

NO. 34

\$2.00

MARCH 1981

MICRO™

THE 6502 JOURNAL



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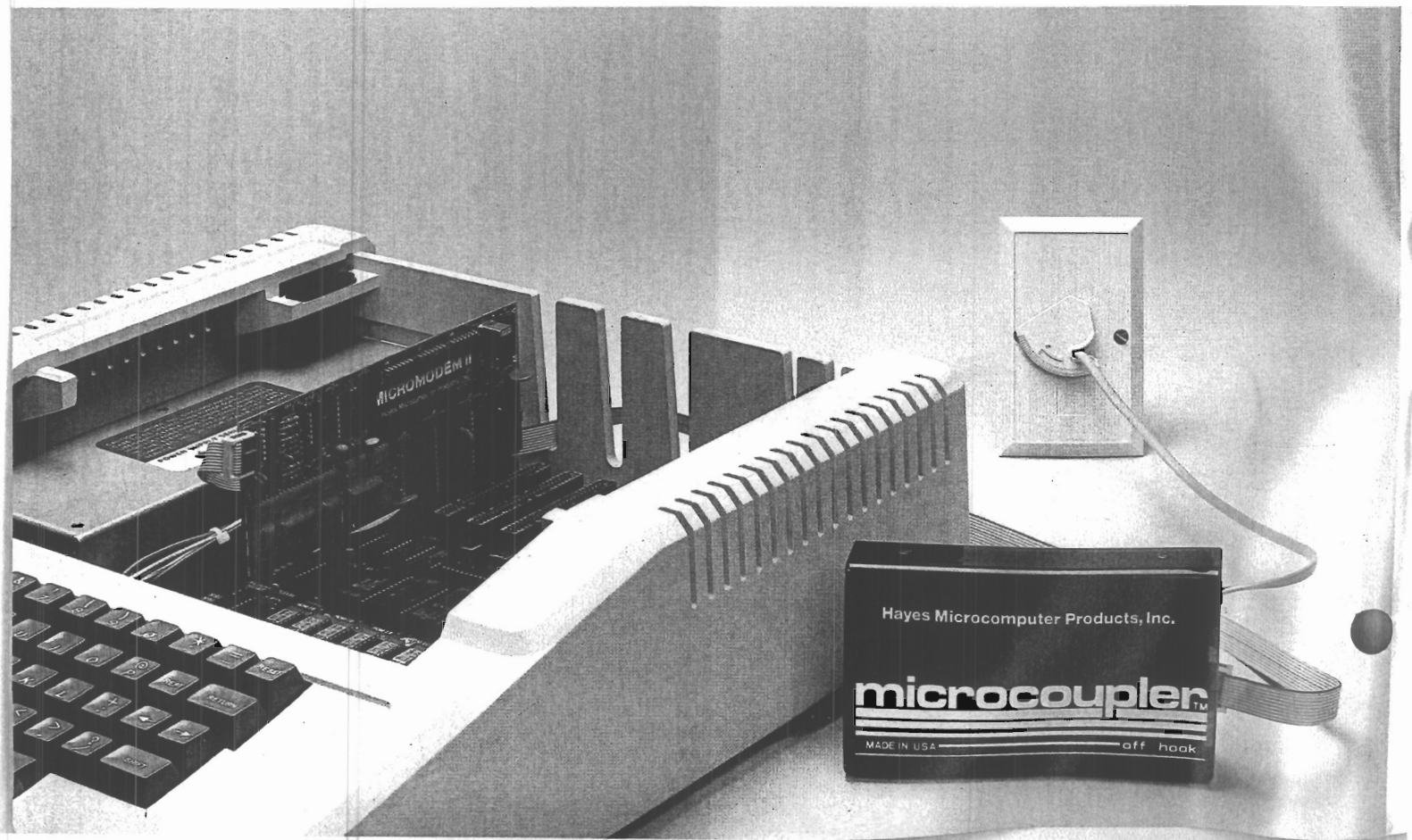
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Q. How about text I have captured. Can I edit that?

A. As easily as the text you have prepared yourself. You can delete any lines you don't want to print or save to a disk file. You can also insert lines into the text.

Q. Just how much text can I capture with DATA CAPTURE 4.0?

A. If the system with which you are communicating accepts a stop character, most use a Control S, you can capture an unlimited amount of text.

Q. How does that work? And do I have to keep an eye on how much I have already captured?

A. When the text buffer is full the stop character is output to the other system. Then DATA CAPTURE 4.0 writes what has been captured up to that point to a disk file. This is done automatically.

Q. Then what happens?

A. Control is returned to you and you can send the start character to the other system. This generally requires pressing any key, the RETURN key or a Control Q.

Q. Are upper and lower case supported if I have a Lower Case Adapter?

A. Yes. If you don't have the adapter an upper case only version is also provided on the diskette.

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A. No. If the other system can list it you can capture it.

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A. You can load the text or data into DATA CAPTURE 4.0 from the disk and transmit it. Or you can transmit what you have typed into DATA CAPTURE 4.0.

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A. A different sending routine is provided for use with Half Duplex systems.

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A. Send us your original DATA CAPTURE 3.0 diskette and documentation, the \$35.00 price difference and \$2.50 for postage and handling. We will send you DATA CAPTURE 4.0 within 3 working days of receiving your order.

Q. What kind of support can I expect after I buy it?

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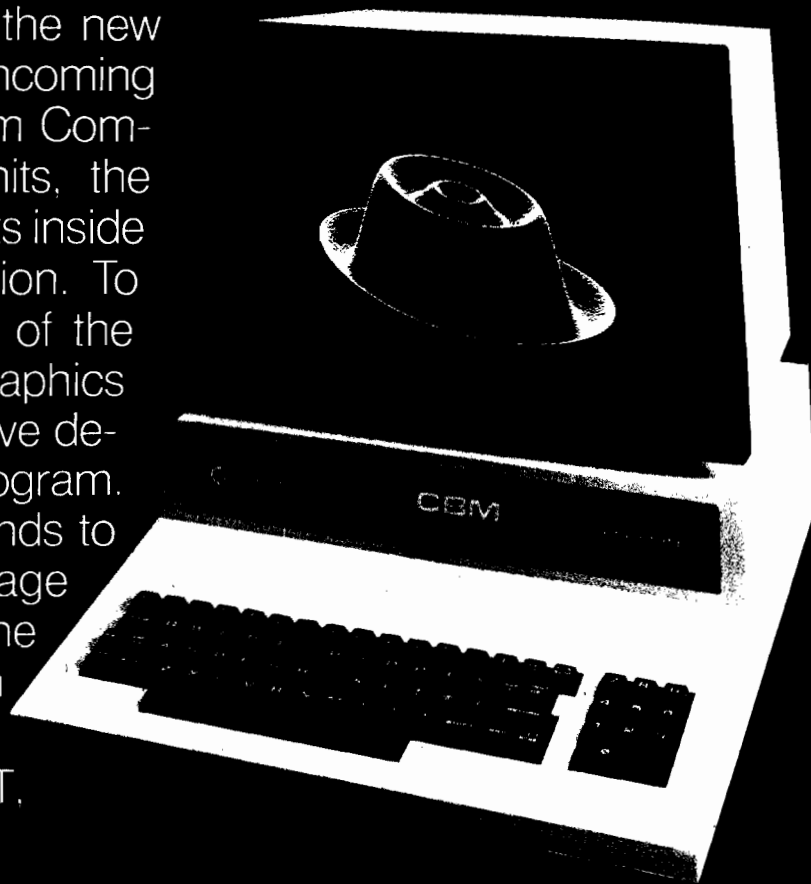
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```
10 VISMEM: CLEAR
20 P=160: Q=100
30 XP=144: XR=1.5*3.1415927
40 YP=56: YR=1: ZP=64
50 XF=XR/XP: YF=YR/YP: ZF=XR/ZP
60 FOR ZI=-Q TO Q-1
70 IF ZI<-ZP OR ZI>ZP GOTO 150
80 ZT=ZI*XP/ZP: ZZ=ZI
90 XL=INT(.5+SQR(XP*XP-ZT*ZT))
100 FOR XI=-XL TO XL
110 XT=SQR(XI*XI+ZT*ZT)*XF: XX=XI
120 YY=(SIN(XT)+.4*SIN(3*XT))*YF
130 GOSUB 170
140 NEXT XI
150 NEXT ZI
160 STOP
170 X1=XX+ZZ+P
180 Y1=YY-ZZ+Q
190 GMODE 1: MOVE X1,Y1: WRPIX
200 IF Y1=0 GOTO 220
210 GMODE 2: LINE X1,Y1-1,X1,0
220 RETURN
```

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THE 6502 JOURNAL

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MICROSOFT

MICRO

Editorial

Copyright/Copywrong

MICRO is unconditionally opposed to the illegal copying of software listings, cassettes, diskettes or any other protected material. I am embarrassed that the need has arisen to make what should be an obvious statement of policy. Due to the publication of an advertisement in our January and February issues, a number of advertisers and readers have expressed concern that MICRO appeared to be supporting the illegal copying of protected disks. In retrospect, I believe that I made a mistake in allowing the ad to run, as will be discussed below.

MICRO could not exist if it were cheaper to copy MICRO than to buy a copy, and if it did not receive protection from being copied through the various copyright laws. This is not usually true of a disk full of software. First, the copyright laws have been very unclear about the protection afforded this type of material. Second, a \$395 program on diskette that can be quickly copied to another diskette which only costs \$3 is a bargain. Or so it appears to many microcomputer owners. There are, however, many hidden costs in illegal copies or "copywrongs."

1. An author or company that does not get a fair return on its work may fail in business, with the result that none of its later work will be available.
2. A vendor with reason to believe his product will be "ripped-off"

may have to increase the price of the product to cover "copy-wrong" losses.

3. If a vendor is forced to protect software through some hardware or software technique making the software difficult to copy, a legitimate user may then have unnecessary difficulties making a copy for the valid purpose of system backup.
4. A vendor may be forced to make an otherwise straightforward piece of software complex and devious to protect it, and may then only provide the barest operating instructions for its use. Such a presentation causes the product to lose inherent educational value for a programmer, limits the dissemination of useful programming techniques, makes the product difficult to modify and customize, and makes the software difficult for users to understand.
5. Many excellent programs may never be offered for sale at all.

There are certainly other economic and technologic losses besides these. The only one who profits from "copy-wrong" is the thief. Everyone else loses in the long run.

The advertisement referred to above was for a program that would copy "protected" diskettes. A member of the staff who thought that it should not be run brought it to my attention. I considered a number of factors and then allowed the ad to run. My reasons at the time were:

1. MICRO had never rejected an ad due to content and I hoped that we would not have to start censoring ads.
2. I thought that the ad would appear in other magazines anyway. We have since checked

with several national magazines with the result that: one would definitely not print that type of ad; a second might reject it but had not seen it; a third would have the entire editorial staff review it if there were any question in anyone's mind; and a fourth has run the same ad. So, I was partially right, but not entirely.

3. No protection scheme is really safe anyway, as this ad shows, and if an individual really wants to make a copy, he will find a way.

With these thoughts in mind, I approved the ad. The first calls and letters arrived after the next issue was already to press, so I could not stop the second run of the ad. Having since discussed the whole matter with the rest of the staff, and my wife who was incredulous that I approved it in the first place, I realize that I made a bad decision, and apologize to anyone who may have been injured by it. The staff of MICRO will now review every ad and, where there are problems, take appropriate steps.

We all pay the price of "copy-wrong", a price that can never be fully calculated since it results in a loss of software, talent, ideas and concepts whose value is impossible to measure. Unfortunately, illegal copying is similar to voting. No individual feels that his action really makes a difference, but of course it does. The numerous "copywrongs" add up to one of the most serious problems facing the microcomputer industry.

That is MICRO's position; what is yours?

Robert M. Trujillo

Editor/Publisher

About the Cover



Our cover this month shows a medical laboratory with centrifuge and a hypothetical blood-test report on the screen. Microcomputers have already found their way into the laboratory and into medicine. "Microprocessors in Medicine: The 6502", a MICRO column by Jerry W. Froelich, M.D. (pages 63-64 in this issue), continues to address some of the biomedical applications of the 6502.

A microcomputer can be the heart of a complex of instruments, controlling the actions of each, collecting and analyzing data, and sending the collected data to other instruments for display, printout, or storage. Digital meters, frequency counters, oscilloscopes, spectrum analyzers, plotters, and printers, are just a few of the many instruments that can be interfaced to

microcomputers. Bookkeeping duties, such as generating the blood-test report, are trivial matters for the computer.

In medicine, possible uses for microcomputers are amazing, but current applications are already impressive. For example, a computer-patient interview has many advantages over conventional methods, not only saving the physician time, but also providing him with a more thorough analysis of the patient's history and symptoms. The interview program is written in consultation with experts in each medical specialty, thereby effectively providing the patient with the combined knowledge and experience of all. The attending physician has therefore more time to treat the patient or can more confidently direct him to the right specialist.

MICRO

Letterbox

Dear Editor:

Since issue number one, Micro has been presenting assembler work in a form that I could only term the "MICRO" format of mnemonics. At first, this seemed well and good, as some obvious advantages are present. There were some pros and cons on this by readers in the first few issues, then the discussion diminished, but the mnemonics remained.

I would like to ask the MICRO staff to re-consider their position. It's been 3 years, and MICRO is the only magazine espousing these mnemonics. Use by others has not caught on for one reason or another. With the exception of the assembler that MICRO uses for its articles, very few commercially available assemblers handle these mnemonics.

For programmers like myself, with assemblers that don't use the MICRO mnemonics, they are a drawback, requiring extra effort to re-write prior to entering, or tending to encourage mistakes if on-the-fly translation is attempted while entering the program. I think you may be encouraging extra work by the majority of programmers who don't have assemblers which handle these mnemonics.

I suggest a retreat from your previous position, and the use of an assembler which uses standard mnemonics and syntax, still retaining the concept of using standardized listings which is very valuable.

Frank Lawyer
126 Demott Lane
Somerset, NJ 08873

We have begun to use standard mnemonics (see MICRO 33:50) and will continue to do so.

The Editor

Dear Editor:

For a quick and dirty listing of Tim Finkbeiner's "non-listable" program in January's "Letterbox", try this:

- Use the monitor to examine and write down the contents of bytes 0301 hex and 0302 hex which will be wiped out by the following restart.
- Now break and cold start your OSI C1P but answer "MEMORY SIZE" with 770 (terminal width is normal). This allows BASIC to reset pertinent pointers but prevents the destruction of your program.
- Use the monitor to restore 0301 hex and 0302 hex to their former values.
- Now break, warm start, and list.

This routine also helps recover programs which may become non-listable due to an inappropriate POKE or some other error.

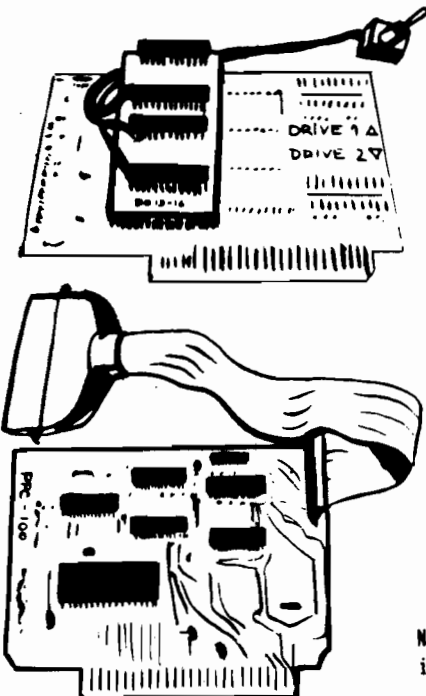
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A 6502 Assembler in BASIC

This article describes a 6502 assembler written in BASIC and tuned up for an OSI C2-4P computer. It is usable in a 4K machine and can be adapted to other makes and models of personal computers that use the 6502 microprocessor.

Edward H. Carlson
3872 Raleigh Dr.
Okemos, Michigan 48864

The native tongue of a 6502 chip is "machine language." The native tongue of the programmer isn't. Nevertheless, you can speak to your computer in its native language. Just sit down and POKE its keyboard. Say: "AD 03 D2" and it will understand you. But it is difficult to carry on a prolonged conversation this way. Many programmers got their start in machine language by writing out programs on paper, looking up the op codes in a table, then pecking the resulting gibberish into the machine. This works. I wrote several useful programs this way shortly after getting my Ohio Scientific C2-4P.

The coolie labor is so great, however, that one soon urgently covets an assembler. An assembler is a longish program (about 5K for the Ohio Scientific "6500 Assembler and Editor") which does a number of onerous tasks. Some assemblers are more elaborate than others, but all will do two of the most mind-numbing tasks needed to produce machine code: the translation of mnemonic operators into op code, and the calculation of offsets in branch instructions when given the address of the target line.

Assemblers are notoriously demanding of memory space, and it usually costs several decibucks for that little cassette with its machine language incantations. So I was

```

1 GOTO 1990:REM *****ASSEMBLER *****
2 M1=INT(M/16):M2=M-M1*16:M1=FNH(M1):M2=FNH(M2)
3 Z=Z+1:POKE Q+Z,M1:Z=Z+1:POKE Q+Z,M2:RETURN
4 Z=Z+1:GOSUB 2:POKE AD,M:AD=AD+1:RETURN
5 HI=INT(N/256):LO=N-256*HI:BY=3
7 II=INT(AD/256):JJ=AD-II*256:M-II:Z=1:GOSUB 2
8 M=JJ:GOSUB 2:M=OP:Z=Z+1:GOSUB 4
10 IF BY>1 THEN M=LO:GOSUB 4
11 IF BY=3 THEN M=HI:GOSUB 4
12 GOTO 100:REM START MAIN LOOP
20 FOR Z=1 TO LEN(C$):POKE N+Z,ASC(MID$(C$,Z,1)):NEXT:RETURN
99 C$="NO":N=Q+21:GOSUB 20
100 PRINT AD:INPUT C$:L$=LEFT$(C$,3):L=LEN(C$)
101 IF L>4 THEN C$=RIGHT$(C$,L-4):L=L-4
102 IF L$="HEX" THEN 4000:REM MUST HAVE 4 DIGITS (NO $ SIGN)
103 IF L$="ADD" THEN AD=VAL(C$):GOTO 100
104 IF L$="CON" THEN CA=B:OP=VAL(C$):GOTO 200
105 IF L$="DIS" THEN AD=VAL(C$):OP=PEEK(AD):CA=B:GOTO 200
106 IF L$="ASC" THEN M=ASC(C$):Z=21:GOSUB 2:GOTO 100
123 REM IDENTIFY THE 3 LETTER MNEMONIC
124 FOR I=1 TO 4:FOR J=1 TO 56:N=4*J-3
130 IF L$=MID$(C$(I),N,3) THEN II=I:JJ=J:GOTO 155
144 NEXT J,I:GOTO 99
155 N=14*(II-1)+JJ
160 REM GET OP CODE AND CATAGORY
161 CA=VAL(MID$(C$,N,1))
163 OP=VAL(MID$(C$,JJ*4-3,3))
200 BY=1:IF CA=0 THEN 7
210 IF C$="A" AND CA=3 THEN OP=OP+8:GOTO 7
213 IF C$="A" THEN 99
219 REM ABOVE: 1 BYTE CODES, BELOW: 2 BYTE ONES
220 BY=2:C1$=LEFT$(C$,1)
221 II=OP-B*(CA=1)
223 JJ=CA=1 OR CA=4 OR CA=5
224 IF C1$="*" AND JJ THEN LO=VAL(RIGHT$(C$,L-1)):OP=II:GOTO 7
228 IF C1$="*" THEN 99
230 IF C1$<>"*" THEN 260
231 LO=VAL(MID$(C$,2,L-4))
232 IF RIGHT$(C$,3)="*":Y" AND CA=1 THEN OP=OP+16:GOTO 7
240 IF RIGHT$(C$,3)="*":X" AND CA=1 THEN 7
250 IF RIGHT$(C$,1)<>"*" OR CA<6 THEN 99
254 N=VAL(MID$(C$,2,L-2))
258 OP=OP+32:GOTO 5
260 IF RIGHT$(C$,2)<>"*":Y" THEN 280
261 REM FOUND: 3 BYTE CODES, GO TO 7; 2 BYTES, TO 5; NOT FOUND TO 99
262 N=VAL(LEFT$(C$,L-2))
264 IF N>255 THEN 274
266 LO=N:IF CA=2 THEN OP=OP+16:GOTO 7
268 IF CA=1 OR CA=3 OR CA=5 THEN OP=OP+20:GOTO 7
269 GOTO 99
274 IF CA=2 THEN OP=OP+24:GOTO 5
276 IF CA=1 OR CA=3 OR CA=5 THEN OP=OP+28:GOTO 5
278 GOTO 99
280 IF RIGHT$(C$,2)<>"*":Y" THEN 300
282 N=VAL(LEFT$(C$,L-2))
284 IF N>255 THEN 292
286 LO=N
287 IF CA=2 OR CA=5 THEN OP=OP+16-4*(CA=5):GOTO 7
292 IF CA=1 OR CA=5 THEN OP=OP+24-4*(CA=5):GOTO 5
299 GOTO 99
300 N=VAL(C$)
304 REM GO TO 340 FOR BRANCH INSTRUCTIONS
305 IF CA=8 THEN 340
310 IF N>255 THEN 332
312 LO=N
314 IF CA=2 OR CA=7 THEN 7
316 IF CA=1 OR CA=3 OR CA=4 OR CA=5 THEN OP=OP+4:GOTO 7
332 IF CA=2 OR CA=7 THEN OP=OP+8:GOTO 5
334 IF CA=1 OR CA=3 OR CA=4 OR CA=5 THEN OP=OP+12:GOTO 5
336 IF CA=6 OR CA=9 THEN 5

```

(continued)

GOTO statements. This is another reason for putting target lines at the front of the program, so their target addresses have fewer digits needing conversion. Line numbers at the beginning of lines do not need conversion. They are stored in source code as 2-byte binary numbers.

Putting several statements on one line, separated by colons, is another space and time saver. Finally, savings can be made by using 1-letter variable names, and by leaving out spaces when writing BASIC code. I draw the line at this however, clarity counts too!

User Manual

Now let's write a program. First punch in the assembler. If you have a 4K machine, you must leave out all REMarks in order to fit it in. This will give you over one page of memory for your machine language program, which you must reserve at the top of memory space by answering, say, 3750 to the question MEMORY SIZE? at cold start time. (You can put line "100?FRE|8)" to display how much memory is left as you run.) In addition to high memory space, you have available most of page \$02: the part above \$0222 which is unused by BASIC. This adds up to quite a lot of space since a machine language program that is 1 page long is getting on up in size. Much larger than that and you will want to be using a "real" assembler. But if you do need more room, you can get over 100 bytes more by not allowing any spaces in lines 1 to 1995.

After you hit RUN, the machine answers "546?" and waits for you to enter your line of assembly code. The assembler then POKEs its response into the remaining space on the line, increments the line counter and prints the next line number. (The number "546" is decimal for \$0222, the default start address. This address is suitable for OSI machines and prevents you from absent-mindedly POKeIng a hole in your BASIC source code. You can change the starting address by using the ADD command described below.)

Regrettably, I had to make one departure from standard assembly language syntax: the use of a semicolon in place of a comma. This was necessary because on INPUT, BASIC treats the comma as a field separator and not as an ASCII character, so that an indexed command such as "LDA \$5A,Y" looks like "LDA 90;Y" in this assembler's syntax.

```

C/W/M ?
OK
RUN
546 ? JMP 600      0222 4C 58 02
549 ? ADD 550
550 ? CON 0        0226 00
551 ? ASC A
551 ? HEX 0041     41
551 ? ADD 550     65
550 ? CON 65      0226 41
551 ? ADD 600
600 ? LOY #0      0250 A0 00
602 ? LDA 550     025A AD 26 02
605 ? STZ
605 ? HEX 0200
605 ? STA 53760;Y 0250 99 00 02
608 ? INC 550     0260 EE 26 02
611 ? INY
612 ? CPY #26     0263 C0
614 ? BNE 602     0264 C0 1A
616 ? BRK
617 ? DIS 550    0266 00 F2
551 ? LSR A
552 ?            0226 41
                    0227 4A

```

Photo 1. A machine language program written using the assembler in BASIC.

Photo 1 shows a short program that I composed "at the keyboard", without a precursor on paper. It is a realistic test of the assembler, because I made errors and recovered from them. The program writes the alphabet on the screen and photo 2 shows the results. I have used all the utilities that I added to this version of the assembler. They include ADD which starts assembly at a new address, and CON which allows a one-byte constant to be inserted at the current address. Therefore, the argument of CON must be between 0 and 255. The main use of CON is in the construction of tables of constants. DIS displays the contents of a location in memory. Unfortunately, it also sets the address one past the displayed address location. Although this feature is not at all convenient, I couldn't see any way to fix it up easily. ASC y gives the ASCII code (in hex) for the character y.

Finally, HEX gives the decimal equivalent of a 4-digit hexadecimal number. The assembler expects all numbers to be in decimal form. It converts all these to hexadecimal for use and display. The function of HEX is thus needed to supply decimal numbers from hex numbers, so you can "close the loop" in your thinking as you construct the machine language program.

As you work, you will certainly make mistakes, or at least change your mind. The machine is quite tolerant of this. Single incorrect characters can be erased by the "SHIFT/O" as usual. Incorrect mnemonics cause the computer to say "NO". If you disturb BASIC too much, it may undergo an ERROR BREAK and require you to restart the assembler with a RUN. This will do no

harm as long as you use ADD to get back to the point in memory where you were last working.

By the way, it takes a perceptible time for the assembler to massage a given input. The bottleneck is the loop starting at line 124. Codes near the end of the alphabet, such as TYA, take longer than ones near the beginning, such as BIT. It should be possible to speed up this loop by doing a preliminary search on the first letter of the 3-letter mnemonic.

When you are ready to run your program, do a BREAK to MONITOR, put in your start address, and hit "G" for go. However, you lose all that good mnemonic stuff that you had put on the screen, so copy it onto a piece of paper first.



Photo 2. The run image of the program shown in Photo 1.

So there you have it: a simple assembler. Anyone who has used a more elaborate assembler will immediately miss some important features such as labels, comments, editor functions, and the ability to write the assembly language code to tape. However, anyone who has only done machine language programming on paper, with op code tables and hex arithmetic, will immediately be grateful for the help which this assembler program gives to the programmer.

MICRO

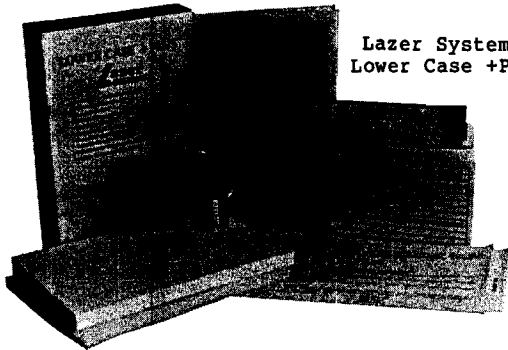
LOWER CASE +PLUS

for the Apple II Computer

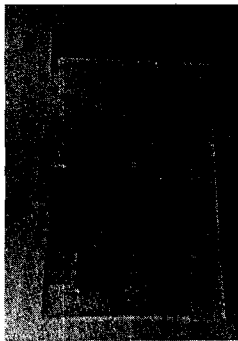
By



Guess which Apple (tm) compatible lower case adapter costs less :



Lazer Systems' Lower Case +Plus



Dan Paymar's LCA-1

(You would probably pick the one on the bottom because you can see that you get well over twice as much in the package on top.)

WRONG!! Both the Lazer Systems' Lower Case +Plus (tm) (on the top) and the Dan Paymar LCA-1 (tm) (on the bottom) cost \$59.95 (Paymar lowered the price of his Lower Case adapter from \$64.95 shortly after the release of the Lower Case +Plus). Even if the Lower Case +Plus was priced at \$79.95, it would still be a better buy.

The Lower Case +Plus uses a high quality double sided printed circuit board with solder mask and silkscreen. The Paymar LCA-1 uses a low-cost single sided board. The Lower Case +Plus uses a 2716-compatible ROM for its character generator. You can readily create your own character sets using a HI-RES character generator, such as the "Keyboard Filter", sold with the ROMPLUS from Mountain Computer. The LCA-1 uses a fixed, non-modifiable character set. The Lower Case +Plus comes with two character sets, while the LCA-1 has only one. The Lower Case +Plus supports 128 displayable characters, while the LCA-1 supports only 96.

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The Dan Paymar LCA-1 made word processing on the Apple II practical; Lazer Systems made it even better. The Lazer Systems Lower Case +Plus is compatible with all word processing programs which can utilize the Paymar LCA-1 for lower case display.

One Board Works with all Apples

Apple Computer recently changed the design of their character generator logic rendering the LCA-1 useless in the newer Apple II's. So, Dan Paymar created the LCA-2 which works only with the newer Apples. There's only one problem, you have to know which Apple you own before ordering. This problem is nonexistent with the Lazer Systems' Lower Case +Plus because our board works with both the older and newer Apples.

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For \$59.95 Lazer Systems provides you with the Lower Case +Plus, Basic software on disk and over 40 pages of user documentation all neatly packaged (see photo for entire contents*). Pascal and Applewriter patches are provided with our documentation. Pascal users may elect to purchase Pascal software on diskette for \$9.95. Both the Basic and Pascal software packages give you the capability of entering all 96 printable characters into your programs.

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UnwrApple

This output pre-processor prevents words from being split by the right margin.

David Lubar
249 Loring Ave., Apt. 3
Edison, New Jersey 08817

In certain programs, such as conversational games, there is a good chance that words printed near the right margin will be bisected in strange places. One solution would be to handle printed portions as string variables which are edited before being sent to the screen. This approach, however, is slow and requires extensive changes in existing programs. Another route would be to do the work with a machine-language subroutine. This article describes such a program.

I had several goals in mind when I wrote UnwrApple:

1. It had to work with any setting of the text window.
2. It had to be simple to use.
3. There had to be a minimum chance of conflict with any portion of a BASIC program.

Of the three goals, 2½ were achieved. (The routine doesn't cope very well when the left and right margins are only one or two characters apart, but this shouldn't be much of a limitation.)

Using UnwrApple

The subroutine is activated with a CALL 881. This can be done either in immediate mode or as a line in the BASIC program, but the BASIC program should be in memory before UnwrApple is called. The subroutine is written for use with Integer BASIC.

With a slight modification, it can also be used with Applesoft. (More on that later.) To turn UnwrApple off, hit RESET, or enter POKE 54,240 followed by POKE 55,253.

How It Works

The CALL 881 does two things. First, the address of the subroutine is put into CSWL and CSWH (locations \$36,37). Most of you are probably familiar with the COUT function in the monitor. If not, see Bob Sander-Cederlof's article "A Slow List for Apple BASIC" in *The Best of MICRO*: Vol. 1, pg. 94 for a good description of COUT. After setting these pointers, an area one page (256 bytes) below the end of the BASIC program is reserved for temporary storage. This is done using the pointers at \$CA,CB, which hold the value of the last location used for program storage.

Now for the actual editing routine. First, since I wasn't sure whether BASIC used the Y register between jumps to COUT, I saved Y at the start of the subroutine. Then CH (\$24), which is the cursor displacement from the left margin, is stored in Y. The ASCII value of the character to be printed, already contained in the A register, is stored in the reserved area for later reference. A check must be made to see if this character is the last one of the current line. If it isn't, it is sent to the screen through the print routine COUT1 (\$FDF0). With the last character, there are three possibilities.

1. The last character is a space.
2. The last character isn't a space and it is followed by
 - a. A space.
 - b. Another character.

