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REVIEW / Using function key 1 you can recall any record, by searching any field.

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LIST / Using function key 5 you can print address labels, list records or selected fields of records in columns or other configurations. You can even pause, and reset left margins.

MERGE / Function key 6 lets you merge. You can automatically print any fields of any records into forms or letters, wherever you designate. With all four of these functions you have full search and selection capability.

With LIST and MERGE DATA+ remembers your favorite formats, quickly defaulting to them by simply pressing the ENTER key. The added feature BUILD lets you build and print a file of unrelated records that could not be selected either alphabetically or numerically,

On cassette with excellent, easy to understand manual.

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of any printer, the finest, most feature rich, electronic typewriter available today. You can type directly to the paper. (Some printers have a one line buffer.)

SCREEN BUFFER / To allow you to edit before printing, you can control the screen buffer from 1 character to the last line,

CENTER / Center on / center off controlled with function keys

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With TYPE+, everything you print is stored simultaneously in a RAM file, formatted as you composed it. You can reprint instantly, or edit it in the file. On cassette with excellent, easy to understand manual,

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Learn keyboard skills by playing a delightfully exciting game. While experiencing the thrills of a space invaders type game you become proficient at manipulating the keyboard. A game that forces you to learn touch typing, utilizing all the keys. On cassette with excellent, easy to understand manual.

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You can sort a file in place with SORT2+. It consumes only 1k free memory, while sorting file in RAM you entered with PUT+ or DATA+. Our original SORT+ allows you to sort from cassette, but requires more memory while sorting. SORT2+ is for those times when memory or cassette sorting is a problem. SORT2+ also has upper case fold, and true numeric field sort. On cassette with excellent, easy to understand manual.

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Portable Computer Support Group is pleased to offer these program additions. We endeavor to continue as The Leaders in Software for the Model 100.

FORTABLE COMPUTER SUPPORT GROUP 11035 Harry Hines Blvd. No. 207, Dallas, LX 75229

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John P. Mello Jr.

PREVIEW

Irst there were three; now there's two. When Tandy introduced the 100, three magazines rallied to support MEWS. While two of the books got off the ground, the third, *Briefcase Portable*, never got out of the hangar.

Computer Communications Inc., the company owning *Portable 100*, has purchased *Briefcase Portable* and will be ful-

filling the defunct magazine's subscriptions. *Briefcase* subscribers already subscribing to *Portable 100* can get a second year for free. If neither of those arrangements suit a *Briefcase* subscriber, he or she can get a refund.

To the Briefcasers accepting their subscription to *Portable 100*, we'd like to say welcome aboard.

Now let's get into this month's issue.

Mike Greenly has discovered the distinction between news on the Network Nation and news in other corners of the cosmos. Since COMDEX last December, Mike has been roving the microcomputer landscape filing stories to his readers on The Source's Participate. What's different about Mike's stories is his readers shape them before and during their writing.

At COMDEX, Mike says, "People appreciated the ability to have all of their questions answered in an electronic report which could be tailored to their specific interests. The success of that experi-

ment led us to a more ambitious project at CES."

Before a major computing event, Mike sets up a Participate conference. There readers tell him what information they want so when he gets to the event, he can ferret it out for them. Once on the frontline, Mike begins filing stories. As readers react to these stories, more questions are raised and more information sought.

Mike, formerly a product manager for Lever Brothers and vice president of Product Marketing for Avon Products Inc., delights in helping "non-technical people have more enthusiasm for and success with what technology has to offer" — even if it means running yourself ragged at a trade shows.

"I see myself as a personal reporter for the 49,000 members of The Source," Mike says, "with the ability to provide personalized news in great detail, combined with the immediacy and interac-



tive qualities of the telephone. This new journalistic form brings a very personal 'high touch' feeling to a 'high tech' communications medium."

Mike's "high touch" approach is evident in his writing style. A computer show isn't just silicon and ether to him; it's people. This perspective gives a different slant to Mike's reporting, one we don't think you'll see in any other computer magazine. See if you agree with us starting on page 16.

After seeing War Games, Jerry O'Dell, a professor of psychology at Eastern Michigan University, had a mischievous thought: Why can't my 100 do that? Not only did Jerry discover his MEWS could roam the nation's phone lines searching for carrier tones, but the technique was valuable in some legitimate business applications. What applications? Find out on page 35.

Everyone these days is looking for "an edge." And if you're a small invest-

or, the edge might be a little more information a little quicker than the next guy. Bill Louden looks at CompuServe's offerings to the investor starting on page 20.

User friendly. Go ahead. Admit it. Just looking at it makes you gag. But have you thought about what makes one program friendly and another churlish? In Gary Bender's third installment on programming technique (page 38), he touches on several aspects of "friendliness" and how you can build it into your programs.

With the list of Model 100 books growing, we're inaugurating a new department dedicated to that subject. Kicking off the department's debut (page 57) is a review of David Lien's opus on the 100 by the star sysop of the Model 100 SIG, Dave Thomas.

We have an expanded review section this month. Products reviewed: TPLAN/NPLAN by American Micro, Traveling

Time Manager by Traveling Software, and two Portable Computer Support Group programs — Sort2+ and Data+.

And Bill Walters fulfills the promise he made last month about announcing something exciting: The Ultimate One Computer featuring a proprietary operating system that "makes provision for any problem or task in either singleuser or multi-user environment." Too good to be true? Probably. But if the thought intrigues you take a look at Bill Walters' bit of April foolery starting on page 30.



Tired of waiting for slow cassettes? Holmes Engineering, Inc. has solved your problem with... the PMD 100[™] Portable Micro Drive.



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PortaCalc^{$^{\infty}$} — Model 100 "electronic spreadsheet" with 14 column by 26 row workspace! Full use of the built-in function keys to save, load, screen print, report print, or to look behind the data at the formulas in use.

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All **Porta** series programs are supplied on cassette and require 24K RAM. **Pricing — PortaCalc** is **\$69.95**, all others are **\$44.95** each. If ordering direct, add \$2.00 shipping and handling per order. Dealer inquires invited.

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Editor's Note: In addition to letters from our readers, we also include in Mail. 100 letters from CompuServe and The Source. Those message writers are identified by their CompuServe (CIS ID) or Source (STC ID) identification number.

A COMPLAINT ABOUT CODEKEEPER

This is in response to the review in your magazine for the password protection program for the Model 100. "Codekeeper" was written by Roby Sherman and sells for \$25. It is a program that does everything it says it will, and from that point is flawless. However, one thing it will not do is protect the Model 100 menu from being accessed.

When I pointed this out to Mr. Sherman, he said words to the effect that someone would have to know quite a bit about computers to be able to come up with the sequence by which the menu can be accessed. This seemed to me to be an unsatisfactory answer. However, in all fairness, I should say that the flaw lies not in Sherman's program, but in the 100 itself.

For all practical purposes, "Codekceper" is a fine program, but it is not worth \$25. I downloaded a program from CompuServe which will afford an equal amount of protection, but lacks the little "bells and whistles."

For those considering the purchase of this program, I feel the following should be known: When the 100 is turned on, just prior to the running of the IPL program, the main menu flashes on the screen. If a "control-C" is executed at that moment, the program will break and you will enter Basic with the OK prompt. From there, a command of menu or a stroke of the F8 key will bring you directly to the main menu. Perhaps Tandy will find a way around this problem. But until then, the 100 is not inviolate.

R. Caley Emerson Computer Services Seattle, WA

GAMES ARE FUN KEEP 'EM COMING

The new printing method for Basic programs is much better. Thanks a lot.

Secondly, for the person who wrote in Mail.100 in the January issue, I would like to say that I am one who not only owns one computer, the Model 100, but has learned a lot from doing and revising the games. If you are not an engineer, like many readers, it is far from "wasting ... valuable space." Many of us are just learning and the games are an excellent way to teach us. I have been able to write a number of programs from what I've learned from doing the games. By the way, they also can be fun to play, if you like to play around a little.

I enjoy your magazine a lot; keep up the good work and the games.

Lee Steffens Lihue, HI

ENOUGH GAMES, MORE HOW-TO'S

see from your January letters that I am not alone in my consternation over faulty program listings and my general dismay with your editorial decisions.

Like Mr. England, I too have devoted many hours to typing in a program from your magazine, in my case, text word counts and formatting, only to find it didn't work. I'm sure after repeated checking, it was due to no fault of my own.

And like Mr. Forrester I trust you're going to publish "readable" versions of past progams, programs which I am sure induced many, if not most, to buy your magazine in the first place.

Certainly the big inducement couldn't have been Jake Commander. Like Mr. McBurnett, I have no use for games, but I can understand many readers wanting them for themselves or their kids. I cannot, however, understand anyone appreciating the utterly useless, sophomoric musings of Commander, and I strongly urge you to put the manpower and space to more useful ends.

More useful ends would include better "how-to" articles and far more thorough coverage of new products, bearing in mind that many readers are new to computing and so require fuller explanations of the workings of programs and that in any case, most products will be purchased unseen by mail.

A case in point: Had you not devoted four columns of the January issue to Mr. Commander's moronic ramblings you could have used more illustration to graphically support the preceeding article on how to alter recorder cables for use on mini-recorders.

You also might have told readers what amperage the 5.6 megaohm resistor should be. My "favorite over priced parts mart" dealer said he couldn't tell me which I needed. Maybe he should have known and I will probably find a dealer who does know, but it would have saved a lot of hassle if you had simply told me.

With doubts on my subscription renewal,

Don Worrall Montreal, Quebec

AN EASIER WAY FOR FILE SENDING, SUGGESTS READER

There's a much easier method for sending files from the 100 without carriage returns embedded. From TEXT use the SAVE:COM (parameter) or SAVE:MDM (parameter) for-

FULL-FEATURE SPREADSHEET Application Templates For Your Radio Shack TRS-80 Model 100/NEC PC-8201A Portable Computers

AMPI's AmericanCalc Spreadsheet-designated TPlan for the Radio Shack TRS-80 Model 100, and NPlan for the NEC PC-8201A-is a fullfeature spreadsheet program. It has the following features: handles up to a maximum of 90 rows or 26 columns; cursor movement is left, right, up, down, and go to any location; accepts data entries for numbers, labels, and formulas; formulas include addition, subtraction, multiplication, division, power, trigonometric, integer, absolute, natural logarithm, and exponentiation; replicate numbers or formulas; insert or delete rows or columns; copy, save, load, and screen dump; and built-in calculator. The program is shipped with bound instruction manual, pre-recorded audio tape, and vinyl album case.

This popular spreadsheet now has three new templates especially designed for busy people who do not have the time to set up their own spreadsheet applications. Once the TPlan or NPlan is loaded, simply select and load the application template that fits your particular need. The three new templates are:

- Financial Management Includes T Plan and N Plan application templates for: Stock Portfolio, Home Ownership, Home Budget, Life Insurance Requirement, and Personal Check Register.
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AMPI also has available several additional new software programs for the Radio Shack TRS-80 Model 100 and NEC PC-8201A. These include: Income Property Analysis, Portfolio Analysis, Curve Fitting, Histogram and Plot, Equation Solver, RPN Calculator, and FORTH.

Write for free catalog listing additional Radio Shack TRS-80 Model 100 and NEC PC-8201A business and engineering programs.





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mats. This will transmit the file exactly as typed.

Note also that from Basic these two formats are legal and save the step of converting the program to an ASCII (.DO) file first. One may also load from the modem or communications port directly into TEXT or Basic.

For use with SuperScripit, I type the files on the 100 with carriage returns only at the end of a paragraph. When the file is transferred to the TRS-80 Model I and converted from ASCII to Scripsit format, it prints properly without further editing.

> Mark W. Earle Corpus Christi, TX

DOOTORATE STUDENT SEES WITH 100

Your magazine is terrific. Each month when it arrives, I reorder



my priorities so I can read it cover to cover.

I am not a programming, telecommunications, or game type. I read all of the articles and only vaguely understand them. That doesn't really upset me because I am fascinated by the enormous versatility of the Model 100. For me, The Model 100 has paid for itself 10 times over with its word-processing capabilities.

I also am a doctorial student and with the Write+ program from the Portable Computer Support Group, I am writing and printing my dissertation. My 100 is in operation as many as 10 hours per day. Thus far, no problems.

Perhaps the major benefit of the Model 100 for me, other than its portability, is that as the wearer of half glasses (the lower half of bifocals) I can see the screen. When I use computers with CRT's, I cannot get far enough away from the screen and still reach the keyboard to look over the top of my glasses. If I crook my neck and push up my glasses all the way, then I can see the screen; however, after a short time I have neck aches. In fact, until the 100 became a part of my life, working at a computer meant either eye strain or neck aches. With the Model 100 propped up on my desk at work or on my lap as I sit in my recliner at home, I have stopped associating computers with pain. The slight inconvenience of cassette storage is nothing compared to the large inconvenience of feeling rotten after a short time at a machine.

Thanks again for such a great magazine to go with such a great computer! Patricia Bramlett Las Cruces, NM

TANDY SERVICE GOOD SAYS NUTMEG STATE PROF

(Editor's Note: The following is a reply to Leonard River's letter appearing in the February 1984 issue of Portable 100.)

M y experience with Model 100 performance may interest you. I own eight 100s which I use in instruction; students get a Model 100 and a CGP-115 Color Printer. These sets have passed through 30 different hands and we have had no on-arrival problems and no damage to the computers.

But one student did though, dam-

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MATL 100

age a printer. By violating a repeated warning, he broke a small plastic part on a CGP-115 printer. I took it to the local Radio Shack store. They *refused* to do the repair before giving me an estimate, even though I told them I had no choice and that it could't cost much. They even tried to fix it while I waited. It was done in the promised three days and that's good customer service which comes from good store management.

Some have it and some don't. Your people could have found out what was wrong, but they didn't want to bother. The responsibility for poor customer service lies with the goals set by the local store mangement.

You might get some recourse by going directly to Tandy headquarters, and don't buy from that store until it goes under new management. You can vote with your feet.

> Herbert F. Spirer The Unviersity of Connecticut Stamford, CT

THE VALUE OF X MAKES A BYTE OF DIFFERENCE

A Basic program that sends output to the printer will cause the 100 to appear locked up if the printer is either not connected or turned on. This can cause you to abort the program using shift-break.

You can cause the program to test and see if the printer is available by testing the printer port before sending it output. The Basic statement INP(x)will return a value from port "x".

The Model 100 uses decimal 187 as the address for the parallel printer port. Since we are only interested in several of the bits in the byte returned, we will mask the remaining with an AND function. The following statement, X = INP(187) AND 6, will return a value for X that is as follows:

1. If X = 6, the printer is not connected.

2. If X = 0, the printer is not turned on.

3. If X = 4, the printer is on but not selected.

4. If X = 2, everything's okay so print away.

Don Griffith Griffith Computer Consultants Inc. Orlando, FL

HIT F8 TOO SOON AND YOU MAY BE OVERCHARGED

All instructions in Radio Shack manuals, other books, and magazines explain that the log-off procedure to exit TELCOM should be by pressing F8 (which presents the disconnect prompt) and then hit Y and enter. My experience shows this to be as effective as unplugging the telephone line connection.

The problem is most CBBS or Information Services expect a command — BYE, PBYE, OFF, or QUIT. This gives them an opportunity to sign oft first with a thank you departure, then show your time online. In the case of CompuServe, if you use F8 as the doc-



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MAIL .188

umentation suggests, you may unwaringly have another 15 minutes of line time for which you will be charged. After it signs off, it is then proper to press F8,Y, and enter.

> Rodney Gant Plano, TX

ANDREASEN'S ARTICLE CONFUSING TO TWO READERS

appreciated Paul Andreasen's article, *How to Interface with Small Recorders,* in January 1984. However, I could not get files to load reliably after an electrical engineer I work with installed the recommended 5.6 megaohm resistor. Using an oscilloscope, he found that the resistor reduced the input to my Minisette 9 to the minimum stated level of .05 volts or less. When the input dropped below .05 volts, parts of the file would not load.

He replaced the 5.6 megaohm resistor with a 4.7 megaohm resistor. This provided an input signal of approximately .07 volts. With tone set at 10 and the volume set at 6, the Minisette 9 has so far proven as reliable as the Radio Shack CCR-81 recorder.

Other readers may want to consider this change if they have load problems using the 5.6 megohm resistor.

> Robert W. Judy Canton, OH

This letter is in regard to Paul Andreasen's article in your great *Portable 100* January issue, regarding modifying the cable for the 100 to work with smaller recorders.

The modification works fine, even when I used a 10 megaohm resistor. I used it with my Sony TCM-600 with the volume on 10 and the microphone sensitivity level on L. However, there is another fact in using the small recorders which may cause trouble.

One's natural impulse is to insert all three plugs: AUX, REM, and EAR. Some of the small recorders, including my Sony TCM-600, reduce the ear output volume when a plug is inserted in the microphone jack. Thus, the unwary user who makes Paul's modification may find that they can not read files from their tapes no matter how it was placed on the tape.

The solution, a minor nuisance, is to remove the AUX plug from the microphone jack when trying to read a file. Of course, it is not necessary to remove the car plug when writing a file.

> Herbert F. Spirer University of Connecticut

TEXT SEARCH HAS BUG IN IT

have found and verified a bug in the Model 100 Text editor find function. When asked to find the string "AB" in the text "AAB", it will not find it. Instead, it sees the first "A" and then checks the next character to see if it is a "B". It is not, and the editor then starts searching again beginning with the "B" and never finds the match. The editor should have started searching again beginning with the second "A".

The same problem occurs with finding longer strings, such as "ABC" in "ABABC". In general, the editor starts searching again at the next character after the one that failed to match. It should start searching again at the next character (first "B") after the last character it stated with (first "A").

> Robert E. Harold Flat Rock, MI

COMMANDER SHOULD TALK COMPUTERS, NOT POLITICS

received my first copy of *Portable* 100 this week and was pleased with the overall content of the magazine. However, I must express my vchement objections to the *Portable Commander* column in the December issue.

The writing was inept, the tone condescending, the ideas naive, and the article itself completely out of place in a technically-oriented magazine. A time when our government has decided the American people do not have the right to receive news from a combat zone is no time to be crowing about our freedom of information.

