growing! Here are some for GEOS, RUN Shell, and more.

- 52 GOLD MINE by Louis F. Sander Hints for a graphics role-playing adventure and some arcade action games are sure to improve your gaming strategies.
- *54 GEOWATCH by William Coleman
- Save memory and disk space while creating stand-alone programs with geoBasic. 58 COMMODORE CLINIC by Ellen Rule

Answers to your questions about Commodore computing.

- **RUN'S CHECKSUM PROGRAM** 60 Run it right the first time.
- **64 COMING ATTRACTIONS; LIST OF ADVERTISERS**
- · If you'd rather spend your time concentrating on the upcoming holidays than typing in these listings, you'll find the programs on the November/December 1990 ReRUN disk. See the card facing page 48.

VICE PRESIDENT/PUBLISHER STEPHEN ROBBINS

EDITOR-IN-CHIEF DENNIS BRISSON

MANAGING EDITOR BETH S. JALA

SENIOR EDITOR HAROLD R. BJORNSEN

TECHNICAL MANAGER **TIMOTHY WALSH**

COPY EDITOR PEG LEPAGE

CONTRIBUTING EDITORS ELLEN RULE; JOHN RYAN LOU WALLACE

ART DIRECTOR HOWARD G. HAPP

DESIGNERS ANN DILLON LAURA JOHNSON PRODUCTION SUPERVISOR ALANA KORDA

ASSOCIATE PUBLISHER AND NATIONAL ADVERTISING SALES MANAGER KENNETH BLAKEMAN

SALES REPRESENTATIVE NANCY P. THOMPSON

SALES REPRESENTATIVE CLASS AD SALES

HEATHER PAQUETTE 603-924-9471 ADVERTISING COORDINATOR

MEREDITH BICKFORD

PUBLISHER'S ASSISTANT MARY MCCOLE

ADVERTISING ASSISTANT/ CUSTOMER SERVICE REPRESENTATIVE MARGOT SWANSON

WEST COAST OFFICE:

WESTERN STATES SALES MANAGER GIORGIO SALUTI 2421 BROADWAY, SUITE 200 REDWOOD CITY, CA 94063 415-363-5230

CIRCULATION DIRECTOR SUSAN M. HANSHAW 1-800-274-5241

ASSISTANT CIRCULATION MANAGER PAM WILDER

MARKETING DIRECTOR WENDIE HAINES MARRO

MARKETING COORDINATOR LAURA LIVINGSTON

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RUNNING RUMINATIONS

64 THINGS COMMODORE USERS SHOULD BE HAPPY ABOUT

We just couldn't resist. One of the hot-selling novelty books on the market today is entitled 14,000 Things to Be Happy About. It is one woman's lifelong list of people, places, things, events and remembrances that make her feel good.

There is much in the Commodore world that should bring a good feeling to Commodore owners. In case you've forgotten, or have been too busy to notice, here's a reminder from RUN's editors about what's good about being a 64/128 user.

▶ the network of users' groups

QuantumLink and other online

graphics and disk commands

classic games developed for

Commodore-compatible hard

▶ the many publications-books,

▶ 1351 mouse and other input

pamphlets, newsletters, magazines, catalogs-available

kids using Commodores

▶ menu-driven programs

productivity applications

- ▶ C-128D
- Commodore's built-in Basic
- ▶ 1581 disk drive

fast-load cartridges

▶ Basic 7.0 and its sound,

the C-64/128

networks

▶ VIC chip

▶ SID chip

Commodore

disk drives

▶ Kernal routines

▶ sprite graphics

▶ 128 mode

devices

▶ reset switch

▶ 80 columns

▶ 1571 disk drive

graphics characters

▶ abbreviated commands

▶ 40/80-column dual monitors

function keys

▶ 16 colors ▶ ease of use

▶ RAM expansion

numeric keypad

for this market

▶ 64/128 compatibility

▶ printer interfaces

educational applications ▶ sound and music features of programming in Basic

▶ RUN readers

computer shows

- disk utilities
- surge suppressors

bulletin board systems

- ▶ laser printing
- ▶ bundled software
- keyboard overlays
- ▶ video RAM
- ▶ 2400 baud
- MS-DOS conversion programs
- high-quality joysticks
- ▶ the many developers, manufacturers and mail order houses who have supported, and continue to support, the Commodore market
- multi-function cartridges
- continued availability of Commodore 64
- ▶ modems
- games, games, games!
- bargain prices
- ▶ public domain software
- eight bits
 - ▶ integrated software
 - users' group newsletters
 - virus-free environment
 - ▶ 80-column word processing
 - having your dream of owning a computer come true with the purchase of a C-64/128

- ► 2 MHz ▶ GEOS operating system
- desktop publishing

▶ Peeks and Pokes

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MAGIC

Clear your C-64 screen, reverse a New command, and find the value of any memory location. By TIM WALSH

\$5A6 GATE CLEAR 64

Clearing your C-64's screen needn't be dull. Add some excitement with Gate Clear 64. After you've typed in and saved the listing, run it, and it will demonstrate how Gate Clear 64 clears the screen from side to side.

Best of all, Gate Clear 64 is completely relocatable to any memory location not already occupied by other programs.

Ø REM GATE CLEAR 64 - JEFFREY PANICI

:REM*1	6	5
--------	---	---

- 1Ø PRINTCHR\$(147):FORT=1 TO 1ØØØ:PRINT"."; :NEXT :REM*249
- 2Ø FORI=49152TO49274:READZ:POKEI,Z:CK=CK+Z :NEXT :REM*7Ø
- 3Ø IF CK<>13883 THEN PRINT"ERROR IN DATA.. .":END :REM*61
- 4Ø SYS 49152 :REM*214
- 5Ø DATA 162,Ø,16Ø,41,169,64,133,251,169,32 ,157,Ø,4,153,4Ø,4,157,8Ø,4 :REM*222
- 6Ø DATA 153,12Ø,4,157,16Ø,4,153,2ØØ,4,157, 24Ø,4,153,24,5,157,64,5,153 :REM*211
- 7Ø DATA 1Ø4,5,157,144,5,153,184,5,157,224, 5,153,8,6,157,48,6,153,88,6 :REM*168
- 8Ø DATA 157,128,6,153,168,6,157,2Ø8,6,153, 248,6,157,32,7,153,72,7,157 :REM*45
- 9Ø DATA 112,7,153,152,7,157,192,7,232,136, 32,179,238,32,179,238,32,179 :REM*43
- 100 DATA 238,32,179,238,32,179,238,32,179, 238,32,179,238,32,179,238,32 :REM*116
- 11Ø DATA 179,238,32,179,238,192,Ø,2Ø8,143, 96,153 :REM*32

- JEFFREY PANICI, SANDWICH, IL

\$5A7 LETTER/NUMBER GUESS 64/128

This program lets you guess either a letter or a number within a range. When you run the program, it gives you ten chances to guess a letter from A to Z or a number from 1 to 100. The computer will tell you whether to guess higher or lower after each guess. Not challenging enough? Change the value of the variables X (the number of guesses) and N (the highest number) in line 20. The program automatically adjusts itself when you change the high number range.

- Ø REM LETTER OR NUMBER GUESS 64/128 CALV IN PRESLEY :REM*131
- 1Ø INPUT"{SHFT CLR}PLAY NUMBER OR LETTER (N/L)";Q\$:REM*121
- 2Ø X=1Ø:N=1ØØ:T=1:IF Q\$=""THEN 1Ø :REM*125
- 3Ø IF Q\$="L"THEN N\$="LETTER":M\$="A-Z":N=26 :W=65 :REM*2Ø6

40 IF Q\$<>"L"THEN:N\$="NUMBER":M\$="1 -"+STR \$(N):W=1 :REM*93 PRINT" {SHFT CLR} {2 CRSR DNs} {2 CRSR RTs 50]I'M THINKING OF A "N\$" FROM " :REM*124 6Ø PRINT" {2 SPACEs}"M\$". YOU SHOULD GUESS IT":PRINT"{2 SPACEs}IN"X"TRIES OR LESS" :REM*38 7Ø L=INT(RND(Ø)*N+W):PRINT:PRINT :REM*99 80 AN\$=STR\$(L):IFW=65THENAN\$=" "+CHR\$(L) :REM*14 90 PRINT" {CRSR DN } {COMD 7 }"; T;: INPUT" WHAT IS YOUR GUESS"; A\$: IFA\$=""THEN9Ø :REM*96 100 IFW=65THENG=ASC(A\$): IFG<65ORG>90THEN90 :REM*142 11Ø IFW=1THENG=VAL(A\$): IFG>NORG<1THEN9Ø :REM*6 120 IF G=L THEN 180 :REM*68 13Ø IF G>L THENPRINTTAB(3Ø)"{CTRL 2}LOWER" :REM*29 140 IF G<L THENPRINTTAB(30)"{CTRL 2}HIGHER :REM*205 :REM*2Ø 150 IF T>=X THEN 170 :REM*139 16Ø T=T+1:GOTO 9Ø 170 PRINT" {CRSR DN } THE ANSWER IS"AN\$: GOTO1 :REM*224 9Ø 180 PRINTTAB(30)"RIGHT!!!":PRINT"YOU GUESS ED IT IN"T"TRIES" :REM*32 19Ø PRINTTAB(12)"PLAY AGAIN (Y/N)?" :REM*218 200 GET P\$: IF P\$=""THEN 200 :REM*132 :REM*71 21Ø IF P\$="N"THEN END 220 IF P\$<>"Y"THEN 200 :REM*59 :REM*113 23Ø RUN

-CALVIN PRESLEY, BRIGHTON, MO

\$5A8 FAST UN-NEW FOR C-64

At one time or another, every computer user has unintentionally entered the New command. This means having to reload a program—or worse, losing a program not previously saved. Unfortunately, most un-new utilities and techniques for recovering your lost program assume you've loaded one before working on a program.

Since most computer users don't bother loading an unnew utility before any other program, I wrote Auto-Un-New 64. Type in and save this program, then insert a formatted work disk and run Auto-Un-New 64. A file will be created with the name Unnew.

The next time you accidentally enter NEW, just place the work disk in the drive and type LOAD "UNNEW",8,1. The *Continued on p. 51.*



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News and New Products

Explore Earth, die hard, join the Commodore users' movement, and play a full-color, C-128 80-Column mode game. By HAROLD R. BJORNSEN

C-128 80-COLUMN MODE GAME

CHARLOTTE, VT-Silvasoft (PO Box 1006, Charlotte, VT 05445) has released an animated graphics adventure, written in Basic 8, for the C-128 in 80-Column mode. As Rodney, in Maidstone Quest, you've been chosen to undertake the quest for the Maidstone, an icon of power. The evil necromancer, Ganef, has stolen the icon and hidden it deep within the mines of the Grey Mountains. You must travel through 28 levels in search of clues and weapons you'll need to destroy Ganef and recover the Maidstone. An 80-column, RGB monitor, and either a C-128 with 64K VDC RAM and a 1571, or a 128D are required. \$25 plus \$3.50 s/h.

A STABLE SITUATION

COSTA MESA, CA—The **Stable Own**ers **Option Module** expands the styles and strategies of the C-64 version of Omni-Play Horse Racing. It also adds utilities that let you join the elite class of thoroughbred owners and assemble your own stable of claiming, allowance and stakes horses. You can hire jockeys, matching their skills against the competition, and enter them in races. \$19.95. SportTime, 3187-G Airway Ave., Costa Mesa, CA 92626.

Now I Have A Machine Gun, Too!

MENLO PARK, CA—Based on last year's hit movie, **Die Hard** players assume the role of John McClane, the offduty New York cop, who must race against the clock to rescue his wife and other hostages from terrorists occupying a high-rise building. As you defeat each terrorist, you'll obtain the guns and tools needed to win. It's available for the C-64 for \$29.95. Activision, 3885 Bohannon Drive, Menlo Park, CA 94025.

PLANET EARTH

WEST UPTON, MA-Edgeworth Software (PO Box 418, West Upton, MA) has



Edgeworth Software's Earth Program also contains help screens and a quiz.

expanded its **Earth Program** to a twodisk set for the C-64. Disk one generates rotating Earth graphics. By simulating sunlight and the Earth's tilt, it illustrates concepts such as the changing length of days and the four seasons.

By adding the optional disk two, users get extra screens, along with the ability to transfer graphics into some popular paint programs like RUN Paint. Disk one is priced at \$19.90; disk two at \$9.

PREVENT COMPUTER CRASHES

RICHMOND HILL, ONTARIO, CAN-ADA—**Stabilant 22** is an environmentally safe, nonconductive block polymer that, when applied to electromechanical contacts, helps prevent computer lockups and crashes that are caused by poor connections in the computer or keyboard. The heavy liquid improves conductivity and helps block the entry of contaminants. Price unavailable at press time. D. W. Electrochemicals, Ltd., 9005 Leslie St., Unit 106, Richmond Hill, Ontario, Canada L4B 1G7.

COMPUTER BREAKTHROUGHS FROM "SCIENCE DIGEST"

MARS FLIGHT SIMULATOR— Planetary scientists at the Jet Propulsion Laboratory in Pasadena, California have produced a computer simulation of data sent back from NASA's exploratory spacecraft, *Viking*, as it orbited Mars. Scientists hope it renders a more complete picture of the planet than still photos can provide. The simulation "flies" viewers through Valles Marineris, a canyon that's as wide as the United States.

PERFECTLY SOUND SOUND—With the new knowledge of the physics of perfect sound that computer programs have given us, acousticians and architects are designing everything from great concert halls to quiet factories. One such computer program, developed at Cornell University, anticipates how any change in a room's design affects sound, allowing architects to evaluate different designs for sound clarity, volume and a number of other acoustic qualities.

MACHINE LANGUAGE DOCTOR

NORTH ARLINGTON, NJ—Arlington Software (PO Box 916, North Arlington, NJ 07032) introduces **Code Shadow Symbolic Debugger** for the C-64. Its features help debug, test and analyze machine language programs. Symbolic capabilities provide assembling and disassembling code, program stepping and addresses referenced in command arguments. This non-copy protected program can use a RAM expansion unit to leave computer memory free. You can get your machine language programs in shape for \$19.95.

ATTENTION, C-64/128 OWNERS

An association of 64/128 users' groups is being formed to provide support for these 8-bit computers. The first meeting will be held during the World of Commodore/Amiga Show in Toronto from November 30 through December 31, 1990.

Some of the association's aims are to provide a united force to ensure support for the 64 and 128, to become a clearinghouse of public domain programs and newsletters and to increase buying power for 64/128 owners. For more information, write Dave Quinn c/o M.U.G., Box 2984, Stn. "A," Moncton, N.B., Canada E1C 8T8. ■





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JiffyMON - A high performance Machine Language Monitor designed to work in conjuction with JiffyDOS. JiffyMON is loaded with useful features and can be used without exiting from BASIC. It also has a built-in drive monitor for easy access to drive memory. JiffyMON comes complete with a well documented user's manual and offers features just not found in other machine language monitors. \$19.95 + \$1 S/H

Serial Cables - 30" high quality serial cables. \$3.95 + \$1 S/H

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These switching power supplies are the same heavy duty, cool running units found on the HD series hard drive and are much more reliable than the supplies issued by Commodore as standard equipment. They are also repairable and reasonably priced. \$49.95 + \$6.00 S/H

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\$4.00 add1 charge.Foreign prices: 20Mb, \$699.95, 40Mb, \$899.95, 100Mb, \$1249.95, 200Mb, \$1599.95 Postage: \$35.00

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What is RAMLink?

RAMLink is a multi-purpose hardware interface designed to overcome the limitations of existing RAM expansion units (REUs). RAMLink delivers the performance and compatibility lacking in past REU's by incorporating CMD's proprietary RL-DOS and advanced features into a compact unit which allows most software to utilize Commodore 1700 series REU's, GEORAM, PPI's RAMDrive, and CMD's RAMCard as if it were a disk drive. Optional RAMCard installs internally and can be used alone or in combination with the storage of an external REU for a maximum capacity of 16 Megabytes.

· Supports Commodore 1700, 1764, 1750, Berkeley Softworks GEORAM and PPI's RAMDrive.

- Optional RAMCard allows RAMLink to be used as a RAM Disk with or without a separate REU.
 User Expandable from 1 Mb to 16 Mb using standard SIMMs.
- · Pass-thru connector allows use of cartridge port peripherals such as utility cartridges.
- Reset, Disable, Direct Access mode and SWAP functions are all standard features.
- · RAM port provides power back-up to REU's.
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- · Optional battery backup unit protects against power outages.

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RAMLink w/ RAMCard (1 Mb)
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POWERFUL FEATURES MAKE RAMLINK AND RAMDRIVE USEFUL AND AFFORDABLE

- Allows vast amounts of commercial software, including GEOS, to access your REU as a high-performance RAM Disk.
- Separate power supply eliminates RAM data loss when turning off the computer; battery backup protects against power outages.
- RL DOS performs up to 20 times faster than Commodore RAMDOS and provides full DOS command compatibility.
- Up to 32 1541/1571/1581 emulation or Native mode partitions.
- Includes built-in JiffyDOS Kernal routines for high-speed disk access with JIffyDOS equipped disk drives.
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MAIL RUN

Readers question the cost of publishing, welcome RUN's new productivity column, and search for Commodore's support of education.

LETTER TO THE PUBLISHER

I've subscribed to *RUN* since the first issue, but I now find myself continuing to use my C-128 without the support of, nor the need for, a magazine that is charging the same subscription price of \$22.97 for 12 issues instead of prorating its new tenissue subscription to about \$19.

Other C-64/128-specific magazines are doing quite well at maintaining their advertisers. Why is *RUN* any different? The amount of money it costs to publish a magazine of this magnitude isn't that great. The true cost is about 47 cents per copy.

> -DANNY P. ASH BAKER, LA

RUN Publisher Stephen Robbins replies, "Allow me to express my appreciation for your loyal and dedicated support of RUN magazine through the years.

"I would like to take this opportunity to address the points you made in your letter.

"You will still receive 12 issues for the price of \$22.97. I apologize for the lack of clarity surrounding this point. (See "Letter From the Publisher," RUN, June/July 1990.)

"Other Commodore magazines are not doing well at maintaining their advertisers. RUN is the only publication remaining that serves the informational needs of the 8-bit user base. Compute!'s Gazette has ceased publication, and INFO magazine has refocused its coverage solely to target the Amiga market.

"It is true that it costs about 47 cents to manufacture a single copy of RUN. However, manufacturing costs are exclusive of staffing, postage, renewal notices, artwork, film development and stripping charges, equipment, telephone and fax charges, circulation management, fulfillment house costs, corporate administrative, legal and accounting services, and so forth.

"Our printer, Brown Printing Company, who also prints Sports Illustrated and Time, represents one of the largest national printers and always keeps abreast of the latest technology in printing/binding, enabling RUN to maintain the lowest subscription rate possible.

"The corporate philosophy of RUN's par-

ent company, International Data Group, is first and foremost to serve the informational needs of its readership. RUN has attempted in every way to deliver a good value for the product. Granted, the magazine has decreased in size, yet the number of editorial pages has not been affected as greatly as one might expect.

might expect. "In order to continue publishing, RUN must rely on its readership for financial support. It's up to the reader to decide if he is getting a fair and equitable value for the money spent in subscription fees. The magazine will not survive beyond the next few years unless its readership feels the need for the information and is willing to pay for it."

PROTIP ACCOLADES

Someone is reading my mind. What a *great* idea for a new column! After you've compiled enough material, the ProTips column should be published in book form.

I have had the same problem with geoCalc 64 that ProTip submitter Geoffrey Sullivan described—and solved in your August/September issue of *RUN*. Keep the column coming; I need the helpful hints it provides.

> -TERRY W. BASS HELENA, MT

Thanks for the accolades, Terry. Many wrote in appreciation for the new column. Readers who have any undocumented, clever or creative tips they use with their own commercial productivity programs—especially RUN's own programs—may submit them to ProTips, RUN Magazine, 80 Elm St., Peterborough, NH 03458. Be sure to state which version (if any) of a program your tip is for. If a tip is published, you'll receive a check for \$5.

-EDITORS

PROTIP QUERY

Your ProTips column in the August/ September *RUN* included a tip for the Flex File 128 database program. I've searched all the ads in magazines and catalogues and have called several mail order houses, but no one seems to have heard of it. Do you know where I can get this program?

-F. C. HORN JEKYLL ISLAND, GA

We received a number of letters and phone calls about this program. To order the Flex File 128 database, call 1-800-762-5645, or write Gardinal Software, 13646 Jefferson Davis Highway, Woodbridge, VA 22191.

-EDITORS

EDUCATION AND COMMODORE

It seems to me that Commodore, and perhaps RUN, have forgotten the enormous educational use of the C-64. I would like to see RUN provide more coverage of the educational market, with some success stories. This market, which is rejuvenated every year with new recruits, is an ongoing source of interest that you should explore.

> -GRAHAM HODGKIN DAGLISH, WESTERN AUSTRALIA

See the RUNning Ruminations column in the October 1990 issue for an editorial on Commodore and education and, in the same issue, the article, "Kidware Hit Parade," which describes RUN's reviewers' favorite educational packages.

-EDITORS

WORLD OF AMIGA SHOW

I went to the World of Commodore show with high expectations. Boy, was I disappointed! All I saw at each table were Amigas running software. I was amazed at what the Amiga could do, but not to the extent that I'd ditch my C-64 system, considering that all my software and hardware would then become useless.

> — DAVID M. FRIEDMAN LARCHMONT, NY ■

A CALL TO READERS

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SOFTWARE GALLERY

Sequels—a role-playing game and a "spirited" adventure—and sports—boat racing and football—top this month's lineup. By BETH S. JALA

CHAMPIONS OF KRYNN A– Lots of Combat Action Will Test Your Survival Skills In this Fantasy Sequel

When the great War of the Lance ended, Takhisis was barred from the world of Krynn and her dragon legions were shattered. Never again would the Dark Queen's magic transform dragon eggs into man-like dragon fighters—or so it was believed! Your party of six volunteers had barely begun a patrol of Northeast Ansalon when they encountered rumors about an arch-mage draconian named Myrtani, who planned to create a new mutant horde.

Champions of Krynn reflects considerable refinement in the computerization of dungeon and dragon games. Unlike SSI's earlier game, Pool of Radiance, Krynn offers a single strong scenario, a clear-cut ending and even a victory celebration. To support the larger, more involved story line, you'll find on-screen text that supplements the numerous Journal and Tavern Tale readings.

Most of the action is set in the outposts, streets, dungeons, temples and towers of six cities. There you get a 3-D, forward view with coordinates and optional top-down display to aid in mapping. Aside from the fun of discovery, explorations yield assorted shops, taverns, treasures, valuable information and the inevitable hostile encounters.

If mystery, puzzles and a worthy quest are the "spice" of adventuring on Krynn, then the "meat and potatoes" is monster bashing. This translates into an on-going concern for building character attributes, and the chance to try out your party in some of the very best tactical combat available.

One of the challenges in Krynn is maneuvering individual characters against a variety of computer-directed adversaries. Beginning heroes tend to encounter goblins, bugs and other weakies, so even new players can easily



Command a party of six to victory in Champions of Krynn.

learn the ropes. The real fun begins with parties of high-level warriors backed by dragons and evil spell casters!

Although supplied with extensive, illustrated manuals, Krynn's documentation is guilty of some important omissions. Keyboard input works best during combat, yet nowhere is the key

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 or disappointments here.

- **D** Poor. This program has some problems. There are better on the market.
- E Failure.

Many problems; should be deep-sixed!

pattern shown. (It's 1–8 clockwise, top number keys only.) There's also no reference to the game's initial "Disable Fastloader? (Y/N)" prompt. (Respond No to use the program's fastloader software; Yes to use a cartridge. In several timings versus a low cost cartridge, the software proved notably faster. With no cartridge, you've got a game so slow, it's almost unplayable.) Finally, remember to disconnect or turn off drive 2; otherwise, the game will eventually crash.

With colorful, partially animated graphics and good sound, Krynn follows through with absorbing, well-planned combats and a long-playing, multibranching scenario spanning six disk sides. Expect a solid challenge to your wits as well as your sword arm when you lead the Champions of Krynn! (Strategic Simulations, Inc.; distributed by Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404. C-64/\$39.95.)

> – JEFF HURLBURT HOUSTON, TX

GHOSTBUSTERS IIA– If Spirits Invade Your Computer Screen, "Who Ya Gonna Call. . .Ghostbusters!"

After only five years of relative peace, New York City again finds itself in deep supernatural trouble. And once more, Peter, Egon, Ray and Winston must answer the call, this time in Ghostbusters II.

Inspired by the hit movie, the software has three major segments. In the first, you use the keyboard and a joystick to control a ghostbuster who dangles from a rope. His mission is to descend to the bottom of a shaft and take a sample of mood slime that flows in a subterranean river.