```
0800 ;*****
0800 ;*
0800 ;* UNWRAPPLE *
0800 ;*
0800 ;* BY DAVID LUBAR *
0800 ;*
0800 ;* MICRO #34--MARCH '81 *
0800 ;*
0800 ;*****
0800 ;*
0800 ;*
0800 ;*
0800 ;ENTER FROM BASIC WITH CALL 881
0800 ;*
0800 YSAVE EPZ $00
0800 TEMPLO EPZ $02
0800 TEMPHI EPZ $03
0800 ASAVE EPZ $04
0800 CHSAVE EPZ $05
0800 LWIND EPZ $21
0800 CH EPZ $24
0800 CSWL EPZ $36
0800 CSWH EPZ $37
0800 PPLO EPZ $CA
0800 PPHI EPZ $CB
0800 COUT1 EQU $FDF0
0800 ;*
```

(continued)

In case #1, the space is printed and the routine goes on without making any changes. In case 2a, the space is not printed, thus keeping the left margin justified. In 2b, the previous line has to be edited. For 2a or 2b, the routine first goes to FIX where it changes the COUT pointers. The first character of the new line will now be sent to CHECK instead of START. If editing is needed, the temporary storage area is searched until a space is found. Next, a backspace is printed, moving the cursor back one line. (After printing the final character of the line, the monitor moves the cursor down. The cursor has to be moved back up before the partial word can be erased.) After replacing the partial word with blanks on the screen, the erased letters are reprinted. From here, there are just two more steps. The letter that originally started the new line, but which hasn't yet been printed, is sent to the screen. Finally, the COUT pointers are again set to START.

In other words, whenever a word is cut off by the left margin, the fragment is removed from that line and reprinted on the next line.

Modifications

If your programs make heavy use of the zero page (for tone subroutines or whatever), you can use locations other than \$0-\$5 for storage. The area directly above UnwrApple from \$383-\$3FF could be used (keep 3F8 free if you use control-Y). Of course, using non-zero page locations will add a few bytes to the subroutine. To use UnwrApple with Applesoft, replace the listed values of PPLO and PPHI (\$CA,\$CB) with \$6D,\$6E. Since only 40 bytes are actually used for temporary storage, TEMPLO and TEMPHI could be given values pointing to page 3 (using \$3B0-\$3FF, for example). In this case, the lines CALLED from BASIC will have to be changed.

That about covers everything. UnwrApple can be used in the direct mode. I wouldn't recommend leaving it on while entering a program since the BASIC interpreter might not appreciate some of the extra spaces. But you can see it in action by CALLING it, then typing some words on the screen. For example, when the cursor reaches a new line, try hitting the space bar. The first space won't be printed, but any following ones will be sent to the screen.

One last thought—UnwrApple could be incorporated as part of a word processing routine, but that's another story.

```

0300      ;*
0300      ;ON ENTRY ACCUMULATOR HOLDS ASCII VALUE
0300      ;*
0300 8400  START  STY YSAVE      ;SAVE Y ON ENTRY INTO ROUTINE
0302 A424      LDY CH          ;GET DISPLACEMENT FROM LEFT WINDOW
0304 9102      STA (TEMPLO),Y  ;SAVE CHAR. FOR LATER REFERENCE
0306 C8        INY
0307 C421      CPY LWIND      ;LAST CHAR. OF LINE
0309 F005      BEQ MARG       ;YES
030B A400      LDY YSAVE      ;NO. RESTORE Y
030D 4CF0FD    JMP COUT1      ;PRINT IT
0310 C9A0      MARG  CMP #SAO   ;SPACE?
0312 D005      BNE FIX        ;NO
0314 A400      LDY YSAVE      ;YES
0316 4CF0FD    JMP COUT1      ;PRINT THE SPACE
0319 A026      FIX   LDY #CHECK  ;RESET COUT POINTERS TO SEND
031B 8436      STY CSWL      ;FIRST CHAR. OF NW LINE TO CHECK
031D A003      LDY /CHECK
031F 8437      STY CSWH
0321 A400      LDY YSAVE      ;RESTORE Y
0323 4CF0FD    JMP COUT1      ;PRINT LAST CHAR. OF LINE
0326 8400      CHECK  STY YSAVE
0328 C9A0      CMP #SAO       ;IS FIRST CHAR. OF NEW LINE A SPACE
032A F040      BEQ NULL      ;YES
032C A421      LDY LWIND      ;NO. PUT WINDOW LENGTH IN Y
032E 8504      STA ASAVE      ;SAVE FIRST CHAR. OF NEW LINE
0330 88        DEY           ;SET Y TO VALUE OF OLD CH
0331 88        COUNT  DEY       ;BEGIN SEARCH FOR START OF LAST WORD
0332 F029      BEQ CANT       ;SEARCH UNSUCCESSFUL
0334 B102      LDA (TEMPLO),Y ;CHECK CHARS. OF LAST LINE
0336 C9A0      CMP #SAO       ;SPACE
0338 D0F7      BNE COUNT      ;NO. KEEP LOOKING
033A A988      LDA #888       ;YES. BACKSPACE TO LAST LINE
033C 20F0FD    JSR COUT1      ;USE JSR SO CONTROL WILL RETURN HERE
033F 8405      STY CHSAVE     ;SAVE START OF LAST WORD
0341 8424      STY CH         ;SET CH FOR PRINTING SPACES
0343 A9A0      BLANK  LDA #SAO  ;THIS LOOP ERASES THE PARTIAL WORD
0345 20F0FD    JSR COUT1      ;PRINT A SPACE
0348 C8        INY
0349 C421      CPY LWIND      ;END OF LINE?
034B F003      BEQ REPR       ;YES
034D 4C4303    JMP BLANK      ;NO. KEEP GOING
0350 A405      REPR  LDY CHSAVE
0352 C8        INY           ;MOVE PAST FIRST SPACE
0353 B102      REPR1  LDA (TEMPLO),Y ;GET ERASED CHAR.
0355 20F0FD    JSR COUT1      ;PRINT IT ON NEW LINE
0358 C8        INY
0359 C421      CPY LWIND      ;DONE?
035B D0F6      BNE REPR1      ;NO.
035D A504      CANT  LDA ASAVE  ;YES. RESTORE ORIGINAL FIRST CHAR.
035F A000      SET   LDY #START ;RESET COUT POINTERS
0361 8436      STY CSWL
0363 A003      LDY /START
0365 8437      STY CSWH
0367 A400      LDY YSAVE      ;RESTORE Y
0369 4CF0FD    JMP COUT1      ;PRINT RESTORED CHAR.
036C A980      NULL  LDA #880   ;PRINT NULL INSTEAD OF SPACE TO
036E 4C5F03    JMP SET        ;JUSTIFY LEFT MARGIN
0371          ;*
0371          ;CALL FROM BASIC GOES TO HERE
0371          ;*
0371 A900      LDA #START      ;SET COUT POINTERS
0373 8536      STA CSWL
0375 A5CA      LDA PPLO        ;GET END OF PROGRAM STORAGE
0377 8502      STA TEMPLO     ;ANDSET UP AN AREA ONE PAGE
0379 A4CB      LDY PPHI        ;BELOW FOR TEMPORARY STORAGE
037B 88        DEY           ;OF PRINTED CHARS.
037C 8403      STY TEMPHI
037E 60        RTS           ;BACK TO BASIC

```

MICRO

New Publications (continued from page 79)

articles, columns, book reviews, hardware and software reviews, etc. To provide a "current awareness" service, abstracts are arranged by periodical and issue, so that a reader can quickly scan each issue of the periodicals covered.

CONTENTS: 80 Microcomputing, Apple

Orchard, Byte, Call A.P.P.L.E., Compute, Compute II, Creative Computing, Dr. Dobb's Journal, Interface Age, Kilobaud Microcomputing, MICRO: The 6502 Journal, Nibble, onComputing, Personal Computing, Purser's Magazine, Recreational Computing, S-100 Microsystems, and Sourceworld.

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MICRO-induced Homebrew Printer and Terminal

Shawn Spilman's excellent article "Writing for MICRO" in the September 1979 issue of MICRO (16:59), strongly advocates submission of "... a working source of the actual computer program; that is, the assembler or compiler output listing ... let the computer generate the program listing ..." Ay, there's the rub! A precondition for this is some form of hard copy device, and in some countries even a second-hand one is unobtainable or prohibitively expensive. So my son, David Green, decided to turn a junked fifty-year old, purely mechanical typewriter into a crude sort of electrical daisy-wheel printer which delivers about 2 to 3 characters per second. The idea became feasible when he discovered, in our local junk shop, a 52-contact electric rotary selector once used in telephone exchanges. Software and a VIA in SYM drive this printer. It's primitive and temperamental, but provides me with legible hard copy. However, the accompanying listings for this article were reassembled by MICRO.

My project involved a few hundred hours of electrical, mechanical and electronic engineering, making it highly educational but not exactly practicable! However, if anyone is interested I will be glad to supply details.

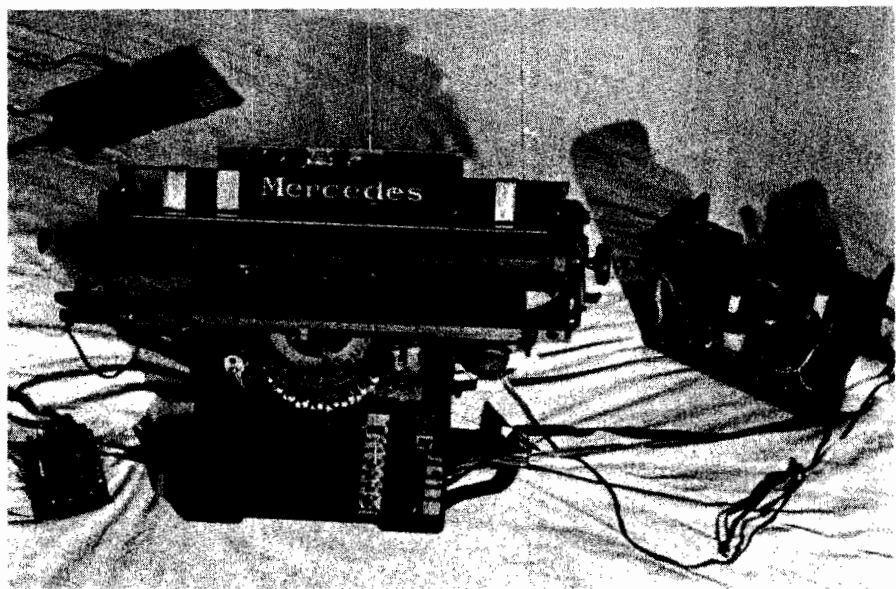
My present "terminal" is a cannibalized calculator keyboard which inputs all essential ASCIIs, with either SYM's six 7-segment LEDs scrolled from right to left as output display, or the onboard single-line 32-character 'scope interface. All do-it-yourself! I am shortly going to make a proper keyboard video terminal.

In USA, I understand that SIMON was, and probably still is, a very popular toy. In some other countries it is almost unknown. It is an absorbing game for 1, 2, 4 or more players, but could also be adapted for more serious educational or diagnostic purposes.

If you own a SYM-1, less than 220 bytes of RAM will give you the main facilities of SIMON and another couple in addition. No offboard hardware is needed. Some ideas about adding external audio and adapting for other microprocessors will be presented at the end of this article.

To simplify description later, keys 0 to 3 produce four different musical notes while simultaneously lighting four associated LEDs, simulating the 4 different colored lights of SIMON. Key 0 sounds the lowest pitch tone on SYM's onboard beeper and activates the extreme lefthand onboard 7-segment display LED. Key 1 produces a higher tone and activates the second LED, etc. The fifth, and extreme righthand sixth LEDs, are exclusively reserved for score display.

In case you haven't met SIMON, simply load the program and key in GO/265/CR. One of the four possible musical notes will play and its corresponding display LED will light up with a triple bar. At the same time 01 will appear in the score display, informing you that your tune is only one note long. You must then press the appropriate key from 0 to 3 in order to replay the identical "tune". If you have done this correctly, your microprocessor will respond with the original



note and displays followed by a new one, and accompanied by 02 in the score display. You must now key in the correct two-note tune. Each round, the microprocessor plays the complete preceding tune and adds one additional note at the end.

When you make a mistake, your microprocessor sounds a raspberry and displays 4 question marks (segment code = D3) together with the number of notes you have succeeded in remembering correctly. The whole process then automatically starts over again from 01 with the same tune. In order to add a winning target, I have arbitrarily chosen 09, which can be altered, at will, in location \$0278. When you complete nine notes successfully, the LEDs will display "H.H.H.H.09" (H. = Home = segment code, F6) and the whole game will restart again from 01 with the same tune. I have made this target auto-adjusting. Each time you fail, the winning target is decremented, and each time you win, it is incremented. The score display is in hex; a few extra bytes will alter this to decimal if desired. The "?"'s and "H."s can easily be replaced by slogans.

The basic parameters can all be altered according to personal taste. They are: the four tone frequencies, the duration of the notes, the pause between notes, the maximum tune length, (set arbitrarily at 70 notes), and the original target number. Their locations in the program are easily identifiable. The crude method of tone generation inevitably causes the lower frequency notes to have relatively longer duration. If considered worthwhile, this could be obviated by utilizing one of SYM's many timers. The 6 byte pseudo-random note selector routine RAND is not very scientific, but is perfectly effective here.

To check that you have keyed in the program correctly or that it has not subsequently modified itself, use SYM's onboard VERIFY command. The correct checksum from \$0200 to \$02E4 is #5F3F. The whole routine is fully and easily relocatable. Simply modify the seven addresses whose high byte is 02 in module MAIN.

This program is an incredibly powerful and versatile tool for such little RAM and is excellent, particularly for limited systems and relative beginners like me. 2K-SA imposes certain inevitable disciplines on assembly. One restriction is that absolute addressing is impossible within a module. To overcome this, I have

```

0800 ;SYM-PL5 SYM-ON SOURCE
0800 ; BY LEN GREEN (MICRO #34)
0200 ORG $0200
0200 OBJ $0800
0200 ;PAGE ZERO LABELS
0200 TUNE EPZ $0007
0200 TEMP2 EPZ $0006
0200 TEMP1 EPZ $0005
0200 INDADL EPZ $0004
0200 INDADH EPZ $0003
0200 TARGET EPZ $0002
0200 SCORE EPZ $0001
0200 TNEIND EPZ $0000
0200 ;SYM MONITOR LABELS
0200 TV EQU $A656
0200 DISBUF EQU $A640
0200 TIMER EQU $A41E
0200 DDRB EQU $A403
0200 ORB EQU $A402
0200 TIL EQU $A004
0200 ACCESS EQU $8B86
0200 CONFIG EQU $89A5
0200 SCAND EQU $8906
0200 GETKEY EQU $88AF
0200 DELAY EQU $835A
0200 OUTBYT EQU $82FA
0200 DBOFF EQU $80D3
0200 ;TABLES. 4(TONE) PERIOD FACTORS
0200 80 TABLES BYT $80
0201 40 BYT $40
0202 18 BYT $18
0203 02 BYT $02
0204 ;WAIT. SUBROUTINE: DELAY FOR ABOUT 1 SECOND
; VARIABLE THROUGH PARAMETERS
; IN X AND Y. DBOFF IS ANY SUITABLE TRANSPA
RENT MONITOR SUBROUTINE TO PAD
; OUT TIMING PERIOD. X PRESERVED.
0204 WAIT TXA
0204 8A PHA
0205 48 LDX #$80
0206 A280 LDY #$70
0208 A070 LOOP1 JSR DBOFF
020A 20D380 LOOP2 DEY
020D 88 BNE LOOP2
020E DOFA DEX
0210 CA BNE LOOP1
0211 DOF5 PLA
0213 68 TAX
0214 AA RTS
0215 60
0216 ;
0216 ;BLANK. SUBROUTINE: FILL LEFT-HAND 4 LOCATI
ONS OF DISPLAY BUFFER (DISBUF TO DISBUF+3)
WITH BLANK SEGMENT CHARACTER
; #00. X PRESERVED.
0216 A900 BLANK LDA #$00
0218 A003 LDY #$03
021A 9940A6 NEXT STA DISBUF,Y
021D 88 DEY
021E 10FA BPL NEXT
0220 60 RTS
0221 ;PLAY. SUBROUTINE: TRANSFER PERIOD
; TONE, EACH TIME SINGLE SCANNING
; DISPLAY WITH CONTENTS OF DISBUF.
; DURATION VARIABLE THRO' PARAMETERS IN TEM
P1 AND TEMP2.
0221 ; (BEEP) ENABLES ONBOARD BEEPER.
0221 8500 PLAY STA TNEIND
0223 A90F LDA #$0F

```

```

0225 8D03A4      STA DDRB
0228 A903        LDA #$03
022A 8505        STA TEMP1
022C A970        LOOP3 LDA #$70
022E 8506        STA TEMP2
0230 8A          LOOP4 TXA
0231 48          PHA
0232 200689      JSR SCAND
0235 68          PLA
0236 AA          TAX
0237             ;(BEEP)
0237 A90D        LDA #$0D
0239 20A589      JSR CONFIG
023C A908        LDA #$08
023E 8D02A4      STA ORB
0241 A400        LDY TNEIND
0243 88          DEC1 DEY
0244 D0FD        BNE DEC1
0246 A906        LDA #$06
0248 8D02A4      STA ORB
024B A400        LDY TNEIND
024D 88          DEC2 DEY
024E D0FD        BNE DEC2
0250 C606        DEC TEMP2
0252 D0DC        BNE LOOP4
0254 C605        DEC TEMP1
0256 D0D4        BNE LOOP3
0258 60          RTS
0259             ;FIXPLY. SUBROUTINE: NOTE - ID
0259             ; (00 TO 03) IN A LOADS TRIPLE BAR SEGMENT
0259             CODE #49 INTO APPROPRIATE
0259             ; SEGMENT POSITION IN DISBUF AND APPROPRI
0259             ATE PERIOD FACTOR BACK INTO A.
0259             ; PERFORM PLAY.
0259 A8          FIXPLY TAY
025A A949        LDA #$49
025C 9103        STA (INDADH),Y
025E B90002      LDA TABLES,Y
0261 202102      JSR PLAY
0264 60          RTS
0265             ;INIT. START MAIN ROUTINE: ACCESS TO UN-WRI
0265             TE-PROTECT SYSTEM RAM. GENERATE
0265             ; AND STORE 70 PSEUDO-RANDOM NOTE ID'S (00
0265             TO 03) INTO TUNE BUFFER.
0265             ; INITIALIZE TARGET#, INDIRECT ADDRESS (IND
0265             AD) OF DISBUF.
0265 20868B      INIT JSR ACCESS
0268 A245        LDX #$45
026A AD1EA4      RAND LDA TIMER
026E 6D04A0      ADC TIL
0270 2903        AND #$03
0272 9507        STA TUNE,X
0274 CA          DEX
0275 10F3        BPL RAND
0277 A909        LDA #$09
0279 8502        STA TARGET
027B A940        LDA #$40
027D 8503        STA INDADH
027F A9A6        LDA #$A6
0281 8504        STA INDADL
0283             ;MAIN. CONTINUE MAIN ROUTINE:
0283             ; INIT SCORE. RUN COMPLETE ROUND OF GAME AN
0283             D EXHIBIT SCORES. IF TARGET
0283             ; ACHIEVEDDISPLAY "H."S AND SCORE, INCREMEN
0283             T TARGET AND FORCE BRANCH BACK
0283             ; TO MAIN. ELSE SOUND RASPBERRY, DISPLAY "?
0283             "S AND SCORE, DECREMENT TARGET
0283             ; AND FORCE BRANCH BACK TO MAIN.
0283 A900        MAIN LDA #$00

```

(continued)

employed a forced relative branch instruction instead of an absolute jump instruction in 4 places in module MAIN: which also saves one byte each time. 2K-SA uses a modular approach and encourages assembly of the main routine after the subroutines and tables to which it refers. This, incidentally, is the reason for the GO/265 instead of the ubiquitous 200. Absolute program addresses are not listed; instead they are listed relative to the start address of each module in the extreme righthand field. All labels, except local module labels, are listed at the end of assembly. 2K-SA, although providing many of the highly sophisticated utilities of a full scale assembler, has no comment field, but the expanded module headings should provide ample clarification. The mnemonics are almost identical to those used by MICRO, incorporating the addressing mode information in the opcode rather than with the operand. The few extremely minor discrepancies should be very easily comprehensible.

This routine exploits SYM's 6532 RIOT to control the onboard beeper speaker. If you like, you can eliminate the 10 bytes marked * in module PLAY since they are superfluous with the beeper. If, however, the poor tone is disconcerting, a miniature offboard loudspeaker can easily be hooked up to one of the 4 onboard buffers connected to 6522 VIA #3. I tried a very cheap dynamic microphone capsule in lieu of speaker and obtained very pleasing results with no additional amplification. Alternatively, use any of SYM's three 6522's to connect up to an external audio system. If you use a 6522, the following alterations must be made to module PLAY. Disable the onboard beeper by eliminating the 5 bytes starting at (BEEP). Substitute the appropriate 6522 for the 6532 by changing the 5 bytes controlling DDRB and the 5 bytes switching on and off at ORB in two places, for their 6522 equivalents. With small changes in programming, four different colored LEDs can be driven direct from the aforementioned buffers for an improved display.

For any who may need it, here are a few guidelines for adapting the modules for KIM or other 6502 microprocessors:

WAIT: No alteration should be necessary except substituting for DBOFF.

BLANK: Use the appropriate routine for your microprocessors display.

PLAY: Whatever routines are necessary to produce the audio frequencies and operate the display LEDs. Eliminate (BEEP).

FIXPLY: No alteration should be necessary.

INIT: Eliminate ACCESS. RAND will doubtless need modifying to produce the pseudo-random tune.

MAIN: Includes some specific SYM monitor routines which must be replaced by their equivalents or near equivalents in other systems. DISBUF to DISBUF+5 is SYM's 7-segment display buffer in System-RAM. DELAY displays the segment code contents of this buffer for a period of time determined logarithmically by the factor pre-stored into TV. GETKEY scans the display continuously from the display buffer while waiting to pick up the keypad input as an ASCII in the accumulator. OUTBYT pushes the segment codes of the 2 hex digits in the accumulator into DISBUF, from the right.

0285	8501		STA	SCORE
0287	200402	RUN	JSR	WAIT
028A	A601		LDX	SCORE
028C	E402		CPX	TARGET
028E	F009		BEQ	HOME
0290	E8		INX	
0291	8A		TXA	
0292	8501		STA	SCORE
0294	20FA82		JSR	OUTBYT
0297	1016		BPL	PLAYON
0299	E602	HOME	INC	TARGET
029B	A9F6		LDA	#\$F6
029D	A003	MESSGE	LDY	#\$03
029F	9940A6	CHARS	STA	DISBUF, Y
02A2	88		DEY	
02A3	10FA		BPL	CHARS
02A5	A90C		LDA	#\$0C
02A7	8D56A6		STA	TV
02AA	205A83		JSR	DELAY
02AD	10D4		BPL	MAIN
02AF	A900	PLAYON	LDA	#\$00
02B1	201602	NOTES	JSR	BLANK
02B4	B507		LDA	TUNE, X
02B6	205902		JSR	FIXPLY
02B9	200402		JSR	WAIT
02BC	E8		INX	
02BD	E401		CPX	SCORE
02BF	DOF0		BNE	NOTES
02C1	A200		LDX	#\$00
02C3	201602	TRIES	JSR	BLANK
02C6	20AF88		JSR	GETKEY
02C9	38		SEC	
02CA	E930		SEC	#\$30
02CC	D507		CMP	TUNE, X
02CE	D00A		BNE	GOOF
02D0	205902		JSR	FIXPLY
02D3	E8		INX	
02D4	E401		CPX	SCORE
02D6	DOEB		BNE	TRIES
02D8	10AD		BPL	RUN
02DA	A9FF	GOOF	LDA	#\$FF
02DC	202102		JSR	PLAY
02DF	C602		DEC	TARGET
02E1	A9D3		LDA	#\$D3
02E3	30B8		BMI	MESSGE

Only after finishing this program did I discover that Steve Ciarcia had published an article about 15 months ago in *BYTE* of April 1979. His program however is in BASIC, and concentrates particularly on the *hardware* details for the colored lights and tone generator of the player console. If you want a real professional SIMON, I strongly recommend this article.

In conclusion, can you remember and play a 70 note tune without goofing? I'm sure I can't! I'd need a "computer" for that!

Len Green was born and educated in London. He has taught physics at almost all levels in Israel, in Hebrew, for the past 30 years. He served as a UNESCO educational expert in this field from 1963 to 1967 in two West-African countries. He has written two physics text books, as well as a previous article for *MICRO*.

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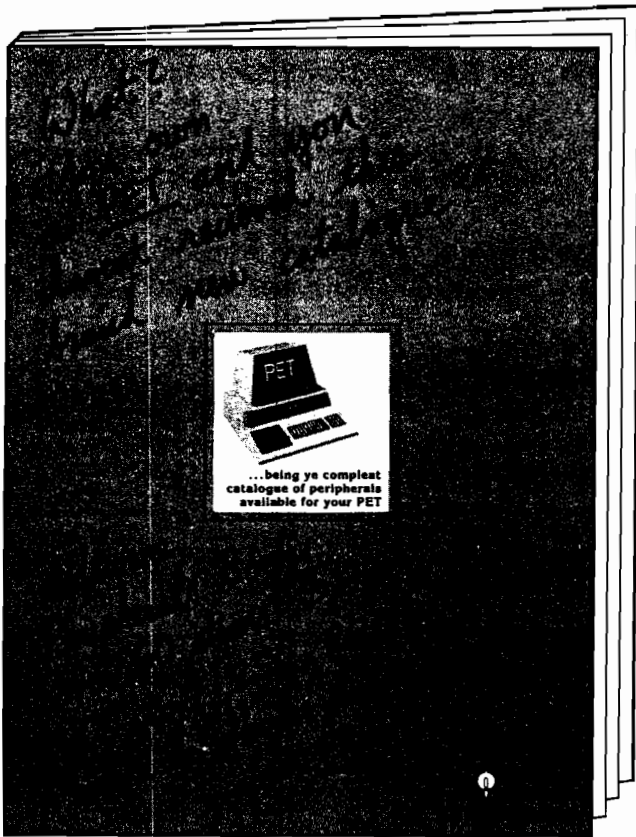
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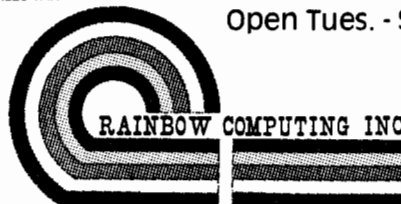
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Rapid Bubble Sort of Numerical Elements Using BASIC/ASL

The implementation of sorting routines, e.g., bubble sort, solely by means of BASIC (Applesoft) generally leads to long sorting times, especially when the amount of data is large. Using 8-bit numeric elements as data, this article shows that by using assembly language (ASL) for comparisons and swapping during sorting, as part of a BASIC program employing a bubble sort routine, sorting times are dramatically reduced even when compared with a relatively rapid Quicksort routine which employs only Applesoft.

L.S. Reich
3 Wessman Drive
W. Orange, New Jersey 07052

There is a general need to be able to sort data, and much effort has been expended in attempts to devise efficient sorting procedures. Thus, some procedures developed were: Bubble Sort, Shell Sort, and Quicksort. (See MICRO, 13:21 and 26:13.) The efficiency of these methods increases as we proceed from Bubble Sort to Shell Sort to Quick Sort. For randomly generated data, the number of comparisons involved in Bubble Sort, Shell Sort, and Quick Sort is approximately proportional to N^2 , $N^{1.5}$, and $N \log_2 N$, respectively. If it is further assumed that Applesoft BASIC sorting time (AST) is related to the number of comparisons made, then as the amount of data [N] is increased, AST for Bubble Sort should be greater than that for Shell Sort, and AST for Shell Sort greater than that for Quick Sort. As N becomes large, these differences should become more significant. From the preceding, it can be readily perceived that Bubble Sort becomes relatively inefficient as compared with Shell Sort or Quick Sort when N becomes large.

Listing 1

