



ADAM'S BYTES NEWSLETTER

is a **GULF COAST ADAM USERS** publication

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Building ADAM'S Future BYTE by BYTE (with you!)

Jan, 1990

ISSUE 37

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EDITOR'S TIDBITS

Another year has passed and the little computer that so many prophets of doom had predicted would be short lived is still alive and kicking. This year saw the first ever convention of ADAM users and suppliers and it was a great success. New items are being introduced each month and new software is being brought out by the older producers and new producers of ADAM software are becoming common place. Does this sound like a computer that is on its last leg?

I think not. The prophets of doom should have predicted the demise of Coleco not of their product. I am very pleased with the good reviews my two programs have had in some of the newsletters and was able to use a suggestion made by Preston Harris in NIAD to improve SmartBASIC Construction Kit. I have begun work on the second Snowman adventure and am enjoying trying to make this one better than the first.

You will find reviews of three new items in this issue. One hardware item and two new software releases. Read about SmartDSK from Walters Software, Dragon from Reedy Software, and Pity from Z-Delta Swiftware.

This month's program listing 1990 is a program to help you welcome in the New Year. A clock will be installed in your ADAM and mark the time until 12:00 midnight then the graphics and sound routines will give you a good display on your color screen while playing a traditional New Year's Song. You will find this to be an easy program to enter and we should thank Gerlach Family Software for updating this old PD program for us. Save the program from this year and next year change only one line and you will have a program for 1991.

The last few meetings have been well attended and we hope to see your continued support during the coming year. Our group has added six new members within the past month and some of these members seem that they will really support our efforts.

I have had no response concerning the two articles in last month's issue about printer repairs so don't know if you wish me to continue this type of articles or not. Let me hear from you.

The graphics pictures through-out this issue are all by Jim Casey and are available from our PD library

Our next meeting will be Saturday Jan. 13th 1990 at the Cottage Hills Branch of the library. Time will be 2:00-4:00 plan to attend if at all possible. Your support is vital to our efforts.

PITY Z-DELTA SwiftWARE

Pity is the newest release, or should I say the first release of Z-Delta Swiftware. Z-Delta is a branch of The SoftWORKS Factory this branch will release the programs written by Dr. Solomon Swift formerly of Digital Express.

PITY is a slide pursuit game much like the board game SORRY. It is designed to be used by one to 4 players. In the one player version you play against the computer. While I am impressed by the graphics and the manner in which the game operates I must admit that even though I know everything is controlled by a random number generator I do at times feel that ADAM cheats. This may be due to a string of bad luck but when you are beaten by ADAM and everytime you get a man out of the start box you are unlucky enough to have him sent back you begin to wonder. I have beaten ADAM so I guess that he does not cheat but I still wonder. All this aside Sol has done his usual great job in designing this game. This could be another of those games that everytime you sit down at your ADAM you feel that you must show ADAM just who the boss is. As with the board game you must draw a 1 or a 2 card to move out of the starting block if an eight is thrown you may be lucky and get a free trip to the finish but if a nine is thrown you may have to return to the starting block. Each player has 4 men that he must move around the board before his opponent to win the game. This game features good graphics and offers hours of entertainment. You may order from:

The SoftWORKS Factory
P.O. box 732
Ocean Springs MS. 39564



clip-4 by: James Casey Sr.



**SMARTDSK
CARTRIDGE**

b

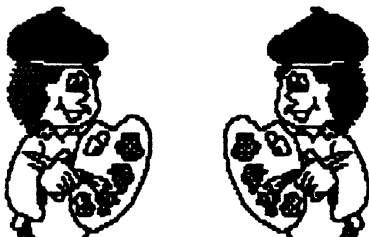
When I first read about the SMARTDSK CARTRIDGE in reports from the ADAM Convention I admit it did not impress me. Boy how things can change. Jim Walters sent me a SMARTDSK CARTRIDGE to review he included a statement if I wished to purchase it and even agreed to pay the return shipping if I did not want it. After reading the instructions I still could see no benefit to the SMARTDSK but decided to try it anyway. I selected our PD volume EZ and using the SMARTDSK loaded the entire volume into the randisk. I then need to format a disk so I just booted the randrive and called up one-minute formatter in less than 2 seconds it was loaded and ready to use. Let me add here that all programs will not work with SMARTDSK if your program creates its on randisk then the program will not function with SMARTDSK and it seems that there are compatible with SMARTDSK.