Granted, we have the money and skills to use personal computers for an unprecedented exchange of ideas, but that ability is irrelevant to the dangerous aspect of United States-Soviet relations and The Arms Race. The latest evidence indicates that, in fact, the Soviets did not know they were downing a passenger plane, and in any case, the incident is far too complicated to be dealt with in Mr. Commander's simplistic manner. If I wanted to read

MAIL .100

right-wing editorials I would buy a copy of *The American Spectator*. If it is your intention to use *Portable 100* as a forum for political ideas, I would be glad to contribute a few articles with a viewpoint different from Mr. Commander's. Otherwise, please stick to the computer.

Mark Turnbull Sebastopol, CA

NEC HAS NICER KEYS, RADIO SHACK TAKE NOTICE

Congratulations on the standard attained by your magazine, which so far is very high. It is good to see you publishing some drawbacks to the Model 100 as well as praise, such as nominating it "Machine of the Year."

I am surprised I have not seen complaints about the 100's awful little function and cursor keys. As an otherwise satisfied purchaser and user of the 100, I constantly am annoyed by these awkward, badly designed keys. The cursor keys, which are in constant use in document writing, are especially bad. Radio Shack should discontinue manufacturing the Model 100 in its present form and adopt the sensible cursor control arrangement of its sister machine, the NEC PC-8200.

An additional feature which I, a journalist, would like to see is a word count system.

Peter Samuel Washington, DC

BLUNT, BUT MY SENTIMENTS EXACTLY

W hile reading the December 1983 issue, I noted with special interest the letter from North Carolinian David Dalton on page 11. He's blunt, but expresses my sentiments exactly. Presently, I'm using your magazine for the new product ads and the few good articles it contains.

Instead of wasting valuable space offending half the population of the world with useless drivel about the imagined possibilities of CompuChurch, how about an article on how to connect the 100 with one of the many available stand alone disk drives complete with a DOS? That, admittedly, will require more effort than went into the aforementioned article, but would be well worth the price of admission.

Remember who your audience is: The 100 is a new professional computer, not a kiddie game machine.

Donald A. Gange Milpitas, CA

ADVERTISING PRACTICE DISTURBS NEW YORK READER

am writing because I see a practice in your advertisements which is disturbing. In the January 1984 issue there were at least five advertisements for software which did not give a phone number. Other magazines which I receive have made a phone number mandatory. I personally will not buy via mail order unless there is a phone number in the ad.

I hope you will require your advertisers in the future to give a phone number. For reference, those without numbers were: Costal Office Systems, Datamasters, Federal Hill Software, Pocket Programs, and Solitary Software.

> Michael Neidich Syosset, NY

In defense of the advertisers you listed and others who may not list phone numbers in their ads in future issues of *Portable 100*, let me explain. We have no requirement that advertisers list phone numbers in their ads because we do not see it as a danger to our readers.

You're right; they may be small or one-man operations and the additional cost of manning a phone may be too much for their budgets. But don't let that stop you from acquiring a product that may interest you. That's what the reader service numbers are for... further information. Or, when ordering a product, ask if they will send you their phone number in case you have a problem. I bet they will be glad to do that.

Keep in mind, many advertisers start small, often working another fulltime job. They may not be available to answer when and if you call.

If these advertisers have a product you want, try them out. Listing a phone number is no quarantee that delivery, service, or quality will be any better.

Peter Montross Advertising Director Portable 100 continued on page 54



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THE WIRE



SUPER BOWL

MEWS DRAWS RAVES FROM DEMANDING KEYPUNCHERS

By Jim Lamb

he bookies haven't set the odds on who'll take the field at Super Bowl XIX in San Francisco, but you can bet on this: A platoon of Model 100s will be in the stands to cover the action — play by play.

The 100 made its Super Bowl debut at Tampa Stadium in edition No. XVIII of the National Football League's glittery championship. Radio Shack's lightweight drew generally good reviews from that demanding breed of keypuncher known as the sportswriter.

Before you can appreciate what these game-to-game gypsies have to say, know this: These guys travel long and much, eat fast, endure being shuffled, sidelined, and maligned by players, coaches, and fans. And if you think they've got an understanding editor back at the newsroom who'll take all the hassles into consideration when a deadline is approaching, forget it. They wanted it yesterday, or at least a halfhour ago.

So when one of these jock watchers is impressed by something, it can't be just average. Average players don't make it in the big leagues. On the other hand, they're not afraid to tell you where they think the watts atc. Just ask any superstar who has had a bad game. Ask Joe Theismann. But more about that later.

First, what they like:

WEIGHING IN. While the 100 may be a heavyweight in performance, its light weight drew praise. It's a big improvement over the "monster" portables (12 to 30 pounds) they had been using.

A typical remark: "Lugging that thing around, you had to be a heavyweight," Brian Schmitz of *The Orlando* (FL) Sentinel said of the transportable he used to carry to games. "These things, 100s...you don't even know you're carrying one."

Schmitz, who has covered four Super Bowls, said there's no comparison to the computer he used to use. He predicts a solid future for the 100 in the world of sports: "You see more and more of them and I think you're going to see them more," he said. "I wish I could get one for Christmas."

SIZING IT UP. "The size is great," said Mitch Lawrence, sportswriter for *The Rochester* (NY) *Democrat and Chronicle*.

who decribed NFL standard-issue press boxes as "typically crowded." The size might have been doubly appreciated in Tampa where a record crop of the national press showed up to watch the L.A. Raiders mug the tavored Washington Redskins, 38-9.

"The 100 is small enough to have a notebook and other books around," Lawrence said.

EASY DOES IT. Lawrence faced a doubleheader in his coverage of the championship game. Not only was it his first Super Bowl, but his newspaper bought the 100s just before he went to Tampa, two challenges for the price of one.

He was given "a little lesson" one day, he said, and the next day "wrote a story and sent it."

Lawrence's co-author at the Super Bowl, the *Democrat and Chronicle's* sports columnist, Greg Boeck, agrees about the ease of use: "Mitch here showed me how to use it," said Bocck, whose Tampa trip marked the third time he has covered the Super Bowl. "It was like you owned it all your life...like being born with it."

Boeck's plaudits about Lawrence's tutorial ability went largely unnoticed. "Greg changes a light bulb and you have to fix the plaster," Lawrence said.

MR. POPULARITY. "I started seeing them at the World Series," Bocck said. "I saw tons of them at the Super Bowl."

The tons included this handful: USA Today, The Washington Post, The Tampa Tribune, The Miami Herald, The St. Petersburg Times, The Jackson (MS) Daily News, The Morristown (NJ) Daily Record, Gannett West Chester (White Plains, NY), and The News-Record in Willoughby, OH.

HOME TEAM. Don't get the idea every sports Model 100 was at the game. There were enough electronic goodies to go around. The 70,000 circulation *Daily Record* only could afford to send one person, John Harper, to Tampa. That left Greg Garber, a Super Bowl two-timer, to write local-angle stories for the Morristown, NJ-based paper. (Don't feel bad for him though; he's slated to cover Super Bowl XIX.)

Garber said he was the first Model 100 user in the fraternity of 12 that regularly covers the New York Giants. By season's end, seven of the 12 had made the switch to Radio Shack's Model 100. "They really have revolutionized the whole process," he said. "It's less than a thousand (dollars) ... that means even the 15,000 circulation papers can get into it."

DOES NOT COMPUTE. Sportswriters don't consider themselves computer people, let alone hackers. In their world, hack is a four-letter word. Little wonder, then, that

THE WIRE



while they sometimes refer to those things they carry out a 12-story window. He then called the bellhop and rearound as "computers" ... they also call them machines, terminals, and words I can't mention here. These guys do not compute!

Ask them if they use the 100, for example, to do statistics, sometimes called "stats," and they'll treat you like you're not dow, he admits to this tale of terror on his last night in a member of the brotherhood, like you don't have "The Write Stuff."

'I don't know that I would even know how to use it to calculate anything," was the way USA Today's Larry Weisman, a six-time Super Bowl veteran, put it. "I use it strictly as a word processor."

The general attitude toward computers is this: These things were made to bang out game stories on deadline, and therein lies the rub. They weren't.

THE WARTS. "What we're concerned about is getting good angles in stories and writing to the inch. Here (on the 100) you're talking about bytes so you're talking a foreign language. Sportswriter Mitch Lawrence said that, but it might have been said by any of the brotherhood of bowl watchers, super or otherwise.

Ask a ditchdigger what he wants; he'll tell you a shovel. Ask a sportswriter, like the Sentinel's Brian Schmitz, and he'll say something like this: "I just want a fast game and I hope my computer works."

What he didn't say was a sportswriter can live with a game that isn't fast. But a long-distance writer can't live with a computer that doesn't work. Lawrence tells the story of the writer on assignment in Cleveland, who, after trying to transmit a story and losing it, tossed his portable computer

portedly said, "See that mess on the street? Clean it up and send it to The New York Times.

It must have been a great story.

While Lawrence said he'll never toss his 100 from a win-Tampa: "It was on the last inch of the last story to write for the Super Bowl. I hit a couple of wrong buttons ... "

Need we say more?

We will. These warts, from other Super Bowl users:

"The screen is so small. It's like looking at a rearview mirror.'

"The keyboard is okay, nothing to get excited about."

"Early in the week, the battery went dead."

"If you do something wrong, you get a god-awful pitch."

A couple of flaws ... the insert mode isn't good."

"Sometimes the cursor doesn't move as fast as you'd like."

And finally, this zinger from USA Today's Weisman: "They tell me it's user friendly, but we haven't gone out for a beer vet."

Oh well, even Jim Plunkett throws an interception, once in a while.

EXTRA POINTS. What sportswriters would like is the perfect game, and the perfect machine with which to cover it. For a growing number, the Model 100 scores high and is a contender for their affection. For others, the decision is already in. Greg Boeck has this to say about his newfound friend: "These things are great. Awesome. They're the Raiders of the business. They're incredible."

Only a sportswriter could have put it quite like that.

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CONSUMER ELECTRONICS SHOW

FLASH, PIZAZZ EVIDENT AT VEGAS ELECTRONICS BASH

By Mike Greenly

Editor's Note: During the Consumer Electronics Show in Las Vegas in January, Mike Greenly filed daily reports on The Source's Participate. Mike was a marketing executive for Lever Brothers and Avon before starting Mike Greenly marketing this year. This article is based on his reports to Source members.

on't let anybody kid you. Attending a consumer electronics show is work... especially if you are reporting via your Model 100 to Source readers across the country. They are counting on you. They want news as it happens.

The show in Las Vegas is an intense experience. Not just the flashy sound and light. Not even (drum roll) The Equipment. It's the human "stories" that get you. The high-stakes struggles just behind the surface, hidden under the glitter of the electronic jungle. If you let yourself feel those stories, they will wear out your feelings.

You ready yourself for weeks. You set up a pre-show conference on The Source to gather advance questions and comments, to get a sense of what your readers want. You do your best ahead of time to get your thinking organized! You hope your reports will be on target.

Then you step onto Planet Vegas! You join the battle lines, forget the anticipation and preparation. You pulsate like the exhibit halls waiting for you.

The spectacle begins at the airport. Slot machines clacking and blinking as you exit the plane. Literature thrust at you (*CES Daily*) as you try to locate your baggage.

You see all the evidence that there's no better spot for an electronic show than right here in Vegas. It's the land of the 20-foot showgirl posters (maybe even 20-foot showgirls!), the City of Endless Light, a looney Star Trek set, "Planet Lightkitsch." Welcome, alien!

There is gambling in the restaurants, gambling by the check-in counter, gambling on your way into the exhibit hall. But what is CES but 17 miles of gambling?

Part of the show's intensity is from the pressure to get your attention. The competition awaits you in every booth. The "barkers" are the people who put these glitzy "kingdoms" together; the ones who unwrapped every carton. Sometimes they've left home those who wrote the scripts or designed the products, the people back home paying mortgages and waiting for the news: "Did we have a good show?!"

So you step out on the floor just as fast as you can get there and you enter the electronic mixmaster. If you've been to COMDEX, there's one thing you notice right away. There's a difference in the people who come to this show.

The Vegas COMDEX was filled with pinstripe suits. "It's the IBM influence," the oldtimers told me, "people think they'll strike it rich faster if they dress like "Big Blue."

Well, IBM didn't make it to this CES. And while there's plenty of designer execuwear, you get a different impression. There are noticeably more women at CES, more foreigners too, especially Japanese. You see a younger crowd,

THE WIRE

couples in blue jeans. More "just folks," like the crowds at a circus.

Even between the exhibit halls, the world's fair aura pervades. On the way from cameras and music to the hall filled with computers, you pass an only at CES sight: Cars looking like beached flying fish line the courtyard, their doors open wide, music pouring out of them. Car audio speakers blare, "Do you wanna have a listen that'll send you down the road?" (You enter the computer hall bouncing.)

There's plenty of "hard news" to report. Portables are everywhere, as company after company tries to emulate Tandy's success. (You feel a little smug, let's confess. You know you're already there. On the way to Vegas, you filed a report from a pay phone at the St. Louis airport. Electronic Superman.)

At the show, I interviewed the president of Atari, James Morgan. We were just outside his display rooms, so I was able to report on his will-to-conquer. I asked him about the rumor that Atari would drop all its hardware. "Patently untrue!" he said. I found I believed him, and passed on the word to Source conference readers.

I got news from the Texas Instruments booth about TI's commitments to its "orphans" (Warranty and repair information, a hotline, third-party software development).

There is gambling in the restaurants, gambling by the check-in counter, gambling on your way into the exhibit hall. But what is CES but 17 miles of gambling?

In fact, there was lots of news to report on lots of companies and products: Apple, Commodore, cameras, telephones, and glorious digital sound to blow you away. But long-timers were quick to note, compared to other years, a breakthrough of any kind was lacking at CES. Most companies are inching along (with exceptions like Kodak's new video camera), waiting on the sidelines with the status quo, nervous to see where the next surprise is coming from.

By the end of the day, your feet are tired and your shoulders sag from carrying around too many pamphlets, brochures, and journals offered in the hallways from young men and women in shorts and t-shirts. (These pamphletkids get paid \$50 a day, "off the books" You hope their shoulders hurt too.)

Back at your hotel room, you collapse on your bed, order room service, and pull out your 100 nestled among your shirts in the dresser drawer.

You ready the acoustic couplers as though they were James Bond spy equipment. Problems. Problems with getting a simple dial tone, delays in going through an operator, problems when the local telenet number is busy. Sometimes, in desperation, you phone New York to a Tymnet number you can always count on. Even that fails you in mid-transmission. There's a sudden scramble on the screen, and you realize 1984 has really arrived. The exasperation now is, what seems so "simple" to you, telecommunication, still is so finicky, so fragile.

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But you don't give up, and dial again. You sort through your papers and pamphlets, all your hasty notes. But your mind goes back to the "news behind the news," to the people that are also "the show," the other news.

A west coast salesman told me to look around the room' and picture it with two-thirds of the people and companies gone by next year. Gone? Why? They'd be out of business, he said.

The failure rate in this business is as brutal as the stress, the human cost of playing a turbulent game where the rules constantly change. What's a good product? Well, it depends on which week you ask the question. It's a voracious industry, a killer of heart-pumping hopes even as it creates new triumphs.

Every hour during the fair, you pass and ignore the results of so much effort. You turn your back on the booth that doesn't interest you, a rejection that takes just four seconds. You snub the salesman with the overly hearty greeting, "Hi! How ya' doin'? You audio or video?" You ignore the magician with three miserable pieces of rope, trying to say (a lone voice in a swirling hurricane) why his ability to stitch them together is like the "magic" of the computer components he's presenting.

But when somebody does something well, you really notice it. The Fisher demonstration was an example. Hot pink neon sign splashing out "Digital Music," Michael Jackson's "Thriller" videotape spread onto a large screen with powerful speakers on either side. The crowd came down the stairway, hooked by the sound and light. Then a glamorous Pied Piper, Fisher's statuesque hired model, glided onto the stage. She moved her hand slightly so the silver audio disk would glisten. She thanked Michael Jackson and told us us why Fisher digital music is the best there is. Her script carefully avoided "tech speak" and ended with a listen to the silver disk itself. An actress, even in an industrial show, knows when she's a winner.

Or the opposite, like the actor and actress at the Canon booth. They were too bright and brittle as they spoke their artificial lines (the script the client approved) to a smirking, shuffling audience. I was once going to be a playwright and I found it unbearable to look at the Canon actor's face. I empathized too much with what he must have been feeling. Nobody likes to be a public "turkey," let alone star in one, day after day.



THE WIRE

So it's better not to think about the poor Spectravideo pitchman, camped across the way from Coleco's mammouth castle. David on Goliath's toenail, Coleco was crammed with visitors, while the competing Spectravideo man pitched to his own sales manager just to make the booth look busy.

You can smell the danger as you pass some booths; the desolation at Kaypro and the lack of news at Epson. You can smell that as you can hear success: applause as Steve Gibson demonstrated his new invention, the Gibson Light Pen, just purchased by Koala; the buzz at Electronic Arts, people camped all around the "tent" for game demonstrations on strategically placed monitors.

My report goes out over the Model 100 like an electronic tom-tom. Readers of Participate wire back questions for the next day's march. But eventually it's over and time to say goodbye.

Goodbye fiber-blond women at the top of the Hilton wheelchair runway;

Goodbye blond gargoyles in black dresses with trays full of the light-up earrings, only \$38.50. ("It comes with five light-up colors, runs on AA batteries! Want some, honey?")

Goodbye light-up state of Texas and impossible quest for the electronic roller skates a reader hoped I'd find.

Goodbye Michael Jackson everywhere.

Goodbye digital sound that I can't afford right now, but greedily want.

Goodbye man with the fuzzy-image on his large TV screen and the "state of the art" sign above it. ("No, this isn't actually the state of the art show, we just call it that.")

Goodbye to the actor dressed up as Spiderman and the actor swho's Spiderman's ladyfriend and the humanoid (I'm guessing) who wears a giant box of Scotch video tape with only arms and white gloves showing.

It's also goodbye executives wandering the corridors, and the two cops talking about what kind of deals they "cut" with vendors on the last day of the show.