```

0800 ;*****
0800 ;*
0800 ;*      SORT ROUTINE      *
0800 ;*
0800 ;*      DR. L. S. REICH   *
0800 ;*
0800 ;*****
0300          ORG $300
0300          OBJ $800
0300 ;*
0300 A000      SORT      LDY #$00
0302 84DA          STY $DA
0304 A5D8          LDA $D8
0306 AA          TAX
0307 C8          INY
0308 B90060      NXT1   LDA $6000,Y
030B D90070      CMP $7000,Y
030E 9011          BCC NXT2
0310 F00F          BEQ NXT2
0312 48          PHA
0313 B90070      LDA $7000,Y
0316 990060      STA $6000,Y
0319 68          PLA
031A 990070      STA $7000,Y
031D A9FF          LDA #$FF
031F 85DA          STA $DA
0321 CA          NXT2   DEX
0322 F01C          BEQ CHND
0324 B90070      LDA $7000,Y
0327 C8          INY
0328 D90060      CMP $6000,Y
032B 9013          BCC CHND
032D F011          BEQ CHND
032F 48          PHA
0330 B90060      LDA $6000,Y
0333 88          DEY
0334 990070      STA $7000,Y
0337 68          PLA
0338 C8          INY
0339 990060      STA $6000,Y
033C A9FF          LDA #$FF
033E 85DA          STA $DA
0340 E000          CHND  CPX #$00
0342 D0C4          BNE NXT1
0344 24DA          BIT $DA
0346 30B8          BMI SORT
0348 60          RTS

```


Listing 2

```

5 N = 500
10 DIM X(N)
20 FOR J = 1 TO N: X(J) = INT (255 * RND (1) + 1): NEXT
25 PRINT "UNSORTED NUMBERS ARE: ": FOR J = 1 TO N: PRINT X(J); " ";: NEXT

30 IF N / 2 = INT (N / 2) THEN A = N / 2: B = N / 2: POKE 216, A: GOTO 35

33 A = INT (N / 2) + 1: B = INT (N / 2)
34 POKE 28672 + A, 255: POKE 216, A
35 FOR J = 1 TO A: POKE 24576 + J, X(J): NEXT
40 FOR J = 1 TO B: POKE 28672 + J, X(J + A): NEXT
50 HEX$ = " 300: A0 00 84 DA A5 D8 AA C8 B9 00 60 D9 00 70 90 11 FO OF 48
    B9 00 70 99 00 60 68 99 00 70 A9 FF 85 DA CA FO 1C B9 00 70 C8 D9 0
    0 60 90 13 FO"
55 HEX$ = HEX$ + " 11 48 B9 00 60 88 99 00 70 68 C8 99 00 60 A9 FF 85 DA
    EO 00 DO C4 24 DA 30 B8 60 ND823G"
58 FOR I = 1 TO LEN (HEX$): POKE 511 + I, ASC ( MID$ (HEX$, I, 1)) + 128:
    NEXT
60 POKE 72, 0: CALL - 144
65 CALL 768
70 PRINT : PRINT "SORTED NUMBERS ARE: ": FOR J = 24577 TO 24576 + A - 1:
    PRINT PEEK (J); " "; PEEK (J + 4096); " ";: NEXT : PRINT PEEK (2457
    6 + A); " ";
75 IF N / 2 = INT (N / 2) THEN PRINT PEEK (28672 + A)
80 END
90 REM LINE NUMBERS 50-60 POKE OBJECT CODE INTO MEMORY, FROM BASIC, COR
    RESPONDING TO LISTING 2
100 REM N LIMITED TO VALUES LESS THAN 511 AND LIST ELEMENTS TO 8 BITS
110 REM 4-5K BYTES REQUIRED FOR N= 510

```

However, the algorithms in Bubble Sort for comparisons and swaps can be relatively easily written in assembly language. In this manner, the Bubble Sort sorting time should be dramatically reduced. The purpose of this article is to examine the AST for Bubble Sort in comparison with the sorting time for Bubble Sort using an Applesoft-assembly language program.

The Applesoft-assembly language program is depicted in listing 1. (The corresponding assembly language portion is shown in listing 2.) The sorting time for the Applesoft-assembly language program was taken as the elapsed time (sec.) from line number 30 up to, but not including, line number 70. Table 1 shows a comparison of approximate sorting times (sec.) between Applesoft and Applesoft-assembly language programs for various values of N using the Bubble Sort algorithm. From this table, it can be seen that as the value of N was increased from 100

to 500, the ratio (R) of sorting times of assembly language to Applesoft-assembly language increased from 13 to 89. Also, from this table, the Applesoft-assembly language sorting time is seen to be roughly proportional to N. Since, as indicated previously, AST for Bubble Sort is approximately proportional to N², the ratio of sorting times (column 4 in table 1) should be related to N, that is, R = kN. From table 1, the value of k is about 1/5. Further, it may be noted here that the Applesoft-assembly language sorting times, at N=100 and 500, were found to be much shorter than the AST using Shell Sort and the relatively rapid Quick Sort. Thus, for N=100, the AST for Shell Sort and Quick Sort were about 51 and 20 sec., respectively. For N=500, the corresponding AST values were about 413 and 151 sec. From the preceding, when BASIC is being considered for sorting procedures, it is advisable that such procedures utilize assembly language, where feasible, for the comparison and swapping portions, especially for large values of N.

In the Applesoft-assembly language program N is limited to values less than 511 and the numerical elements to 8-bits. Also, at the maximum value of N, the program required 4 to 5K bytes.

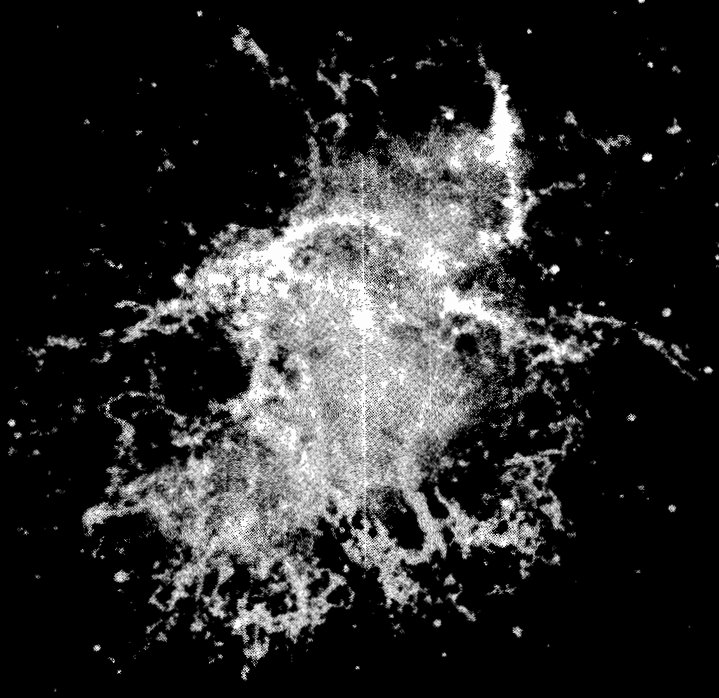
N	AS	AS/ASL	Ratio of AS to AS/ASL
100	65	5	13
200	257	7	37
255	406	8	51
300	540	10	54
400	915	12	76
500	1423	16	89

Table 1: Sorting times (sec.) for AS and AS/ASL for various N-values using the BS algorithm.

L.S. Reich is an Adjunct Professor of Chemistry at Stevens Institute of Technology. One of his current major interests is the utilization of small computers, such as the Apple II, in the solution of problems in chemistry which were once considered to be tedious and time-consuming.

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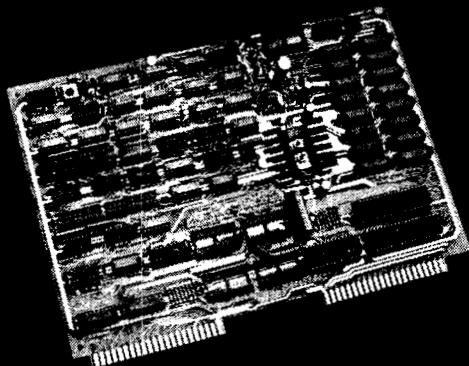


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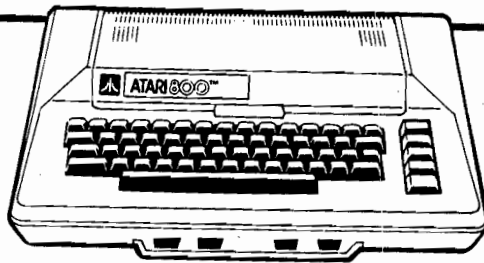
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A Relocating Loader for AIM Tape

With this routine you can assemble a program at one location and load it at another.

Mel Evans
1027 Redeemer
Ann Arbor, Michigan 48103

Considering its size, the AIM monitor provides a surprising number of useful functions, and does each of them well. I suppose it was inevitable that, in packing all those good things into 4K of ROM, they had to leave out a few other good things that some users might consider essential. One of these is a relocating loader.

Suppose you have recorded the object of SUBA starting at \$0F00, and now want to reload it starting at \$05A2 for inclusion in another program. Or suppose you have assembled a program to tape, starting at \$B000 for use in ROM, and now want to reload it starting at \$2000 so you can burn the EPROM. KIM lets you do such a relocating load (by using ID=FF, as explained in the user manual). So does Apple. But AIM doesn't.

Ironically, the reason it doesn't is probably because of the nifty multi-block DUMP routine that it *does* provide. It allows you to record any number of blocks of memory, all in one cassette file, and then restore the whole thing by loading just that one file. Really fine, and well worth the extra space. But it makes a relocating loader more complicated, and there is no spare room for it (or anything else) in the monitor—that ROM is fully packed.

So how do you do a relocating load? Just load the program described below, set up your memory-block assignments in page zero, hit "F1", and it acts just like the "L" command. But instead of loading it where it came from, it puts each memory block where you assign it. Furthermore, the load blocks can be different in size from what the dump blocks were. Feel free!

Memory-Block Assignments

A memory-block assignment is defined by three addresses: START, END, and TO. START and END are the starting and ending addresses of the memory block as recorded on tape (and where it would be restored, if you weren't doing this relocation). Remember, when you dumped to tape, the monitor asked you for FROM = and TO = ? If you recorded a single memory block, and want it restored as a single block, those addresses are now START and END. (START can be smaller than FROM, and END can be larger than TO—just be sure that START-END covers the block, and doesn't overlap some other assignment.) The new TO address is where you want the byte at START to be relocated; the rest of the block will be shifted with this same offset (positive or negative).

Example: You recorded a block of memory from 0A00 through 0B2F, and now want to reload it starting at 0400. So START is 0A00, END is 0B2F, and TO is 0400. The byte recorded from 0A00, comes back at 0400, and the last byte, from 0B2F, ends up at 052F.

Another example: You recorded a big block, from 0200 through 0FFF. It consisted of program from 0200 through 061C and data from 061D through 0FFF. You want the program back where it was, but the data moved to higher memory, starting at 2000. This takes two block assignments. For block A, START=0200, END=061C, and TO=0200; so the program loads with no offset. For block B, START=061D, END=0FFF, and TO=2000; so the first (061D) data byte is moved to 2000, and the rest of the data follows accordingly.

0000	Number of blocks (hex)
0001-0002	START address, recorded block A
0003-0004	END address, recorded block A
0005-0006	TO address, relocated block A
0007-0008	START address, recorded block B
0009-000A	END address, recorded block B
000B-000C	TO address, relocated block B
000D-000E	START address, recorded block C
000F-0010	END address, recorded block C
0011-0012	TO address, relocated block C

and so on, up to 14 (decimal) blocks, ending at \$0054

Figure 1: Block Assignment Format for RLOAD

Last example: You recorded three subroutines in one file from various places in memory; SUB1 (0300-033A), SUB2 (062C-0712), and SUB3 (0516-0540). You want to bring back SUB1 and SUB2, located one after the other starting at 0400, and don't want SUB3. So the three blocks are:

Block A: START = 0300,
END = 033A, TO = 0400

Block B: START = 062C,
END = 0712, TO = 043B

Block C: START = 0516,
END = 0540, TO = XXXX

Block A loads SUB1, starting at 0400. Notice that it will therefore end at 043A. So block B loads SUB2 starting at the next location: 043B. The TO address in block C should be some part of RAM you're not using at the moment, so SUB3 will load to this "trash" location. (Don't try to load it to ROM. The loader verifies each byte after storing, and so would respond with "MEM FAIL".)

The relocating memory-block assignments are set up at the bottom of page zero in the format shown in figure 1. In location 0000, store (in hex) the number of blocks to be assigned. In the next two bytes (0001-0002) store the block A START address in the usual low-high order (line number first, then page number). Put block A END in the next pair of bytes (0003-0004) and block A TO in the next pair (0005-0006).

If you're only dealing with one block, that's it. But if you need more block assignments, just continue: block B START at 0007-0008, END at 0009-000A, and TO at 000B-000C. And so on, for as many as 14 (decimal) blocks, if you need them. Just don't get carried away and continue to \$0056 or above, because that's where the program starts! And watch out, of course, for overlapping START-END blocks. Ditto for overlapping TO blocks. (Guess how I found that out?)

How the Program Works

An AIM assembly listing of the relocating loader program (RLOAD) is shown, with comments, in figure 2. I have put it in the top half of page zero so it is out of the way of incoming loads, but you can put the program anywhere (including ROM) with no changes and it will still work. Just

Figure 2: RLOAD Assembly Listing

```

0800 ;RLOAD SOURCE
0800 ; BY MEL EVANS (MICRO #34)
0800 ;RELOCATING LOADER FOR AIM TAPE
0800 ; MODIFICATION OF LOAD ROUTINE
0800 ; IN AIM MONITOR AT $E2E6
0800 ;
0800 ;EQUATES
0800 WHEREI EQU $E848
0800 INALL EQU $E993
0800 CLRCK EQU $EB4D
0800 CHEKAR EQU $E54B
0800 ADDR EQU $A41C
0800 CKERR EQU $E385
0800 CKSUM EQU $A41E
0800 RBYTE EQU $E3FD
0800 STBYTE EQU $E413
0800 DU13 EQU $E520
0800 START EQU $E182
0800 ;ZERO PAGE
0800 NBLOKS EPZ $0000
0800 BSTL EPZ $0001
0800 BSTH EPZ $0002
0800 BENL EPZ $0003
0800 BENH EPZ $0004
0800 BTOL EPZ $0005
0800 BTOH EPZ $0006
0800 RADL EPZ $00FA
0800 RADH EPZ $00FB
0800 OFFSTL EPZ $00FC
0800 OFFSTH EPZ $00FD
0800 NCHEK EPZ $00FE
0800 ;
010C ORG $010C
010C OBJ $0800
010C 4C BYT $4C ;CREATE JUMP
010D 5600 ADR RLOAD ;FOR F1 KEY
010F ;
0056 ORG $0056
0056 OBJ $0804
0056 2048E8 RLOAD JSR WHEREI ;GET FILENAME AND FIND FILE
0059 2093E9 LOAD1 JSR INALL ;GET NEXT RECORD
005C C93B CMP #$3B ;";"
005E D0F9 BNE LOAD1
0060 204DEB JSR CLRCK ;CLEAR CHECKSUM
0063 204BE5 JSR CHEKAR
0066 AA TAX ;SAVE # OF BYTES
0067 F038 BEQ BPTDN ;BRANCH IF LAST RECORD
0069 204BE5 JSR CHEKAR
006C 85FB STA RADH ;SAVE RECORD ADDRESS
006E 204BE5 JSR CHEKAR
0071 85FA STA RADL
0073 A500 LOAD2 LDA NBLOKS ;FIND BLOCK ASSIG.
0075 85FE STA NCHEK
0077 8A TXA
0078 48 PHA ;SAVE X
0079 A900 LDA #$00
007B A5FB BLKCHK LDA RADH ;CHECK NEXT BLOCK
007D D502 CMP BSTH,X
007F 9016 BCC NO
0081 D006 BNE MAYBE
0083 A5FA LDA RADL
0085 D501 CMP BSTL,X
0087 900E BCC NO
0089 B504 MAYBE LDA BENH,X
008B C5FB CMP RADH
008D 9008 BCC NO
008F D014 BNE YES
0091 B503 LDA BENL,X
0093 C5FA CMP RADL
0095 B00E BCS YES
0097 8A NO TXA ;BLOCK NOT FOUND YET
0098 6906 ADC #$06
009A AA TAX
009B C6FE DEC NCHEK
009D D0DC BNE BLKCHK ;TRY NEXT BLOCK
009F 00 BRK ;ERROR: NO GOOD BLOCK
00A0 00 BRK
00A1 F041 BPTDN BEQ LOAD4
00A3 F0B4 BPTUP BEQ LOAD1
00A5 38 YES SEC ;BLOCK FOUND, COMPUTE OFFSET
00A6 B505 LDA BTOL,X
00A8 F501 SBC BSTL,X
00AA 85FC STA OFFSTL
00AC B506 LDA BTOH,X

```

make sure it doesn't overlap your block-assignment list in page zero, or any of the TO memory blocks defined in those block assignments. (If you change the addresses of the block-assignment list, you will have to reassemble.)

By the way, you can use the program to move itself. Load it as-is to page zero. Then rewind the tape, and use the program to reload itself to wherever you want it.

If you compare the assembly listing in figure 2 with the monitor listing of LOAD (E2E6) you will see that RLOAD is essentially a copy of LOAD, but with a patch in the middle (between LOAD 2 and JSR RBYTE). Before each byte is read from the tape buffer and stored, the patch compares its recorded address (the address it would be returned to if you weren't relocating it), stored in RADL-RADH, with each of your assigned START-END blocks in turn, until it finds the right block. (If it doesn't find that address in any of the block assignments, it breaks to the monitor, displaying "00A0 00 BRK". This means you haven't done your homework.)

After finding the right block, the patch computes the block offset (between START and TO), adds the offset (positive or negative) to RADL-RADH, and stores the byte at the offset address (ADDR). That's all there is to it.

The added code is straightforward, except for one piece that might be worth adding to your bag of software tricks. Between BLKCHK and NO is a 28-byte routine that does a two-way double-precision compare. It checks if (two-byte) address RAD is greater than or equal to address BST, and then if RAD is less than or equal to address BEN. Try doing that with double-precision subtractions, and you will see that 28 bytes is a bargain.

How to Use the Relocating Loader

First, enter the program in AIM memory, using figure 2 if you want to assemble it (to tape, not memory); otherwise, use figure 3 with the "I" command (or figure 4 with the "M" command, if you're old-fashioned) and then put it on tape with the "D" command. To use it, load it back in with

```

OOAE F502          SEC BSTH,X
OOBO 85FD          STA OFFSTH
OOB2 18            CLC                      ;APPLY OFFSET TO RECORD ADDRESS
OOB3 A5FA          LDA RADL
OOB5 65FC          ADC OFFSTL
OOB7 8D1CA4        STA ADDR                      ;AND STORE IT
OOBA A5FB          LDA RADH
OOBC 65FD          ADC OFFSTH
OOBE 8D1DA4        STA ADDR+1
OOC1 20FDE3        JSR RBYTE                      ;READ AND STORE BYTE
OOC4 2013E4        JSR STBYTE
OOC7 E6FA          INC RADL                      ;INCREMENT RCORD ADDRESS
OOC9 D0C2          BNE RSTOR
OOCB E6FB          INC RADH
OCCD 68            RSTOR PLA                      ;RESTORE BYTE COUNT
OCEE AA            TAX
OOCF CA            DEX
OODO DOA1          BNE LOAD2                      ;DO NEXT BYTE
OOD2 20FDE3        JSR RBYTE                      ;END OF RECORD, DO CHECKSUM
OOD5 CD1FA4        CMP CKSUM+1
OOD8 D01B          BNE JERR
OODA 20FDE3        JSR RBYTE
Oodd CD1EA4        CMP CKSUM
OOEO D013          BNE JERR
OOE2 FOBF          BEQ BPTUP                      ;READ NEXT RECORD
OOE4 A205          LOAD4 LDX #S05                 ;READ LAST RECORD
OOE6 20FDE3        LOAD5 JSR RBYTE
OOE9 CA            DEX
OOEA DOFA          BNE LOAD5
OOEC 2093E9        JSR INALL
OOEF 2020E5        JSR DU13
OOF2 4C82E1        JMP START                      ;RETURN TO MONITOR
OOF5 4C85E3        JERR  JMP CKERR                ;CHECKSUM ERROR

```

the "L" command. Then set up your memory-block assignments at the bottom of page zero, as in figure 1. Then hit "F1" and pretend you hit "L". If you didn't overlook something in your block assignments, it will work just like the "L" command; but when it's done, all those blocks will be where you told them to go.

If, during the load, it reverts back to the monitor with "00A0 00 BRK", it means it has found a byte with an address it can't find in any of the block assignments. Function keys, perhaps? User I/O, maybe? You have overlooked something. Look at what's in 00FA-00FB. That is RADL,RADH: the offending address. Oh, yeah, now I remember!

And In Conclusion

For a half-page program, this one does a lot. It makes AIM compatible with other 6502-based computers in its ability to shuffle code around to where it is needed. It also allows you to bypass pages zero and one (which AIM regards as its own private property) while using the AIM assembler to develop code for those pages in AIM, or code for another computer, such as KIM or Apple.

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"Unassembler" for PET

An excellent way to learn programming is to study good programs. Here's a way to convert machine-language programs into a form your assembler understands.

James Strasma
3838 Benton Drive
Decatur, Illinois 62526

By now, most 650x owners interested in machine language will have a disassembler, and often an assembler as well. Unfortunately, the two usually don't talk to each other. Wouldn't it be wonderful if the disassembler's output could be sent to the assembler? Unknown programs could be studied with all the power of a good assembler. Addresses could be labelled, tables and messages could be made readable. Most important, the results could be saved to disk, so later work wouldn't have to start over from a new disassembly.

A program to do this is called a symbolic disassembler. For several months I have used one with my PET computer. It is extremely helpful in understanding machine language programs. With its help, I also alter programs, change addresses used, even add instructions. It is worth its weight in gold. Already, it has fixed and relocated my BASIC Programmer's Toolkit to work with Commodore's new BASIC 4.0.

My symbolic disassembler is called UNASSEMBLER24. It is a group effort. First, it was a disassembler, offered by the Silicon Valley Pet Users' Group of California. Then it became a symbolic disassembler at the hands of Bill Seiler of Commodore. Finally, I changed it to work with Carl Moser's MAE assembler.

Unassembler is written in BASIC. It uses two passes to do its work, and stores its results in a disk file. It should be adaptable to several other 650x computers, and other PET assemblers, such as MACROTEA and ASM/TED.

To use Unassembler, first load the program you wish to study. Then put it where BASIC can't interfere with it. I use Bill Seiler's 'Extramom' to block move the program to the top of memory. (Extramom is available from Programma International or the ASM/TED Users' Group.) Once it is moved, I lower the high memory pointer at 52-53 (decimal) below the program. Then I use the simple disassembler in 'Extramom' to locate parts of the program that do not disassemble correctly. I jot down the addresses of problem areas. If the program is large, I note stopping points for files. MAE's default text area is only able to hold about 1K of code at a time. Then I load Unassembler. Lines 3220 + are DATA statements that tell Unassembler where to work. You will need to change them for each new program studied. As listed here, they fit Carl Moser's excellent 'Rabbit' program, (with his permission). Both MAE and Rabbit are products of Eastern House Software.

The first DATA element, in line 3240, tells the number of data files to be written, not including control and label files. Then come data lines for the files, each with four elements. The first element tells where to find the program portion to study. The next gives the normal starting address. (These first two numbers may be the same.) The third number is the end address in the current file—in relation to the normal start address. Fourth, comes the name of the file. I number them sequentially, preceded by 'm', for 'module'. Sections that would not disassemble correctly may be left in hex byte form. To

do this, end the module name with '.w', as in line 3290. No labels will be invented for these word files. That cuts debugging time later, by preventing false labels. Finally, line 3350 names a label and a control file. The label file will hold all addresses used by the program that are outside the program itself. The control file, on assembly by MAE, will load each module in turn until all are assembled.

Once all the data elements are correct, run Unassembler. It will need several minutes to prepare the needed files in a large program like the Toolkit. On the screen, you will see the address being considered and the label number last used. Its capacity as listed is 1,000 labels, though I've increased that when necessary. When all the addresses have been checked once, Unassembler will begin to write disk files of disassembled source code, showing the name of each module on the screen as it works. During this second pass through the program, each instruction is checked against the array of label addresses. If one fits, it is noted in the file, and that address is checked off as internal by Unassembler. After all modules have been written, the label file defines the unclaimed labels.

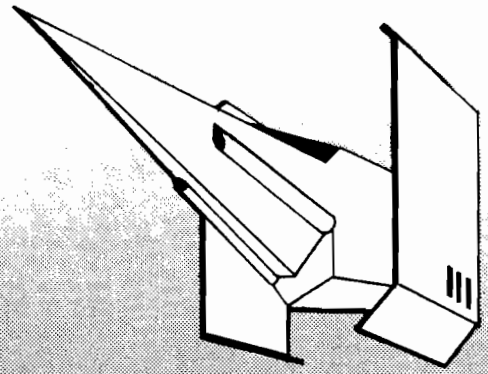
To keep the program manageable, I left two tasks to the user. You must load each module into the assembler, do two things, and save the result in place of the original. First, number the file. Unassembler gives every line the number '0000'. MAE fixes this with the command 'nu 0 10'. Next, eliminate unneeded semicolons at the end of each line. They are there to signal to MAE the end of a line. Remove them with the edit command 'ed / ;/'. Every Unassembler file also appears to fill MAE's text area, regardless of the file length. That too is for convenience, to avoid having to count characters. Removing the semicolons sets the text file to its true size.


```

1150 REM PRINT HEX OF UNUSED OPCODES
1160 DT=I:GOSUB 1370:P=1:GOTO 1190
1170 IF B=1 THEN 1250:REM 1 BYTE OP CODE
1180 DT=D1:GOSUB 1370
1190 REM P=1 MEANS IMMEDIATE MODE
1200 IF P=1 THEN PRINT#4,"#X#":GOTO 1250
1210 REM Z.P. MODE
1220 IF HI=0 AND BC3 AND PO2 THEN PRINT#4,"*";
1230 PRINT#4,"Z";:REM OPERAND LABEL
1240 PRINT#4,X#T$(Q)::REM SUFFIX
1250 PRINT#4," C#"::REM END WITH ' ; '
1260 IF MO28 AND MO41 AND MO42 THEN 1290
1270 REM SPACE AFTER JMP, RTI & RTS
1280 PRINT#4,L$L$P$L$L$P$;
1290 OF=OF+B
1300 IF S+OF<=E THEN PRINT#4,L$L$:GOTO 840
1310 PRINT#4,L$L$L$L$L$:CLOSE 4:NEXT
1320 GOSUB 2050:REM WRITE LABEL FILE
1330 END
1340 REM
1350 REM *** DECIMAL TO HEX ***
1360 REM
1370 X#="" :HI=INT(DT/BY)
1380 LO=INT(DT-BY*HI):IF HI=0 THEN 1410
1390 X#=MID$(H$,1+(240 AND HI)/16,1)
1400 X#=#X#+MID$(H$,1+(15 AND HI),1)
1410 X#=#X#+MID$(H$,1+(240 AND LO)/16,1)
1420 X#=#X#+MID$(H$,1+(15 AND LO),1):RETURN
1430 REM
1440 REM *** HEX TO DEC ***
1450 REM
1460 DT=0
1470 L=ASC(LEFT$(HS$,1))-48
1480 IF L>9 THEN L=L-7
1490 DT=16*DT+L:IF LEN(HS$)=1 THEN RETURN
1500 HS#=MID$(HS$,2):GOTO 1470
1510 REM
1520 REM *** BUILD LABEL TABLE ***
1530 REM
1540 FOR I1=0 TO FV-1
1550 REM IGNORE WORD FILE LABELS
1560 IF RIGHT$(F$(I1),2)=W# THEN 1610
1570 HS#=UB$(I1):GOSUB 1460:UB=DT
1580 HS#=S$(I1):GOSUB 1460:S=DT
1590 HS#=E$(I1):GOSUB 1460:E=DT
1600 GOSUB 1650:REM BUILD LABELS
1610 NEXT:RETURN
1620 REM
1630 REM *** BUILD LABELS ***
1640 REM
1650 OF=0
1660 REM
1670 REM ***NEXT LINE***
1680 REM
1690 I=PEEK(UB+OF):C=A(I+1)
1700 M=INT(C/1000)
1710 B=INT(C/100)-M*10
1720 P=INT(C/10)-M*100-B*10
1730 IF B=1 OR P=1 THEN 1900
1740 REM
1750 REM *** SECOND BYTE ***
1760 REM
1770 D1=PEEK(UB+OF+1):IF B=2 THEN 1850
1780 REM
1790 REM *** THIRD BYTE ***
1800 REM
1810 D2=PEEK(UB+OF+2):D1=D1+D2*256
1820 REM
1830 REM *** IF BRANCH ***
1840 REM
1850 IF M=7 OR M<4 OR M>13 THEN 1890
1860 IF D1<127 THEN 1880
1870 D1=D1-256

```

(continued)



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Sirius Software

1537 Howe Ave, Suite 106, Sacramento, CA 95825