Yet despite this limitation there is no way I would return my SMARTDSK to Jim Walters. The ease of changing programs, the speed of using a randisk, add so much that I consider this to be one of the best buys I have seen for the ADAMite. I understand that Walters produces several different software packages that enhance SMARTDSK even more and I plan to order SmartDSK II within the next few months. This software allows you to store AdamCALC, AdamCALC files, Flash Card Maker, with decks of cards and more for almost instant switching between programs. Another useful software item appears to be SmartDSK III which is a toolkit of different utility programs for use with the SMARTDSK Cartridge. I highly recommend SMARTDSK CARTRIDGE to all of you. Remember however you must have at least a 64K expander to use this item. Order your SMARTDSK CARTRIDGE for :

WALTERSSOFTWARE
RD# 4 Box 289-A
Titusville, PA. 16354

I believe the price is \$29,95 but check with Jim to be certain.

clip-5 by: James Casey Sr.

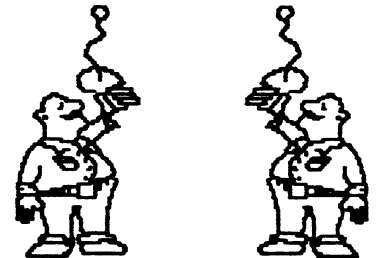


**DRAGON
REEDYSOFTWARE**

The screen fills with many different tiles and your task is to remove all tiles from the screen by matching a FREE tile with another FREE tile. Perhaps this would be a good point to explain just what a FREE tile is. A FREE tile is any tile that is either on the end of a line or on top of a stack of tiles. Some stacks can be five tiles high and clever use of detailed hi-resolution graphics makes it easy for you to tell when a stack exists. The tiles are placed on the screen in a pyramid. With the outer edges containing only one tile but as you proceed toward the center of the screen each tile may be a stack 2,3,4, or 5 tiles high. Your view of the pyramid is from the top thus for any stack of tiles you can only see the top tile and have no way of knowing what is under it. If you cannot match anymore FREE tiles a tap of SmartKEY VI will cause the computer to display any matches that are left. This is a good feature but it seems almost like cheating. If there are no more matches left the game ends. Here I would like to make a suggestion to REEDY why not add a feature that would shuffle the remaining tiles when no matches exist and allow the game to continue. I found DRAGON to be a very challenging and entertaining game and do feel that you would also. You can order your DRAGON from:

REEDYSOFTWARE
P.O. Box 129
Lowell, MI. 49331

clip-3 by: James Casey Sr.



clip-8 by: James Casey Sr.



```

OREM ADAM rings in the new year
1REM by Gerlach Family Software 1989
2REM modification of the original PD program
3REM ADAM 1987
4REM for 1991 change data in line 2030 only (six
      numbers)
5REM ADAM in 1990
10LOMEM :29000: f1=0
20DIM bin(7), lt(30), f(30), s(30), d(30)
30FOR x=0 TO 7: bin(x)=2^x:NEXT x
40FOR x=1 TO 29:READ lt(x):NEXT x
50FOR x=1 TO 30:READ f(x), s(x), d(x):NEXT x
60FOR x=28000 TO 28005:READ m1:POKE x, m1:NEXT x
70POKE 28006, 255:CALL 28000
80HOME: ? "TO SET COMPUTER CLOCK"
85?
90? "PLEASE PUT THE TIME IN"
95?
100? "HOURS, MINUTES, and SECONDS"
105?
110? "FOR EXAMPLE 095502 THEN PRESS"
115?
120? "THE RETURN KEY."
125?
130INPUT "WHAT TIME IS IT NOW "; tim$
140IF LEN(tim$)<>6 THEN 80
150 ts=0:FOR x=1 TO 6
160IF VAL(MID$(tim$, x, 1))=0 AND MID$(tim$, x, 1)<
  >"0" THEN ts=0: x=6
170NEXT x:IF ts=1 THEN 80
180 hrs=VAL(LEFT$(tim$, 2))
190 min=VAL(MID$(tim$, 3, 2))
200 sec=VAL(RIGHT$(tim$, 2))
210IF hrs<1 OR hrs>12 OR min<0 OR min>59 OR sec<0 OR
  R sec>59 THEN 80
220 tim=hrs*3600+min*60+sec:HOME
230IF tim>=43195 AND tim<=43200 THEN 320
240FOR de=1 TO 908:NEXT de: tim=tim+1
250 hrs=INT(tim/3600)
260 min=INT((tim-hrs*3600)/60)
270 sec=tim-hrs*3600-min*60
280HTAB 13:VTAB 10
290? STR$(hrs); " ";CHR$(48*(min<10)); STR$(m
  in);
300? " "; CHR$(48*(sec<10)); STR$(sec); ""
310GOTO 230
320BR
330FOR x=700 TO 100 STEP -10
340 pitch=112406/x: two=INT(pitch/16)
350 one=128+pitch-(two*16)
360POKE 28006, one:CALL 28000:POKE 28006, two
370CALL 28000:POKE 28006, 144:CALL 28000
380FOR d=1 TO 70-(x/10):NEXT d, x:POKE 28006, 159
390CALL 28000:FOR x=1 TO 50:BSUB 1000:NEXT x
400COLOR =INT(RND(1)*15)+1