Goodbye Las Vegas morning 'til midnight wedding chapels, where they'll drive you to and from to get your license if you don't want to wait an extra day for the ceremony.

Goodbye 3-D games at Mattel.

Coodbyc gambling all around you and goodbyc stacks of magazines and phone equipment.

Goodbye for now, CES.

Goodbye all of it... and hello brave day after. #



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unless instructions specifically tell you they do.

The features that may be entered at the PROGRAM: prompt are listed in table 1.

A SAMPLE SESSION. Let's say someone gave me a "hot tip" on the market for a company called Tandy Corporation and I wanted to gather some information on that firm.

After entering GO FIN-6, I entered QQUOTE at the PROGRAM: prompt to check the current stock price.

These quotes are updated periodically during the day and cover two major U.S. exchanges as well as selected OTC. CompuServe does not edit this and is not responsible or liable for its content, completeness, or timeliness.

Each current quote costs 2 cents in addition to connect-time.

At the ISSUE: prompt, I filled in Tandy's ticker symbol (TAN) and received the current price of the stock. I decided to examine the stock more closely.

When PROGRAM: appeared on my screen this time. I responded with EX-AMINE. Information scrolling across my screen included type of stock issued, earnings to date, shares outstanding, and dividend history. Continuing, I called up Standard & Poor's data base by typing in SNP at the next PROGRAM: prompt. The S&P General Information File contains summary, important developments, product line contributions to profits, corporate officers, and selected financial items on over 3,500 companies.

I typed in Tandy's ticker symbol and received information on its S&P ranking, gross sales, and net sales.

Standard & Poor's General Information File then printed a description of Tandy, important developments for the company during August, and a description of its product line.

Since the current information looked

ooking for an investment opportunity now that your taxes are paid? Look to CompuServe's financial data bases.

CompuServe's Investment & Quotations data bases can be grouped into four categories: MicroQuote, Quick Quotes, The Value Line DataBase II, and Standard & Poor's Information File.

FOUR CHOICES. The MicroQuote securities data base contains trading statistics and descriptive data on over 50,000 stocks, bonds, mutual funds, warrants, government issues, and options. Historical prices and volumes are available for most stocks back to January 1, 1974; historical dividends are available back to January 1, 1968 and only current options are kept.

If you would rather check the current day's price (updated hourly), Quick Quotes would be for you. The Quick Quotes data base contains stock issues from the New York Stock Exchange, American Stock Exchange, Over The Counter markets, and NYSE and AMEX bonds.

The Value Line Database II offers annual and quarterly financials on over 1800major companies back through 1968. It also includes Value Line's forecasts of company performance.

In addition, CompuServe's Investment & Quotations section includes the Standard & Poors Information File. This file contains company, business, and Standard Industry Code intormation on over 3,500 major com panies.

WHERE TO FIND IT. The casicst method to access CompuServe's financial data bases is to enter GO FIN-6 at any CompuServe Information Service prompt (!). You may also enter GO FIN (for GO FINANCE) to view the complete spectrum of CompuServe's financial offerings.

Upon entering the Investment & Quotations area, you may receive a brief news item describing recent enhancements or new teatures. Next you will be told the date of the last database update. Then you will receive the PROGRAM: prompt.

To obtain a report, type the feature you want when you see the PRO-GRAM: prompt. You need not type the entire command, just enough let ters to distinquish it from all other choices. For example, typing QQUOTE will give you the Quick Quote data base and the current day's stock prices.

TYPING ?. Whenever a program prompts ISSUE:, it is expecting a ticker symbol or cusip number for a stock, option, debt issue, or other security. If you do not know the ticker symbol or cusip number for the item you want, use the CUSIP program (enter CUSIP at PROGRAM:) to find it.

Often, typing a question mark (?) will cause a program to provide additional instructions. If a prompt ends in an exclamation point (1), you may also use the familiar Information Service navigational commands such as M for previous menu and BYE to disconnect from CompuServe. At other prompts, these commands probably won't work

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good, I had MicroQuote do a statistical analysis of Tandy's stock for the past three years by issuing a STATS command at the PROGRAM: prompt.

Finally, the accountant in me came out. I entered VLINE to "look at the books." The financials on most major corporations are available there.

Then, 1 decided to obtain a four year financial ratios report. At the PROGRAM prompt, Lentered VLANN

I was able to gather extensive company information in less than an hour of connect-time and can now make an intelligent investment decision. Any guesses what it may be?

By typing CHARGES at the PRO-GRAM: prompt I found the cost of my investment search (table 2).

Each time you log into MicroQuote and actually obtain data, you incur a

minimum charge of \$1 (plus connecttime), unless the only data you access is retrieving current-day prices via QQUOTE. (Note: the minimum charge is not assessed if you only access documentation or file area management commands.)

Obtaining data incurs transaction fees which vary, depending on the program utilized and the amount of data requested

There are no fees other than connect-time to list out instructions and demonstrations, or manage files in your area.

The following are costs associated with the various data retrieval features:

• CUSIP. Twenty-five cents for up to 25 issues listed. The fee applies even if

	NAME	FUNCTION
	BONDS	List all bonds for issuer
	BRIEF	Set brief mode for prompts
	CATALOG	Brief list of files
	CHARGES	List surcharges for session
	COMMANDS	List of available features
	COPY	Copies a file
	CUSIP	Find tickers or cusips
	DATA	Data retrieval program
	DEFINE	Data descriptions
	DELETE	Delete a file
4 ¹	DETAIL	Turn off BRIEF mode
	DIRECTORY	Detailed list of files
	DIVIDEND	Dividends, splits, interest
an di seria di Sa	DOC	Documentation, demos
ار با می ^{ایر} از ایران اربا ایران ایران مراجع با در ایران از	EDIT	FILGE editor
	EXAMINE	Description of an issue
	FILTRN	Up and download files
	INFO	Information, price list
	MKTHGH	Market highlights (outliers)
	NEWS	News (If available)
Rent March -	PRICE	Price, dividend display
	PROTECT	Protect file, directory
	PORT	Portfolio valuation
	QQUOTE	Current-day prices
	QUOTES	Multiple security quotes
	RENAME	Rename a file
승규는 것을 많을	SNP	S & P company evaluations
	STATS	Price summary over date range
المراجع العام المراجع مراجع المراجع المراجع	TELPLT	Telidon Plotting
	TERMINAL	Set terminal parameters
e portes Secondados de las comos	TYPE	Type file contents
	VIDPLT	Plotting with VIDTEX
	VLANN	Value Line annual financials
	VLDATA	Value Line data retrieval
	VLFORE	Value Line forecasts
	VLINFO	Value Line information
	Table 1 Comm	ands Available al Program Prompt.

PROGRAM: CHARGES PREMIUM CHARGES SUMMARY	
Current-Day Quotes Standard & Poor's Historical Prices	\$0.02 \$0.25 \$3.75
Total Charges	\$4.02
Table 2. Cost of Tandy Investment	Search.

no issues are found that match the search criteria.

• PRICE. For prices, the cost is 3 cents per price set for the most current price and 5 cents per price for historical prices when daily prices are requested. Weekly prices are 10 cents per price set and monthly prices 15 cents per set. A set includes the date, volume (in 100s), high/ask, low/bid, and close. Accessing dividends costs 15 cents per distribution, and the accompanying data includes the date, rate, type, exdate, record date, and payment date.

• Descriptive data (available only through MQDATA) costs 5 cents an item, up to a maximum of 35 cents per security. Those items include closing price, S&P rating, indicated annual dividend, earnings per share, shares outstanding, beta, beta rank, yield to maturity, amount outstanding, Moody's rating, underlying stock price, underlying shares, and open interest. Of course, not all of these items apply to all issues. There is no data charge for other descriptive data items. For more information on these data types, enter DEFINE (may be abbreviated to DEF) at the MicroQuote PROGRAM: prompt.

• EXAMIN. \$1.25 per issue

• STATS cost \$1.25 per issue for a time period up to 261 trading days (1 calendar year) or \$2.50 per issue for time periods greater than 261 trading days.

• MKTHGH. The reports marked with an asterisk (*) when the menu is printed in MQUREP cost 10 cents each. Other reports cost 50 cents each.

So if you're looking for investments information, CompuServe's financial data bases can provide you with comprehensive information for investment opportunities.



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JAKE COMMANDER



HOW THE 80C85 MICROPROCESSOR HANDLES ITS INTERRUPTS

ast month I looked at what interrupts are and the type of software processing they allow. This month I'll be describing how the Model 100 deals with these events, or more precisely, how the Model 100 microprocessor deals with them.

The microprocessor unit (MPU) in the Model 100 is a low-power version of Intel's 8085. Fabricated using CMOS technology, it is known as an 80C85. Apart from the method of manufacture and the consequent "C" identifier in its type number, it is functionally identical to the 8085 — both in its instruction set and its method of handling interrupts.

ALL IN THE FAMILY. Now, the 8085 was itself sired by another MPU, the

8080. So it won't be a surprise to find that the 8085 has an interrupt mode which is the same as the 8080's. In fact, to boil down the differences between the two chips; the 8085 is merely an 8080 with extended interrupt processing capabilities. And with the 80C85 being a CMOS version of the 8085, you now should have the relationship between all three chips.

First, let's look at the interrupt method common to both the 8080 and 8085. This is called INTR on the 8085 (INT on the 8080) and is simply the name given by the engineers who designed the chip to the interrupting signal. If a signal is placed on the INTR pin of the 8085 while interrupts are enabled, it will complete its current instruction and process the interrupt.



When the 8085 is given such a kick via its INTR line, the hardware that caused the kick has the responsibility of telling the microprocessor what to do next. It does this by supplying a machine-code instruction which it forces onto the data lines of the chip. Instead of executing the next one in the program, the chip dutifully reads and executes this forced instruction.

THE CALLING. So, what sort of instruction would the interrupting hardware want carried out? It will almost certainly be a call to a subroutine which will perform the required processing.

A call has the advantage of both transferring control elsewhere and remembering where control was before the transfer occurred. In simpler terms, the chip can shoot off, find out what the interrupting device wants, and shoot back again.

The only problem with a CALL instruction is it requires three bytes: one for the CALL opcode and two for the address at which to call. This can be a little complicated as the three bytes all have to be timed accurately. It would be much simpler to place a single byte opcode on the data bus.

RESTARTS. Well, the good old design engineers must have had this problem in mind when they decided on the instruction set. They decided to allow for eight opcodes that could perform single-byte calls...just like we want.

These opcodes are known mnemonically as RST (for restart) instructions and include RST 0 to RST 7. Each one performs a call to predefined locations in low memory. As you might expect, each of these predefined addresses are likely to contain a jump to the routine to do the donkey work.

It's worth explaining a point I alluded to earlier. I said the INTR signal would cause an interrupt if interrupts were enabled. Most interrupt modes



COMMANDER

can be enabled or disabled using a software instruction (EI or DI).

SHY DI. A DI has the effect of making the MPU ignore any signals on its pins which demand its attention. The reason for this is that certain pieces of software are time-sensitive and would be upset if interrupted.

Imagine if you had some code that counted for precisely a tenth of a second then emitted a short tone. If the MPU was interrupted by some impatient device, the count would also be interrupted and more than a tenth of a second would elapse before the tone.

A trivial example, but it illustrates the point. What the programmer would do in such a case is to disable interrupts, do the countdown, and then re-enable them. If an interrupt occurred during the countdown, it would be ignored until interrupts were enabled again.

SAME BUT DIFFERENT. The 8085 has five interrupt pins — four more than the 8080. Of the remaining four, three are nearly identical. They are not all that different from what we've seen so far. These are called RST 5.5, RST 6.5, and RST 7.5. Notice they're called restarts as before because they perform in a similar way. The difference between these and the previous kind is fairly simple.

RST 0 through RST 7 are all software opcodes. As such, they can be used in any machine-code program. More importantly in this context they can be forced onto the data bus during an INTR interrupt.

However, RST 5.5 through 7.5 are not opcodes and are only ever invoked if an interrupt signal occurs on their individual pins. Spelling out the steps should make this clear.

HARDWIRE ACT. When an interrupt signal appears at the RST 6.5 pin in the 8085, the MPU stops what it's doing and performs a hardwired call to hex location 0034 in memory. This location would probably contain a jump to the final interrupt-handler subroutine.

Notice that this is very similar to the INTR process. The important difference is that the INTR interrupt forces an opcode (normally a RST) onto the data bus, whereas the three RST 6.5

interrupts don't. The three locations called by these interrupts are positioned halfway above RST 5 to RST 7 in low memory. 1 his explains the .5 in the interrupt name.

A QUESTION OF PRIORITIES. So, why have three interrupts, all the same? Apart from calling different memory locations and thus different subroutines, each has a different priority. This means that if three devices all interrupt the MPU at the same instant, the RST 7.5 goes first, followed respectively by RST 6.5 and RST 5.5.

Giving priorities like this enables the most important interrupt to be dealt with before the others. The definition of what gives one interrupt higher priority over another depends on the particular machine.

Usually, interrupts which signal high-speed incoming data will have a higher priority than ones which can afford to wait a while.

BIGGEST PRIORITY OF ALL. The final interrupt is so high on the priority list that it can't even be disabled by the programmer. The Z-80 MPU has a similar one called NMI (for non-maskable interrupt). On the 8085, it's called TRAP. This is reserved for catastrophic events which override anything the processor is currently dealing with. The example always cited is that of power failure and I don't intend to be the exception.

If power starts to dip on a computer, it's quite feasible to have the hardware detect the condition and place a signal on the TRAP pin. Nothing is more important (as it's about to die in a few hundred milliseconds), so the computer stops what it's doing and performs a call to yet another predetermined location in low memory.

What happens from then on depends on the hardware, but the usual idea is to save the contents of RAM on a high-speed peripheral before power goes too far. When power is subsequently restored, this peripheral can be read, memory contents restored, and the program reentered as if nothing had happened. You can see why this interrupt is not deferable.

Next month I'll be taking a look at the specific events which occur during interrupt-processing on the Model $100. \checkmark$

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A 100 HELPS THE JUDGES AT THE INTERNATIONAL SCIENCE FAIR

TRS-80 Model 100. Although there were a host of computer projects at the International Science and Engineering Fair held in Phoenix, AZ, last May, mine was the favorite.

As a publicist for one of the participating special awards panels, I brought my MEWS along to the judging, armed with a program that promised to make vote tallying a lot easier.

Since the Model 100 had been on the market less than two months at the time, I found the scientists, Ph.D's and all, were fascinated with the new tool. (It wouldn't surprise me at all if some of them show up with a 100 at the next fair, to be held in Columbus, OH, this spring.)

CALCULATING WINNERS A CINCH.

Educators can use this same program, at local, regional, and state science fairs. You'll find, as we did in Phoenix, that calculating winners is a lot faster using this handy, but short, program.

Vote tallying systems vary. The one used by my group at the science fair works like this: The 12 judges break up into three groups, each visiting one-third of the exhibits, and as many of the other displays they can in a twohour period. Following this overview, each group provides a list of the strongest exhibits. Usually, only about onefourth of the entries are eliminated at this point.

Then, the judges reexamine the exhibits in six groups of two judges, spending more time interviewing the students. Some hours later, they reconvene and conduct a preliminary vote to determine the "top 30" or so

exhibits. The final hours are spent talking with students who have made the final cut. By 8 p.m. that evening, the judges vote on the top exhibits for the organizations's special awards.

100 DOESN'T DALLY WITH TALLY.

Our group voted by awarding each exhibit a score, ranging from a high of five to a low of one. Each was determined by a show of hands. The Model 100 tallied the score given for each category, and then calculated the average. Because the program also keeps track of the number of judges who have voted for an exhibit, an accurate average is figured.

Each round of judging begins with the program accessing a subroutine for each rating, five through one. Subroutines are used so that, if a judge decides to change a vote, a correction can be made simply by using the proper subroutine, rather than repeating the entire voting. store the number in an array, N(n). The results, including number of votes, judges voting, and average, are figured and displayed. The average is rounded to two decimal places in line 140.

Judges are alerted that the score has been figured by a BEEP, and then the average is flashed on the screen in the middle of an INKEY\$ routine at lines 250 to 300. This will continue until a key is pressed.

If a number key is chosen, indicating that corrections are needed, the program uses the value of that number to determine which subroutine should be accessed again. Any number of corrections can be entered, with the new vote and average displayed each time, until a non-number key is pressed, sending control to the next voting session.

If you have a battery-operated printer, such as has been adapted for the Model 100, you might want to add a line or two to accept the name or project number of the exhibit, and then print out that information along with the results. This will allow the judges to have a permanent record of the voting. Also, you could add a module to keep track of project numbers and vote results, and then sort them by average scores.

The subroutines, at lines 370 to 460,

BUSCH

80 GOSUB 370 : GOSUB 390 : GOSUB 410 : GOSUB 430 : GOSUB 450 85 * *** Print Results *** 90 CLS : PRINT 100 FOR N=5 TO 1 STEP -1 110 PRINT " Number of ":N:"'s :":N(N) 120 SC=SC+N(N)*N : JD=JD+N(N) 130 NEXT N 140 AVC=INT(SC/JD*100)/100 150 PRINT @64, "Judges voting:" 160 PRINT @107,;"==> ";JD 170 PRINT @184,"Average Score:" 180 PRINT 190 PRINT " Hit <ENTER> if no corrections." 200 PRINT " Otherwise enter number to be changed."; 205 **** Flash Average on Screen *** 210 FOR N=1 TO 10 220 R=RND(1)*14000 230 SOUND R,1 240 NEXT N 250 AS=INKEY\$ 260 PRINT @227,"==> ";AVG 270 FOR N2=1 TO 50 : NEXT N2 280 PRINT @227, SPACE\$(4) 290 FOR N3=1 TO 50 : NEXT N3 300 IF A\$=""GOTO 250 310 A=VAL(A\$) 315 * *** See If Corrections Needed *** 320 CLS 330 JD=0 : SC=0 340 IF A=0 THEN RUN 350 ON AGOSUB 450,430,410,390,370 360 GOTO 90 365 * *** Enter Votes *** 370 INPUT " Enter number of fives:"; N(5) 380 RETURN 390 INPUT " Enter number of fours:"; N(4) 410 INPUT " Enter number of threes:"; N(3) 420 RETURN 430 INPUT " Enter number of twos:"; N(2)440 RETURN 450 INPUT " Enter number of ones:"; N(1)460 RETURN

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Circle No. 24 on Reader Service Card

BILL WALTERS



TANDY READY TO PULL WRAPS OFF ULTIMATE COMPUTER

ended last month with a promise of a peck at something exciting. I can tell you I am very excited about this new item and after you read and think about it, you will be too.

