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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 }>\mathrm{ bulletin board systems
C-128D
Commodore's built-in Basic
$581 disk drive
sound and music features of
    the C-64/128
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    * QuantumLink and other online
    networks
    VIC chip
    Basic 7.0 and its sound,
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    Commodore
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    printer interfaces
    sprite graphics
    * RAM expansion
    > }128\mathrm{ mode
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    > 64/128 compatibility
    the many publications-books,
        pamphlets, newsletters,
        magazines, catalogs-available
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    kids using Commodores
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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

## S5A6 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.

```
 REM GATE CLEAR 64 - JEFFREY PANICI
    :REM*169
1\emptyset PRINTCHR$(147):FORT=1 TO 1\emptyset\emptyset\emptyset:PRINT".";
    :NEXT :REM*249
2\emptyset FORI=49152TO49274:READZ:POKEI,Z:CK=CK+Z
    :NEXT :REM*7\emptyset
3\emptyset IF CK<>13883 THEN PRINT"ERROR IN DATA..
    .":END :REM*61
4\emptyset SYS 49152 :REM*214
5\emptyset DATA 162,\emptyset,16\emptyset,41,169,64,133,251,169,32
    ,157,\emptyset,4,153,4\emptyset,4,157,8\emptyset,4 :REM*222
6\emptyset DATA 153,12\emptyset,4,157,16\emptyset,4,153,2\emptyset\emptyset,4,157,
    24\emptyset,4,153,24,5,157,64,5,153 :REM*211
7\emptyset DATA 1\emptyset4,5,157,144,5,153,184,5,157,224,
    5,153,8,6,157,48,6,153,88,6 :REM*168
8\emptyset DATA 157,128,6,153,168,6,157,2\emptyset8,6,153,
    248,6,157,32,7,153,72,7,157 :REM*45
9\emptyset DATA 112,7,153,152,7,157,192,7,232,136,
    32,179,238,32,179,238,32,179 :REM*43
1\emptyset\emptyset DATA 238,32,179,238,32,179,238,32,179,
        238,32,179,238,32,179,238,32 :REM*116
11\emptyset DATA 179,238,32,179,238,192,\emptyset,2\emptyset8,143,
        96,153 :REM*32
```

-Jeffrey Panici, Sandwich, IL

## S5A7 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.
$\emptyset$ REM LETTER OR NUMBER GUESS 64/128 - CALV IN PRESLEY
:REM*131
$1 \emptyset$ INPUT" $\{$ SHFT CLR\}PLAY NUMBER OR LETTER ( N/L)"; Q\$
:REM*121
$2 \emptyset \mathrm{X}=1 \emptyset: \mathrm{N}=1 \emptyset \emptyset: \mathrm{T}=1:$ IF $Q \$=$ ""THEN $1 \emptyset:$ REM*1 25
3申 IF Q $==$ "L"THEN $N \$=" L E T T E R ": M \$=" A-Z ": N=26$ : W=65
: REM*2ø6

4ø IF Q \ll "L"THEN: N\$="NUMBER": M\$="1 -"+STR \$(N):W=1 :REM*93
$5 \emptyset$ PRINT" $\{$ SHFT CLR\}\{2 CRSR DNs $\}\{2$ CRSR RTs \}I'M THINKING OF A "N\$" FROM " :REM*124 $6 \emptyset$ PRINT" $\{2$ SPACEs $\} " M \$$ ". YOU SHOULD GUESS IT":PRINT"\{2 SPACES\}IN"X"TRIES OR LESS"
:REM*38
$7 \emptyset \mathrm{~L}=\mathrm{INT}(\mathrm{RND}(\emptyset) * \mathrm{~N}+\mathrm{W}):$ PRINT: PRINT $:$ REM*99
$8 \emptyset$ AN $\$=$ STR $\$(L): I F W=65 T H E N A N \$="+$ CHR $\$(L)$
:REM*14
9ø PRINT"\{CRSR DN\}\{COMD 7\}";T;:INPUT"WHAT
IS YOUR GUESS";A\$:IFA\$=""THEN9 $\emptyset: R E M * 96$
$1 \emptyset \emptyset$ IFW $=65$ THENG=ASC (A\$) : IFG<650RG>9 THEN $9 \emptyset$
:REM*142
$11 \emptyset$ IFW $=1$ THENG $=$ VAL $(A \$):$ IFG $>$ NORG $<1$ THEN $9 \emptyset$
:REM*6
$12 \emptyset$ IF G=L THEN $18 \emptyset \quad$ :REM*68
$13 \emptyset$ IF G>L THENPRINTTAB(3ø)"\{CTRL 2\}LOWER" :REM*29
$14 \emptyset$ IF G<L THENPRINTTAB(3ø)"\{CTRL 2$\}$ HIGHER
" :REM*2ø5
$15 \emptyset$ IF $T>=X$ THEN $17 \emptyset \quad:$ REM*2 $\emptyset$
$16 \emptyset \mathrm{~T}=\mathrm{T}+1$ : GOTO $9 \emptyset$ :REM*139
$17 \emptyset$ PRINT" $\{$ CRSR DN\}THE ANSWER IS"AN\$:GOTO1 9ø
:REM*224
$18 \emptyset$ PRINTTAB(3ø)"RIGHT!!!":PRINT"YOU GUESS ED IT IN"T"TRIES" :REM*32
$19 \emptyset \operatorname{PRINTTAB}(12)$ "PLAY AGAIN (Y/N)?"
:REM*218
$\begin{array}{lll}2 \emptyset \emptyset \text { GET P\$:IF P\$=""THEN } 2 \emptyset \emptyset & \text { :REM*132 } \\ 21 \emptyset \text { IF P } \$=" \mathrm{~N} \text { "THEN END } & \text { :REM*71 }\end{array}$
$22 \emptyset$ IF P\$<>"Y"THEN 2øø :REM*59
$23 \emptyset$ RUN
:REM*113
-Calvin Presley, Brighton, MO

## S5A8 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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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 64 K VDC RAM and a 1571 , or a 128 D are required. $\$ 25$ plus $\$ 3.50 \mathrm{~s} / \mathrm{h}$.

## A Stable Situation

COSTA MESA, CA-The Stable Owners 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 SIMULATORPlanetary 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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# 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 $R U N$ 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, LARUN 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.
"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 solvedin your August/September issue of $R U N$. 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 $R U N$ 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 Cardinal 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 $R U N$ 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 <br> Larchmont, NY ■

## A Call to Readers

Send your letters to Mail RUN, 80 Elm St., Peterborough, NH 03458. RUN reserves the right to edit letters for style, clarity and space.

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Stickybear ABC＇S
Stickybear Math 1
Stickybear Numbers
Stickybear Reading 1
Stickybear Typing
Where in Europe Carmen Sandiego

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## ENTERTAINMENT

## AD\＆D－Champions of Krymn

AD\＆D－Dragons of Flame
AD\＆D－Heroes of the Lance
AD\＆D－Secret of Silver Blade
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# 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 ....... ALots 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 II <br> A-

## 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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## SOFTWARE GALLERY

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 excel-lent-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 Cin emaware 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 BLandlubbers, Stay Ashore

## When the Power Boats

Rev Up!

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 racebefore 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

## AT A GLANCE

## X-Men: Madness in Murderworld A

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

## Data acquisition and control interfaces C64 \& C128



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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 $R U N$ 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 90 s 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 Com-modore-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

QWhat features are most important when looking ofor a printer: speed, print options, compatibility or print quality?

Personally, I've found that no feature is as imA. portant 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.

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.

QMy 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 L.9-pin dot matrix printer?


T
H

The Star Micronics NX-2410 Multi-Font

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 NX240024 -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 panal 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 fontl, 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 thold down the Quiet button and press the Paper Feed buttonl from the control panel, and the continuous forms are retracted and parked in place, allowing single sheets to be loaded.

Power up the NK-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 panell, 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


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: $\mathbf{1 5 0} \mathbf{~ c p s}$, in Draft Pica mode
Emulation modes: Epson LQ-800 and IBM Proprinter X24
Fonts: Courier, Prestige, Orator, Script
LQ matrix: $24 \times 35$ (pica)
Horizontal Bit Image modes: 60, 80, 90, 120, 180, 240 and 360 dots per inch Programmable line spacing: $1 / \mathrm{s}, 1 / \mathrm{s}$ or programmable in $1 / 80^{\circ}, 1 / 7 \pi^{\circ}, 1 / 180^{\circ}, 1 / 210^{-}$or $1 / 200^{-}$inch increments
Size: $\mathbf{4 . 7} \mathrm{H} \times 16.1 \mathrm{~W} \times 12.9 \mathrm{D}$
Weight: 14.1 lbs.
Price: $\mathbf{S 3 9 9}$

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.

O .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 The answer to that question depends on your needs. - 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.

## N O

The Citizen 2006X 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 cpior 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 whitel printer into a color printer. Citlzen offers a GSX 140/Swift 24 Color Kit for


The Citizen 200GX


Citizen's 200GX and sample printaut.
the 200GX, consisting of a color ribbon and a small electric motor. With the ribbon and motor (which can be installed in about one minutel 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 CommandVue 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 l've used. Fast, quiet and loaded with features, the 200GX is a true marvel!

## Citizen 200GX Specs

Maximum printing speed: $\mathbf{2 4 0} \mathbf{~ c p s}$, in Super High-Speed mode at 15 cpi
Emulation modes: Epson FX-850 and IBM Proprinter III
Fonts: Roman, Sans Serif, Courier
NLQ matrix: $18 \times 18$ dots
Horizontal Bit Image modes: 60, 72, 80, 90, 120, 144 and 240 dots per inch
Programmable line spacing: $1 / 6,1 / 4,7 / 72$ or programmable in $1 / 72^{\circ}, 1 / 144^{-}$or $1 / 218^{- \text {inch }}$ increments
Size: $5.1 \mathrm{H} \times 15.8 \mathrm{~W} \times 12.6 \mathrm{D}$
Weight: 11 lbs.
Price: $\mathbf{\$ 2 9 9}$ [

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?
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.

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

A.In nearly all cases, software creates fonts by duplicating, 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.

QAre 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

A.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.

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

This is one of the questions I hear most frequently.

A.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 re-
quires 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.

QI'm interested in doing desktop publishing on my Com-- modore. Which printer should I consider for this work? Ultimately, a laser printer is the logical choice, but you - can produce 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.

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

A few years ago, letter quality referred to the print - 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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# Printer Controller 64/128 

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

By WILLIAM McLEOD

Today'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 cur-sor-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 $\mathrm{ZZS}=$ "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
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 CONTROLER

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 cor－ rectly，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 em－ phasized print，the command is PRINT\＃5，C\＄＂E＂，where C\＄is previ－ ously defined as CHR\＄（27）．Most of the codes use $\mathrm{C} \$$ ．The code $\mathrm{C} \$$＂ E ＂can also be written CHR\＄（27）；CHR\＄（69），where $\operatorname{CHR} \$(69)$ 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 com－ mands that fail to work can be handled in a similar manner，assuming that your printer supports that style．All com－ mands for the Margins menu start at line 1520 ，and those for the Utility menu start at 1820.

All of this is reasonably straightfor－ ward，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 Sub－ scripts commands and reducing line－ spacing 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 print－ ing out listings of long programs with－ out 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． $\mathbb{R}$

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．）



| 23ø | DATA BOLDFACE，SUBSCRIPTS，SU PERSCRIPTS，DOUBLE HIGH，QUAD HIGH <br> ：REM＊1 $\emptyset 4$ |
| :---: | :---: |
| 24ø | DATA END ：REM＊244 |
| $25 \emptyset$ | IF $\mathrm{P} \$(\mathrm{~K})=$＂END＂THEN $\mathrm{J} 1=\mathrm{K}-1$ ： |
|  | GOTO28 $\quad:$ REM＊46 |
| $26 \emptyset$ | $\begin{aligned} & \mathrm{PS}(\mathrm{~K})=" \quad "+\operatorname{PS}(\mathrm{K})+"(14 \text { SPACEs } \\ & \}^{\prime \prime}: \operatorname{PS}(\mathrm{K})=\operatorname{LEFT} \$(\mathrm{PS}(\mathrm{~K}), 19) \end{aligned}$ |
|  | ：REM＊213 |
| 27ø | $\mathrm{K}=\mathrm{K}+1:$ GOTO21 $\emptyset:$ REM＊11 |
| 28】 | FOR K＝1 TO J1 ：REM＊91 |
| 29ø | HP\＄（K）＝ $\mathrm{H} \$+\mathrm{P} \$(\mathrm{~K})+\mathrm{N} \$: \mathrm{NEXT}$ |
|  | ：REM＊188 |
| $3 \emptyset \emptyset$ | $\mathrm{K}=1$ ：REM MARGINS ：REM＊196 |
| 31ø | READ M\＄（K）：REM＊213 |
| $32 \emptyset$ | DATA EXIT，TOP MARGIN，BOTTOM MARGIN，LEFT MARGIN，RIGHT M |
|  | ARGIN ：REM＊224 |
| $33 \emptyset$ | DATA LINE SPACING N／216，FOR |
|  | M FEED ：REM＊113 |
| $34 \emptyset$ | DATA END ：REM＊95 |
| 35ø | IFM $\$(\mathrm{~K})=$＂END＂THEN $\mathrm{J} 2=\mathrm{K}-1$ ：GO |
|  | TO38め ：REM＊173 |
| $36 \emptyset$ | $\mathrm{M} \$(\mathrm{~K})=" \quad$＂$+\mathrm{M} \$(\mathrm{~K})+$＂$\{14$ SPACEs $\}^{\prime \prime}: \mathrm{M} \$(\mathrm{~K})=\mathrm{LEFT} \$(\mathrm{M} \$(\mathrm{~K}), 19)$ |
|  | ：REM＊57 |
| 37ø | $\mathrm{K}=\mathrm{K}+1:$ GOTO31ø $\quad$ ：REM＊25 |
| $38 \emptyset$ | FOR K＝1 TO J2 ：REM＊176 |
| 39ø | HM $\$(\mathrm{~K})=\mathrm{H} \$+\mathrm{M} \$(\mathrm{~K})+\mathrm{N} \$: \mathrm{NEXT}$ |
|  | ：REM＊ $12 \emptyset$ |
| $4 \emptyset \emptyset$ | $\mathrm{K}=1$ ：REM UTILITY ：REM＊126 |
| 41ø | READ G\＄（K）：REM＊46 |
| $42 \emptyset$ | DATA EXIT，RESET PRINTER，SLA |
|  |  |
| 43Ø | DATA SAMPLE PRINTOUT，PRINT |
|  | AND VIEW ：REM＊136 |
| $44 \emptyset$ | DATA END ：REM＊187 |
| 45ø | IFG\＄$(\mathrm{K})=$＂END＂THEN $\mathrm{J} 3=\mathrm{K}-1$ ：GO |
|  | TO48Ø ：REM＊47 |

23 $\emptyset$ DATA BOLDFACE，SUBSCRIPTS，SU PERSCRIPTS，DOUBLE HIGH，QUAD HIGH ：REM＊1 ${ }^{4}$
$24 \emptyset$ DATA END ：REM＊244
$25 \emptyset$ IF $\mathrm{P} \$(\mathrm{~K})=$＂END＂THEN $\mathrm{J} 1=\mathrm{K}-1$ ： GOTO28ø
：REM＊46
$26 \emptyset \mathrm{P} \$(\mathrm{~K})=" \quad "+\mathrm{P} \$(\mathrm{~K})+\mathrm{C}\{14$ SPACEs $\}^{\prime \prime}: \mathrm{P} \$(\mathrm{~K})=\mathrm{LEFT}(\mathrm{P} \$(\mathrm{~K}), 19)$ ：REM＊213
$27 \emptyset \mathrm{~K}=\mathrm{K}+1:$ GOTO21 $\emptyset \quad$ ：REM＊11 $\emptyset$
28 FOR K＝1 TO J1 ：REM＊91
$29 \emptyset \mathrm{HP} \$(\mathrm{~K})=\mathrm{H} \$+\mathrm{P} \$(\mathrm{~K})+\mathrm{N} \$: \mathrm{NEXT}$
：REM＊188
$3 \emptyset \emptyset \mathrm{~K}=1:$ REM MARGINS ：REM＊196
31ø READ M\＄（K）：REM＊213
$32 \emptyset$ DATA EXIT，TOP MARGIN，BOTTOM MARGIN，LEFT MARGIN，RIGHT M ARGIN