```

1880 D1=S+OF+2+D1
1890 GOSUB 2220:REM PUT LABEL IN TABLE
1900 OF=OF+B:IF E<S+OF THEN RETURN
1910 GOTO 1690:REM NEXT LINE
1920 REM
1930 REM *** TEST FOR LABEL ***
1940 REM
1950 TT=S+OF
1960 IF PL>TT THEN RETURN
1970 IF PL=TT THEN 2000
1980 AC=AC+1:PL=LB%(AC)+MX:GOTO 1960
1990 REM LABEL FIELD
2000 DT=TT:GOSUB 1370:PRINT#4,"Z"X#;
2010 LD%(AC)=1:RETURN
2020 REM
2030 REM ***WRITE LABELS FILE***
2040 REM
2050 OPEN 4,8,8,"0:"+FF#+",P,W"
2060 PRINT#4,CHR$(170)L$CHR$(48)CHR$(249);
2070 PRINT#4,CHR$(79)CHR$(170);:REM MAX SIZE
2080 PRINT#4,L$L$"; /"FF#;
2090 PRINT#4,Q$L$P$L$P#;
2100 PRINT#4,L$L$"; *** LABELS ***;
2110 PRINT#4,CHR$(170)L$L$P$L$P#;
2120 REM SKIP INTERNAL LABELS
2130 FOR I=1 TO LB:IF LD%(I)=1 THEN 2170
2140 DT=LB%(I)+MX:GOSUB 1370
2150 REM DEFINE LABELS
2160 PRINT#4,L$L$;"Z"X#" .DE $"X#" "C#;
2170 NEXT:PRINT#4,L$L$L$L$L$;
2180 CLOSE 4:RETURN
2190 REM
2200 REM ***** BINARY INSERT *****
2210 REM
2220 DL=D1-MX:T1=LB:L0=1
2230 T1=INT((T1)/2):IF T1=0 THEN 2270
2240 T2=LB%(L0+T1):IF DL<T2 THEN 2230
2250 IF DL>T2 THEN L0=L0+T1:GOTO 2230
2260 RETURN
2270 IF LB%(L0)<DL THEN L0=L0+1:GOTO 2270
2280 IF LB%(L0)=DL THEN RETURN
2290 FOR J=LB TO L0 STEP-1
2300 LB%(J+1)=LB%(J):NEXT
2310 LB%(L0)=DL:LB=LB+1:DT=S+OF
2320 GOSUB 1370:PRINT "M"X#LB:RETURN
2330 REM
2340 REM *** BUILD .BY IN WORD FILE ***
2350 REM
2360 PRINT#4," .BY";:M=0:B=0
2370 IF E<S+OF+B THEN 2390
2380 IF B<2 THEN B=B+1:GOTO 2370
2390 FOR I2=SS TO SS+B:DT=PEEK(I2):GOSUB 1370
2400 PRINT#4," $"X#;:NEXT:B=B+1:RETURN
2410 REM
2420 REM *** MNEMONICS ***
2430 REM
2440 DATA ".BY",ADC,AND,ASL,BCC,BCS,BEQ
2450 DATA BIT,BMI,BNE,BPL,BRK,BVC,BVS
2460 DATA CLC,CLD,CLI,CLV,CMP,CPX,CPY
2470 DATA DEC,DEX,DEY,EOR,INC,INX,INY
2480 DATA JMP,JSR,LDA,LDX,LDY,LSR,NOP
2490 DATA ORA,PHA,PHP,PLA,PLP,ROL,RTI
2500 DATA RTS,SBC,SEC,SED,SEI,STA,STX
2510 DATA STY,TAX,TAY,TSX,TXA,TXS,TYA
2520 DATA ROR
2530 REM
2540 REM ** MNEMONIC CODES: INCLUDE **
2550 REM ***LENGTH,PREFIX,& SUFFIX ***
2560 REM
2570 DATA 11100,35221,56100,56100
2580 DATA 56100,35200,03200,56100
2590 DATA 37100,35210,03130,56100
2600 DATA 56100,35300,03300,56100
2610 DATA 10200,35222,56100,56100

```

```

2620 DATA 56100,35203,03203,56100
2630 DATA 14100,35304,56100,56100
2640 DATA 56100,35303,03303,56100
2650 DATA 29300,02221,56100,56100
2660 DATA 07200,02200,40200,56100
2670 DATA 39100,02210,40130,56100
2680 DATA 07300,02300,40300,56100
2690 DATA 08200,02222,56100,56100
2700 DATA 56100,02203,40203,56100
2710 DATA 44100,02304,56100,56100
2720 DATA 56100,02303,40303,56100
2730 DATA 41100,24221,56100,56100
2740 DATA 56100,24200,33200,56100
2750 DATA 36100,24210,33130,56100
2760 DATA 23300,24300,33300,56100
2770 DATA 12200,24222,56100,56100
2780 DATA 56100,24203,33203,56100
2790 DATA 16100,24304,56100,56100
2800 DATA 56100,24303,33300,56100
2810 DATA 42100,01221,56100,56100
2820 DATA 56100,01200,56200,56100
2830 DATA 38100,01210,56130,56100
2840 DATA 28325,01300,56300,56100
2850 DATA 13200,01222,56100,56100
2860 DATA 56100,01203,56203,56100
2870 DATA 46100,01304,56100,56100
2880 DATA 56100,01303,56303,56100
2890 DATA 56100,47221,56100,56100
2900 DATA 49200,47200,48200,56100
2910 DATA 23100,56100,53100,56100
2920 DATA 49300,47300,48300,56100
2930 DATA 04200,47222,56100,56100
2940 DATA 49203,47203,48204,56100
2950 DATA 55100,47304,54100,56100
2960 DATA 56100,47303,56100,56100
2970 DATA 32210,30221,31210,56100
2980 DATA 32200,30200,31200,56100
2990 DATA 51100,30210,50100,56100
3000 DATA 32300,30300,31300,56100
3010 DATA 05200,30222,56100,56100
3020 DATA 32203,30203,31204,56100
3030 DATA 17100,30304,52100,56100
3040 DATA 32303,30303,31304,56100
3050 DATA 20210,18221,56100,56100
3060 DATA 20200,18200,21200,56100
3070 DATA 27100,18210,22100,56100
3080 DATA 20300,18300,21300,56100
3090 DATA 09200,18222,56100,56100
3100 DATA 56100,18203,21203,56100
3110 DATA 15100,18304,56100,56100
3120 DATA 56100,18303,21303,56100
3130 DATA 19210,43221,56100,56100
3140 DATA 19200,43200,25200,56100
3150 DATA 26100,43210,34100,56100
3160 DATA 19300,43300,25300,56100
3170 DATA 06200,43222,56100,56100
3180 DATA 56100,43203,25203,56100
3190 DATA 45100,43304,56100,56100
3200 DATA 56100,43303,25303,56100
3210 REM
3220 REM ***FILE DATA--1K LIMIT EACH***
3230 REM
3240 DATA 7:REM # OF MODULES
3250 REM
3260 REM .MC, .BA, .EN, NAME
3270 REM
3280 DATA 7800,7000,707E,RABBIT.M1
3290 DATA 787F,707F,7086,RABBIT.M2.W
3300 DATA 7887,7087,741D,RABBIT.M3
3310 DATA 7C1E,741E,749A,RABBIT.M4.W
3320 DATA 7C9B,749B,74F6,RABBIT.M5
3330 DATA 7CF7,74F7,7500,RABBIT.M6.W
3340 DATA 7D01,7501,77FF,RABBIT.M7
3350 DATA RABBIT.LABELS,RABBIT.CT

```

MICRO

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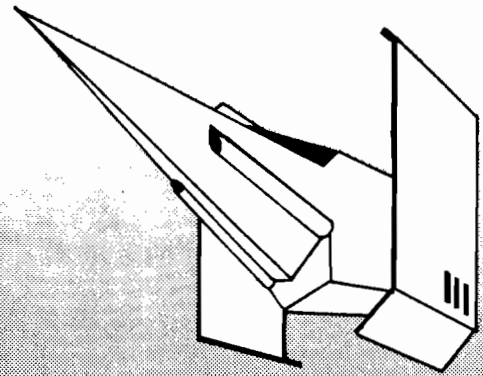
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SIRIUS SOFTWARE PRESENTS

Action Software For The Apple

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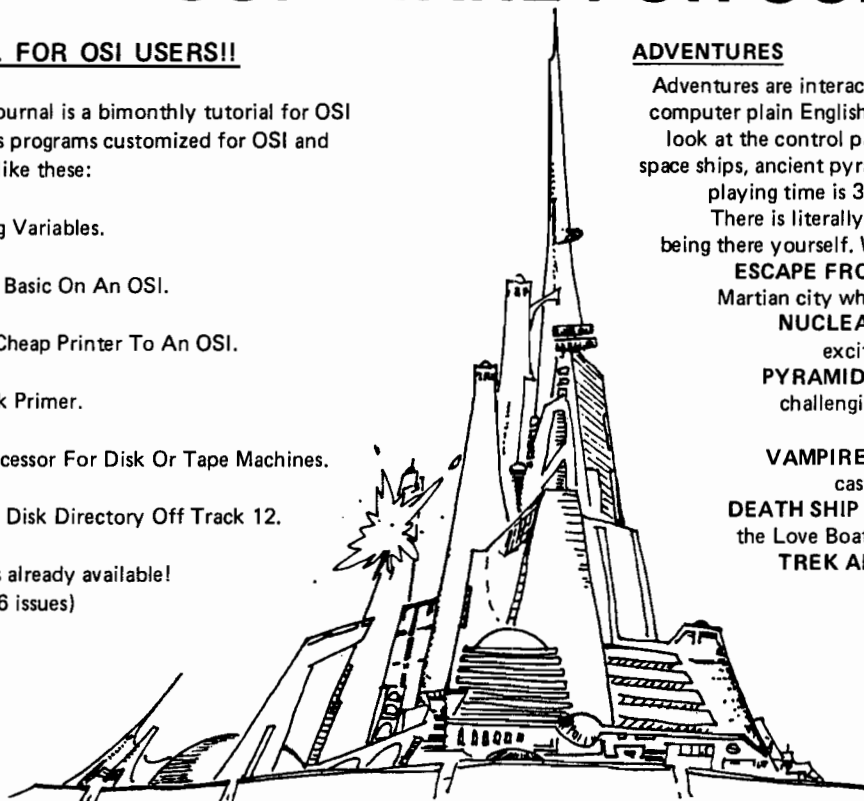
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Encryption with RND and USR

A simple text-encoding scheme in BASIC using the RND and USR functions.

Sherwood Hoyt
1924 S. 169th West Ave.
Sands Springs, Oklahoma 74063

Those of you who use Microsoft BASIC know of the problem it has when inputting string variables, especially if you have ever tried to write an editor in BASIC. You have to use quotes to input commas and colons. Besides, if you're dealing with more than 72 characters, which means more than one string variable, and you want to manipulate them very much, you run into the garbage collector problem. All of which makes the possibility of switching between BASIC and machine language while executing your program, very nice.

How the USR Works

The USR function serves two purposes: to switch between BASIC and machine language programs, and to pass values between them.

When the USR instruction is executed, locations \$0A to \$0C are used to jump to your machine language program. So put the starting address of your program in \$0B (low byte) and \$0C (high byte). Normally this address points to BASIC's function call error. To get back to BASIC and continue operating where you left off, use an RTS at the end of your machine language routine.

```
1  REM CODE, BY SHERWOOD HOYT
2  :
3  REM HIT RUBOUT TO END INPUT
4  :
10 REM INITIALIZE USR POINTER
20 POKE 11,60: POKE 12,2
25 :
30 REM INPUT TEXT VIA USR
40 PRINT : PRINT
50 PRINT "ENTER TEXT:"
60 PRINT
70 D = USR (X)
75 :
80 REM CODE SELECTION
90 PRINT : PRINT
100 PRINT "ENTER C (CODE) OR D (DECODE), AND SEED:"
110 INPUT X$,S
115 S = - 1 - ABS (S)
120 PRINT : PRINT
125 :
130 REM GET CHARACTER FROM BUFFER VIA USR
140 D = USR (X)
145 :
150 REM CHECK FOR END OF TEXT
160 IF D = 127 THEN 90
165 :
170 REM CHECK FOR CARRIAGE RETURN
180 IF D = 13 THEN PRINT : GOTO 140
185 :
190 REM RANDOM FORMULA
200 S = INT ( RND (S) * 20 + 1)
205 :
210 REM GOTO CODE OR DECODE SUBROUTINE
220 IF X$ = "D" THEN GOSUB 310
230 IF X$ = "C" THEN GOSUB 410
235 :
240 REM PRINT CHARACTER
250 PRINT CHR$ (D);
255 :
260 REM LOOP BACK TO GET NEXT CHARACTER
270 GOTO 140
275 :
300 REM DECODE SUBROUTINE
310 D = D + S
320 IF D > 90 THEN D = D - 90:D = 31 + D
330 RETURN
335 :
400 REM CODE SUBROUTINE
410 D = D - S
420 IF D < 32 THEN D = 32 - D:D = 91 - D
430 RETURN
```

Passing Values

USR(A) is used like RND(A) or ASC(A); i.e. B = RND(A), B = USR(A); or, PRINTRND(A), PRINTUSR(A). USR(A) is also like RND(A) or ASC(A) in that the value of the variable in the parentheses (after execution) is different from the value of the formula. The variable in the parentheses contains a value that can be picked up by your machine language program. But the formula USR(A) is assigned the value that you sent back to BASIC from your machine language program. How do you send values back and forth?

When BASIC executes the USR function, the value of the variable in the parentheses is put in the FPA (floating point accumulator) at \$AC-

\$AF. Your machine language program can pick up the value there if you want to work with it in floating point format, otherwise you must do a JSR to INVAR at \$AE05, which converts the floating point representation to a fixed point representation, and puts the result in \$AE and \$AF, where your program can pick it up.

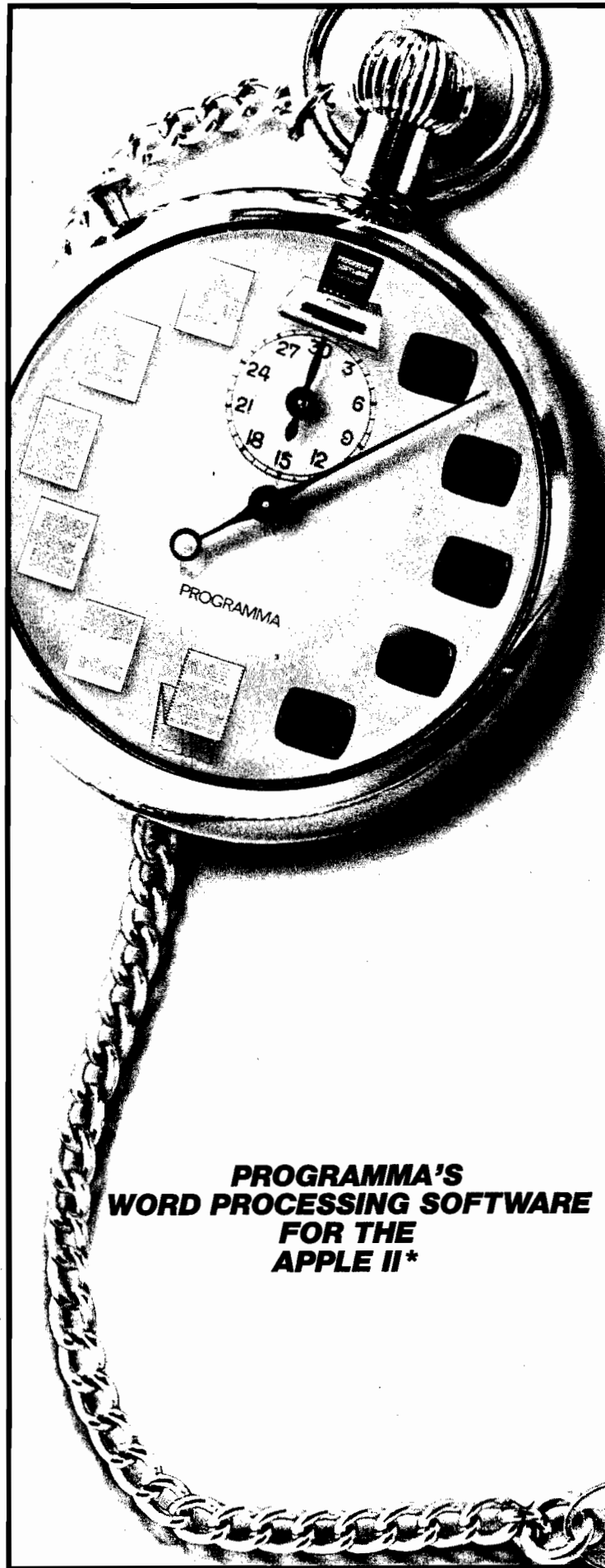
If you wish to send a value back to BASIC, you can do that again by sticking a floating point number in \$AC-\$AF. But, again, if you don't want to work with floating point, just jump to OUTVAR at \$AFC1 with your 16-bit value in A (high byte) and Y (low byte), and the value will be converted and put in the FPA, where BASIC will pick it up and assign its value to the expression USR(A).

Obviously the USR function can be used for much more than just inputting strings. You can use it for any subroutine you might find easier or faster to do in machine language than in BASIC.

The BASIC Program

I've written an encoding and decoding program which will provide an example of how the USR can be used. The program encodes and decodes the ASCII characters from decimal value 32-90; from blank to capital z. I imagine we've all tried to make a code at one time or another, although most of them were probably rather simple. It's pretty easy to make a sophisticated code using the RND function, a code which probably wouldn't

0800		;CODE EDITOR SOURCE	
0800		; BY SHERWOOD HOYT (MICRO #34)	
0800		;	
0800	INPUT	EQU \$FFEP	
0800	LF	EPZ \$0A	
0800	OUTPUT	EQU \$FFEE	
0800	MEMPT	EPZ \$D8	
0800	MEMPT1	EPZ \$D9	
0800	BCKSP	EPZ \$5F	
0800	RUBOUT	EPZ \$7F	
0800	RETURN	EPZ \$0D	
0800	USRPT	EPZ \$0B	
0800	USRPT1	EPZ \$0C	
0800	OUTVAR	EQU \$AFC1	
0800	;		
023C		ORG \$023C	
023C	;		
023C 205D0	JSR	STPT	;SET MEMORY POIN TFR
023F 20EBF	GETCH	JSR INPUT	;GET CHARACTER
0242 C90A		CMP #LF	;CHECK FOR LINE FEED
0244 F0F9		BEQ GETCH	
0246 20EFFF	DSPCH	JSR OUTPUT	;DISPLAY CHARACT ER
0249 C90A		CMP #LF	;CHECK FOR LINE FEED
024B F0F2		BEQ GETCH	
024D A200	STORE	LDX #\$00	;STORE CHARACTER
024F 81D8		STA (MEMPT,X)	
0251 C97F		CMP #RUBOUT	;CHECK FOR END OF TEXT
0253 D011		BNE BKSP	
0255 A995		LDA #\$95	
0257 850B		STA USRPT	;SET USR POINTER TO
0259 A902		LDA #\$02	;2ND PART OF PRO GRAM
025B 850C		STA USRPT1	
025D A910	STPT	LDA #\$10	;SET MEMORY POIN TFR
025F 85D9		STA MEMPT1	;TO \$1000
0261 A900		LDA #\$00	
0263 85D8		STA MEMPT	
0265 60		RTS	;DONE
0266	;		
0266 C95F	BKSP	CMP #BCKSP	;CHECK FOR BACKS PACE
0268 D00D		BNE NEXT	
026A C6D8		DEC MEMPT	;DECREMENT
026C A9FF		LDA #\$FF	;MEMORY POINTER
026E C5D8		CMP MEMPT	
0270 D01F		BNE LOOP	
0272 C6D9		DEC MEMPT1	
0274 4C3F02		JMP GETCH	
0277 E6D8	NEXT	INC MEMPT	;INCREMENT
0279 D002		BNE CHRET	;MEMORY POINTER
027B E6D9		INC MEMPT1	
027D C90D	CHRET	CMP #RETURN	;CHECK FOR RETURN
027F D005		BNE CHMEM	
0281 A90A		LDA #LF	;GIVE LINE FEED
0283 4C4602		JMP DSPCH	;TO DISPLAY
0286 A91F	CHMEM	LDA #\$1F	;CHECK FOR END
0288 C5D9		CMP MEMPT1	;OF MEMORY
028A D005		BNE LOOP	
028C A97F		LDA #RUBOUT	;STORE A
028E 4C4D02		JMP STORE	;RUBOUT
0291 4C3F02	LOOP	JMP GETCH	;GET CHARACTER
0294 C0		BRK	
0295 A200	RETRV	LDX #\$00	;PULL OUT CHARAC TFR
0297 A1DR		LDA (MEMPT,X)	;FROM MEMORY
0299 AF		TAY	
029A FA		TXA	
029B C07F		CPY #RUBOUT	;CHECK FOR END OF TEXT
029D F008		BEQ INIPT	
029F E6D8		INC MEMPT	;INCREMENT POINT ER
02A1 D007		BNE RTN	
02A3 E6D9		INC MEMPT1	
02A5 D003		BNE RTN	
02A7 205D02	INIPT	JSR STPT	;SET POINTER BACK
02AA 4CC1AF	RTN	JMP OUTVAR	;RETURN CHARACTER



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Automatic Keyboard

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Theo Schijf
 Noorddammerweg 50
 1187 ZT AMSTELVEEN
 The Netherlands

The automatic keyboard can be used for program-writing programs—for instance, a program that plots mathematical functions. In time it can be taught how to plot more and more different functions. All functions will be part of the BASIC program, but still the person who takes care of the input, does not have to be familiar with BASIC.

It can also be used for computer-aided programming. Anyone can write his own compiler (in BASIC, to BASIC). Also, BASIC could easily be translated into any language with no increase in execution time, as the internal representation would be the same.

You may also want to use the automatic keyboard to create programs that will update or change existing programs. For instance, an accounting program-writing program could give anyone the capability of writing his own accounting program. One would begin with this accounting program-writing program and no knowledge of BASIC, and the result would be an accounting program specified to one's own needs.

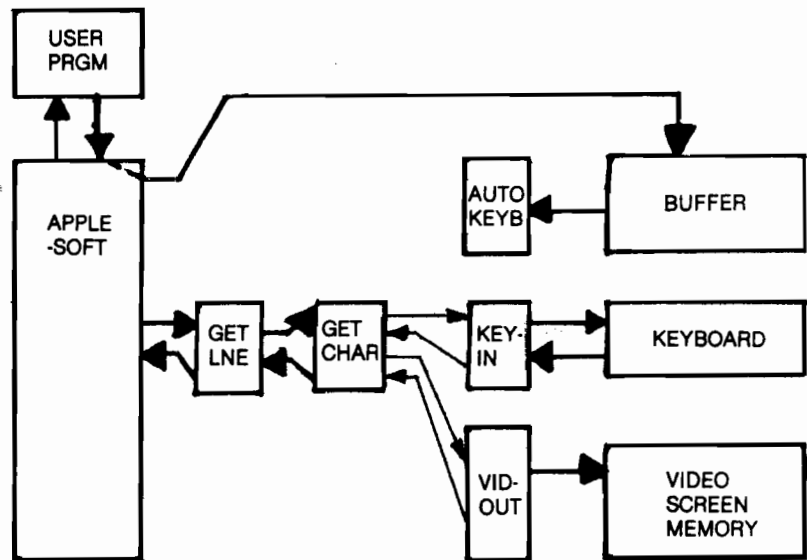


Figure 1: Normal Mode

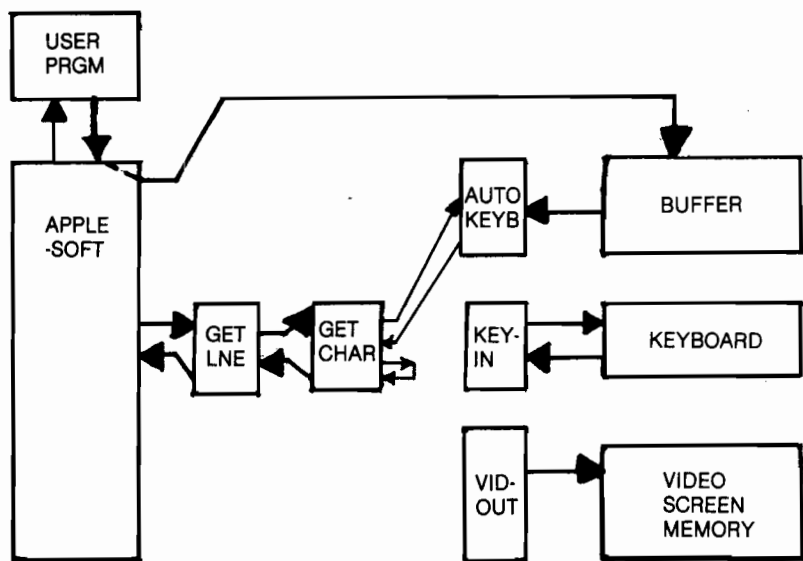


Figure 2: AK Switched On

A BASIC program could be transferred easily from one personal computer to another. One would only have to take care of the 'clear from the outside' differences. The complex operation of the different BASIC interpreters, of different types of personal computers, would not have to be considered.

How?

Let's consider AB (Applesoft floating point BASIC). AB prompts a '[' and waits for input. It continues as soon as it gets a <RETURN>. Then it does whatever it is asked to do and it prompts the '[' again. The KEYIN routine (and thus the GETCHAR ROUTINE) loops until a keyentry is detected, the GETLINE routine loops until a <RETURN> is received from GETCHAR. (See figure 1.)

The AK-INIT routine (see listing Automatic Keyboard) replaces the keyin pointer, so that any input request will be dealt with by the AK routine (keyin pointer: zero page: 56,57). (See figure 2.)

From this moment on, the GETCHAR routine gets its characters from AK, and AK gets them from a buffer. Data can be entered into this buffer from a BASIC program, also the switching on and the switching off can be done from a BASIC program. The AK-OFF routine switches the KEYIN pointer back to normal.

Subroutine 900 loads the AK into memory. AK uses locations 768-862, while the buffer uses 512-767. No HIMEM or LOMEM adjustments are necessary; the DATA statements should be the last ones in the program.

Subroutine 500 puts A\$ into the buffer. It is important that:

1. Characters like 'return', " " etc. are included in A\$.
2. The last part of A\$ should be:
 - "RUN", "RUN 110", etc. or
 - "GOTO 110" or
 - "CALL 842"
3. After 'GOSUB 500' there must be a 'CALL 795' to switch on AK and an 'END' to get back to programming mode.

```

100 REM
101 REM CHANGE NAME (TS800415)
102 REM
105 GOSUB 900: REM LOAD AK
107 GOTO 120: REM DON'T SWITCH OFF BEFORE SWITCH ON
110 CALL 842: REM AK-OFF
120 NMS = "NONAME"
125 HOME : PRINT "MY NAME IS ";NMS
130 PRINT : LIST 100,125: PRINT
140 PRINT : INPUT "NEW NAME PLEASE ";NMS
150 IF LEN (NMS) = 0 OR LEN (NMS) > 28 THEN 140
160 A$ = "120 NMS=" + CHR$ (34) + NMS + CHR$ (34) + CHR$ (141)
170 A$ = A$ + "RUN 110" + CHR$ (141): REM TO RESTART PROGRAM
180 GOSUB 500: REM TO PUT A$ INTO BUFFER
190 CALL 795: REM AK-INIT
200 END : REM FROM NOW ON KEY-INPUT FROM BUFFER, NO OUTPUT TO VIDEO
500 REM
501 REM A$ INTO BUFFER
502 REM
510 FOR N = 1 TO LEN (A$)
520 ADS = 511 + N: POKE ADS, ASC ( MID$ (A$,N,1))
530 NEXT N
540 RETURN
900 REM
901 REM LOAD AK
902 REM
910 RESTORE
920 READ H$: IF H$ < > "*"AK*" THEN 920
930 FOR N = 768 TO 862
940 READ H: POKE N,H
950 NEXT N
960 RETURN
965 DATA *AK*
970 DATA 173,0,2,72,173,1,3,24,105,1,141,1,3,173,2,3,105,0,141,2,3,104,
96
980 DATA 0,0,0,0
985 DATA 165,54,141,23,3,165,55,141,24,3,165,56,141,25,3,165,57,141,26,
3,169,2,141,2,3,169,0,141,1,3,169,3,133,57,169,0,133,56,169,3,133,55
,169,22,133,54,96
990 DATA 173,23,3,133,54,173,24,3,133,55,173,25,3,133,56,173,26,3,133,5
7,96

```

```

0800 ;*****
0800 ;*
0800 ;* AUTOMATIC KEYBOARD *
0800 ;*
0800 ;* BY THEO SCHIJF *
0800 ;*
0800 ;* MICRO #34-MARCH 1981 *
0800 ;*
0800 ;*****
0800 ;*
0800 ;*
0800 BUFFER EQU $200
0300 ORG $300
0300 OBJ $800
0300 ADO002 ENTRY LDA BUFFER ;GET CHARACTER FROM BUFFER
0303 48 PHA
0304 ADO103 LDA ENTRY+1 ;LOW-BYTE BUFFER ADDRESS
0307 18 CLC
0308 6901 ADC #$01
030A 8D0103 STA ENTRY+1
030D ADO203 LDA ENTRY+2 ;HIG-BYTE BUFFER ADDRESS
0310 6900 ADC #$00
0312 8D0203 STA ENTRY+2
0315 68 PLA
0316 60 NOPR RTS ;RETURN FROM ENTRY
0317 17 R1 BYT *

```



```

0318 18      R2      BYT *
0319 19      R3      BYT *
031A 1A      R4      BYT *
031B A536    INIT    LDA $36
031D 8D1703          STA R1
0320 A537      LDA $37
0322 8D1803          STA R2
0325 A538      LDA $38
0327 8D1903          STA R3
032A A539      LDA $39
032C 8D1A03          STA R4      ;POINTERS SAVED
032F A902      LDA /BUFFER
0331 8D0203          STA ENTRY+2  ;RESET HIGH-BYTE BUFFER ADDRESS
0334 A900      LDA #BUFFER
0336 8D0103          STA ENTRY+1
0339 A903      LDA /ENTRY
033B 8539      STA $39      ;SET HIGH-BYTE NEW KEYIN POINTER
033D A900      LDA #ENTRY
033F 8538      STA $38      ;SET LOW-BYTE NEW KEYIN POINTER
0341 A903      LDA /NOPR
0343 8537      STA $37      ;SET HIGH-BYTE NEW VIDOUT POINTER
0345 A916      LDA #NOPR
0347 8536      STA $36      ;SET LOW-BYTE NEW VIDOUT POINTER
0349 60          RTS      ;RETURN FROM INIT
034A AD1703    OFF    LDA R1
034D 8536      STA $36
034F AD1803          LDA R2
0352 8537      STA $37
0354 AD1903          LDA R3
0357 8538      STA $38
0359 AD1A03          LDA R4
035C 8539      STA $39      ;ALL POINTERS RESTORED
035E 60          RTS      ;RETURN FROM OFF

```

AK should *never* be switched off before it has been switched on. If AK is switched on, there will be no video output at all, and also if an 'INPUT' or a 'GET' statement is encountered, it will receive a lot of nonsense from the buffer and then anything can happen.

Subroutines 500 and 900 can be copied (and renumbered) and used in any other program. Note that problems might occur when 'renumber' is used —line numbers between quotes (see line 160) are not affected.

During execution of the AUTOMATIC KEYBOARD program, the video output is suppressed in order not to disturb BASIC program execution.

Theo Schijf is currently studying electronics in Delft. He has interfaced his Apple to an IBM Selectric via the game paddle interface. He has also written some software programs in Dutch.

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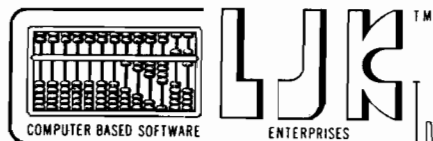
LJK Enterprises Inc. P.O. Box 10827 St. Louis, MO 63129 (314) 846-2313

*Edit 6502 T.M. of LJK Ent. Inc. — *Apple T.M. of Apple Computer Inc.

LOOK AT THESE KEY BOARD FUNCTIONS: Copy to the end of line and exit: Go to the beginning of the line: abort operation: delete a character at cursor location: go to end of line: find character after cursor location: non destructive backspace: insert a character at cursor location: shift lock: shift release: forward copy: delete line number: prefix special print characters. Complete cursor control: home and clear, right, left down up. Scroll a line at a time. **Never type a line number again.**

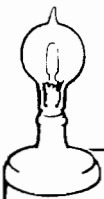
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BACKUP^{B80} COPY^{B80} APPEND^{B80} DSAVE^{B80} DLOAD^{B80} CATALOG^{B80}
RENAME^{B80} SCRATCH^{B80} DIRECTORY^{B80} INITIALIZE^{BS} MERGE^{BS} EXECUTE^{BS}
SCROLL^{ed} OUT^{ed} SET^{ed} KILL^{ed} EAT^{ed} PRINT USING^{BS} SEND^{BS} BEEP^{BS}**

```
RUN
?DIVISION BY ZERO ERROR IN 500
READY
HELP
500 J = SQR(A*B/C)
READY
```

```
APPEND "INPUT"
PRESS PLAY ON TAPE #1
OK
SEARCHING FOR INPUT
FOUND INPUT
APPENDING
READY
```

```
RUN
READY
DUMP
A1 = 10
BW = - 6.1
CS = "HI"
READY
```

NOTES:

ed — a program editing and debugging command

B80 — a BASIC command also available on Commodore CBM™ 8016 and 8032 computers.

BS — a Skyles Electric Works added value BASIC command.

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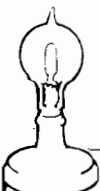
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```

100 GOSUB 180
105 PRINT USING CS, A, BS
130 INPUT "TIME", DS
131 INPUT "DAY", ES
160 IFB: C THEN 105
180 FOR X = IT09
183 PRINT Y(X);NEXT
184 RETURN
200 I = X/19
READY
RENUMBER 110, 10, 105-184
READY
LIST
100 GOSUB 150
110 PRINT USING CS, A, BS
120 INPUT "TIME", DS
130 INPUT "DAY", ES
140 IFB: C THEN 110
150 FOR X = IT09
160 PRINT Y(X);NEXT
170 RETURN
200 I = X/19
READY

```

```

MERGE D1 "BUY NOW"
SEARCHING FOR BUY NOW-
LOADING
READY
RENUMBER 100, 10
READY
FIND BS
110 PRINT USING AS, SS, SS - CS - DS
280 SS = "NOW IS THE TIME"
READY

```

```

580 BA = BA + 1
590 RA = 123*5X/92 - BA*10
600 IF BA = 143 THEN 580
610 RETURN
620 CS = "PROFIT $#,###.## DAILY"
630 PRINT USING CS, PI
640 DS = "LOSS $#,###.## DAILY"
650 PRINT USING DS, LI
RUN
PROFIT $1,238.61 DAILY
LOSS $ 0.00 DAILY
READY

```

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MICRO Club Circuit

Mike Rowe
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Chelmsford, MA 01824

The following club announcements are presented in zip code order.