In 1983 Radio Shack used a carefully paced schedule to introduce six new computers...and then dropped the other shoe at COMDEX '83 with the introduction of the Tandy Model 2000 personal computer. In less than 12 months the entire product line of computers at Radio Shack had changed ...a significant accomplishment for any firm.

ONTO SOMETHING BIG. We are now poised on the brink of announcing the most significant development in computing, which will eclipse even the revolutionary TRS-80 Model 100. 1 am most pleased to be able to share it with you through this column.

In January 1981 when John Roach, chairman of the board, Tandy Corporation, presided over the new product announcement for the TRS-80 Model 16, he referred, somewhat tongue-incheek, to "The Ultimate-One" computer. He painted grand visions for this new computer, a universal operating system capable of using anyone's software, single or multi-user (of course), and a host of other lavish embellishments. This was just a "tease" or "lead-in", as he went on to say this product was not what he was there to announce.

There were a number of snickers from the audience as they realized what had just happened to them; they actually had begun to fantasize what such a device would mean to the industry. It would not be just a breakthrough product, but would be for the computer industry what the transitor was to the electronics industry!

LAUGH LAST, LAUGH BEST. I have to tell you, in the back row, we were not laughing. "How had *he* already heard?" whispered one of my cohorts. Worried glances were exchanged quickly. No. Surely it hadn't been divulged already; it was just too soon, still in too formative a stage.

Later that night at Billy Bob's, over a cold bottle of a renowned Texas beverage, I discretely pigeonholed our chairman. "Boy, you sure did have them goin' today with that Ultimate-One gag," I offered. I received a broad grin and a soft chuckle as a reply. "Of course, such a product would be fantastic, but quite impossible," I emphatically stated. "Yes, quite" was the reply.

Thank God! The secret was safe!

CAN YOU KEEP A SECRET? The next Monday at a hurriedly called meeting, it was quickly explained to all attending that *it* was still safe; only those present knew. However, now the project would have to really move along as there might be some in the audience who would pass on one or more of the ideas to the competition.

We now turned our attention to the area of major importance: "Will the one in Ultimate-One be in Arabic, Roman, or spelled out?" came the first question. 1 knew it was going to be a long project....

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- 4. Graphics 2 mode: Provides the same as Graphics 1 mode, except allows 16 colors per character.

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WALTERS



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Both eight and fourteen bit shown side by side.

WAR GAMES TECHNIQUE CAN BE VALUABLE TOOL












A persistent dialer can have more uses than just War Games.

n the popular movie *War Games*, a boy creates havoc by gaining access to a military mainframe with his home computer. He begins looking for computers by dialing all possible telephone numbers in an area code.

While driving home from the movie, it occurred to me that I could do the same thing with my Model 100 with very little trouble!

Everything needed is there. The machine has a modern, it can dial numbers, and all functions are controllable from Basic. Consequently, I attempted to write a program to play *War Games*.

Unfortunately, it didn't work. No mention was made in the Model 100 manual of a way to detect the carrier tone sent out by a distant computer as it reacts to the Model 100's modem tone. I tried scanning all of the Model 100 port inputs for an indication of the carrier tone but to no avail.

WAR GAMES. With the arrival of the TRS-80 *Micrcomputer News*, however, the puzzle was solved. Descriptions of the subroutines in the Model 100 ROM were included. One was carrier detection. I quickly wrote the program in listing 1.

The program is very short and looks long only because of its many comments. It works as follows:

Line 1100 saves a small bit of string space and reserves room for a tiny machine-language routine. That machine language routine is loaded in lines 2000–2010. We'll discuss its operation in a moment.

The loop in line 3000 dials the numbers. Here the hero of the movie would have put the range of numbers that he wished to dial. As shown, it's 487-0000 to 487-1000.

Line 4000 connects the phone line, after which a delay of a few seconds is inserted by subroutine 9000, called again and again in the program.

Line 5000 converts the number to be dialed to a string.

Lines 6000–6050 dial the number, using a ROM routine at 540A hex, which dials a single digit.

CARRIER DETECT. Once the number has been dialed, we must detect the



By JERRY W. O'DELL

carrier. The routine that does this is found at memory location 6EEF hex. It returns a value of 0 in the accumulator if a carrier is detected and a value of 255 if it isn't.

Unfortunately, however, a CALL in Basic does not allow us to view the contents of the accumulator. The little machine-language program (listing 2) simply stores the accumulator in a specified memory location.

I suspect almost anyone, even someone not familiar with machine language, can figure it out. Routine 6EEF is called, the result being left in the accumulator (A). A is then loaded (LD) into memory location 62950. Thus, after calling our little subroutine, we can view the accumulator with a PEEK at 62950. Lines 7000–7040 simply scan for the carrier 500 times (a few seconds).

If a carrier is detected (a zero in 62950), the program branches to 8020, printing out the number associated with the detected carrier (LPRINT instead of PRINT would give a permanent record). If the loop in lines 7000-7040 doesn't find a carrier, the main loop ends, and another number is tried.

This simple little program works amazingly well. I must confess that I've never used the program for the same purpose the hero of *War Games* did. Imagine the chaos in the phone system if all of the Model 100 owners tried dialing all possible numbers! In addition, I suspect that the reed delay in the computer would wear out after the first thousand numbers. **PERSISTANT DIALER.** However, there are legitimate uses for the program. With a few changes, the frivolous *War Games* program can be made into a very useful tool.

Frequently, when I try to use the large computer at work, all of the phone lines to it are busy. When that happens, I must dial the number again and again until a connection is made. With my old rotary-dial phone, this can be very hard on one's finger!

The program in listing 3 solves the problem for me. It dials the number repeatedly until a carrier is heard, then connects me to the computer.

The changes needed to accomplish this task are as follows:

The variable in the loop from lines 3000–8040 is changed to V, so that it won't interfere with the number to be dialed. The phone number itself is supplied in line 3010, as a string value.

The remaining change is in line 8025. When a carrier is detected (line 8020), the program branches to memory location 20806, which is TEL-COM. TELCOM looks for keyboard input. This has been provided earlier in lines 3020–3030. POKE 65450,1 and POKE 65440,1 each tell the computer to expect one character from the keyboard. POKE 65451,3 inserts the internal symbol for the function key term, and POKE 65452,255 indicates that the key is, indeed, a function key.

What a handy program! When run, it dials the number again and again. When a line is finally obtained, a couple of beeps are heard (you could put in some BEEP statements to make the tone longer), and you're connected to the computer! My finger is very pleased at the result.

The program could, of course, be used in many other ways. The Dow Jones program, on page 199 of the Model 100 user's manual, dials the number and, apparently, waits forever if there is no answer or a busy signal. With a bit of additional programming, this bug could-be fixed. Or, one could have the Model 100 dial Dow Jones and several other stock services in order, saving the data in a file. None of this would be possible without the inclusion of the carrier detection routine.

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Circle No. 27 on Reader Service Card

RPN Calculator For the Model 100.

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WAR GAMES

Program Listing 1. War Games.

1000 ""WARGAMES" PROGRAM 1001 ' 1002 ' SAVE SPACE 1003 ' 1100 CLEAR 100,62800 1995 1996 ' READ IN MACHINE LANGUAGE 1997 2000 FOR J=62801 TO 62807 : READ AA : POKE J,AA : NEXT J 2010 DATA 205,239,110,50,230,245,201 2090 2091 'BEGIN NUMBER DIALING LOOP 2092 3000 FOR NR=4870000 TO 4871000 3900 3901 'CONNECT TO PHONE LINE 3902 4000 CALL 21200'HOOK UP PHONE 4010 GOSUB 9000'WAIT A BIT 5000 N\$=STR\$(NR) NS=RIGHTS(NS,LEN(NS)-1) CONVERT # TO STRING 5010 GOSUB 9000'WAIT A BIT 5900 5901 'NOW DIAL NUMBER 5902 6000 FOR J=1 TO LEN(N\$) 6010 B\$=MID\$(N\$,J,1)'GET NUMBER 6020 A=ASC(BS)'MAKE A DIGIT 6030 CALL 21514, A, O'DIAL ONE DIGIT 6040 NEXT J 6050 GOSUB 9000'WAIT A BIT 6900 6901 'SCAN FOR CARRIER 6902 ' 7000 FOR K=1 TO 500 7010 CALL 62801,0,0 CHECK FOR CARRIER 7020 AB=PEEK(62950) CARRIER THERE? 7030 IF AB=00 THEN 8020 GOTO 8020 IF SO 7040 NEXT K 8010 GOTO 8030'SKIP IF NO CARRIER 8015 8016 'PRINT IF CARRIER 8017 . 8020 PRINT CARRIER AT" INR 8021 8022 'HANG UP PHONE 8023 ' 8030 CALL 21179 : GOSUB 9000 HANG UP PHONE, DELAY 8040 NEXT NR'KEEP TRYING! 8050 END 8900 I 8901 'DELAY ROUTINE 8902 9000 FOR JJ=1 TO 800 : NEXT JJ : RETURN 🎔 Listing 2, Machine-Language Carrier Detection Subroutine. CALL 6EEF ;CHECKFORCARRIER LD[62950],A ;PUTAIN62950 RET RETURN 🝼

Circle No. 28 on Reader Service Card

Circle No. 41 on Reader Service Card

WAR GAMESI Listing 3. Persistent Dialer. 1000 ""PERSISTENTDIALER" PROGRAM 1001 1002 SAVE SPACE 1003 1100 CLEAR 100,62800 1995 1996 ' READ IN MACHINE LANGUAGE 1997 2000 FOR J=62801 TO 62807 : READ AA : POKE J, AA : NEXT J 2010 DATA 205,239,110,50,230,245,201 2090 2091 'BEGIN NUMBER DIALING LOOP 2092 3000 FOR V=1 TO 1000 3010 NR=4871000'PHONE NUMBER 3020 POKE 65450,1 : POKE 65451,3'PUT TELCOM RESPONSE 3030 POKE 65452,255' IN KEYBOARD BUFFER 3900 3901 CONNECT TO PHONE LINE 3902 ' 4000 CALL 21200'HOOK UP PHONE 4010 GOSUB 9000'WAIT A BIT 5000 NS=STRS(NR) : N\$=RIGHT\$(N\$,LEN(N\$)-1) 'CONVERT # TO STRING 5010 GOSUB 9000'WAIT A BIT 5900 5901 NOW DIAL NUMBER 5902 6000 FOR J=1 TO LEN(N\$) 6010 BS=MID\$(N\$,J,1)'GET NUMBER 6020 A=ASC(B\$)'MAKE A DIGIT 6030 CALL 21514, A, O'DIAL ONE DIGIT 6040 NEXT J 6050 GOSUB 9000'WAIT A BIT 6900 6901 'SCAN FOR CARRIER 6902 7000 FOR K=1 TO 500 7010 CALL 62801,0,0'CHECK FOR CARRIER 7020 AB=PEEK(62950) CARRIER THERE? 7030 IF AB=00 THEN 8020'GOTO 8020 IF SO 7040 NEXT K 8010 GOTO 8030'SKIP IF NO CARRIER 8015 8016 PRINT IF CARRIER 8017 8020 PRINT "CARRIER AT";NR 8025 CALL 20806,0,0'GOTO TELCOM 8026 8027 HANG UP PHONE 8028 8030 CALL 21179 : GOSUB 9000'HANG UP PHONE, DELAY 8040 NEXT V'KEEP TRYING! 8050 END 8900 8901 'DELAY ROUTINE 8902 1 9000 FOR JJ=1 TO 800 : NEXT JJ 🔹 RETURN 🕩



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Circle No. 30 on Reader Service Card

This month, Gary returns to his template and discusses subroutines that make programs friendlier.

By J. GARY BENDER

ast month I explained the theory behind creating a programming template. Now let's use that theory with the sample template published in *Portable 100* last month.

Start by designing your new program. Then load the template and save it under the name you will use for your program. Next you change the obvious things (using the EDIT command in Basic) like the program name displayed during initialization in the 20000 block and the REM statements at the beginning.

Now when you run your program it will tell you its name. Not much yet, but it's a start.

If there are any subroutines in the template you won't be using, delete them and their references in the 100–200 dispatcher block. Now you can start writing your program.

WRITE-ON. You may want to start by choosing your subroutines. The template already contains many routines your program can use.

For example, if you want to input a number and make sure only valid numbers are entered, call the "entern" subroutine and use the value of ZN% that is returned (or ZN# for a large number).

The template and its subroutines not only save you the trouble of retyping (and debugging) subroutines, but they encourage you to use the routines.

Here is a quick program using the template. First, load the template program from a cassette. Next, save it



under a different name. Now enter program listing 1.

Run the program. Try entering letters into the number. It will ignore them. Type lowercase characters for the string request; they will be printed on the next line, once as entered and then forced to uppercase. On the next line the string will be centered. This is a trivial example, but it serves to show you how to use the subroutines built into the template. Notice the extra PRINT in 10030 and 10060. It is needed because "entern" and "enters" intentionally do not echo the enter key. You can change the subroutines to echo enter, if you want, by putting PRINT: in lines 546 and 556. Don't hesitate to modify the subroutines to fit your style. They are your routines, not mine.

WHY DID HE DO THAT? The template in part 2 had a number of things needing further explanation.

In large programs the initialization takes several seconds. Rather than nothing happening on the screen, the template clears the screen and displays the program name. That serves as verification the user has the right program and knows it is running.

The define as an integer statement (DEFINT A–Z) should be standard in almost every program you write. A good alternative is to use various definition (DEF) statements and plan your variable names to match the defined types.

The latter approach will allow your programs to be a little smaller and a little faster. Using integers whenever possible is very significant. The variables require less storage and arithmetic involving integers is faster. Type in and run listing 2.

Now add the following line:

5 DEFINT A-Z

Now run the program again. You see what I mean. It runs almost four times faster!

NEXT I. Add an 1 to line 20 so it reads:

20 FOR I = 1 TO 10000: NEXT I

10010	PRINT "Enter a number: "
10020	ZQ\$="entern"
	: GOSUB 100
10030	PRINT
	: PRINT "You entered ";ZN%;ZN#
10040	PRINT "Enter a string: "
10050	ZQ\$="enters"
	: GOSUB 100
10060	PRINT
	: PRINT ZS\$,
10070	ZQ\$="fupper"
	: GOSUB 100
10080	PRINT ZS\$
10090	ZQ\$="center"
	: GOSUB 100
10100	PRINT ZS\$
10110	END
Dro	gram I isting 1 4 Program Using the Trustelat
E10	VIIIIII I NUTURI A Program Line with a Tamphint.

Program Listing 1. A Program Using the Template.



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LOOP EXAMPLE

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le

e

d

LE

No Computer Wizardry Required

It couldn't be easier to use. Just plug the Disk/Video Interface into an AC outlet, connect your TV and a Model 100 with a minimum of 10K—all cables are included. One simple command switches all the output to the video screen. There's no new operating system to learn, either—the command structure is exactly the same.

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Circle No. 33 on Reader Service Card

NEXT I is a good idea for long and nested loops during development. It serves as documentation and gets Basic to help you avoid hugs, since Basic will verify the I if it matches the index being incremented.

When you make the "run" version of the program, you should eliminate the *Ps* since they slow things down.

If you use the DEFINT A-Z statement, remember that all other variable types will require type declaration tags (Model 100 owner's manual, page 106).

During initialization, it is a good idea to define all of the variables you will be using. Simple variables (A, B, D1, etc.) can be set equal to zero.

DEFINED VARIABLES. Every time a variable is referenced, Basic scarches for it. You can significantly affect the speed of a program just by having variables defined in a different order. Generally you should have FOR indices defined first. That is what the I = 0:J = 0:K = 0 line is for. It is a reminder to define at least the index variables.

The first defined variables will be located taster than those defined later. Arrays, by the way, are stored separately. They can be defined in dimension (DIM) statements in the order of most-used first.

I did not include any strings in the template, but any string values that will be constant in the program should be defined during initialization. Strings defined within a program statement *do not* take up any string space (from that defined in CLEAR) unless they are changed during program execution.

GARBAGE COLLECTION. The $I = \text{FRF}(^{(n)})$ statement will force a "grap

FRE("") statement will force a "garbage collection."

If you do any string manipulation during initialization you will get your strings scattered out in the string storage area. Microsoft Basic allows dynamic string allocation which is a nice feature. Without it you would have to determine the maximum length of every string before you could write the program and then explicitly define each string's storage requirement.

Dynamic allocation has a penalty, however. As strings get changed they move around in the storage area. At a certain point, Basic decides it is time to clean things up and packs all the

10	PRINT TIME\$;" ";
	FOR I=1 TO 1000
	: NEXT
30	PRINT TIMEŞ

Listing 2. Integer Experiment.

strings back into one end of the storage area and the process starts all over again. This clean up chore has been named "garbage collection" since the Model I days and the name has stuck.

If you have any Basic programs using strings, you probably noticed times when the Model 100 just seems to stop then comes back 10 or 20 seconds later. You were witnessing a garbage collection.

WHEN TO TRASH IT. You may want to carefully place an I - FRE(") in parts of your program if you suspect the string area is getting cluttered and you don't expect the user to notice the delay. Sometimes it is better to control when a garbage collection will occur than to just let it happen. It can be very annoying if it happens midway through an important display. Forcing a collection will not save time. It will probably take longer than letting it go, but it may make program execution more uniform.

A good place to force it would be right before a long series of calculations followed by a display. The user is expecting a delay there, so it will be less noticable.

FUPPER AND FLOWER. Let's briefly look at the other routines included in the template. I use lowercase names to make the subroutine calls more noticable in a listing. Later, they are easier to find and replace with a conventional GOSUB.