Making your quest hazardous are spectral hands that suddenly materialize and try to saw through the rope; meanwhile, other evil spirits strive to steal all your ghostbuster's strength and

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courage by shooting or grabbing him. You can use a proton beam, bombs and shields against these eerie enemies, as you search the shaft's walls for bottles of power-restoring elixir.

Successfully collecting the slime brings you to the program's second part, which takes place on Broadway. Here the Statue of Liberty protects the ghostbusters by firing her torch at all sorts of attacking horrors. She weakens when a spirit hits her, and the game's heroes must help by scooping up invigorating ooze from the remains of blasted spooks.

The software's final segment is set at the Museum of Art. Your first task is to drop the ghostbusters safely down into a gallery via a rope. Once they're there, you constantly switch from one man to another as you move them to different positions, and you also have them continually exchange weapons.

The ghostbusters' goal is the defeat of Janosz, the museum's noxious curator, and the rescue of the kidnapped Baby Oscar. The game's grand finale comes with the destruction of Vigo, the bloodthirsty fiend who's behind all of New York's paranormal problems.

The program's graphics are excellent—they include digitized pictures from the film. The animation and sound are also outstanding.

Even more impressive than the sensory effects is the game's intriguing complexity. Its superb arcade sequences are skillfully blended with some fascinating tactical challenges, making the software extremely appealing.

Be warned, however, that this is not an easy game. Also, the program will give your disk drive quite a workout.

Nevertheless, despite its potential shortcomings, players who want to kick a little ectoplasm will love Ghostbusters II. It's one program that truly delivers some "spirited" fun. (Activision; distributed by Mediagenic, 3885 Bohannon Drive, Menlo Park, CA 94025. C-64/\$29.95.)

> -WALT LATOCHA OAK PARK, IL

TV SPORTS FOOTBALL B-

Finally Here for Your 64—Just in Time For the NFL TV Season

TV Sports Football (TVSF) is as close as an armchair quarterback can come to partcipating in a televised football game. The software contains much of the same hype and hoopla: the opening broadcast theme, the sports anchorman, sponsors and even halftime reports.

The Cinemaware Football League (CWFL) consists of 28 teams organized to resemble NFL teams. CWFL competition revolves around a 16-game season, complete with playoffs and the CWFL Championship (read: Super Bowl).

Once you've made a league data disk, you can roll up your sleeves and delve into the task of editing teams to suit your taste. Then, when you've had a



The players line up for the snap of the ball in TV Sports Football.

chance to practice with your new team, it's off to the field.

After the opening coin toss, you're presented with the play-calling screen for both offense and defense. This screen also contains the scoreboard, timeouts, quarter, down and yards-togo information. Play selection is accomplished via joystick. Onscreen diagrams of the different formations and "canned" plays make it easy for beginners to quickly choose and execute plays. If the program doesn't detect joystick movement after a few seconds, the computer automatically takes control of the game for that play.

The scene then switches to an overhead view of about 30 yards of the field. Here you can either execute the play as designed or take control of any one of several key players prior to the ball snap.

I was surprised by how faithful the graphics and sound of TVSF are to the original Amiga version—if not in quality, then at least in content. The colorful screens are very well drawn, and the players are large and detailed enough so that they don't get lost in the crowd during play execution. While controlling the players on the field is easy enough in theory, it can be a bit tricky in practice. The joystick seems overly sensitive, so it will take time before you'll become as proficient at tackling, passing and running the ball as the computer.

My only real complaint about this game revolves around the fact that Cinemaware couldn't fit team and individual statistics into the C-64 version as they had for the Amiga. Without the stats, which, in my mind, are almost as important as playing the game itself, TVSF may be seen as just another pretty face with little substance. But, then again, what a face! (*Cinemaware; distributed by Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404. C-64/* \$29.95.)

> – John Ryan Biloxi, MS



Heatwave is a superboat racing simulation that puts you at the helm of any of four powerful superboats: the Cougar Cat, the Warlock Cat, the Top Gun Cigarette, and for you Miami Vice fans, the Don Johnson Special. You choose one of six race courses—four are off the Miami coast, one is on the Mississippi River, and the other course is in San Francisco Bay.

You get only one pit stop per race before you start. At the pits, you can add or remove gas, or pick up a spare propeller or shaft. Naturally, each item you add makes your boat heavier and, therefore, slower.

Piloting your superboat may prove tricky at first, but there is a practice mode to help you get your sea legs. Try to get your boat moving as quickly as possible without overheating the engine or causing damage to the shaft. Visual and audible warnings let you know when you should ease back on the throttle. Also, as you gain speed, and the boat's hull begins to lift out of the water, you must carefully adjust the trim to keep your boat from bobbing wildly over the waves—not an easy task when you're going 100 miles per hour!

Before you race, you must qualify by completing a solo run within a limited amount of time. You may also attend a drivers' meeting where you can bone up on some of the finer points of superboat racing.

Heatwave is a slick simulation but, frankly, not one of Accolade's best. The game features fairly decent graphics and makes good use of sound, but the action, while fast and furious compared to an afternoon in a sailboat, doesn't offer the same level of excitement as, say, Grand Prix Circuit. This is because,



Check out this boat to race against Don Johnson in Heatwave.

although there are four other superboats on the same course, they seem more like computer-generated props than competing racers. (Accolade, 550 S. Winchester Blvd., Suite 200, San Jose, CA 95128. C-64/\$29.95.)

> -BOB GUERRA CHARLESTOWN, MA



X-MEN: MADNESS IN MURDERWORLD

Professor Charles Xavier, founder of the X-Men (a band of mutant people born with extraordinary powers) has been snatched by his old foemen Magneto, Blob and the Juggernaut, and spirited off to Murderworld, the killing ground and private world of the sociopathic Arcade. To the professor's rescue come six of his students: Cyclops, Storm, Wolverine, Nightcrawler, Colossus and Dazzler.

What is unique about this program is that the gamer, rather than having to

play all the way through as one of the X-Men, can switch between each of them during gameplay. This way, each character's various talents and attributes contribute to the final outcome.

Advanced gamers can attempt prowling through the 27 different levels on their own. Others might want to purchase the clue book, which contains a map of the entire maze.

Check out the users' manual if you're unfamiliar with the characters. It features several pages from Marvel's heroes and villains handbook. A 16-page Marvel comic is also included. By reading each, players will gain insight into how the X-Men work, both as individuals and as a solid fighting unit.

Perks of the program include Pause and Save features, essential in a game of this nature. X-Men is thoroughly enjoyable and totally engrossing. (Paragon Software; distributed by Medalist International, 180 Lakefront Drive, Hunt Valley, MD 21030. C-64/\$34.95.)

-BOB SODARO



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PRINTER PRESCRIPTION

Here are the remedies to ten of your most common concerns about printers.

IN YEARS PAST, I've written printer articles covering what was new and which printers were the best investment for your hard-earned dollar. This year, I'll answer ten printer questions commonly asked by *RUN* readers. My aim is to help you find the printer that's right for your needs, and then get it to work properly with your C-64 or C-128. I'll wrap up with a look at two new low-end Commodore-compatible printers (see "Two Worth Noting" sidebar accompanying this article); but first, some general remarks.

The 9-pin printer of the 90s rivals many computer systems in technological sophistication. Four or five years ago, printer manufacturers began improving the quality of their products and increasing the number of features offered. The new printers can print faster, more quietly and in multiple fonts. They can also handle business envelopes, mailing labels and single sheets of business stationery with the greatest of ease. Older printers nearly choked on anything that deviated from continuous sheets, and many were reluctant to print on even that!

Nearly every printer available today requires a Commodore-compatible interface cable in order to be used with your computer. Commodore-dedicated printers, with their 9-pin serial cables, are rare nowadays, and any remaining should be disregarded. While they don't require a printer interface, they offer fewer features than other printers, and with only rare exceptions, are not upwardly compatible should you move on to a more advanced computer.

THE BUYING PROCESS

To select the printer that best meets your needs, you should start by asking yourself some questions. Do you write a lot of letters? Would you like to create your own personalized stationery using graphic clip art? Do you plan to use a printer for a home business? For each of these needs, a good quality, low-priced, 9-pin dot matrix printer should be sufficient. If important documents constitute a majority of your printing, you should consider a higher quality 9-pin, or maybe even a 24-pin, printer. For good quality graphics and the rigors of daily continuous printing, as in a small office, you should price 24-pin printers.

Because they aren't Commodore-specific, printers can be bought at any computer store and needn't be purchased via mail order. An advantage to buying at a computer store is the opportunity to see sample printouts. Surprisingly, the quality can vary greatly among similarly priced printers from different manufacturers. Paper-handling capabilities can vary as well.

Once you've decided on the printer that best suits your needs, it's time to turn to the mail order firms to find an interface that will enable your Commodore to talk to your printer. Be sure to check several sources to get the best price.

Now on to. . .

QUESTIONS & ANSWERS

Q. What features are most important when looking of or a printer: speed, print options, compatibility or print quality?

A personally, I've found that no feature is as important as the quality of output. I'm willing to forego quite a few options in order to get good quality printed text and graphics.

Options are my second priority. A printer that you buy should, at the very least, print in pica (10 characters per inch), elite (12 cpi) and condensed (17 or 18 cpi). Additional features, like multiple software-selectable fonts and various printing densities make the printer more useful, but aren't crucial to most home computerists. Esoteric options, such as a quiet mode, are usually more gimmicky than practical.

PRINTER PRESCRIPTION

Don't overlook compatibility, especially when using software packages such as GEOS (which relies on printer drivers). An effort has been made in recent years to build Epsoncode compatibility into new printers, because most software programs offer Epson support. However, it's still possible to buy a printer, especially a color model, that won't print properly with your Commodore, at least not without a lot of software and DIP-switch tweaking.

Speed is most important if you work under tight deadlines or do a lot of printing. Unfortunately, high speed and great looking print are mutually exclusive, except in the rarefied atmosphere of laser printers, which are often beyond the financial means of Commodore computerists. Q. My friend's PC-compatible computer uses a generic Centronics parallel cable to connect to the printer. Why does my C-64 require a hard-to-find printer interface?

A commodore 8-bit computers lack the Centronics parallel printer port enjoyed by PC-compatibles and many other computers. Over the years, the best solution to this dilemma has been the Commodore-compatible printer interface, which connects to the 9-pin serial port of your disk drive or computer. Most printer interfaces are not equipped with a power supply, so they usually rely on the cassette port as a power source.

How does a 24-pin dot matrix printer differ from a .9-pin dot matrix printer?

RTH

The Star NX-2410 Multi-Font is a good 24-pin printer that will fit even the smallest of budgets. A near-clone of the Star NX-2400 24-pin printer that *RUN* reviewed one year ago ("Making an Impression with Printers," November 1989), the NX-2410 offers plenty of printing options for the money.

The NX-2410 has an elaborate control panel with four control buttons that activate many different print options. For example, you can select from four letter quality fonts (including a nicely detailed Script font), Italics, three print pitches and Quiet mode, to name but a few.

Paper handling options are also plentiful: Remove the paper guide to place single sheets into the printer and pull the bail lever to let the printer automatically load the paper. Best of all, a paper-parking feature is included. Select the Park option (hold down the Quiet button and press the Paper Feed button) from the control panel, and the continuous forms are retracted and parked in place, allowing single sheets to be loaded.

Power up the NX-2410 and, unlike most other printers that start off in Draft mode, you'll find the printer defaults to Letter Quality mode. While this is convenient if you rarely print anything except final copies, most users prefer to make multiple draft copies of their work for close scrutiny. It's a little cumbersome to select Draft mode manually (a minimum of four button presses on the control panel), but it will conserve the life of both the printhead and the ribbon.

The NX-2410 boasts one significant improvement: darker print quality than its



THE STAR MICRONICS NX-2410 MULTI-FONT



Star's NX-2410 and sample printout.

predecessor. Combine that feature with the many fonts it offers, good paper handling and a budget price, and you've got a great 24-pin printer to match up with your Commodore.

COMMENTS AND OBSERVATIONS

The NX-2410 prints graphics and text fairly well, although slowly in comparison to other 9- and 24-pin printers. The leisurely printing pace is tolerable; more annoying is the fact that the printer powers up in Letter Quality mode. If you rarely print in this mode, you'll get plenty of practice switching modes on the control panel before printing.

Printing on stationery and labels is easy with the NX-2410, while its paper handling is not as sophisticated as the Citizen 200GX (reviewed opposite). In comparison with other 24-pin printers, the NX-2410 definitely qualifies under middle-of-the-pack. But, its low price makes it a reasonable and attractive purchase for a newcomer to the world of 24-pin printers.

Regardless of its few shortcomings, the NX-2410 remains a good printer, with many print options. In fact, it possesses more print options than even the most talented Commodore users will put to use. Add that to 24-pin printing and a low price, and the NX-2410 is a good bet for Commodore users.

NX-2410 SPECS

Maximum printing speed: 150 cps, in Draft Pica mode

Emulation modes: Epson LQ-800 and IBM Proprinter X24

Fonts: Courier, Prestige, Orator, Script LO matrix: 24×35 (pica)

- Horizontal Bit Image modes: 60, 80, 90, 120, 180, 240 and 360 dots per inch
- Programmable line spacing: 1/e, 1/e or programmable in 1/eor, 1/7er, 1/100r, 1/21er or 1/200-inch increments

Size: 4.7 H × 16.1 W × 12.9 D Weight: 14.1 lbs. Price: \$399

PRINTER PRESCRIPTION

A. The printhead in a 24-pin model creates images with 24 pins, arranged in a matrix of rows and columns; the printhead in a 9-pin model uses 9 pins. While the output of 9-pin printers once lacked quality as compared to 24-pin printers, that's no longer the case. Thanks to advances in technology, there's now very little discernible difference between the types. Many 9-pins presently also incorporate the automatic paper handling that was once the exclusive domain of 24-pin printers.

In spite of these advancements, 24-pin printers still hold an advantage when it comes to durability. Because they're designed with sturdier components, they're ideal for busy offices where they get continuous use. Q Is it practical for a C-64 or C-128 user to invest in a laser printer that costs several times more than the rest of his or her computer system?

A.Laser printers create wonderfully detailed graphics, print several times faster than the fastest dot matrix printers, and can be expanded by adding font and buffer memory cartridges. If you need these features without requiring a 16-bit computer, a laser printer to go with your Commodore will be worthwhile. And Hewlett-Packard-compatible laser printers work fine with the C-64 and C-128. However, most Commodore computerists who need these features have also outgrown their 8-bit machine.

NOTING

THE CITIZEN 200GX

The Citizen 200GX represents a new generation of 9-pin printers. Fast (240 cps) and packed with options, the 200GX is one of the more interesting printers on the market.

For starters, it offers Epson FX-850 and IBM Proprinter III emulation. While this might not appeal to every Commodore owner, you'll appreciate the emulation options if you ever upgrade to another computer. In addition to multiple printer emulation, fast printing and great paper handling options, what really sets the 200GX apart from the rest of the pack is its Command-Vue II control panel.

Unlike conventional printer control panels, the Command-Vue II consists of LEDtype lights and a sliding switch that lets you choose menu options easily and quickly. You can select one of four main menu features (Online, Pitch, Font and Install) from this unique control panel. Each of these main options consists of four sub-options, making a combination of 16 print options available. A quiet mode, normally found on pricey 24-pin printers, is also provided.

Three fonts (Roman, Sans Serif and Courier) are available from either the previously mentioned control panel or through software commands. A total of seven print pitches are offered: 10, 12 and 15 cpi or proportional from the control panel and three pitches (13.3, 17 and 20 cpi) via software commands.

Of all the options, my favorite is being able to quickly convert from a monochrome (black and white) printer into a color printer. Citizen offers a GSX 140/Swift 24 Color Kit for





Citizen's 200GX and sample printout.

the 200GX, consisting of a color ribbon and a small electric motor. With the ribbon and motor (which can be installed in about one minute) and the flip of a DIP switch, the 200GX becomes a color printer. Even with the kit in place and activated, the 200GX retains all the options it had before the color was installed.

COMMENTS AND OBSERVATIONS

When used on a daily basis, the 200GX

will quickly spoil even the casual C-64/128 user. It's enjoyable to work with and less clumsy than the NX-2410 in most respects, especially paper handling. When you turn the printer on, it automatically busies itself positioning and aligning the paper, something unheard of in low-end printers up until about two years ago.

Printing on stationery is remarkably easy. Just pop the paper guide on top, select the Paper Parking option from the Command-Vue II menu, and you're on your way. The many printing features you can select with the Command-Vue II Menu option places the 200GX in a class by itself.

You wouldn't expect so many options and such ease of use to be packed into a 9-pin printer. The 200GX is a wonderful printer and ranks as one of the best I've used. Fast, quiet and loaded with features, the 200GX is a true marvel!

CITIZEN 200GX SPECS

- Maximum printing speed: 240 cps, in Super High-Speed mode at 15 cpi
- Emulation modes: Epson FX-850 and IBM Proprinter III
- Fonts: Roman, Sans Serif, Courier
- NLQ matrix: 18 × 18 dots
- Horizontal Bit Image modes: 60, 72, 80, 90, 120, 144 and 240 dots per inch
- Programmable line spacing: $1/_{61}$, $1/_{61}$, $7/_{72}$ or programmable in $1/_{72}$, $1/_{144}$ or $1/_{216}$ -inch increments

Size: 5.1 H× 15.8 W× 12.6 D Weight: 11 lbs. Price: \$299 R I see only two disadvantages to owning a laser printer: the cash outlay for the printer, and the fact that they're large and occupy a lot of desk space.

Q. What type of printer is best for GEOS? Also, what is a GEOS printer driver, and how is it used?

A GEOS employs techniques and terminology different from most other software programs. When you print a document with most C-64/128 word processors and other application programs, you're using the Text or Character mode of the printer. With GEOS, you're printing a bitmapped screen using the Graphics mode of the printer, and Graphics mode requires special codes from the computer. First, the computer must set the printer to Graphics mode in order to print the bit map. Then it has to send a small series of commands so the printer receives the data and creates the image properly. Because these commands differ from printer to printer, a special driver is needed for each printer.

As I mentioned earlier, most newer printers use Epson codes, so you can create satisfactory printouts using virtually any of GEOS's Epson printer drivers. If you have an older, Commodore-compatible printer, you can print with any of GEOS's Commodore-compatible printer drivers.

What's the difference between the fonts provided by my software and the fonts provided by the newer printers and font cartridges?

A pixel by pixel, the bit-mapped screen on the printer. Not only is this the method employed by GEOS, it is also a common practice with graphics programs, banner makers and many other software packages. With a late-model, high quality 9- or 24-pin printer, the output is usually acceptable for all but the most important of documents. When using older, less versatile dot matrix printers, however, software fonts often make some parts of the document look darker than others. Consequently, software-generated fonts are more amateurish in appearance than those created internally by the printer.

A newer printer's built-in fonts are not only of uniform quality but also proportionally spaced—that is, the space occupied by two letter i's is less than the space occupied by two letter m's. Such printing gives documents a better appearance than printing with older model printers that lack proportional printing capability.

Q. Are color printers a good investment, and do they work well with the C-64 and C-128?

A color printer is a good investment, if you need one for your work or for creating calendars, greeting cards or other works of art. Most of the color printers that are Epson code-compatible will print in color with software packages like GEOS. The secret is to use the Epson JX-80 printer driver; the JX-80 printer codes are still employed by Epsoncompatible color printers.

Q. How do I program my printer to print the way I want? Codes in the manual, such as ESC "4", make no sense to me.

A. This is one of the questions I hear most frequently. There's one surefire solution to this problem: Learn how to convert the ASCII codes presented in the manual to their decimal equivalents, and then learn the proper syntax for sending them to your printer.

Before you ask the computer to send a command to the printer, the computer has to understand the command. Nearly all the printer manuals written today assume that you're using an IBM or IBM-compatible computer that requires no translation of these commands into another syntax that the computer will understand. The ESC "4" command in the sample above makes perfect sense to a PC-compatible, but no sense to your Commodore. Another consideration is that your printer interface must be in Transparent or ASCII mode in order for the commands to travel from the computer to the printer without any conversions occurring. Finally, if you're sending commands from outside a software package, you must open a channel to the printer.

For demonstration purposes, a Star NX-1000 II printer requires the following command sequence to print in Near Letter Quality (NLQ) mode using Sans Serif characters:

ESC "k" 1

First you must be certain that the printer interface is in Transparent mode. Check your interface manual to see how this is done. It usually involves just flipping a DIP switch or two on the interface.

Next you must convert all the ASCII values in the command to decimal values. Check the printer manual, which provides reference numbers and decimal equivalents, to find the decimal numbers needed.

Finally, open a channel to the printer, precede the decimal numbers with the CHR\$ (character string) command, enclose the values within parentheses, and then close the channel to the printer. The line appears as follows in Direct mode:

OPEN 4,4: PRINT#4, CHR\$(27);CHR\$(107);CHR\$(1):CLOSE 4

To use the same command within a word processor, you'd have to make some slight adjustments. As an example, let's use *RUN*'s word processor, RUN Script.

First you'd use the .pr dot command to send printer commands from within RUN Script to the printer. Again, ensure that your printer interface is in Transparent or ASCII mode, and then enter the following dot command sequence:

.pr7,27,107,1

Note the inclusion of a 7 at the beginning of the command. This is the secondary address for the printer.

Q. I'm interested in doing desktop publishing on my Commodore. Which printer should I consider for this work? A. Ultimately, a laser printer is the logical choice, but you acceptable documents with a good dot matrix printer and a desktop publishing package like geoPublish. You can also use the dot matrix printer to produce proofs of your document, then take your disk to a users' group or friend with a Commodore and a laser printer to get a top quality final product.

Q. There's been a lot of talk about letter quality and near eletter quality printing. What are these two types of output?

A few years ago, letter quality referred to the print A generated by typewriters and daisy wheel printers. Now, daisy wheel printers, which are essentially daisy wheel typewriters lacking a keyboard, are obsolete, and letter quality printing refers to the excellent output from 24-pin dot matrix printers. Some of the better 9-pin printers from manufacturers such as Okidata, Panasonic and Epson are also capable of first-rate characters and graphics.

I hope my answers will help you select a printer and then use it to best advantage. It may take some time and effort to learn to use all your printer's capabilities, but turning out superb documents will make it all worthwhile.

Tim Walsh is RUN's technical manager and resident printer guru.



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VEW



Printer Controller 64/128

Here's an easy way to dress up your printouts with Italics, Bold and many other options.

By WILLIAM MCLEOD

oday's sophisticated dot matrix printers require a hundred or more commands to fully utilize their capabilities, and many printing options remain unused because of the time required to look up and invoke the commands. Consequently, we settle for pedestrian printouts instead of the more attractive styles that are available. I developed Control Printer 64/128 to make it easier to use printer options by making it simpler to input printer control codes.

Control Printer 64/128 runs on the C-64 or C-128 (40 or 80 columns), automatically configuring itself to either computer. The program was written for the Star Micronics NP-10 and compatible printers, but many of the commands work with most other parallel printers. Control Printer can be easily modified for use with other printers. As written, it *won't* work with Commodorededicated printers.

Control Printer is entirely menudriven. After typing in Listing 1, using RUN's Checksum program to look for typing errors, save it to disk, then run it. The top line of the first screen presents the main menu: Style, Margins, Utility and Quit. As indicated by a command line at the bottom of the screen, you make a selection by using the cursor-right key to highlight your choice and then pressing the return key. Selecting Style displays a pull-down secondary menu of 11 styles of printing. Make your choice, press return, and your printer will be configured to that feature. Of course, the printer must be connected and turned on for the selection to work.

You can enter several commands, such as Elite, Italics, Expanded and Boldface, and the printer will combine them all and retain them until it is shut off or reset.



Style's pull-down secondary menu.

After you've made your selection of styles, press return, and you'll go back to the main menu. Now select Utility and press return; then choose and execute View Printout. The printer will print a list of the styles selected and a short sentence illustrating the style combination, with the paper rolling up an inch, so you can see what was printed. The Sample Printout option prints the same thing without rolling the paper up. If you haven't selected a style, the printer will respond with Pica, as this is the default on most printers.

The Margins menu is for setting margins, of course. However, it also lets you set the printer to skip over perforations and provide paging.

At any time, you can save your work to disk by typing RUN 20 and pressing return. Line 20 establishes the name of the program, 30 scratches the old version, and 40 saves the new version. If you make changes in the program, you should change line 20 to ZZ\$= "1PRINTER" or some other name in order to preserve the original.

MAKING CHANGES

You can change the titles in the main menu by changing the Data statements

RUN it right: C-64 or C-128; printer

in line 120, but don't change END in line 130, as it serves as a terminator for the array. The menu is limited to four titles of 18 characters each for the C-128 in 80-Column mode and seven characters in 40-Column or 64 mode. Anything longer will automatically be truncated. If you want more than four items in the main menu, you're on your own, as this requires extensive alterations to Control Printer 64/128.