Amateur Computer Group

This New Jersey personal computer users group has a membership of approximately 1,300 with Sol Libes as President/Secretary. They hold three meetings per month on the first, second and fourth Friday of each month. Contact:

Amateur Computer Group
UCTI
1776 Raritan Road
Scotch Plains, New Jersey
07076

Apple Group — N.J.

This club meets the 4th Friday of each month at 7:00 p.m. at U.C.T.I., 1776 Raritan Road, Scotch Plains, N.J. The approximate number of members is 100-150. The aim of the club is to exchange information, help beginners, and distribute user contributed software. Contact:

Steve Toth, President
1411 Greenwood Drive
Piscataway, New Jersey 08854

SARDEGNA Computers

The purpose of this club is to introduce microcomputers to the Italian Culture. President is Blake Etem. Meetings are held each Wednesday at 11 a.m. at Decimomannu AFB in Caguarisardina, Italy. For more information, contact:

Dave Kaufman
Box 3, DET 4 40th TACG
APO New York, New York
09161

Apfelsaft

This group of approximately 20 members consists of servicemen and locals in Germany. They meet the third Tuesday of each month to exchange programming ideas, programs and information about the Apple. For more information contact:

SP6 David Lee Powell
270th Sig. Co., Box 1157
APO New York, New York
09189

OSIO

OSIO is a nonprofit organization of owners of Ohio Scientific computers with over 350 members, some in countries other than the U.S. There is a monthly Newsletter and exchange of nonproprietary software. Objectives: "To study, advance, and promote the application of computers; to sponsor conferences, workshops, symposia, demonstrations, and publications..." Central group, with about 120 members in Virginia, Maryland and the District of Columbia, meets at 7:30 p.m. on the first Tuesday of each month, usually at the Walter Johnson High School in Rockville, Maryland. Contact:

Wallace Kendall
9002 Dunloggin Rd.
Ellicott City, Maryland 21043

Carolina Apple Core, Inc.

Joe Budge is president of this club with the purpose of education on applications for Apple computers. Meetings are held in Durham, NC in odd numbered months, and in Raleigh, NC in even numbered months. This club supports approximately 78 members. Frank Barden is their newsletter editor. Contact:

Carolina Apple Core, Inc.
P.O. Box 31424
Raleigh, North Carolina 27622

Behavioral Sciences AIM-65 Users Group

Workers in the behavioral and biological sciences who are currently using, or are interested in using the AIM-65, are invited to participate in a users group now forming. Areas of interest include hardware and software for experimental control, data acquisition, statistical analyses, and other applications. If interested, please write, outlining areas of interest, current and planned projects, etc., to:

Dr. J.W. Moore, Jr.
Box 539
MTSU
Murfreesboro, Tennessee 37132

Louisville Apple Users Group

Mike Finn is president of this group which meets the 1st Sunday and 3rd Tuesday of each month. The 80+ members exchange knowledge about the Apple so all users may get the maximum benefit from their machines. The club is willing to exchange newsletters with other clubs. For further information contact:

Patrick J. Connolly
3127 Kayelawn Drive
Louisville, Kentucky 40220

Central Ohio Apple Computer Hobbyists

Meets the 3rd Saturday of each month. Thomas Mimplitch is president. There are 35 members. The purpose of this group is self education and to promote interest in home computers. For more information, contact:

David Reinoehl
1357 Bernhard Rd.
Columbus, Ohio 43227

Apple-Sider's Club of Cincinnati

Meets the 2nd Tuesday of each month at 7:30 p.m. at the University of Cincinnati Medical Center, Cincinnati. "POKE-APPLE" is published the first week of each month. The purpose of the group is to share Apple experiences. President is Gary Johnston. Membership is 178. For more information, contact:

W.M. Fowee
1074 Brooke Ave.
Cincinnati, Ohio 45230

The CCC1P'ers

Located in Upper Michigan, Copper Country, this group's aim is experimentation, programming hardware modifications, amateur radio. Meetings are held at the Dollar Bay High School in Dollar Bay the 1st and 3rd Tuesday of each month at 7:30 p.m. Membership is at 12 with Scott Anderson as president. Please contact:

Gregory S. Anderson
119 South Iroquois
Laurium, Michigan 49913

Iowa City Apple Users Group

The purpose of this group is to provide mutual support, information and encouragement to Apple users in the Eastern Iowa area. Meetings are held at Westinghouse Data Score Systems, I-80 and Iowa Rt. 1 in Iowa City the third Tuesday of the month. [Executive Committee meets the second Tuesday.] There are approximately 35 members. For more information, contact the president evenings.

David B. Thomas
134 Ravencrest Drive
Iowa City, Iowa 52240
319/351-3368

Chicago Area Computer Hobbyist Exchange

CACHE meets monthly on the third Sunday at 11:00 a.m. at the DeVry Technical Institute, Belmont Avenue at Campbell in Chicago. There are 50 members. Jeff Fisher is president. CACHE also has special interest groups for other types of processors [total membership is over 400]. The purpose

of the group is to advance knowledge of the Apple computer, available hardware and software, etc. There is also an extensive program library. For further information contact:

Timothy Clark (Librarian)
18w145 Belair Court
Darien, Illinois 60559

Central Illinois Apple

The 50 members of this club meet the 2nd Tuesday of each month at 6:30 p.m. at the Peoria Public Library, Peoria. Mike Still is president of the club which puts out a monthly newsletter. The purpose of the group is to share experiences, information and software among new and old Apple users in the business, personal and educational fields. For information contact:

David M. Crull, Secretary
1824 Hoover Drive
Normal, Illinois 61761

Micro & Personal Computer Club of St. Louis

Rick Connolly is president of this group which meets to gather and diffuse knowledge of software development by members and commercials. There are approximately 25 members. For more information contact:

Kunihiro Tanaka, Secretary
3268 Watson Road
St. Louis, Missouri 63139

Santa Barbara Apple User's Group

This group, formed to exchange information and provide user support, has a membership of 60. Ed Adams is club President, Maisie Cohen, Secretary. Their meetings are held on the first Wednesday of each month, 7:30 p.m., at The Computer Shop. For further information, contact:

Santa Barbara Apple User's Group
2007 State Street
Santa Barbara, California 93105

Forth Interest Group

Meets on the fourth Saturday at Noon. Membership is over 1200. The club puts out a publication called "Forth Dimensions." For more information, contact:

Jim Flournay Ancon
17370 Hawking Lane
Morgan Hill, California 95037

Apple Sac

This club consists of approximately 160 members with meetings on the first Tuesday and third Wednesday of each month. Ken Gray is President, Jim Henry, Secretary. Their purpose is to

provide a common meeting place to exchange ideas and techniques, and to provide guest speakers. A newsletter and program library are provided with membership. For more information contact:

Apple Sac
8074 Ruthwood Way
Orangevale, California 95662

Salem Area Computer Club

This club, with 70 members, meets at the Salem Academy Library the first Monday of each month. Kenneth Ernst is President, Leonard Oswald, Secretary. The purpose of the club is fellowship, enrichment, and assistance. For further information contact:

Salem Area Computer Club
P.O. Box 7715
Salem, Oregon 97303
393-1173

NW PET User Group

This club of approximately 45 members meets the 2nd Tuesday of the month at 7:30 p.m. at the U of W Academic Computer Center, 3737 Brooklyn, Seattle. President is Richard Ball. The purpose of the group is to share and aid members with knowledge of programming, hardware and all PET/CBM uses. For more information write:

NW PET User Group
2564 Dexter N. #203
Seattle, Washington 98101

The Apple Cobblers

This user group is comprised mostly of educators, and is an associate member in the International Apple Corps. Presently they meet in Lacey, Washington at the North Thurston High School, 600 Sleater Kinney Road, NE. This group began with approximately ten members and is steadily growing, sharing their ideas on uses of the Apple in the classroom. For more information, contact:

Rodney Taylor
3920 56th Avenue NE
Olympia, Washington 98506

London Apple Corps

Members meet the first Tuesday of the month at 7:30 p.m. at Lyons Logic, 296 Horton St., London, Ontario. There are approximately 20 members who meet for the purpose of making more beneficial use of personal computers through idea sharing and improved programming. Contact:

John Forristal (President)
296 Horton St.
London, Ontario
Canada N6B 1L4

CEBUSTACK

The Central Bureau of Statistics Computer Klub is located in Voorburg, the Netherlands. Hardware meetings are on the 2nd and 4th Thursday of the month. Other meetings are once a month at 7:30 p.m., CBS, pr. Beatrix-loan 428, Voorburg. Publication: Stackpointer. For further information, contact:

J. de Jong
Hordykstr. 111
25g3 HC Den Haag
The Netherlands

OSI Users Group (Auckland)

This group of 53 members meets the 3rd Tuesday of each month at 7:30 p.m., V.H.F. Clubrooms, Mt. Roskill, Auckland. The purpose of the group is hobby and general applications of OSI microcomputers, and general and technical information exchange. For more information, contact:

Brian Wilson
88 Stanley Road
Glenfield, Auckland,
New Zealand
Ph. 4443123

PTC Update

Membership consists of 120 people from all over Germany, Austria, and Switzerland. There are no general meetings, but many members hold local gatherings for their own interests. Their club newsletter, the "PTC-info" is published quarterly, in German. Their PET/CBM program library contains nearly 500 programs. For more information, contact:

Dietmar Severitt
Gutenbergstr 20
D-6052
Muhlheim, West Germany

Computer Programs for Investment Management

If you're an investor, how do you obtain professional-quality investment management programs? One way is to belong to a professional, nonprofit group called the MicroComputer Investors Association (MCIA). Since 1977 the Association has published a journal, *The MicroComputer Investor*. Their journal contains a wealth of information and programs for investors who use microcomputers. If you would like to obtain a membership application and an index of all programs and articles published to date, send \$3.00 for an information packet to:

Jack Williams, MCIA
902 Anderson Drive
Fredericksburg, Virginia 22401

MICRO

Challenges

By Paul Geffen

This column will appear regularly and contain news of interest to the community of Ohio Scientific users.

The M/A-COM Connection

On December 5, Ohio Scientific, Inc. was bought by M/A-COM of Burlington, Mass. Since its founding in 1975, OSI has grown into a \$30 million-a-year operation employing about 250 people at five sites.

M/A-COM is a holding company, formed in 1978 when Microwave Associates bought Data Communications Corporation. M/A-COM has since bought six other companies and has agreed to buy three more in the near future. These companies include: Lawrence Laboratories, a casting house; Omni Spectra, a maker of microwave connectors; LINKABIT, a producer of digital signal processors; Valtec, a supplier of coaxial cable to the CATV industry; Prodelin, a maker of antennas and waveguides; and now Ohio Scientific, a leading producer of microcomputers and systems. Future acquisitions may include Microwave Power Devices, Alanthus Data Communications and Power Hybrids, Inc.

M/A-COM is pursuing a policy of vertical integration, buying out suppliers in the field of microwave communications. M/A-COM's interests also include cable TV, satellite ground stations and, with the addition of Ohio Scientific, an office of the future with distant locations tied together by satellite. Other M/A-COM acquisitions have been more closely related to its original field of interest.

OSI has done some work in data communications; its C2 and C3 business systems are designed to allow networks of multiple processors and work stations, but these are limited to telephone lines and other forms of hard wire. Nevertheless, this was seen by M/A-COM as a step in the right direction. The OSI purchase is a step into a new market for M/A-COM.

As of the first of January, 1981, OSI has a new president named Harvey P. White. Mr. White comes to OSI from LINKABIT where he was Executive Vice President. OSI is currently building new facilities, including offices, and I expect that new management posts will be created and filled this year. In addition, OSI is looking forward to an influx of new ideas from the engineering departments of other M/A-COM companies, presumably along the lines of networks and communication. OSI has been testing systems in Ohio, Virginia and elsewhere, with a home computer and cable TV hookup for home comparison shopping, stock market reports, etc.

The purchase also provides OSI with new opportunities for growth by supplying a source of capital for research and development. OSI is now part of a publicly-held corporation whose annual sales total about \$322 million.

I called OSI because I was concerned about the future of the home computers they have pioneered. I was assured that no changes in product line or marketing strategy would result from the take-over. OSI's founder, Mike Cheiky, is now Chairman of the Board, Director of Marketing and Director of Research and Development. It has been M/A-COM's practice in past acquisitions to leave top management in place at these companies, and OSI is no exception. In this case, the policy makes especially good sense since OSI is more consumer-oriented than any other M/A-COM division. OSI aims at three markets: small systems, educational, and business/scientific, whereas M/A-COM sells to industry and government.

In sum, the M/A-COM connection does not mean bad news for any user or potential user of Ohio Scientific small systems. In fact, it is probably good for everyone, but especially for the high end or business market. I expect no dramatic improvement in low end support-like documentation or application notes as M/A-COM expertise does not lie in that direction. Low end application support does come from journals like MICRO and from local user groups.

More Connection

In another example of vertical integration, last November Ohio Scientific bought, for an undisclosed sum, the Hard Disk Division of Okidata.

This means that OSI now owns the California plant which produces its CD-74 hard disk systems. The same plant will soon produce a CD-37 system, which has half the memory and sells for \$8,500—a little more than half the price of the CD-74.

The main reason for the Okidata Hard Disk Division purchase was to ensure a supply of these systems. Also, most of the plant's output was going to OSI and most of OSI's disks were coming from that plant.

User Groups

One of the most active OSI user groups is in Maryland. It is known as OSIO and produces two separate monthly publications, PEEK(65) and the OSIO newsletter. PEEK(65) is the younger journal and has at least one staffer in common with the newsletter, OSIO president Wallace Kendall.

PEEK(65) ran sixteen pages last November, including six pages of ads. Article topics included: better random numbers, Superboard expansion, C1P display format modification, 65U file header explained, and password file protection. Many letters from users nationwide provided answers to those annoying little questions.

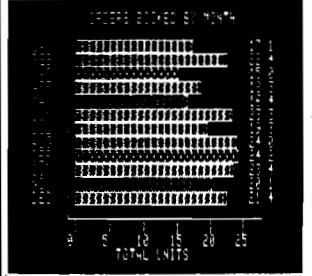
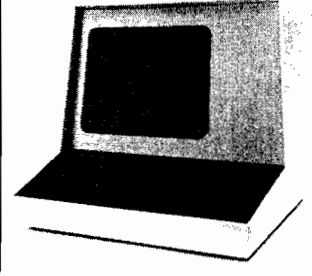
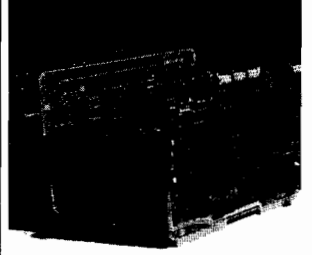
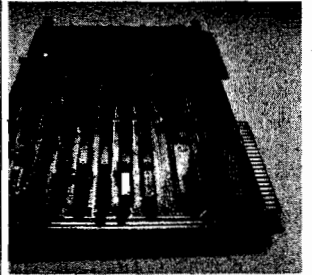
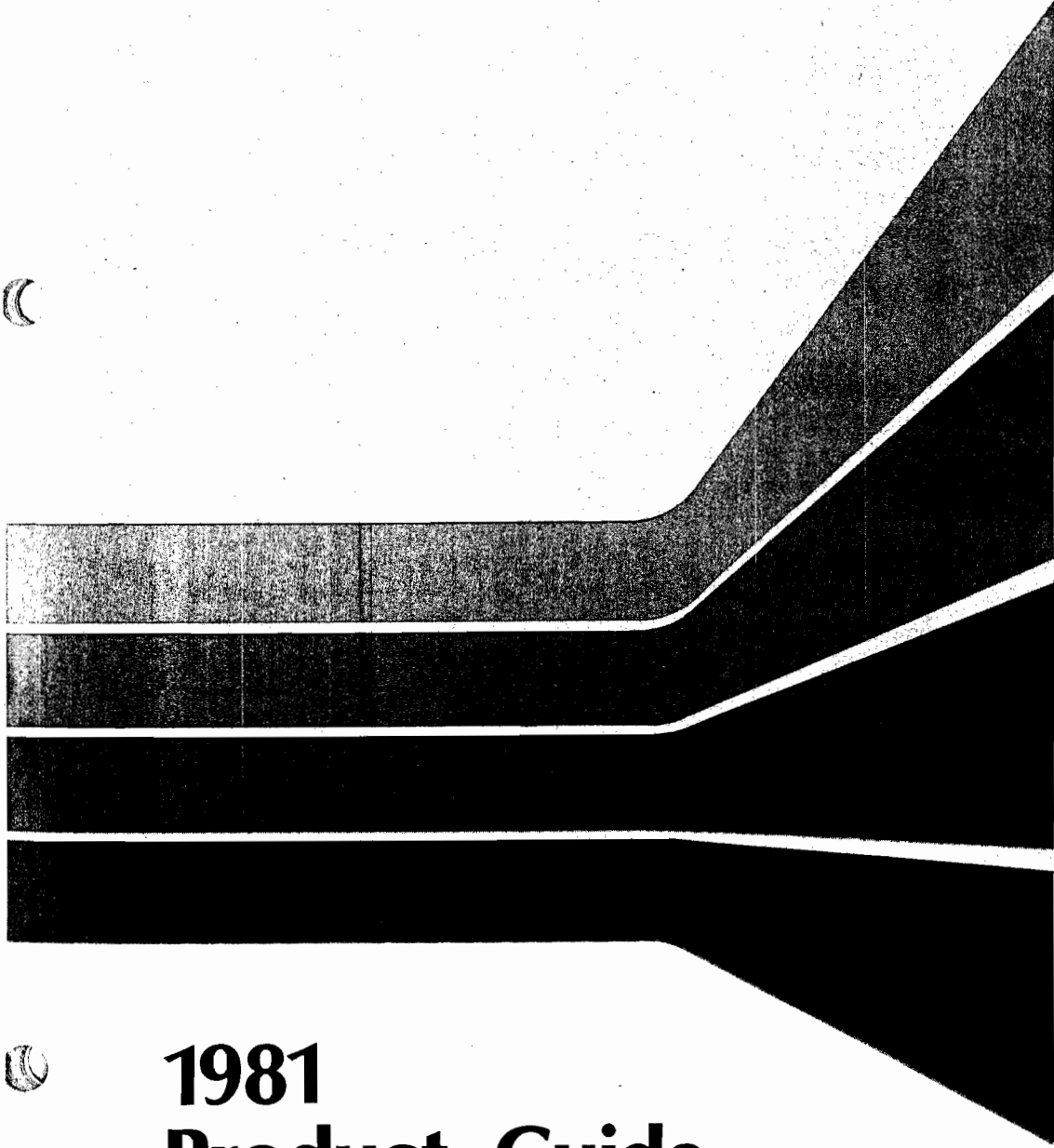
OSIO Newsletter carries no advertising and is oriented more toward software than PEEK(65). Topics include: telephone communications, real time clock, line printer driver, modem software, Hi-Res graphics, indirect ASCII files and so on. OS-65D notes are a regular feature. Subscriptions are \$12 for a year [12 issues] of PEEK(65). Membership in OSIO, which includes a subscription to the Newsletter, is \$15 a year. Last fall OSIO offered both subscriptions for \$25, but this may no longer be available. Back issues are available and form a good, if unorganized, reference library.

PEEK(65), The Unofficial OSI
User's Journal
1819 Bay Ridge Ave., Suite 220
Annapolis, Maryland 21403

OSIO
9002 Dunloggin Rd.
Ellicott City, Maryland 21043

I want to encourage OSI user groups to let us know about their activities, especially foreign groups. I urge all OSI groups interested to register with the MICRO Club Circuit, and to feel free to send newsletters, etc. to my attention.

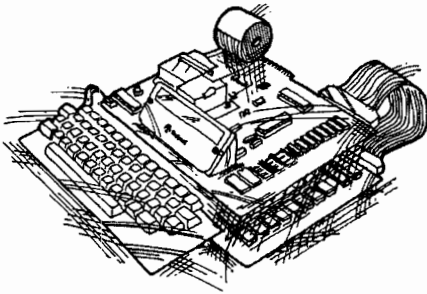
THE COMPUTERIST®



**1981
Product Guide**

The Capability Company...

The Computerist offers a complete line of integrated microcomputer products, from expansion boards to single-board microcomputers to complete systems. Our extremely versatile boards are well designed and documented in order to allow easy expansion and customization. They provide a convenient and reasonably priced solution to your microcomputer system needs.



The Computerist has been providing support for 6502-based systems since 1976. Our milestones include:

- First commercial software package for the KIM-1.
- First power supply custom-designed for the KIM-1.
- First multi-purpose expansion board for AIM, SYM and KIM with RAM, EPROM, EPROM Programmer and I/O on a single board.
- First AIM enclosure with built-in power supply.
- First high-quality, 6502-reference journal — MICRO — now published by Micro Ink, Inc., a sister corporation.

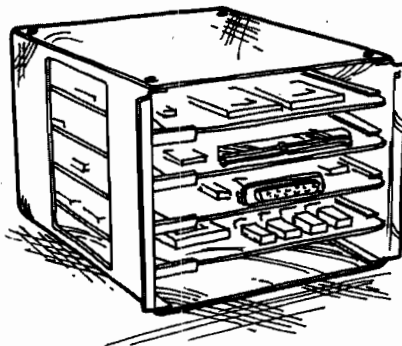
The Computerist has developed a complete line of integrated sub-systems designed around the 6502 microprocessor. These modules form the basis of our current product line. Each board is a second-generation product incorporating years of development and testing. Thousands of our boards are currently working in a wide range of environments and applications.

Each of **The Computerist's** boards — Dram Plus, Video Plus and Proto Plus — may be used as an expansion board for ASK family (AIM, SYM and KIM) microcomputers. We have adapted our popular Dram Plus to run with the PET/CBM and Ohio Scientific Super-board as well.

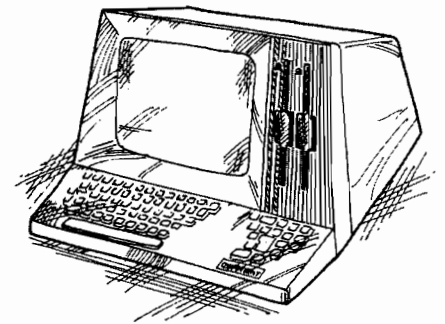
All of **The Computerist's** boards include provision for customization and configuration in the field. Our Mother Plus allows multi-board systems to be neatly and economically packaged.

The Computerist supports customers by providing all the necessary software to run its boards; and each program runs on any ASK family micro.

With the addition to our product line of Micro Plus, a complete single-board microcomputer, **The Computerist's** boards may now be used to create complete microcomputer systems tailored to user specifications.



The Computerist will bring out a number of additional products in 1981, including the Floppy Plus disk controller, additional software packages for Micro Plus, as well as complete systems. The complete systems will include a basic terminal package, a group of intelligent terminal emulators, a word processing system, an editing/assembly/teaching system and business systems. These will be built around the Micro Plus board with other modules from our standard product line.



The Computerist can build unique systems from the standard products listed in this guide plus a virtually unlimited selection of enclosures, monitors, keyboards, disk drives, and so forth. This versatility permits a user to obtain exactly the system he requires. A number of special packages are available for particular interests.

OEM/Systems Integration Houses — Customization support, extended warranties and direct end-user service plans.

Education — Systems with teaching-oriented software and student-oriented features.

Terminals — Terminal emulators and customized terminals.

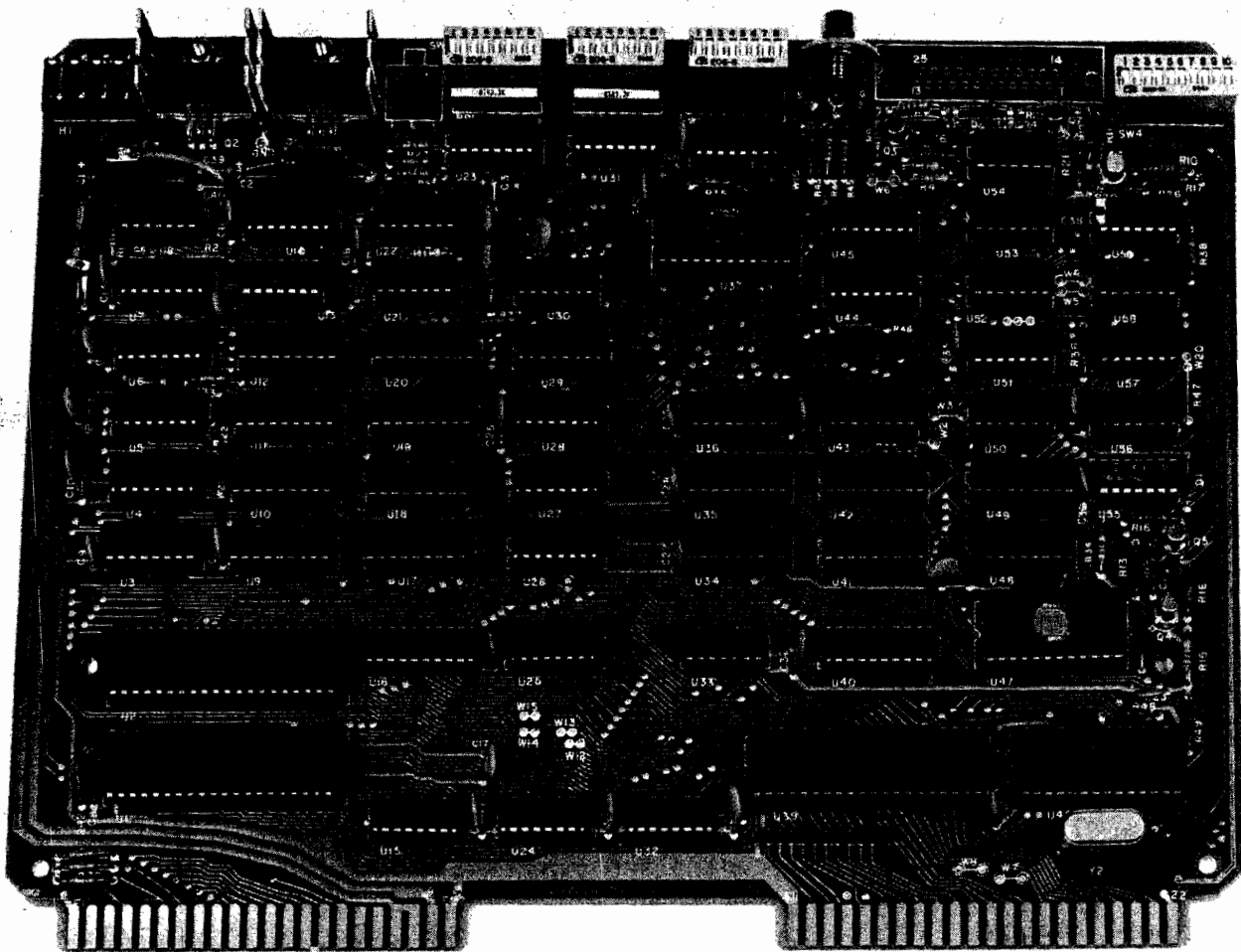
Turnkey Systems — Complete systems to service specialized applications.