The two routines named "fupper" and "flower" will force the ZS\$ to uppercase or lowercase. "Center" returns ZS\$ with leading blanks to center it on a 40-character line if the string is used in a print statement.

The subroutine "isnum" tests ZS\$ to determine if it's entirely made up of numbers; "isalpha" determines if it's entirely letters. **AND THE ROUTINES CONTINUE.** The INPUT\$(1) Basic function is used in "entern" and "enters" to enter characters one at a time. Overflow errors from entering integers greater than 32767 and "Redo" messages from entering a letter instead of a number are prevented by "entern". With "entern" you can examine what the user entered and ask it to be entered again.

The "enters" routine allows only printable characters to be entered. It is useful for data entry to insure no control or graphics characters are entered. When you use it, make sure that is what you want.

Both routines can easily be modified to accept a set number of characters, and "enters" could use the method "fupper" to force uppercase.

The subroutine "cmatch" is a command matcher. There is a tendency when programming to examine only the first character of an input string. With "cmatch" you can compare Y. Ye, and yes in ZS\$ to the command YES in ZC\$. Any one of them will return true in ZF%. You can make the routine more general by making ZF% - 0 if the length of ZS\$ is greater than the length of ZC\$. That would prevent ZS\$ = "YESTERDAY" from matching ZC\$ = "YES". An easier way to accomplish the same thing is to set ZC\$ = "YES".

TALK TO YOUR USER. Last time I said this part of the scries would cover user prompts. Well, I snuck it in on you. The routines I've just described relate to dealing with user responses. With just two additional techniques, you will have the facilities to deal with most keyboard input requirements.

This may come under the heading of "style" rather than "technique," but one thing that drives me up a wall is prompts like this:

TYPE1FOR 'YES', 0 FOR 'NO':

In fact, that example gets me twice.

For one thing, lowercase has been around for quite a while. There are times when uppercase prompts are very useful for highlighting words and phrases, but there is no reason to pretend the computer is too dumb to read or write lowercase. The other thing is, I feel my \$1000 computer should know the difference between yes and no! That 0–1 business is left over from the days when Basic did not have strings, maybe 10 years ago. (There *are* cases when it may be the best way, but it is used much more than is necessary.)

THE POWER OF CMATCH. With "cmatch" (listing 3), you can easily ask "OK?" and see if the user says NO (or N, or n, or no.):

The "cmatch" routine works best where you have several command words to test. A For-Next loop comparing the words from a string array would be compact and easy.

SOME NICETIES. Another nice way to handle prompts is with a menu. You list the user's options for him and ask him to select the one he wants. This is another area where numbered responses are used much too often. Plan ahead so each option starts with a different letter. I'd much rather type C for change than 3.

There is a very easy way to handle single key responses from a menu. It is BETTER BASIC

1100	PRINT "OK ? ";
	: ZQ\$="enters"
	: GOSUB 10
	: ZC\$="NO "
	: ZQ\$="cmatch"
	: GOSUB 100
1110	IF ZF% THEN GOTO do not do
	it else fall thru to
	default to YES
	Listing 3. Input Match Subroutine.

1200 PRINT @220;"Which ? "; : AN\$=INPUT \$(1) : K=INSTR(" CcDdIiQq",AN\$)\2 : IF K=0 THEN BEEP : GOTO 1200 1210 ON KGOTO 1220,1230,1240,1290 1211 'chan, dele, inse, quit

Listing 4. Menu Options Subroutine.

so straight forward I never bothered to put it in the template subroutines. Let's say you have four options and display them like this: <C>hange <D>elele <l>nsert <Q>uit Which?

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BETTER BASIC



You can use four if statements to see what was typed, or you can do what's done in listing 4. The K = INSTR is the only difference between a friendly response and the 1-2-3 response.

Of course, another nice technique available on the Model 100 is the function keys. If you use function keys, it would be a good idea to add the reset



CALL sequence (listing 5) as a subroutine in the template, and note it in the System section of your System Book.

When you design the prompting portions of your program, be consistent. If you accept one character response without an enter in one place, do it everywhere you can. Typically it is better to require an enter after all responses, but you have to use your own judgement. Always allow upper- or lowercase input. If the program needs one case, use the subroutine for converting it.

SORTING IT ALL OUT. We covered a lot this time, so I will forego adding any new routines to the template. Next time I will include some sorting subroutines and try to wrap up with a few programming tools already in the 100, but often overlooked by novice programmers.

For those of you that want a head start, the full template is in Access in the Model 100 Special Interest Group on CompuServe. It is under the name BTEMPL.JGB. 1'm sure some of the SIGers will add their own favorite routines to it. The template is public domain, so pass it around.



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OSBORNE AND WORDSTAR MEET THE 100

When this Osborne owner set his mind on bridging the communications gap between his Ozzie and MEWS, he set a course for some heavy-duty interfacing.

By HENRY KISOR

use my TRS-80 Model 100 as a remote terminal for my Osborne 1 and an Atex mainframe computer in my job as a full-time newspaper editor and critic, and part time computer columnist. Uploading files from the Model 100 to Atex via modem is a simple and straightforward job, with line feeds supplied to the files after arrival with a simple program devised by the Atex tech people. Uploading to the Osborne, however, is a bit tricky.

The Model 100, like all Tandy products, does not send line feeds after carriage returns. On the Osborne, the WordStar word-processing program requires line feeds to work with the files, such as reforming them to new line widths.

In the beginning I transferred files via modem and used WordStar's control-QA search-and-rcplace commands on the Osborne to provide the line feeds. Although this method is more time-consuming than I'd like, it remains an casy way to make transfers if the files are short. The method is also useful if you're phoning in the files to the Osborne from some remote location. I still use it for that purpose.

LINE FEED PROGRAM. If you connect the computers' RS232 ports with a cable, a second and more efficient method of transfer is made with a short Basic program on the Model 100 that provides line feeds to the Osborne. In turn, the Osborne uses the CP/M transient program PIP.COM to write the file to disk. This method is not perfect but does the job.



Here's a step-by-step description of how I transfer files to the Osborne with a Smartmodem and OTERM405 (a public domain program by Michael M. Rubenstein available for downloading on many RCP/Ms). A similar scheme should work with any modem program, such as MODEM7, that captures incoming files in buffer memory, then writes them to a disk file.

1. Plug the Model 100's beige telephone cable into the modular socket on the back of the Smartmodem. (The Smartmodem is connected to the Osborne's RS232 port via a null modem cable.)

2. On the Osborne, boot OTERM405 in Drive A, with a file disk in Drive B.

3. On the Model 100, call up TEL-COM and press F4 (Term) to enter terminal mode.

On the Osborne type ATA to catch the Smartmodem's attention. When CONNECT appears on the Osborne screen and the cursor reappears on the Model 100 screen, you know connection has been made.

5. On the Osborne, type a Control-1 to enter the control mode of OTERM 405, then type LOG CLEAR. This makes sure the buffer memory for the incoming file is clear. Then, if you wish, type another Control-1, then CONSOLE AUTOLF. This provides line feeds to the monitor, so the text will scroll down the screen instead of overprinting itself. Console line feeds will, however, have no effect on the file as it enters buffer memory. They simply make it easier to follow what's happening on screen.

6. On the Model 100, press F3 (Upload).

7. A "File on Upload?" prompt will appear. Type the filename and press enter.

8.You will then see a "Width?" prompt. Type the width you wish the file to be on the Osborne. (I usually choose 65, for no particular reason.)

9. Press enter. The file will begin scrolling down the Osborne's screen and will close automatically when transfer is complete.

10. When the entire file has been sent, turn off the Model 100.

11. On the Osborne, type Control-1, then LOG WRITE B:FILFNAME TVP. When the drive lights go out, remove your modem program disk, hit the RESET button and take a breather. Sounds complicated, doesn't it? Actually, it takes longer to describe it than to do it.

WORDSTAR LOOKSEE. Now the task is to call up the file with WordStar and take a look at it. You will see hyphens down the flag line in the 80th column instead of the customary period flag characters. This means that no line feeds have been received and that each line will overprint the next. Go ahead, try to reconfigure the file to a different width. Nothing will happen. The file will just sit there at the original width How do you get those line feeds? Let WordStar do it.

First, run your Osborne SETUP program to configure a couple of function keys on your WordStar disk. Here is function key 1:

 $\Lambda QA \wedge P < cr > cr > \Lambda P \wedge N < cr > GN < cr > cr > cr >$

And here is function key 2:

AS AGAB

(Note the space between < caret > S and < caret > G < caret > B. This is important.)

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OSBORNE-100

HARD RETURNS. Briefly, the commands in function key 1 search for all the "-" flag characters and turn them into "<" (visible hard carriage returns.) Try it with the file displayed; you will see "-" turn rapidly to "<" throughout the file.

Those hard carriage returns will cause problems if they aren't returned. The file cannot be reformed neatly. Thus you want to remove all but the hard carriage returns that end paragraphs.

The commands in key 2 remove the hard carriage returns and replace them with periods, turning the file into one Wordstar can work with.

First, type the WordStar command < caret > OR, then 80, or whatever line length you want your reformed text to be. Press return.

DELETING RETURNS. Then place the cursor in column 1 of the line under the first line whose hard carriage return you want to remove. Tap function key 2. The cursor moves to the last character in the line above via <caret > S. The space after < caret > S causes the cursor to move right one character to open space between the last word in the line and the first in the next line. The hard carriage return can be de-

```
10 CLS
     : PRINT @10, "Model 100 to
     Osborne"
 20 MAX FILES =2
 30 EF$=CHR(26)
 40 PRINT
     : FILES
 50 PRINT
     : INPUT ".DO FILE TO SEND";FI$
 60 IF FI$="" THEN 50
 70 OPEN FI$ FOR INPUT
                         AS 1
 80 OPEN "CM:58N2E" FOR OUTPUT AS 2
 90 A$=INPUT $(1,1)
100 PRINT #2,A$;
110 IF EOF(1) THEN 130
120 GOTO 90
130 PRINT #2, EF$
140 BEEP
     : MENU
     : END
```

leted by < caret > G; < caret > B reforms the line.

Watch the lines carefully and keep tapping function key 2 until the cursor is on the first line of the next paragraph. Now stop. You want to keep the hard carriage return that ends the paragraph above. So skip the cursor down one more line, then resume tapping function key 2. It goes rapidly, line by line down the file.

With extremely long files, I found this procedure tedious. There must be a better way, I thought. And there is if you can put the computers adjacent to one another.





borne allows through the RS232 port. If that parameter must be changed, save it to disk in Drive A.

4. On the Osborne, type STAT RDR: = PTR:< carriage return >. This assigns the CP/M logical reader device to a physical "paper tape reader" device. In plain English, the Osborne is told to expect incoming data through the RS232 port.

5. Plug the RS232 cable into the RS232 ports of both computers.

6. Insert a formatted file disk into Drive B of the Osborne.

7. Turn on the 100 and run OZUPLD. BA. At the ".DO File to Send" prompt, type in the file name.

8. On the Osborne, at the A> prompt type:

PIP B:FILENAME.EXT=RDR:[BE] <return>

(In the bracket, B tells PIP to move data in and out of a buffer to its destination. E echoes the copying to the monitor so you can watch the file as it is sent.)

Wait until the drive lights go out before going to the next step.

9. On the Model 100, press enter. Now watch the file arrive on the Osborne. It will look "messy," scattered all over the screen. Don't fret. This is normal. When the transfer is finished, the Model 100 will beep and its menu will reappear. The light on the Osborne's Drive B will go on, then off.

10. On the Osborne, run WordStar and call up the new file: Type WS B: FILENAME.TYP You will see just a few lines of text running off into the ether past the "+" flag on the right side of the screen — the first line you sent. Relax. You can't see it, but it's all there.

11. Now type in the WordStar commands <caret>QQ<caret>B to reform the file to whatever width you wish. You'll see the complete file with proper line feeds and carriage returns.

Beautiful! 🚽

Henry Kisor is full-time book editor and critic and part-time computer columnist of the Chicago Sun-Times.

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Canada is developing a network to make accessing thousands of public data bases easier than using a phone book.

By RICHARD BUTT

f you're having problems connecting to the thousands of data bases across North America, Canada will soon have a solution for you. It's called iNet.

Though still under development, iNET now is available in a number of test regions and is being developed to give quick access to a vast range of facts, figures, and graphics on business, scientific and educational sub jects.

HARD TO GET THERE. Currently, there are over 1000 public data bases in North America but accessing them can be a problem.

First, how do you find the computer-based information service that is right for you?

Second, when you find a data base, you must open an account costing from a few to several hundred dollars. Only then do you obtain a sign-on code and password. All that before any information is forthcoming.

To add fury to frustration, there's the problem of a phone connection; if no local number is available your costs can quickly skyrocket. Fortunately, this can be solved with iNet.

IT HAS SMARTS. The "i"ntelligent "net"work is destined to completely automate connections between user terminals and on-line data bases. The cleverness iNet brings to information retrieval makes finding and using such services much easier.



Providing an on-line directory of data bases, iNET will enable users to identify and access services to meet their needs. To help them deal with information once retrieved, iNet will have on-line storage, text editing, and electronic mail. Subscribers will have one iNet account and will be billed for data base information and iNet services on one monthly statement.

The service is designed to be useful to any member of the informationhungry public. Business corporations, government departments, newspapers, stockbrokers, travel agents, lawyers, and laymen will be served by iNet information.

WALK-THROUGH INET. Here's how the system works. Let's say it's 9:00 a.m. and you must have information on various office heating systems by noon. You have a few pamphlets lying around, but they're outdated. Since there isn't time to search for more data, you decide to see what the computer-based information services have to offer. Your point of access to on-line information is, of course, your computer. From there you dial a local number (through DataPac, Tymnet, Telenet, etc.) and sign on to iNet with your identity code and password. You're on, but where are you going to find information about heating systems?

GATEWAY TO HEAVEN. An on-line directory provided by iNET solves the problem. This gateway is used in much the same way as a public telephone directory; it can be searched alphabetically (as in the white pages) or by subject or keyword (as in the yellow pages).

If you're not sure of what keywords to use, consult the electronic thesaurus in iNet for suitable synonyms. In the thesaurus you will find the words energy, prices, and heating. By entering a search command and typing in these three keywords, iNet will scan its directory and present you with a list of entries that fall into all three categories.

If one entry looks promising, but you want more information on it before actually searching, the directory provides a written description of the service, similar in detail to a yellow page advertisement. In addition, there may be names, addresses, and phone numbers of individuals at the particular data base who can supply you with more information.

THE REST IS EASY. Once you have decided what service you want to access, you simply type in one command which will automatically connect you to the data base of your choice. The address of your chosen data base will be looked up, the connection made, and you'll find you're logged-in using a special iNet account, geared to locate and start up the data base you have requested.

Without iNet, you would have to locate the data base in a paper directory, open an account with the information provider (which may take several weeks and quite a few dollars) and perhaps waste time trying to make the connection yourself.

Once you have obtained the needed information, you are returned to iNet automatically. However, you return to iNet with the data you were searching for. This data now can be stored in an iNet file (and manipulated with the aid of an editor), downloaded to your terminal printer or disk drive, or simply thrown away.

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SEND A LETTER. You also can, using iNet electronic mail capabilities, send edited or unedited data to various account holders who would be interested in this information, your boss for in stance. Recipients of electronic mail don't have to be on the iNet system; the mechanics of iNet's protocol allow it to interface with other electronic networks.

During the present field trials, more than 300 public data bases containing financial, current affairs, airline, technical, scientific, and bibliographic information are available to about 400 users from eight common-interest groups. These groups represent banking, bibliographic, broadcasting, energy, real estate, legal, and travel organizations and interests. **WON'T STOP HERE.** During the next few years, as the system is gradually implemented for public access, many more data-base services will be added.

Using portable terminals and computers such as the 100 will enable busy people almost immediate and easy access to a central storchouse of information that currently is difficult to obtain.

MAIL.100

continued from page 13

ADDRESS ENVELOPES WITH THIS READER'S OFFERING

am including a listing (program listing 1) of a very simple program which I use to type envelopes. I have found it most inconvenient to have a computer printed letter, but then have to find a typewriter to do the envelope. Perhaps some of your readers will find it useful as well.

Carlton Maley Pleasant Ridge, MI

1	REM A program for the TRS Model
120	100 used to print return and
1.1.1	destination.
2	REM addresses on large (legal)
	or small (6.5"x3.75") envelopes.
	REM this version allows choice
at E	of one of two names on the
1.1.1	return address.
	REM Destination address may be
	up to four lines.
5 . Sn	TET LES=CHRS(10) Delete if line
n Said Ang Ang Tanàna ang	Carriage returns
20	feeds are not desired with carriage returns CLS
	PRINT "LARGE OR SMALL ENVELOPE (L
ي ور يدي. رو مالي	or S ⁿ
the second second	「金山崎山崎山」を読みてきた。 スパープ クリート・ション・ション・ション
° - 5 6.	PRINT "RETURN ADDRESS FOR 'A' OR
	PRINT "RETURN ADDRESS FOR 'A' OR "B'"; INPUT S2\$ IF S1\$="S" OR S1\$="S" THEN S1=9 . SP=28
55	TNPUT S25
60	IF SIS#"S" OR SIS=""" THEN SI=9
	SP=38
14.11	ELSE S1=12
1. A. A.	: SP=45
. 70	IF S2\$="a" OR S2\$="A" THEN R1\$=
· .	"(here enter first option for
	return address)"
. BD	IF SZ\$="b" OR S2\$="B" THEN R1\$=
	"(here enter second option for
	return address)"
. 81	REM For A and B in line 50 above,
÷	substitute some key (eg
	initials) to the
82	REM two options for the return
	address names.
- 83	REM In lines 70 and 80, these
	keys should be substituted for a
. ,	and b in

85 REM either upper or lower case letters. 90 CLS 100 PRINT *ENTER ADDRESS LINE 1 (OF IIC LINE INPUT ALS 120 PRINT "ENTER ADDRESS LINE 2 (OF 130 LINE INPUT A2\$ 140 PRINT "ENTER ADDRESS LINE 3 (OF 150 LINE INPUT A3\$ 160 PRINT "ENTER ADDRESS LINE 4 (LAST)" 170 LINE INPUT A4\$ 200 LPRINT " "+RI\$;LF\$ 210 LPRINT " (here enter second time of return address)";LFS 220 LPRINT " (here enter third line of return address) "pLFS 221 REM Include space at beginning of return address lines 2 and 3 for a 222 REM margin at edge of envelope 230 FOR I=1 TO S1' This for-next loop 240 LPRINT LF\$' rolls the envelope to 250 NEXT 1' position destination address 260 LPRINT SPACE\$ (SP); A1\$; LF\$ 270 LPRINT SPACES(SP):A2S:LFS 280 LPRINT SPACES(SP) A3\$;LF\$ 290 LPRINT SPACES(SP);A45;LF5 100 POR I=1 TO 10 310 LPRINT TLF\$ 320 NEXT I 321 REM Delete "LF\$" in lines 200 to 320 if line feed are not needed

```
by printer
330 MENU 'Returns to menu at end of
program
```



set nem lowercase, and for A and B in upper case, so user may enter

input in

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44 Programs for the TRS-80 Model 100 Portable Computer, by Jim Cole, practical programs to make lap-sized portable do real work immediately, ideal for business, home, 96 pages, ISBN 0-86668-034-9. \$8.95

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CRAPH1 uses keyboard to enter heading and accepts numbers either from keyboard entry or direct from DATA 1 files

GRAPH1 Screen display of line graph and bar graph, prints bar graph either narrow or wide on dot matrix printer for standard or 132 coulmn paper.