N／216，FOR M FEED ：REM＊113
$34 \emptyset$ DATA END ：REM＊95
35Ø IFM\＄$(\mathrm{K})=$＂END＂THEN $\mathrm{J} 2=\mathrm{K}-1$ ：GO TO38 $\quad$ ：REM＊173
$36 \emptyset \mathrm{M} \$(\mathrm{~K})=" \quad "+\mathrm{M} \$(\mathrm{~K})+"\{14$ SPACEs $\}^{\prime \prime}: M \$(K)=\operatorname{LEFT}(M \$(K), 19)$
：REM＊57
$37 \emptyset \mathrm{~K}=\mathrm{K}+1:$ GOTO $31 \emptyset:$ REM＊25 $\emptyset$
38 FOR K＝1 TO J2 ：REM＊176
$39 \emptyset \mathrm{HM} \$(\mathrm{~K})=\mathrm{H} \$+\mathrm{M} \$(\mathrm{~K})+\mathrm{N} \$: \mathrm{NEXT}$ ：REM＊12 $\emptyset$
$4 \emptyset \emptyset \mathrm{~K}=1:$ REM UTILITY ：REM＊126
41ø READ G\＄（K）：REM＊46
$42 \emptyset$ DATA EXIT，RESET PRINTER，SLA ：REM＊12 $\varnothing$
$43 \emptyset$ DATA SAMPLE PRINTOUT，PRINT AND VIEW ：REM＊136
$44 \emptyset$ DATA END ：REM＊187 TO48 $\emptyset$
$46 \emptyset \mathrm{G} \$(\mathrm{~K})=" \quad$＂$+\mathrm{G} \$(\mathrm{~K})+$＂$\{14$ SPACEs
$\}^{\prime \prime}: G \$(K)=\operatorname{LEFT} \$(G \$(K), 19)$
：REM＊99
47ø $\mathrm{K}=\mathrm{K}+1:$ GOTO41 $\emptyset:$ REM＊69
$48 \emptyset$ FOR K＝1 TO J3 ：REM＊42
$49 \emptyset \mathrm{HG} \$(\mathrm{~K})=\mathrm{H} \$+\mathrm{G} \$(\mathrm{~K})+\mathrm{N} \$:$ NEXT
：REM＊18
5ø $\emptyset$ REM MAIN MENU ：REM＊167
51申 G＝ø：PRINT＂$\{$ SHFT CLR\}\{CTRL 8 $\}^{\prime \prime} \quad:$ REM＊2
52ø PRINT H\＄（1）；N\＄（2）；N\＄（3）；N\＄（ 4）：REM＊156 53 ${ }^{\text {Ø }}$ FORK $=1$ TOLL：PRINT＂$\{$ COMD T\}"; ：NEXT ：REM＊2ø9
54ø PRINT＂$\{\text { HOME }\}^{\prime \prime}:$ FOR $I=1 T O 21: P$ RINT：NEXT ：REM＊232
55 $\mathrm{IFA}=128 \mathrm{GOTO} 57$ ：REM＊156
56ฤ PRINT＂\｛CTRL 9\} CURSOR RT TO SELECT，RETURN TO EXECUTE
＂：PRINT＂$\{$ HOME ＂：GOTO59ø ：REM＊ 86
57ø PRINT＂$\{$ CTRL 9\}\{12 SPACEs $\}<C$ URSOR RIGHT〉 TO SELECT 112 S PACEs ）＜RETURN＞＂；：REM＊136
58申 PRINT＂$\{$ CTRL 9）TO EXECUTE\｛1 3 SPACEs ）＂CHR\＄（19）：PRINT：PR INT ：REM＊24
59ø I＝1：GOSUB68 $\varnothing$ ：IF $X \$=R \$$ GOTO7 3ø ：REM＊78
6øø PRINTN\＄（1）；H\＄（2）；N\＄（3）；N\＄（4 ）：REM＊24
$61 \emptyset I=2:$ GOSUB $68 \emptyset: I F \quad \mathrm{X} \$=\mathrm{R} \$$ GOTO7 $3 \emptyset \quad:$ REM＊181
62ø PRINTN\＄（1）；N\＄（2）；H\＄（3）；N\＄（4 ）：REM＊128 63ø $I=3:$ GOSUB68 $\emptyset: I F X \$=R \$$ GOTO7 $3 \emptyset$ ：REM＊156
64ø PRINTN\＄（1）；N\＄（2）；N\＄（3）；H\＄（4 ）：REM＊144
65 $I=4$ ：GOSUB68 $\emptyset: I F X \$=R \$$ GOTO7

## PRINTERCONTROLER

|  | $30 \quad:$ REM*139 |
| :---: | :---: |
| 66ø | PRINTH\$(1) ; N\$ (2) ; N\$ (3) ; N\$ (4 |
|  | :REM*17 |
| 67ø | GOTO59ø :REM*248 |
| 68ø | GET X\$:IF X $\$=$ " $"$ GOTO68 $\emptyset$ |
|  | :REM*4 $\emptyset$ |
| 69ø | IF X \$ $=2 \mathrm{Z}$ THEN PRINT CU\$; CU\$ |
|  | ;CU\$:RETURN : REM*121 |
| $7 \emptyset \emptyset$ | IFX $\$=$ R $\$$ THEN RETURN: REM*14 $\downarrow$ |
| 710 | PRINT" ${ }^{\text {SHFT CLR }}$ ": PRINTTAB |
|  | 1ø)"(CTRL 9) PRESS CURSOR R |
|  | IGHT OR RETURN" :REM*4 |
| 72ø | FOR $\mathrm{Y}=1$ TO3 $\dagger$ ¢ $\emptyset$ : NEXT : GOTO51 $\emptyset$ |
|  | :REM*37 |
| 730 | ON I GOTO $74 \emptyset, 76 \emptyset, 78 \emptyset, 8 \emptyset \emptyset$ |
|  | :REM*251 |
| $74 \emptyset$ | GOSUB83ø:IF G=1 GOTO51ø |
|  | :REM*42 |
|  | GOTO74ø :REM*68 | $76 \emptyset$ GOSUB1 $34 \emptyset:$ IF $G=1$ GOTO51 $\emptyset$ : REM*1 $\emptyset 6$ $77 \emptyset$ GOTO76ø :REM*94 $78 \emptyset$ GOSUB1 $83 \varnothing$ :IF G=1 GOTO51 $\emptyset$ :REM*75

79ø GOTO78ø :REM*112
8ø $\operatorname{TA}=$ INT(LL/2)-5 :REM*61
81ø CLOSE5:PRINT" ${ }^{\text {SHFT CLR }}$ ": PR INT:PRINT: PRINT: PRINT:PRINT TAB(TA)"***END***": END :REM*97
82 REM STYLE MENU :REM*34
83ø PRINT:TT= $\emptyset:$ PRINT" $\{$ CTRL 5\}": PRINTCUS:GOSUB238ø :REM*146 84ø PRINT P\$(1) :REM*127 $85 \emptyset$ FOR $\mathrm{K}=2$ TO J1:PRINT $\operatorname{HP} \$(\mathrm{~K})$ : NEXT :REM*75 860 REM STYLE SELECTOR :REM*5 87ø FOR K=1 TO J1: GOSUB233ø
:REM*65
88ø IF X $\$=$ CD $\$$ GOTO9ø $\varnothing$ :REM*238 89ø GOTO96ø :REM*21ø $9 \emptyset \emptyset$ PRINTCHR $\$(19):$ PRINT: PRINT: P RINT: IFK=1 GOTO92 $\varnothing$ : REM*89
91ø FORI=1TOK-1:PRINTCD\$;:NEXT :REM*126 $92 \emptyset$ IF K=J1 GOTO94 $\quad$ :REM*16 93ø PRINTHP $\$(\mathrm{~K}):$ PRINTP $\$(\mathrm{~K}+1)$ : GO TO95 $\emptyset$ :REM*66
$94 \emptyset$ PRINT HP $\$(\mathrm{~K}):$ PRINTCHR $\$(19)$ : PRINT: PRINT: PRINT: PRINTP\$(1 ): GOTO87 : REM*19 $95 \emptyset$ NEXT :REM*6 $\emptyset$ $96 \emptyset$ OPEN5, 4,S:REM TRANSPARENT M ODE
: REM*1 64
97ø ON K GOSUB 99ø,1øøø,1ø3ø,1ø $6 \emptyset, 1 \emptyset 9 \emptyset, 112 \emptyset, 115 \emptyset, 118 \emptyset, 121 \emptyset$ ,124ø,127ø,13øø : REM*196 $98 \emptyset$ CLOSE5:PRINT" ${ }^{\prime}$ SHFT CLR\}": RE TURN
:REM*219 99ø G=1: GOTO98 :REM*1
1øø A\$(2)="ELITE, ":REM PICA I S DEFAULT
$1 \varnothing 1 \varnothing$ PRINT\# $5, C \$ " M^{\prime \prime}$
$1 \varnothing 2 \varnothing$ RETURN
:REM*142

1ø4ø PRINT\#5,C\$;"4" :REM*116
$1 \emptyset 5 \emptyset$ RETURN
:REM*172
$1 \emptyset 6 \emptyset$ A $(4)=$ "CONDENSED, ": REM*94
$1 \emptyset 7 \emptyset$ PRINT\#5,CHR\$(15) :REM*116
$1 \emptyset 8 \emptyset$ RETURN
:REM*194
$1 \emptyset 9 \emptyset$ A $\$(5)="$ PROPORTIONAL,
:REM*182
11ø PRINT\#5,C\$;CHR\$(112);CHR\$(
1)
$111 \emptyset$ RETURN
:REM*224
112ø AS(6)="EXPANDED, " :REM*64
113ø PRINT\#5,C\$"W1" :REM*154
$114 \emptyset$ RETURN :REM*7
115ø A\$(7)="EMPHASIZED, "
:REM*234
$116 \emptyset$ PRINT\#5,C\$"E" :REM*134
117 RETURN :REM*37
$118 \emptyset$ A $\$(8)=$ "BOLDFACE, ": REM*129
$119 \varnothing$ PRINT\#5,C\$"G" :REM*178
$12 \emptyset \emptyset$ RETURN :REM*59
121ø A\$(9)="SUBSCRIPTS, "
:REM*36
$122 \emptyset$ PRINT\#5,C\$"S1" :REM*216
123ø RETURN :REM*89
$124 \emptyset$ A $\$(1 \emptyset)=$ "SUPERSCRIPTS, "
:REM*251
125ø PRINT\#5,C\$"S ${ }^{\prime \prime}$ :REM*23
$126 \emptyset$ RETURN :REM*127
127ø A\$(11)="DOUBLE HIGH, "
:REM*186
$128 \emptyset$ PRINT\#5,C\$;CHR\$(1ø4);CHR\$( 1)
: REM*5 $\emptyset$
129ø RETURN :REM*157
13øø A\$(12)="QUAD HIGH, "
:REM*58
$131 \emptyset$ PRINT\#5,C\$;CHR\$(1ø4);CHR\$( 2)
:REM*1 $\varnothing$
132 RETURN :REM*179
$133 \emptyset$ REM MARGINS MENU :REM*234
134ø TT=T: PRINT" $\{$ COMD 7)": GOSUB 238ø :REM*64
135ø PRINTTAB(TT)M\$(1):REM*138
$136 \emptyset$ FOR K=2 TO J2: PRINTTAB(TT) HM\$ (K) : NEXT :REM*234
$137 \emptyset$ REM MARGINS SELECTOR
:REM*1 6
$138 \emptyset$ FOR K=1 TO J2:GOSUB233ø
:REM*126
139ø IF $\mathrm{X} \$=\mathrm{CD} \$$ GOTO $141 \emptyset:$ REM* 62
$14 \emptyset \emptyset$ GOTO148 : REM*199
$141 \emptyset$ PRINTCHR $\$(19):$ PRINT: PRINT: PRINT: IFK=1 GOTO143 $\varnothing$
:REM*1 63
$142 \emptyset$ FORI $=1$ TOK-1: PRINTCD ${ }^{\text {; }}$ : NEXT
:REM*126
$143 \emptyset$ IF K=J2 GOTO146ø :REM*246
$144 \emptyset$ PRINTTAB(TT) HM $\$(\mathrm{~K}):$ PRINTTA B(TT)M\$(K+1):GOTO147ø
: REM*226
$145 \emptyset$ PRINTTAB(TT) HM (K) : REM*179
$146 \emptyset$ PRINTCHR $\$(19)$ :PRINT CD $\$$;D \$;CD\$;TAB(TT)M\$(1):GOTO138 Ø : REM*99 $147 \emptyset$ NEXT :REM*7 $\emptyset$ $148 \emptyset$ OPEN5,4,S :REM*249 149ø ON K GOSUB $151 \varnothing, 153 \varnothing, 157 \varnothing$, $161 \emptyset, 165 \emptyset, 171 \emptyset, 175 \emptyset, 179 \emptyset$
:REM*91
15ø CLOSE5: PRINT" $\{$ SHFT CLR\}": P RINT: PRINT:RETURN :REM*2ø8
151ø G=1: GOTO15øø:REM BLANK :REM*13ø
$152 \emptyset$ REM TOP MARGIN :REM*12 $\emptyset$

153 GOSUB1 $8 \emptyset \varnothing$ : PRINTTAB(L) : INPU T"TOP MARGIN";TM :REM*33
154 1 PRINT\#5, C\$;CHR\$(114);CHR\$( TM) ; : PRINT\#5, CHR $\$(12):$ REM FORM FEED :REM*127
155 RETURN :REM*154
$156 \emptyset$ REM BOTTOM MARGIN :REM*116
$157 \emptyset$ GOSUB18 $\varnothing \varnothing$ : PRINTTAB(L): INPU T"BOTTOM MARGIN";BM
:REM*167
158 PRINT\#5, C\$;CHR\$(78);CHR\$(B M) :REM*236
159ø RETURN :REM*194
$16 \emptyset$ REM LEFT MARGIN : REM*211
$161 \emptyset$ GOSUB18 $\varnothing \varnothing$ : PRINTTAB(L) : INPU T"COLUMN NUMBER";LM:REM*86
$162 \emptyset$ PRINT\#5,C\$;CHR\$(1ø8);CHR\$( LM)
:REM*164
163 RETURN $\quad$ :REM*234
$164 \emptyset$ REM RIGHT MARGIN :REM*149
$165 \emptyset$ OPEN 1,4:PRINT\#1,C\$;"R";CH R\$ $(\emptyset)$ :CLOSE 1 :REM*188
$166 \emptyset$ REM DISABLE RIGHT MARGIN :REM*193
$167 \varnothing$ GOSUB1 $8 \emptyset \varnothing$ : PRINTTAB(L): INPU T"COLUMN iNUMBER";RM:REM*65 $168 \emptyset$ PRINT\#5,C\$;CHR\$(81);CHR\$(R M) :REM*198
169ø RETURN :REM*47
$17 \emptyset$ REM LINE SPACING N/216 INC HES :REM*131
$171 \emptyset$ GOSUB18ø $\varnothing:$ INPUT"LINE SPACI NG N/216 INCHES - ENTER N" ; N :REM*67
$172 \emptyset$ PRINT\#5, C\$;CHR\$(51);CHR\$(N ) :REM*225
$173 \emptyset$ RETURN :REM*87
$174 \emptyset$ REM FORM FEED : REM*163
$175 \emptyset$ GOSUB1 $8 \emptyset \emptyset: \operatorname{PRINTTAB}(2 \emptyset):$ INP UT"TOTAL MARGIN";TM:PRINT\# 5,C\$;"N";CHR\$(TM) :REM*4 $\varnothing$
1760 PRINT\#5,CHR\$(12) :REM*6
177 RETURN :REM*127
$178 \emptyset$ REM ADD NEW COMMAND ROUTIN ES STARTING AT $179 \emptyset$
:REM*181
179ø REM :REM*138
$18 \emptyset \emptyset$ PRINT" $\{$ HOME $\} ":$ FOR $J=1$ TO J 2-1: PRINT CD\$:NEXT :REM*34