```

```

410FOR bitmap=1 TO 29: l=1(bitmap)
420FOR q=7 TO 0 STEP -1:IF l<bin(q) THEN 490
430 l=1-bin(q)
440IF f1=1 THEN COLOR =INT(RND(1)*15)+1
450VLM 4*(7-q)+2, 4*(7-q)+3 AT bitmap+4
460IF f1=1 THEN COLOR =INT(RND(1)*15)+1
470VLM 4*(7-q)+4, 4*(7-q)+5 AT bitmap+4
480BSUB 1000
490NEXT q, bitmap
500FOR x=1 TO 30:POKE 28006, f(x)
510CALL 28000:POKE 28006, s(x):CALL 28000
520POKE 28006, 144:CALL 28000
530FOR de=1 TO d(x)*200:NEXT de
540POKE 28006, 159:CALL 28000:NEXT x
550 f1= NOT f1:GOTO 330
1000POKE 28006, 240:CALL 28000
1010POKE 28006, 228:CALL 28000
1020FOR de=1 TO 20:NEXT de
1040POKE 28006, 255:CALL 28000:RETURN
2000DATA 0,0,129,255,1,0,0
2010DATA 0,224,160,161,255,1,0,0
2020DATA 224,160,161,255,1,0,0,0
2030DATA 255,129,129,129,255,0
3000DATA 141,35,2,141,26,3,135,28,1,141,26,2,132,2
  1,2
3010DATA 142,23,3,133,25,1,142,23,2,132,21,1,142,2
  3,1
3020DATA 141,26,3,141,26,1,132,21,2,142,17,2,143,1
  5,6
3030DATA 143,15,2,142,17,3,132,21,1,132,21,2,141,2
  6,2
3040DATA 142,23,3,133,25,1,142,23,2,132,21,1,142,2
  3,1
3050DATA 141,26,3,142,31,1,142,31,2,141,35,2,141,2
  6,6
4000DATA 58,102,109,211,255,201

```



clip-2 by: James Casey Sr.



60-DOS 60-BASIC

For the last several months I have written nothing concerning this new operating system. The reason was that I felt that I could shed no light on when it would be released and did not wish to print misleading information. I still am uncertain of a release date but the November issue of Nibbles and Bits did contain an article written by Dr. Solomon Swift in which he stated they would be shipping 60-DOS 1.1 from the 10th to the 21st of November. Sol said that this was not the final version of 60-DOS but was being shipped because of the long delay and that everyone would receive the manual and the final version later.

As you know I have had a beta copy of 60-DOS/60-BASIC for some time now and Sol demonstrated this beta version at a special meeting of Gulf Coast ADAM Users in April of this year. Since that time many reviews have been written concerning this new system and most of them have rated it excellent. Yet for the past few months little has been written concerning this major introduction. This may be due to other editors, like myself, being afraid to make any promises concerning a release date or delivery of 60-DOS.

Once again we have been told by Dr. Swift that 60-DOS will be shipped and this time I believe that we can expect to receive at least this version 1.1 shortly.

From the information I have at this time and given the heavy mail load for the Post Office at this time of the year I feel that you can expect to receive version 1.1 shortly after the 1st of the year.