GRAPH1 will graph an individual record from a DATA 1 file or sort first then graph the totals. GRAPH1 is excellent for graphing production, income, expences, sales and much more.

Both programs are supplied on cassette tape and come with easy to understand manual.

DATA1 \$49.95 GRAPH1 \$19.95 BOTH \$65.00 CHECK, C.O.D., MASTERCARD, VISA

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the other half of the TRS-80: THE MIND!



THE BOOK YOU CAN BOTH READ AND UNDERSTAND

by William Barden, Jr.

IJG books are sold at booksellers and computer dealers world wide. If your dealer is out of stock, order direct. Include \$4.00 for shipping and handling. Foreign residents include \$11.00 in U.S. funds for shipping and handling. IJG, Inc., 1953 West 11th St. Upland, California 91786. (714) 946-5805

The Thoughtware Company



I can't begin to tell you everything about this book---- it's unusual. The first things you notice about it are that it has no page numbers and the "table of contents" has over 2,000 entries in alphabetical order. Here's why:

We use TRS-80s — from accounting to typesetting. The variations of BASIC, applications software, hardware and operating systems is more than can be remembered. Nothing gets done when your nose is in a manual.

Why can't "they" make a book that has everything in one place? Hell's fire, "we" are "they!" I told Bill Barden that if he would write such a book I would do two things: l) I'd publish it and 2) I would quit bitching. I use it everyday. It

answers my questional It'll answer yours too

WOM. H.C. Pennington, Pr

Circle No. 45 on Reader Service Card

BOOKS



LIGHT READING FOR NOVICE MODEL 100 USERS

The Radio Shack Notebook Computer

Orson Kellogg Sybex Computer Books 2344 Sixth Street Berkeley, CA 94710 118 pages \$8.95, softbound

By NANCY L. LAITE

t was a funny feeling ... working by my woodstove this cold Downeast night, reading and writing simultaneously. The irony was what was being read, *The Radio Shack Notebook Computer*, was showing me how to make my writing feasible on my Model 100. Never having used the 100 before, I was as excited as a kid with a new toy. What better way to do a book review than to start green with the 100 and a paperback claiming to be a guidebook. I would soon ascertain how accurate that description was.

Author Orson Kellogg prefaces his 1984 book by setting up the following scenario: "I'm sitting here under a blue sky, listening to the birds and the wind. Just me and my Model 100 Portable Computer..."

And there was no doubt in my mind that Kellogg was sold on the 100 which, unfortunately for this reviewer, made me leary of his objectivity. Throughout the book, his adjectives describing the 100 — it "beckons you, like no other computer, extraordinary, beautiful" — were positive, to say the least. My argument is that one of his pretexts for writing this book is to help you decide whether or not to buy a Model 100; I wasn't even past page three when I knew what his suggestion was! **SQUARE DEAL.** I feel Kellogg dealt fairly with the other goals of his book — what you can use your 100 for; what it can do for you; how you operate it. The scope of the paperback covers word processing, logging on to database systems, and telecommunications.

Although a writer and marketing consultant in San Rafael, CA, specializing in micros, Kellogg's only other noted piece has been, *Every Pilot's Guide to Aviation Fuel Economy*. Perhaps this lack of previous "techie" writing is what helped make the text of *The Radio Shack Notebook Computer* such casy reading. He promises it won't be technical, and he was telling the truth (I've been lulled into believing that before by other writers of so-called nontechnical essays. Huh!); so Kellogg's book was refreshingly simple.

Divided into two parts, Part I carried the bulk of the 118-page paperback. It features 10 chapters, with chapter one as a teaser. He entices you with his descriptions of Model 100 magic, enough "tricks" to cause you to want to read more. By chapter two, he has you intimately familiar with, what he refers to as "the little black box."

Chapter three is the zapper though. With that under your belt, you are suddenly word processing and having fun with the 100. And that's all within the first 30 pages.

NECESSITY LEARNED. The following chapters speedily get you utilizing the other programs in the 100. In less than 100 pages, Kellogg has your life so organized by and intertwined with the 100, you wonder how you have lived so long without it. This climaxes in chapter eight where the author has you "managing your work and life with the Model 100" via to-do lists, goal-setting lists, address book lists (where he shows you how the 100 automatically dials any phone number listed therein), scheduler, and "germination" lists. Your every waking moment literally can be dictated to by the 100. (He even includes a program in Part II for a built-in wake-up call for the 100.)

Chapter 10. Software and Accessories, was sketchy and inaccurrate in places. Although the nature of publishing deems anything outdated once printed, I still think more exciting accessories for the 100 could have been included. Rechargeable portable batteries, portable printers that fit in the palm of your hand, and RAM expanders all have been especially designed for the 100. Kellogg's list barely exceeds what's the latest in 100 carrying cases.

His list of Model 100 magazines contained some errors. Most flagrant was his confusing *Portable 100* with *PCM*. This glaring mistake made me wonder what other detailed information might be wrong in the book.

Another irritation about the book is the lack of an index. There were numerous times when I wanted a quick answer, and where I was forced to leaf through the owner's manual that came with my 100 to find it. That, in my opinion, defeated the *raison d'etre* of Kellogg's book. I resorted to the manual enough times to realize that a lot of his writing was the 100's documentation, repackaged!

A glossary also would have been greatly appreciated by any user of this guide. Going on his assumption that the majority of readers would be computer novices, a list of computerese as a handy reference would have been a great aid.

WONDERFUL, WONDERFUL. In Part II I had a wonderful time. Promising to get you making music with your 100, or telecommunicating in no time, Kellogg, in the same breath, warns readers they aren't going to learn programming here. Instead, he lists programs, culled from others, that were *confinued on page 80*

TEL-LTR_{(tn}

THE PERSONALIZED ELECTRONIC SYSTEM

No more look-alike grams. Your letter can now be customized with a personality of its own.

<u>TEL-LTR</u> is <u>THE ELECTRONIC MAIL SYSTEM</u> that allows you to send those necessary letters — <u>TODAY</u> — from your **PORTABLE MODEL 100**.

This service is for the <u>BUSINESSPERSON</u> who wants to send a "<u>THANK YOU</u>" letter to a client just visited — for the <u>ENGINEER</u> who needs to confirm <u>SPECIFI-</u> <u>CATIONS</u> in writing — or the <u>JOURNALIST</u> who wishes to forward <u>COPY</u> of an article just written.

<u>TEL-LTR</u> is the service that does this <u>AUTOMATICALLY</u> from your <u>MODEL</u> <u>100</u>. It produces a letter on your own <u>LETTERHEAD</u> and sends it in a personally addressed <u>ENVELOPE</u> (not a window envelope) with a postage stamp. And best of all you get a hard copy CONFIRMATION!

Letters are produced in the normal "TEXT" mode off-line. When ready to transmit one or more letters, call in the "TELITR" program — plug in either the direct connect cable or acoustic cups — depress a function key and the rest is done automatically.

<u>TEL-LTR</u> allows you to send your correspondence from <u>ANY PHONE</u> — <u>ANY</u> <u>WHERE</u>. <u>NO</u> need for special <u>PASSWORDS</u> — <u>LOGON</u> sequences etc. <u>TEL-LTR</u> is the first "AUTOPILOT" communications package for the MODEL 100.

<u>TFL - LTR</u> allows you to send <u>TELEX</u> messages and provides you an <u>ELECTRONIC</u> <u>MAIL BOX</u> for intra-company use. All messages for others in your company are handled in the same transmission and when the Model 100 is finished transmitting it automatically picks up any <u>MESSAGES</u> waiting for you and <u>DOWNLOADS</u> them into your 100 for reading at your leisure.

The <u>TEL-LTR</u> division of <u>GUNTHER INTERNATIONAL</u> is <u>DEDICATED</u> to the most complete on-line facilities <u>EXCLUSIVELY FOR THE MODEL 100</u>.

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**^(im)Tandy Corporation





DISK/VIDEO INTERFACE AVAILABLE FOR 100 AT RADIO SHACK STORES AND DEALERS

A tyour local Radio Shack, you can now purchase a 40-80 character video monitor display (furnish your own monitor) plus single 5.25-inch disk, with space to have a second one installed. Bill Walters, of Radio Shack headquarters, reports the disk, subtracting the operating system space, has about 176K of user storage and plugs into the bus connector in an "interesting fashion "

First, you plug in a ZIF (zero insertion force) connector, then plug the interface into that. The door on the 100's bottom is replaced by one allowing the ZIF to plug in through it. Connection is via a flat ribbon cable.

Look for more details in the next issue of *Portable 100*.

PROGRAM YOUR KEYBOARD WITH PRO AID FROM MICRO DEMON

P ro Aid, an interrupt-driven, machine-language program for the 100, has just been released by Micro Demon Inc. of South Carolina.

Once activated, it becomes a part of the computer's operating system, functioning transparently to the user. It constantly checks for particular key sequences that otherwise have no significance to the Model 100. When it detects such a sequence, it takes various actions.

For instance, most of the control keys have no effect in Basic. Pro Aid provides an importance to these control keys. Also, a shifted letter key has no meaning when the caps lock key is down. Pro Aid turns all such shifted keys into function keys. Even the escape key becomes worthwhile when Pro Aid is installed. The following arc a sample of Pro Aid's features, all within 1.8K RAM.

• New function keys (26 of them) that can be used in any mode, and are easily defined by the user.

• Automatic line numbers. The user can specify any starting line number and any increment.

• Immediate deletion of any range of lines from a Basic program.

IMPROVED SCRIBE SOFTWARE PROMISES TO ENHANCE 100 IN TEXT

N ow you can have fancy features in your 100 only found previously in larger and more expensive word processors. 1 hat claim comes from Chattanooga Systems Associates about their new Scribe 3.0

For under \$30, this convenient and powerful 2.1K Basic word processor offers flexibility and portability. "Working with the built-in Text program, it saves at least 2K of RAM, and that's worth about \$100," Chattanooga Manager Ray Hoskins boasts.

A partial list of features includes: • Menu control and prompting mes-

sages with defaults for convenience.
Standard formats for pica, clite, and micro size type.

• Automatic paging and numbering.

• Use of continous tractor feed paper or individual sheets. • Basic word processing without learning any special commands.

• Printing documents of any length from a combination of files from RAM or tape.

Scribe does not do underlining. It sells for \$29.50 plus \$2 for mailing and handling from Chattanooga System Associates, P.O. Box 22261, Chattanooga, TN 37422, 615-892-2339.

IT'S APRIL... HAVE YOU FILED YOUR TAXES YET? HERE'S HELP

To aid in the annual chore of preparing the dreaded 1040 form, Traveling Software has announced a tax management software package. Up to 12 supporting schedules and forms can be run on your 100.

Also included with the software is a free one-year's subscription to the Traveling Tax Newsletter. The newsletter is published quarterly by a practicing tax attorney and CPA and publishers promise it contains valuable tips and updated information for the tax year.

The Tax Manager sells for \$59.95 (tax deductible, of course) and comes complete with written and audio tutorial guide. It can be obtained by contacting Traveling Software, 11050 Fifth Avenuc, N.E., Seattle, WA 98125, 206-367-8090:.



NEW PRODUCTS

FINANCIAL CONSULTING FOR BUSY EXECUTIVES ONLY A TERMINAL AWAY

A non-line service providing financial information and communication tools such as electronic mail and electronic conferencing is available now for business people. The Executive Information Service, via Compu-Serve, is accessed through either a personal computer or computer terminal

and modem.

CompuServe, of Columbus, OH, has teamed up with Stonehedge Information Services Group Inc. of Parsippany, NJ, with the signing of an exclusive, long-term product development license. The agreement provides the product, known as the Geneva Series, is an interactive data base of individual and national consultant organizations offering information and services.

"Business executives," according to Lawrence Embley of Stonchedge, "cur-



The Chip-Tote^{**} PCD-1 by Kangaroo Video Products Inc., makes your TRS-80 Model 100 truly complete. It's a compact, light-weight, foam padded soft case that doubles as a desk.

Businessman, journalist, professional or hobbyist — the **Chip-Tote™ PCD-1** provides the maximum in portability and protection for your computer and its accessories.

Kangaroo Video Products Inc. has been the leader in protecting T.V. cameras and video tape recorders for professionals worldwide. Now we have brought our thoughtful design and quality construction to the portable computer industry.

The Chip-Tote[™] PCD-1 features:

- Slim, handsome design
- Made of rugged Cordura# nylon
- Fully padded with Evazote® closed-cell foam
- Non-scratch lining won't mar display screen
- Double-zip zipper for easy access
- Stand-up utility top holds papers upright for easy reference
- Pockets hold papers, notepads, business cards
- Detachable zippered pouch holds batteries, modem cord, acoustic coupler, AC adapter
- Convenient hand strap
- Comfortable adjustable shoulder strap
- Also fits the Epson HX-20 and NEC PC-8201

The Kangaroo **Chip-Tote''' PCD-1** is available in black or smoke gray for \$59.95. Include \$2.50 for UPS shipment (CA residents add 6% sales tax). M/C, Visa, C.O.D. orders excepted — or mail check or money order to:



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rently have no central resource where specialized consultants can be easily located, and their credentials and fees examined." Now, this information is available without their leaving their desks.

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MONTHLY JUST RELEASED TO INDEX THE FLOOD OF MICROCOMPUTING LIT

n an effort to organize the vast amount of scattered information about microcomputing, *Microindex* has been published, and in the works is an index specifically designed for *Portable* 100.

Article data includes: title, author, page, length, journal, issue, reader level, and rating. Article types include all features, articles, product reviews and announcements, and significant letters and notes. Tabulation is for easy referencing in level by microcomputer model and general and specific topics.

The following *Microindex* versions are available (prices shown include postage and are intended for U.S. distributed orders only):

• *Microindex*; a monthly, \$99/yr., \$12/ issue; especially of interest to large libraries, universities, and businesses.

• Abridged *Microindex*; a monthly, \$49/yr., \$6/issue, especially of interest to medium-sized libraries, colleges, high schools, academies, computer dealers, and small businesses.

• Journal-specific, end-of-volume *Microindexes*, annual, from \$5 to \$12/ issue; especially of interest to single journal readers as well as small libraries, schools, businesses.

For more information, contact Serious Personal Computing, P.O. Box 7059, South Nashua, NH 03060, 603-888-1376.

MODEL 100 CHOSEN TO ADVENT NEW PAPERBACK ESTIMATING SYSTEM

B ecause of its self-contained screen ability to display eight full lines, the 100 will debut the new Electronic Quotebook Introduced by Lithocolor

NEW PRODUCTS

Press Inc., it enables their clients to do planning and cost projections while studying other otpions before entering an order for the final print run.

Also included is a program called "Cost Effective Order Point," or CEOP. It analyzes the minimum and maximum run being considered as well as possible reprints and computes the markup and rate of return on projected sales.

More information on the Electronic Quotebook is available by contacting David G. Pilcher, General Manager of Lithocolor Press Inc., 9825 West Roosevelt Rd., Westchester, IL 60153, 312-345-5530,

COMPMAIL + TO BE **NEW COMMUNICATION TOOL** FOR COMPUTER SOCIETY

unit of ITT is now providing an electronic mail and information service for its 80,000 members. The Computer Society of the Institute of Electronic and Electrical Engineers (IEEE) has announced the formation of COMPMAIL+ which will enable subscribers to communciate with each other via electronic terminals and also order IEEE Computer Society publications electronically.

Other features include online registration for IEEE conferences, seminars, meetings, an electronic bulletin board, and word-processing capabilties. The service is used with any ASCII terminal, personal computer, or telex terminal.

Each Society member is responsible for his or her own personal usage charge of \$16 per hour; a special introductory offer of a \$30 credit against usage is being provided. For additional subscription information, contact IEEE Computer Society, 1109 Spring Street, Silver Spring, MD 20910.

NIGHTLIFE COMPUTER **BUFFS NEED NOT BE ALONE DURING THE WEE HOURS**

fit's not past your bedtime, Tuesday nights at eleven o'clock you can tune into a half-hour TV show on your local PBS station. The Source, in collaboration with "The New Tech Times Online," has created a national two-way television show for personal computer owners

Following the show, TV viewers who are members of The Source will have the opportunity to "talkback" to their TV set. Through The Source, electronic mail may be sent to the show's producers, previews of upcoming program listings may be received as well as addresses or phone numbers for companies and individuals featured on the program, transcripts and

discount books may be ordered, free offers sent for, and topics for upcoming shows can be suggested.

The New Tech Times, designed to help people better understand the electronic marketplace, is hosted by lecturer, columnist, professor, and former FCC Commissioner Nicholas Johnson. Author of How to Talk Back to Your TV Set, Johnson says his book was written before that was possible. "Now with these electronic services, interactive TV is no longer just a dream."