## $181 \emptyset$ RETURN

:REM*167
$182 \emptyset$ REM UTILITY MENU : REM* 1 ø 3
$183 \emptyset \mathrm{TT}=2 * \mathrm{~T}$ : PRINT" ${ }^{\text {(CTRLL } 6\} \text { ': GOS }}$ UB238 $\varnothing$
:REM*224
184ø PRINTTAB(TT) G\$(1) :REM*114
185ø FOR $K=2$ TO J3: PRINTTAB(TT) HG\$(K):NEXT
:REM*117
$186 \emptyset$ REM UTILITY SELECTOR
:REM*24ø
187ø FOR K=1 TO J3:GOSUB233ø
:REM*115
188ø IF X $\$=$ CD $\$$ GOTO 19ø 19 :REM*4 ${ }^{1}$
189ø GOTO197 :REM*2ø6
19巾 PRINTCHR\$(19): PRINT: PRINT: PRINT:IFK=1 GOTO192ø
:REM*111
$191 \emptyset$ FORI=1 TOK-1: PRINTCD\$; :NEXT
:REM*2
192ø IF K=J3 GOTO194 :REM*241
$193 \emptyset \operatorname{PRINTTAB}(T T) \mathrm{HG} \$(\mathrm{~K}):$ PRINTTA

## PRINTER CONTROLLER

```
    B(TT)G$(K+1):GOTO196\emptyset
    :REM*167
194\emptyset PRINTTAB(TT)HG$(K):REM*113
195\emptyset PRINTCHR$(19):PRINT:PRINT:
    PRINT:PRINTTAB(TT)G$(1):GO
    TO187\emptyset :REM*152
196\emptyset NEXT :REM*34
197\emptyset OPEN5,4,S :REM*2\emptyset9
198\emptyset ON K GOSUB 2\emptyset\emptyset\emptyset,2\emptyset2\emptyset,2\emptyset6\emptyset,
        2\emptyset9\emptyset,211\emptyset,218\emptyset,226\emptyset
            :REM*125
199\emptyset CLOSE5:PRINT" {SHFT CLR}":P
    RINT:PRINT:RETURN :REM*2|\emptyset
2\emptyset\emptyset\emptyset G=1:GOTO199\emptyset :REM*195
2\emptyset1\emptyset REM RESET PRINTER :REM*251
2\emptyset2\emptyset PRINT#5,C$;CHR$(64);
    :REM*169
2\emptyset3\emptyset FOR K=1 TO 12:A$(K)=""':NEX
    T:REM CLEAR :REM*1|2
2\emptyset4\emptyset RETURN :REM*142
2\emptyset5\emptyset REM SLASH ZERO :REM*29
2\emptyset6\emptyset PRINT#5,C$;CHR$(126);CHR$(
    1):REM*99
2\emptyset7\emptyset RETURN :REM*172
2\emptyset8\emptyset REM DISABLE PAPER OUT SIGN
    AL :REM*84
2\emptyset9\emptyset PRINT#5,C$;CHR$(56):REM*38
21\emptyset\emptyset RETURN
    :REM*2\emptyset2
```

B（TT）G\＄（K＋1）：GOTO196ø
：REM＊167
$194 \emptyset$ PRINTTAB（TT）HG\＄（K）：REM＊113
195ø PRINTCHR\＄（19）：PRINT：PRINT： PRINT：PRINTTAB（TT）G\＄（1）：GO TO187 ：REM＊152
$196 \emptyset$ NEXT
：REM＊34
198ฤ ON K GOSUB 2øø $2 \emptyset 2 \emptyset, 2 \emptyset 6 \emptyset$ ， 2ø9ø，211ด，218申，226ф
：REM＊125
199ø CLOSE5：PRINT＂$\left\{\right.$ SHFT CLR ${ }^{\prime \prime}:$ P RINT：PRINT：RETURN ：REM＊2ф ${ }^{\text {R }}$
2øø申 G＝1：GOTO199 ：REM＊195
2ø1ø REM RESET PRINTER ：REM＊251
2ø2Ø PRINT\＃5，C\＄；CHR\＄（64）；
：REM＊169
2ф3ฤ FOR $K=1$ TO 12：A\＄（K）＝＂＂：NEX T：REM CLEAR ：REM＊1ゆ2
2 $\emptyset$ 4 9 RETURN ：REM＊142
2ø6Ø PRINT\＃5，C\＄；CHR\＄（126）；CHR\＄（ 1）：REM＊99
2ø7ø RETURN ：REM＊172
2 $\emptyset 8 \emptyset$ REM DISABLE PAPER OUT SIGN AL ：REM＊84
$21 \emptyset \emptyset$ RETURN ：REM＊2め2

211 $\emptyset$ OPEN4，4：CMD4：REM SAMPLE PR INTOUT ：REM＊137
$212 \emptyset$ IF A $\$(2)=$＂＂THEN A $\$(2)="$ PIC A，＂：REM＊33
213ф PRINT＂THIS IS＂；：REM＊45
$214 \emptyset$ FOR $K=2$ TO 12：PRINT A\＄（K）； ：NEXT：PRINT ：REM＊39
215 PRINT＂THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG．
：REM＊36
$216 \emptyset$ PRINT\＃4：CLOSE4 ：REM＊175
$217 \emptyset$ RETURN ：REM＊1
218 GOSUB211 $\varnothing$ ：REM VIEW PRINTOU $T$ ：REM＊163
219 PRINT\＃5，C\＄；CHR\＄（74）；CHR\＄（2 16）：REM PAPER UP ：REM＊245
22ø IF $A=128$ GOTO222 $:$ REM＊199
$221 \emptyset$ FOR K＝1TO 93øø：NEXT：GOTO22 3ø ：REM＊112
222 $\mathrm{FORK}=1 \mathrm{TO}$ 655 0 ：NEXT：REM 128 DELAY ：REM＊12ø
223Ø PRINT\＃5，C\＄；CHR\＄（1Ø6）；CHR\＄（ 216）：REM PAPER DOWN 1 INCH ：REM＊55
224 $\emptyset$ RETURN ：REM＊71
225 REM ADD NEW COMMANDS BELOW ：REM＊255
226 REM ：REM＊1 $\emptyset 6$


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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

Since 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
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 CSDOS 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 geoProgram 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 net-
works, 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


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 tem-
domain 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:<br>Fog International Computer Users' Group<br>PO Box 3474<br>Daly City, CA 94015<br>415-755-2000<br>JLH Company<br>PO Box 67021, Dept. 4<br>Topeka, KS 66667<br>913-234-3388<br>Poseidon Electronics<br>103 Waverly Place<br>New York, NY 10011<br>212-777-9515<br>TPUG (Toronto PET<br>Users' Group), Inc.<br>5334 Yonge St., Box 116<br>Willowdale, Ontario<br>Canada M2N 6M2<br>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-
Dear Deb,


You deserve the day off. I'll take the kids today! Happy "M-Day" Love Saul

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 1, 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: TIDDLYWINKS; from and by: Levenl; date: 1/29/90; 26 blocks. $\mathbb{R}$

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

# Plaque Man <br> Forget Pac Man-sink your teeth into this fast-action, arcade game! 

By DAVID MARTIN

Plaque 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.


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.)



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

```
\emptyset ~ R E M ~ T H I S ~ L I S T ~ 1 ~ C R E A T E S ~ ( A N D ~
    SHOULD NOT BE CALLED) DM
                                    :REM*72
5 OPEN 8,8,8,"DM,P,W" :REM*244
6 CT=\emptyset:PRINT"{SHFT CLR}':REM*56
1\emptyset 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
                            :REM*254
2\emptyset B$=MID$(A$,1,2\emptyset)+MID$(A$, 22,
    2\emptyset)+MID$(A$,43,2\emptyset) :REM*242
25 FOR I=1 TO 3\emptyset :REM*181
```

```
3\emptyset 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
4\emptyset L=VAL(L$):IF L$>"9" THEN L=A
    SC(L$)-55 :REM*1 36
45 BY=H*16+L:PRINT#8,CHR$(BY);
                    :REM*67
5\emptyset NEXT:GOTO 1\emptyset :REM*115
55 IF LEN(A$)<21 THEN B$=A$:GOT
    0 7% :REM*184
6\emptyset IF LEN(A$) <42 THEN B $=LEFT$(
    A$,2\emptyset)+RIGHT$(A$, (LEN (A$)-21
    )):GOTO 7\emptyset :REM*176
```

| 65 | $\begin{aligned} & \mathrm{B} \$=\operatorname{LEFT} \$(\mathrm{~A} \$, 2 \phi)+\mathrm{MID} \$(\mathrm{~A} \$, 22,2 \\ & \emptyset)+\operatorname{RIGHT} \$(\mathrm{~A} \$, \operatorname{LEN}(\mathrm{~A} \$)-42) \end{aligned}$ |
| :---: | :---: |
|  | :REM*14ø |
| 70 | FOR $\mathrm{I}=1$ TO LEN(B\$)/2:REM*221 |
| 75 | $\mathrm{C} \$=\mathrm{MID} \$(\mathrm{~B} \$,(\mathrm{I} * 2)-1,2): \mathrm{H} \$=\mathrm{LEF}$ |
|  | T\$(C\$,1):L\$=RIGHT\$(C\$,1) |
|  | :REM*14ø |
| 8¢ | $\mathrm{H}=\mathrm{VAL}(\mathrm{H} \$): \mathrm{IF} \mathrm{H} \$>$ "9" THEN $\mathrm{H}=\mathrm{A}$ |
|  | SC(H\$)-55 :REM*56 |
| 85 | L=VAL (L\$) : IF L\$> "9" THEN L=A |
|  | SC(L\$)-55 :REM*84 |
| 9ø | $\mathrm{BY}=\mathrm{H}^{*} 16+\mathrm{L}: \mathrm{PRINTH8} ,\mathrm{CHR} \mathrm{\$(BY);}$ |
|  | :REM*148 |
|  | NEXT:GOTO $1 \emptyset$ :REM*16ø |
|  |  |

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64
：REM＊189
 Ø1865FB38E9の138C92ø＊8DøøD A $_{\text {A }}$ Dø1Dゆ1865FC38
：REM＊136
 82øC8122ø65116øA91F＊8D15D A $^{2}$ 99C8DF8ø7A988
：REM＊46
$1 \emptyset 3$ DATA 8DøøDøA9888Dø1DøA9ø1＊8 D27Dø2ø71ø86øADøøDC＊29ø4Dø 32øBCø86øADø
：REM＊18
1 1 4 DATA DC29ø2Døø32øE4ø86øA9＊ø 78544A9めA8545A9め785＊FDA9め 18 5FEA9Cø85FF6ø ：REM＊16
1 15 DATA ADøøDC29ø1Døø32ø1Dø9＊6 ØE6FA2め98ØFA5FA25FD＊C5FDD 12 BE6FEA5FE29ø3 ：REM＊35
$1 \emptyset 6$ DATA 85FEA5FF18A9988DF8ø7＊4 CFEø8ADøøDC29ø8Døø3＊2øF1ø86 ØA9øø85FBA9 1
：REM＊177
$1 \emptyset 7$ DATA 85FCA9C885FF6 1 A644A ${ }^{2}$＊3
 7ADめ1Dø29の7Dø
：REM＊1 月 $_{8}$
$1 \emptyset 8$ DATA B $\emptyset 4$ C61øBA9ø185FBA9め2＊8 5FCA9CC85FF6øA9め285＊FBA9ø18 5FCA9Cø85FF6Ø
：REM＊235
$1 \emptyset 9$ DATA C6F8A5F829 1 DD 1 14E6F9＊A 5F929ø7A9ø28DA4D88D＊BBD88DF CDA8D1 3DB4C1 6
：REM＊146
 485FF6øA2øめBDøøø4C9＊2øDøø5A 94190めの4BDøø ：REM＊43
131 DAg＇A 25 C92øDøø5A9419Døøø5＊B Døøゅ6C92めDゆø5A9419D＊øøø6BD $\emptyset$ めø7C92めDøø5A9
：REM＊123
112 DATA 419Døøø7CADøCDA2øøBD＊
 5C941Dめゆ5A9ø1
：REM＊18
113 DATA 9DøøD9BDゆбø6C941Døø5＊A
 19DøøDBCAD $\varnothing C D:$ REM＊2 ${ }^{4} 4$
114 DATA 6ø78A9め18DøDDCA93385＊$\emptyset$ 1AøFFB9øøDø99øб2бB9＊фøD199ф б21B9巾øD499巾
：REM＊252
115 DATA 24B9øøD599巾 2588 C ØFF＊D
 D11Døø91『8D11
：REM＊55
116 DATA DøA9188D18D币A9めø8D21＊D ØA9巾ø8D2øDめA9めøA535＊29Fめ4A4 A4A4A1 8693 b 8
：REM＊ 6
117 DATA $27 \emptyset 6$ A53429Fø4A4A4A4A＊1 8693ø8D28ø6A53329Fø＊4A4A4A4 A18693ø8D29ø6
：REM＊39
118 DATA A53229Fø4A4A4A4A1869＊3 Ø8D2Aø6A53129Fゆ4A4A＊4A4A186 93ø8D2BØ6A53ø
：REM＊ 88
119 DATA 29Fø4A4A4A4A18693＠8D＊2
 59Døøø5BD3914
：REM＊45
$12 \emptyset$ DATA 9Døøø6BDA4159Døøø7A9＊$\emptyset$ 69DøøD89DøøD99DøøDA＊9DøøDBC ADめD72め2Aめ92ø ：REM＊49
121 DATA 95ø92øC9ø9A9め18D27DA＊8 D28DA8D29DA8D2ADA8D＊2BDA8D2 CDA8D2DDAA93ø ：REM＊244
122 DATA 8D2Dø6AD27ø6C93øDø3C＊A 96ø8D27ø6AD28ø6C93 1 ＊Dø3øA96 Ø8D28ø6AD29ø6 ：REM＊34
123 DATA C93øDø24A96ø8D29ø6AD＊2 Aø6C93øDø18AD2Aめ6C9＊3øDø11A

9608D2A 6 AD2B $\quad$ REM＊159
 9øø852AA94ø8DA4ø48D＊BBø48DF Cø68D13め7A51F ：REM＊89
125 DATA $18693 \emptyset 8 \mathrm{D} 1$ Aø 74 C 91 1D86＊E ØA51238E91Ø8512A513＊38E93ø8 513A5124A4A4A ：REM＊4
126 DATA 8512 A 5134 A4A4A8513A9＊$\emptyset$ 48515A61 3CAA9øø1869＊289øø2E 615CADøF61865 ：REM＊32
127 DATA 129めø2E6158514AøøøB1＊1 48516Aø27B1148517Aめ＊28B1148 518Aø29B11485 ：REM＊73
128 DATA 19Aø5øB114851AA6EØ6Ø＊A DøøDø8512ADø1Dø8513＊2めE9 のAA $^{2}$ 518C94øDøø32ø ：REM＊245
 CA51BFøDDC61BA92ø8D＊${ }^{2} 4 \mathrm{D} 44 \mathrm{C} 4$ 2øВА96øАф2891
：REM＊44
 32ø86ø8A517C96øFøø4＊C9431øø 32ø5Bø8A519C9
：REM＊23ø
131 DATA 6øFøø4C9431øø32øB1ø8＊A 51AC96øFøø4C9431øø3＊2ø66ø8A 5FBC9 ${ }^{2}$ 2D $\emptyset 28$ A5
：REM＊118
132 DATA 19C96øFø56C9433ø52A9＊ø
 AC96øFø3FC943
：REM＊ 1
133 DATA $3 \emptyset 3$ BA $9 \emptyset 185 \mathrm{FC} 4 \mathrm{C}$ © $\mathrm{B} \emptyset \mathrm{CA} 5 * \mathrm{~F}$ BDøE5A517C96øFø2AC9＊433Ø264 CB9øBA9øø85F1
：REM＊135
134 DATA A54585FøA9め78D27DめA9＊$\emptyset$ 885ØA6ØA5FCDøøDA516＊C96ØFøø 7C9433øø34CD $\emptyset ~$ ：REM＊93
135 DATA $\emptyset$ B4C16ø8E62AA52AC9DC＊D Ø22E61F2ø37øA2ø4B11＊4C21øCC 644A544Dø 6 4A9 ：REM＊1ø1
136 DATA $\$ 18544 \mathrm{C} 645 \mathrm{~A} 545 \mathrm{D}$ ゆ 1 4A9＊ $185454 \mathrm{C} 16 \varnothing 82$ Ø9A11A5＊1BD ${ }^{2}$ CE 61CA51C29ø385
：REM＊92
137 DATA 1CAABD92118DøøD4A9ø7＊8 Dø1D4A9228D ${ }^{2} 5 \mathrm{D} 4 \mathrm{~A} 9 \mathrm{D} 1$＊8Dø6D4A 9218Dø4D4A9øF
：REM＊56
138 DATA 8D18D4A9ф2851B4C6FøB＊A
 Ø1869ø738EDø $\emptyset$ ：REM＊81
139 DATA Dø9ø1A38C9めFBめ15ADめ3＊D
 5A5ø2ø9ø26øAD ：REM＊85