Data for the Style menu is found in lines 220–230, Margins in 320–330 and Utility in 420–430. Each of their secondary menus can handle up to 11 titles, so there's room for a total of 11 more commands—five in the Margins menu and six in the Utility menu.

To add a command to the Margins menu, add the command's title to line 330 and its subroutine starting on line 1790, erasing the REM and using the same format as in the other command routines. Each new routine must start at the next available REM in that menu, and it must not occupy a line already containing a REM.

New commands that require entering a column number should be placed in the Margins menu, as it is equipped for that type of input. Of course, you can delete any menu item and substitute your own in its place.

PRINTER COMMANDS

If Control Printer 64/128 runs all right, but the printer isn't responding properly, the interface probably isn't in Transparent or Semi-Transparent mode. This is handled throughout the program with an OPEN 5,4,S command, where S is set to 5 in line 90. Most interfaces use 5 as a secondary address for Transparent mode, but that number does vary. Consult your interface manual and change line 90 or flip the necessary DIP switches on your **>**

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printer interface for either Transparent or Semi-Transparent mode.

Now we get down to the actual printer commands. First, run through all the menus to become familiar with the procedure. You'll find that it's very easy. Next, reset the printer and exit to the main menu. Now try each of the styles in turn, printing a sample and resetting the printer each time.

If any command fails to print correctly, look at lines 1000–1320, and note that each group of lines is labeled with its title and that the second line in each group is the command line. For emphasized print, the command is PRINT#5, C\$"E", where C\$ is previously defined as CHR\$(27). Most of the codes use C\$. The code C\$"E" can also be written CHR\$(27);CHR\$(69), where CHR\$(69) is the code for the letter E. Look up the code for emphasized print in your printer manual, and enter it in place of C\$"E". Any other printer commands that fail to work can be handled in a similar manner, assuming that your printer supports that style. All commands for the Margins menu start at line 1520, and those for the Utility menu start at 1820.

All of this is reasonably straightforward, except for the addition of line 1670 to disable the interface control for the right-hand margin. If your interface doesn't have a disable command, you may be able to set it at a high number such as 150 or 200.

USING THE PROGRAM

For use with a word processor, set up the printer as desired before loading the word processor. The printer will retain the combination you set, but it's always possible that the word processor will have ideas of its own. In that case, look in the word processor's manual for a way to prevent that software from doing its own printer initialization.

By using Elite, Condensed and Subscripts commands and reducing linespacing to one-twelfth inch, you can produce a disk directory that can be pasted on the front of the disk sleeve. The type is quite readable, because it's a dense black. Just type LOAD"\$",8 and return, then OPEN 4,4:CMD4:LIST.

Double-height letters are ideal for name tags, and quad height works fine for posters. Form feed is great for printing out listings of long programs without printing over the perforations. You'll find many other uses for Control Printer 64/128, as you gain experience with it. Besides that, it's fun just printing out all the combinations of styles.

William McLeod, a young 80-year-old, lists electronics and computer programming among his hobbies.

Listing 1. Control Printer 64/128 program. (Available on ReRUN disk. See order card facing page 48.)

5 REM CONTROL YOUR PRINTER - WI LLIAM MCLEOD :REM*73 1Ø GOTO5Ø :REM*140 2Ø ZZ\$="PRINTER" :REM*236 3Ø OPEN15,8,15,"SØ:"+ZZ\$:REM*9 4Ø CLOSE15:SAVE ZZ\$,8:END :REM*15Ø 5Ø DIM P\$(13), HP\$(13), A\$(13), M\$ (11),HM\$(11) :REM*76 6Ø L=9:T=9:LL=39:A=PEEK(215):IF A=128 THEN L=19:T=19:LL=79: FAST :REM*25 7Ø I=1:H\$="{CTRL 9}":N\$="{CTRL Ø}":RM=8Ø :REM*196 Z\$=CHR\$(29):R\$=CHR\$(13):C\$=C 80 HR\$(27):CU\$=CHR\$(145):CD\$=CH R\$(17) :REM*123 9Ø S=5: REM TRANSPARENT MODE :REM*2Ø1 100 POKE53280,0:POKE53281,0 :REM*148 110 READ N\$(I):REM MAIN MENU :REM*129 120 DATA STYLE, MARGINS, UTILITY, QUIT :REM*167 13Ø DATA END :REM*138 140 IF N\$(I)="END" THEN K=I-1:G OT017Ø :REM*37 150 N\$(I)="{2 SPACEs}"+N\$(I)+"{ 18 SPACEs] ": N\$ (I) = LEFT\$ (N\$ (:REM*123 I),L) 16Ø I=I+1:GOTO11Ø :REM*16 :REM*18Ø 17Ø FORI=1TOK+1 18Ø H\$(I)=H\$+N\$(I)+N\$:REM*19Ø :REM*65 190 NEXT :REM*5Ø 200 K=1:REM STYLE :REM*119 21Ø READ P\$(K) 220 DATA EXIT, ELITE, ITALICS, CON DENSED, PROPORTIONAL, EXPANDE D, EMPHASIZED :REM*232

230 DATA BOLDFACE, SUBSCRIPTS, SU PERSCRIPTS, DOUBLE HIGH, QUAD :REM*1Ø4 HIGH :REM*244 240 DATA END 250 IF P\$(K)="END" THEN J1=K-1: GOTO28Ø :REM*46 26Ø P\$(K)=" "+P\$(K)+"{14 SPACEs }":P\$(K)=LEFT\$(P\$(K),19) :REM*213 :REM*110 27Ø K=K+1:GOTO21Ø 280 FOR K=1 TO J1 :REM*91 29Ø HP\$(K)=H\$+P\$(K)+N\$:NEXT :REM*188 :REM*196 300 K=1:REM MARGINS 31Ø READ M\$(K) :REM*213 320 DATA EXIT, TOP MARGIN, BOTTOM MARGIN, LEFT MARGIN, RIGHT M ARGIN :REM*224 33Ø DATA LINE SPACING N/216, FOR :REM*113 M FEED 34Ø DATA END :REM*95 350 IFM\$(K)="END"THEN J2=K-1:GO :REM*173 TO38Ø 360 M\$(K)=" "+M\$(K)+"{14 SPACEs }":M\$(K)=LEFT\$(M\$(K),19) :REM*57 37Ø K=K+1:GOTO31Ø :REM*25Ø :REM*176 38Ø FOR K=1 TO J2 390 HM\$(K)=H\$+M\$(K)+N\$:NEXT :REM*12Ø 400 K=1:REM UTILITY :REM*126 :REM*46 41Ø READ G\$(K) 420 DATA EXIT, RESET PRINTER, SLA SH ZERO, PAPER OUT SIG OFF :REM*12Ø 430 DATA SAMPLE PRINTOUT, PRINT :REM*136 AND VIEW :REM*187 44Ø DATA END 450 IFG\$(K)="END"THEN J3=K-1:GO :REM*47 T048Ø

46Ø	G\$(K)=" "+G\$(K)+"{14 SPACEs
	<pre>}":G\$(K)=LEFT\$(G\$(K),19)</pre>
	:REM*99
47Ø	K=K+1:GOTO41Ø :REM*69
48Ø	FOR K=1 TO J3 :REM*42
49Ø	HG\$(K) = H\$+G\$(K)+N\$:NEXT
	:REM*18
500	REM MAIN MENU :REM*167
51Ø	G=Ø:PRINT"{SHFT CLR}{CTRL 8
	}" :REM*2
52Ø	PRINT H\$(1);N\$(2);N\$(3);N\$(
	4) :REM*156
53Ø	FORK=1TOLL:PRINT"{COMD T}";
-	:NEXT :REM*2Ø9
54Ø	
-	RINT:NEXT :REM*232 IFA=128GOTO57Ø :REM*156
55Ø	
56Ø	PRINT" {CTRL 9 } CURSOR RT TO
	SELECT, RETURN TO EXECUTE
	":PRINT" {HOME}":GOTO590
	:REM*86
5/0	PRINT"{CTRL 9}{12 SPACEs} <c< td=""></c<>
	URSOR RIGHT> TO SELECT(12 S
Fod	PACEs < RETURN >"; :REM*136
580	PRINT" (CTRL 9) TO EXECUTE (1
	3 SPACEs}"CHR\$(19):PRINT:PR INT :REM*24Ø
590	
290	30 :REM*78
600	PRINTN\$(1);H\$(2);N\$(3);N\$(4
Opp) :REM*24Ø
610	I=2:GOSUB68Ø:IF X\$=R\$ GOTO7
010	3Ø :REM*181
620	
020) :REM*128
630	
	3Ø :REM*156
640	PRINTN\$(1);N\$(2);N\$(3);H\$(4
) :REM*144
65Ø	I=4:GOSUB68Ø:IF X\$=R\$ GOTO7

PRINTER CONTROLLER

153Ø GOSUB18ØØ:PRINTTAB(L):INPU T"TOP MARGIN"; TM :REM*33 154Ø PRINT#5,C\$;CHR\$(114);CHR\$(TM);:PRINT#5,CHR\$(12):REM FORM FEED :REM*127 155Ø RETURN :REM*154 156Ø REM BOTTOM MARGIN :REM*116 157Ø GOSUB18ØØ:PRINTTAB(L):INPU T"BOTTOM MARGIN"; BM :REM*167 158Ø PRINT#5,C\$;CHR\$(78);CHR\$(B M) :REM*236 159Ø RETURN :REM*194 1600 REM LEFT MARGIN :REM*211 161Ø GOSUB18ØØ:PRINTTAB(L):INPU T"COLUMN NUMBER"; LM: REM*86 162Ø PRINT#5,C\$;CHR\$(1Ø8);CHR\$(LM) :REM*164 :REM*234 163Ø RETURN 1640 REM RIGHT MARGIN :REM*149 165Ø OPEN 1,4:PRINT#1,C\$;"R";CH R\$(Ø):CLOSE 1 :REM*188 166Ø REM DISABLE RIGHT MARGIN :REM*193 167Ø GOSUB18ØØ:PRINTTAB(L):INPU T"COLUMN NUMBER"; RM:REM*65 168Ø PRINT#5,C\$;CHR\$(81);CHR\$(R M) :REM*198 169Ø RETURN :REM*47 1700 REM LINE SPACING N/216 INC HES :REM*131 GOSUB1800: INPUT"LINE SPACI 1710 NG N/216 INCHES - ENTER N" ;N :REM*67 172Ø PRINT#5,C\$;CHR\$(51);CHR\$(N :REM*225 173Ø RETURN :REM*87 174Ø REM FORM FEED :REM*163 175Ø GOSUB18ØØ:PRINTTAB(2Ø):INP UT"TOTAL MARGIN"; TM: PRINT# 5,C\$;"N";CHR\$(TM) :REM*40 176Ø PRINT#5, CHR\$(12) :REM*6 177Ø RETURN :REM*127 1780 REM ADD NEW COMMAND ROUTIN ES STARTING AT 1790 :REM*181 179Ø REM :REM*138 1800 PRINT" (HOME)": FOR J=1 TO J 2-1:PRINT CD\$:NEXT :REM*34 1810 RETURN :REM*167 1820 REM UTILITY MENU :REM*103 183Ø TT=2*T: PRINT" {CTRL 6}":GOS UB238Ø :REM*224 184Ø PRINTTAB(TT)G\$(1) :REM*114 185Ø FOR K=2 TO J3:PRINTTAB(TT) HG\$(K):NEXT :REM*117 186Ø REM UTILITY SELECTOR :REM*24Ø 1870 FOR K=1 TO J3:GOSUB2330 :REM*115 1880 IF X\$=CD\$ GOTO 1900:REM*41 189Ø GOTO197Ø :REM*2Ø6 1900 PRINTCHR\$(19):PRINT:PRINT: PRINT: IFK=1 GOTO1920 :REM*111 1910 FORI=1TOK-1:PRINTCD\$;:NEXT :REM*2 1920 IF K=J3 GOTO1940 :REM*241 193Ø PRINTTAB(TT)HG\$(K):PRINTTA >

:REM*194 1Ø8Ø RETURN 1090 A\$(5)="PROPORTIONAL, :REM*182 1100 PRINT#5, C\$; CHR\$(112); CHR\$(1) :REM*113 111Ø RETURN :REM*224 1120 A\$(6)="EXPANDED, ... :REM*64 113Ø PRINT#5,C\$"W1" :REM*154 114Ø RETURN :REM*7 ... 115Ø A\$(7)="EMPHASIZED, :REM*234 116Ø PRINT#5,C\$"E" :REM*134 117Ø RETURN :REM*37 ":REM*129 118Ø A\$(8)="BOLDFACE, 119Ø PRINT#5,C\$"G" :REM*178 1200 RETURN :REM*59 121Ø A\$(9)="SUBSCRIPTS, :REM*36 1220 PRINT#5,C\$"S1" :REM*216 123Ø RETURN :REM*89 124Ø A\$(1Ø)="SUPERSCRIPTS, " :REM*251 125Ø PRINT#5,C\$"SØ" :REM*23Ø 126Ø RETURN :REM*127 127Ø A\$(11)="DOUBLE HIGH, :REM*186 128Ø PRINT#5,C\$;CHR\$(1Ø4);CHR\$(:REM*5Ø 1) 129Ø RETURN :REM*157 1300 A\$(12)="QUAD HIGH, . :REM*58 131Ø PRINT#5,C\$;CHR\$(1Ø4);CHR\$(:REM*100 2) 1320 RETURN :REM*179 133Ø REM MARGINS MENU :REM*234 134Ø TT=T:PRINT" {COMD 7}":GOSUB 2380 :REM*64 135Ø PRINTTAB(TT)M\$(1) :REM*138 136Ø FOR K=2 TO J2:PRINTTAB(TT) HM\$(K):NEXT :REM*234 137Ø REM MARGINS SELECTOR :REM*16 138Ø FOR K=1 TO J2:GOSUB233Ø :REM*126 139Ø IF X\$=CD\$ GOTO 141Ø:REM*62 1400 GOTO1480 :REM*199 141Ø PRINTCHR\$(19):PRINT:PRINT: PRINT: IFK=1 GOTO1430 :REM*163 142Ø FORI=1TOK-1:PRINTCD\$;:NEXT :REM*126 1430 IF K=J2 GOTO1460 :REM*246 144Ø PRINTTAB(TT)HM\$(K):PRINTTA B(TT)M\$(K+1):GOTO147Ø :REM*226 145Ø PRINTTAB(TT)HM\$(K):REM*179 146Ø PRINTCHR\$(19):PRINT CD\$;CD \$;CD\$;TAB(TT)M\$(1):GOTO138 ø :REM*99 147Ø NEXT :REM*7Ø 1480 OPEN5,4,5 :REM*249 1490 ON K GOSUB 1510,1530,1570, 1610,1650,1710,1750,1790 :REM*91 1500 CLOSE5: PRINT" {SHFT CLR}":P RINT: PRINT: RETURN :REM*208 151Ø G=1:GOTO15ØØ:REM BLANK :REM*130 1520 REM TOP MARGIN :REM*12Ø

30 :REM*139 66Ø PRINTH\$(1);N\$(2);N\$(3);N\$(4 :REM*17 67Ø GOTO59Ø :REM*248 68Ø GET X\$: IF X\$="" GOTO68Ø :REM*40 690 IF X\$=Z\$ THEN PRINT CU\$;CU\$;CU\$:RETURN :REM*121 700 IFX\$=R\$ THEN RETURN:REM*140 710 PRINT" (SHFT CLR)": PRINTTAB(1Ø)"{CTRL 9} PRESS CURSOR R IGHT OR RETURN" :REM*4 72Ø FOR Y=1TO3ØØØ:NEXT:GOTO51Ø :REM*37 730 ON I GOTO740,760,780,800 :REM*251 74Ø GOSUB83Ø:IF G=1 GOTO51Ø :REM*42 75Ø GOTO74Ø :REM*68 76Ø GOSUB134Ø:IF G=1 GOTO51Ø :REM*1Ø6 770 GOTO760 :REM*94 78Ø GOSUB183Ø:IF G=1 GOTO51Ø :REM*75 79Ø GOTO78Ø :REM*112 800 TA=INT(LL/2)-5 :REM*61 810 CLOSE5: PRINT" (SHFT CLR)": PR INT: PRINT: PRINT: PRINT: PRINT TAB(TA) "***END***": END :REM*97 820 REM STYLE MENU :REM*34 83Ø PRINT:TT=Ø:PRINT"{CTRL 5}": PRINTCU\$:GOSUB238Ø :REM*146 PRINT P\$(1) 840 :REM*127 85Ø FOR K=2 TO J1:PRINT HP\$(K): NEXT :REM*75 860 REM STYLE SELECTOR :REM*5 87Ø FOR K=1 TO J1:GOSUB233Ø :REM*65 88Ø IF X\$=CD\$ GOTO9ØØ :REM*238 89Ø GOT096Ø :REM*21Ø 900 PRINTCHR\$(19):PRINT:PRINT:P RINT: IFK=1 GOTO92Ø :REM*89 910 FORI=1TOK-1:PRINTCD\$;:NEXT :REM*126 920 IF K=J1 GOTO940 :REM*16 93Ø PRINTHP\$(K):PRINTP\$(K+1):GO T095Ø :REM*66 94Ø PRINT HP\$(K):PRINTCHR\$(19): PRINT: PRINT: PRINT: PRINTP\$(1):GOTO87Ø :REM*19 95Ø NEXT :REM*6Ø 96Ø OPEN5,4,S:REM TRANSPARENT M ODE :REM*164 ON K GOSUB 990,1000,1030,10 970 60,1090,1120,1150,1180,1210 ,1240,1270,1300 :REM*196 CLOSE5: PRINT" {SHFT CLR}":RE 980 TURN :REM*219 99Ø G=1:GOTO98Ø :REM*1 1000 A\$(2)="ELITE, ":REM PICA I S DEFAULT :REM*229 1010 PRINT#5,C\$"M" :REM*36 1020 RETURN :REM*142 1030 A\$(3)="ITALICS, " :REM*223 1Ø4Ø PRINT#5,C\$;"4" :REM*116 :REM*172 1050 RETURN 1060 A\$(4)="CONDENSED, ":REM*94 1Ø7Ø PRINT#5, CHR\$(15) :REM*116

NOVEMBER 1990 · RUN 27

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PRINTER CONTROLLER

	B(TT)G\$(K+1):GOTO196Ø :REM*167	211Ø	OPEN4,4:CMD4:REM SAMPLE PR INTOUT :REM*137		REM SELECTOR :REM*195 GETX\$:IF X\$=""GOTO233Ø
1940	PRINTTAB(TT)HG\$(K):REM*113	2120	IF A\$(2)=""THEN A\$(2)="PIC		:REM*46
	PRINTCHR\$(19):PRINT:PRINT:		A, " :REM*33	2340	IF X\$=R\$ THEN J=K:RETURN
	PRINT: PRINTTAB(TT)G\$(1):GO	2130	PRINT"THIS IS "; :REM*45		:REM*21
	TO187Ø :REM*152	2140	FOR K=2 TO 12:PRINT A\$(K);	235Ø	IF X\$<>CD\$ AND X\$<>R\$ THEN
196Ø	NEXT :REM*34		:NEXT:PRINT :REM*39		233Ø :REM*24Ø
1970	OPEN5,4,S :REM*2Ø9	2150	PRINT"THE QUICK BROWN FOX	236Ø	RETURN :REM*2Ø7
	ON K GOSUB 2000,2020,2060,		JUMPS OVER THE LAZY DOG.	237Ø	REM MENUS :REM*29
	2090,2110,2180,2260		:REM*36	238Ø	PRINTCHR\$(19):FOR I=1TO21:
	:REM*125	2160	PRINT#4:CLOSE4 :REM*175		PRINT:NEXT :REM*154
1990	CLOSE5: PRINT" {SHFT CLR}":P	2170	RETURN :REM*1	239Ø	IF A=128 GOTO241Ø :REM*19Ø
	RINT: PRINT: RETURN :REM*200	2180	GOSUB211Ø:REM VIEW PRINTOU	2400	PRINT "{CTRL 9} CURSOR DN
2000	G=1:GOTO199Ø :REM*195		T :REM*163		TO SELECT, RETURN TO EXECU
2010	REM RESET PRINTER :REM*251	219Ø	PRINT#5,C\$;CHR\$(74);CHR\$(2		TE ":GOTO243Ø :REM*243
2020	PRINT#5,C\$;CHR\$(64);		16):REM PAPER UP :REM*245	241Ø	PRINT" {CTRL 9} {12 SPACEs} <
	:REM*169		IF A=128 GOTO222Ø :REM*199		CURSOR DOWN> TO SELECT [11
2030	FOR K=1 TO 12:A\$(K)="":NEX	2210	FOR K=1TO 9300:NEXT:GOTO22		SPACEs}"; :REM*2Ø5
	T:REM CLEAR :REM*1Ø2		3Ø :REM*112	2420	PRINT" {CTRL 9} <return> TO</return>
2040	RETURN :REM*142	222Ø	FORK=1TO 6550:NEXT:REM 128		EXECUTE {14 SPACEs }"
2050	REM SLASH ZERO :REM*29		DELAY :REM*12Ø		:REM*81
2060	PRINT#5,C\$;CHR\$(126);CHR\$(223Ø	PRINT#5,C\$;CHR\$(1Ø6);CHR\$(243Ø	PRINTCHR\$(19):PRINT:PRINT
	1) :REM*99		216):REM PAPER DOWN 1 INCH		:REM*75
	RETURN :REM*172	and a strong	:REM*55	244Ø	FORK=1 TO 19:PRINTTAB(TT)"
2080	REM DISABLE PAPER OUT SIGN		RETURN :REM*71		{CTRL 9} ";:NEXT:PRINT
	AL :REM*84	225Ø	REM ADD NEW COMMANDS BELOW	-	:REM*2Ø
	PRINT#5,C\$;CHR\$(56):REM*38		:REM*255	245Ø	RETURN :REM*42
2100	RETURN :REM*2Ø2	2260	REM :REM*1Ø6		a start which a first start in the branch start and

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Free Software

Public domain and shareware programs are often overlooked as software that's high quality and inexpensive.

By STEPHEN DIRSCHAUER

ince the C-64's introduction, a voluminous library of commercial software has been available to run on it. Perhaps that's why most C-64 users have neglected another substantial source of programs: the public domain. Virtually thousands of C-64 and C-128 public domain programs are available, from disk utilities to arcade games, and they're all free. Who could ask for a better deal? Many inexpensive shareware programs also exist. In this article, I'll describe several popular public domain and shareware programs, as well as a few ways to obtain them.

Before I begin, a short explanation of terms is in order. A *public domain program* is just that: a program that has been donated to the public by its author. It can be copied or distributed in any manner, but it may not be sold legally, for one simple reason: No one owns it.

Another form of software, similar but not identical to public domain software, has no universally accepted name, but I like *free access software*. It's like public domain software with one exception: The author has decided to retain the copyright on the work. The program can still be distributed freely.

Shareware is similar to both public domain and free access software in one respect: It can be distributed in any way. Like free access software, the author retains the copyright on the work. However, a shareware author also expects some money from users. After a reasonable period of time to try out the program, the user must decide whether to stop using it or to send the author a shareware donation, usually in the range of \$5 to \$25. In return, the author will often send a manual or an expanded version of the program, available only to those who have sent in the donation. You might also come across variations on the shareware concept such as charityware. Be sure to read a program's documentation



to find out exactly what it is.

Now I'll take you on a brief tour of a few of the better public domain and shareware programs available—the ones I feel best illustrate the variety and quality of the software. Rest assured, there's more where these came from!

STEREOPLAYER

Stereoplayer, Mark Dickenson's free access SID-player, is one of the best freely available programs for the C-64. It plays all normal and enhanced SID music files, but its many extras are what makes Stereoplayer special. For instance, a built-in turbo loader is included, as well as support for multiple drives. When you run the program, you'll be treated to an entertaining introduction, which I won't describe so as not to spoil the surprise. As its name suggests, Stereoplayer can play SIDs in stereo if you have an extra SID chip or a special cartridge, such as The SID Symphony Stereo Cartridge from Dr. Evil Laboratories (PO Box 3432, Redmond, WA 98073-3432).

BBI BASIC EDITOR

BBI Basic Editor, by Alex Howell, is a handy little utility for Basic programmers. It weighs in at a meager 11 blocks, but don't let the small size deceive you—the program has several well-done features, my favorite being bidirectional scrolling. With it, you can scroll the screen up or down to view your Basic program without having to list it. You can also enter Basic lines up to three screen lines long without resorting to clumsy command abbreviations.

JUGGLER

The animation program, Juggler, is ►

www.Commodore.ca MolNotRERATWERSH RewindGARNER just as impressive as its Amiga namesake, and it proves that the C-64 is still no graphics lightweight. It depicts a robotic juggler balancing three crystal spheres, all in high resolution. There are actually two C-64 versions of Juggler available. The author of the original, whose online persona is RATT, drew all the animation frames by hand. Jeff Litz later produced a faster version using the original's graphics. If you're interested in C-64 graphics, I'd strongly suggest you take a look at Juggler.