The Portable Statistician

Software package to make your Radio Shack Model 100 and CGP115 color plotter into a portable statistics/graphics workstation.

Features:



TRS-80 is a registered trademark of Tandy Corporation IBM is a registered trademark of International Business Machines Corporation

Works with 32k or 24k versions

Statware 7413 Lake Street Morton Grove, Illinois 60053 312/248-8836

Circle No. 48 on Reader Service Card



TIME MANAGER EXCELLENT TOOL FOR BILLING BY HOUR

Traveling Time Manager

Traveling Software Inc. 11050 Fifth Avenue NE Seattle, WA 98125 206-367-8090 \$59.95

By JOHN P. MELLO JR.

D on't be cooled by this program's documentation. Traveling Time Manager is first-class software, a valuable tool for consultants and others billing clients by the hour.

The software lets you define hourly rates for clients and projects, track the hours you spend on them, and print a report of your activities.

It contains some very attractive displays and makes good use of the 100's function keys.

MACHINE LANGUAGE WOES. When

you load Time Manager into your 100 make sure you don't have any other machine-language programs in your computer. This could interfere with the program loading properly. On one occasion, I had the operating system for the 100's disk-video interface in my machine and received repeated function call errors because Time Manager's loader program doesn't expect company in high memory.

From Time Manager's main menu you're presented with these options:

- Update Time Log:
- View Summaries;
- Print a Report;
- Define Activities; and
- File Management.

Although the program's documentation explains the top three options first, you'll probably want to define your activities before doing anything else.

From the set activities screen you may code a client or project, describe it, and assign an hourly billing rate. Up to 30 activities may be set this way.

ENTERING DATA. When you're finished defining activities, you can start entering data via the add or update option. There you identify a client or project, define his activity code, input the date and hours worked for him, flag the item as billable or not, set the hourly rate (this is done automatically if the work is defined activity), and comment on the item.

Using the 100's function keys in this mode, you can save the item, delete it, view a previous item, or view the next item in the sequence.

Once you've created some items, you can see a roundup of them in the

summary mode. After setting the time period for the summary, you may view:

• The total time spent and dollars carned for each activity within a project or for a client;

- Time and money totals for each project or client;
- Time and money totals for each activity; and

• Time and money grand totals for billable and non-billable activities.

You can view a detailed summary of your activities by printing a report of them (example 1). The program prints an 80-column report showing:

- Each project and client;
- Each activitiy within the project or for the client:
- Comment on each activity;

• Time and dollar totals for each project, client, and activity;

- Time and dollar grand totals, and
- A list of defined activities.



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REVIEWS

Example 1. Time Manager Report.

THE TRAVELING TIME MANAGER TIME EXPENDITURE SUMMARY

IRIE

ΈR

02/07/		/01/84	Thru	04/01/8	Page 1 4
Proj/ Client BLUE	===	Date 03/24		Rate /Hour 50.00	Dollar Amount 150.00
•	LUN	02/07	3: 0 2:00 2: 0		\$150.00 161.48 \$161.48
PR/CL	TOTAL	S:	5:0	62.30*	\$311.48
GREEN	TEL	02/09		10.00	6.67
			0:40		\$6.67
	WRT	02/07		20.00	40.00
			2:0		\$40.00
PR/CL	TOTAI	S:	2:40	17,50*	\$46.67
RED	EDT	02/17	2:00	12.00	24.00
PR/CL	TOTAL	.S :	2: 0	12,00*	\$24.00
GRAND	TOTAL	.5 :	9:40	39.53*	\$382.15
* INDI	CATES	AVERA	GE HO	URLY BILLI	ING RATE
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DESIGN MAGAZINE FOR SUPER MICR

LUNCH FOR FIVE AT CAPPY'S

TALKED WITH CLIENT'S ATTY.

REVIEW OF WIDGET INTERFACE

EDIT BOOK MANUSCRIPT

WRT - WRITING ARTICLES

YOUR WELL NEED NEVER RUN DRY

PRAIRIE POWERTM...Freedom at last for the Radio Shack Model 100 and other six-volt briefcase portables. Prairie Power is a carefree battery system that eliminates the need for AC outlets or the expensive use of "AA" batteries. This rechargeable system can be used anywhere, in any position. Check the ratings below to see how PRAIRIE POWER compares as a real value. Our system can give up to 160 hours between charges...that's over a month (8 amphere-hour unit) if you use the Model 100 four hours a day. Our light-weight, palmsized systems will easily fit into your attache or computer case and come with a 5' cable for the Model 100. One year warranty. (Charger extra.)

Please send me:			
8 Amp. Hr. (\$34 95)	5.5 Amp Hr. (\$29.95)	2.6 Amp H	ir. (\$21.95)
Universal 220/110 charger (\$10.9	95)		Add \$3 to total for freight
TERMS: Check, Money Order, Visa/MC.	U.S. Funds only: MINN add	16%	
•	,		Phone
Name			Phone
TERMS: Check, Money Order, Visa/MC. Name	· · · ·		

PRAIRIE POWER COMPARISONS PRAIRIE POWER (8 Amp. Hr. Unit) 140 - 160 Hrs.

Cost for "AA's" at 3 IIra. Usage/Ony can cost \$100/Yr.

(2.6 Amp. Hr. Unit)

... 45 - 55 Hrs

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Time Manager's last option enables you to view the number of log entries and activities you've made and the size of your Time Manager file. By pressing F1, the program makes a backup of your Time Manager file that appears on the main menu. That allows you to save the file to tape.

TRAVELING PROF. What about the documentation? Although it's clear and complete, the documentation often conveys the impression the authors (or author, if you believe Traveling's claim its portable guru, The Traveling Professor, penned the docs) feel they're writing for boobs.

The flip side of Time Manager's cassette is an audio tutorial by the professor. I heard a segment of it last year at a portable computing seminar. Mercifully, the audio track on my copy of Time Manager doesn't work.

This tomfoolery is only a minor irritation, though, and you shouldn't shy away from this quality program because of it.

DATA + WORKS LIKE A CHARM, IS SIMPLE TO USE

DATA +

Portable Computer Support Group 11035 Harry Hines Blvd., #207 Dallas, TX 75229 214-351-0564 \$59.95

By WOODY LISWOOD

N ow you have a Model 100, you're probably wondering what else you can do with the little beastle besides write, type, communicate, and maintain a name, address, and telephone-number file. Well, now Data+ gives you some reasonable file-management capability.

A FILE MANAGER. Data+, to me, is a file rather than data-base manager.

Data+ records, organizes, and returns data to you in an orderly fashion, but it doesn't let you do mathematics between fields, screen those calculations, and use them as data in a new screen or report field. Don't get me wrong. Data+ doesn't say it can do those things, but many of us need those features in a data-management system.

The documentation for Data+ says it's "an easy to use data entry, file maintenance, merge and listings program. It works only with what can be held in memory and doesn't use tape for working space."

Data+ will allow you to have up to 16 fields on screen at any one time. The program comes with four screens to use and learn with, then you can create your own screens and have some fun. I had no problems loading the program and its associated files from the tape. In fact, I have yet to have a problem with any tape or program supplied by the Portable Computer Support Group. I wish I could say I had that kind of luck with my micro-based software.



BULLETIN

Kensington Microware Ltd. 251 Park Avenue South □ New York, NY 10010 (212) 475-5200 □ Telex: 467383 KML NY

Introducing REMOTE CONTROL The link between portable computers and your IBM PC.

IBM PCir™

IBM PC TM

Radio Shack Model 100™

When Radio Shack and NEC introduced their portable computers, we were impressed with their integrated software environments. Built-in text editing and communications software made these portables perfect travelling computers. But one thing was missing: an easy link between the portable and the office IBM PC. We went to work. The result is REMOTE CONTROL software.

Here's what REMOTE CONTROL software will do for you.

1. At the office: When you load REMOTE CONTROL on your IBM PC, you have an integrated text editing and communications environment. You no longer have to switch between word processing and communications programs. REMOTE CONTROL is modelled after the highly regarded software in the Radio Shack and NEC computers. If you have one of these portables, you'll find the command structure is identical. You don't have to learn any additional programs. 2. Direct connection: Move files at high speed over a standard RS232 cable between your IBM PC and your portable computer. Take your portable computer to a meeting and simply transfer your notes into your IBM PC when you return to the office. A null modem cable is included with REMOTE CONTROL.

3. Host mode: This is great. Now you can communicate with and control your unattended IBM PC over telephone lines from your portable computer keyboard. Move files, execute DOS commands and run stand-alone programs from your remote site as easily as if you were at your desk. For example: You're travelling with a portable computer. Late at night you dial your office PC with your portable. REMOTE CONTROL answers your call and gives you control over the PC. You can scan your disk drives for messages your office has left behind. You can download files into your portable computer. You can create messages with your portable and upload them to the office PC, save those messages to disk, even print the messages out on the PC's printer. Your correspondence is waiting for your office staff when they come in the next morning.

NEC PC 8201ATH

REMOTE CONTROL, only \$180. Contact your local IBM dealer, or call us to order direct at 212 475-5200.

AVAILABLE SOON 1-TO-1[™] with MCI Mail [™] 1-TO-1[™] with Western Union EasyLink [™]



System requirements: REMOTE CONTROL runs on an IBM PC, PC-XT, or any IBM PC compatible with a minimum of 64K RAM. tradémarks: Remote Control — Kensington Microware Ltd.; Radio Shack—Tandy Corporation; NEC—Nippon Electric Corporation: IBM—International Business Machines Corp. © 1994 Kenseington Microware Ltd.

REVIEWS

HIGH-STANDARD DOCS. The documentation meets the same good standards of other programs from the group. It comes in a three-ring binder with the tapes in their own holder. Each of the files is placed on the tape a few times, so if something does happen and one of the files goes bad, you will have some backups.

The only problem there is it becomes quite time-consuming waiting for a program or screen to load while skipping copies of the program you just loaded. A minor point, but an irritation to me.

Many of the advanced printing functions supported by Data+ work with the group's Write+ program (reviewed in September 1983 and March 1984 *Portable 100*). I didn't test that aspect of Data+ for this review, although the documentation explains how to make the programs work together.

A PROBLEM. I had one problem when using Data+. The group's Note+ screen didn't work. I loaded different versions, and each did the same thing: They scrolled past the top of the screen, making the top of the form unusable.

According to the documentation, this problem is caused by using carriage returns or arrow keys during the creation of the screen. I called the group in Dallas for help. They suggested I eliminate any carriage returns from the file. I looked but couldn't find any.

Oh well. I was able to redo the screen using the instructions from the documentation about creating a new screen and it worked fine.

LOTS OF SUPPORT. While working on this program, I called the group a couple of times — all with questions I knew the answers to. I wanted to see how they treated consumers. Some of my questions were dumb and the answers obvious to anyone who had glanced at the documentation. But all of them were treated with courtesy and taken seriously. Having owned an Apple since the early days, I can say the customer support shown by the group is better than anything I ever experienced in the Apple or CP/M world. **RUNNING THE PROGRAM.** When you run Data+, you're prompted for the screen and file you're going to use. That is a sophisticated feature and means you can use the same screen and have separate files identically formatted. Later, by using the Data+ merge facility, you could create subsets of those files for specific reporting requirements without having to consolidate them.

Creating the screen is easy. There is only one special rule to follow: You cannot use any carriage returns or your arrow keys while creating the screen. Backspace and space bar are all you should use to move about the screen. You also must use the space bar to go from line to line.

You create the screen using the built-in text editor. I follow the Data+ format and label the data entry screen P+X (where X is your file name) so 1 know which files on the screen are Data+ files. After you identify a field name, you show the number of spaces for that field by using ASCH 239 (shift-graph-x).

If you want a job code field of digits, you would follow the colon with six solid boxes. You must have a space after the end of the field before you go to another field name. Using the space bar to go from line to line allows you to have labels on the screen by just typing them in where you want to go. When you're finished designing the screen, you press F8 to save the file.

That is all there is to it — works like a charm. Beware, though, that if you forget and use a carriage return or move from line to line with the arrows (rather than filling in the entire screen with legitimate spaces) the file will not work or load properly with Data+.

ENTERING DATA. Entering data is simple. When you run Data \pm , load the proper screen. The cursor will be positioned in field number one. Enter the data and press return to move to the next field. You can edit by using the arrow keys. When all is correct, pressing F3 saves the data to memory. Escape erases the field. F8 erases the current record and returns you to a blank screen.

EDITING DATA. Editing data is just as easy. From the same blank screen, enter the data you're looking for in the

appropriate field, then press F1. If you have more than one identical field, press F1 again to bring up the next record with that data in the search field. That is another sophisticated feature for a data base operating in such a small environment. I, to say the least, am impressed.

By the way, the documentation says it can find the field within 10 seconds for a 100 record file.

PRINTING YOUR DATA. Pressing F6 will get you to the listing section of the program. There you must respond to a series of prompts about paper size and line length, so Data+ will know what to do. There were three features of this section that impressed me:

• First, the way Data + let me identify the records I wanted listed. I paged through my screen file and placed numbers in the fields to indicate where I wanted the field to appear in the listing. For example, if you wanted both first name and last name to appear on line one, you would put a 1 after first name and a 1 after last name.

• The second feature 1 liked was the ability to direct, or redirect, my output to a variety of places: through the printer or communications ports, or to tape, or screen.

• The third feature I found exciting was selecting the records for my report. Again, this is a feature absent from some data-management systems even in the micro world.

It works simply. You are queried on whether or not you wish to print all your records. If you say no, you get a blank input screen. You move the cursor to the field you wish to select from and press F3. Data+ asks you if this is an alpha field. Then you enter the lower bound of the selection criteria, followed by the upper bound. Data+ does all the rest.

MAILING LABELS. I've found in reviewing data bases the publishers always assume the only reason you have this kind of program is to keep names and addresses for mailing labels.

Data + is no exception. Much of its documentation shows you how to do mailing lists and form letter merging. I'll let you read those sections for your-



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self. You'll need to learn many of the techniques for other activities. Just once, though, I'd like to see some documentation using something different to illustrate the features of a program.

MERGE. The final area Data+ addresses is merge. This lets you create form letters or invoices. By taking data from a Data+ file and placing it in identical letters, you could prepare a multitude of mailings with a minimum of effort.

In addition, you may want to use merge for formatted reports. This would feature text and information stored in your Data+ files. To its credit, this program's documentation shows you how to do both.

Merge works best, according to the documentation, if you create your format file using Write+, another program from the Portable Computer Support Group. As you create a form, you place an up-caret and a field number where you want data taken from the file and placed in your form. Data+ suggests you will need one practice run before your form looks right, but I found I needed as many as four runs before I got things the way I wanted.

The problem is field size. For most letters, this won't be a problem. You will just let the data fall as it comes. However, if you are designing invoices or some other special application, you will need to design and test your form a number of times to insure your data will fall where you want and other data in the same field will not cause inappropriate effects on your printout. By the way, that's no different from the problems you'd have with the mail merging facilities of programs such as WordStar or Apple Writer.

SUMMARY. The program does what it says it will. You will find it a useful addition to your library of Model 100 programs.

In future editions, I would like to see computed fields and the ability to get summary statistics on a field-byfield basis. I also would like to have the ability to transmit data through the communications port in a variety of types. This would let my large capacity data bases read the files on the micro level.

AMPI SPREADSHEET: TOO MANY STROKES FOR MOST FOLKS

TPLAN/NPLAN

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By SCOTTL. NORMAN

TPLAN and NPLAN are Basic-language spreadsheets for the Model 100 and the NEC 8201A, respectively. Your \$65 buys both, furnished on opposite sides of a single cassette.

Spreadsheets are of great interest to many users of small business computers, of course, and Model 100 owners are fortunate in having machines that are attracting the attention of so many software developers. Several spreadsheets are now available, and so it's fair to demand a high standard of performance from these products. Unfortunately, while TPLAN has some worthwhile features, I have to report that TPLAN does not measure up some of the other spreadsheets on the market.

Let me assume you are familiar with the conventional functions of an electronic spreadsheet — automatic calculations on rows and columns of figures according to user-defined formulas and all the rest. This will allow me to focus on three areas where I feel

1	Setup
2	 Edit
3	 Save
4	Load
5	Print
6	Compute
7	Calculator
8	Computer Menu

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F2

REVIEWS

TPLAN is deficient: the user interface, specific functions, and documentation.

TOO MANY STROKES. TPLAN kceps you extremely busy; an inordinate number of keystrokes are required to perform almost any function. A great deal of switching between operating modes is required before you can obtain results from your spreadsheet.

Let's walk through the process. The program wakes up with a copyright notice (there's a reason for mentioning this) from which a single keystroke gets you to the main menu (example 1).

These choices are to be made with the conventional number keys, not the function keys. To dispose of the easiest one first, 8 returns you to the Model 100 menu.

GETTING ESTABLISHED. The first step in setting up a new spreadsheet is to specify the maximum size of your data array. Selection 1 (Setup) brings up a screen which reminds you that TPLAN can handle up to 90 rows and 26 columns, then asks how many you will need. This is a little unusual in a spreadsheet, although I have worked with statistics programs that need this information up front. (TPLAN itself is quite large, over 13,000 bytes.) In any case, once you have entered these two parameters, you return to the main menu.

Well, not exactly. You are actually returned to the copyright notice! It then takes an additional keystroke just to get back to the menu. This is a hallmark of TPLAN's operation, and frankly it seems unnecessary.

At this point, selection 2 (Edit) lets you see your sheet so you can begin to work with it. The display shows four rows and four columns, each eight characters wide, plus a command entry line and the labels for function keys 1– 5. You can turn off the labels if you wish, but this still won't buy you a fifth line of data.

As you might expect, the four arrow keys move the cursor over the spread sheet. Function key 1 also can be used if you want to jump to a remote location. Keys F2-F4 select the three different operating modes you will use when entering and examining figures: F2-vin, F3-out, F4-fil, and F5-hip which brings up a one-line subsidiary **VIN, OUT, FIL.** The vin (view input) mode is probably most useful for examining formulas which you have entered at an earlier time, like the view or edit commands of other spreadsheets. Strangely enough, it is the mode in which TPLAN wakes up, although it is not used to actually enter the data and formulas; that requires the fit (fill) mode, obtained with F4. Fil also is required if you don't like what you see in a formula, and want to change it.