 Dゆ5Dゆ1869め738
：REM＊142
141 DATA EDø1Dø9øø9C9めFBøø5A5＊$\emptyset$
 ゆ1869ø738EDøø
：REM＊2ø4

 5A5ø2ø9ø86øAD
：REM＊46
143 DATA 15Dø291øFø26ADø8Dø18＊6 9ø738EDøøDø9ø1A38C9＊øFBø15A D巾9D巾1869す738
：REM＊136
 2ø91Ø6øA9øø6øA99C8D＊F9Ø78DF Aф78DFB $\emptyset 78 \mathrm{DFC}$
：REM＊69

 5FB85FCA9888D ：REM＊81
146 DATA $\emptyset \emptyset D \emptyset A 9888 \mathrm{D} \emptyset 1 \mathrm{D} \emptyset A 9 \emptyset \emptyset 85 * \mathrm{~F}$ ø8DøBD4A9øø85FøA944＊8516851

A2øD411A9988D
：REM＊169
147 DATA F8ø785FFA9め18D27D＠A9＊2
 185E5A9øø85E4
：REM＊18ø
148 DATA $6 \emptyset A 92 \emptyset 8 D \varnothing 2 D \emptyset 8 D \emptyset 6 D \emptyset A 9 * F$ 88D $9 \mathrm{D} \emptyset 8 \mathrm{D} \emptyset 8 \mathrm{D} \emptyset \mathrm{A} 9 \mathrm{D} 88 \mathrm{D}$＊ $9 \mathrm{D} \emptyset 8 \mathrm{D} \emptyset$ 7DØA94ø8D 1 3D ：REM＊97
149 DATA 8D 15 DøA9 1 285E285E5A9＊ 185E385E485E685E9A9＊øø85E78 5E82ø29øD6øAめ ：REM＊54
15Ø DATA 2øA2ø898186AA82D15D ${ }^{2}$ F
 7A9ø285E66øBD ：REM＊45
 9øø6øA9ø185E3A9め285＊E26øADø 2Dø29ø7Døø7AD ：REM＊82
152 DATA Ø3Dゆ29め7Fø286ø4CE7øE＊A 9ø185E9A9øø85E86めA2＊ø8BDø1D Ø38E9ø11875E1 ：REM＊156
153 DATA 9Dø1DøCADøF14CøøøEA5＊F A29ø7FøE66øA2ø8BDøø＊Dø85DE8 512BDø1Dø85DF
：REM＊177
154 DATA 8513 B5Eø85D8B5E185D9＊2 $\emptyset E 7 \emptyset$ AA5FA4A4A4AA8B9＊13ø829ø øFøB1A9øø85DA
：REM＊254
155 DATA 85DB85DC85DDA5D8C9め2＊F Ø38A5DAD 34 A517C96 1 ＊Føø4C94 31ø2AA9ゆø85D8
：REM＊186
156 DATA A9 1 185D94CFB $\emptyset E A 5 D 9 C 9 * \emptyset$ 2Fø38A5DCDø34A516C9＊6øFøø4C 9431ゆ2AA9め185
：REM＊218
157 DATA D8A9 $\emptyset 85$ D94CFB $\emptyset E A 5 D 8 * C$ 9øøFøDBA5DBDøD7A519＊C96øFøø 4C9431øCDA9ø2
158 DATA 85D8A9め185D94C 9C9øøFø93A5DDDø8FA5＊1AC96øF ゆ4C9431ه85A9 ：REM＊129
159 DATA Ø185D8A9め285D94CFBøE＊4
 185DBA9øø85DA ：REM＊69
$16 \emptyset$ DATA 4C12ØFA5D895EøA5D995＊E 1CACAFøDD4C38øEA9ø1＊85DAA9ø Ø85DBBD 1 D Ø38 ：REM＊34
161 DATA CDø1DøBøøBA9の185DCA9＊$\emptyset$ Ø85DD4C2EのFA9め185DD＊A9めø85D C4C68øEA5FØF $\emptyset$
：REM＊186
 D15Dø29ø2DøøDA92ø8D＊す2DøA94 Ø8Dめ3Dね2ØF7めD ：REM＊247
163 DATA AD15Dゆ29ø4DøøDA9F88D＊$\emptyset$ 4DøA94ø8Dø5Dø2ø88øD＊AD15Dø2 9ø8DøøDA92ø8D ：REM＊27
164 DATA Ø6DøA9D88Dø7Dø2øEøのD＊A
 88Dø9Dゆ2ø12あE ：REM＊8 $\varnothing$
 5FøFø3CC6F1A5F1Dめø2＊C6Fø8D 7D4A91F8Dø8D4
：REM＊1 32
166 DATA A9øø8DøCD4A98ø8DøDD4＊A 9418 D ВBD4A5FøC9ø41ø＊Ø9A5F1C 98øFøø38D27Dø
：REM＊242
167 DATA A5FøDøøAA9ø18D27DØA9＊ø Ø8DØBD4A2øABDFECFC9＊FFDøø5A 91F9DFECFC91E ：REM＊167
168 DATA D $\emptyset \varnothing 5$ A9FE9DFECFCACAD $\varnothing$＊E $72 \emptyset 6 \mathrm{E} \emptyset \mathrm{CF}$ Ø $3 \mathrm{BA} 6 \mathrm{~F} \emptyset \mathrm{D}$ Ф4A＊C61FA92 18D 9 4D4A27FA $\quad$ ：REM＊135
769 DATA 4F8CあбD488D 1 FA8E 1 1D4＊A ØFF88D $\varnothing$ FDCAD $\emptyset E D 2 \emptyset D C * \emptyset A 2 \emptyset 4 B 1$

REM＊238
17ø DATA BD1Fめø38DD2FøøDめ巾9CA＊D
 Føø9D2FøøCADø
：REM＊238

 9A52318691ø85 ：REM＊4
172 DATA 239ø1øA52418691ø8524＊9 Øø7A52518691ø8525D8＊2øD411A 9218Dø4D4A914 ：REM＊224
173 DATA A $\emptyset 6$ A 25 FCAD $\emptyset$ FD8C $\emptyset 1 D 4 * 8$ 8DøF518E9め1DøEEA92 $\emptyset * 8 D$ 4D44 C2FøEA2め7A9ø $:$ REM＊199
174 DATA 9D1FøøCADøFAA9ø3851F＊2 Ø4B11ADøøDC291øDøF9＊A9ф7854 4A9ØА85452ø37 ：REM＊89
175 DATA ØA4C16ø82øø7ø1øDø52ø＊2
 $513132 \not 2$ ゆ2øø6 ：REM＊27

 9øø8DEE1 1 BDBE
：REM＊247
177 DATA $199918 \emptyset 7$ EEEE 1 ØE8C8A9＊$\emptyset$
 68DF91øA2øøA $:$ REM＊16ø
178 DATA $\emptyset \emptyset 2 \emptyset E F 1 \emptyset$ A2 $\varnothing 8$ Aø $282 \emptyset E F * 1$ ØA228Aø5ø2øEF1ф4C29＊11A9ø78 DF91ゆA9188DF8 ：REM＊56
179 DATA 1 ØA21ゆAøøø2øEF1øA218＊A
 81めA9め5A2FFAø
：REM＊135
$18 \emptyset$ DATA FF88D $\emptyset$ FDCAD $\varnothing$ F838E9 1 1＊D ØF16øø申øø183C3C18øø＊øøA2ø7A 9øø9D1Føø9D2F ：REM＊3 $\emptyset$
181 DATA ØøCADøF7A9の3851F2ø37＊Ø AADøøDC291øDøF9A9ØF＊8D18D4A 9218Dø4D4A9F
：REM＊1 ${ }^{\text {® }} 2$

 EA52118691ø85 ：REM＊72
183 DATA $219 \emptyset 25 A 52218691 \emptyset 8522 * 9$ Ø1CA52318691ø85239ø＊13A5241 8691ø85249øбA ：REM＊125
184 DATA A52518691巾85259102『6＊5 8D8A52529Fø4A4A4A4A＊18693ø8 DE7ø4A52429Fø
：REM＊35
185 DATA 4A4A4A4A18693ø8DE8 $\mathbf{~}_{4 *}$ A 52329Fø4A4A4A4A1869＊3ø8DE9 Ø 4A52229FD4A4A
：REM＊217
186 DATA 4A4A18693ø8DEA ${ }^{4} 4521 * 2$ 9Fø4A4A4A4A18693ø8D＊EBø4A52 Ø29Fø4A4A4A4A
：REM＊75
187 DATA 18693 Ø8DECØ4A9ø18DE7＊D 88DE8D88DE9D88DEAD8＊8DEBD88 DECD88DEDD8A9
：REM＊181
188 DATA 3ø8DEDø 4ADE7 4 C93 3 DD ${ }^{2} 3$
 $96 \emptyset 8 \mathrm{DE} 8 \emptyset 4 \mathrm{ADE} 9$
：REM＊24 ${ }^{\text {® }}$
 DEA 4C93øDø18ADEA $4 * C 93 \emptyset D \emptyset 1$ 1A96ø8DEA 44 AD
：REM＊1 8


 ：REM＊3

 øøø申øøø申ø申申фø
：REM＊147
 øøøøøøøøøøøADøEDC29＊FE8DøED

CA5 129 FB 8501 ：REM＊53 193 DATA AøøøB9øøDø99øø2øB9øø＊D 199øø21B9めøD299øø22＊B9øøD39 9めぁ23B9め巾D499
：REM＊228

 EDCAøøøA9FF99 ：REM＊2ø8
195 DATA 1822B97ø2199ø822B95D＊1
 299øø26B93915 ：REM＊38

 ゆ6ø6ø6ø6ø6ø6ø
：REM＊227
197 DATA $6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6$ Ø6ø6ø6ø6ø6ø6ø6ø6ø6ゆ＊4343434 3434343434343
：REM＊2 $\varnothing 8$
198 DATA $43434343434343434343 * 4$ $3434343434343434343 * 6 \emptyset 6 \emptyset 6 \emptyset 6$

：REM＊1 ${ }^{2} 8$
199 DATA $43416 \emptyset 416 \emptyset 416 \emptyset 416 \varnothing 41 * 6$ ゆ416ゆ416ゆ416ø416ゆ41＊6ゆ416ø4 $16 \emptyset 416 \emptyset 416 \emptyset 43$
：REM＊57
$2 \emptyset \emptyset$ DATA $6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 4$ 3414341434343434343＊4341434 1434341434143 ：REM＊18
$2 \emptyset 1$ DATA $43434343434341434143 * 6$
 Ø6ø416\＄416ゆ41
：REM＊2 $\varnothing$
$2 \emptyset 2$ DATA $6 \varnothing 41434143434143416 \emptyset * 4$ $16 \emptyset 416 \emptyset 416 \emptyset 4 \emptyset 434143 * 6 \varnothing 6 \emptyset 6 \emptyset 6$ ø6ø6ø6ø6ø6ø6ø ：REM＊78
$2 \emptyset 3$ DATA $43414343434343434343 * 4$ 3434341434341434343＊4343434 3434343434143 ：REM＊185
$2 \emptyset 4$ DATA $6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 4$ $3414343416 \emptyset 416 \emptyset 416 \emptyset * 416 \emptyset 414$ 1436ø6ø6ø6ø6ø ：REM＊16
$2 \emptyset 5$ DATA 6ø6ø6ø6ø434341434143＊4 3414343414343414343＊4143434 1434341434341
：REM＊241
$2 \emptyset 6$ DATA $434143436 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 3 \emptyset * 3$ ø6ø6ø6ø434141414143＊4341434 3414343414343 ：REM＊244
$2 \emptyset 7$ DATA $41434341434341434341 * 4$ $14141436 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6 \emptyset 6 \emptyset 6 \emptyset 6$ Ø434143434143
：REM＊ 48
$2 \emptyset 8$ DATA $43414343414343414343 * 4$ 1434341434341434341＊4343414 $36 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset$
：REM＊178
$2 \emptyset 9$ DATA $6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 434143434143 * 4$ 3414343414343414343＊4143434 1434341434341
：REM＊249
21ø DATA $434341436 \varnothing 6 \emptyset \emptyset D \varnothing 5 \emptyset E 6 \varnothing * 6$ ゆ6ø6ø6ø43414343416ø＊416ゆ416 ゆ416ø41414343 ：REM＊95
211 DATA $41416 \emptyset 416 \emptyset 416 \emptyset 416 \emptyset 41 * 4$ $34341436 \emptyset 6 \emptyset \emptyset \subset \emptyset 5 \emptyset 614 * 6 \emptyset 6 \emptyset 6 \emptyset 6$ \＄434143434343 ：REM＊43
212 DATA $43434343434343414343 * 4$ $1434343434343434343 * 4343414$ $36 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset$
：REM＊141
213 DATA $6 \varnothing 6 \varnothing 6 \varnothing 6 \varnothing 4341434 \emptyset 6 \varnothing 41 * 6$
 ØFEøøøø92øøøø ：REM＊ $6 \varnothing$
214 DATA FEøøøøC6øøøøFEøøøø54＊
 øøøøøøøøøøøøø ：REM＊125
215 DATA øøøøøøøøøøøøø申申øøø申ø＊ø


：REM＊221 216 DATA $\varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing \varnothing * \emptyset$
 ゆøøøøøøøø4341
：REM＊255
217 DATA $416 \emptyset 416 \emptyset 416 \emptyset 416 \emptyset 4143 * 4$ $341436 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6 \emptyset 6 \emptyset 6 \emptyset 4$ 3414343414343
：REM＊1 25
218 DATA $41434341434341434341 * 4$ 3434143434143434143＊4341436 Ø6ø6ø6ø6ø6ø6ø ：REM＊139
219 DATA $6 \emptyset 6 \emptyset 6 \emptyset 43414141414343 * 4$ $1434341434341434341 * 4343414$ 3434143434141 ：REM＊125
22ø DATA $4141436 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6$ ø6ø6ø43434143414343＊4143434 1434341434341
：REM＊185
221 DATA $43434143434143434143 * 4$ 143436ø6ø6ø6ø6ø6ø6ø＊6ø6ø6ø4 3434143414343 ：REM＊212
222 DATA 41434341434341434341＊4 $3434143434143434143 * 4143436$ ゆ6øø8ø9め7ø86ø ：REM＊155
223 DATA $6 \varnothing 6 \emptyset 6 \emptyset 6 \emptyset 414141414343 * 4$ 14141414343416ø6ø41＊4343414 1414143434141 ：REM＊215
224 DATA $41416 \emptyset 6 \emptyset 6 \emptyset 13 \emptyset 3 \emptyset$ F12ø5＊6 Ø6ø6ø43434143414343＊4143434 1434341434341 ：REM＊43
225 DATA $43434143434143434143 * 4$ $143436 \emptyset 416 \emptyset 416 \emptyset 4143 * 4143434$ $143416 \emptyset 416 \emptyset 41$ ：REM＊1 $\varnothing 1$
226 DATA $6 \emptyset 416 \emptyset 4 \emptyset 4341436 \emptyset 6 \emptyset 6 \emptyset * 3$ $36 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 434143 * 4143434$ 3434343434143 ：REM＊45
227 DATA $41434341434143434343 * 4$ $34343414341436 \emptyset 6 \emptyset 6 \emptyset * 6 \emptyset 6 \emptyset 6 \emptyset 6$ ø6ø6ø6ø43416ø ：REM＊124
228 DATA $416 \emptyset 416 \emptyset 416 \emptyset 416 \varnothing 416 \varnothing * 4$ 16ø416ø416ø416ゆ416ø＊416ø416 Ø416ø436ø6ø6ø ：REM＊147
229 DATA $6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 434343 * 4$ 3434343434343434343＊4343434 3434343434343 ：REM＊1 $\emptyset 8$
23ø DATA $434343434343436 \emptyset 6 \emptyset 6 \emptyset * 6$ ø6ø6ø6ø6ø6ø6ø6ø6ø6ø＊6ø6ø6ø6 Ø6ø6ø6ø6ø6ø6ø ：REM＊16
231 DATA $6 \emptyset 6 \emptyset 6 \varnothing 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6$ $\emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6 \emptyset 6 \emptyset 6 \emptyset 6$ Ø6ø6ø6ø6ø6ø6ø
：REM＊1 64
232 DATA $6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6$
 ø6ø6ø6ø6ø6ø6ø ：REM＊165
233 DATA $6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6$ $\emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset 6 \emptyset * 6 \emptyset 6 \emptyset 6 \emptyset 6$ ø6ø6ø6ø6ø6ø6ø ：REM＊166
234 DATA－1 ：REM＊88

## THE ULTIMATE UTILITY / BACKUP CARTRIDGE FOR THE C64/128

- Action Replay allows you to Freeze the action of any Memory Resident Program and make ar complete backup to disk - and thats=närall $\infty$ dust Compare these



## WARP 25

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You can also load load most of your commercial originals 25 times taster! With our special LSI logic processor and 8 K of onboard Ram, Action Replay offers the world's fastest Disk Serial Turbo.