CS-DOS

There are also many public domain and shareware programs available for the C-128, and the great majority of them are of high quality. Chris Smeets' DOS shell, CS-DOS, is a case in point. It's best described as an alternative environment with an interface similar to that of CP/M or MS-DOS. Indeed, it offers many features of those operating systems that the standard Commodore DOS lacks. For example, CS-DOS can execute powerful batch files from disk, all the while preserving whatever is in memory. Included among the many CS-DOS files are a terminal program and a C-128 version of the popular ARC file compressor. (Smeets is also the author of the C-64 version of ARC.)

CS-DOS is shareware: You have one

month to evaluate the program, and then you must send in a very reasonable shareware donation of \$20 to honorably continue using it.

GEOWAR

In addition to software for the 64 and 128 Native modes, there's a long list of GEOS public domain and shareware programs, from geoWrite utilities to animation programs. One excellent geo-Program is Lysle E. Shields' geoWar, a strategy game in the spirit of Risk. In fact, anyone who's ever played Risk will feel right at home here, with one to six players fighting to conquer the world. All selections are made via the standard GEOS point-and-click interface; you hardly need to touch the keyboard, except to save and load games. GeoWar is another shareware program, with a suggested donation of \$10.

SOURCES

Now that I've described a few examples and, I hope, whetted your appetite for public domain and shareware programs, let's see how you can get them. There are, as I've said, several ways. The two most popular sources of public domain software are disk collections and telecommunications networks.

Most public domain and shareware programs are available on large networks, such as Q-Link and CompuServe (see Table 1), or on smaller, local bulletin board systems. In fact, all the programs mentioned above came from BBSs in my area. Besides the low cost (many BBSs are free, and commercial networks charge only a few dollars an hour), this method is by far the fastest. Many programs, even large ones, can be downloaded to your computer in just a few minutes—and all you need is a telephone line, terminal program and modem. (If you don't own a modem, this is the perfect excuse to get one!)

If you don't have a modem or live in a small town where there are no local BBSs, you may want to investigate the public domain and shareware disk collections offered by users' groups and private companies (see Table 1). They typically charge from six to ten dollars per disk, to cover the cost of the blank and the copying. The compilers of these disks have usually selected popular, high-quality programs, saving you the trouble of trying out a dozen mediocre programs before finding the one you want. And, of course, since public domain and shareware programs can be freely distributed, you can exchange copies with other C-64/128 owners.

TIPS & TRICKS

With the enormous number of public

Q-Link Sextet

By SAUL COHEN

Club Caribe is a marvelous multiperson interactive fantasy game that's played online. Upon accessing the club, you choose an identity, then pick up the magic crystal and enter the doorway to begin your adventure. While you can be just an observer, it's much more fun to take part in touring the island. There are even guides to help you on your way. Dialogue is presented as cartoon captions.

Once you know the island, you can join search parties and competitions or simply sit back and have some fun! Believe me, you'll really feel like you're on an island adventure. To join Club Caribe, you need software that can be either ordered on disk from the Q-Link offices or downloaded from the network. After linking the software to your Q-Link disk, you're ready to log on. Location: Just for Fun / Gaming Connection / Club Caribe / Club Caribe Travel Guide / Club Caribe Software / Download Club Caribe Software / Download the Club Caribe Linker or Download Club Caribe Data File / filenames: CC and CCDATA; from: Q-Link; date: 9/11/89; 20 and 593 blocks.

Labeler is a quick, three-line label

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\$\$\$\$	\$\$\$\$\$\$	1444	

Enter, edit, save and print labels with Labeler.

program to enter, edit and save labels. It also prints single or multiple labels or the entire label file using your printer's normal font.

Location: CSS / GEOS ARENA / Software Library / User Applications / Part 3 / filename: LABELER; from JohnW53; by: John White; date: 12/29/89; 13 blocks.

You'll need lightning reflexes to fend off an **Alien Attack**. This game for your C-128 in 40-Column mode features great graphics and smooth scrolling.

Location: CSS / Software Libraries / Browse C-128 Software / Game World / Games / Shoot-'em Up / filename: ALIEN.ARC; from:TerryR10; date: 1/16/90; 43 blocks.

Reconcile is a geoCalc template file that can help you reconcile your checkbook to your bank statement. The temdomain and shareware programs available, some good and some bad, you may wonder if there are ways to zero in on the very best. Unfortunately, there's no surefire method, but here are a few tips you can follow to ensure that your library contains more treasures than turkeys:

• Find out what the most popular programs are. Many other C-64 and C-128 users have searched before you, and you may hear them mentioning a certain program often. Or a program might be on the "top downloads" list maintained by many networks and even by some BBSs.

• Try to get as much information on a prospective program as possible. For example, many BBSs have online information detailing program features.

• Ask! If you're looking for a good database program, for instance, post a message on a local BBS or ask around at your users' group. Someone might already have just the program you need.

Above all, don't be afraid to explore the many public domain and shareware programs out there. The cost of doing so is low, and you might find some jewels that are just what you need.

Stephen Dirschauer enjoys telecommunicating, especially when downloading public domain and shareware programs.

Table 1. Sources of public domain software.

ONLINE SERVICES:

CompuServe PO Box 20212 5000 Arlington Center Blvd. Columbus, OH 43220 800-848-8199

Delphi

Three Blackstone St. Cambridge, MA 02139 800-544-4005

GEnie 401 N. Washington St. Rockville, MD 20850 800-638-9636

PeopleLink

3215 N. Frontage Rd., Suite 1505 Arlington Heights, IL 60004 800-524-0100

QuantumLink 8620 Westwood Center Drive Vienna, VA 22180 800-392-8200

USERS' GROUPS/COMPANIES:

Fog International Computer Users' Group PO Box 3474 Daly City, CA 94015 415-755-2000

JLH Company PO Box 67021, Dept. 4 Topeka, KS 66667 913-234-3388

Poseidon Electronics 103 Waverly Place New York, NY 10011 212-777-9515

TPUG (Toronto PET Users' Group), Inc. 5334 Yonge St., Box 116 Willowdale, Ontario Canada M2N 6M2 416-253-9637

Here's a sampling of what's available from QuantumLink, one of many sources of public domain software.

plate consists of a series of predefined cells—all you have to do is enter your values and return to the first screen to see if your checkbook and the bank statement agree. Reconcile is by far the quickest and simplest template I have ever used!

Location: CSS / GEOS ARENA / Software Libraries / User Applications / Part 3 / filename: RECONCILE; from: RAB46; date: 12/30/89; 42 blocks.

GeoPrint is Roger Lu's fine cardand banner-making program. After dissolving and converting the working demo, enter your message and small graphics in a geoPaint form file that's been customized for your printer. Then use the master program to print your banner or the paint pages driver so you can further customize your creations. Ordering instructions are included in the information file that is presented before you download. Location: CSS / GEOS ARENA / Soft-



Make special days memorable by creating cards with geoPrint.

ware Libraries / User Applications / Part 3 / filename: GEOPRINTDEMO.SDA; from and by: Roger Lu; date: 12/16/89; 124 blocks.

Online persona, Leven I, has scored again with a computer adaptation of one of my all-time favorite kid's games: **Tiddlywinks**! All you have to do is judge the distance and snap the chip into the shot glass! Think it's easy? Give it a try! You'll find that both you and your kids will be amused for hours!

Location: QCC / Software Library / Browse C-64 Software / Game World / Arcade / Other / filename: TIDDLY-WINKS; from and by: Leven1; date: 1/29/90; 26 blocks. R

Saul Cohen, a GEOS and geoPublish teacher on Q-Link, also teaches a collegelevel desktop publishing course.



Plaque Man

Forget Pac Man-sink your teeth into this fast-action, arcade game!

By DAVID MARTIN

laque Man is a fun-filled, fastpaced C-64 derivation of the popular arcade game Pac Man. The object of the game is to maneuver the white tooth through the on-screen maze, collecting enamel molecules-the small white dots-and earning points as you go. Sounds simple, doesn't it? Well, it isn't, thanks to the ever-present plaque. The globs of plaque are after the tooth and, if they make contact, it dies.

The plaque's intelligence level makes it almost impossible to avoid. Your best bet is to eat one of the red fluoride pills located near the four corners of the maze. Absorbing a fluoride pill enables your tooth to destroy the plaque, and you earn extra points.

SCORE 88 HIGH 88 MEN

Those white dots of enamel will earn you points, but beware the ever-present plaque!

You begin the game with three teeth. After completing a level without losing

all three, the action speeds up, and you earn an extra tooth.

Type in Listing 1, using RUN's Checksum program to look for typing errors, and save it to a freshly formatted disk. Then type in Listing 2, also using the Checksum program, and run it to create the Plaque Man machine language program called DM. To play, plug a joystick into port 2; then load and run Listing 1 to load and boot the machine language program.

That's all there is to it. Just remember the Golden Rule: Brush often and take your fluoride pills! R

David Martin enjoys using his Commodore computers to write utilities, to program and to telecommunicate.

Running Instructions: Type in Listing 1 and save it to disk. Type in Listing 2, save it to disk and run it to create DM. Load and run Listing 1 to boot DM.

Listing 1. Plaque Man boot program. (Available on ReRUN disk. See order card facing page 48.)

1	REM BOOT DATAMAN :R	EM*136	9 :REM*57	6	FORI=828T0859:READX:POKEI,X:N
2	DATA 169,8,162,8,160,8,	32,186 4	DATA 255,169,0,32,213,255,134		EXT :REM*91
	,255 :R	EM*1Ø4	,45,132 :REM*131	7	SYS828 :REM*137
3	DATA 169,2,162,90,160,3	,32,18 5	DATA 46,76,16,8,68,77:REM*250		

Listing 2. MAKE.PLAQUE ML program. (Available on ReRUN disk. See order card facing page 48.)

Ø REM THIS LIST 1 CREA	ATES (AND
SHOULD NOT BE CALLEI	D) DM
	:REM*72
5 OPEN 8,8,8,"DM, P,W"	:REM*244
6 CT=Ø:PRINT" {SHFT CL	
10 READ A\$: IF A\$="-1"	THEN CLOS
E8: PRINT: PRINT"ALL	DONE!":EN
D	:REM*129
12 PRINT" (HOME) READING	G LINE "+S
TR\$(CT):CT=CT+1	:REM*141
15 IF LEN(A\$)<62 THEN	55
	:REM*254
2Ø B\$=MID\$(A\$,1,2Ø)+M	ID\$(A\$,22,
2Ø)+MID\$(A\$,43,2Ø)	:REM*242
25 FOR I=1 TO 3Ø	:REM*181

3Ø C\$=MID\$(B\$,(I*2)-1,2):H\$=LEF T\$(C\$,1):L\$=RIGHT\$(C\$,1) :REM*2Ø9 35 H=VAL(H\$):IF H\$>"9" THEN H=A SC(H\$)-55 :REM*85 40 L=VAL(L\$):IF L\$>"9" THEN L=A :REM*136 SC(L\$)-55 45 BY=H*16+L:PRINT#8,CHR\$(BY); :REM*67 50 NEXT: GOTO 10 :REM*115 55 IF LEN(A\$) <21 THEN B\$=A\$:GOT :REM*184 0 70 6Ø IF LEN(A\$)<42 THEN B\$=LEFT\$(A\$,2Ø)+RIGHT\$(A\$,(LEN(A\$)-21)):GOTO 7Ø :REM*176

RUN it right: C-64; joystick



65 B\$=LEFT\$(A\$,2Ø)+MID\$(A\$,22,2 Ø)+RIGHT\$(A\$,LEN(A\$)-42) :REM*140

7Ø FOR I=1 TO LEN(B\$)/2:REM*221 75 C\$=MID\$(B\$,(I*2)-1,2):H\$=LEF T\$(C\$,1):L\$=RIGHT\$(C\$,1)

:REM*14Ø 80 H=VAL(H\$): IF H\$>"9" THEN H=A SC(H\$)-55 :REM*56 85 L=VAL(L\$): IF L\$>"9" THEN L=A SC(L\$)-55 :REM*84

9Ø BY=H*16+L:PRINT#8,CHR\$(BY); :REM*148

95 NEXT:GOTO 10 :REM*16Ø 100 REM HEX DATA FOR PLAQUEMAN ►

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PLAQUE MAN

A2ØD411A9988D :REM*169 147 DATA F80785FFA9018D27D0A9*2 Ø8DØ4D4AD1EDØA9Ø885*ØA6ØA9Ø 185E5A9ØØ85E4 :REM*18Ø 148 DATA 6ØA92Ø8DØ2DØ8DØ6DØA9*F 88DØ4DØ8DØ8DØA9D88D*Ø9DØ8DØ 7DØA94Ø8DØ3DØ :REM*97 149 DATA 8DØ5DØA9Ø285E285E5A9*Ø 185E385E485E685E9A9*ØØ85E78 5E82Ø29ØD6ØAØ :REM*54 150 DATA 2ØA2Ø898186AA82D15DØ*F Ø18BDØØDØ29Ø7FØØA6Ø*A9Ø185E 7A9Ø285E66ØBD :REM*45 151 DATA Ø1DØ29Ø7DØEFCACADØDB*A 9ØØ6ØA9Ø185E3A9Ø285*E26ØADØ 2DØ29Ø7DØØ7AD :REM*82 152 DATA Ø3DØ29Ø7FØ286Ø4CE7ØE*A 9Ø185E9A9ØØ85E86ØA2*Ø8BDØ1D Ø38E9Ø11875E1 :REM*156 153 DATA 9DØ1DØCADØF14CØØØEA5*F A29Ø7FØE66ØA2Ø8BDØØ*DØ85DE8 512BDØ1DØ85DF :REM*177 154 DATA 8513B5EØ85D8B5E185D9*2 ØE7ØAA5FA4A4A4AA8B9*13Ø829Ø ØFØB1A9ØØ85DA :REM*254 155 DATA 85DB85DC85DDA5D8C9Ø2*F Ø38A5DADØ34A517C96Ø*FØØ4C94 31Ø2AA9ØØ85D8 :REM*186 156 DATA A90185D94CFB0EA5D9C9*0 2FØ38A5DCDØ34A516C9*6ØFØØ4C 9431Ø2AA9Ø185 :REM*218 157 DATA D8A9ØØ85D94CFBØEA5D8*C 9ØØFØDBA5DBDØD7A519*C96ØFØØ 4C9431ØCDA9Ø2 :REM*110 158 DATA 85D8A9Ø185D94CFBØEA5*D 9C9ØØFØ93A5DDDØ8FA5*1AC96ØF ØØ4C9431Ø85A9 :REM*129 159 DATA Ø185D8A9Ø285D94CFBØE*4 C31ØFBDØØDØ38CDØØDØ*9Ø1AA9Ø 185DBA9ØØ85DA :REM*69 16Ø DATA 4C12ØFA5D895EØA5D995*E 1CACAFØDD4C38ØEA9Ø1*85DAA9Ø Ø85DBBDØ1DØ38 :REM*34 161 DATA CDØ1DØBØØBA9Ø185DCA9*Ø Ø85DD4C2EØFA9Ø185DD*A9ØØ85D C4C68ØEA5FØFØ :REM*186 162 DATA Ø16Ø2ØCBØDC9ØØFØØ16Ø*A D15DØ29Ø2DØØDA92Ø8D*Ø2DØA94 Ø8DØ3DØ2ØF7ØD :REM*247 163 DATA AD15DØ29Ø4DØØDA9F88D*Ø 4DØA94Ø8DØ5DØ2Ø88ØD*AD15DØ2 908D00DA9208D :REM*27 164 DATA Ø6DØA9D88DØ7DØ2ØEØØD*A D15DØ291ØDØØDA9F88D*Ø8DØA9D 88DØ9DØ2Ø12ØE :REM*80 165 DATA A91F8D15DØA91Ø851A6Ø*A 5FØFØ3CC6F1A5F1DØØ2*C6FØ8DØ 7D4A91F8DØ8D4 :REM*132 166 DATA A9008D0CD4A9808D0DD4*A 9418DØBD4A5FØC9Ø41Ø*Ø9A5F1C 98ØFØØ38D27DØ :REM*242 167 DATA A5FØDØØAA9Ø18D27DØA9*Ø Ø8DØBD4A2ØABDFECFC9*FFDØØ5A 91F9DFECFC91E :REM*167 168 DATA DØØ5A9FE9DFECFCACADØ*E 72Ø6EØCFØ3BA6FØDØ4A*C61FA92 18DØ4D4A27FAØ :REM*135 DATA 4F8CØØD488DØFA8EØ1D4*A 69 ØFF88DØFDCADØED2ØDC*ØA2Ø4B1

9608D2A06AD2B · REM#159 124 DATA Ø6C93ØDØØ5A96Ø8D2BØ6*A 900852AA9408DA4048D*BB048DF CØ68D13Ø7A51F :REM*89 125 DATA 18693Ø8D1AØ74C91ØD86*E ØA51238E91Ø8512A513*38E93Ø8 :REM*4 513A5124A4A4A 126 DATA 8512A5134A4A4A8513A9*Ø 48515A613CAA9ØØ1869*289ØØ2E 615CADØF61865 :REM*32 127 DATA 129002E6158514A000B1*1 48516AØ27B1148517AØ*28B1148 518AØ29B11485 :REM*73 128 DATA 19AØ5ØB114851AA6EØ6Ø*A DØØDØ8512ADØ1DØ8513*2ØE9ØAA 518C94ØDØØ32Ø :REM*245 129 DATA E8ØBA518C941DØ114CØE*Ø CA51BFØDDC61BA92Ø8D*Ø4D44C4 2ØBA96ØAØ2891 :REM*44 13Ø DATA 14A516C96ØFØØ4C9431Ø*Ø 32Ø86Ø8A517C96ØFØØ4*C9431ØØ 32Ø5BØ8A519C9 :REM*230 131 DATA 6ØFØØ4C9431ØØ32ØB1Ø8*A 51AC96ØFØØ4C9431ØØ3*2Ø66Ø8A 5FBC902D028A5 :REM*118 132 DATA 19C96ØFØ56C9433Ø52A9*Ø 185FB4CØBØCA5FCC9Ø2*DØ34A51 AC960F03FC943 :REM*1 133 DATA 3Ø3BA9Ø185FC4CØBØCA5*F BDØE5A517C96ØFØ2AC9*433Ø264 CB9ØBA9ØØ85F1 :REM*135 134 DATA A54585FØA9Ø78D27DØA9*Ø 885ØA6ØA5FCDØØDA516*C96ØFØØ 7C9433ØØ34CDØ :REM*93 135 DATA ØB4C16Ø8E62AA52AC9DC*D Ø22E61F2Ø37ØA2Ø4B11*4C21ØCC 644A544DØØ4A9 :REM*101 136 DATA Ø18544C645A545DØØ4A9*Ø 185454C16Ø82Ø9A11A5*1BDØ2CE 61CA51C29Ø385 :REM*92 137 DATA 1CAABD92118DØØD4A9Ø7*8 DØ1D4A9228DØ5D4A9D1*8DØ6D4A 9218DØ4D4A9ØF :REM*56 138 DATA 8D18D4A9Ø2851B4C6FØB*A 9008502AD15D02902F0*26AD02D Ø1869Ø738EDØØ :REM*81 139 DATA DØ9Ø1A38C9ØFBØ15ADØ3*D Ø1869Ø738EDØ1DØ9ØØ9*C9ØFBØØ 5A5Ø2Ø9Ø26ØAD :REM*85 14Ø DATA 15DØ29Ø4FØ26ADØ4DØ18*6 90738ED00D0901A38C9*0FB015A DØ5DØ1869Ø738 :REM*142 141 DATA EDØ1DØ9ØØ9C9ØFBØØ5A5*Ø 2090460AD15D02908F0*26AD06D Ø1869Ø738EDØØ :REM*2Ø4 142 DATA DØ9Ø1A38C9ØFBØ15ADØ7*D Ø1869Ø738EDØ1DØ9ØØ9*C9ØFBØØ :REM*46 5A5Ø2Ø9Ø86ØAD 143 DATA 15DØ291ØFØ26ADØ8DØ18*6 90738ED00D0901A38C9*0FB015A DØ9DØ1869Ø738 :REM*136 144 DATA EDØ1DØ9ØØ9C9ØFBØØ5A5*Ø 2Ø91Ø6ØA9ØØ6ØA99C8D*F9Ø78DF :REM*69 AØ78DFBØ78DFC 145 DATA Ø7A9Ø58D28DØA9Ø58D29*D ØA9Ø58D2ADØA9Ø58D2B*DØA9Ø18 5FB85FCA9888D :REM*81 146 DATA ØØDØA9888DØ1DØA9ØØ85*F Ø8DØBD4A9ØØ85FØA944*8516851

64 :REM*189 101 DATA 1008203708203E08AD00*D Ø1865FB38E9Ø138C92Ø*8DØØDØA DØ1DØ1865FC38 :REM*136 102 DATA E90138C9308D01D04C91*0 82ØC8122Ø65116ØA91F*8D15DØA 99C8DF8Ø7A988 :REM*46 103 DATA 8D00D0A9888D01D0A901*8 D27DØ2Ø71Ø86ØADØØDC*29Ø4DØØ 32ØBCØ86ØADØØ :REM*18 104 DATA DC2902D00320E40860A9*0 78544A9ØA8545A9Ø785*FDA9ØØ8 5FEA9CØ85FF6Ø :REM*16 105 DATA AD00DC2901D003201D09*6 ØE6FA2Ø98ØFA5FA25FD*C5FDDØ2 BE6FEA5FE29Ø3 :REM*35 106 DATA 85FEA5FF18A9988DF807*4 CFEØ8ADØØDC29Ø8DØØ3*2ØF1Ø86 ØA9ØØ85FBA9Ø1 :REM*177 107 DATA 85FCA9C885FF60A644A0*3 F88DØFDCADØF8ADØØDØ*29Ø7DØB 7ADØ1DØ29Ø7DØ :REM*1Ø8 108 DATA B04C610BA90185FBA902*8 5FCA9CC85FF6ØA9Ø285*FBA9Ø18 5FCA9CØ85FF6Ø :REM*235 109 DATA C6F8A5F82903D014E6F9*A 5F929Ø7A9Ø28DA4D88D*BBD88DF CDA8D13DB4C16 :REM*146 110 DATA 08A90185FBA90085FCA9*C 485FF6ØA2ØØBDØØØ4C9*2ØDØØ5A 941900004BD00 :REM*43 111 DATA 050920D005A9419D0005*B D\$\$\$6C92\$D\$\$5A9419D*\$\$\$6BD\$ ØØ7C92ØDØØ5A9 :REM*123 112 DATA 419DØØØ7CADØCDA2ØØBD*Ø ØØ4C941DØØ5A9Ø19DØØ*D8BDØØØ 5C941DØØ5A9Ø1 :REM*18 113 DATA 9DØØD9BDØØØ6C941DØØ5*A 9019D00DABD0007C941*D005A90 19DØØDBCADØCD :REM*2Ø4 114 DATA 6078A9018D0DDCA93385*0 1AØFFB9ØØDØ99ØØ2ØB9*ØØD199Ø Ø21B9ØØD499ØØ :REM*252 115 DATA 24B9ØØD599øø2588CØFF*D ØE3A93785Ø1A9818DØD*DC586ØA D11DØØ91Ø8D11 :REM*55 116 DATA DØA9188D18DØA9ØØ8D21*D ØA9ØØ8D2ØDØA9ØØA535*29FØ4A4 A4A4A18693Ø8D :REM*6 117 DATA 2706A53429F04A4A4A4A*1 8693Ø8D28Ø6A53329FØ*4A4A4A4 A18693Ø8D29Ø6 :REM*39 118 DATA A53229FØ4A4A4A4A1869*3 Ø8D2AØ6A53129FØ4A4A*4A4A186 9308D2B06A530 :REM*88 119 DATA 29FØ4A4A4A4A18693Ø8D*2 CØ66ØA2ØØBD39139DØØ*Ø4BDA41 59DØØØ5BD3914 :REM*45 120 DATA 9D0006BDA4169D0007A9*0 69DØØD89DØØD99DØØDA*9DØØDBC ADØD72Ø2AØ92Ø :REM*49 121 DATA 95Ø92ØC9Ø9A9Ø18D27DA*8 D28DA8D29DA8D2ADA8D*2BDA8D2 CDA8D2DDAA93Ø :REM*244 122 DATA 8D2DØ6AD27Ø6C93ØDØ3C*A 96Ø8D27Ø6AD28Ø6C93Ø*DØ3ØA96 Ø8D28Ø6AD29Ø6 :REM*34