If you have an interest or application requirement in one of these areas, please contact us for additional information.

**THE
COMPUTERIST®**

34 Chelmsford St., Chelmsford, MA. 01824 617/256-3649

MICRO PLUS™



A Microcomputer with Sophisticated Video and Communications Capabilities

Complete Enough to be Used Alone in Some Applications

Flexible Enough to be Used as a Building Block for Custom Systems

The Micro Plus TCB-111 is a 6502-based microcomputer with built-in controllers for video, communication and keyboards. The microcomputer contains a 6502 microprocessor, RAM, EPROM and I/O capability. The video controller supports programmable screen format, user-defined character sets, cursor control and other functions. The communications controller supports RS232 and 20-mA current loop service, programmable baud rates, and other communication functions. The keyboard controller services most ASCII keyboards. A choice of software monitors in EPROM allows system customization.

features

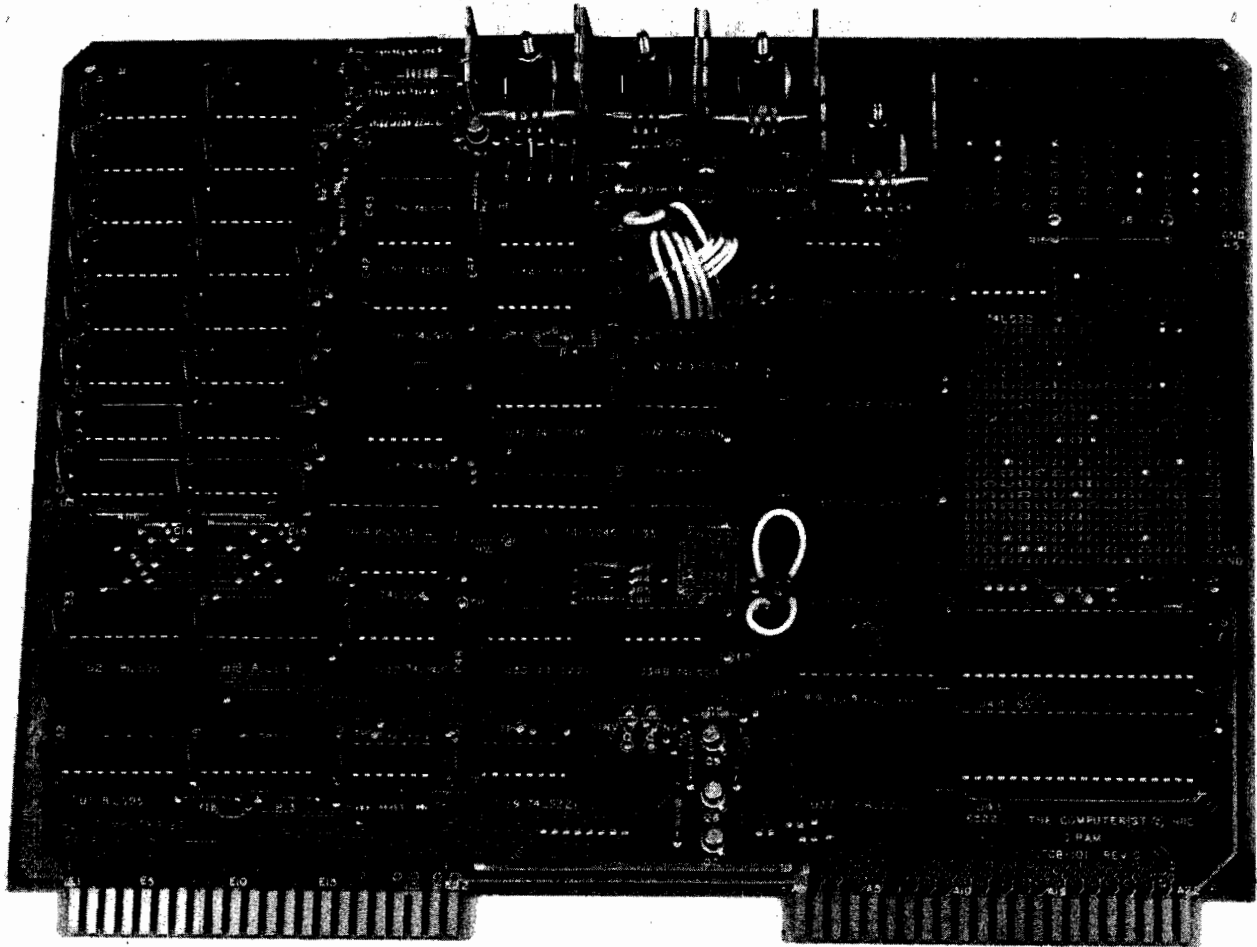
- 6502-based microcomputer system:
Up to 7K RAM and 4K EPROM;
6522 VIA for basic I/O.
- 6845-based video controller includes:
Programmable screen format up to 132 columns by 30 lines; EPROM character generator with standard upper/lower case ASCII or any other user-defined 8-by-16 character set; Cursor control and editing functions; Reverse video, blanking, and special effects; RAM character generator (see Video Plus for details).
- 6551-based communications controller with:
RS232 with modem controls; 20 mA current loop; Programmable baud rates to 19.2K; Parity generation/testing.
- 6522-based keyboard controller:
Supports ASCII keyboards with pos/neg strobe and data.
- Several monitors to choose from:
MicroMon 1: Video editing, simple communications and basic debugging. AIM, KIM, SYM expansion support.
MicroMon 2: Enhanced editing, modem communications and advanced debugging.
MicroMon 3: Full source editor and assembler plus all MicroMon 2 features.
- Easy to Expand:
Dram Plus adds 16/32K RAM, 16K EPROM, I/O; Floppy Plus adds 5¼- and 8-inch disks.

specifications

Micro Plus hardware is identical to Video Plus with the addition of the 6502 microprocessor (see Video Plus).

**MICRO PLUS
TCB-111**

DRAM PLUS™



The Dram Plus TCB-101 system expansion board includes 16K or 32K dynamic RAM, 16K EPROM or ROM and EPROM programmer on a single board. 2K EPROMs may be addressed on 2K boundaries, allowing efficient utilization of available address space. Two VIA devices provide four 8-bit parallel I/O ports or 40 independently programmable I/O lines. Prototyping area allows additional address decoding or memory management circuitry to be added. Dram Plus interfaces to ASK computers through simple expansion cable or Mother Plus board.

features

- 16K or 32K dynamic RAM addressable in 4K segments
- Transparent refresh
- Up to 16K ROM or EPROM
- EPROM programmer

- 2716, 2532 and 2732 EPROMs and 2332 ROM
- Two versatile interface adapters
- Prototyping area for custom circuits
- On-board voltage regulators
- Flexible address selection
- Adaptable to PET (1st Mate) and OSI Superboard (Super Mate)
- All IC's are socketed

specifications

Power Requirements

- +5 volts @ 1 amp
- +12 volts @ 150 milliamps
- +27 volts @ 50 milliamps for EPROM programming

All voltages may be regulated on board from higher supply voltage

Read/Write Access Time: 375 nS

Bus Signals

Address Bus: Inputs are fully buffered presenting one TTL/LS load
Data Bus: Three-state, TTL-compatible, buffered inputs/outputs
Control Signals: All signals and clocks are buffered to present one TTL/LS load

Operating Temperatures

0° to 70° C

Physical Characteristics

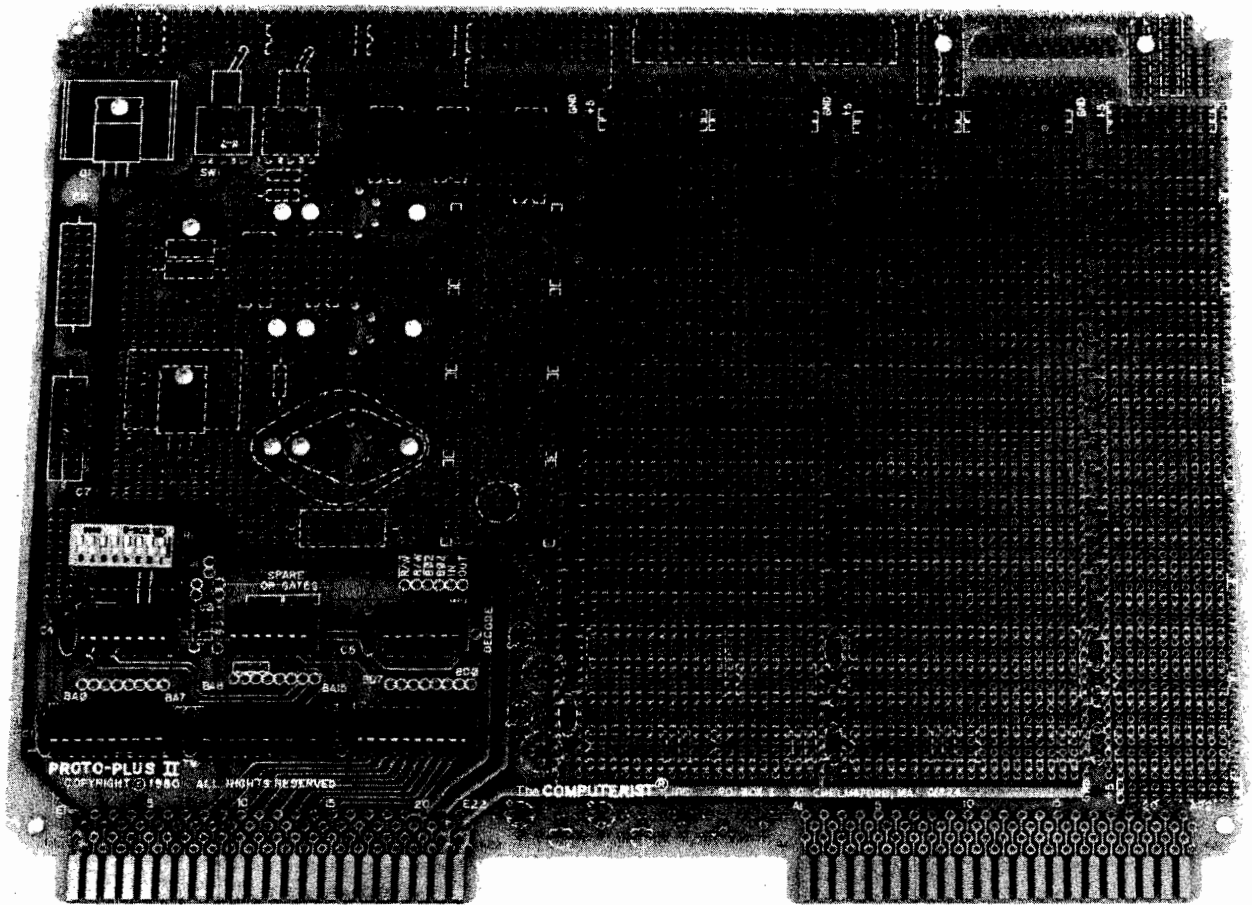
Length: 7.875 in.
Width: 10.75 in.
Board thickness: .0625 in.

Connectors

Edge Connectors:
Dual 22/44 .156 centers
(Winchester HCA 2250 or equivalent)

**DRAM PLUS
TCB-101**

PROTO PLUS™



features

The Proto Plus TCB-115 simplifies custom system expansion and prototype construction. It includes etched patterns for address, data, and control-line buffers, as well as address decoding circuitry required by most system expansion boards. Proto Plus is available as a bare board or assembled and tested.

- Room for over 60 16-pin DIPs
- Universal grid pattern
- Power and ground bus with locations for decoupling capacitors
- Buffer and decoder circuit provided
- Special patterns for many discrete components
- Pattern supports wire-wrap and solder connections
- Double-sided etch
- Silk-screened
- Gold-plated fingers
- Plated-through holes

specifications

Length: 7.875 in.
Width: 10.75 in.
Board thickness: .0625 in.

Edge connectors:
Dual 22/44, .156 centers
(Winchester HCA 2250 or equivalent);
Identical to AIM, SYM, or KIM edge
connector.

PROTO PLUS
TCB-115

VIDEO PLUS™

The Video Plus TCB-112 provides intelligent video, keyboard and communication capabilities for 6502-based systems. Its video features may be customized for specific applications and include programmable character sets, programmable screen formats, reverse video, and more. It interfaces to most ASCII keyboards.

The Video Plus may be used as direct expansion for the ASK microcomputer family. It may be interfaced directly via a cable and software is provided which will instantly support the monitors, editors, assemblers and BASICs of these systems.

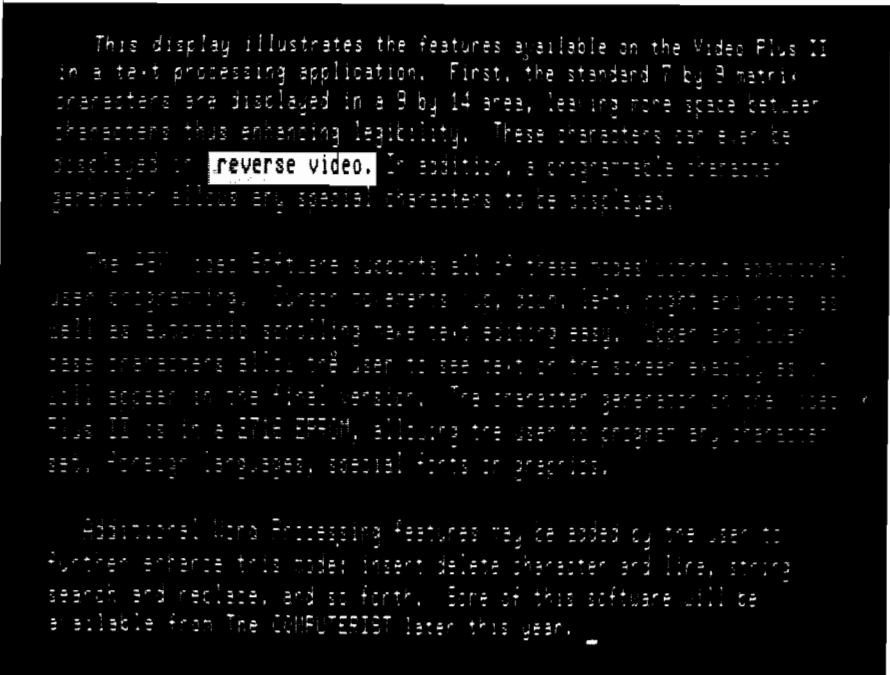
The Video Plus includes many configuration options which allow an OEM or end user to easily adapt the board to his specific requirements. The display format is determined by a hardware controller driven by software parameters and these parameters may be changed at any time. Some operating modes are switch selectable including low-bandwidth (TV) output, reverse video, PCG characters, keyboard data and strobe polarities. Additional unassigned control switches, which may be read by the software, allow further customization and configuration control.

The communications option provides full RS232 support with programmable baud rate, parity generation and checking, and more.

features

Video Features

- MCM6845 programmable CRT controller
- Programmable screen format up to 132 characters by 30 lines
- Complete cursor control
- Television and CRT monitor modes
- Composite or separated video outputs
- Reverse video on character-by-character basis
- EPROM character set for user-definable characters
- RAM character set for dynamically changing characters under program control
- Light pen input
- Programmable character width
- Up to 4K display memory



Word Processing — 80 Columns by 20 Lines [7 × 9 Character Set on 9 × 14 Display Grid]

Communication Features

- SY6551 ACIA asynchronous communications interface adapter
- Programmable baud rates from 50 to 19.2K baud
- Parity generation and checking
- Programmable word length and stop bits
- Data set and modem control signals provided at TTL levels
- 5-, 6-, 7-, 8- and 9-bit transmission
- Full-duplex or half-duplex operation
- Both RS232C and 20-milliamp current loop interfaces provided
- Standard RS232C-D connector

Keyboard Interface

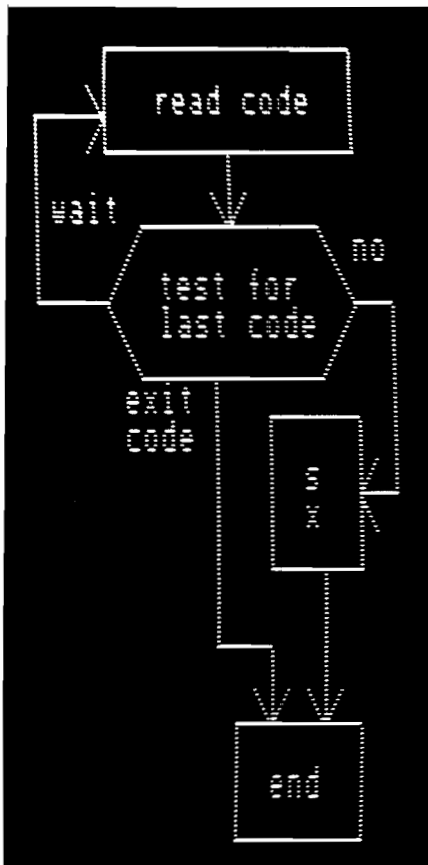
- Direct interface for most ASCII keyboards
- Switch selectable strobe polarity
- Switch selectable data polarity
- 8-bit input including parity

MicroMon 1 Software Features

- Resident in 2K EPROM
- Fully supports AIM and SYM software: monitors, editors, assemblers and BASICs
- Supports AIM keyboard in upper and lower case in BASIC
- Page zero use transparent to host microcomputer programs
- Automatically relocates in memory
- Automatically determines type of host microcomputer
- Supports basic ACIA communications
- Screen editing features: cursor control, screen erase, upper case mode, scrolling, delete, etc.

Dense Mode — 132 Columns by 30 Lines [5 × 7 Character Set on 6 × 9 Display Grid]





specifications

Power Requirements

+ 5 VDC @ 1.2 amps (maximum).
On-board regulators permit use of unregulated +8 to +12 VDC in place of regulated +5 VDC.

Bus Signals

Address bus: Inputs are fully buffered presenting one TTL/LS load
Data bus: Three-state, TTL-compatible, buffered inputs/outputs
Control signals: All signals and clocks are buffered to present one TTL/LS load

Simple Line Graphics [8 x 8 Character Set on 8 x 8 Display Grid]

Operating Temperatures

0° to 70° C

Physical Characteristics

Length: 7.875 in.
Width: 10.75 in.
Board thickness: .0625 in.

Connectors

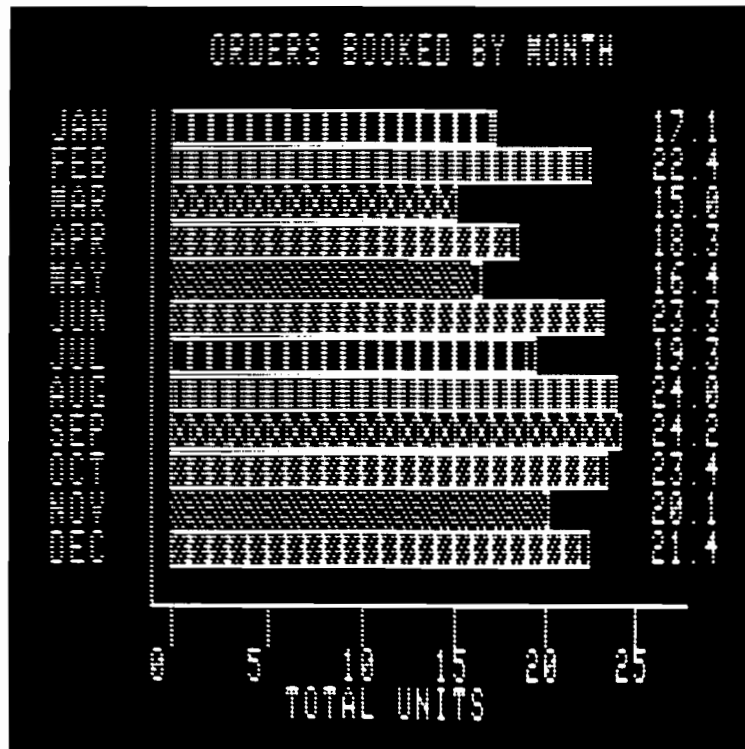
Edge connectors:
Dual 22/44, .156 centers
(Winchester HCA 2250 or equivalent);
Identical to AIM, SYM or KIM connector
RS232C-D with communications option
(Cinch Jones DB25s or equivalent)

12 posts with .10 spacing
(Waldom 22-01-2121 or equivalent) for keyboard

Graphic Characters

In a Business Application

[8 x 8 Characters on 8 x 8 Display Grid]

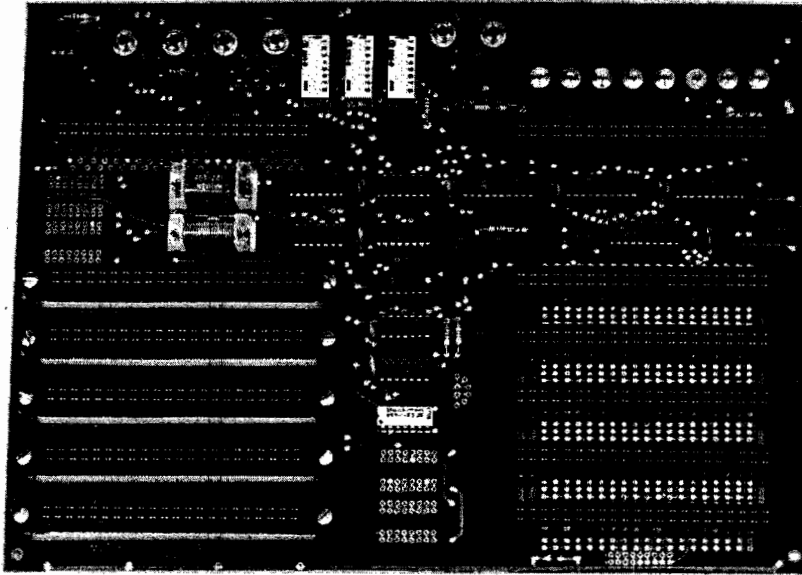


System Features

- Up to 7K RAM: 4K display RAM, 2K programmable character generator RAM (which may be used for program RAM), 1K program RAM
- Up to 4K EPROM: Normally used with 2K 2716; may be easily upgraded to use 4K 2532 EPROM
- Provision for addition of 6502 for complete stand-alone system (See Micro Plus)
- DIP switches for selecting major options
- Jumper blocks for selecting minor options
- All IC's socketed
- Gold-plated edge connectors

of applications which can make good use of this very dense display mode. Examples are any system in which the format data to be output to a wide, normally 132 character, line printer. The capability of having the same same format on the screen as on the line printer can greatly simplify the entire job.

MOTHER PLUS™



The Mother Plus TCB-113 provides practical support for AIM, SYM and KIM system expansion. It includes buffered address, data and control lines, configuration switches, power and I/O connections. In conjunction with Card Cage Plus, it allows peripheral boards to be added to form a complete system in a small package.

features

- Room for five expansion boards
- Works with AIM, SYM and KIM
- Fully buffered address, data and control lines
- Switches select expansion board addresses

- Convenient terminal strip power connections
- Phono jacks for TTY and cassette connections
- Cassette control relays
- Cassette input monitor LED
- Application connector solder eyelets
- Standard KIM-4 bus expansion connections
- Compact vertical orientation
- Generates decode signal for KIM
- Host ports A and B brought to DIP socket

specifications

Power: +5 volts at 100 milliamps

Dimensions:

Length: 8 in.

Width: 11 in.

Board thickness: .0625 in.

Microcomputer connections follow KIM-1 standard

Expansion connections follow KIM-4 standard

Spacing between host and first expansion board: 2 in.

Spacing between expansion boards: .875 in.

CARD CAGE PLUS™

The Card Cage Plus TCE-303 is designed to support an ASK microcomputer and from one to five expansion boards in a compact package.

Simple assembly consists of bolting to Mother Plus, bolting on two cross members, snapping the card guides into place, and adding stick-on insulation and feet.

specifications

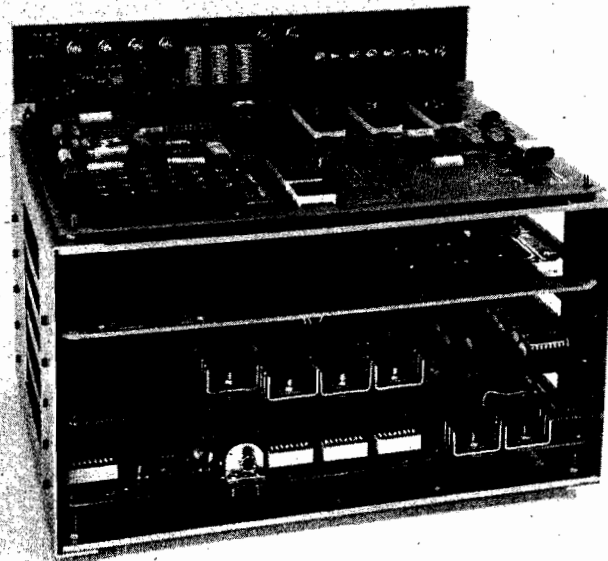
Length: 8.25 in.

Width: 11 in.

Height: 6 in.

Weight: 1 lb.

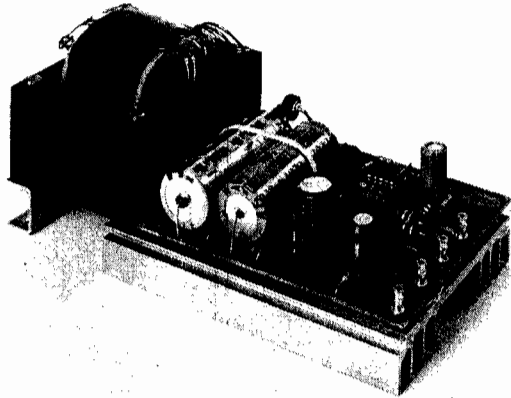
Composition: Gold anodized aluminum



MOTHER PLUS
TCB-113

CARD CAGE PLUS
TCE-303

POWER PLUS™



Triple Voltage Microcomputer Power Supply

Input:
110 or 220 VAC @ 50 or 60 Hz

Output:
+5 VDC @ 5.0 amps with protection
+12 VDC @ 0.5 amps
+24 VDC @ 1.0 amp/1.5 amp surge
-5 VDC @ 0.5 amps (optional)

Compact:
Length: 7 in.
Width: 3.25 in.
Height: 3 in.
Weight: 3 lb. 10 oz.

Complete: Includes a fuse holder, ON/OFF switch and a heavy-duty, three-wire grounded power cord.

AIM PLUS™



An Enclosure with Built-in Power Supply

features

- **Functional packaging:** This unit protects the AIM while providing access to all switches, the LED display, keyboard and printer.
- **Easy assembly:** All fasteners are provided; absolutely no alteration of the AIM is required, and the non-conductive, thermoformed plastic can be cut with a knife if any special alterations are desired. The edge connectors are accessible from the rear.
- **System expansion:** The enclosure has room in the bottom for one expansion board, such as a Video Plus or Dram Plus, with direct access to the edge connectors.

- **Power supply:** The Power Plus supply, built into the enclosure, provides +5 VDC and +24 VDC to run the AIM, and enough power to spare for an expansion board. The line cord and fuse holder are positioned at the rear of the case. The ON/OFF switch is mounted to the right of the LED display on the front of the case. Louvers provide air flow for cooling the power supply which is bolted to the top of the case. For specifications, see Power Plus specifications below.

specifications

Dimensions: Length 16.25 in.; width 14 in.; height 6.25 in.

Weight: 6 pounds, including power supply

Color: grey and black

Power Plus Input Specifications

105-125 VAC, 50 - 60 Hz, 1.5 Amperes or 210-250 VAC, 50 - 60 Hz, 0.8 Amperes

Power Plus Output Specifications

Output	Ripple and Noise	Regulation
+5 VDC @ 5 Amps Overvoltage protection Current foldback short circuit protection Reverse voltage protection	10 mv max. @ 0.0 to 4.5 Amps 25 mv max. @ 4.5 to 5 Amps	(Voltage fixed to within 1%) ±0.1% line and load with ±10% line change or 50% load change in 0.0 to 4.5 Amp load range
+12 VDC @ 0.5 Amp (-5 VDC @ 0.5 Amps Optional) Thermal shut down overload protection	15 mv max. @ 0.0 to 0.5 Amp	(Voltage fixed to within 5%) ±1%, line and load with ±10% line change or 50% load change in 0.0 to 0.5 Amp load range
+24 VDC @ 1.0 Amps* (1.5 Amp surge) Thermal shutdown overload protection Reverse voltage protection.	24 mv max. @ 0.0 to 1.0 Amp	±2% line or load reg. 0 to 1 Amp

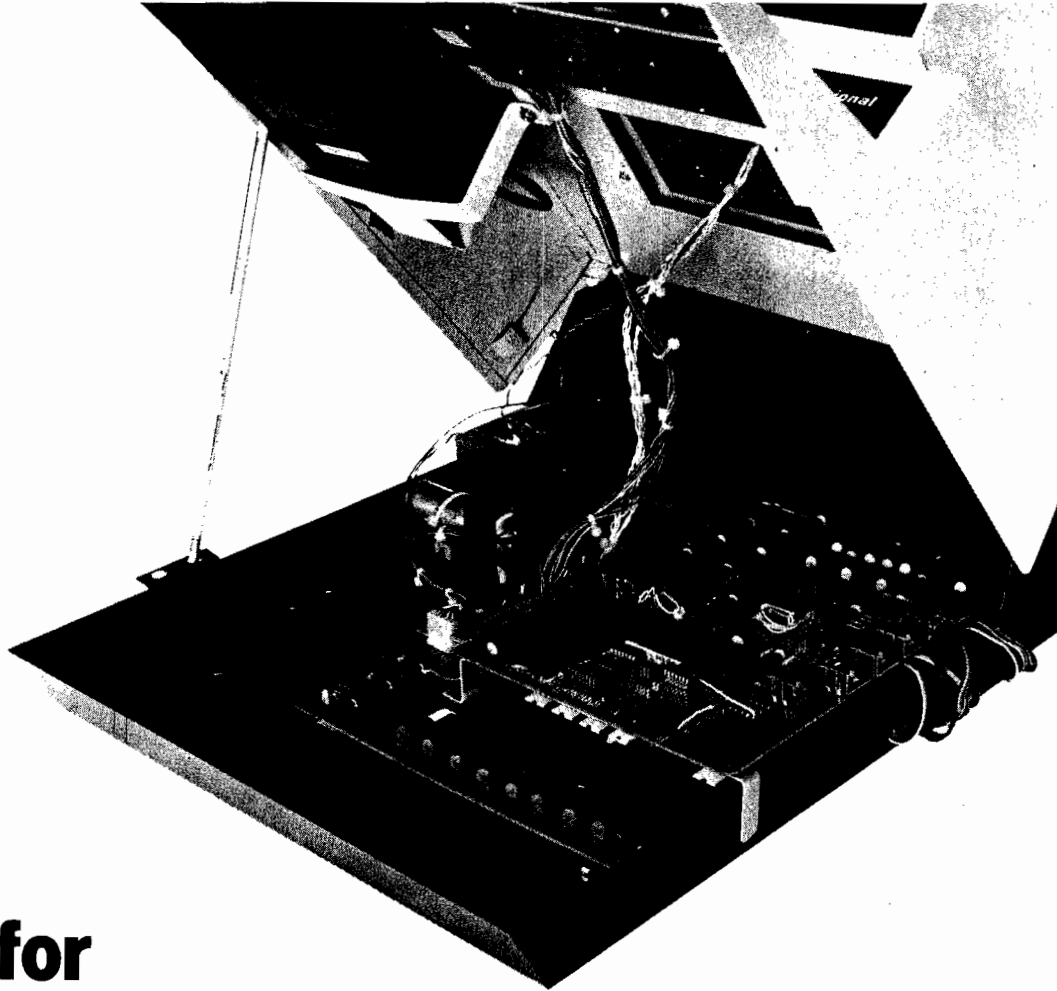
*If 12 volt output is 0.5 Amp. continuous, derate 24 volt output to 0.5 Amps

Thermal Specifications (Derate linearly) 100% output @ 80° C (176°F) heat sink temp./50% output @ 90° C (203°F) heat sink temp.