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Freeze any program and enter a full machine code monitor.
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## MORE UNIQUE FEATURES

menory-resident program to tape or disk
Turbo Reload: All back-ups reload completely independent of the cartridge at Turbo speed.
Sprite Monitor: View the Sprite set from the frozen program - save the Sprite - transfer the Sprite from one game to another. Wipe out Sprites, view the animation on screen. Create custom programs.
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Unique Picture Save: Freeze and save any Hires Screen to tape or disk. Saved in Koala, Blazing paddles format.
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Unstoppable Reset: Reset button to Retrieve System and Reset even so called Unstoppable Programs.
Fuly Compatble: Works with $1541 / \mathrm{C} / 1,1581,1571$ and with C64, 128, or 128 D (in 64 Mode). Disk Utities: Fast Format, Directory, List, Run and many other key commands are operated by Function Keys.
Unique Restart: Remember all of these utilities are available at one time from an intergrated operating system. A running program can be Frozen to enter any Utility and the program is restarted at the touch of a key - without corruption.
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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

Macro 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

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 $R U N$ '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:

SYS 50000,A\$,"APPLE"
SYS 50000,"K"JT\$(5)
SYS 50000,P\$,RIGHT\$(1\$,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 ( $\$ 028 \mathrm{~F}$ ). That in-

# RUN $\boldsymbol{W} \cdot \mathbf{O} \cdot \boldsymbol{R} \cdot \mathbf{K} \cdot \mathbf{S}$ 

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## MACROMANIA

cludes most Basic，and even many machine language，programs．I＇ve used Macro Mania with games，utilities and two machine language word proces－ sors．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 Commo－ dore and shift and hit the delete key to get the same effect． $\mathbb{R}$

Stephen Dirschauer，an enthusiastic tele－ communicator and programmer，enjoys us－ ing his C－128 in 64 and 128 modes．

Table 1．Default macro set．

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

Listing 1．Boot program．（Avallable on ReRUN disk．See order card facing page 48．）
$1 \emptyset$ REM MACRO MANIA 64 BOOT PROG RAM
：REM＊239
$2 \emptyset$ IF $A=\varnothing$ THEN $A=1: L O A D " M A C R O M$ ANIA．ML＂， 8,1 ：REM＊3

## Listing 2．Macro Mania program．（Available on ReRUN disk．See order card facing page 48.1

$\emptyset$ REM LISTING 1 CREATES（AND SH OULD NOT BE CALLED）MACRO MAN IA．ML ：REM＊177
5 OPEN $8,8,8$ ，＂MACRO MANIA．ML，P， $W^{\prime \prime}$ ：REM＊17 $\varnothing$ $6 \mathrm{CT}=\emptyset:$ PRINT＂$($ SHFT CLR $) ":$ REM＊5 6
10 READ A $\$:$ IF $A \$="-1 "$ THEN CLOS E8：PRINT：PRINT＂ALL DONE！＂：EN D
：REM＊129
12 PRINT＂$\{$ HOME $\}$ READING LINE＂+ S TR $\$(C T): C T=C T+1 \quad: R E M * 141$
15 IF LEN（A\＄）＜ 62 THEN 55
：REM＊254
$2 \emptyset B \$=M I D \$(A \$, 1,2 \emptyset)+M I D \$(A \$, 22$ ， $2 \emptyset)+M I D \$(A \$, 43,2 \varnothing) \quad:$ REM $* 242$
25 FOR I＝1 TO 3ø ：REM＊181
3ø $\mathrm{C} \$=\mathrm{MID} \$(\mathrm{~B} \$,(\mathrm{I} * 2)-1,2): \mathrm{H} \$=\mathrm{LEF}$ T\＄（C\＄，1）：L\＄＝RIGHT\＄（C\＄，1） ：REM＊2ø9
$35 \mathrm{H}=\mathrm{ASC}(\mathrm{H} \$)-48+7 *\left(\mathrm{H} \$>{ }^{\prime}\right.$＂$^{\prime \prime}$ ）
：REM＊98
4ø L＝ASC（L\＄）－48＋7＊（L\＄）＂9＂）
：REM＊197
$45 \mathrm{BY}=\mathrm{H} * 16+\mathrm{L}$ ：PRINT\＃8， $\mathrm{CHR} \$(\mathrm{BY})$ ；
：REM＊67
5ø NEXT：GOTO 1ø ：REM＊115
55 IF LEN（A\＄）＜ 21 THEN B $\$=A \$$ ：GOT ○ $7 \emptyset$
：REM＊184
$6 \emptyset$ IF LEN $(A \$)<42$ THEN B $\$=$ LEFT $\$$（ A\＄，2ø）＋RIGHT\＄（A\＄，（LEN（A\＄）-21 ））：GOTO 7ø ：REM＊176
$65 \mathrm{~B}=\operatorname{LEFT} \$(\mathrm{~A} \$, 2 \phi)+\mathrm{MID} \$(\mathrm{~A} \$, 22,2$ $\emptyset)+$ RIGHT（A\＄，LEN（A\＄）－42） ：REM＊14 $\downarrow$
$7 \emptyset$ FOR I＝1 TO LEN（B\＄）／2：REM＊221
$75 \mathrm{C}=\mathrm{MID} \$(\mathrm{~B} \$,(\mathrm{I} * 2)-1,2): \mathrm{H} \$=\mathrm{LEF}$ T\＄（C\＄，1）：L\＄＝RIGHT\＄（C\＄，1）
：REM＊14ø
8ø $\mathrm{H}=\mathrm{ASC}(\mathrm{H} \$)-48+7 *$（H\＄＞＂9＂）
：REM＊1 7
$85 \mathrm{~L}=\mathrm{ASC}(\mathrm{L} \$)-48+7 *(L \$>" 9$＂） ：REM＊232
9ø $\mathrm{BY}=\mathrm{H} * 16+\mathrm{L}$ ：PRINT\＃8，CHR $\$(\mathrm{BY})$ ； ：REM＊148
95 NEXT：GOTO $1 \emptyset:$ REM＊16ø
$1 \emptyset \emptyset$ REM MACHINE LANGUAGE FOR BI GMAC 64
：REM＊ $1 \varnothing 4$
1 ゆ1 DATA 23C2AD64C2Dゆ23AE8Fø2＊A C9めø28E9øC28C91C2A2＊92AめC28 E8Fø28C9めø2A9 ：REM＊1 93
$1 \emptyset 2$ DATA 8ø8D64C2A965AøC22ø1E＊A B6øAE9øC2AC91C28E8F＊${ }^{28} 28$ C9 $\varnothing \varnothing$ 2A97BAøC22ø1E ：REM＊1ø4
1 Ø3 DATA ABA9øø8D64C26øøøøD42＊4 9474D41432ø36342ø41＊4354495 6415445442Eめ $:$ REM＊2ø2
$1 \emptyset 4$ DATA ØD4249474D41432ø3634＊2 Ø44495341424C45442E＊øøøøøø A 98ø8D91ゆ2AD8D
：REM＊22 ${ }^{\text {® }}$
 C48EBA5CBC93FDøø4A9＊øD85CBC 9øøDø11AD22C3
：REM＊161
$1 \emptyset 6$ DATA C9 $\varnothing \emptyset$ FøøAAD18D 4 49ø28D＊1 8DøA9øøA2øøDD23C3Fø＊ 1 BE8E 2 DDØF68D22C34C ：REM＊88
$1 \emptyset 7$ DATA 48EBCD22C3Døø34C48EB＊A
 518ADめ5C369øA
：REM＊251
 3CA4CE9C2A2 $\varnothing$ ВDDFFFF＊FøøB9D7

$1 \emptyset 9$ DATA 4Cø4C386C6A5CB8D22C3＊A $94 \emptyset 85 \mathrm{CB} 4 \mathrm{CE}$ ФEAøøøA1C＊1412øE1 51A1D2122252A ：REM＊2ø1
11ø DATA 242726293E11øD161E1F＊ø $91719 \emptyset \mathrm{C} 23383 \mathrm{~B} \emptyset 8 \emptyset \mathrm{~B} 1 \varnothing * 13181 \mathrm{~B} 2$ Ø2E3136ø4ø5ø6 ：REM＊161
111 DATA $\emptyset 3 \emptyset 7 \emptyset 22 \emptyset$ FDAE2ø9EAD2ø＊A 3B6Døø16ø8E63C38C64＊C3ADFFF F8DE6C6C92AD $\emptyset:$ REM＊16 $\varnothing$
112 DATA $\varnothing 5$ A9254CE3C3C95EDøø5＊A 9264CE3C3C94øDøø5A9＊244CE3C 3C911Døø5A92B
：REM＊1
113 DATA 4CE3C3C91DDøø5A92C4C＊E

3C3C9859øøDC9899øめ3＊4CAEC33 8E95E4CE3C3C9 ：REM＊1
114 DATA 4ø9め28C95B9め1EA9BFA＊${ }^{2}$ C 32ø1EAB2す73øø2ø9EAD＊2ØA3B66 ØøD4E4F542ø41
：REM＊95
115 DATA 2ø4D4143524Føø38E941＊4 CE3C3C93ØBøø34CAEC3＊C93A9めø 34CAEC338E916
：REM＊97
116 DATA A2ØØAAA924AØC58D69C4＊8 C6AC4EめØØFめ1518AD69＊C469めA8 D69C4AD6AC469
：REM＊57
117 DATA Øø8D6AC4CA4CFめC32Ø79＊ ØC9ØøDø23AE69C48E1D＊C4AC6AC 48C1EC4ADFFFF：REM＊2 27
118 DATA Døø34C4FC4AE1DC4AC1E＊C 48E66C48C67C44C84C4＊2ØFDAE2 Ø9EAD2ØA3B6D $:$ REM＊2Ø5
119 DATA 1CAE69C4AC6AC48E4DC4＊8 C4EC4A9めø8DFFFF2øB2＊C4A91CA ØC52ø1EAB6め8E ：REM＊17め
$12 \emptyset$ DATA 66C48C67C48D1BC5A2めめ＊B DFFFF9DFFFFF $\emptyset 6 \mathrm{E} 8 \mathrm{EC} * 1 \mathrm{BC} 5 \mathrm{D} \emptyset \mathrm{F}$ 2AD69C48D82C4 ：REM＊172
121 DATA AD6AC48D83C4A9めø9DFF＊F F2øB2C4A9222øD2FFA2＊øøAD66C 48D9BC4AD67C4
：REM＊168
122 DATA 8D9CC4BDFFFFFめØD2めD2＊F FE8EØØAFめの5EC1 BC5Dめ＊EEA9222


132 DATA $\emptyset \varnothing 5359532 \emptyset 3439373439 * \emptyset$ ゆ52455455524Eめøøøøめ＊ゆゆ53544 F5Øøøøめøøøøøø
：REM＊112

 $2494659 \emptyset \emptyset \emptyset \emptyset \emptyset \emptyset$
：REM＊13

 $3544 \mathrm{~F} 5245 \emptyset \emptyset \emptyset \emptyset:$ REM＊59

 144222A222Cø $\emptyset$
：REM＊162
136 DATA $\emptyset \emptyset 4 \mathrm{C} 4 \mathrm{~F} 41442224222 \mathrm{C} \emptyset \emptyset * \emptyset$ Ø4F5Ø454E2ø342C34ØD＊$\emptyset$ 434D4 42ø34øDøøøøøø
：REM＊143
137 DATA Øø434C4F53452す34øDøø＊ ゆ4C4F4144222A222C38＊3A4C4F4 1442224222 C 38
：REM＊192
 ゆ1414141414øøøøøøøø＊ゆøøøøøø Øøøøøøøøøøøø申 ：REM＊126
 Ø535953353ø3ø3ø3ø2C＊2291919 19191øøøøめøめø
：REM＊164
$14 \emptyset$ DATA Øø9D9D9D9D9Døøøøøøøø＊ø Ø1 D1D1D1D1Døøøøøøøø＊фø11111 11111øøøøøøøø ：REM＊11
141 DATA－1
REM＊252 回

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# Machine Language Magic 

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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 ( $\$ \mathrm{C} 000$ ), 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$\$ \mathrm{BFFF}$ and $\$ \mathrm{E} 000-\$ \mathrm{FFFF}$ for storage. The TextFill, MultiScroll, WindowSave, WindowRestore and InvertChar commands automatically calculate the current address of screen RAM and adjust

## By BRANDON CORFMAN


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

## 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 FadeInit 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 $+15, \mathrm{X} 1, \mathrm{Y} 1, \mathrm{X} 2, \mathrm{Y} 2, \mathrm{SC}$
where $\mathrm{X} 1, \mathrm{Y} 1, \mathrm{X} 2$ and Y 2 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 $+18, \mathrm{X} 1, \mathrm{Y} 1, \mathrm{X} 2, \mathrm{Y} 2$

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 MultiScroll 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 $+30, \mathrm{X} 1, \mathrm{Y} 1, \mathrm{X} 2, \mathrm{Y} 2$
where $\mathrm{X} 1, \mathrm{Y} 1, \mathrm{X} 2$ and Y 2 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.