Now a little about 60-BASIC and the ease of programming with this new and greatly enhanced BASIC language. The hardest part to learning to program 60-BASIC will be learning all the new commands and this will be hard ONLY if you don't speak English. as an example:

```
10 radius= 30
20 color=7
30 circle at 110,115
```

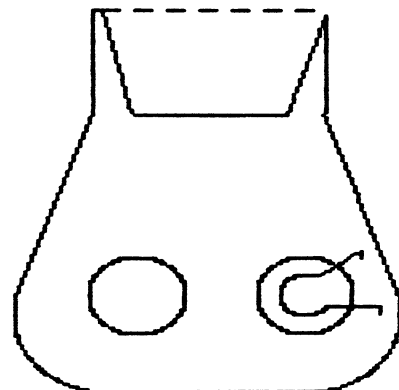
The above draws a circle with a radius of 30 pixels at location 110,115 that's all there is to the program. If you had wanted to draw a filled circle you would make line 30 read `fcircle`. The same simple type of program can draw squares, rectangles, ect for you.

For those of you who do not own a mouse Dr. Swift has added a speed command that allows you to use the joystick with the same ease as a mouse provides. Pull down Menus make selecting certain options as easy as clicking the fire button of the game controller. You can even add a dialog box to your screen without disturbing the main screen behind it. This is a very useful feature when you need to insert instructions in a program. In a previous article I wrote on 60-DOS/60-BASIC I stated that it would be well worth the wait. After receiving the beta version several months ago I still say it will be well worth the wait BUT waiting sure has been hard. I can hardly wait to get my hands on version 1.1 and increase my ADAM's pride in its abilities. For with an ADAM this smart it will hide my shortcomings.

1 If you have ordered 60-DOS and have not sent a card to The SoftWORKS Factory do so now to insure that you receive your copy without any more delay.

PRINTER REPAIRS

Many times when you ADAM printer ribbon seems to be used up if you look at the ribbon case you will find that only about 1/2 of the ribbon has been used. This problem is caused by a spring located inside the ribbon cartridge. By inserting a knife blade or some other object at the seam along the top side of the cartridge you can pry the top off. Be careful as there are a few small parts that can fall out. Lift the spool on the left as you load down into the cartridge and under it you will find a spring. This is the culprit. Gently spread the spring to reduce the tension and then replace the ribbon and top cover. Most of the time you will find that you have doubled your ribbon life. The drawing is a rough drawing of the inside of the cartridge but since you view this from the rear of the cartridge the spring is located under the right spool. Try this on a ribbon you plan to replace.



FYI

GrafTEX Software was started to produce graphic and text programs for the novice ADAM owner. It has been a great success. While neither of the two programs released so far, have become best sellers I have heard from ADAMites from all over the country and even a few from Canada. Now I am expanding GrafTEX in an effort to better serve you our members and all ADAMites. Beginning Jan. 1st, 1990 GrafTEX will distribute not only the GrafTEX products but also all products produced by The SoftWORKS Factory. What will this mean to you, our members? (1) You will now be able to purchase the software of either of these two producers locally from your users group, (2) any orders you place should be received back within one week, (3) a percentage of all purchases will be used to support GCAU (this should prevent the need for membership fee increases).

Future plans are to attempt to increase the number of producers to include most if not all of them. I am currently attempting to make the necessary arrangements with some of them. So watch for news about this in ADAM'S BYTES.

Shortly you will receive a catalog from GrafTEX Software listing all of the software available at this time. Your response to this attempt will determine if some hardware items such as ribbons, expansion boards, etc are kept in stock locally. I encourage each of you to support me in this attempt to make obtaining ADAM supplies easier and quicker for you.

Another question you may have will concern the price of these items through your local group. At this time the price will be the price established by the producer, you may however, save some on shipping charges as these charges will be only \$2.00 for any order. If this idea proves popular with our membership we may begin a members discount at a later date. If this is started it will only apply to members of an established ADAM users group.

REPRINT

The following appeared in NIBBLES & BITS in Aug., 1986:

BIT BYBIT

What is meant by "bits" and "bytes"?

Each chip in a computer contains many thousands of storage cells. Each cell is called a bit (BINARY digit). A bit is the smallest unit of information that a computer deals with. Each bit is either an "ON" or an "OFF" in an electrical circuit. Mathematically, we refer to these two states as either a "ONE" or a "ZERO". Thus, the value of bits can be expressed as a binary (two-value) system.

A byte is the number of bits necessary to represent the largest element of data transfer within the computer. With ADAM, a byte is equivalent to eight bits. Specific bytes of memory are called "addresses" or "locations".