123 DATA C93ØDØ24A96Ø8D29Ø6AD*2 AØ6C93ØDØ18AD2AØ6C9*3ØDØ11A

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PLAQUE MAN

193 DATA AØØØB9ØØDØ99ØØ2ØB9ØØ*D

194 DATA ØØ24B9ØØD599ØØ25C8DØ*D

195 DATA 1822B97Ø2199Ø822B95D*1

199ØØ21B9ØØD299ØØ22*B9ØØD39

9A5Ø1Ø9Ø485Ø1ADØEDC*Ø9Ø18DØ

1990022C8C008D0EAA0*00B9881

:REM*53

:REM*228

:REM*2Ø8

CA5Ø129FB85Ø1

9ØØ23B9ØØD499

EDCAØØØA9FF99

øøøøøøøøøøøø :REM*221 216 DATA ØØØØØØØØØØØØØØØØØØØ 00000000004341 :REM*255 217 DATA 416Ø416Ø416Ø416Ø4143*4 341436Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø*6Ø6Ø6Ø4 3414343414343 :REM*125 218 DATA 41434341434341434341*4 3434143434143434143*4341436 Ø6Ø6Ø6Ø6Ø6Ø6Ø :REM*139 219 DATA 6Ø6Ø6Ø43414141414343*4 1434341434341434341*4343414 3434143434141 :REM*125 22Ø DATA 4141436Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø*6 Ø6Ø6Ø43434143414343*4143434 1434341434341 :REM*185 221 DATA 43434143434143434143*4 143436Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø*6Ø6Ø6Ø4 3434143414343 :REM*212 222 DATA 41434341434341434341*4 3434143434143434143*4143436 \$6\$\$8\$9\$7\$86\$:REM*155 223 DATA 60606060414141414343*4 1414141434341606041*4343414 1414143434141 :REM*215 224 DATA 41416Ø6Ø6Ø13Ø3ØF12Ø5*6 Ø6Ø6Ø43434143414343*4143434 1434341434341 :REM*43 225 DATA 43434143434143434143*4 143436Ø416Ø416Ø4143*4143434 1434160416041 :REM*1Ø1 226 DATA 60416040434143606060*3 36ø6ø6ø6ø6ø6ø434143*4143434 3434343434143 :REM*45 227 DATA 414343414341434343434343*4 3434341434143606060*6060606 Ø6Ø6Ø6Ø43416Ø :REM*124 228 DATA 416Ø416Ø416Ø416Ø416Ø*4 1604160416041604160*4160416 Ø416Ø436Ø6Ø6Ø :REM*147 229 DATA 60606060606060434343*4 34343434343434343434343434343434 343434343434343 :REM*1Ø8 23Ø DATA 434343434343436Ø6Ø6Ø*6 Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø*6Ø6Ø6Ø6 Ø6Ø6Ø6Ø6Ø6Ø6Ø :REM*16 231 DATA 6060606060606060606060 Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø*6Ø6Ø6Ø6 060606060606060 :REM*164 232 DATA 6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø*6 Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø6Ø*6Ø6Ø6Ø6 0606060606060 :REM*165 233 DATA 6060606060606060606060*6 \$6\$6\$6\$6\$6\$6\$6\$6\$6\$6\$6\$*6\$6\$6\$6 Ø6Ø6Ø6Ø6Ø6Ø6Ø :REM*166



215 DATA ØØØØØØØØØØØØØØØØØØØ

-	1A51FDØ11A2Ø7 :REM*238
170	DATA BD1FØØ38DD2FØØDØØ9CA*D
	ØF44CØ7114C2FØE9ØF8*A2Ø7BD1
	FØØ9D2FØØCADØ :REM*238
171	DATA F74CØ7114D15DØ8D15DØ*F
	8A5ØA182A85ØA186522*85229Ø1
	9A52318691Ø85 :REM*4
172	DATA 239010A5241869108524*9
	ØØ7A52518691Ø8525D8*2ØD411A
	9218DØ4D4A914 :REM*224
172	DATA AØ6ØA25FCADØFD8CØ1D4*8
173	DATA AD60A25FCAD0FD8C0TD4+8
	8DØF518E9Ø1DØEEA92Ø*8DØ4D44
	C2FØEA2Ø7A9ØØ :REM*199
174	DATA 9D1FØØCADØFAA9Ø3851F*2
	Ø4B11ADØØDC291ØDØF9*A9Ø7854
	4A9ØA85452Ø37 :REM*89
175	DATA ØA4C16Ø82ØØ7Ø1ØDØ52Ø*2
175	
	Ø2Ø2ØØF16Ø5122Ø2Ø2Ø*2Ø1Ø12Ø
	513132Ø2Ø2ØØ6 :REM*27
176	DATA Ø9120520202020021514*1
	4ØFØE2Ø2Ø2Ø2Ø2Ø2Ø2Ø*2Ø2ØØ8A
	9008DEE10BDBE :REM*247
177	DATA 10991807EEEE10E8C8A9*0
	8CDEE1ØDØEE6ØA9AØ8D*F81ØA9Ø
	SCDEET DDDEE60A9A08D*F8T0A90
	68DF91ØA2ØØAØ :REM*16Ø
178	DATA ØØ2ØEF1ØA2Ø8AØ282ØEF*1
	ØA228AØ5Ø2ØEF1Ø4C29*11A9Ø78
	DF91ØA9188DF8 :REM*56
179	DATA 10A210A00020EF10A218*A
115	Ø282ØEF1ØA22ØAØ5Ø2Ø*EF1Ø4C9
	81ØA9Ø5A2FFAØ :REM*135
180	DATA FF88DØFDCADØF838E9Ø1*D
	ØF16ØØØØØ183C3C18ØØ*ØØA2Ø7A
	9009D1F009D2F :REM*30
181	DATA ØØCADØF7A9Ø3851F2Ø37*Ø
101	AADØØDC291ØDØF9A9ØF*8D18D4A
	9218DØ4D4A9FØ :REM*1Ø2
182	DATA 8DØ6D4A2ØC6Ø6Ø1F6Ø1F*8
	Ø158Ø15F8A52Ø18691Ø*852Ø5Ø2
	EA52118691Ø85 :REM*72
183	DATA 219025A5221869108522*9
105	Ø1CA52318691Ø85239Ø*13A5241
	Ø1CA525100910052590+15A5241
	8691Ø85249ØØA :REM*125
184	DATA A5251869108525980200*5
	8D8A52529FØ4A4A4A4A*18693Ø8
	DE7Ø4A52429FØ :REM*35
185	DATA 4A4A4A4A18693Ø8DE8Ø4*A
10000	52329FØ4A4A4A4A1869*3Ø8DE9Ø
	4A52229FØ4A4A :REM*217
100	DATA 4A4A18693Ø8DEAØ4A521*2
186	
	9FØ4A4A4A4A18693Ø8D*EBØ4A52
	Ø29FØ4A4A4A4A :REM*75
187	DATA 18693Ø8DECØ4A9Ø18DE7*D
	88DE8D88DE9D88DEAD8*8DEBD88
	DECD88DEDD8A9 :REM*181
100	DATA 3Ø8DEDØ4ADE7Ø4C93ØDØ*3
188	DATA 308DED04ADE704C930D0+3
	CA96Ø8DE7Ø4ADE8Ø4C9*3ØDØ3ØA
	96Ø8DE8Ø4ADE9 :REM*24Ø
189	DATA Ø4C93ØDØ24A96Ø8DE9Ø4*A
T In	DEAØ4C93ØDØ18ADEAØ4*C93ØDØ1
	1A96Ø8DEAØ4AD :REM*18
104	
19ø	DATA EBØ4C93ØDØØ5A96Ø8DEB*Ø
	460000000000000000000000000000000000000
	ØØØ7CØØØØFEØØ :REM*3
191	DATA ØØ92ØØØØFEØØØØ6CØØØØ*F
	EØØØØØØØØØØØØØØØØØØØØØØØØØØ
	ddddddddddd mawta 17
100	DIM AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA

PLAYINE II

192 DATA ØØØØØØØØØØØØØØØØØØØØ ØØØØØØØØØØADØEDC29*FE8DØED :REM*88

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Macro Mania

Add these macros to your 64, and you'll have Basic commands and functions in a single keystroke.

By STEPHEN DIRSCHAUER

acro Mania is a short utility that's handy for any C-64 user. Why? Well, even in this age of point-and-click interfaces, typing is still a major part of interacting with a computer, and Macro Mania can save you countless keystrokes. How? By defining 45 macro keys that can be added to your C-64. Each key prints its own macro of up to ten characters.

Macro keys aren't new to the C-64. You can find them in any of the many utilities that let you program your C-64's normally functionless function keys. With the utility in place, hitting a function key automatically prints a Basic command or some other text. If you've used them before, you know they can save you a great deal of time.

However, they aren't perfect. My main gripe is that you're limited to four, or, at most, eight macro keys. Macro Mania provides 45. The other utilities are also useless with a number of programs that use the function keys themselves. Macro Mania doesn't meddle with unshifted function keys, so it's compatible with most programs that utilize them.

Type in the boot program from Listing 1, using *RUN*'s Checksum program to look for any typing errors, and save it to disk. Do the same with Listing 2. Load and run Listing 2 once to create on disk the machine language file called MACRO MANIA.ML. To activate Macro Mania, load and run Listing 1. Entering SYS 49699 turns Macro Mania on and off.

USING MACRO MANIA

You access any of Macro Mania's macros by holding down the Commodore key and a shift key and hitting the appropriate macro key. This may sound like an acrobatic maneuver, but it's SA BAN

really quite simple and quick. Each key will print its own macro only if the Commodore and shift keys are held down. Otherwise, it will act as it normally would.

Although you can program your own macros (I'll show how below), Macro Mania comes with a built-in set, listed in Table 1 along with their corresponding keys. Italics in the table indicate nonprintable characters, listed in a format similar to *RUN*'s program listings. For instance, *5 CRSR DNs* is five presses of the cursor-down key.

DEFINING MACROS

You can define any of the 45 macro keys like this:

SYS 50000,"key","macro"

For example, to set the P macro to poke, you'd enter:

SYS 50000,"P","POKE"

Macro Mania doesn't limit you to literal strings like Poke. Any string expression will do, as in these three examples:

RUN it right: C-64

SYS 50000,A\$,"APPLE" SYS 50000,"K",JT\$(5) SYS 50000,P\$,RIGHT\$(I\$,5)

To add the return key to a macro, just add CHR\$(13) to its definition. For example:

SYS 50000,"L","LIST" + CHR\$(13)

The L macro would then automatically list the program in memory. You can also put macro definitions in programs.

If you'd like to view a macro's contents, omit the second parameter:

SYS 50000,"A"

Clear a macro by setting it to a null string:

SYS 50000,"C",""

COMPATIBILITY AND MORE

As a general rule, Macro Mania will work with any program that doesn't disturb memory from 49699 to 50919 (\$C223-\$C6E7) or change the keyboard vector at 655 (\$028F). That in-





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cludes most Basic, and even many machine language, programs. I've used Macro Mania with games, utilities and two machine language word processors. However, the only way to find out if it'll work with a specific program is to experiment.

When you turn Macro Mania on and off with SYS 49699, the current macro set won't be harmed.

Finally, Macro Mania disables the Commodore/shift combination's usual function: toggling between the C-64's two character sets. With Macro Mania in place, you can hold down Commodore and shift and hit the delete key to get the same effect. R

Stephen Dirschauer, an enthusiastic telecommunicator and programmer, enjoys using his C-128 in 64 and 128 modes.

Key	Macro	Key	Macro	Key	Macro
A	AND	Р	PRINT	2	LOAD "\$",
В	OR	Q	SYS 49749	3	OPEN 4,4 return
С	CHR\$(R	RETURN	4	CMD 4 return
D	DATA	S	STOP	5	CLOSE 4 return
E	CLOSE	Т	TO	6	LOAD "*",8:
F	FOR	U	THEN	7	LOAD "\$",8:
G	GOTO	v	VERIFY	8	CRSR RT, DEL
Н	GOSUB	W	WAIT	9	5 DELs
I	INPUT	X	RUN	0	LIST: return
I	INPUT#	Y	RESTORE	F1	5 CRSR UPs
K	READ	Z	GET#	F3	5 CRSR LFs
L	LOAD	1	SYS 50000,"	F5	5 CRSR RTs
М	MID\$(@	undefined	F7	5 CRSR DNs
N	NEXT	*	undefined	cursor-down	undefined
0	OPEN	1	LOAD "*",	cursor-right	undefined

Listing 1. Boot program. (Available on ReRUN disk. See order card facing page 48.)

1Ø REI	MACRO MANIA	64	BOOT PROG	20	IF /	A=∅	THEN	A=1:LOAD"MACRO M	30	SYS 49699	:	REM*31
RA	1		:REM*239		ANI	A.ML	.",8,	1 :REM*3				

Listing 2. Macro Mania program. (Available on ReRUN disk. See order card facing page 48.)

ot	EM LISTING 1 CREATE JLD NOT BE CALLED) A.ML	MACRO MAN	A\$,2Ø)+RIGHT)):GOTO 7Ø	2 THEN B\$=LEFT\$(2\$(A\$,(LEN(A\$)-21 :REM*176	1ø4	DATA ØD4249474D41432Ø3634*2 Ø44495341424C45442E*ØØØØØØ 98Ø8D91Ø2AD8D :REM*220
W'		:REM*17Ø		2Ø)+MID\$(A\$,22,2 ,LEN(A\$)-42)	105	C48EBA5CBC93FDØØ4A9*ØD85CBC
6 C'	r=Ø:PRINT" (SHFT CLR	}":REM*56		:REM*14Ø		9000011AD22C3 :REM*16
	READ A\$:IF A\$="-1" E8:PRINT:PRINT"ALL			<pre>LEN(B\$)/2:REM*221 [1*2)-1,2):H\$=LEF</pre>	1ø6	DATA C9ØØFØØAAD18DØ49Ø28D*1 8DØA9ØØA2ØØDD23C3FØ*ØBE8EØ3
1)	:REM*129	T\$(C\$,1):L\$=	RIGHTS(C\$,1)		DDØF68D22C34C :REM*88
2 1	PRINT" (HOME) READING	LINE "+S		:REM*14Ø	107	DATA 48EBCD22C3DØØ34C48EB*
	TR\$(CT):CT=CT+1		8Ø H=ASC(H\$)-48	8+7*(H\$>"9")		924AØC58DØ5C38CØ6C3*EØØØFØ
	LF LEN(A\$)<62 THEN			:REM*17		518ADØ5C369ØA :REM*25
		:REM*254	85 L=ASC(L\$)-48	3+7*(L\$>"9")	108	DATA 8DØ5C3ADØ6C369ØØ8DØ6*0
ø	B\$=MID\$(A\$,1,2Ø)+MI	D\$ (A\$. 22.		:REM*232		3CA4CE9C2A2ØØBDFFFF*FØØB9D
	2Ø)+MID\$(A\$,43,2Ø)		90 BY=H*16+L:PE	RINT#8, CHR\$(BY);		7Ø2E8EØØAFØØ3 :REM*16
	Solar a for a faile and share a second s	:REM*181		:REM*148	109	DATA 4CØ4C386C6A5CB8D22C3*
	C\$=MID\$(B\$,(I*2)-1,		95 NEXT GOTO 10	:REM*16Ø		94Ø85CB4CEØEAØØØA1C*1412ØE
	F\$(C\$,1):L\$=RIGHT\$(CASES OF STORE STORE STORE		LANGUAGE FOR BI		51A1D2122252A :REM*20
		:REM*209	GMAC 64	:REM*1Ø4	110	DATA 242726293E11ØD161E1F*
5	H=ASC(H\$)-48+7*(H\$>	A REAL PROPERTY OF A READ REAL PROPERTY OF A REAL P	Contraction of the second second second	064C2DØ23AE8FØ2*A	and a	91719ØC23383BØ8ØB1Ø*13181B
		:REM*98		28C91C2A2*92AØC28		Ø2E3136Ø4Ø5Ø6 :REM*16
ø	L=ASC(L\$)-48+7*(L\$>		E8FØ28C9ØØ2		111	DATA Ø3070220FDAE209EAD20*.
-		:REM*197		4C2A965AØC22Ø1E*A		3B6DØØ16Ø8E63C38C64*C3ADFF
5	BY=H*16+L:PRINT#8,C			C91C28E8F*Ø28C9ØØ		F8DE6C6C92ADØ :REM*16
-		:REM*67	2A97BAØC220		112	DATA Ø5A9254CE3C3C95EDØØ5*.
ø	NEXT: GOTO 10	:REM*115		Ø8D64C26ØØØØD42*4		9264CE3C3C94ØDØØ5A9*244CE3
	IF LEN(A\$)<21 THEN			036342041*4354495		3C911DØØ5A92B :REM*
	0 70			EØØ :REM*2Ø2	113	

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MACRO MANIA

123 DATA D2FFADE6C6C911FØ34C9*1

124 DATA E6C6E985AABDEEC42ØD2*F

125 DATA 37A9Ø6AØC52Ø1EAB4CDE*C

126 DATA ØØ435253522Ø52494748*5

127 DATA ØØ4F52ØØØØØØØØØØØØØØ

128 DATA ØØ434C4F5345ØØØØØØØ#Ø

129 DATA ØØ474F535542ØØØØØØØØ

130 DATA 00524541440000000000*0

DFØ3AC985BØØ62ØD2FF*4CDEC4A

FA92Ø2ØD2FFA93D2ØD2*FFA92Ø2

4A91ØAØC52Ø1EAB4CDE*C443525

4000028454D50545929*00414E4

Ø4348522428ØØØØØØØØØ#ØØ44415

Ø464F52ØØØØØØØØØØØØØ#ØØ474F5

Ø494E5Ø5554ØØØØØØØØ#ØØ494E5

Ø4C4F41442ØØØØØØØØØ#ØØ4D494

Ø4F5Ø454EØØØØØØØØØØØ#ØØ5Ø524

:REM*165

:REM*92

:REM*82

:REM*164

:REM*39

:REM*133

:REM*225

:REM*215

:REM*96

:REM*112

ØD2FF6ØA9ØD2Ø

9462ØD2FF38AD

ØD2FF6Ø313335

3522Ø444F574E

400000000000000

441000000000000

44FØØØØØØØØØØ

0555423000000

4242800000000

94E54ØØØØØØØØ

132 DATA ØØ5359532Ø3439373439*Ø Ø52455455524EØØØØØØ*ØØ53544 F5ØØØØØØØØØØØ :REM*112 133 DATA ØØ544FØØØØØØØØØØØØØØ Ø5448454EØØØØØØØØØØØ86455 2494659000000 :REM*13 134 DATA ØØ57414954ØØØØØØØØØØ Ø52554EØØØØØØØØØØØØØ#ØØ52455 3544F5245ØØØØ :REM*59 135 DATA ØØ47455423ØØØØØØØØØØ Ø4C4953543AØDØØØØØØ#ØØ4C4F4 144222A222CØØ :REM*162 136 DATA ØØ4C4F41442224222CØØ*Ø Ø4F5Ø454E2Ø342C34ØD*ØØ434D4 4203400000000 :REM*143 137 DATA ØØ434C4F53452Ø34ØDØØ*Ø Ø4C4F4144222A222C38*3A4C4F4 :REM*192 1442224222C38 138 DATA 3A1D140000000000000000*0 Ø14141414140ØØØØØØØØ#ØØØØØØ aaaaaaaaaaaaaaaa :REM*126 139 DATA ØØØØØØØØØØØØØØØØØØØ Ø535953353Ø3Ø3Ø3Ø2C*2291919 19191000000000 :REM*164 14Ø DATA ØØ9D9D9D9D9DØØØØØØØØ Ø1D1D1D1D1D0ØØØØØØØØ#ØØ11111 11111000000000 :REM*11 141 DATA -1 :REM*252

3C3C9859ØØDC9899ØØ3*4CAEC33 8E95E4CE3C3C9 :REM*1

- 114 DATA 409028C95B901EA9BFA0*C 32Ø1EAB2Ø73ØØ2Ø9EAD*2ØA3B66 ØØD4E4F542Ø41 :REM*95
- 115 DATA 204D4143524F0038E941*4 CE3C3C93ØBØØ34CAEC3*C93A9ØØ 34CAEC338E916 :REM*97
- 116 DATA A2ØØAAA924AØC58D69C4*8 C6AC4EØØØFØ1518AD69*C469ØA8 D69C4AD6AC469 :REM*57
- 117 DATA ØØ8D6AC4CA4CFØC32Ø79*Ø ØC9ØØDØ23AE69C48E1D*C4AC6AC 48C1EC4ADFFFF :REM*207
- 118 DATA DØØ34C4FC4AE1DC4AC1E*C 48E66C48C67C44C84C4*2ØFDAE2 Ø9EAD2ØA3B6DØ :REM*2Ø5
- 119 DATA 1CAE69C4AC6AC48E4DC4*8 C4EC4A9ØØ8DFFFF2ØB2*C4A91CA ØC52Ø1EAB6Ø8E :REM*17Ø
- 12Ø DATA 66C48C67C48D1BC5A2ØØ*B DFFFF9DFFFFFØØ6E8EC*1BC5DØF 2AD69C48D82C4 :REM*172
- 121 DATA AD6AC48D83C4A9ØØ9DFF*F F2ØB2C4A9222ØD2FFA2*ØØAD66C 131 DATA ØØ4E455854ØØØØØØØØØØ 48D9BC4AD67C4 :REM*168
- 122 DATA 8D9CC4BDFFFFFØØD2ØD2*F FE8EØØAFØØ5EC1BC5DØ*EEA9222

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Machine Language Magic

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\Diamond

By BRANDON CORFMAN

t happens to almost every programmer: You get a great idea for a new game or utility on your C-64, but when it comes to writing the code, Basic is just too slow to handle all the routines. You need the speed of machine language, but it takes too much time to learn. If only there were a utility that would supply the machine language for you!

Look no further. Text FX provides all the machine language copying, moving, scrolling and window routines, with resulting special effects, that you need in your Basic programs, leaving you free to develop that ultimate program without worrying about speed.

Text FX is designed to be invisible to Basic. Windows are stored under Basic and Kernal ROM, and the program itself takes no space from Basic RAM. Also, because Text FX uses SYS commands instead of keywords, the routines are as fast as possible.

Listing 1 contains a Basic program that writes the Text FX machine language to disk. Type it in, using *RUN*'s Checksum program to detect errors, save it under the name Text FX Data and run it.

Next, type in the program in Listing 2 and save it under the name Text FX Demo. This program gives you a short demonstration of the capabilities of Text FX, and, I hope, some ideas for using it in your own programs.

The starting memory address of Text FX is 49152 (\$C000), and a jump table is located at the beginning of the program for convenience in accessing the routines. Text FX uses addresses \$02, \$00F8-\$00FF, \$0334-\$033A, \$A000-\$BFFF and \$E000-\$FFFF for storage. The TextFill, MultiScroll, WindowSave, WindowRestore and InvertChar commands automatically calculate the current address of screen RAM and adjust



their execution accordingly.

Note: At the beginning of a program with window commands, *always* reset the number of windows to zero with POKE 826,0.

WINDOWINIT AND WINDOWFADE

WindowInit and WindowFade let you fade any character window to black, so it disappears into a black background. WindowInit, which must be activated first, sets up coordinates for the character window. WindowFade then does the actual step-by-step fading with a program loop. See Listing 3 for a sample routine that uses these commands. Activate WindowInit with

Activate WindowInit with

SYS SA,X1,Y1,X2,Y2

where SA is the starting address of Text FX, X1 and Y1 are the X and Y coordinates of the top-left corner of the window, and X2 and Y2 are the bottomright coordinates.

Activate WindowFade with

SYS SA+3

No parameters are needed here, but a loop is required to make the screen fade in steps. I designed WindowFade with a loop, so you can regulate the speed of the fade. Simply insert a delay between the SYS statement and the If statement in line number 40 of Listing 3.

When the screen is completely black, WindowFade tells your program by storing 1 in address 2. The loop will be broken, and your program will go on to the next line.

FADEINIT AND FADESCREEN

This pair of commands fades the entire screen, including the background and border, to black. FadeInit must be activated before FadeScreen for your program to work correctly.

Activate FadeInit with

SYS SA+6

No parameters are needed, since Fade-Init involves the entire screen, not just a window.

Activate FadeScreen with

SYS SA+9

No parameters are needed here, either, but a loop similar to the one in WindowFade is required. Here again, you can put a delay in the loop if needed. FadeScreen operates much like WindowFade, except for affecting the entire screen.

COLORFILL AND TEXTFILL

As the name implies, ColorFill fills any portion of color RAM with the color you specify. It's much faster—and more versatile—than using Pokes from Basic. ColorFill should be activated prior to TextFill, especially on old C-64s where Pokes to screen RAM are invisible. A sample routine that uses these commands appears in Listing 4.

Activate ColorFill with

SYS SA+12,X1,Y1,X2,Y2,COLOR

where X1, Y1, X2 and Y2 are the window coordinates, and COLOR is the ►



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number, 0–15, of the Commodore color to put in color RAM.