## MEMCOPY

Copying memory at machine language speed is easy with MemCopy. Try using this command to copy character sets or hi-res screens, or, with MultiScroll, 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 doneat your own risk and with your own error checking. Here's how:

Address $826(\$ 033 \mathrm{~A})$ 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 $\$ \mathrm{~A} 000, \$ \mathrm{~A} 800$, \$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. $\mathbb{R}$

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.)

```
|EM 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
$6 \mathrm{CT}=\emptyset:$ PRINT" $\{$ SHFT CLR\}":REM*56
$1 \emptyset$ READ A $\$:$ IF $A \$="-1 "$ THEN CLOSD2 PRINT" $\{$ HOME \}READINGTR\$ (CT) : $\mathrm{CT}=\mathrm{CT}+1$

15 IF LEN (A\$) < 62 THEN
:REM*129 LINE "+S
:REM*141

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## ML MAGIC

：REM＊254
$2 \emptyset \mathrm{~B} \$=\mathrm{MID} \$(\mathrm{~A} \$, 1,2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22$ ， $2 \emptyset)+M I D \$(A \$, 43,2 \emptyset) \quad:$ REM＊242
25 FOR $\mathrm{I}=1$ TO $3 \emptyset \quad:$ REM＊181
3 $\mathrm{C} \$=\mathrm{MID} \$(\mathrm{~B} \$,(\mathrm{I} * 2)-1,2): \mathrm{H} \$=\mathrm{LEF}$ T\＄（C\＄，1）：L\＄＝RIGHT\＄（C\＄，1）
：REM＊2ø9
$35 \mathrm{H}=\mathrm{VAL}(\mathrm{H} \$):$ IF $\mathrm{H} \gg$＂ 9 ＂THEN $\mathrm{H}=\mathrm{A}$ SC（H\＄）－55 ：REM＊85
4 $L=V A L(L \$): I F ~ L \$>" 9 "$ THEN $L=A$ SC（L\＄）－55
：REM＊136
$45 \mathrm{BY}=\mathrm{H}^{*} 16+\mathrm{L}:$ PRINT\＃8，CHR $\$$（BY）； ：REM＊67
5ø NEXT：GOTO $1 \emptyset$ ：REM＊115
55 IF LEN $(\mathrm{A} \$)<21$ THEN B $\$=\mathrm{A} \$:$ GOT ○ $7 \emptyset$
：REM＊184
60 IF LEN（A\＄）＜ 42 THEN B $\$=$ LEFT $\$($ A\＄，2ø）＋RIGHT\＄（A\＄，（LEN（A\＄）－21 ））：GOTO $7 \emptyset$
：REM＊176
$65 \mathrm{~B} \$=\operatorname{LEFT} \$(\mathrm{~A} \$, 2 \emptyset)+\mathrm{MID} \$(\mathrm{~A} \$, 22,2$ $\emptyset)+\operatorname{RIGHT} \$(A \$, \operatorname{LEN}(A \$)-42)$
：REM＊14 $\downarrow$
$7 \emptyset$ FOR $\mathrm{I}=1$ TO LEN（B\＄）／2：REM＊221
$75 \mathrm{C} \$=\mathrm{MID} \$(\mathrm{~B} \$,(\mathrm{I} * 2)-1,2): \mathrm{H} \$=\mathrm{LEF}$ T\＄（C\＄，1）：L\＄＝RIGHT\＄（C\＄，1）
：REM＊14 4
8 $\quad \mathrm{H}=\mathrm{VAL}(\mathrm{H} \$):$ IF $\mathrm{H} \$>$＂ 9 ＂THEN $H=A$ SC（H\＄）－55
：REM＊56
$85 \mathrm{~L}=\mathrm{VAL}(\mathrm{L} \$):$ IF L\＄＞＂9＂THEN L＝A SC（L\＄）－55 ：REM＊84
9Ø $\mathrm{BY}=\mathrm{H}^{*} 16+\mathrm{L}:$ PRINT\＃8，CHR $\$(\mathrm{BY})$ ；
：REM＊148
95 NEXT：GOTO $1 \emptyset$ ：REM＊16ø
$1 \emptyset$ REM HEX DATA FOR TEXT FX 64 ：REM＊2ф1
1 1 1 DATA ØøCø4C27CØ4C46Cø4CFE＊C Ø4Cり6C14C4FC14C92C1＊4C2DC24 C98C24C5AC34C ：REM＊56
1 Ø2 DATA 93C34C8øC54CB4C54CFC＊C 52øFECØ2øC9C12øFFC1＊18AD35 36D34ø385F88D ：REM＊249
$1 \emptyset 3$ DATA 34ø3A5F969D885F98D35＊
 めす34C4ACめE8EC
：REM＊115
1 1 4 DATA $37 \emptyset 3 F \emptyset 1 \emptyset 18 A 5 F 8692885 * F$
 D3Bø3C9り4Døり4 ：REM＊6
1 1 5 DATA A9ø185ø2AD34す385F8AD＊3
 す3DC9す2Fす3EC9 ：REM＊137

 9Ø9FØ18C9ØAFめ
：REM＊9
 DFØ3ØC9ØEFØ31C9ØFFØ＊32A9めØ9 1F86ØA9めF91F8 ：REM＊126
$1 \emptyset 8$ DATA 6ØA9Ø991F86ØA9ØE91F8＊6 ØA9Ø891F86ØA9Ø991F8＊6ØA9Ø29 1F86ØA9øB91F8
：REM＊62
1 19 DATA 6фA9め591F86ØA9め691F8＊6 ØA9ØC91F86ØA9めø8D3B＊ฤ385Ø26 ØAøøøA92す85F8 ：REM＊136
 8E8EØØ4DØF6A9Øø85F8＊A9D885F 92ø85C $\emptyset E 6 F 8 D \emptyset$ ：REM＊7 $\varnothing$
111 DATA Ø2E6F9A5F8C9E8Fめり34C＊2 4C1A5F9C9DBF $\emptyset \emptyset 34 \mathrm{C} 24 * \mathrm{C} 1 \mathrm{EE} 3 \mathrm{~B} \emptyset$ $3 \mathrm{AD} 3 \mathrm{~B} \emptyset 3 \mathrm{C} 9 \emptyset 4 \mathrm{~F} \emptyset$
：REM＊113

112 DATA Ø16ØA9め185Ø26øD82めC9＊C 12す9BB786FA2すFFC118＊AD35す36 D34す385F8A5F9

REM＊173
113 DATA 69D885F9A2めめAめØめA5FA＊9 1F8C8CC36Ø3Fりø34C7ด＊C1E8EC3 7Ø3Fø1ф18A5F8
：REM＊37
114 DATA 692885F8A5F969めø85F9＊4 C6CC16ØD82ØC9C1 2Ø9B＊B786FA2 ØFFC1 2ø46C3A2 ：REM＊182
115 DATA $\emptyset \emptyset$ AøøøA5FA91F8C8CC36＊$\emptyset$ 3Føø34CA7C1E8EC37Ø3＊Fゆ1ゆ18A 5F8692885F8A5
：REM＊87
116 DATA F969фø85F94CA3C16ø2ø＊9 BB7EØ28Bø2C8E34Ø32ø＊9BB7Eø1 9Bø228E35Ø32ø ：REM＊117
117 DATA 9BB7E $28 \mathrm{~B} \emptyset 18 \mathrm{EC} 34 \emptyset 39 \emptyset * 1$ 38E36Ø32ø9BB7EØ19Bø＊ø9EC35Ø 39øゆ48E37め36Ø
：REM＊216
118 DATA 4CØ8AF38AD36Ø3ED34Ø3＊1 869ø18D36Ø338AD37ø3＊ED35ø31 869ø18D37す318
：REM＊221
119 DATA A9øøA2す86A6E35Ø39øø3＊1 86928CA1 ØF485F96すD8＊AD3Aø3C 9ø89すゆ34CFCC1
：REM＊167
$12 \emptyset$ DATA 2øC9C12фøCC3AøøøB934＊ 391FAC8C $\emptyset 4 D \emptyset F 6 E E 3 A * \emptyset 32 \emptyset 39 \mathrm{C}$ 3A2øø2ø64C2AD ：REM＊63
121 DATA $38 \emptyset 385 \mathrm{~F} 818$ AD $39 \emptyset 369 \mathrm{D} 8 * 8$
 1FAAC34Ø3E6FA ：REM＊4
122 DATA Døø2E6FBC8CC36Ø3Føめ3＊4 C66C2E8EC37Ø3Fø1ф18＊A5F8692 885F8A5F969øø
：REM＊1 23
123 DATA 85F94C64C26ØD8AD3AØ3＊D Øø 34Cり8AFCE3Aり32めØC＊C378A93 585ø1AøøøB1FA ：REM＊192
124 DATA 9934ø3C8C $\emptyset$ 4D 6 F62ø39＊C 3A2すø2ØD8C2AD38Ø385＊F818AD3 9ø369D885F9A2 ：REM＊164
125 DATA Øø2øD8C2A93785ø1586ø＊A Øøф8C34す3AØбøB1FAAC＊34ø391F 8E6FADøø2E6FB
：REM＊226
126 DATA C8CC36Ø3Føø34CDAC2E8＊E C37Ø3Fø1Ø18A5F86928＊85F8A5F 969Øø85F94CD8
：REM＊166
127 DATA C26øA9めø85FAAめø8AD3A＊$\emptyset$ 3186D3A $388 \mathrm{C} \emptyset \emptyset \emptyset \mathrm{D} \emptyset$ F7＊85FBAD3 Aø3C9め4BøøA18 ：REM＊1Ø5
128 DATA A5FB69Aø85FB4C38C318＊A 5FB69Cø85FB6ø18A5FA＊69Ø485F A2ØFFC1 8D39ø3
：REM＊59
129 DATA 18AD35す36D34め385F88D＊3 8ø3AD88め265F985F96す＊2ø9BB7E ØøøFめ51Eめゆ5Bめ ：REM＊249
$13 \emptyset$ DATA 4D8AA88C36 $32 \emptyset 9$ BB72 ${ }^{2} * 8$ 2C38E34ø32ø9BB72ø82＊C3EC34ø 39ø348E35Ø36ø
：REM＊51
131 DATA AC36Ø3Cøø3Bøø5EØ28Bø＊2
 CEØす2FめすBEØす3 ：REM＊56
132 DATA FめØAEØØ4Fめす94CB5C34C＊3 2C44CB2C44C3DC54CØ8＊AFAD88 $\emptyset$ 285F985FBA9øø
：REM＊253
133 DATA 85FA85FEA92885F885FC＊A 9D885FD85FFA9Cø8D38＊ø3A9DB8 D39ø3AC34ø3B1 ：REM＊172
134 DATA F891FAB1FC91FECC35す3＊F Øø 4C84CDBC318A5F869＊2885F8A

5F969øø85F918
：REM＊254
135 DATA A5FA692885FAA5FB69めø＊8 5FB1 8A5FC692885FCA5＊FD69øø8 5FD18A5FE6928 ：REM＊29
136 DATA 85FEA5FF69＠ø85FFA5FE＊C D38ø3Døø7A5FFCD39Ø3＊Føø34CD 8C36ø18AD88す2
：REM＊137
137 DATA 69ø385F985FBA9C $\emptyset 85 \mathrm{FA} * 8$ 5FEA99885F885FCA9DB＊85FD85F FA9めり8D38ø3A9 ：REM＊5
138 DATA D88D39ø3AC34ø3B1F891＊F AB1FC91FECC35 1 3F $\emptyset 4$＊C84C5BC 438A5F8E92885 ：REM＊221
139 DATA F8A5F9E9 $\emptyset \emptyset 85 \mathrm{~F} 938 \mathrm{~A} 5 \mathrm{FA} * \mathrm{E}$ 92885FAA5FBE9 $\emptyset 85 \mathrm{FB} * 38 \mathrm{~A} 5 \mathrm{FCE}$ 92885FCA5FDE9
：REM＊23 ${ }^{\text {® }}$
$14 \emptyset$ DATA $\emptyset \emptyset 85 \mathrm{FD} 38 \mathrm{~A} 5 \mathrm{FEE} 92885 \mathrm{FE} * A$ 5FFE9 $\emptyset 85$ FFA5FECD38＊$\emptyset 3 D \emptyset \emptyset 7 A$ 5FFCD39Ø3Føø3 ：REM＊215
141 DATA 4C58C46ø2すF7C4AØøøC8＊B 1F88891F8C8B1FA8891＊FAC8C 2 7Fりす34CB7C4A5
：REM＊13 $\emptyset$
142 DATA FACD38ø3Døø8A5FBCD39＊ф 3Døø16ф18A5F8692885＊F8A5F96 9øø85F918A5FA
：REM＊34
143 DATA 692885FAA5FB69øø85FB＊4 CB5C4AD34ø385FC2ø2A＊C5A5FC8 5F885FA18A5FD
：REM＊24 $\varnothing$
144 DATA 6D88ø285F918A5FD69D8＊8 5FBAD35Ø385FC2ø2AC5＊A5FC8D3 8ø318A5FD69D8
：REM＊151
145 DATA 8D39ø36ø18A9めøA2ø86A＊6 6FC9øø3186928CA1 ØF5＊85FD6Ø2 ØF7C4AØ2788B1
：REM＊48
146 DATA F8C891F888B1FAC891FA＊8 8Fりø34C42C5A5FACD38＊ $13 \mathrm{D} \emptyset \emptyset 8 \mathrm{~A}$ 5FBCD39Ø3Dめø1
：REM＊153
147 DATA 6ø18A5F8692885F8A5F9＊6 9Øø85F918A5FA692885＊FAA5FB6 9Øø85FB4C4ØC5
：REM＊156
148 DATA D82øC9C12øFFC12ø46C3＊A 2øøAøøøB1F8498ø91F8＊C8CC36ø 3Føø34C8EC5E8 ：REM＊221
149 DATA EC37Ø3Fø1ф18A5F86928＊8 5F8A5F969Øø85F94C8C＊C56す2すF DAE2 $\emptyset 8 A A D 2 \emptyset F 7$ ：REM＊2 ${ }^{\text {® }} 4$
$15 \emptyset$ DATA B784F885F92ØFDAE2ø8A＊A D2すF7B784FA85FBC5F9＊Føø5Bめø 94C48B2A5FAC5
：REM＊155
151 DATA F89めF72ф9BB7Aøøø8A91＊F 8AAA5FAC5F8Døø7A5FB＊C5F9D $\emptyset \emptyset$ 16めE6F8Dめø2E6
：REM＊85
152 DATA F94CE2C52øFDAE2 $\emptyset 8 A A D * 2$ ØF7B78C34Ø38D35ø32ø＊FDAE2り8 AAD2øF7B78C36