What are ROM and RAM?

These two terms refer to specific types of memory chips within a computer. RAM (Random Access Memory) is the programmable part of memory. It is erased every time the power is turned off. This is the memory in which your programs are stored and executed.

ROM (Read Only Memory), on the other hand, can never be programmed or changed. However once the information from the ROM-chip (such as ADAM's Operating System) is read into RAM, it can be changed.

What is a ramdrive?

A ramdrive is a technique that allows you to have more than one program in memory at any given time.

A picture from the
PowerPaint Program



SOFTWARE

6665

TIMBERS DR.

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36695

CATALOG

PD REVIEWS SUPERCobra

A great hi-resolution arcade type game. Many different levels. You attempt to fly your helicopter through a maze of tunnel like screens. The enemy has in place rockets, tanks, ammo dumps, which are your targets but they are also the defense against you. The game players among us tell me that this is one of the best.

VideoHustler

This is one of my favorites the action is realistic yet there is no pressure on me to have quick reflexes. A pool (billards) game that allows you to control the direction of your shots as well as the speed of your cue ball. You can bank your shots, shoot one ball into another, or make most of the shots you can make in regular pool. Hours of fun.

SARGON CHESS

AN excellent graphics chess game that uses the CP/M system. You don't have to understand CP/M to use this game as the sysgen command was included on the program. Once loaded you will not see any difference in this and the regular DOS programs. Has six different skill levels. As with all chess games the play can at times be slow but I understand that this is also the case in real life. The graphics in this game are good so it is easy to identify your men/women. This Chess is not for the beginner but rather a challenging match for the average Chess player. Another of the fine PD's that will keep you entertained for hours.

PAINT& PRINT

An icon drivendrawing program to generate hi-resolution pictures combined with Dr. Swift's SimplePAINTER. The draw programs allows you to draw on the screen using all 16 colors. This program was designed to draw polygons automatically but this feature has bugs and does not operate properly. However the manual draw section works well so you can design your own screens. SimplePAINTER is a FREEWARE contribution from Dr. Swift and is included on this volume at no charge to allow you to print your pictures to a dot matrix printer. SimplePAINTER also allow you to load many different pictures from different formats for viewing and printing.

SmartBASIC V2.0

ALLOWS use of your 64Kexpansion card in BASIC programming. Easy to use SPRITE commands for animated programs. You can use the Sprites designed with SmartLOGO to replace the demo sprites on the volume or just study the program listing to learn how to use sprites in your program. Also contains some basic programs to assist you in household expense management, and a fairly good copy program. Corrects several of the bugs found in SmartBASIC V1.0. Note some V1.0 programs may not be compatible with this version but minor changes can correct this.

60-DOS PD#1

I believe this to be the first PD volume for the 60-BASIC that will be included on the 60-DOS you receive. This volume consist of many simple programs designed to show you how to program in this new system. Very simple, very easy to use, a good learning tool for use with 60-BASIC. Shows the listing for each program when it runs the program. You must see this to believe how easy programming can be with 60-BASIC.

LIBRARY NOTES

The pasttwo-three months have been the best in our history for PD orders, this is encouraging as it tells me that you are benefiting from this division of our group. Now I would like to expand our library to include the type programs that you wish us to stock. I have no way of knowing unless you express your desires. I feel that we can obtain practically any type program that you wish, we have about 25-30 different sources. So let me know what is needed. If you do not wish to order any volumes at this time use the order blank to tell me what you would like to have added. Your purchases through our library are used to add these additional volumes so you have every right to expect what you want to be included. I encourage each of you to include an order but if you don't need anything PLEASE write and let me know what would interest you.

Joe Quinn

PUBLIC DOMAIN ORDER FORM

Item	Price

Ship to:

Name _____

Street _____

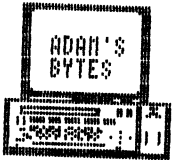
City, State, Zip _____

send your order to

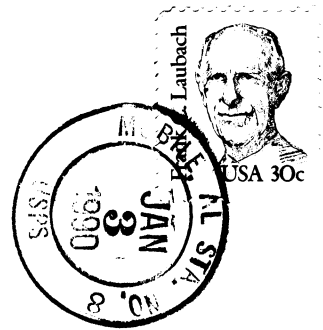
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