TextFill has two main purposes: to clear portions of the screen used for windows and to provide borders for windows. Activate it with

SYS SA+15,X1,Y1,X2,Y2,SC

where X1, Y1, X2 and Y2 are the window coordinates, and SC is a screen character code, 0–255. You can find the character codes in the *Commodore 64 User's Guide*.

WINDOWSAVE AND WINDOWRESTORE

WindowSave saves any portion of the screen (characters and their colors) to the area under Basic or Kernal ROM, where no memory can be stolen from Basic or most machine language programs. WindowSave's companion command, WindowRestore, retrieves the last window stored and places it on the screen.

Activate WindowSave with

SYS SA+18,X1,Y1,X2,Y2

where X1, Y1, X2 and Y2 are the window coordinates. Up to eight windows can be active at once.

Activate WindowRestore with

SYS SA+21

This command needs no parameters.

SCROLLINIT AND MULTISCROLL

These commands are used together to scroll all or part of the screen in any direction. ScrollInit is the set-up routine, while MultiScroll does the actual scrolling.

Activate ScrollInit with

SYS SA+24,D,B1,B2

where D is the direction you want the screen to move, and B1 and B2 are the X or Y boundaries of the area that moves. The possible direction values are 1 for up, 2 for right, 3 for down and 4 for left. When scrolling up or down, B1 and B2 are X coordinates in the range 0–39; when scrolling right or left, B1 and B2 are Y coordinates in the range 0–24.

Activate MultiScroll with

SYS SA + 27

This command needs no parameters.



Text FX lets you create fantastic screen effects.

Once you've set a direction and boundaries with ScrollInit, you can use Multi-Scroll repeatedly until another Text FX command is executed.

INVERTCHAR

The InvertChar command toggles the high bit of screen memory in the screen window you specify, inverting the video in the window. This is especially handy for highlighting menu options and flashing part of the screen. Activate InvertChar with

SYS SA+30,X1,Y1,X2,Y2

where X1, Y1, X2 and Y2 are the window coordinates.

MEMFILL

MemFill is a general-purpose command for clearing a hi-res screen or erasing a section of memory. Activate MemFill with

SYS SA+33,ADDRESS 1,ADDRESS 2,VALUE

where ADDRESS 1 and ADDRESS 2 are the beginning and ending addresses for the fill operation, and VALUE is the number of the character to insert.

МемСору

Copying memory at machine language speed is easy with MemCopy. Try using this command to copy character sets or hi-res screens, or, with Multi-Scroll, to scroll screens for an arcade game. Activate MemCopy with

SYS SA+36, ADDRESS 1, ADDRESS 2, DESTINATION START

where ADDRESS 1 and ADDRESS 2

are the beginning and ending addresses of the memory area you're copying from, and DESTINATION START is the beginning address of the memory area you're copying to.

DESIGNER'S NOTES

I certainly liked the effect of the fade routines when I wrote them, but after a while, I began to wish for fade-ins, too. At first, I thought the mechanics of doing a fade-in would be beyond my ability and patience, but when I started thinking about how to use the window routines in programs, it came to me. While the screen is blanked, you can save each step of a fade-out as a window, then flip the screen back on and resurrect the text in a few easy steps. And, this takes only a few seconds! To turn off the screen, use POKE 53265, PEEK (53265) AND 239; to turn it back on, use POKE 53265, PEEK (53265) OR 16.

Text FX doesn't provide for restoring windows in a different order and at different locations, but it can be done at your own risk and with your own error checking. Here's how:

Address 826 (\$033A) is used by Text FX to hold the number of the window currently open. This number increases or decreases accordingly each time a window is opened or closed. To change the window order, change the value in this address to the number of the window you want.

The X and Y values specified in each WindowSave command are stored as the first four bytes of the window's data with the starting memory addresses of the eight windows at \$A000, \$A800, \$B000, \$B800, \$E000, \$E800, \$F000 and \$F800. Changing these X and Y values changes the location on the screen where WindowRestore places the window. There's only one problem: WindowRestore doesn't check to see if the data it resurrects is off screen, so you could end up overwriting your Basic program.

Text FX will make a world of difference in your programming capability. Its ready-made machine language routines will free you to do the creative programming you want to do.

Brandon Corfman enjoys designing utilities and has been programming on Commodore machines for six years.

Listing 1. Text FX Data program. (Available on ReRUN disk. See order card facing page 48.)

Ø REM THIS LIST 1 CREATES (AND SHOULD NOT BE CALLED) TEXT FX .ML :REM*223 5 OPEN 8,8,8,"TEXT FX.ML,P,W"

:REM*156 6 CT=Ø:PRINT"{SHFT CLR}":REM*56 1Ø READ A\$:IF A\$="-1" THEN CLOS E8:PRINT:PRINT"ALL DONE!":EN D :REM*129 12 PRINT"{HOME}READING LINE "+S TR\$(CT):CT=CT+1 :REM*141 15 IF LEN(A\$)<62 THEN 55

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:REM*254

:REM*242

:REM*181

2Ø B\$=MID\$(A\$,1,2Ø)+MID\$(A\$,22,

3Ø C\$=MID\$(B\$,(I*2)-1,2):H\$=LEF

2Ø)+MID\$(A\$,43,2Ø)

25 FOR I=1 TO 30

5F969ØØ85F918 :REM*254 135 DATA A5FA692885FAA5FB69ØØ*8 5FB18A5FC692885FCA5*FD69ØØ8 5FD18A5FE6928 :REM*29 136 DATA 85FEA5FF690085FFA5FE*C D38Ø3DØØ7A5FFCD39Ø3*FØØ34CD 8C36Ø18AD88Ø2 :REM*137 137 DATA 69Ø385F985FBA9CØ85FA*8 5FEA99885F885FCA9DB*85FD85F FA9ØØ8D38Ø3A9 :REM*5 138 DATA D88D39Ø3AC34Ø3B1F891*F AB1FC91FECC35Ø3FØØ4*C84C5BC 438A5F8E92885 :REM*221 139 DATA F8A5F9E9ØØ85F938A5FA*E 92885FAA5FBE9ØØ85FB*38A5FCE 92885FCA5FDE9 :REM*230 140 DATA 0085FD38A5FEE92885FE*A 5FFE9ØØ85FFA5FECD38*Ø3DØØ7A 5FFCD39Ø3FØØ3 :REM*215 141 DATA 4C58C46Ø2ØF7C4AØØØC8*B 1F88891F8C8B1FA8891*FAC8C02 7FØØ34CB7C4A5 :REM*130 142 DATA FACD38Ø3DØØ8A5FBCD39*Ø 3DØØ16Ø18A5F8692885*F8A5F96 9ØØ85F918A5FA :REM*34 143 DATA 692885FAA5FB69ØØ85FB*4 CB5C4AD34Ø385FC2Ø2A*C5A5FC8 5F885FA18A5FD :REM*240 144 DATA 6D88Ø285F918A5FD69D8*8 5FBAD35Ø385FC2Ø2AC5*A5FC8D3 8Ø318A5FD69D8 :REM*151 145 DATA 8D39Ø36Ø18A9ØØA2Ø86A*6 6FC9ØØ3186928CA1ØF5*85FD6Ø2 ØF7C4AØ2788B1 :REM*48 146 DATA F8C891F888B1FAC891FA*8 8FØØ34C42C5A5FACD38*Ø3DØØ8A 5FBCD3903D001 :REM*153 147 DATA 6Ø18A5F8692885F8A5F9*6 9ØØ85F918A5FA692885*FAA5FB6 9ØØ85FB4C4ØC5 :REM*156 148 DATA D820C9C120FFC12046C3*A 2ØØAØØØB1F8498Ø91F8*C8CC36Ø 3FØØ34C8EC5E8 :REM*221 149 DATA EC37Ø3FØ1Ø18A5F86928*8 5F8A5F969ØØ85F94C8C*C56Ø2ØF DAE2Ø8AAD2ØF7 :REM*204 150 DATA B784F885F92ØFDAE2Ø8A*A D2ØF7B784FA85FBC5F9*FØØ5BØØ 94C48B2A5FAC5 :REM*155 151 DATA F89ØF72Ø9BB7AØØØ8A91*F 8AAA5FAC5F8DØØ7A5FB*C5F9DØØ 16ØE6F8DØØ2E6 :REM*85 152 DATA F94CE2C52ØFDAE2Ø8AAD*2 ØF7B78C34Ø38D35Ø32Ø*FDAE2Ø8 AAD20F7B78C36 :REM*11 153 DATA Ø38D37Ø32ØFDAE2Ø8AAD*2 ØF7B784FA85FBAD37Ø3*CD35Ø3F ØØ5BØØB4CD4C5 :REM*8 154 DATA AD36Ø3CD34Ø39ØF5AD35*Ø 3C5FBFØ56BØ5D38AD36*Ø3ED34Ø 38D38Ø3AD37Ø3 :REM*86 155 DATA ED35Ø38D39Ø318AD38Ø3*6 5FA85FAAD390365FB85*FBAD360 385F8AD37Ø385 :REM*228 156 DATA F9AØØØB1F891FAA5F8CD*3 4Ø3DØØ8A5F9CD35Ø3DØ*Ø16ØA5F :REM*82 8DØØ2C6F9C6F8 157 DATA A5FADØØ2C6FBC6FA4C73*C

112 DATA Ø16ØA9Ø185Ø26ØD82ØC9*C 1209BB786FA20FFC118*AD35036 D340385F8A5F9 :REM*173 113 DATA 69D885F9A2ØØAØØØA5FA*9 1F8C8CC36Ø3FØØ34C7Ø*C1E8EC3 :REM*37 703F01018A5F8 114 DATA 692885F8A5F969ØØ85F9*4 C6CC16ØD82ØC9C12Ø9B*B786FA2 ØFFC12Ø46C3A2 :REM*182 115 DATA ØØAØØØA5FA91F8C8CC36*Ø 3FØØ34CA7C1E8EC37Ø3*FØ1Ø18A 5F8692885F8A5 :REM*87 116 DATA F969ØØ85F94CA3C16Ø2Ø*9 BB7EØ28BØ2C8E34Ø32Ø*9BB7EØ1 9BØ228E35Ø32Ø :REM*117 117 DATA 9BB7EØ28BØ18EC34Ø39Ø*1 38E36Ø32Ø9BB7EØ19BØ*Ø9EC35Ø 39ØØ48E37Ø36Ø :REM*216 118 DATA 4CØ8AF38AD36Ø3ED34Ø3*1 869018D360338AD3703*ED35031 869Ø18D37Ø318 :REM*221 119 DATA A9ØØA2Ø86A6E35Ø39ØØ3*1 86928CA1ØF485F96ØD8*AD3AØ3C 9Ø89ØØ34CFCC1 :REM*167 12Ø DATA 2ØC9C12ØØCC3AØØØB934*Ø 391FAC8CØØ4DØF6EE3A*Ø32Ø39C 3A2ØØ2Ø64C2AD :REM*63 121 DATA 38Ø385F818AD39Ø369D8*8 5F9A2ØØAØØØ8C34Ø3B1*F8AØØØ9 1FAAC34Ø3E6FA :REM*4 122 DATA DØØ2E6FBC8CC36Ø3FØØ3*4 C66C2E8EC37Ø3FØ1Ø18*A5F8692 885F8A5F969ØØ :REM*123 123 DATA 85F94C64C260D8AD3A03*D ØØ34CØ8AFCE3AØ32ØØC*C378A93 585Ø1AØØØB1FA :REM*192 124 DATA 9934Ø3C8CØØ4DØF62Ø39*C 3A2ØØ2ØD8C2AD38Ø385*F818AD3 9Ø369D885F9A2 :REM*164 125 DATA ØØ2ØD8C2A93785Ø1586Ø*A ØØØ8C34Ø3AØØØB1FAAC*34Ø391F 8E6FADØØ2E6FB :REM*226 126 DATA C8CC36Ø3FØØ34CDAC2E8*E C37Ø3FØ1Ø18A5F86928*85F8A5F 969ØØ85F94CD8 :REM*166 127 DATA C26ØA9ØØ85FAAØØ8AD3A*Ø 3186D3AØ388CØØØDØF7*85FBAD3 AØ3C9Ø4BØØA18 :REM*105 128 DATA A5FB69AØ85FB4C38C318*A 5FB69CØ85FB6Ø18A5FA*69Ø485F A2ØFFC18D39Ø3 :REM*59 129 DATA 18AD35Ø36D34Ø385F88D*3 8Ø3AD88Ø265F985F96Ø*2Ø9BB7E ØØØFØ51EØØ5BØ :REM*249 130 DATA 4D8AA88C3603209BB720*8 2C38E34Ø32Ø9BB72Ø82*C3EC34Ø 39Ø348E35Ø36Ø :REM*51 131 DATA AC36Ø3CØØ3BØØ5EØ28BØ*2 56ØEØ19BØ2Ø6ØAE36Ø3*EØØ1FØØ CEØØ2FØØBEØØ3 :REM*56 132 DATA FØØAEØØ4FØØ94CB5C34C*3 2C44CB2C44C3DC54CØ8*AFAD88Ø 285F985FBA9ØØ :REM*253 133 DATA 85FA85FEA92885F885FC*A 9D885FD85FFA9CØ8D38*Ø3A9DB8 D39Ø3AC34Ø3B1 :REM*172 134 DATA F891FAB1FC91FECC35Ø3*F ØØ4C84CDBC318A5F869*2885F8A

T\$(C\$,1):L\$=RIGHT\$(C\$,1) :REM*209 35 H=VAL(H\$):IF H\$>"9" THEN H=A SC(H\$)-55 :REM*85 40 L=VAL(L\$):IF L\$>"9" THEN L=A SC(L\$)-55 :REM*136 45 BY=H*16+L:PRINT#8,CHR\$(BY); :REM*67 5Ø NEXT:GOTO 1Ø :REM*115 55 IF LEN(A\$)<21 THEN B\$=A\$:GOT 0 70 :REM*184 6Ø IF LEN(A\$)<42 THEN B\$=LEFT\$(A\$,20)+RIGHT\$(A\$,(LEN(A\$)-21)):GOTO 7Ø :REM*176 65 B\$=LEFT\$(A\$,2Ø)+MID\$(A\$,22,2 Ø) + RIGHT\$ (A\$, LEN(A\$)-42) :REM*140 7Ø FOR I=1 TO LEN(B\$)/2:REM*221 75 C\$=MID\$(B\$,(I*2)-1,2):H\$=LEF T\$(C\$,1):L\$=RIGHT\$(C\$,1) :REM*140 8Ø H=VAL(H\$):IF H\$>"9" THEN H=A SC(H\$)-55 :REM*56 85 L=VAL(L\$): IF L\$>"9" THEN L=A SC(L\$)-55 :REM*84 9Ø BY=H*16+L:PRINT#8,CHR\$(BY); :REM*148 95 NEXT: GOTO 10 :REM*16Ø 100 REM HEX DATA FOR TEXT FX 64 :REM*2Ø1 101 DATA 00C04C27C04C46C04CFE*C Ø4CØ6C14C4FC14C92C1*4C2DC24 C98C24C5AC34C :REM*56 102 DATA 93C34C80C54CB4C54CFC*C 52ØFECØ2ØC9C12ØFFC1*18AD35Ø 36D34Ø385F88D :REM*249 1Ø3 DATA 34Ø3A5F969D885F98D35*Ø 36ØA2ØØAØØØ2Ø85CØC8*CC36Ø3F ØØ34C4ACØE8EC :REM*115 104 DATA 3703F01018A5F8692885*F 8A5F969ØØ85F94C48CØ*EE3BØ3A D3BØ3C9Ø4DØØ4 :REM*6 105 DATA A9018502AD340385F8AD*3 5Ø385F96ØB1F829ØFFØ*F9C9Ø1F Ø3DC9Ø2FØ3EC9 :REM*137 106 DATA 03F03FC904F059C905F0*2 8C9Ø6FØ24C9Ø7FØ34C9*Ø8FØ35C 9Ø9FØ18C9ØAFØ :REM*9 107 DATA 32C90BF010C90CF02FC9*0 DFØ3ØC9ØEFØ31C9ØFFØ*32A9ØØ9 1F86ØA9ØF91F8 :REM*126 108 DATA 60A90991F860A90E91F8*6 ØA9Ø891F86ØA9Ø991F8*6ØA9Ø29 1F86ØA9ØB91F8 :REM*62 109 DATA 60A90591F860A90691F8*6 ØA9ØC91F86ØA9ØØ8D3B*Ø385Ø26 ØAØØØA92Ø85F8 :REM*136 11Ø DATA A9DØ85F9A2ØØ2Ø85CØE6*F 8E8EØØ4DØF6A9ØØ85F8*A9D885F 92Ø85CØE6F8DØ :REM*70 111 DATA Ø2E6F9A5F8C9E8FØØ34C*2 4C1A5F9C9DBFØØ34C24*C1EE3BØ 3AD3BØ3C9Ø4FØ :REM*113 www.Commodore.ca May Not Reprint Without Coverspond 1990

159	3DØØ8A5F9CD37Ø3DØØ1*6ØE6F8D ØØ2E6F9E6FADØ :REM*212 DATA Ø2E6FB4CAEC6 :REM*29	16Ø	DATA -1	:REM*18
ReRUN	l disk. See order card facing page 48.)			
	:REM*16	390	PRINTSPC(14)"TEX	TETLL COMMA
210	SYSCF, Ø, Ø, 39, 24, 15: SYSCF, Ø,		NDS,"	:REM*Ø
	Ø,39,24,12:SYSCF,Ø,Ø,39,24,	400	PRINTSPC(14)"PRE	SS (CTRL 9)
	11:SYSCF, Ø, Ø, 39, 24, Ø		RETURN { CTRL Ø }"	:REM*71
	:REM*111	410	GETZ\$:IFZ\$<>CHR\$	(13) THEN 410
22Ø	PRINT" {SHFT CLR}": FORI=1TO1			:REM*22
	ØØØ:NEXT :REM*239	420	SYSWR:FORI=1TO10	ØØ:NEXT:SYS
23Ø	POKE5328Ø,11:POKE53281,12:S		WR:FORI=1TO1ØØØ:1	NEXT
	YSCF, Ø, Ø, 39, 24, 1: SYSTF, Ø, Ø,			:REM*146
	39,24,33 :REM*31	430	FORI=ØTO12:SYSTF	12-1,12-1.
240	SYSWS, 4, 5, 35, 16: SYSCF, 4, 5, 3		27+1,12+1,160:SYS	
	5,16,6:SYSTF,4,5,35,16,16Ø:		-I,27+I,12+I,3:NI	
	SYSTF, 5, 6, 34, 15, 32 :REM*185	440	POKE53281, Ø: POKES	
25Ø	PRINT" {HOME} {CTRL 1} {7 CRSR			:REM*37
	DNs}"SPC(5)"TEXT FX SUPPOR	450	FORI=ØTO12:SYSTE	12-I,12-I,
	TS UP TO 8" :REM*136		27+1,12+1,32:SYS	
260	PRINTSPC(5) "WINDOWS ON-SCRE		I,27+I,12+I,Ø:NE	
	EN AT ONE TIME." :REM*183	460	SYSSI,2,0,39	:REM*95
270	PRINTSPC(5)"THIS SIMPLE EXA	470	SYSMS: Z=Z+1: PRIN	" (HOME) "AS
	MPLE UTILIZES" :REM*69		(Z);: IFZ<15THEN4	7Ø :REM*186
280	PRINTSPC(5)"THE WINDOW COMM	480	GETZ\$: IFZ\$=""THEN	480
	ANDS ALONG WITH" :REM*228			:REM*162
29Ø	PRINTSPC(5)"THE TEXTFILL CO	490	IFZ\$="{FUNCT 1}"	THEN 530:
	MMAND TO CREATE" :REM*242			:REM*246
300	PRINTSPC(5)"A BORDER FOR TH	500	SYSWI, Ø, 1Ø, 39, 14	:REM*234
	E WINDOW." :REM*196		SYSWF:FORI=ØTO1Ø:	
310	PRINTSPC(5)" {CRSR DN } PRESS		K(2) = ØTHEN51Ø	
	{CTRL 9}RETURN{CTRL Ø} NOW	520	CLR: GOTO 3Ø	:REM*1Ø5
	TO CONTINUE." :REM*2Ø	53Ø	END	:REM*144
320	GETZ\$: IFZ\$<>CHR\$(13) THEN32Ø	540	FORI=6T015:A\$(I)=	"(4Ø SPACE
	:REM*234		s}":NEXT	:REM*171
33Ø	SYSWS, 13, 9, 32, 18: SYSCF, 13, 9	550	A\$(1)="{CTRL 4}{0	CRSR DN }PRE
	,32,18,2:SYSTF,13,9,32,18,2		SS A KEY TO RUN A	AGAIN OR (C
	Ø9 :REM*2Ø2		TRL 9}F1{CTRL Ø}	TO END"
34Ø	SYSTF, 14, 10, 31, 17, 32			:REM*175
	:REM*15Ø	560	A\$(2)="{4Ø SPACEs	}" :REM*89
35Ø	PRINT" (HOME) {11 CRSR DNs}"S	57Ø	A\$(3)="PROGRAMMIN	IG - AND MA
	PC(14)"{CTRL 8}TO TAKE A LO		KES IT MORE FUN	"1001
	OK AT" :REM*23			:REM*88
36Ø	PRINTSPC(14)"A DAZZLING EFF	580	A\$(4)="{CTRL 8}TH	XT FX{CTRL
	ECT" :REM*245		4) SPEEDS UP YOU	R BASIC(12
37Ø	PRINTSPC(14)"CREATED WITH T		SPACEs }"	:REM*218
	HE" :REM*155	59Ø	A\$(5)="FROM SCREE	EN SCROLLIN
38Ø	PRINTSPC(14)"COLORFILL AND"		G TO COPYING DATA	,":REM*223
	:REM*59	600	RETURN	:REM*228

6AD34Ø3C5FA9ØA5FØE3*AD34Ø38 5F8AD35Ø385F9 :REM*14 158 DATA AØØØB1F891FAA5F8CD36*Ø

Listing 2. Text FX Demo program. (Available on

1Ø IF PEEK(49152)=76 AND PEEK(4 9153)=39 THEN 3Ø :REM*36 20 LOAD"TEXT FX.ML",8,1:REM*203 3Ø POKE5328Ø,6:POKE53281,12:DIM A\$(15):POKE826,Ø:GOSUB54Ø :REM*167 4Ø SA=49152:WI=SA:WF=SA+3:FI=SA +6:FS=SA+9:CF=SA+12:TF=SA+15 :WS=SA+18:WR=SA+21 :REM*149 50 SI=SA+24:MS=SA+27:IC=SA+30 :REM*50 60 PRINT "{SHFT CLR}{CRSR DN}{C TRL 8}RUN MAGAZINE PRESENTS •••" :REM*196 70 PRINT" {5 CRSR DNs}"SPC(14)" { CTRL 2}TEXT FX DEMO" :REM*29 8Ø PRINTSPC(19)"{CRSR DN}{CTRL 1 } BY" :REM*111 90 PRINTSPC(13)"{CRSR DN} {CTRL 7 BRANDON CORFMAN" :REM*211 100 PRINTSPC(8)"{6 CRSR DNs}{CO MD 4 PRESS {CTRL 9 }RETURN {C TRL Ø} TO CONTINUE" :REM*17 11Ø GETZ\$: IFZ\$ <> CHR\$ (13) THEN11Ø :REM*232 120 SYSFI:FORT=1TO1000:NEXT :REM*167 13Ø SYSFS: IFPEEK(2) = . THEN13Ø :REM*229 140 FORI=1TO1000:NEXT :REM*56 150 PRINT "{SHFT CLR} {8 CRSR DN s}{CTRL 1}"SPC(7)"YOU JUST SAW AN EXAMPLE OF" :REM*Ø 160 PRINTSPC(6)"TEXT FX'S FADES CREEN COMMAND." :REM*46 17Ø PRINTSPC(6)"{3 CRSR DNs}NOW HIT {CTRL 9}RETURN{CTRL Ø} FOR A LOOK AT" :REM*68 180 PRINTSPC(8)"ITS WINDOW CAPA BILITIES." :REM*146 190 SYSCF, Ø, Ø, 39, 24, 11: SYSCF, Ø, Ø,39,24,12:SYSCF,Ø,Ø,39,24, 15:SYSCF, Ø, Ø, 39, 24, 1 :REM*166 200 GETZ\$: IFZ\$<>CHR\$(13) THEN200

Listing 3. Sample routine for using WindowInit S OF TEXT FX

10 IF A=0 THEN A=1:LOAD "TEXT F X.ML", 8,1:REM LOAD TEXT FX :REM*166 20 SA=49152:REM STARTING ADDRES

Listing 4. Sample routine for using ColorFill and TextFill. (Available on ReRUN disk. See order card facing page 48.)