：REM＊11
153 DATA Ø38D37ø32øFDAE2Ø8AAD＊2 ØF7B784FA85FBAD37り3＊CD35Ø3F Øø5BめØB4CD4C5 ：REM＊8
154 DATA AD36ø3CD34Ø39ØF5AD35＊
 38D38ø3AD37ø3
：REM＊ 86
155 DATA ED35ø38D39ø318AD38め3＊6 5FA85FAAD39＠365FB85＊FBAD36 385F8AD37 6385
：REM＊228
156 DATA F9AфøøB1F891FAA5F8CD＊3 4ø3Dめø8A5F9CD35ø3Dø＊ø16すA5F 8D $\emptyset$ 2C6F9C6F8
：REM＊ 82
157 DATA A5FADøø2C6FBC6FA4C73＊C

## 6AD34ø3C5FA9めA5FøE3＊AD34ø38 5F8AD35ø385F9 ：REM＊14 <br> 158 DATA AøøøB1F891FAA5F8CD36＊$\emptyset$

## 3Døø8A5F9CD37ø3Døø1＊6øE6F8D  <br> 159 DATA ${ }^{2} 2 \mathrm{E} 6 \mathrm{FB} 4$ CAEC6 ：REM＊29

$16 \emptyset$ DATA－1
：REM＊18

## Listing 2．Text FX Demo program．（Available on ReRUN disk．See order card facing page 48．）

$1 \emptyset \operatorname{IF} \operatorname{PEEK}(49152)=76$ AND $\operatorname{PEEK}(4$ 9153）$=39$ THEN $3 \emptyset \quad:$ REM＊ 36
$2 \emptyset$ LOAD＂TEXT FX．ML＂， $8,1:$ REM＊ $2 \emptyset 3$
$3 \emptyset$ POKE5328ø，6：POKE53281，12：DIM A\＄（15）：POKE826，$\emptyset:$ GOSUB54 $\varnothing$ ：REM＊167
4Ø $\mathrm{SA}=49152: \mathrm{WI}=\mathrm{SA}: \mathrm{WF}=\mathrm{SA}+3: \mathrm{FI}=\mathrm{SA}$ $+6: F S=S A+9: C F=S A+12: T F=S A+15$ ：WS＝SA＋18：WR＝SA＋21 ：REM＊149
5ø $S I=S A+24: M S=S A+27: I C=S A+3 \emptyset$ ：REM＊5
6 $\emptyset$ PRINT＂\｛SHFT CLR\}\{CRSR DN\}\{C TRL 8\}RUN MAGAZINE PRESENTS ．．．＂：REM＊196
7ø PRINT＂$\{5$ CRSR DNs $\}$＂SPC（14）＂$\{$ CTRL 2\}TEXT FX DEMO" :REM*29
8す PRINTSPC（19）＂\｛CRSR DN\}\{CTRL 1）BY＂ ：REM＊111
9ø PRINTSPC（13）＂\｛CRSR DN\}\{CTRL 7）BRANDON CORFMAN＂：REM＊211
$1 \phi \emptyset \operatorname{PRINTSPC}(8) "\{6$ CRSR DNs $\}\{C O$ MD 4\}PRESS \{CTRL 9\}RETURN\{C TRL $\oint\}$ TO CONTINUE＂：REM＊17
11申 GETZ\＄：IFZ\＄＜CHR\＄（13）THEN11 $\emptyset$
：REM＊232
$12 \emptyset$ SYSFI：FORT＝1TO1めすø：NEXT ：REM＊167
$13 \emptyset$ SYSFS： $\operatorname{IFPEEK}(2)=$ ．THEN1 $3 \emptyset$ ：REM＊229
$14 \emptyset$ FORI $=1$ TO1 $\emptyset \emptyset \emptyset: N E X T \quad: R E M * 56$
$15 \emptyset$ PRINT＂\｛SHFT CLR\}\{8 CRSR DN s\}\{CTRL 1\}"SPC(7)"YOU JUST SAW AN EXAMPLE OF＂：REM＊$\emptyset$
16ø PRINTSPC（6）＂TEXT FX＇S FADES CREEN COMMAND．＂：REM＊46
17申 PRINTSPC（6）＂$\{3$ CRSR DNs $\}$ NOW HIT \｛CTRL 9\}RETURN\{CTRL $\emptyset\}$ FOR A LOOK AT＂：REM＊68 18ф PRINTSPC（8）＂ITS WINDOW CAPA BILITIES．＂：REM＊146
19Ø SYSCF，$\emptyset, \emptyset, 39,24,11: S Y S C F, \emptyset$ ， $\emptyset, 39,24,12:$ SYSCF，$\emptyset, \emptyset, 39,24$ ， 15：SYSCF，Ø，$, 39,24,1$
：REM＊1 66
2ø GETZ\＄：IFZ\＄く＞CHR\＄（13）THEN2øø
：REM＊16
$21 \emptyset$ SYSCF，$\emptyset, \emptyset, 39,24,15: S Y S C F, \emptyset$, $\emptyset, 39,24,12:$ SYSCF，$\emptyset, \emptyset, 39,24$ ， 11：SYSCF，$\emptyset, \emptyset, 39,24, \emptyset$
：REM＊111
$22 \emptyset$ PRINT＂$\{$ SHFT CLR\}":FORI=1TO1 めø $\emptyset:$ NEXT ：REM＊239
23ø POKE5328 $0,11:$ POKE53281，12：S YSCF，$\emptyset, \emptyset, 39,24,1: S Y S T F, \emptyset, \emptyset$, 39，24，33
：REM＊31
$24 \emptyset$ SYSWS，4，5，35，16：SYSCF，4，5，3 $5,16,6:$ SYSTF $, 4,5,35,16,16 \emptyset:$ SYSTF，5，6，34，15， 32 ：REM＊185
$25 \emptyset$ PRINT＂$\{\mathrm{HOME}\}\{C T R L 1\}\{7$ CRSR DNs）＂SPC（5）＂TEXT FX SUPPOR TS UP TO 8＂：REM＊136
$26 \emptyset$ PRINTSPC（5）＂WINDOWS ON－SCRE EN AT ONE TIME．＂：REM＊183
27ø PRINTSPC（5）＂THIS SIMPLE EXA MPLE UTILIZES＂：REM＊69
28 PRINTSPC（5）＂THE WINDOW COMM ANDS ALONG WITH＂：REM＊228
29ø PRINTSPC（5）＂THE TEXTFILL CO MMAND TO CREATE＂：REM＊242
3ø $\varnothing$ PRINTSPC（5）＂A BORDER FOR TH E WINDOW．＂ ：REM＊196
31ø PRINTSPC（5）＂\｛CRSR DN\}PRESS \｛CTRL 9\}RETURN\{CTRL Ø\} NOW TO CONTINUE．＂：REM＊2 $\emptyset$
32ø GETZ\＄：IFZ\＄＜＞CHR\＄（13）THEN $32 \emptyset$ ：REM＊234
33ø SYSWS，13，9，32，18：SYSCF，13，9 $, 32,18,2:$ SYSTF， $13,9,32,18,2$ $\emptyset 9$
$34 \emptyset \mathrm{SYSTF}, 14,19,31,17,32$ ：REM＊15
35ø PRINT＂$\{\mathrm{HOME}\}\{11$ CRSR DNs \}"S PC（14）＂$\{C T R L ~ 8\} T O ~ T A K E ~ A ~ L O ~$ OK AT＂：REM＊23
36ø PRINTSPC（14）＂A DAZZLING EFF ECT＂：REM＊245
379 PRINTSPC（14）＂CREATED WITH T HE＂ ：REM＊155
38日 PRINTSPC（14）＂COLORFILL AND＂ ：REM＊59

39ø PRINTSPC（14）＂TEXTFILL COMMA NDS，＂
：REM＊$\emptyset$
$4 \emptyset \varnothing$ PRINTSPC（14）＂PRESS \｛CTRL 9\} RETURN $\{$ CTRL $\emptyset\} ":$ REM＊71
41ø GETZ \＄：IFZ $\$<>$ CHR $\$(13)$ THEN $41 \emptyset$ ：REM＊22
$42 \emptyset$ SYSWR：FORI $=1$ TO1 $\emptyset \emptyset$ ：NEXT：SYS WR：FORI＝1 TO1 $\emptyset \emptyset \emptyset: ~ N E X T ~$
：REM＊146
43 FORI $=\emptyset$ TO12：SYSTF，12－I，12－I． $27+I, 12+I, 16 \emptyset: S Y S C F, 12-I, 12$ $-I, 27+I, 12+I, 3:$ NEXT：REM＊ 237 44 $\varnothing$ POKE53281，$\varnothing:$ POKE5328 $\emptyset, \emptyset$
：REM＊37
45 FORI $=\emptyset$ TO12：SYSTF，12－I，12－I， $27+I, 12+I, 32: S Y S C F, 12-I, 12-$ $I, 27+I, 12+I, \emptyset: N E X T: R E M * 255$ $46 \emptyset$ SYSSI，2，$\emptyset, 39$
：REM＊95
47 $\emptyset$ SYSMS：$Z=Z+1$ ：PRINT＂（HOME \} "A\$ （ Z$)$ ；：IFZ＜ 15 THEN $47 \emptyset$ ：REM＊186
48 GETZ ：IFZ $\$=$＂＂THEN 48 4
：REM＊162
49Ø IFZ\＄＝＂$\{$ FUNCT 1\}"THEN 53 :
：REM＊246
5ø SYSWI，$, 1 \emptyset, 39,14$ ：REM＊234
51 $\emptyset$ SYSWF：FORI $=\emptyset$ TO1 $\phi:$ NEXT：IFPEE $\mathrm{K}(2)=\emptyset$ THEN51 $\emptyset \quad:$ REM＊227
52 $\varnothing$ CLR：GOTO $3 \emptyset \quad$ REM＊1 $\phi 5$
53 END ：REM＊144
54才 FORI $=6$ TO15：$A \$(I)="(4 \emptyset$ SPACE s）＂：NEXT
：REM＊171
550 A\＄$(1)=$＂$\{$ CTRL 4$\}\{$ CRSR DN \}PRE SS A KEY TO RUN AGAIN OR \｛C TRL 9\}F1 \{CTRL Ø\} TO END"
：REM＊175
56 A\＄（2）$=$＂$\{4 \emptyset$ SPACEs $\} ":$ REM＊ 89
579 A\＄（3）＝＂PROGRAMMING－AND MA KES IT MORE FUN TOO！＂
：REM＊88
58＠A\＄（4）＝＂\｛CTRL 8\}TEXT FX\{CTRL 4）SPEEDS UP YOUR BASIC\｛12 SPACES ${ }^{\prime \prime}$ ：REM＊218
59§ A\＄（5）＝＂FROM SCREEN SCROLLIN G TO COPYING DATA，＂：REM＊223
6Ø RETURN
：REM＊228

Listing 3．Sample routine for using Windowinit and WindowFade．（Available on ReRUN disk．See order card facing page 48. ）
$1 \emptyset$ IF $A=\emptyset$ THEN $A=1:$ LOAD＂TEXT $F$ X．ML＂， $8,1:$ REM LOAD TEXT FX ：REM＊166
2ø $\mathrm{SA}=49152:$ REM STARTING ADDRES

S OF TEXT FX
：REM＊212
$3 \emptyset$ SYS SA， $1 \emptyset, 1 \emptyset, 2 \emptyset, 2 \emptyset:$ REM SET U P THE FADE WITH WINDOWINIT
$4 \emptyset$ SYS SA $+3:$ IF PEEK $(2)=\emptyset$ THEN 4 $\emptyset:$ REM LOOP FOR WINDOWFADE
：REM＊214

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

1 $\emptyset$ IF $A=\emptyset$ THEN $A=1:$ LOAD＂TEXT $F$ X．ML＂ $8,1:$ REM LOAD TEXT FX ：REM＊166
2 9 POKE $826, \emptyset:$ REM ALWAYS，ALWAY $S$ USE THIS POKE BEFORE USING WINDOW COMMANDS！：REM＊ $4 \emptyset$
$3 \emptyset S A=49152: C F=S A+12: T F=S A+15: W$
$\mathrm{S}=\mathrm{SA}+18:$ REM DEFINE VARIABLES
：REM＊94
$4 \emptyset$ SYS WS $1 \emptyset, 1 \emptyset, 2 \emptyset, 2 \emptyset:$ REM SAVE
A WINDOW ：REM＊59
$5 \emptyset$ SYS CF，1ø，1ø，2ø，2ø，1：REM FIL L THE WINDOW WITH THE COLOR WHITE
：REM＊25

6ฤ SYS TF，1ф，1ф，2ф，2ф，16 ：REM F ILL THE WINDOW WITH REVERSED SPACES
：REM＊129
$7 \emptyset$ SYS TF，11，11，19，19，32：REM CL EAR A SMALLER WINDOW INSIDE THE LARGER ONE ：REM＊191

## 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.
2. 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 $\operatorname{RSPPOS}(1,0)$ 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 nor-

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 MacLaineDirect 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-
www.Commodore.ca
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 $3 \mathrm{ac}-$ cesses 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 OFFF

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 AS;: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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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<br>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 "personalized" 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 80 column 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.