The out mode is the converse of vin; it lets you see the results of calculating with your formulas, rather than the formulas themselves.

Having selected fil you can enter numbers, text labels, and formulas in a fairly conventional fashion. Labels are identified by a leading colon, formulas by a leading plus or minus sign (minus if you want to begin with the negative of a particular cell entry).

There are some formatting problems, though. For one thing, the leading colons don't just appear on the command line; they are actually entered onto the spreadsheet, and even show up on a printout. In addition to detracting from the appearance of your sheet, they take up space, reducing the column width available for a label to seven characters.

It is possible to enter longer labels and then reformat columns for printing, but nothing can be done to alter the appearance of the LCD display. About the best you can do is to verify your text on the command line with vm and go on with your work.

FORMATTING, A BOLLIX. There is no auto-advance feature to move the cursor from cell to cell during entry. If you make a mistake while entering data or formulas, you have the option of entering it and retyping the whole thing, or using the left-arrow key to backspace and erase characters.

If you are designing a spreadsheet that will be used repeatedly, you might want to enter just the row and column heading and formulas, and then save the blank sheet under its own filename. The process, which is the same as saving a completed sheet, is:

Use F5 to bring up the Help line;

• Use F1 to exit to TPLAN's main menu. Unfortunately, you will get the

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copyright screen! It takes another keystroke to get to the menu itself;

• Select option 3 to save the spreadsheet to either RAM or tape.

The ubiquitous copyright notice reappears after the save. In fact, it also shows up when you load a TPLAN file into active memory from tape or RAM storage.

COMPUTATIONS. Once your spreadsheet is completely set up, it's time to do the computations. Now another deficiency comes to light; TPLAN has no automatic recalculation capability.

You must return to the main menu via the first two steps outlined above, and select option 6, compute. You can select either row-wise or column-wise calculations, depending on the structure of your data array and formulas. The program gives you a running onscreen tally of which cell is being computed, a handy thing to have for sheets of any size. Of course, this adds something to the calculation time.

And the program is slow enough as is. One of my standard tests for the Model 100 is a little travel expense report form, similar to the printed forms used at my office. The calculations are simple sums; TPLAN took about one minute, 45 seconds to handle a sparselypopulated 12-by-14 array. That's slow.

RESULTS HARD TO FIND. Regrettably, TPLAN doesn't even show you the results as soon as it finishes calculating a spreadsheet. Instead, it displays, you guessed it, the copyright! To see your results, you must get to the main menu and select the edit option to view the sheet. At least it comes up in out mode after a computation cycle, so you don't have to use the function keys again

As you can probably tell, I'm unhappy with TPLAN's proliferation of modes. It's true the lack of automatic recalculation prevents error indications from cropping up when you set up a formula for which some of the data aren't in place, but that's a scant comfort. Spreadsheets simply shouldn't require so many keystrokes to do everything.

One of TPLAN's strongest points is its substantial library of functions which can be used in your own formulas. There are eight trigonometric and transcendental functions, and six more for special purposes such as finding the minimum, maximum, or average of a range of cells. These are "big program" features, and very welcome in a Model 100 spreadsheet.

RELATIVE ADDRESSING. But there is an operational problem which I consider little short of horrendous: TPLAN does not handle relative addressing properly.

Remember that one of the pleasures of an electronic spreadsheet is its ability to take a formula which was set up for one cell and replicate it to calculate a whole row or column of results. In general, each cell in the "results" range will depend on the values in different cells (related in a particular pattern, of course), so it is necessary to give the user the opportunity to specify "relative addressing" during their formula replication process. This lets the program adjust the cell references in the formula to ensure that each calculation uses the right variables. TPLAN does this.

What it fails to do is give you the option of skipping relative addressing for any particular cell reference in a formula. Sometimes you would like to use the contents of one particular cell as a constant for a whole string of calculations; then the replication process ought to leave it alone. This is an option which TPLAN lacks; it's either all or nothing when it comes to adjusting cell references.

This is a significant omission. To see how easily a problem can arise, try to imagine a simple spreadsheet where sales figures for a number of different products appear in column B, from cells B05 to B15, for example. Let's total the column and put the sum in cell B18; as a final step, we'll express the sales of each item as a fraction of the total, and put the results in column C.

In TPLAN's syntax, the formula for total sales is +[B05+B15]; the square brackets are the shorthand for performing the indicated computation for every cell between the limits (B05 and B15, here). Remember, this is entered into cell B18.

Now to express individual sales figures as fractions of the total, we need merely divide each one by the contents of B18. The formula for cell C05 is +B05/B18, for C06 it's +B06/B18,



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REVIEWS

and so on. The usual practice is to enter the expression for C05 and then ask for replication via the one-line menu that the F5 key brings up. TPLAN gives you only two options at this point: copy the formula into all of the destination cells as is, or adjust all of the cell references.

THE WRONG CHOICE. The first is clearly the wrong choice for our problem; it would use the expression for C05, for every cell up to C15. But the second choice is equally incorrect, as it gives you no way to keep B18 in the denominator of each expression while changing the numerator. The replicated formula for cell C6 comes out as +B06/B19, C07 gets +B07/B20, and so on.

To my mind, this greatly diminishes the value of TPLAN's formula replication option.

There are also a couple of problems with the printing routines. TPLAN allows you to suppress row and column addresses, change column widths and row spacings, print either the formulas defining various cells or the results of calculating with those formulas, and select scientific or financial formats for your results. What it lacks is the ability to print a portion of a spreadsheet; you always get the whole thing. If your sheet is wider than 80 characters, you are out of luck when it comes to printing it in two strips. You have to accept a broken multiline format for each row.

DOCUMENTATION. The TPLAN manual is curiously uneven. It goes into fairly good detail about the effects of individual keystrokes for menu selection, but then breezes by formula replication.

There is also what appears to be a good discussion of the effects of various print options, but then the book stops short of telling you exactly how to get the printout! (You must press the F1 which is labelled "Print input" at this point in the program, even if you have selected "Print output," the option which displays results instead of formulas.)

You may recall that option 7 of the program's main menu is something called calculator. This sets up a screen

display which simulates the operation of an RPN (Reverse Polish Notation) calculator like those manufactured by Hewlett Packard. It's meant to be used for quick calculations when you need a number for your spreadsheet, I suppose. At any rate, the display is entertaining enough for an old H/P user like myself, but I can't help wondering what the novice must think. RPN takes some getting used to, and once again the documentation isn't much help.

STILL IN THE DARK. As I said at the outset, we are coming out of the dark ages where Model 100 software is concerned. These are serious little machines for serious applications, and I don't think it's unfair to ask professional performance from commercial programs. Working with a Basic spreadsheet can be rather frustrating in any case, merely on the basis of speed; having to use an extraordinary number of keystrokes. and having to think about a large number of modes, are unnecessary obstacles.

PCSG OFFERING IS PROGRAM THAT SORTS IN PLACE

SORT2+

Portable Computer Support Group 11035 Harry Hines Blvd., #207 Dallas, TX 75229 214-351-0564 \$29.95

By WOODY LISWOOD

S ORT2+ is an casy-to-use sort program. Let me quote the documentation: "Sort2+ does what is known as an 'in situ.' " sort. This means your records are sorted in their own file, therefore Sort2+ is not memory intensive. It only requires 1K additional "frcc" memory while sorting.

As near as I can tell, that claim is correct. I tried sorting a 10K data file using Sort2+ when the initial display said I only had 3K of additional space left; it worked.

Why is this "in situ" sorting important? Many sort programs work by extracting information from the source file in the same order you want information in the new file. That means if you have a 10K file to sort, you would need at least 10K of additional memory to hold the new file.

Since Sort2+ sorts in place, I would not use my original version of the file. You never know when something may happen. Make certain you save your original to tape before you do any data manipulation affecting your original. No, I did not have any problems when I tested Sort2+, but I have destroyed enough files back in the micro world to use plenty of caution in the Model 100 world.

DOCUMENTATION. The documentation is the same three ring binder type of instructions which accompany all of the Portable Computer Support Group (PCSG) programs. As always, it is easy to read and to the point.

HOW IT WORKS. When you run the program, you are asked for the name of the input screen you created to use with the Data+ program. It then displays the screen for you. You move the cursor to the field from which you want to control the sort and press enter. If the field is alphabetic and you wish to have Sort2+ sort all uppercase entries ahead of lowercase entries, you would press F1 instead of enter. If you are sorting a numeric field and wish it to be in ascending sort, lower to higher, you press F2.

After this you will be asked to identify the data file name. Remember, when you use Data+ you can use the same data entry screen to create many files of data each with a different name.

Sort2+ then looks at the file. If you entered and edited it only using Data+, then things will be okay. However, if you edited that file directly and created some fields not in the standard Data+ format length, Sort2+ will not work and will display an error message that the file has odd length records. Otherwise, the screen will say it is loading a file, then say it is sorting it. A series of numbers will appear. The documentation says these numbers are "indications that the records are being sorted."

SUMMARY. Sort2+ works and is easy to use.

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TERRY KEPNER

FULL-DUPLEX

Editor's Note: Full-Duplex is dedicated to solving reader's Model 100 problems. Readers needing assistance should address their letters to: Terry Kepner, c/o Portable 100, 67 Elm St., Camden, ME 04843.

COMMUNICATING 100 WITH MODEL I EASY, USE TERM

'm trying to link my Model 100 to my Model I through the RS232 ports. I'm switching the TERM switch on the Model I RS232 card to COMM, but everytime I try to use the TERM program on the 100, it dies. Can you help?

Won't Talk Norcross, GA

▲ Communicating between the Model I and the Model 100 is easy; I've been using that combination from the day I bought my MEWS. First, are you using a null-modem connector between the two computers? If you are, you must set the TERM switch to TERM. This sets up the Model I RS232 card for two-way communication to a modem (or a computer through a null-modem connector). The other position, COMM, is used to send data to a communications device like a primer or teletype.

Set STAT to 37E1E. Set your Model I terminal program to 300 baud, 7-bit words, even parity, one stop bit, and XON/XOFF protocol. If you have a null-modem connector in place between the two computers, set the TERM switch of the Model I RS232 card to TERM. If you don't have a null modem in place, set the switch to COMM. When you initialize the two communications programs, whatever you type on one should show up on the other, and vice-versa. If you can't get communication established. start trouble shooting.

First, test the Model 100. Take a small piece of wire and insert one end

in the slot marked 2 on the RS232C socket. Insert the other end in the slot marked 3. Make sure the wire fits all the way in tightly. Go to TELCOM, then to TERM. Whatever you type should be echoed back onto your display. What you've done is connect the transmit line of the 100 to its own receive line, so anything typed goes out line two and immediately comes back in line three. If this doesn't work, your Model 100 RS232C port is faulty; have Radio Shack check it out. If it is bad, your logic board will have to be replaced (about \$70).

If the Model 100 passes its test, do the same thing with the Model I RS232 port. This is a trifle more difficult since the Model I connector is a male plug. But if you're patient and have steady hands, you can get it to work by holding the wire's ends to the proper pins.

If the Model I card fails the test, you have two possible problems: the RS232 card is bad, or the connections between the RS232 card and the Expansion Interface-RS232 cable are bad. Of the two, I suspect the problem is the connections. Clean the contacts be tween the EI and the RS232 cable with alcohol and cotton swabs. Remove the RS232 card and clean its edgecard connection the same way.

The Model I RS232 placement design is very poor and causes all kinds of problems. The compartment that holds the card is unventilated and the board gets very warm. Since the connection between the EI and card is a set of press clips with a screw at each end of the connector, the board will gradually warp and pull away from the EI connector distorting or totally destroying the RS232 signal integrity.

On my system, I drilled a series of half-inch holes in the compartment and its lid. I also fine tuned the screws; positions by putting them all in. Then, with the computer and terminal program in operation, I slowly unscrewed each screw, half a turn at a time until keystrokes were properly echoed. (I bought a female DB25 connector and soldered pins two and three together so I wouldn't have to worry about not holding the wire correctly.)

This solution will have to be repeated periodically since the connections of the El are coated with tin-lead solder and slowly corrode and degrade the connection.

Of the possibilities, I think all of your problems come down to simply poor EI-RS232 connections.

(P.S. to help prevent the RS232 board from warping, try getting a small piece of insulated metal and drilling two holes in it to match the screws on the connector. Then place it over the board and connector and put the screws in place. This should hold the board flat and tight against the connector.)

LOW BATTERY LIGHT BURNS BRIGHT WHEN PRINTER'S ON

The red low battery light comes on when I turn off my Model 100. I've tried several sets of batteries without any change. I have also been using the AC adapter and the light still comes on. However, if I just let the 10-minute limit expire, the machine powers off automatically and the red light doesn't come on. Any advice?

> Lit up Palo Alto, CA

▲ Sounds like you have a printer on that's attached to your Model 100. The Model 100 tests the printer port all the time to see if there's a printer connected and turned on. If there is, it sets some of the parallel data lines high, which is a draw on the internal batteries. When you turn the computer off, it still maintains the high signals on the parallel port if the printer is still on. To let you know that there is a high

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drain on the batteries, the red light comes on.

When the computer keyboard "times out," the computer uses a different power-down sequence. The designers apparently thought that anyone who let the unit "time out" would be back soon to use it. In that case, having the red light come on would be ridiculous, since the purpose of the "time out" is to conserve energy while you're distracted. Making you turn off the printer just because the keyboard "timed out" is a needless hassle. On the other hand, if you turn the computer off, you obviously aren't going to return soon, so you should be told to unplug or turn off the printer to maximize battery life.

READER LOSING HIS MIND OVER LOSS OF MEMORY

Whenever my memory is almost full (24K) and I go to delete files in order to add other files, I have the same problem: I have only 11K of memory remaining after deleting everything. The only way to get to the full 21K of usable memory is to remove the operation batterics, turn off the memory backup, and do a hard reset. Does anyone else have this problem?

Lost Memory San Leandro, CA

▲ How are you deleting the files? Are you using any Basic programs? If you are using the select and cut keys to delete files, then your paste buffer isn't cleaned out and is holding memory hostage. Before you leave a text file, push F7 followed immediately by F6. This will set the paste buffer to empty.

If you've been using Basic programs, it's possible that the MAXFILES has reserved several buffers for 1/O, or that the HIMEM has been set to preserve high memory drivers.

While in Basic, type MAXFILES = 0 to reduce the number of buffers to zero, then type CLEAR200,62960 to reset HIMEM to the highest address available to user RAM. Type PRINT HIMEM to see the current address; if its already at 62960 don't bother with resetting it.

If these techniques don't give you the full 21K, take your computer to the repair center and demonstrate the problem to the technician. (Put all of your files on tape first, so you can reload and repeat the demonstration as often as necessary.)

A FLIP OF THE SWITCH WILL ALLOW NEC TO PRINT

s there some kind of DIP switch setting I can use which will let mc print .DO files on a NEC 8023? When I try, all I get are carriage returns without line feeds. I have tried everything, but nothing works. I have a Prowriter at home which doesn't have this problem, and I've been told they have the same innards.

> Stuck on One Line San Francisco, CA

✤ The problem is your printer expects to receive a line feed with each carriage return it receives. The Radio Shack computers, on the other hand, assume that all printers will automatically execute a line feed and a carriage return when a carriage return alone is sent.

There should be a DIP switch setting in the NEC which is labeled LF/CR on one side and just CR on the other. Carefully check your manual for this switch. I know one has to exist, or the NEC 8023 wouldn't be sold as TRS-80 compatible.

In the meantime, you can always embed a CHR\$(138) at the beginning of each line, which will send a linefeed character to the printer. To do this in TEXT, just place GRPH / (which prints as a "not equals" sign).

CORRECTED SEQUENCE WILL ENABLE BUFFER

was wondering if anyone has solved the problem I'm having with my CGP-115 and the Microfazer Printer Buffer: Characters get through the buffer okay, and the copy works, but it doesn't buffer the output. In other words, the computer and printer act as if the buffer weren't in place, with the computer waiting for the printer.

Buffered Out Temple, AZ

▲ I believe the problem is with hand shaking between the three devices, which is established when they are turned on. Turn on the computer first, the printer buffer second, and the printer last. Or, connect them all to a single switch and turn them on all at the same time. I think the buffer interprets the test signal sent by the 100 (to test for a printer when the 100 is first turned on) as the "disable buffering" command from the computer. ♥



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on Balonis discovered an error in his QSBOOT.BA program (*Portable 100*, February 1984, page 45) after a 251-record sort aborted on him. The bug "crawled" into his program, Ron writes, after he compressed the software from 500 to 309 bytes.

The corrections submitted by Ron change lines 150 and 200 of the program:

150 IF PRTY=44231 THEN 200 200 SAVEM "QSORT.CO",62650,62959,62959

Kenneth Overman of Painted Post, NY, adds he found the name of a file to be sorted by Ron's program must be in uppercase and include the extension .DO.

Ken recommends changing :CLS in line 1 to :CLS: FILES: and every PRINT@ statement to PRINT. "These changes put all files on the screen so you don't have to remember the filename," Ken writes.

He also contends Ron used POS and OR as variable names in the program. If this were the case, as Ken points out, the program would not run because those are Basic keywords. However, Ken's comment is an oversight. The variables he is referring to were POS and IRROR and were published correctly in the February issue.

Also in that issue, Michael Heim (CIS ID 75665, 1640) points out a typographical error in F. W. Harland's letter recommending changes in Write+ sold by the Portable Computer Support Group. The IN PUTF\$ in line 5, he notes, should be INPUT\$.

In Jake Commander's disassembly program (December 1983, page 41), line 1040 should have a caret after Q+16.

Greg Sprole of Hiddenite, NC, recommends the following changes in Joel and Debby Dinda's music program (November 1983):

Delete the C before the INT in line 103;

• Remove the carriage return after PRINT in line 2030;

 190 CLS:IF LEFT\$(CH\$,1) = "y" OR LEFT\$(CH\$,1) = "Y" THEN GOTO 120 ELSE END

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