POWER PLUS
TCP-212

AIM PLUS
TCP-213

1ST MATE™



for PET/CBM

1st Mate , TCB-110, is a memory and I/O expansion board for all PET and CBM computers. It includes 16K or 32K dynamic RAM and up to 16K ROM or EPROM. RAM is independently addressable in 4K segments. A programmable address controller allows different RAM and/or ROM resources to be switched to the same address space. Two 6522 VIAs provide forty programmable I/O lines, shift registers and timers. EPROM programmer includes BASIC software.

features

- 16K or 32K dynamic RAM
- Up to 16K EPROM/ROM
- Complete EPROM programmer
- Programmable address controller
- Two versatile interface adapters
- Two-button reset support
- Mounts inside PET/CBM
- Includes connecting cable
- May draw power from PET supply

specifications

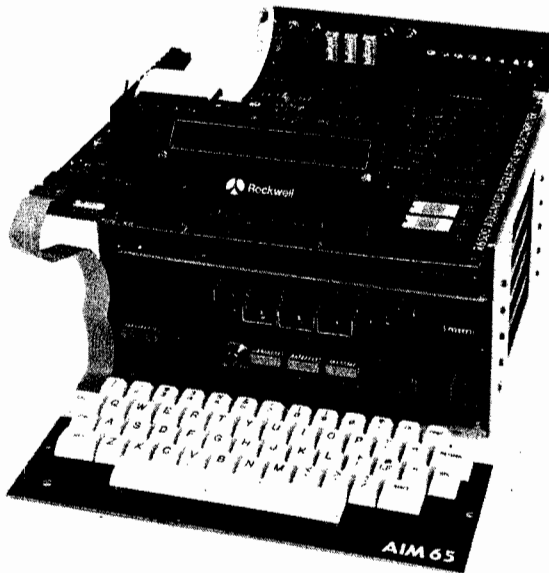
Length: 7.875 in.
Width: 10.75 in.
Board thickness: .0625 in.

Edge connectors:
Dual 22/44, .156 centers
(Winchester HCA 2250 or equivalent);
Identical to AIM, SYM, or KIM edge
connector.

(For complete specifications, see
Dram Plus)

AIM 65 by Rockwell International

AIM 65
TCS-403



AIM 65 in Card Cage with Mother Plus and several expansion boards.

- The full-size, typewriter-style keyboard makes it easy to enter data, programs, edit files, and so forth
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- A twenty-column thermal printer provides hardcopy
- The 8K ROM monitor includes a mini assembler, disassembler, and editor, plus other important support functions
- Expandable on-board to 20K ROM and 4K RAM
- BASIC and an assembler/editor are available in ROM to plug directly into the basic system
- Expandable with Dram Plus, Video Plus, Proto Plus, Mother Plus
- Works with Power Plus and AIM Plus

Floppy Plus™

FLOPPY PLUS
TCB-108

The Floppy Plus TCB-108 is a controller for 8-inch and 5¼-inch floppy disk drives. It will handle one to four Shugart-compatible drives and IBM and other formats. Floppy Plus will include on-board support software in EPROM, on-board RAM, 6522 VIAs and a cassette controller. It may be connected directly to Micro Plus or to ASK family computers. With the addition of a 6502 processor, it will run as a stand-alone disk controller/formatter and interface to any computer through a standard I/O port.

features

- Based on WD 1791B-01 Floppy Disk Controller Chip:
 - Handles variety of formats including IBM
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- On-board support software:
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 - read/write/allocate routines
 - file management system
- Additional I/O devices including 6522 VIAs and cassette interface

Available Second Quarter 1981

Expansion Cable

The Computerist's Expansion Cable, TCX-922, may be used to directly connect an AIM, SYM or KIM to a Dram Plus, Video Plus or Proto Plus.

Warranty

The Computerist provides a one-year limited warranty on all of its products. AIM 65 is covered by Rockwell's 90-day warranty.

Literature

The Computerist provides extensive documentation for its major products. Documentation includes schematics, component layouts, parts lists, installation and operating instructions, program listings and all of the information required to effectively evaluate and use the boards. Documentation may be purchased separately in order to assist the evaluation process.

Documentation Packages:

TCB-101-D Dram Plus	\$10
TCB-108-D Floppy Plus*	\$10
TCB-109-D SuperMate	\$10
TCB-110-D 1st Mate	\$10
TCB-111-D Micro Plus	\$10
TCB-112-D Video Plus	\$10
TCB-113-D Mother Plus	\$ 5
TCB-115-D Proto Plus	\$ 5

*(2nd Quarter)

Price includes shipping in US only.
Foreign: add \$2.00 surface postage.
Air mail — write for rates!

Ordering Information and Price List

Part Number	Description	List Price (US Dollars)	Shipping Weight Lbs.
System Boards			
TCB-101-16	Dram Plus with 16K RAM for AIM/SYM/KIM	\$325.00	3
TCB-101-32	Dram Plus with 32K RAM for AIM/SYM/KIM	395.00	3
TCB-108	Floppy Plus (Available second quarter)	*	3
TCB-109-16	SuperMate with 16K RAM for OSI superboard	375.00	3
TCB-109-32	SuperMate with 32K RAM for OSI Superboard	445.00	3
TCB-110-16	1st Mate with 16K RAM for PET/CBM	395.00	3
TCB-110-32	1st Mate with 32K RAM for PET/CBM	475.00	3
TCB-111	Micro Plus with 3K RAM	375.00	3
TCB-112	Video Plus with 3K RAM	325.00	3
TCB-113	Mother Plus	125.00	2
TCB-115-A	Proto Plus assembled and tested	75.00	1
TCB-115-B	Proto Plus bare board	50.00	1
Options			
TCX-910	4K Memory Option for Micro/Video Plus	50.00	1
TCX-911	Communications Option for Micro/Video Plus	50.00	1
TCX-922	Expansion Cable for AIM/SYM/KIM	20.00	1
Power Supplies and Enclosures			
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TCP-213	AIM Plus Power Supply and Enclosure	150.00	8
TCE-302	AIM Enclosure	50.00	3
TCE-303	Card Cage Plus for use with Mother Plus	25.00	2
Software EPROMs			
TCM-601	MicroMon 1 basic Micro Plus	35.00	1/2
TCM-602	MicroMon 2 advanced Micro Plus	35.00	1/2
TCM-603	MicroMon 3 editor/assembler	*	1/2
TCM-620	ASK Video Software for old Video Plus	35.00	1/2
TCM-621	ASK Video Software for new Video Plus	35.00	1/2
TCM-622	Character Generator for Micro/Video Plus	35.00	1/2
Documentation (included with purchase of boards)			
TCB-101-D	Dram Plus	10.00	1/2
TCB-108-D	Floppy Plus*	10.00	1/2
TCB-109-D	SuperMate, Dram for OSI Superboard	10.00	1/2
TCB-110-D	1st Mate, Dram for PET/CBM	10.00	1/2
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TCB-113-D	Mother Plus	5.00	1/2
TCB-115-D	Proto Plus	5.00	1/2
AIM 65 by Rockwell			
TCS-403-1	AIM 65 with 1K RAM	425.00	5
TCS-403-4	AIM 65 with 4K RAM	475.00	5

*Note: Floppy Plus and MicroMon 3 will be available second quarter 1981.

Shipping Table

Country	First Pound	Additional Pounds
United States	\$ 2.00	\$.40
Canada	\$ 4.00	\$1.00
Europe & South America	\$10.00	\$4.00
Other Countries	\$10.00	\$6.00

The prices in this catalog are effective 1 March 1981 and supersede any and all other prices and are subject to change without notice. The price listed is for US/Canada only. All other countries must add 10% to the total price to cover costs incurred in processing overseas orders.

All products, with the exception of the AIM 65, carry a limited one-year warranty.

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MICRO

PET Vet

By Loren Wright

Commodore Shows

Commodore's idea for public shows seems to be a great success. As I write this in early February, there has already been one in Philadelphia, December 13-14, 1980. By the time this issue reaches you there will have been another in Boston, February 7-8, 1981. A third is planned for New York, but a definite date has not yet been set.

While Commodore obviously sponsors these shows to attract new customers, particularly business customers, the shows can be very useful to Commodore's old customers. New products, such as the VIC 20, OZZ, and Wordcraft 80 are on display.

Many Commodore-supporting companies, particularly those from the show's local area, have displays. In Philadelphia, there were hourly drawings for Commodore watches, calculators, thermostats, and even a PET. A magician entertained the children, while they weren't playing computer games. Philadelphia Phillies' shortstop Larry Bowa made an appearance, signing autographs and participating in one of the drawings. I was particularly impressed with the great number of computers Commodore provided for its co-exhibitors and for public use.

PET and the GPIB

The PET continues to be one of the least expensive IEEE-488 bus controllers available, if not *the* least expensive. Most PET owners are unaware of its full capability. Devices compatible with the bus [which is also called GPIB and HPIB] continue to increase in number and decrease in cost. Hewlett-Packard, Tektronix, and Fluke, are some of the better-known companies that manufacture GPIB devices. These include meters, frequency counters, timers, plotters, spectrum analyzers, and many others.

Communication with GPIB devices is as easy as using the Commodore cassettes, printer, and disk units. The BASIC commands are essentially the

Function	ASCII	Reverse Field Character	Keyboard Combination
BELL	7	g	
DELETE LINE	21	u	ESC, RVS, K
ERASE to BEGINNING of line	150	V	LS, ←, 3
ERASE to END of line	22	v	←, Q, 4
GRAPHICS screen	142	N	LS, ←, 3
INSERT line	149	U	SH, ESC, RVS, K
SCROLL DOWN	153	Y	LS, ESC, K
SCROLL UP	25	y	
SET BOTTOM	143	O	SH, Z, A, L
SET TOP	15	o	Z, A, L
SET TAB/CLEAR TAB	137	I	
TAB	9	i	
TEXT screen	14	n	

SH = either shift

LS = left shift

All digits are on the main keyboard, not the numeric keypad.

same. If the PET's machine language subroutines are used properly, bus transactions can be faster and more efficient.

Commodore BASIC Version 4.0: User's Reference Manual, published by Commodore, is a worthwhile addition to your library, if only for its "Appendix H", covering the various GPIB machine language routines and how to use them. *PET and the IEEE-488 Bus (GPIB)*, mentioned in an earlier column, is probably a better starting point, though.

Readers who have had experience using the PET with GPIB devices are encouraged to write about their particular applications and experiences. Shorter contributions will be combined in a future PET Vet column, while longer ones will be considered for publication as articles.

Other topics I'm considering for future columns are:

1. Memory expansion—what is the potential and what is commercially available?
2. Character set substitution—yes, it is possible, there are commercial substitutes available, and you can design and make your own!
3. Fixing an Old PET—they're great machines, once you fix a few things, and more and more are becoming available used at attractive prices.

I would like reader comments on these topics and suggestions for others. Please address correspondence to:

Loren Wright
MICRO, The 6502 Journal
P.O. Box 6502
Chelmsford, MA 01824

8032 Screen Functions

At least three articles have been published describing the various features of the CBM 8032: "Butterfield Reports: The 8032" by Jim Butterfield, *Compute #5*, July/August, 1980; "New Additions to the Commodore Line" by Robert W. Baker, *Kilobaud Microcomputing*, July, 1980; and "Programmer's Notes for the CBM 8032" by Roy Busdiecker, *Compute #7*, November/December, 1980. I have been using an 8032 for the last three months [thanks to Commodore] and have found the new screen features very useful. However, I find it difficult to remember which characters go with which functions.

There are three ways to implement the 8032 screen functions:

1. Print the appropriate ASCII characters using PRINT CHR\$(xx).
2. Include the appropriate reverse field character in a string by preceding it with the ESC and RVS keys.
3. Some of the functions can be accessed directly from the keyboard by pressing the right three or four keys simultaneously.

GALAXY SPACE WAR I

Galaxy Space War I* (WAR1) is a game of strategy in which the player has complete control of his space fleet's tactical maneuvers. Each fleet battles its way toward the opponents galaxy in an attempt to destroy it and win the war. WAR1 simulates the actual environment encountered in a space war between two galaxies. Optimum use is made of Apple's high resolution graphics (HIRES) and colors in displaying the twinkling stars universe, the colored ships of each fleet, long range sensors colored illuminations, and the alternating blinking colors used in battles between ships. Complementing HIRES are the sounds of war produced by Apple's speaker.

WAR1 is played between Apple and a player or between two players. You may play with total knowledge of each others fleet or only ships sensor knowledge of the opponents fleet. Each player builds his starting fleet and adds to it during the game. This building process consists of creating the size and shape of each ship, positioning it, and then allocating the total amount of energy for each ship.

During a player's turn he may dynamically allocate his ships total energy between his screen/detection and attack/move partitions. The percentage of the total energy allocated to each partition determines its characteristics. The screen/detection partition determines how much energy is in a ship's screens and the detection sector range of its short range sensors. The attack/move determines the amount of energy the ship can attack with, its attack sector range, and the number of sectors it can move in normal or hyperspace.

When an enemy ship is detected by short range sensors, it is displayed on the universe and a text enemy report appears. The report identifies the ship, its position, amount of energy in its screens, probable attack and total energy, a calculated detection/attack/move range, and size of the ship. Also shown is the number of days since you last knew these parameters about the ship. When a ship's long range sensor probes indicate the existence of an enemy presence at a sector in space, this sector is illuminated on the universe.

An enemy ship is attacked and destroyed with attack energy. If your attack energy breaks through his screens, then his attack energy is reduced by two units of energy for every unit you attack with. A text battle report is output after each attack. The program maintains your ship's data and the latest known data about each enemy ship. You may show either data in text reports or display the last known enemy positions on the universe. You can also get battle predictions between opposing ships. The text output calculates the amount of energy required to destroy each ship for different energy allocations.

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*Software Reviews: Apple Orchard (12/80); The Book (1/81); Creative Computing 4/81

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SOFTWARE FOR THE APPLE II*

ISAM-DS is an integrated set of Applesoft routines that gives indexed file capabilities to your **BASIC** programs. Retrieve by key, partial key or sequentially. Space from deleted records is automatically reused. Capabilities and performance that match products costing twice as much.
\$50 Disk, Applesoft.

PBASIC-DS is a sophisticated preprocessor for structured **BASIC**. Use advanced logic constructs such as **IF...ELSE...**, **CASE**, **SELECT**, and many more. Develop programs for Integer or Applesoft. Enjoy the power of structured logic at a fraction of the cost of **PASCAL**.
\$35 Disk, Applesoft (48K, ROM or Language Card).

DSA-DS is a dis-assembler for 6502 code. Now you can easily dis-assemble any machine language program for the Apple and use the dis-assembled code directly as input to your assembler. Dis-assembles instructions and data. Produces code compatible with the S-C Assembler (version 4.0), Apple's Toolkit assembler and others.
\$25 Disk, Applesoft (32K, ROM or Language Card).

FORM-DS is a complete system for the definition of input and output forms. **FORM-DS** supplies the automatic checking of numeric input for acceptable range of values, automatic formatting of numeric output, and many more features.
\$25 Disk, Applesoft (32K, ROM or Language Card).

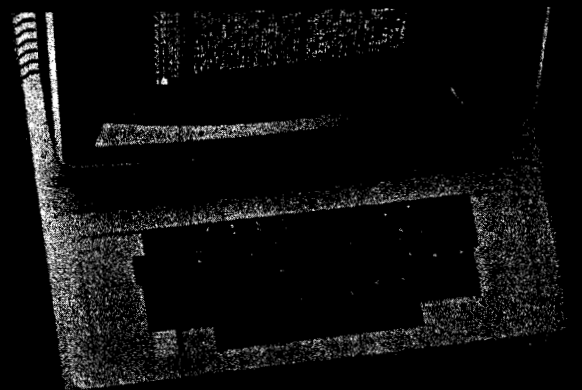
UTIL-DS is a set of routines for use with Applesoft to format numeric output, selectively clear variables (Applesoft's **CLEAR** gets everything), improve error handling, and interface machine language with Applesoft programs. Includes a special load routine for placing machine language routines underneath Applesoft programs.
\$25 Disk, Applesoft.

SPEED-DS is a routine to modify the statement linkage in an Applesoft program to speed its execution. Improvements of 5-20% are common. As a bonus, **SPEED-DS** includes machine language routines to speed string handling and reduce the need for garbage clean-up. Author: Lee Meador.
\$15 Disk, Applesoft (32K, ROM or Language Card).

(Add \$4.00 for Foreign Mail)

*Apple II is a registered trademark of the Apple Computer Co.

Apple Monitor Extender



APPLE II 16K, CASSETTE

This utility program works in complete harmony with the Apple monitor to extend your computer's capability and help you use the full power of machine language programming.

Screen display shows memory in HEX, ASCII or BINARY. Move data anywhere in memory without regard to direction or overlapping and read or write any sector on disk. Insertions may be in HEX or ASCII so you can easily format high speed text displays without conversions.

Study, modify or disassemble any program, complete with labels. Several programs may be combined, and the entire disassembled text file stored on disk/tape for later assembly.

The slow listing feature steps through listings with ease.

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MICRO

Microbes and Updates

Mike Rowe
Microbes & Updates
P.O. Box 6502
Chelmsford, MA 01824

Robert Babcock of McKeesport, Pennsylvania tells us: In the "Microbes and Updates" section of the September 1980 issue of MICRO, page 48, Mr. Wendall Malpass suggested variations to two of the programs, "Clear" and "Mover" which were contained in my article "Sharpen Your Aim" (19:37). The suggested variations can cause unwanted additions to the prompting messages in the operation of the programs.

The prompt generation routines from "Mover" shown below are taken from the AIM monitor and depend upon the most significant bit of the last character in a message having a 1 value to terminate the message.

```
02B8 B9 LDA 02C6,Y
02BB 48 PHA
02BC 29 AND #7F
02BE 20 JSR E97A
02C1 C8 INY
02C2 68 PLA
02C3 10 BPL 02B8
02C5 60 RTS
(M)=02C6 4F 4C 44 A0
( ) 02CA 4E 45 D7 00
```

In the sequence starting at 02CA (4E 45 D7) (N E W), the D7 signifies both the letter W and also the fact that it is the last character in the string.

Operation of the routine to generate the word "NEW" would be as follows. First, the value of the Y register would be set at 04 prior to calling the subroutine starting at 02B8. The first entry (4E) is obtained and placed on the stack. The MSB is stripped by the AND 7F, the character is displayed and Y incremented. The original entry is then pulled from the stack and tested by the BPL 02B8 step. Since the MSB is 0, then the program returns to load the next value 45. The process is repeated and returns to obtain the third entry

D7. Stripping the MSB yields 57 to generate the correct display character, but this time when pulled from the stack and tested the 1 in the MSB causes a drop out of the loop and consequently a termination of the message.

Changing the D7 to a 57 as suggested leaves the end of the message at the mercy of following entries until an entry containing a 1 in the MSB is found.

This is a compact method of generating messages since no additional locations are needed to indicate end of message and no counting of steps for that purpose is required.

From Baldwin L. Troutman of Bedford, Massachusetts: Refer to Mr. Charles W. Hall's letter in the December 1980 issue of MICRO; he is quite correct in saying that Applesoft will accept commas in strings if they are inclosed in quotation marks. However, if you write these strings into a disk file, when you try to read them back using the input statement, you get the familiar "extra ignored" message, and Applesoft does just that, and doesn't input anything after the comma into memory from the disk. So if one is inputting strings into a disk file, the quotation marks won't work with commas.

Phil Burcher of Alexandria Virginia sent this update to his article: Your sharp-eyed readers have noted some minor omissions in my article "Biorhythm, An AIM BASIC Programming Exercise", in MICRO Issue No. 29, October 1980.

In the short program to check the days between dates calculation on page 29:52, line 585 was omitted. Here's the way it should have been.

```
LIST585 - 610
585 PRINT!"THERE AR
E";53
590 PRINT!"DAYS BET
WEEN",M1;"",D1"";
Y1;"AND"
600 PRINT!M2;" / 1/"
;Y2
610 GOTO10
```

In lines 1252 and 1251, the program checks for zero crossings, "critical days". It does this by checking for dots (periods). Unfortunately, the dots were lost in reproduction. Using the program as printed makes every day a critical day printing "C" rather than the date. Lines 1251 and 1252 should read:

```
LIST1251 - 1252
1251 IFI$ = "." THENI
$ = STR$(J):GOTO1290
1252 IFRIGHT$(I$,1)
= "." THENI$ = "C":LC = - 1
:GOTO1260
```

Louis K. Bell of Augusta, Georgia sent this update: R.M. Mottola's program in your August issue (27:53) was too good to modify—but I did!

My modifications (mostly) are lines 182-199 (which I added). I "discovered" CALL-418, which disassembles 20 instructions in Applesoft.

You may wish to share with your readers my modification and my use of CALL-418.

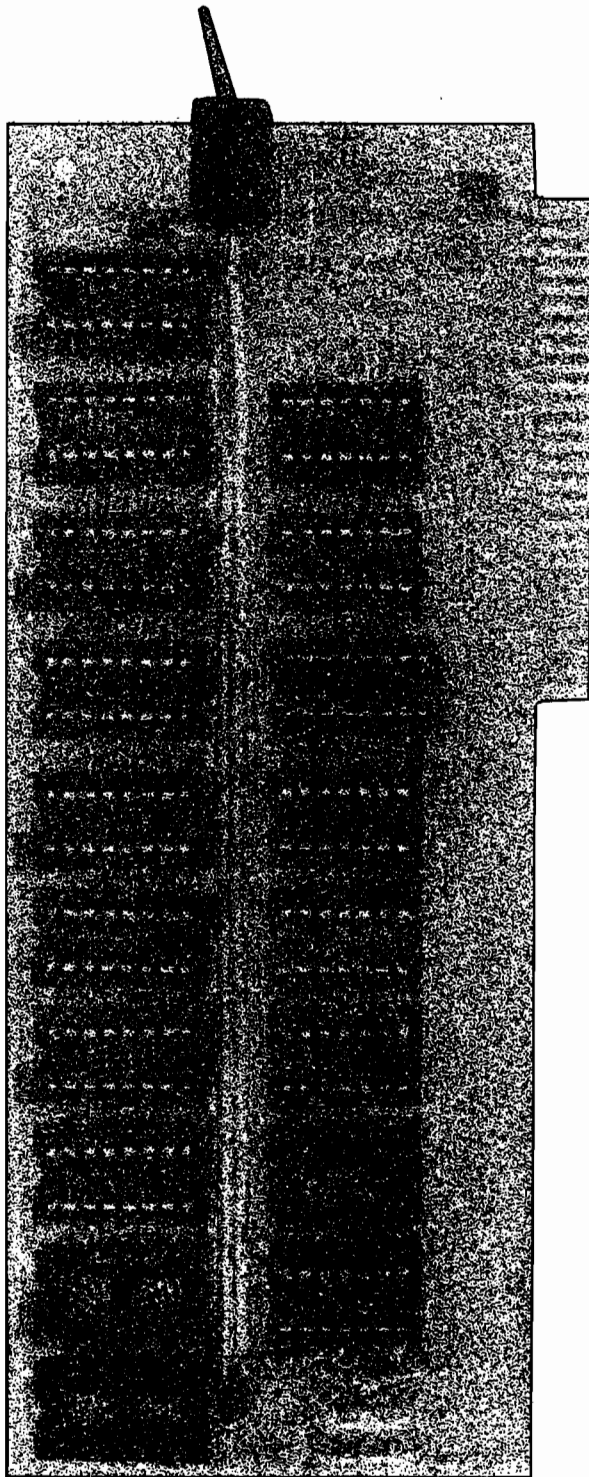
```
]LIST 182,199

182 POKE 58,0: REM LO
183 POKE 59,3: REM HI
184 HOME
185 CALL - 418: REM
DISASSEMBLER
186 VTAB 14: CALL - 958: REM
CLEAR LINES AFTER RTS
187 HTAB 10: VTAB 16: IN-
VERSE : PRINT "CONVER-
SION ROUTINE": NORMAL

189 HTAB 1: VTAB 23: GET R$
190 POKE 58,249: REM LO
191 POKE 59,234: REM HI
192 HOME : CALL - 418
193 PRINT : HTAB 12: INVERSE
: PRINT "MONITOR
ROUTINE": NORMAL :
HTAB 1: GET R$
199 GOSUB 600

]LIST 600

600 HOME : PRINT : PRINT
TAB(7
)"FLOATING POINT CON-
VERSIONS
": RETURN
```



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MICRO

Microprocessors in Medicine: The 6502

By Jerry W. Froelich, M.D.

Information Transfer—Introduction

One of the principle reasons for the length, and thus the cost, of hospitalization is the time it takes to diagnose. The vast quantity of laboratory and radiological data acquired must be rapidly relayed to the managing physician before the data can be utilized to make the diagnosis. This column and the one to follow will describe how microprocessors rapidly distribute radiological data.

Rapid Telephone Access System

Rapid Telephone Access System (RTAS) was developed by Sudbury Systems Incorporated of Sudbury, Massachusetts. The system resulted from studies of the critical delays which occurred in obtaining radiological reports. RTAS provides the physician with rapid access to a dictated radiological report from any location via the public telephone network.

The report is dictated in the usual manner, permitting the radiologist to concentrate on films with minimal mechanical distractions (figure 1). Each report is stored on its own recorpak, a modular tape unit (figure 2 and figure 3; R), and is available for the referring physician to hear immediately after dictation. The physician simply dials the system and hears the actual dictation instantly; thus, the delay between dictation and transcription/distribution is minimized. A typist can also access the record to produce a permanent copy of the report for the patient's chart.

Description of RTAS

Hardware—Two versions of RTAS exist. The initial system is based on the 6502 microprocessor. The newest version, being installed now, will be discussed at the end of this article.

Like any information system, RTAS coordinates three basic operations: input, output, and storage.

Dictation—The radiologist dictates the report in the usual manner using a dictation handset with direct hardware connections to the computer. The radiologist's dictation unit can record, play back, stop, and review, as in a standard dictation machine. A keyboard is used to enter the patient's identification code and to specify the mode of operation (e.g., dictation or recall).

Storage—Reports are stored in a central memory consisting of recorpaks: separate, independently controlled, miniature tape recorders which

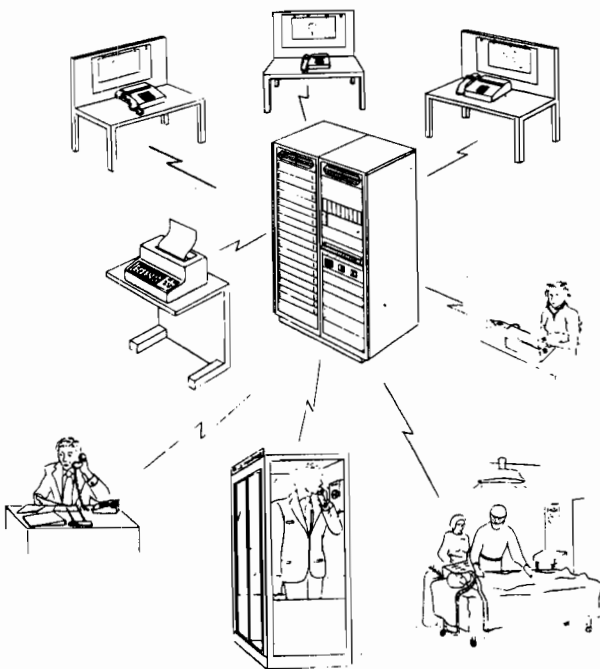


Figure 1: RTAS — Radiologists dictate using a standard dictation handset. Reports are stored in a central computer-controlled Recorak. Reports can be heard by the referring physician from any telephone. A typist or an automatic typewriter (for negative reports) produces a written copy for the patient chart. Housekeeper produces management statistics and report status. (This figure used with permission of CRC Critical Reviews in Clinical Radiology and Nuclear Medicine, CRC Press of Boca Raton, Florida.)