```
\emptyset REM UNNEW 64 - D.J. LAURIA :REM*185
1\emptyset PRINT"{SHFT CLR}{CRSR DN}THIS PROGRAM C
    REATES A FILE NAMED UNNEW ON DISK."
                            :REM*213
2\emptyset PRINT"{CRSR DN}PRESS ANY KEY TO BEGIN:
    "
                :REM*236
    3\emptyset POKE198,\emptyset:WAIT198,15:POKE198,\emptyset :REM*11
    4\emptyset FORI=1TO74:READA:N=N+A:NEXT :REM*2\emptyset9
    5\emptyset IFN<>6932THENPRINT"ERROR IN DATA STATEM
    ENTS.":END
                            :REM*38
6\emptyset OPEN15,8,15,"I\emptyset":OPEN8,8,8,"\emptyset:UNNEW,P,W
    ":INPUT#15,E,E$
                    :REM*8\emptyset
7\emptyset IFETHENPRINT"{CRSR DN}DISK ERROR> {CTRL
        9}";E;E$:CLOSE8:CLOSE15:END :REM*2\emptyset2
8\emptyset RESTORE:FORI=1TO74:READA:PRINT#8,CHR$(A
    );:NEXT:CLOSE8:CLOSE15:END :REM*19
9\emptyset DATA 188,2,76,211,2,13,8\emptyset,82,79,71,82,6
    5,77,32,82,69,83,84,79,82,69 :REM*2\emptyset4
1\emptyset\emptyset DATA 68,46,13,13,169,1,141,2,8,32,51,1
    65,165,34,133,45,165,35,133,46 :REM*72
11\emptyset DATA 169,131,141,2,3,169,164,141,3,3,1
    62,\emptyset,189,191,2,32,21\emptyset,255,232 :REM*42
12\emptyset DATA 224,2\emptyset,2\emptyset8,245,32,96,166,1\emptyset8,2,3,
    139,227,188,2 :REM*127
```

-D. J. Lauria, Barrington, RI

## S5A9 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.
$\emptyset$ REM ARE YOU SURE PROMPT 64 - PAUL FRAZIE R :REM*195
$1 \emptyset$ FORJ $=53 \emptyset 93$ TO 53245:READ A: POKE J,A:NEX T:SYS $53 \emptyset 93$ :REM*186
$2 \emptyset$ PRINTCHR $\$(147)$ "'ARE YOU SURE ?' PROMPT IS ACTIVE."
: REM*211
$3 \emptyset$ DATA $173,4,3,141,254,2 \emptyset 7,173,5,3,141,25$ $5,2 \emptyset 7,169,124,141,4,3,169,2 \emptyset 7 \quad:$ REM*16
$4 \emptyset$ DATA $141,5,3,96,173, \emptyset, 2,2 \emptyset 1,78,24 \emptyset, 3,1 \emptyset$ 8,254,2ø7,173,1,2,2ø1,69,2ø8 :REM*195
5ø DATA $246,173,2,2,2 \emptyset 1,87,2 \emptyset 8,239,169,13$, 32,21申,255,169,65,32,21申,255 :REM*96
$6 \emptyset$ DATA $169,82,32,21 \emptyset, 255,169,69,32,21 \emptyset, 25$ $5,169,32,32,21 \emptyset, 255,169,89,32$ :REM* 85
$7 \emptyset$ DATA $21 \emptyset, 255,169,79,32,21 \emptyset, 255,169,85,3$ $2,21 \emptyset, 255,169,32,32,21 \emptyset, 255 \quad:$ REM*215
$8 \emptyset$ DATA $169,83,32,21 \emptyset, 255,169,85,32,21 \emptyset, 25$ $5,169,82,32,21 \emptyset, 255,169,69,32$ :REM*151
9ø DATA $21 \emptyset, 255,169,63,32,21 \emptyset, 255,169, \emptyset, 13$

3,198,32,228,255,2ø1,, $24 \emptyset$
: REM*228
$1 \emptyset \emptyset$ DATA $249,24,2 \emptyset 1,89,2 \emptyset 8,3,1 \emptyset 8,254,2 \emptyset 7,2$ $4,169,32,162, \emptyset, 157, \emptyset, 2,232,224:$ REM*11 $\emptyset$ $11 \emptyset$ DATA $81,2 \emptyset 8,248,24,1 \emptyset 8,254,2 \emptyset 7:$ REM*177
-Paul W. Frazier, Lebanon, PA

## S5AA 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.

## $\emptyset$ REM NO OVERFLOW 64/128 - DENNIS CULLEY :REM*77 <br> $1 \emptyset$ INPUT "FIND FACTORIAL OF"; $\mathrm{N}: \mathrm{F}=1: \mathrm{P}=\emptyset: \mathrm{C}=1$ :REM*36 <br> $2 \emptyset$ IFC $+11<\mathrm{N}$ THEN FOR $\mathrm{X}=\mathrm{C}$ TO $\mathrm{C}+9: \mathrm{F}=\mathrm{F} * \mathrm{X}:$ NEXT : C=C+1ø:GOSUB 5 $:$ :GOTO2 $\emptyset$ :REM*89 <br> 3ø FOR X=C TO N:F=F*X:NEXT:GOSUB5 $\emptyset:$ REM*212 <br> 4Ø PRINTN;"FACTORIAL = ";F;"E";P:GOTO1ø <br> :REM*214 <br> $5 \emptyset \mathrm{~L}=\operatorname{INT}(\operatorname{LOG}(F) / \operatorname{LOG}(1 \emptyset)): P=P+L: F=F / 1 \emptyset\{U P A$ RROW\}L: PRINTL: RETURN <br> :REM*186

- Dennis Allen Culley, West Chicago, IL


## S5AB 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 $828, \mathrm{X}$, where X is a number from 0 to 15.

[^5]
# Gaming tips this month include giving aid to your Contra and 

 learning how to make your Last Ninja last longer. By LOUIS F. SANDERCONTRA: 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 ■

[^6]
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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＂stand－ alone＂applications；that is，programs that can run without the need for the geoBasic file itself．Unfortunately，how－ ever，a stand－alone geoBasic file takes up much space，approximately 30 K ．I wrote geoStripper to remove extra－ neous 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 mod－ ifies the file you＇ve selected，so always make a duplicate of that file before stripping． $\mathbb{R}$

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

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


22め2ø56312E ：REM＊75
29 DATA 3øøøøøøゆ4ø57696C6C69 61 6D2Ø432E2ø436F6C65 6D616E2øめ øøøøøøøøøøø ：REM＊66
3ø DATA øøøøøøøøøøøøøøøøøø申ø фø


：REM＊98
31 DATA Øøøøøøøøøøøøøøめø547572 6E732ø612ø5374616E 642D416C6 F6E652ø6765
：REM＊1 ${ }^{\text {＠} 1}$
32 DATA 6F42617369632ø5ф726F 67 $72616 \mathrm{D} 2 \emptyset 6261636 \mathrm{~B} 2 \emptyset$ 696E746F2 Ø736F757263
：REM＊ 141
33 DATA 652め636F64652Eめøøøøø øø


：REM＊248
34 DATA ゆøøøøøøøøøøøøøøøøøøø Øø
 985ØFA94B85
：REM＊73
35 DATA ØE2ØøBC2Aめ16A9め791øC 2ø E7C12ØF6Ø4AD148485 Ø5AD13848 $5 \emptyset 42 \emptyset$ E4C12 $2 \emptyset$
：REM＊36
36 DATA F6Ø4AØ79B98CØ699ø28Ø 88 1 ØF72ØE7C12ØF6Ø4A9 Ø985ø3A94 B85 $02 \emptyset 74 \mathrm{C} 2 \quad: \mathrm{REM}^{*} 1 \emptyset 6$
37 DATA 2ØF6ø4A9Øø8D96842Ø83 C2 2Ø86C2EE9684AD9684 C9ØA9ØFø2 Ø77C2AD8D84
：REM＊2
38 DATA C9ø39øø3CE8D84AD4AØ9 2ø BøC22øA1C24C2CC2A5 BA8D4Aø98 D49ø9AD8D84
：REM＊59
39 DATA C9ø1FØ25ADØFCØC92Ø9Ø 1E AD9Ø84Fり1929ØF8D48 Ø9AD8E842 9ØFCD48Ø9F $\emptyset$
：REM＊232
4 DATA Ø7ADC488294ØFØø3EE8D 84 4CE1C1AE8D84CAFめ15 2øDøø48D4 9ф92øBøC22め ：REM＊67

# 3-for-1 Clearance Sale!!! 

 RUN magazine has long published the acclaimed ReRUN software $\$ 16^{\circ}$ series of useful, economical programs for the C-64 and C-128!> Now, after a long absence, ReRUN's entire program library is available again-at reduced prices! Take a look at this extensive collecton of personal productivity software, utilities, games, educational programs and much more! But hurry-quantities are limited!

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41 DATA A1C28AFøø62Ø4Bめ7B85 EB 6ØAD8D84C9Ø1Fめ1B18 69ø88D48ø 9AD49Ø91869
：REM＊91
42 DATA Ø1CD48Ø99ØØ2A9め8A8B9 86 84FØFØ986ØAD49Ø96Ø 8AFØす5686 84С4BØ76ØA9
：REM＊224
43 DATA 12CDØFCØ1Øø7AD13Cø1Ø 12 A53F6ØADB784Dø1CA9 1AA2ø54C3 6Ø52め32す5A5 ：REM＊14め
44 DATA $\emptyset 71869 \emptyset 885 \emptyset 718 A 9 \emptyset 865$ ØA
 DB1 848EB284
：REM＊${ }^{\text {§ }}$
45 DATA 6ØA9Ø22Ø39C1A98Ø852F 2ø
 8 $03 \emptyset \emptyset 8$ C $\emptyset 6 \emptyset ~$
：REM＊136
 FDØ5ADØ2Ø6Ø98ø8DØ2 Ø6ADøDø6Ø 98Ø8DØDØ6AD ：REM＊153
47 DATA $8 \emptyset \emptyset 6 \emptyset 98 \emptyset 8 \mathrm{D} 8 \emptyset \emptyset 62 \emptyset 7 \mathrm{D} \emptyset 4$ A9 Ø68D7DØ6A9268D7CØ6 AE8D84CAD Øø8A9めø8D7C $:$ REM＊ $1 \emptyset 4$
48 DATA $\emptyset 68 \mathrm{D} 7 \mathrm{D} \emptyset 6 \mathrm{~A} 9 \emptyset 68 \mathrm{D} 14 \emptyset 6 \mathrm{~A} 4 \mathrm{BA}$ B986841Øø5A9めø8D14 Ø62ØA1C22 Ø1Dø7A9øø8D
：REM＊89
49 DATA 4BØ9A9Ø985øDA94B85ØC A9 Ø6851øA9め68517A923 8516A9め58 5Ø3A9FB85ø2
：REM＊188
5め DATA 2Øø5め7A5め2C9め2Dゆめ34C 67
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Ø4C9Ø6DのøEA9Ø785す3 A98F85す22 Øø $5 \emptyset 7 \mathrm{~B} 85 \emptyset \mathrm{AA}$ ：REM＊177
51 DATA C914Døø62ØB4ø4B85øA $6 \emptyset$ 81ØB82ØA18ф6ØB8214 5Cø91øø4ø 4ф511191211
：REM＊197
52 DATA 3B7CØ6Ø2114Cø6112AØØ 18 6F6E2Ø6469736B3A1B ØøC2DFøøø 5FF82FE8Øゆ4 ：REM＊2ø7
 Cøøøø 38 СССøøøøøø3 8ØC6FDD99 EØ38ØC6EØD9
：REM＊91
54 DATA B3ø38øC6C D9B3＠38ØC6 C

 ：REM＊51
55 DATA 1EØ $38 \emptyset \emptyset 4 \emptyset \emptyset 82 \emptyset 38 \emptyset \emptyset 4 \emptyset \emptyset 81$ Ø3ø6FF817Fめ5FFøCBF 26ø6Øøøøø 61Ø84Ø6A914 ：REM＊ 6
56 DATA 8D1D854CBFC2す315BFFF FF
 $4 \emptyset \emptyset \emptyset 18 \mathrm{E} \emptyset \emptyset 1$ ：REM＊ 7
57 DATA $84 \emptyset \emptyset \emptyset 1$ BF8BF9A 5 FE $\emptyset 9 \mathrm{BF}$ 8B F98すøø8187FF8184めø $\emptyset 18 \mathrm{E} \emptyset \emptyset \emptyset 18$ $4 \emptyset \emptyset \emptyset 1 \mathrm{BF} 8 \emptyset \emptyset 1 \quad:$ REM＊48
58 DATA A 8 இø $1 \mathrm{BF} 8 \emptyset \emptyset 184 \emptyset \emptyset \emptyset 1 \mathrm{FF} \mathrm{FF}$ FF83Ø6ø1øøø4FFø3øø Ø46261736 9632ø7ø726F ：REM＊192
59 DATA 672ø2ø56312E3øøøøøøø øø Øøøøøøøøøøøøøøøøøø Øøøøøøøøø

## Øøøøøøøøøøø

：REM＊72
6Ø DATA Øø6261736963ØøA97185 3C A9øø853BA9E5853A2ø FFめ41фø4ø 63A263B4C56
：REM＊111
61 DATA C2AD49Ø938E9ø8ØAA8B9 45
 AC9AØFøø699 ：REM＊25 $\varnothing$
62 DATA 5Cø9C8DØF2A9Øø995CØ9 6Ø
 8B85ø21EØ73 ：REM＊76
63 DATA DøØAA9め885ØDA9F785ØC Dø 1DEØ2A9めØAA9の985ØD A9Ø485øCD ØøF8AE913ØA ：REM＊22 ${ }^{\text {R }}$
64 DATA A8B91A 985 ©CB91B 9985 ØD
 481øB1ф1ф99
：REM＊1 32
65 DATA $\emptyset 7 \emptyset 11148 \emptyset \emptyset 18496 \mathrm{E} 736572$ $742 \emptyset 6 \mathrm{E} 65772 \emptyset 646973$ 6B2Ø696E7 46F2ø646973 ：REM＊22
66 DATA 6B2Ø64726976652E1B $\emptyset 81$
 E6F742ø456E ：REM＊ 43
67 DATA 6F7567682ф426C6F636B 73 Øゆ496E76616C69642ø 547261636 Bめゆ496E7375
：REM＊242
68 DATA $6666696369656 \mathrm{E} 742 \emptyset 537 \emptyset$ 616365øø46756C6C2ø 446972656 3746F7279めの ：REM＊46
69 DATA $46696 \mathrm{C} 652 \emptyset 4$ E6F742ø46 6F 756E64øø4261642ø42 414D2ø696 E2ゆ44726976
：REM＊2 $\downarrow 4$
7Ø DATA 65Øø556E6F7Ø656E6564 2 564C49522Ø46696C65 Øø5374727 56374757265 ：REM＊139
71 DATA 2Ø4D69736D61746368め 42 75666665722 Ø4F7665 72466C6F7 7めゆ435F4552 ：REM＊224

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72 DATA $52 \emptyset$ ¢E6F2 9446576696365 øø4E6F2め4865616465 72øø556E6 66F726D6174
：REM＊174
73 DATA $7465642 \emptyset 4469736 \mathrm{~B}$ ø 6 E 6 F $2 \emptyset 446174612 \emptyset 426 \mathrm{C} 6 \mathrm{~F}$ 636Bøø446 $174612 \emptyset 4368$
：REM＊241
74 DATA 65636B73756Døø496E636F 6D7ø617461626C652ø 46696C657 4797ø6573ø ：REM＊29
75 DATA $57726974652 \emptyset 5665726966$ 79øø57726974652ø5ø 726F74656 374øø486561 ：REM＊179
76 DATA $6465722 \emptyset 436865636$ B73 75 6Dø 49442 4D69736D 61746368Ø Ø444F532ø4D
：REM＊167
77 DATA 69736D61746368øø3F3F 3F 3F3Føø182A2ø446973 6B2ø45727 26F722ø2Aめ $\quad:$ REM＊118
78 DATA CAØ7DC 7 7EA 7 7FD $\varnothing 7 \emptyset C \emptyset 8$ 1B Ø82Cø8ø4ø9ø4ø93Fø8 $52 \emptyset 862 \emptyset 86$ 8ø872ø87C 8 ：REM＊23 8
79 DATA 8Dø89Bø8A9 $98 \mathrm{C} \emptyset \emptyset 8 \mathrm{CD}$ Ø8 DB $\emptyset 8 \emptyset 4 \emptyset 9 \mathrm{~EB}$ Ø $8 \quad:$ REM＊ $13 \emptyset$
$8 \emptyset$ DATA -1 ：REM＊193

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# Commodore Clinic 

## Autobooting, sticky keys, and a one-dimensional

## 1571 are this month's fare.

By ELLEN RULE

0I'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

0
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

AThe 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 $64 \mathrm{~K}, 128 \mathrm{~K}$ and 256 K 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

AWithout 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.

0
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
$\triangle$ 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. $\mathbb{R}$

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
2ø MO=128:SA $=3328:$ IF PEEK ( $4 \varnothing 96 \varnothing$ ) THEN $M O=64: S A=49152$
$3 \emptyset I=\emptyset: C K=\varnothing: C H=\varnothing: L N=19 \emptyset$
$4 \varnothing$ FOR $K=\emptyset$ TO 16
5ø FOR $J=1$ TO 1ø:READ B:IF B> 255 THEN GOTO $17 \emptyset$
$6 \emptyset \mathrm{CH}=\mathrm{CH}+\mathrm{B}:$ POKE $\mathrm{SA}+\mathrm{I}, \mathrm{B}: \mathrm{I}=\mathrm{I}+1:$ NEXT
78 READ LC
$8 \emptyset$ IF LCく>CH THEN GOTO $17 \emptyset$
9ø $\mathrm{CH}=\varnothing: \mathrm{LN}=\mathrm{LN}+1 \varnothing$
10 NEXT K
11 POKESA $+11 \phi, 24 \phi$ : POKESA $+111,38$ : POKESA $+14 \phi, 234$
12ø PRINTCHR\$(147)STRS(MO)" RUN CHECKSUM":PRINT
13ø PRINT"TO TOGGLE ON OR OFF, SYS"SA:IF MO=128 THEN 1 6ø
$14 \emptyset$ POKESA $+13,124:$ POKESA $+15,165:$ POKESA $+25,124:$ POKESA +2 6,165
$15 \emptyset$ POKESA $+39,2 \emptyset:$ POKESA $+41,21:$ POKESA $+123,2 \emptyset 5:$ POKESA +12 4,189
$16 \emptyset$ POKESA +4 , INT(SA/256):SYS SA:NEW
17 PRINT"YOU HAVE A DATA ERROR IN LINE ";LN;"!":END
$18 \emptyset$ REM DO NOT CHANGE THESE DATA STATEMENTS!
19ø DATA $12 \emptyset, 162,24,16 \emptyset, 13,173,4,3,2 \emptyset 1,24,884$
$2 \emptyset \emptyset$ DATA $2 \emptyset 8,4,162,13,16 \emptyset, 67,142,4,3,14 \emptyset, 9 \emptyset 3$
21ø DATA $5,3,88,96,32,13,67,152,72,169,697$
$22 \emptyset$ DATA $\emptyset, 141, \emptyset, 255,133,176,133,18 \emptyset, 166,22,12 \emptyset 6$
$23 \emptyset$ DATA $164,23,134,167,132,168,17 \emptyset, 189, \emptyset, 2,1149$
24ø DATA $24 \emptyset, 58,2 \emptyset 1,48,144,7,2 \emptyset 1,58,176,3,1136$
$25 \emptyset$ DATA $232,2 \emptyset 8,24 \emptyset, 189, \emptyset, 2,24 \emptyset, 42,2 \emptyset 1,32,1386$
$26 \emptyset$ DATA $2 \emptyset 8,4,164,18 \emptyset, 24 \emptyset, 31,2 \emptyset 1,34,2 \emptyset 8,6,1276$
27 $\emptyset$ DATA $165,18 \emptyset, 73,1,133,18 \emptyset, 23 \emptyset, 176,164,176,1478$
28ø DATA $165,167,24,125, \emptyset, 2,133,167,165,168,1116$
29ø DATA $1 \emptyset 5, \emptyset, 133,168,136,2 \emptyset 8,239,232,2 \emptyset 8,2 \emptyset 9,1638$
3ø DATA $169,42,32,21 \emptyset, 255,165,167,69,168,17 \emptyset, 1447$
$31 \emptyset$ DATA $169, \emptyset, 32,5 \emptyset, 142,169,32,32,21 \emptyset, 255,1 \emptyset 91$
$32 \emptyset$ DATA $32,21 \emptyset, 255,169,13,32,21 \emptyset, 255,1 \emptyset 4,168,1448$
33ø DATA $96,1 \emptyset 4,17 \emptyset, 24,32,24 \emptyset, 255,1 \emptyset 4,168,96,1289$
$34 \emptyset$ DATA $56,32,24 \emptyset, 255,138,72,152,72,24,162,12 \not 13$
35@ DATA $\emptyset, 16 \emptyset, \emptyset, 32,24 \emptyset, 255,169,42,2 \emptyset 8,198,13 \emptyset 4$

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[^5]:    $\emptyset$ REM MEMORY DISPLAY 64 - STEPEHEN DIRSCHA UER
    : REM*1 63
    $1 \emptyset$ FOR T=828 TO 897:READ A:POKE T,A:NEXT
    : REM* 1 Ø6
    $2 \emptyset$ INPUT "ENTER LOCATION"; LC: HI=LC/256 :REM*25
    $3 \emptyset$ LO =LC $-256 *$ HI: POKE 861, LO: POKE 862, HI :REM*25
    $4 \emptyset$ SYS $828 \quad$ :REM*174
    $5 \emptyset$ DATA $12 \emptyset, 174,2 \emptyset, 3,172,21,3,142,13 \emptyset, 3,14$ $\emptyset, 131,3,162,85,16 \emptyset, 3,142,2 \emptyset, 3 \quad:$ REM* $\emptyset$
    $6 \emptyset$ DATA $14 \emptyset, 21,3,88,96,169,128,141,132,3,1$ $6 \emptyset, \emptyset, 173,133,3,45,132,3,2 \emptyset 5 \quad:$ REM*24
    $7 \emptyset$ DATA $132,3,24 \emptyset, 5,169,48,76,11 \emptyset, 3,169,49$ $, 153, \emptyset, 4,169,1,153, \emptyset, 216,2 \emptyset \emptyset \quad:$ REM*19 $\emptyset$
    $8 \emptyset$ DATA $192,8,24 \emptyset, 6,11 \emptyset, 132,3,76,92,3,76$
    :REM*11ø
    -Stephen Dirschauer, Toronto, Ontario, Canada

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