S=SA+18:REM DEFINE VARIABLES :REM*94 40 SYS WS, 10, 10, 20, 20: REM SAVE A WINDOW :REM*59 5Ø SYS CF, 1Ø, 1Ø, 2Ø, 2Ø, 1: REM FIL L THE WINDOW WITH THE COLOR WHITE :REM*25

30 SYS SA, 10, 10, 20, 20: REM SET U

P THE FADE WITH WINDOWINIT

:REM*212

:REM*5

6Ø SYS TF, 1Ø, 1Ø, 2Ø, 2Ø, 16Ø: REM F ILL THE WINDOW WITH REVERSED SPACES :REM*129 70 SYS TF, 11, 11, 19, 19, 32: REM CL EAR A SMALLER WINDOW INSIDE THE LARGER ONE :REM*191

4Ø SYS SA+3: IF PEEK(2)=Ø THEN 4

Ø:REM LOOP FOR WINDOWFADE

:REM*214

10 IF A=0 THEN A=1:LOAD "TEXT F X.ML", 8, 1: REM LOAD TEXT FX :REM*166 20 POKE 826, Ø: REM ALWAYS, ALWAY

S USE THIS POKE BEFORE USING WINDOW COMMANDS! :REM*40

3Ø SA=49152:CF=SA+12:TF=SA+15:W

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128 MODE

This month we direct our attention to handy uses for Direct mode. By MARK JORDAN

ACCORDING TO the official Commodore literature, Direct mode is "the mode of operation that executes Basic commands immediately after the return key is pressed." For example, DLoad and Run are Direct mode operations. You can't, as they say, miss it, but you certainly can miss using Direct mode to its fullest potential.

Almost the entire Basic vocabulary works in Direct mode, and the rules for using Direct mode are quite simple:

1. You can stack commands as long as they're separated with a colon.

You must have your cursor on the line to be executed.

3. You must press the return key to start execution.

PROGRAM DEBUGGING

Direct mode commands can be executed with or without a program in memory. When one is resident, Direct mode lets you check or change variables, read values in Data statements, jump in and out of Program mode, and more. Jumping from one mode to the other is especially handy. Both GoTo and GoSub can get you from Direct mode to Program mode, but GoSub offers the further advantage of shipping you back.

A reversal of this process can be forced by using the Stop and Cont commands. When the computer encounters the Stop command within a program, it halts Program mode and kicks in Direct mode. There, you can do work like checking variables, and, when you're done, head back into the program with Cont.

I employed these commands in the Horseshoes game that appeared in the August/September issue of *RUN*. To test for the location of a toss, I inserted GRAPHIC 0:STOP in the program immediately after the toss landed. This transported me to the text screen in Direct mode where I could type PRINT RSPPOS(1,0) to see exactly which pixel the horseshoe sprite landed on.

GRAPHICS DESIGN

Direct mode's strength is especially evident in designing graphics screens for use in a Basic program. This is norwww.Commodore.ca



mally tricky and slow, because you can't see what a graphic will look like until you run the program. Direct mode offers three clever ways to view your work as you create it.

The first method is to place the computer in Split Screen mode with GRAPHIC 2 (or 4, for multicolor). If you're designing a graphic that will occupy half a screen or less, set the split at about line 12 (GRAPHIC 2,1,12). Then move your cursor down until it appears in the text area, press escape followed by T, and you'll have defined the bottom half of the screen as a text window. Once that's done, it's a simple matter to type any graphics commands you want to try, press return, and watch the commands execute in the top half of the screen. (Just remember to locate them in the top.) When you've got your circles and lines the way you want, insert a line number in front of each graphics command, and it becomes a permanent part of your program.

In the second method, if you want to fill the bottom half or all of the screen with graphics, you'll need a different technique: the old screen switcheroo. Type your graphics commands on the 80-column screen, then switch your monitor to 40-Column mode to observe the results. You don't even need to enter ESC X to go back and forth, since the graphics commands will do their work even while you're editing in 80-Column mode. Be sure you're in Slow mode, or you won't be able to see the graphics.

The only drawback to this technique is the wear and tear on the switch. If this bothers you, or if you're really in a hurry, you can use a third method: typing blind. Just keep the screen in Graphics mode while you type the commands. The fact that you can't see what you're typing doesn't mean it's not there. (Type in GRAPHIC 0 if you don't believe me.)

CHANNELING

With apologies to Shirley MacLaine— Direct mode offers more powerful channeling than any I've read about in the tabloids. You can use it to save and print out (on paper) all kinds of information. The key to using this power is knowing the ropes of the Open command.

The Open command establishes a line of communication between the comput-

er and a peripheral. When using it, you must follow it with a file number (any number from 0 to 255 will do), then a device number. A device number of 3 accesses the screen (with some interesting possibilities), 4 accesses the printer, and 8–11 access the disk drives. After you've opened the channel, CMD gets the conversation going.

Let's say you want to turn your computer into a calculator, complete with printout, from Direct mode. Begin with OPEN 4,4,7:CMD 4, which will send anything you ask to be printed to the printer instead of the screen. For example, the Direct mode command PRINT 26 * 2 would send 52 to the printer.

That's easy enough. Now, what if you want to save your machine language disassembly from the built-in machine language monitor? The same OPEN and CMD line would work. Here's how they would look in a one-line stack:

OPEN 4,4,7:CMD4:MONITOR:D0E00 0FFF

To exit the monitor, wait until the printing is done, then type X, and, finally, close the channel (CLOSE 4).

Opening a channel to the disk drive is even more handy, because you can use the newer command, DOpen. The line

DOPEN#2,"filename",W.:CMD2

will send information that would normally be printed to the screen to a file instead, thereby saving it. Be sure to have the ",W" tacked on to the end, so the computer knows it's to write information rather than read it.

Here's a sneaky trick: Use the Append command in Direct mode to tack messages on to the end of files. If you're too tired to boot up your word processor and wait for your diary file to load, type

APPEND#2, "Diary": CMD2: PRINT "Too tired today.": D CLOSE

press return and, sure enough, the phrase will appear at the bottom of your previous file (along with the Ready prompt). By the way, the CMD command in the above cases isn't absolutely necessary. If you omit it, you can still print to the device that's open by using PRINT# instead of PRINT.

You can also read data in Direct mode—that is, if you cheat a little. The cheating is necessary because Basic 7.0 won't let you use GET# or INPUT# outside of Program mode. Begin by opening your file of choice, then insert the one-liner

0 GET#2,A\$: PRINT A\$;:IF ST=0 THEN 0 :ELSE DCLOSE:RETURN

Now enter GOSUB 10 and watch the data flow past.

The best way to really squeeze the juice out of Direct mode is to try it yourself. The more you use it, the more you'll want to choose it.

Mark Jordan, who teaches high school English, has been in Commodore Programming mode during his spare time for many years.

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PROTIPS

Tips on how to use commercial productivity software, ranging from personalizing form letters to debugging a printer driver. By HAROLD R. BJORNSEN

GEOS (VERSION 2.0): If you use a 1571 disk drive with this operating system, always choose the "Format both sides of disk" option, as it will give you twice as much room on a disk for files.

The best investment for GEOS is a 1764 REU. I've found the most productive way to employ the unit is to copy the frequently used applications onto a disk that contains the deskTop icon and a printer driver file. I then use the Commodore key to select the files I want to copy to the REU, and replace the disk with my data disk when the copying is complete. That way, I'm always working in the REU and need only access the drive when I save a file.

> –JOEL M. SANDA BOISE, ID

GEOS DESKTOP (VERSION 2.0): If you want to rearrange the files on a page, use this time-saving method. Using the Multi-file function (hold down the Commodore key while you point and click), pick up the files in the order you will eventually want them on your page. Move them to the border, then select all files (from the Select menu, or press Commodore/Y) and replace them on the page. They will be placed back in the order you picked them up.

> -STEVE VANDER ARK GRAND RAPIDS, MI

GEOWRITE: This GEOS program takes forever to redraw the screen if it is filled with your prose. And, if you use more than one font, geoWrite must access a drive to get the information for the new font; it does this every time the font changes on the screen.

One way around this is to use a 1750 REU, which costs around \$200. However, if you don't want to spend that much money, here are a few tips to make your geoWriting easier. When you're typing, advance your text to the top of the screen now and then by moving down the page until there is only a line or two of text left at the top of the screen. This will ensure that GEOS has a minimum of text to redraw each time you shift around the screen. Or, you can speed things up by typing your text in BSW 9-point first, and then change the fonts when you're finished typing. Simply highlight the text you want to change, and then click on the Font box at the top of the screen. Select the font and appropriate point size, and geoWrite will do the rest. This trick also works with the options in the Style box.

> —Steven John Satak Seattle, WA

PAPERCLIP III: With this word processor, I can easily produce "personalized" form letters. I first load the form letter with the variable blocks. Then I open the variable datafile with control/ shift Z, manually fill the blocks (control/ shift V), edit the letter according to my needs, change the disk drive number to 9 (F1, F1), and save the "personal-ized" letter on unit 9. Next, I change the disk drive number back to 8, empty the blocks (control/shift N), and fill them again with the next variable data. If I want, I can edit this letter, too, and save it again on a disk on another drive. When all this is done, I print the letters, and each one is similar. This capability is undocumented in the users' manual.

> -MICHAEL HABERMANN BALTIMORE, MD

RUN SHELL: If you're a RUN Shell user (*RUN*, July 1989 and Super Starter Pak), you may become a little flustered at times when the program corrupts the operating system in both 64 and 128 modes. For instance, after copying some files and pressing the F1 key to exit RUN Shell, you may have discovered that the Run command no longer functions.

There's an easy, surefire solution that doesn't require powering down the computer. After exiting RUN Shell, enter SYS DEC("4000") on the C-128 or SYS 64378 on the C-64 to reset your computer. Now you have access to all Basic commands.

To reactivate RUN Shell, just type

SYS 4864 in either 64 or 128 mode. You'll find that these tips will greatly increase the usefulness of both the 64 and 128 version of RUN Shell.

> -PAOLO GHINQUE BUFFALO, NY

WORD WRITER 4 (VERSION 9-1.2): I've found a bug in the Commodore MPS-1200 printer driver. To use Font mode, these switches must be set: SW1-2 (on), SW1-3 (on). This puts the driver into Epson/ASCII mode.

To use Draft mode, these switches must be set: SW1-2 (on), SW1-3 (on), SW1-7 (on, or linefeeds, option E, on). This puts the printer into Epson/ASCII mode with automatic linefeeds.

To format an 80-column document in a 40-column document, load the 80column file and go to the top of the document. Then insert the checkmark (control/£) and enter "m,0,40". Next, run through the document and add hard returns (Commodore/R) at the end of each line. If you don't add these returns, the file will resave in its original format. Resave the file under a new name that reflects the format change.

> -ALAN RATELIFF II CANNON AFB, NM

WORD WRITER 128: The line that contains the checkmark, margin and line length information can be used as a REM line for special reminders such as naming which printer is to be used, or which printer codes apply. The term REM is not needed; the line will not go to the printer anyway.

The line that contains the checkmark and printer codes must not be used as a REM line. In fact, an invisible space after the code will cause the printer to ignore or misinterpret the directions. If you suspect this problem, run the cursor across the code line to see if it goes even one space too far to the right. If so, delete everything past the code.

> -ROBERT M. MAYO BATON ROUGE, LA

From p. 6.

Basic program that was erased by the New command will be restored automatically. There's no need to remember any Pokes or other commands, and you don't have to load this handy utility before it's needed.

Ø REM UNNEW 64 - D.J. LAURIA :REM*185 1Ø PRINT"{SHFT CLR}{CRSR DN}THIS PROGRAM C

REATES A FILE NAMED UNNEW ON DISK."

:REM*213

- 20 PRINT"{CRSR DN}PRESS ANY KEY TO BEGIN: ":REM*236
- 30 POKE198, 0: WAIT198, 15: POKE198, 0 :REM*11
- 4Ø FORI=1TO74:READA:N=N+A:NEXT :REM*2Ø9
- 50 IFN<>6932THENPRINT"ERROR IN DATA STATEM
- ENTS.":END :REM*38 6Ø OPEN15,8,15,"IØ":OPEN8,8,8,"Ø:UNNEW,P,W ":INPUT#15,E,E\$:REM*8Ø
- 7Ø IFETHENPRINT"{CRSR DN}DISK ERROR> {CTRL 9}";E;E\$:CLOSE8:CLOSE15:END :REM*202
- 8Ø RESTORE:FORI=1T074:READA:PRINT#8,CHR\$(A);:NEXT:CLOSE8:CLOSE15:END :REM*19
- 9Ø DATA 188,2,76,211,2,13,8Ø,82,79,71,82,6 5,77,32,82,69,83,84,79,82,69 :REM*2Ø4
- 100 DATA 68,46,13,13,169,1,141,2,8,32,51,1 65,165,34,133,45,165,35,133,46 :REM*72
- 110 DATA 169,131,141,2,3,169,164,141,3,3,1
- 62,Ø,189,191,2,32,21Ø,255,232 :REM*42 12Ø DATA 224,2Ø,2Ø8,245,32,96,166,1Ø8,2,3,
 - 139,227,188,2 :REM*127

-D. J. LAURIA, BARRINGTON, RI

\$5A9 MORE "NEW" RELIEF

A nice compliment to the above program is my Are You Sure? 64 program. Like the C-128, which gives you the "Are you sure?" prompt when you issue certain disk commands, this does the same when the New command is given in 64 mode.

To use it, just type in the listing, save it to disk, and then run it. Afterwards, whenever you type NEW, the "Are you sure?" prompt will appear. Pressing any key other than Y will preserve your file in memory. It's a great safeguard for anyone who programs in Basic on the C-64.

- Ø REM ARE YOU SURE PROMPT 64 PAUL FRAZIE R :REM*195
- 1Ø FORJ=53Ø93 TO 53245:READ A:POKE J,A:NEX T:SYS 53Ø93 :REM*186
- 2Ø PRINTCHR\$(147)"'ARE YOU SURE ?' PROMPT IS ACTIVE." :REM*211
- 3Ø DATA 173,4,3,141,254,2Ø7,173,5,3,141,25 5,2Ø7,169,124,141,4,3,169,2Ø7 :REM*16
- 4Ø DATA 141,5,3,96,173,Ø,2,2Ø1,78,24Ø,3,1Ø 8,254,2Ø7,173,1,2,2Ø1,69,2Ø8 :REM*195
- 5Ø DATA 246,173,2,2,2Ø1,87,2Ø8,239,169,13, 32,21Ø,255,169,65,32,21Ø,255 :REM*96
- 6Ø DATA 169,82,32,21Ø,255,169,69,32,21Ø,25 5,169,32,32,21Ø,255,169,89,32 :REM*85
- 7Ø DATA 21Ø,255,169,79,32,21Ø,255,169,85,3 2,21Ø,255,169,32,32,21Ø,255 :REM*215
- 8Ø DATA 169,83,32,21Ø,255,169,85,32,21Ø,25 5,169,82,32,21Ø,255,169,69,32 :REM*151
- 9Ø DATA 21Ø,255,169,63,32,21Ø,255,169,Ø,13

3,198,32,228,255,2Ø1,Ø,24Ø :REM*228 1ØØ DATA 249,24,2Ø1,89,2Ø8,3,1Ø8,254,2Ø7,2 4,169,32,162,Ø,157,Ø,2,232,224:REM*11Ø 11Ø DATA 81,2Ø8,248,24,1Ø8,254,2Ø7:REM*177

-PAUL W. FRAZIER, LEBANON, PA

\$5AA NO OVERFLOW 64/128

Anyone who has tried to perform mathematical calculations on his or her Commodore knows the limitations of the 64/128. The largest number for which a factorial can be calculated is only 33, whereas a scientific calculator can compute 69.

No Overflow 64/128 alleviates that problem with a simple base-ten logarithm. My program lets your 64 or 128 calculate a factorial from any number up to 5109! Be forewarned, however, that the larger your number, the longer the calculations take.

- Ø REM NO OVERFLOW 64/128 DENNIS CULLEY :REM*77
- 1Ø INPUT "FIND FACTORIAL OF";N:F=1:P=Ø:C=1 :REM*36
- 2Ø IFC+11<N THEN FOR X=C TO C+9:F=F*X:NEXT :C=C+1Ø:GOSUB 5Ø:GOTO2Ø :REM*89
- 3Ø FOR X=C TO N:F=F*X:NEXT:GOSUB5Ø:REM*212
- 4Ø PRINTN; "FACTORIAL = ";F;"E"; P:GOTO1Ø

```
:REM*214
```

5Ø L=INT(LOG(F)/LOG(1Ø)):P=P+L:F=F/1Ø{UP A RROW}L:PRINTL: RETURN :REM*186

-DENNIS ALLEN CULLEY, WEST CHICAGO, IL

\$5AB MEMORY DISPLAY 64

Programmers, listen up! Tired of exiting your programs and typing PEEK (X) to find the value of a memory location? With Memory Display 64, the contents of any memory location are displayed in binary numerals in the upper-left corner of the screen.

After running Memory Display 64, which is relocatable in memory, you can enter a memory location for, say, joystick input, and watch the results as you move the joystick. While the number is displayed in white, you can change the color by entering POKE 828,X, where X is a number from 0 to 15.

Ø REM MEMORY DISPLAY 64 - STEPEHEN DIRSCHA UER :REM*163 10 FOR T=828 TO 897:READ A:POKE T,A:NEXT :REM*1Ø6 20 INPUT "ENTER LOCATION"; LC: HI=LC/256 :REM*25 3Ø LO=LC-256*HI:POKE 861,LO:POKE 862,HI :REM*25Ø 4Ø SYS 828 :REM*174 5Ø DATA 12Ø,174,2Ø,3,172,21,3,142,13Ø,3,14 Ø,131,3,162,85,16Ø,3,142,2Ø,3 :REM*Ø 6Ø DATA 14Ø,21,3,88,96,169,128,141,132,3,1 :REM*24 60,0,173,133,3,45,132,3,205 7Ø DATA 132,3,24Ø,5,169,48,76,11Ø,3,169,49 :REM*19Ø ,153,0,4,169,1,153,0,216,200 8Ø DATA 192,8,24Ø,6,11Ø,132,3,76,92,3,76 :REM*11Ø

-Stephen Dirschauer, Toronto, Ontario, Canada

GOLD MINE

Gaming tips this month include giving aid to your Contra and learning how to make your Last Ninja last longer. By LOUIS F. SANDER

CONTRA: While in the tunnel scenes, if you drop to the floor and fire at the wall, you'll get a capsule, usually either Laser or Scatter Fire.

-BRITAIN WOODMAN Ann Arbor, MI

LAST NINJA 2: In Central Park, kill the thug in the theater. Punch the flashing light. Go back to the first screen and drop down the trapdoor. Get the key. The pieces for the numchucks are in the toilets guarded by the stick warriors. To get extra lives, eat lots of hamburgers. The shurikens are in the basket in the screen before the knife-throwing clown. To pass the clown, get as close as you can. Flip down the sidewalk instead of running. Get the map in the next screen. Climb up the iron gate, then walk south. Jump across the ledges in the next screen. Get the stick, then jump back. Climb down the iron gate backwards. Flip past the clown to the next screen north, then go west. Unlock the gate with your key. In the next screen, hop on the boat and wait until it stops before jumping to the other side. Go south. You must destroy the beehive with the shurikens.

In the city, the tools you must get are the sword, the manhole key and the drunk man's bottle.

In the sewer, get past the alligator by lighting the drunk man's bottle with the low-hanging torch. Use this Molotov cocktail like shurikens to destroy the alligator.

In the opium factory, climb the ladder and go south. Get the card key and go north, north, east. Enter the office and get the fried chicken in the dog bowl. Go down the ladder. Get as close to the rails as you can, and run across them as soon as the rail car passes. Play hopscotch over the crates to cross the moat. Go as southeast as you can, then dip the fried chicken in the open bag of opium. Go to where you enter the laboratory, then go east. Give the drugged fried chicken to the guard dog. Jump over him, then use the card key to enter the elevator. In the office building, go into the first room and search the computer. Remember the four-digit number. In one of the rooms, there is a secret door, activated by tugging on a lamp string. To get past the fan, get against the wall and run north, north, east (your man will run in slow motion). Remove the screen door. Go outside the building and go south, south, west on the ledges. Climb the ladder. Wait until the helicopter goes away, then sprint off the north end of the building and flip.

In the mountain hideaway, push the firebutton when you are lined up with the ledge closest to the top of the screen. Jump south. Go to the bedroom and cut the rope off the bell ringer. There is a secret door down the stairs behind a plant. Fix the pipes with the rope; otherwise, you'll die if you try to pass through the steam.

In the final confrontation, pull on the Oriental wall rug. Open the safe using the code from the computer, then take the disk out. To kill the man in white, you have to strike him down in the middle of the room and light all the candles. (I find it's easiest to light all the candles except one, then strike him down. When he's unconscious, I light the last candle to "lift his spirits.") Put the disk back into the safe, then accept my congratulations for completing this excellent game!

> -RAYMOND W. LOUIS KINGS PARK, NY

NEUROMANCER: The biggest hint I can give is to read the book. This will give you information on the world and the characters, and an understanding of some of the inside jokes.

As soon as possible, move all or most of your money to another bank. The Justice Department can only get at the money in the PAX Bank.

Use the message from Armitage to get more money. Answer the message, transfer the money to your credit chip, then get arrested and fined. Alternatively, you can transfer all the money from the bank to your credit chip, then get arrested and killed. If you have nothing in your chip, having your brain kickstarted costs nothing.

Get a job, but don't apply for it. Instead, use a corporate database that lets you edit employee names and ID numbers, put your own name into the database, then go and collect your paycheck.

Larry Moe can be a hindrance to you, since he won't let you by. Find his ID in the corporate databases, then give it to the police.

Use skill chips to combat Artificial Intelligences (AIs). You can use the Psychotherapy skill to determine their current weakness, then hit them with whatever skill is appropriate.

Don't worry about old friendships when buying a cyberspace deck. You can get ten percent off anything at Asano Computing if you insult Crazy Edo.

Watch out for the program from CFM. It will destroy you.

In cyberspace Zone 0 (Cheap Hotel), AIs are in the Psychologist and Chess Databases. The databases with the most useful software are Regfellows (208/32) and Panther Moderns (224/112).

When you're near the man in Zion Cluster, don't mention anything having to do with computers, cyberspace or banks. It will offend him, and he'll send you back to Chiba City. He is, however, impressed by a good musician.

Avoid the Massage Parlor. You may learn something important, but you'll get arrested.

> -JOSHUA BRANDT STAYTON, OR ■

Send your C-64 or C-128 game tips to Gold Mine, PO Box 101011, Pittsburgh, PA 15237. Put your name, complete address and Social Security number on every sheet of paper you send, and please use 8¹/₂-by-11-inch paper. Be sure to state which Commodore computer your tip is for. RUN pays \$5 per submission upon publication.

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GEOWATCH

For geoBasic owners who want to create stand-alone applications, this program helps you save memory and disk space. By WILLIAM COLEMAN

GEOBASIC LETS YOU create "standalone" applications; that is, programs that can run without the need for the geoBasic file itself. Unfortunately, however, a stand-alone geoBasic file takes up much space, approximately 30K. I wrote geoStripper to remove extraneous data and return your program to the size of the original source code. GeoStripper, a short GEOS program, runs on any version of GEOS, in either 64 or 128 mode.

Type in Listing 1, using RUN's

Checksum program to catch any typing errors. Then save the program to disk with a filename other than geoStripper. Next, place a GEOS work disk in drive 8 of a 1541 or 1571—*not a 1581*—disk drive. When you run the program, it creates geoStripper on the work disk.

GeoStripper is easy to use: You simply double-click on the geoStripper icon. You'll then see a list of the stand-alone files on the disk. Select the file you want to strip and click on open. You can also click on the Disk icon if you want to insert a different disk. For those users with more than one drive, I've included a drive icon that toggles among drives A, B and C.

Note that geoStripper directly modifies the file you've selected, so always make a duplicate of that file *before* stripping. R

William Coleman, a tester of geoBasic as it was going through its development stages, now monitors RUN's geoBasic area on QuantumLink.

29 DATA 30000004057696C6C69 61

31 DATA ØØØØØØØØØØØØØØØ5475 72

32 DATA 6F42617369632Ø5Ø726F 67

33 DATA 652Ø636F64652EØØØØØØ ØØ

34 DATA ØØØØØØØØØØØØØØØØØØØØØØØ

35 DATA ØE2ØØBC2AØ16A9Ø791ØC 2Ø

36 DATA F6Ø4AØ79B98CØ699Ø28Ø 88

37 DATA 20F604A9008D96842083 C2

38 DATA C9Ø39ØØ3CE8D84AD4AØ9 2Ø

39 DATA C9Ø1FØ25ADØFCØC92Ø9Ø 1E

4Ø DATA Ø7ADC488294ØFØØ3EE8D 84

6D2Ø432E2Ø436F6C65 6D616E2ØØ

ogogogogogogogogogogo gogogogogo

6E732Ø612Ø5374616E 642D416C6

72616D2Ø6261636B2Ø 696E746F2

aaaaaaaaaaaaaaaaaaaa aaaaaaaaa

ØØØØØØ2Ø3DØ52Ø32Ø5 2Ø5AØ5A9Ø

E7C12ØF6Ø4AD148485 Ø5AD13848

1ØF72ØE7C12ØF6Ø4A9 Ø985Ø3A94

2Ø86C2EE9684AD9684 C9ØA9ØFØ2

BØC22ØA1C24C2CC2A5 BA8D4AØ98

AD9Ø84FØ1929ØF8D48 Ø9AD8E842

4CE1C1AE8D84CAFØ15 2ØDØØ48D4

:REM*75

:REM*66

:REM*98

:REM*1Ø1

:REM*141

:REM*248

:REM*73

:REM*36

:REM*106

:REM*2

:REM*59

:REM*232

:REM*67 >

22Ø2Ø56312E

øøøøøøøøøø

øøøøøøøøøø

F6E652Ø6765

Ø736F757263

ØØØØØØØØØØØ

985ØFA94B85

5Ø42ØE4C12Ø

B85Ø22Ø74C2

Ø77C2AD8D84

D49Ø9AD8D84

9ØFCD48Ø9FØ

9Ø92ØBØC22Ø

Listing 1. Create geoStripper program. (Available on ReRUN disk. See order card facing page 48.)

Ø REM * CREATES GEOS PROGRAM GE OSTRIPPER * :REM*161 DR=8:FI\$="GEOSTRIPPER":TY\$=CH R\$(6):GOTO 9 :REM*77 2 HI=INT(A/256):LO=A-HI*256:PRI NT#15, "M-R"CHR\$(LO)CHR\$(HI) :REM*211 3 GET#15,A\$:A=ASC(A\$+CHR\$(Ø)):R ETURN :REM*82 PRINT#15, "U1:"2; Ø; TR; SC: RETUR 4 N :REM*134 5 PRINT#15, "U2:"2; Ø; TR; SC: RETUR N :REM*254 6 PRINT#15, "B-P:"2; PS:RETURN :REM*77 7 GET#2, A\$: A\$=LEFT\$(A\$+CHR\$(.), 1):RETURN :REM*23Ø 8 PRINT#2, CHR\$(A);:RETURN :REM*11Ø 9 DIM D\$(29):PRINT "CREATING "F I\$: OPEN3, DR, 3, FI\$+", U, W" :REM*157 READ A\$: PRINT ".";:IF A\$="-1 10 " THEN CLOSE 3:GOTO 15 :REM*97 11 FOR I=1 TO LEN(A\$): IF MID\$(A \$, I, 1) =" " THEN A\$=LEFT\$(A\$, I-1)+MID\$(A\$,I+1) :REM*217 12 NEXT: FOR I=1 TO LEN(A\$) STEP 2:H\$=MID\$(A\$,I,1):L\$=MID\$(A :REM*227 \$, I+1, 1) 13 H=16*(VAL(H\$)-(H\$>"@" AND H\$ <"G")*(ASC(H\$)-55)) :REM*192 14 PRINT#3, CHR\$(H+(VAL(L\$)-(L\$> "@" AND L\$<"G")*(ASC(L\$)-55)));:NEXT:GOTO 10 :REM*132 15 OPEN 15, DR, 15: OPEN 2, DR, 2, "#

":OPEN 3, DR, 3, FI\$:CLOSE 3 :REM*237 16 A=656:GOSUB 2:DB=A:A=66Ø:GOS UB 2:DE=A:TR=18:SC=DB:GOSUB 4 :REM*236 17 PS=DE:GOSUB 6:FOR I=Ø TO 29: GOSUB 7:D\$(I)=A\$:NEXT:TR=ASC (D\$(1)) :REM*189 18 SC=ASC(D\$(2)):GOSUB 4:GOSUB 7:XT\$=A\$:GOSUB 7:XS\$=A\$:GOSU B 4 :REM*6Ø 19 A=Ø:GOSUB 8:A=255:GOSUB 8:A= 3:GOSUB 8:A=21:GOSUB 8:GOSUB 5 :REM*14Ø 2Ø D\$(19)=D\$(1):D\$(2Ø)=D\$(2):D\$ (1)=XT\$:D\$(2)=XS\$:D\$(21)=CHR \$(Ø):D\$(22)=TY\$:REM*56 21 D\$(23)=CHR\$(9 \emptyset):D\$(24)=CHR\$(Ø7):D\$(25)=CHR\$(3Ø):D\$(26)=C :REM*174 HR\$(11) 22 D\$(27)=CHR\$(23):TR=18:SC=DB: GOSUB 4:PS=DE:GOSUB 6 :REM*249 23 FOR I=Ø TO 29:PRINT#2,LEFT\$(D\$(I),1);:NEXT:GOSUB 5:CLOSE 2:CLOSE 15 :REM*42 24 PRINT: PRINT "DONE!": END :REM*254 :REM*83 25 : 26 DATA Ø315BFFFFFFØ8ØØØ18BF 8Ø 14AØ8Ø12BF8Ø1F84ØØ Ø18EØØØ18 4ØØØ1BF97F1 :REM*155 27 DATA AØFC13BF97F58ØØØ8987 FF 9184ØØ338EØØ5F84ØØ ADBF81D9A Ø82F1BF8261 :REM*194 28 DATA 84Ø1C1FFFFF83Ø6ØØØØ Ø4 FFØ3ØØØ46762537472 697Ø7Ø657

RUN it right: C-64 or C-128; 1541 or 1571; GEOS (any version)

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* Denotes program runs in C-128 mode. ** Denotes both C-64 and C-128 modes. All other programs run in C-64 mode only.

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#46 RUN Script 64. Create Your Own Keynad, Songfest. Autoboot Automatic Line Numbers. * Gradebook 128. A Modern Metronome.

#47 DataFile 3.6. DFPrint. DFCalc. * C-128 Screen Dump. Commodore in the Kitchen. The Menu Machine.

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- ØØØØØØØØØØ :REM*72
- 6Ø DATA ØØ6261736963ØØA97185 3C A9ØØ853BA9E5853A2Ø FFØ41ØØ4Ø
- 63A263B4C56 :REM*111 61 DATA C2AD490938E9080AA8B9 45
- Ø785Ø2B946Ø785Ø3AØ ØØB1Ø2FØØ AC9AØFØØ699 :REM*25Ø
- 62 DATA 5CØ9C8DØF2A9ØØ995CØ9 6Ø 1E843Ø84DC88EØ2ØBØ Ø7CA8AØAA 8B85Ø21EØ73 :REM*76
- 63 DATA DØØAA9Ø885ØDA9F785ØC DØ 1DEØ2A9ØØAA9Ø985ØD A9Ø485ØCD ØØF8AE913ØA :REM*22Ø
- 64 DATA A8B91AØ985ØCB91BØ985 ØD A9Ø785Ø3A9BC85Ø22Ø Ø5Ø74C67Ø 481ØB1Ø1Ø99 :REM*132
- 65 DATA Ø7Ø11148ØØ18496E7365 72 742Ø6E65772Ø646973 6B2Ø696E7 46F2Ø646973 :REM*22
- 66 DATA 6B2Ø64726976652E1BØØ 81 ØB1Ø1ØØAØ9ØC1Ø3ØØC Ø11148ØØ4 E6F742Ø456E :REM*43
- 67 DATA 6F7567682Ø426C6F636B 73 ØØ496E76616C69642Ø 547261636 BØØ496E7375 :REM*242
- 68 DATA 6666696369656E742Ø53 7Ø 616365ØØ46756C6C2Ø 446972656 3746F7279ØØ :REM*46
- 69 DATA 46696C652Ø4E6F742Ø46 6F 756E64ØØ4261642Ø42 414D2Ø696 E2Ø44726976 :REM*2Ø4
- 7Ø DATA 65ØØ556E6F7Ø656E6564 2Ø 564C49522Ø46696C65 ØØ5374727 56374757265 :REM*139
- 71 DATA 2Ø4D69736D61746368ØØ 42 75666665722Ø4F7665 72466C6F7 7ØØ435F4552 :REM*224
- 72 DATA 52ØØ4E6F2Ø4465766963 65 ØØ4E6F2Ø4865616465 72ØØ556E6 66F726D6174 :REM*174
- 73 DATA 746564204469736B004E 6F 204461746120426C6F 636B00446 17461204368 :REM*241
- 74 DATA 65636B73756DØØ496E63 6F 6D7Ø617461626C652Ø 46696C657 4797Ø6573ØØ :REM*29
- 75 DATA 57726974652056657269 66 790057726974652050 726F74656 37400486561 :REM*179
- 76 DATA 6465722Ø436865636B73 75 6DØØ49442Ø4D69736D 61746368Ø Ø444F532Ø4D :REM*167
- 77 DATA 69736D61746368ØØ3F3F 3F 3F3FØØ182A2Ø446973 6B2Ø45727 26F722Ø2AØØ :REM*118
- 78 DATA CAØ7DCØ7EAØ7FDØ7ØCØ8 1B Ø82CØ8Ø4Ø9Ø4Ø93FØ8 52Ø862Ø86 8Ø872Ø87CØ8 :REM*23Ø
- 79 DATA 8DØ89BØ8A9Ø8CØØ8CDØ8 DB Ø8Ø4Ø9EBØ8 :REM*13Ø 8Ø DATA -1 :REM*193
 - CM*193

Ø4C9Ø6DØØEA9Ø785Ø3 A98F85Ø22 ØØ5Ø7B85ØAA :REM*177 51 DATA C914DØØ62ØB4Ø4B85ØAØ 6Ø

- 81ØB82ØA18Ø6ØB8214 5CØ91ØØ4Ø 4Ø511191211 :REM*197
- 52 DATA 3B7CØ6Ø2114CØ6112AØØ 18 6F6E2Ø6469736B3A1B ØØC2DFØØØ
- 5FF82FE8ØØ4 :REM*2Ø7 53 DATA ØØ82Ø38ØØ4ØØB8Ø38ØF8 ØØ CØØØØ38ØCCØØØØØØØ3 8ØC6FDD99
- EØ38ØC6EØD9 :REM*91 54 DATA B3Ø38ØC6CØD9B3Ø38ØC6 CØ CF3FØ38ØC6CØCF3ØØ3 8ØCCCØC63
- 3Ø38ØF8CØC6 :REM*51 55 DATA 1EØ38ØØ4ØØ82Ø38ØØ4ØØ 81 Ø3Ø6FF817FØ5FFØCBF 26Ø6ØØØØ 61Ø84Ø6A914 :REM*6
- 56 DATA 8D1D854CBFC2Ø315BFFF FF FØ8ØØØ18BF8Ø14AØ8Ø 12BF8Ø1F8 4ØØØ18EØØØ1 :REM*7
- 57 DATA 84ØØØ1BF8BF9AØFEØ9BF 88 F98ØØØ8187FF8184ØØ Ø18EØØØ18 4ØØØ1BF8ØØ1 :REM*48
- 58 DATA AØ8ØØ1BF8ØØ184ØØØ1FF FF FF83Ø6Ø1ØØØ4FFØ3ØØ Ø46261736 9632Ø7Ø726F :REM*192
- 59 DATA 672Ø2Ø56312E3ØØØØØØØ ØØ ØØØØØØØØØØØØØØØØØØØØØØØØØØ

- 41 DATA A1C28AFØØ62Ø4BØ7B85Ø EB 6ØAD8D84C9Ø1FØ1B18 69Ø88D48Ø 9AD49Ø91869 :REM*91
- 42 DATA Ø1CD48Ø99ØØ2A9Ø8A8B9 86 84FØFØ986ØAD49Ø96Ø 8AFØØ5686 84C4BØ76ØA9 :REM*224
- 43 DATA 12CDØFCØ1ØØ7AD13CØ1Ø Ø2 A53F6ØADB784DØ1CA9 1AA2Ø54C3 6Ø52Ø32Ø5A5 :REM*14Ø
- 44 DATA Ø71869Ø885Ø718A9Ø865 ØA 85ØA9ØØ2E6ØB4C24C1 A9ØEA2Ø58 DB1848EB284 :REM*Ø
- 45 DATA 6ØA9Ø22Ø39C1A98Ø852F 2Ø FFØ43ØØEADØØ8C8D58 Ø52ØB4C1E 8Ø3ØØ8CØØ6Ø :REM*136
- 46 DATA 20FF041020ADFD050980 8D FD05AD020609808D02 06AD0D060 9808D0D06AD :REM*153
- 47 DATA 800609808D8006207D04 A9 068D7D06A9268D7C06 AE8D84CAD 008A9008D7C :REM*104
- 48 DATA Ø68D7DØ6A9Ø68D14Ø6A4 BA B986841ØØ5A9ØØ8D14 Ø62ØA1C22 Ø1DØ7A9ØØ8D :REM*89
- 49 DATA 48Ø9A9Ø985ØDA94B85ØC A9 Ø6851ØA9Ø68517A923 8516A9Ø58 5Ø3A9FB85Ø2 :REM*188
- 5Ø DATA 2ØØ5Ø7A5Ø2C9Ø2DØØ34C 67

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COMMODORE CLINIC

Autobooting, sticky keys, and a one-dimensional 1571 are this month's fare. By ELLEN RULE

I'm using my C-64 in a dedicated application, and I'd like the computer to automatically load and run a program stored on disk when the power is turned on. That way, if there's a power failure, the system will automatically recover when the power is restored. I've written a machine language program (derived from an example in the C-64 Programmer's Reference Guide) that can automatically load a program named Autostart, but I don't know how to make it run. Is there an addition I can make to my current machine language program that would run the program? Or is there an expansion cartridge available that does what I've described?

> -BRIAN TORR SANTA ROSA, CA

I I d like to add autoboot features to GEOS. Is this possible, and if so, how do I go about it?

-RYAN OLSON SIMI VALLEY, CA

A The Quick Brown Box (QBB) cartridge, from Brown Boxes, Inc. (26 Concord Rd., Bedford, MA 01730), will provide the exact autostart capabilities you are looking for. A program that is included on the Brown Box utility disk will load and run the first program on your disk. Depending on the size of your application program, and whether it's copy-protected, you may be able to install the application program in the QBB cartridge.

The QBB comes in 64K, 128K and 256K configurations. Brown Boxes has supplied cartridges for many dedicated applications and provides excellent ongoing support.

As for autobooting GEOS, Joe Buckley at Storm Systems has developed programs for booting and autobooting GEOS out of the QBB in both 64 and 128 modes, using Commodore's REU. For more information, contact Storm Systems at 464 Beale St., W. Quincy, MA 02169.

On a number of occasions, the return key on my C-64 has stuck and become inoperative, and I've needed to send the computer out for repairs. Now the cursorup/down key and, at times, the left shift key won't function. What do you think is the problem?

> -DAVID P. HOLMAN ERIE, PA

Without knowing what you were told by the repair technician, I can guess that the problem lies either with the keyboard itself or with the CIA chip that receives the keyboard signal.

When a key is pressed, the metal coating on the bottom of the key makes contact with a small metal pad, causing a short between a row and a column on the keyboard matrix, which sends a signal to the operating system. The metal coating is extremely sensitive to smoke and dirt.

A polymer keyboard protector called SafeSkin, manufactured by Merritt Computer Products, Inc., (5565 Redbird Center Drive, Suite 150, Dallas, TX 75237) can protect your keyboard from liquids and airborne pollutants. Unlike dust covers, SafeSkin stays in place even during keyboard use. Look for this product in your local office supply or computer store. If you can't find SafeSkin in a store near you, try The Memory Location (396 Washington St., Wellesley, MA 02181). Of course, you can also protect your computer's components by reducing airborne pollutants such as smoke.

Some Commodore owners clean their keyboard contacts themselves. This requires some technical expertise, as you must not only open the computer but desolder some wires. Isopropyl alcohol is recommended by computer technicians to remove residue on the keyboard contacts. A word of warning, however: *Don't* use silicon-based keyboard cleaners. These are really meant for typewriter keyboards and leave an oily residue.

There may be an electronic cause for the problem, rather than a mechanical one. The same CIA chip that receives the keyboard input also receives signals from the two joystick control ports. Normally, the keyboard and the joysticks are not made to perform at the same time, so there's no signal conflict. A faulty joystick (sending a continuous signal) or even a joystick that's out of position can corrupt the signal from the keyboard. The next time your keyboard acts strangely, try unplugging the joystick to see if the problem disappears. A Commodore-authorized technician can run diagnostics to determine if a CIA chip needs replacement or whether the problem lies with your keyboard.

My 1571 disk drive works fine loading files, but when it comes to formatting a new disk or saving a file, it doesn't seem to work. Is it possible for a drive to stop formatting and saving, yet do other things? —ROSS BELT OAKLAND, CA

A In the disk drive, a photosensitive switch paired with an LED light source indicate whether the disk is writeprotected. The signal this setup produces is sent to a chip that enables the drive's write capabilities. During normal use, a write-protect tab applied to a disk prevents the LED light from reaching the detector. Then the switch sends a signal that the disk is write-protected, and the drive won't write to the disk. Without a tab, the disk is write-enabled.

Failure on the part of the write-protect circuitry will prevent the disk drive from writing to the disk, whether it be to format or save. After you attempt a drive operation, a blinking light on the front of the drive may be a clue that such an error has occurred. A qualified technician can determine whether your problem is with the LED or the drive's electronic circuitry.

Do you have questions about your Commodore computer system, software or programming? Just send them 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 likely to appeal to a majority of our readers can be published.



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RUN'S CHECKSUM & PROGRAM TYPING HINTS

TYPE IN RUN'S CHECKSUM, which serves for both the C-64 and for the C-128 in either 40- or 80-Column mode, and save it to disk before running it. When typing in a program from RUN, first load and run RUN's latest version of the Checksum program, which contains a new feature explained below. The screen will display a SYS number (49152 for the C-64; 3328 for the C-128) that deactivates and reactivates the Checksum. Always disable RUN's Checksum before attempting to run another program. Note: You can abbreviate Basic keywords; spaces affect the checksum only when within quotes; and the order of characters affects the checksum.

When you press return after typing in a program line, a one-, two-, or three-digit number from 0 to 255 appears in the home position. If this number matches the checksum value in the program listing, the line as you typed it is correct. If the number that appears doesn't match the checksum value, compare the line with the magazine listing to find your error. Then move the cursor back up to the line and make your corrections. Now, after you press return, the correct checksum value should appear. Continue entering the listing until all the lines have been correctly typed. Then deactivate RUN's Checksum, using the appropriate SYS number, and save the finished program.

We sometimes get letters and phone calls from new readers who have typed in the Checksum program for the first time. They are confused by the "Out of Data Error in Line 30" message that appears when they try to run the Checksum program. Understandably, they compare line 30 of the listing with line 30 as they typed it in, and cannot find anything wrong. The message unintentionally misleads them into thinking the error is in line 30, whereas the typing mistake is actually somewhere in one of the Data statements in lines 190-350.

So, we've added a new feature to the Checksum program that alerts readers to the number of the Data statement line in the Checksum program where an error has actually been made. Note that this feature works only on the Checksum program itself, and not on any other program listing in RUN.

After you've entered and saved the Checksum program to disk, run it. If you've made any errors in any of the Data statements, the program will give you a specific line number. Find the mistake, correct it, press return, save the program and run it again. Repeat this procedure until the Checksum program runs flawlessly.

CONTROL CHARACTERS DEMYSTIFIED

All the graphics and control characters in the listings in RUN have been translated into understandable key combinations. They are the instructions you see inside the curly braces. For example, {SHIFT L} means you hold down the shift key while you press the L key once. You do not type in the curly braces. What appears on the screen will look quite different from what is designated inside the braces. Here are some more examples:

{22 SPACES}—press the space bar 22 times.

{SHIFT CLR}-hold down the shift key and press the clr-home key once.

{2 CRSR DNs}-press the cursor-down key twice.

{CTRL 1}-hold down the control key and press the 1 key.

{COMD T}-hold down the Commodore logo key and press the T key.

{5 LB.s}-press the British pound key (£, not #) five times.

Refer to the following paragraphs for any other Error messages you get from running any program listing in RUN.

OTHER ERROR MESSAGES

Having heard from many users over the years about their difficulties with typing in listings, we've identified a few recurring problems that plague many people but are easy to fix. So read on and see if your problem is one of these.

• You get an "Out of Data in Line xxx" message. This means that a program line was reading from Data statements and reached the end of the data before it was done reading. There are two possible problems.

One might be with the program line that reads the data, usually a For-Next loop. Make sure you have the proper values for the loop, because if, for example, the listing has a loop of 0 to 150, and you've typed 0 to 160, you'll get the Out of Data message. If the loop is correct, then the problem lies in the Data statements themselves. One possibility is that you omitted a whole line of data. That's easy enough to find and correct. It's more likely that you've skipped one or more individual data items or typed in a period instead of a comma, which causes two data values to be read as one number. Check your typing carefully against the listing. Using RUN's Checksum program when you type in listings from the magazine should help in this case

· You get an "Illegal Quantity Error in Line xxx" message. This means you've read a number from a Data statement and tried to poke it into a memory address. The error occurs because the number is larger than 255 (the largest value a memory address can contain), which means that somewhere in your Data statements you've made an error by typing in a number larger than 255. Again, this is easy to check for and correct. First look in your Data statements for a number larger than 255. You might have added an extra digit, or perhaps you ran two numbers together (23456 instead of 234,56).

· You get a "Syntax Error in Line xxx" message. This could be almost anything. What it tells you is that there is something wrong in the indicated line. Usually you've misspelled a Basic keyword or omitted some required character. List the line and examine it carefully.

 You get an "Error in Data" message. This occurs in programs that add up all the data as read, and, when finished, compares that sum with what it should be if the data were typed in correctly. If it isn't the same, it means an error somewhere in typing the Data statements. Go back and check the data carefully. Correct the mistake(s), save the new version and try again.

· Finally, we urge everyone who intends to type in one of our listings to use RUN's Checksum program, which will help you avoid every mistake we've mentioned above, except that it won't detect the omission of a line. R

Listing. RUN's Checksum program. This program is available on RUN's BBS for users to download.

- 10 REM RUN'S CHECKSUM 64/128 BOB KODADEK
- 20 MO=128:SA=3328:IF PEEK(40960)THEN MO=64:SA=49152
- 30 $I = \emptyset : CK = \emptyset : CH = \emptyset : LN = 19\emptyset$
- 40 FOR K=0 TO 16
- 50 FOR J=1 TO 10:READ B:IF B>255 THEN GOTO 170
- 60 CH=CH+B: POKE SA+I, B:I=I+1:NEXT
- 7Ø READ LC
- 80 IF LC <> CH THEN GOTO 170
- 9Ø CH=Ø:LN=LN+1Ø
- 100 NEXT K
- 110 POKESA+110,240: POKESA+111,38: POKESA+140,234
- 120 PRINTCHR\$(147)STR\$(MO)" RUN CHECKSUM": PRINT
- 130 PRINT"TO TOGGLE ON OR OFF, SYS"SA: IF MO=128 THEN 1 60
- 14Ø POKESA+13,124:POKESA+15,165:POKESA+25,124:POKESA+2 6,165
- 150 POKESA+39, 20: POKESA+41, 21: POKESA+123, 205: POKESA+12 4,189
- 16Ø POKESA+4, INT(SA/256):SYS SA:NEW
- 170 PRINT"YOU HAVE A DATA ERROR IN LINE ";LN;"!":END
- 180 REM DO NOT CHANGE THESE DATA STATEMENTS!
- 19Ø DATA 12Ø,162,24,16Ø,13,173,4,3,2Ø1,24,884 2ØØ DATA 2Ø8,4,162,13,16Ø,67,142,4,3,14Ø,9Ø3
- 210 DATA 5,3,88,96,32,13,67,152,72,169,697
- 220 DATA Ø,141,Ø,255,133,176,133,18Ø,166,22,12Ø6
- 23Ø DATA 164,23,134,167,132,168,17Ø,189,Ø,2,1149
- 240 DATA 240,58,201,48,144,7,201,58,176,3,1136
- 250 DATA 232,208,240,189,0,2,240,42,201,32,1386
- 260 DATA 208,4,164,180,240,31,201,34,208,6,1276
- 270 DATA 165,180,73,1,133,180,230,176,164,176,1478
- 28Ø DATA 165,167,24,125,0,2,133,167,165,168,1116
- 29Ø DATA 1Ø5,Ø,133,168,136,2Ø8,239,232,2Ø8,2Ø9,1638
- 300 DATA 169,42,32,210,255,165,167,69,168,170,1447
- 310 DATA 169,0,32,50,142,169,32,32,210,255,1091
- 320 DATA 32,210,255,169,13,32,210,255,104,168,1448
- 330 DATA 96,104,170,24,32,240,255,104,168,96,1289
- 34Ø DATA 56,32,24Ø,255,138,72,152,72,24,162,12Ø3

12

350 DATA Ø,160,0,32,240,255,169,42,208,198,1304

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