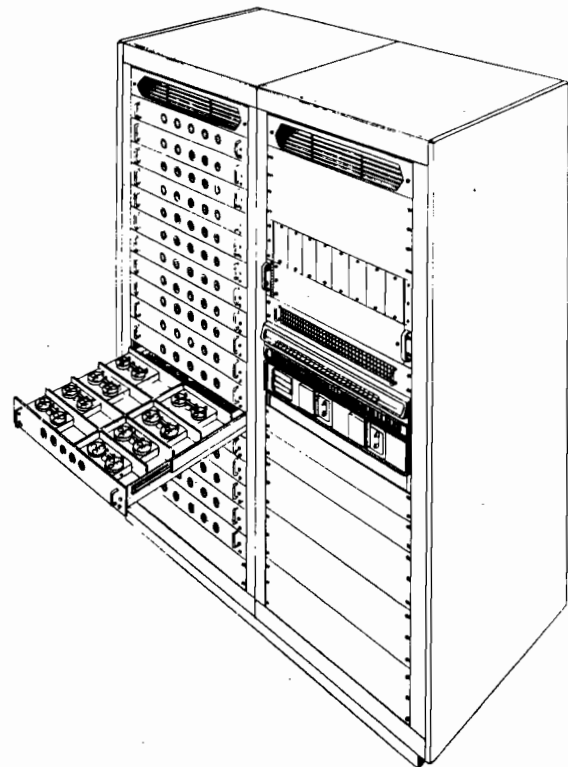


Figure 2: System Recorak on left and Compurak on right. Recorak consists of multiple independently controlled audio tape Recorpaks with a separate report on each Recorpak. This allows for simultaneous dictation and telephone access for multiple reports. Compurak contains computer controller, interfaces, and associated electronic circuits. (This figure used with permission of CRC Critical Reviews in Clinical Radiology and Nuclear Medicine, CRC Press of Boca Raton, Florida.)

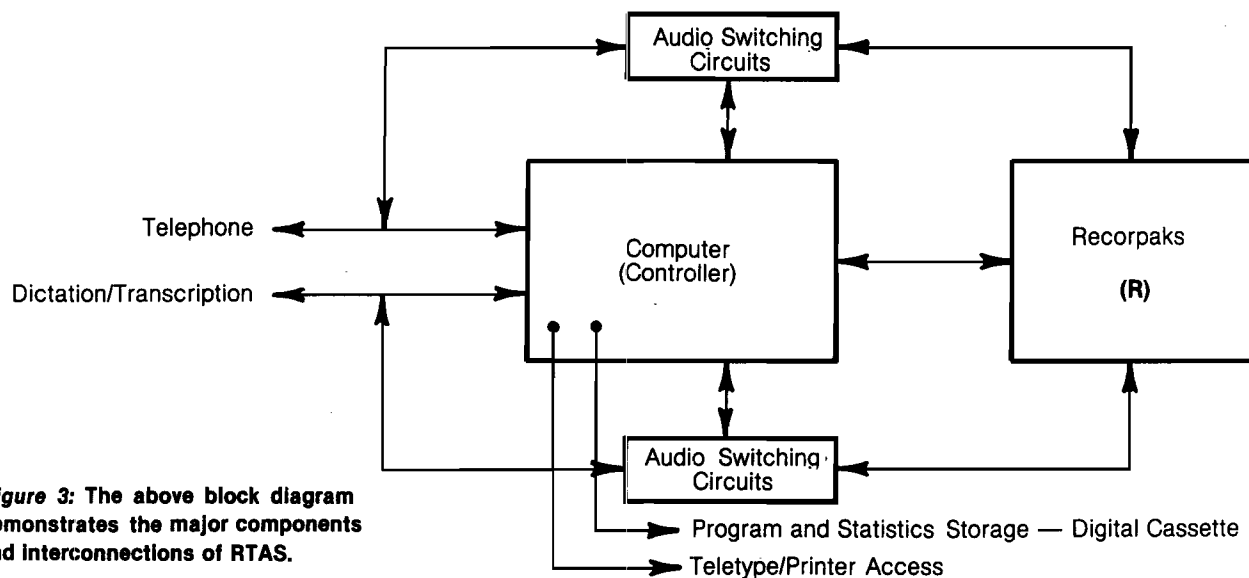


Figure 3: The above block diagram demonstrates the major components and interconnections of RTAS.

are capable of holding five or more minutes of recorded information. Each report is contained on its own recorpak, thus allowing simultaneous and multiple access. Sets of eight recorpaks are assembled in a single, slideout drawer, as shown in figure 2. A full unit contains 16 of these drawers or 128 recorpaks.

Access—The referring physician can access RTAS through a standard touchtone phone. Once the phone is connected to the computer, the patient identification number is entered via the phone pad and the proper recorpak is connected to the phone line, via an audio switching unit.

A transcriptionist retrieves reports for typing through a dictation unit equipped with a conventional footpad and earphone. RTAS keeps track of every report with three parameters: (1) access by transcription unit, (2) an end-of-dictation marker placed on the tape at the end of the dictated report, and (3) termination notice (to computer) when transcription is complete.

Control—The input, output, and storage of RTAS is monitored by a controller, comprised of an audio switching unit and a computer, the 6502 microprocessor.

The switching unit channels the signals it receives from one of the access units (including telephones) to the appropriate recorpak (figure 3). The microprocessor directs operations and stores the information needed to locate the reports. The program is stored on a magnetic tape cassette. This allows reloading the program in case of power failure or mechanical problems.

When the input unit signals RTAS that the radiologist is about to enter a new report, the computer assigns an empty recorpak to the patient's identification code. As long as a report is stored in the system, a file is maintained within the computer.

The computer keeps track of the date and time of a report and its dictation status. If the supply of empty recorpaks becomes short, the system will erase old reports, replenishing the reservoir of recorpaks.

When an output signal is received by the controller, it first searches its file of stored data for the recorpak location. If several reports are listed under the same ID code, the computer arranges their access in chronological order, the most recent first and then plays them sequentially. Only one person can access any particular recorpak at one time.

Future of RTAS

A new version of RTAS is being developed. The new RTAS will digitize [A/D conversion] and compress the voice/report and store it on an 80-megabyte disk. A typical system will have four 80-megabyte disks with 360 minutes of report on each disk.

When the reports are replayed, the voice is decompressed and converted to an analog signal [D to A conversion]. This allows a high signal-to-noise ratio and eliminates wow, flutter, and tape hiss. By digitizing the voice and storing it as digital data, any report can be accessed at any time by any number of users. The new RTAS no longer needs switching devices and mechanical recorders to record or play back the reports.

Summary

RTAS provides rapid access to dictated reports. Although its use to date has primarily been in radiology, it is by no means limited to this field. Other potential applications include: pathology, cardiology, hospital administration, business information retrieval, and flight information for airline companies.

Correspondence

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Bibliography and Acknowledgement

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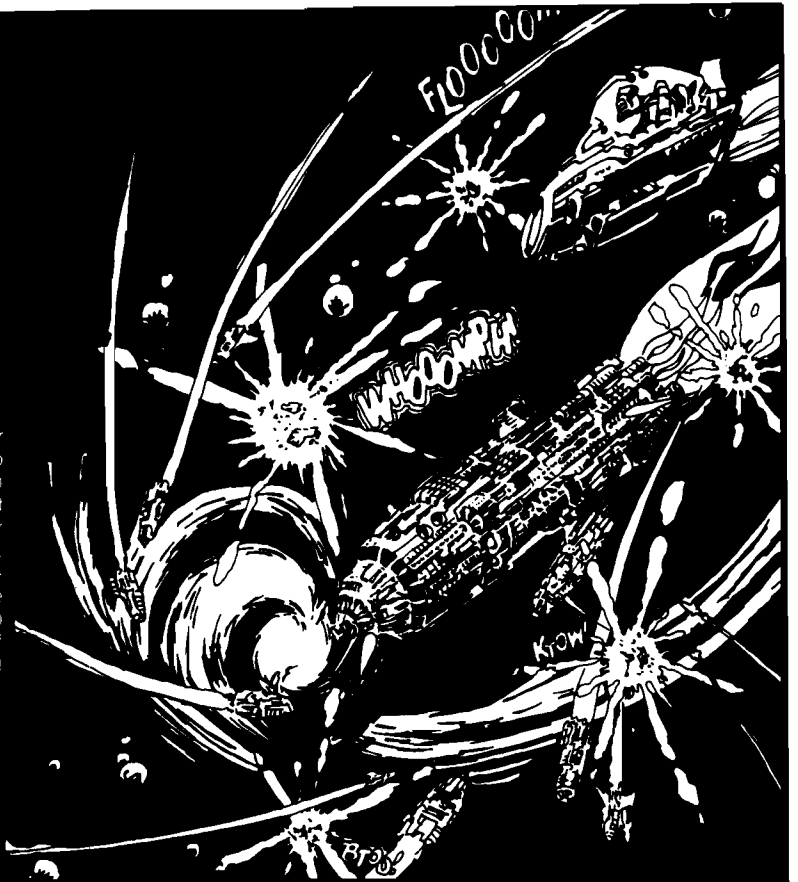
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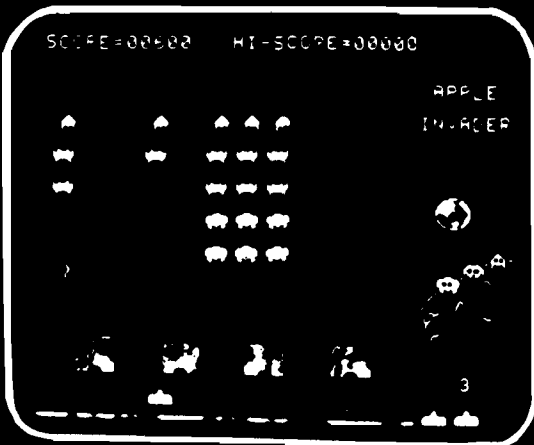
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The 6502 Dream Machine

The new generation of 16-bit microprocessors includes upgraded versions of currently popular processors with one important exception. Here is a proposal for a super-6502 as imagined by a software expert.

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My first experience with a microcomputer was the Zilog Z-80. After all the hype surrounding the chip I was quite disappointed in it. My problem, you see, was that I was used to a somewhat larger computer, such as a PDP-11. I then took a job which required me to work on an Apple II microcomputer. The Z-80 was bad enough, but now I was restricted to 8-bit registers! Needless to say, the powerful 6502 zero page addressing modes more than made up for the lack of 16-bit registers. Still I couldn't help but think, "It sure would be nice to have an HL register pair on this thing." Compromise seems to be the mainstay of chip manufacturers—each chip has its own features, both good and bad.

Lately, however, semiconductor manufacturers have begun listening to the users of their products. The results have been quite encouraging. Intel with their 8086/8088/IAPX286/IAPX432 microprocessors, Motorola with the 6809 and 68000 microprocessors, and Zilog with the Z8000 are definitely paving the way for the new breed of microcomputers. These chips are designed with software development costs in mind. This means the new processors are easier to program and lend themselves to code generation by compilers and other systems rather well.

One nice thing about these new processors is the fact that they are loosely based on their 8-bit brothers which preceded them. The user of an Intel 8080 can view the 8086 as an extremely upgraded 8080 with considerable power. The same holds true for the users of Motorola's 6800 and Zilog's Z-80. It's a real shame that the 6502 user cannot look forward to the 6516 or a "65000" but will have to adapt to the 6809 or 68000 instead. Even though the 6800 family and the 6500 family are quite similar to one another, the change over is not trivial. For example, the zero page indexed addressing modes which give the 6502 much of its power are not available on the Motorola parts. Obviously a 16-bit or pseudo 16-bit 6500-type machine would be highly desirable.

Simple expansion of the 6502's instruction set can be done without going to a new chip. It is possible to add instructions to the 6502 by trapping out invalid opcodes using external decoding ROMs and microcontrollers. In fact, Apple Computer has done exactly that with their new Apple III computer. But adding instructions to the instruction set isn't nearly as useful as adding addressing modes, as well as an orthogonal instruction set. An orthogonal instruction set means that all of the instructions (if applicable) can use all of the available addressing modes. Most manufacturers now realize this and support an orthogonal instruction set on their newer processors. By far the best improvement which can be made to the 6502 is providing it with an orthogonal instruction set.

To begin the discussion of a "dream machine" one must first start with the processor model. My processor model is loosely modeled after the 6516 processor model described in tech notes #34 and #36 from Synertek. My processor model appears in figure one.

This model contains ten registers, a 16-bit accumulator which can be split into two 8-bit registers (AH and AL), a 16-bit accumulator extension (AX), three general purpose/index registers, a hardware stack pointer (SP), the program counter (PC), a direct page register (DP), a mode register (Q) and the processor status word (PSW). Additionally each bit in the PSW can be treated as a 1-bit register. The X, Y, Z, SP, and PC registers are all sixteen bits long, the DP, Q, and PSW are eight bits long, and the accumulator can be treated as two 8-bit registers, one 16-bit register, or one 32-bit register (including the accumulator extension).

The X, Y, Z, SP, and PC registers can be used as index registers. In fact this is the primary purpose of the X, Y, and Z registers. SP is the hardware stack pointer where return addresses, etc. are kept. PC is the omnipresent program counter. The accumulator can be broken up into 5 registers. AL is an 8-bit register corresponding to the low order eight bits of the accumulator. AH is an 8-bit register corresponding to bits 8-15. AC is the 16-bit register comprising both AL and AH. AX is the accumulator extension which is a 16-bit register. ACX, or extended accumulator, is the 32 bits made up of AC and AX. AL corresponds to the accumulator in the 6502 register set.

DP is the direct page register. Remember zero page addressing? It only takes two bytes for instructions using this addressing mode. The only problem is that the zero page addressing mode can only refer to 256 bytes. In the 6516 the term "zero page addressing" was changed to "direct page addressing." The direct page register is used to specify which of the 256 pages in memory are to be used for the "direct page addressing mode." This means that all locations in memory can be referred to as a zero page location if the direct page register is properly set up.

The "Q" register is a collection of bits, much like the PSW, which controls the mode of some of the registers. Since compatibility with the 6502 is highly desirable, some method of using the X, Y, and SP registers as 8-bit registers must be provided for (remember, some algorithms executing on the 6502 rely upon the 8-bit wrap-around effect). The accumulator can already be treated as an 8-bit register (e.g., AL) so it does not have to be handled specially. The Q register contains a bit for the X, Y, and SP registers as well as memory. If this bit is set, then the corresponding register will be treated as a 16-bit register. If the corresponding bit is reset, then the register will be treated as an 8-bit register. The memory bit is used for such instructions as INC, DEC, ASL, etc. In the 8-bit mode the high order bytes of the X and Y register are ignored.

The stack pointer's high order byte specifies the page in which the stack is to reside (similar to the direct page register for the zero page addressing mode). A fifth bit in the Q register specifies the direction used for auto-increment/decrement. This feature will be described later. The remaining three bits in the Q register are undefined. If a chip of this design ever hits the layout boards I will leave it to the designers to dream up applications for these bits.

The PSW is almost identical to the 6502's PSW except that the undefined bit in position five will be defined to be a user flag/boolean accumulator. In addition, the PSW can be treated as a normal 8-bit register: it can be loaded, stored, transferred, exchanged, etc. Additionally, each bit in the PSW can

be treated as a 1-bit register. For example, if the accumulator were loaded from the carry flag, the current contents of the carry flag would appear in bit position zero and all other bits in the accumulator would be set to zero. Likewise, if the accumulator were stored in the carry flag, the current value in bit position zero would be transferred to the carry flag and all other bits would be ignored. This scheme would also allow any condition code flag to be transferred to any other. For example transferring the Z flag (ZF) to the decimal flag is a valid operation.

Now that the processor model is defined, the instruction set can be likewise defined. Basically the only way to get data out of the 6502 is with a store instruction. Data can be brought into the 6502 with a large variety of instructions. For example, LDA, ADC, AND, SBC, ORA, XOR, etc. All take data from main memory, bring it into the 6502, operate on it, and leave the modified data in the 6502. Since we want an orthogonal and consistent instruction set there should be just as many ways of storing data into main memory as there is to load data into the 6502.

This brings up the concept of providing both a destination operand and a source operand in an instruction. On the 6502 the destination (for a load type operation) is usually the accumulator. The new processor should be capable of loading and storing data for most operations. And that brings us to the first "new" instruction: MOV. MOV uses the syntax:

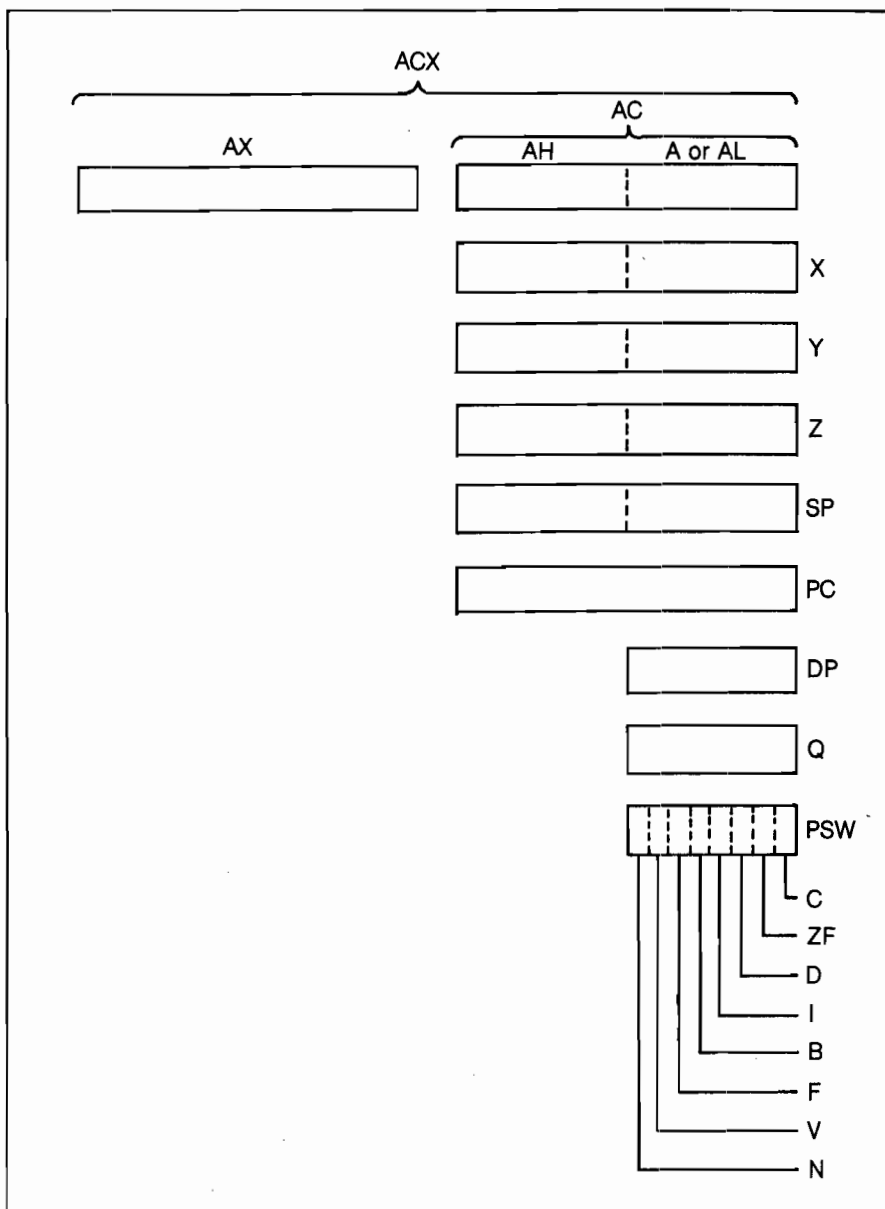
MOV < SOURCE > , < DESTINATION >

The source operand specifies where the data is coming from, and destination specifies where the data is going to. LDA and STA are easily simulated using this instruction.

MOV AL, MEM STORES ACC (8-BITS) INTO MEMORY
 MOV MEM, AL LOADS THE ACC (8-BITS) FROM MEMORY

The 6502 transfer instructions can also be simulated as follows:

MOV A,X SAME AS TAX
 MOV X,A SAME AS TXA
 MOV A,Y SAME AS TAY
 MOV S,X SAME AS TSX



The MOV instruction also replaces all of the set and clear flag instructions:

```
MOV #1,C SEC
MOV #0,C CLC
MOV #0,V CLV
MOV #1,D SED
MOV #1,I SEI
```

Plus all kinds of combinations not possible on the 6502 are valid (see example 1):

simulates the 6502 BIT instruction (sort of). When the condition code flags are specified, interesting things can happen:

```
OR C,ZF OR CARRY AND ZERO FLAGS,
LEAVE RESULT IN THE ZERO
FLAG
AND ZF,F LOGICALLY AND Z AND F
XOR N,V CHECK FOR SIGNED
OVERFLOW
```

Group One: ADC ADD AND CMP
EOR/XOR EXC OR SBC SUB

Group Two: ASL/LSL ASR LSR ROL
ROR RRC RLC INC DEC

Group Three: BRA BCC/BLT
BCS/BGE BEQ BNE BMI BPL BVS
BVC BGT BLE BSB

Group Four: NOP BRK SW0 SW1
LOCK ESC SYNC

Example 1

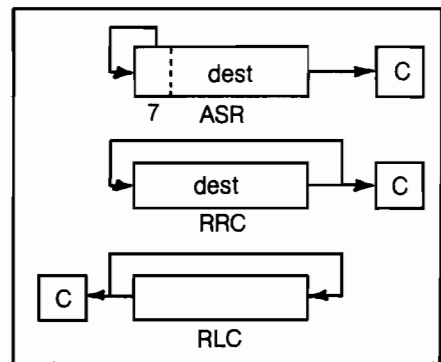
```
MOV #1,B SET BRK FLAG
MOV #0,B CLEAR BRK FLAG
MOV #1,F SET USER FLAG/BOOLEAN ACC
MOV #1,V SET OVERFLOW FLAG
MOV #80,PSW SET N FLAG, CLEAR ALL OTHERS
MOV X,Y TRANSFER X TO Y
MOV S,A TRANSFER S TO ACC
MOV AC,Z TRANSFER Z REGISTER TO AC
MOV C,A TRANSFER CARRY TO LSB A, ZERO ALL OTHER BITS (1-7)
MOV ZF,C TRANSFER CARRY FLAG TO ZERO FLAG
MOV AC,AX TRANSFER AC TO AX
MOV PSW,A TRANSFER PSW TO AC
MOV #FDED,PC JUMP TO LOCATION FDED
ETC. AD INFINITUM
```

The instructions which have no 6502 counterparts are: ASR [arithmetic shift right], RRC [rotate right circular], RLC [rotate left circular], BRA [branch always], BGT [branch if greater than, i.e., C=1, ZF=0], BLE [branch if less than or equal, i.e., C=0 or ZF=1], BSB [branch to subroutine], SW0 [system routine zero], SW1 [system routine one], LOCK [bus lock], ESC [Coprocessor call], SYNC [Coprocessor synchronization]. The last three instructions are useful for multi-tasking situations as well as future instruction set expansion. The effect of these instructions is shown in figure two.

Note that it is possible to load the PSW all at once. This will prove to be very handy. The MOV instruction can transfer any register to any other register (with a memory location being treated as a register). Obviously typing "MOV #FDED,PC" is much more tedious than "JMP FDED", but that's what macro expanders and extended mnemonics are for.

The last example is particularly useful because it allows you to simulate the signed branches available on the 6800 family devices.

At this point it would be wise to present the instruction set before considering addressing modes. The instruction set is divided into four groups. The first group requires two operands, the second group requires one operand, the third group is the relative branches, and the fourth group comprises several miscellaneous instructions.



The source/destination concept applies to several instructions, not just MOV. These other instructions include: ADD [add w/o carry], ADC, AND, SUB [subtract w/o carry], SBC, OR, XOR/EOR, CMP, and EXC. Three new instructions are ADD, SUB, and EXC. ADD and SUB allow you to perform arithmetic without first setting or clearing the carry flag. EXC exchanges the data contained in the two operands [obviously which is the source and which is the destination is of no consequence here]. A few examples will probably show the versatility of these instructions [see example 2].

The last example looks somewhat weird; how can you specify immediate data as the destination? Well, whenever immediate data is specified as the destination, the results obtained are discarded. Only the condition code flags are affected. The last example

Example 2

```
ADD MEM,A EIGHT BIT ADD MEMORY TO ACC
ADD A, MEM ADDS ACC TO MEMORY LOCATION, ACC IS LEFT
UNCHANGED
ADD #2,A ADD IMMEDIATE (8-BIT) TO ACC
ADD #2, MEM ADD IMMEDIATE (n BIT, DEPENDS UPON MEMORY FLAG
IN Q REGISTER) TO MEMORY
ADD A,X ADDS A (8-BIT) TO X REG (16-BIT)
ADD AC,X ADDS AC (16-BIT) TO X REG (16-BIT)
ADD X,AC ADDS X REG (16-BIT) TO AC (16-BIT)
ADD X,A L.O. X ADDED TO A (8-BIT)
CMP MEM,A COMPARE MEMORY TO ACCUMULATOR
CMP A, MEM COMPARE ACCUMULATOR TO MEMORY
OR #80,A OR ACC WITH #80
OR #80, MEM OR MEMORY WITH #80 (I.E., BIT SET)
AND #FE, MEM AND MEMORY WITH #FE (I.E., BIT CLR)
AND MEM,#80 BIT TEST
```

Even if the phrase gets overused, one thing which I must reiterate is the fact that an orthogonal instruction set is all important. The 6502 is woefully lacking in this respect. Some instructions allow one addressing mode but not others, while other instructions allow different addressing modes but not the same as the former instruction. Obviously the first 6502 fix-up is to allow all applicable instructions [i.e., groups one and two] to use all available addressing modes. The next fix is to add several new and useful addressing modes. The addressing modes I propose are:

REGISTER
 ABSOLUTE
 DIRECT PAGE
 REGISTER INDIRECT
 INDIRECT INDEXED
 INDEXED INDIRECT
 INDIRECT
 AUTO-INCREMENT
 AUTO-DECREMENT
 IMMEDIATE
 INDEXED
 IMPLIED
 RELATIVE

Many of these addressing modes could be combined to obtain hybrid addressing modes. For example ABSOLUTE and INDEXED could be combined to obtain the 6502 ABS,X addressing mode. Two special modes, auto-increment and auto-decrement must be used in conjunction with the indexed or register indirect modes. In the auto-increment mode, the specified index register is normally incremented after the index operation takes place. In the auto-decrement mode, the index register is decremented before the index operation takes place. If you're familiar with the way the 6502 stack works, you'll notice that this algorithm is identical. Which brings us to an interesting point.

I forgot push and pull instructions! Or did I? Since the stack pointer can be used as a normal index register and since the register indirect/auto-increment/auto-decrement modes can be used with any index register, the MOV instruction becomes our push and pull instruction. Simply tell the processor to MOV the contents of the accumulator to the location pointed at by the stack pointer, using the auto-increment mode which simulates a PLA instruction. The PHA instruction can be simulated by MOVing the data pointed at by the stack pointer after it has been decremented by one, using the register indirect/auto-decrement mode. The big advantage of going to all

this trouble to push and pop the accumulator is the fact that you are no longer forced to push just the accumulator or PSW. Any register can be pushed, any memory location can be pushed, any immediate value can be pushed, and any single condition code can be pushed. Furthermore, any one of these values can be popped as well. More information on pushes and pops as the utility of the addressing modes unravels.

The Q register contains a bit which affects how the auto-increment and auto-decrement feature works. If the bit is clear, then the auto-increment/auto-decrement feature works exactly as was just described. In this mode the hardware stack pointer is completely compatible with the 6502 stack pointer. If the auto-increment/auto-decrement bit in the Q register is set, however, the auto-increment mode causes the specified register to be incremented before the indexing operation. For the auto-decrement operation, the register is decremented after the indexing operation takes place.

One last detail on the auto-increment/decrement modes: since the processor works with both 16- and 8-bit quantities, a double increment and double decrement mode are provided.

Now that we have all of these wonderful addressing modes, how do we specify them in an assembly language program? The register addressing mode is obtained by specifying one or two registers. For example "MOV A,X" uses the register addressing mode, as does "ASL A". The defined registers follow.

8-bit operation specifiers:

A or AL Specifies the L.O. 8-bit accumulator
 AH Specifies the H.O. 8-bit accumulator
 P Specifies direct page register
 Q Specifies Q register
 PSW Specifies program status word

16-bit operation specifiers:

AC Specifies L.O. 16-bit accumulator
 AX Specifies accumulator extension
 X Specifies 16-bit X register
 Y Specifies 16-bit Y register
 PC Specifies 16-bit program counter
 SP Specifies 16-bit stack pointer

32-bit operation specifier:

ACX Specifies 32-bit accumulator

The Immediate Addressing Mode

Instructions in this class would probably range from two to as many as six bytes in length. This addressing mode is best handled on an example basis (see example 3). If the X, Y, or SP register is programmed to act as an 8-bit register, the high order byte is still loaded with the immediate data. In the case of the X and Y index registers, the high order byte is ignored; in the case of the stack pointer, the high order byte specifies in which page the stack is to reside.

Example 3

MOV #\$80,A	2-3 BYTE INSTRUCTION. LOADS \$80 INTO BITS 0-7 OF THE ACCUMULATOR.
MOV #\$80,AX	2-3 BYTE INSTRUCTION. LOADS \$80 INTO BITS 8-15 OF THE ACCUMULATOR.
MOV #\$800,AC	3-4 BYTE INSTRUCTION. LOADS \$800 INTO BITS 0-15 OF THE ACCUMULATOR.
MOV #\$800,ACX	4-5 BYTE INSTRUCTION. LOADS \$800 INTO BITS 0-31 OF THE ACCUMULATOR.
MOV r,#n	CONDITION CODE FLAGS ARE SET ACCORDING TO DATA TRANSFER. DATA IS IGNORED. NOTE: r IS ANY SOURCE, n IS ANY VALUE.
MOV #\$80,X	3-4 BYTE INSTRUCTION WHICH LOADS \$0080 INTO BITS 0-15 OF THE X REGISTER.
MOV #\$80,Y	3-4 BYTE INSTRUCTION WHICH LOADS \$0080 INTO Y REGISTER.
MOV #1,C	2 BYTE INSTRUCTION WHICH LOADS \$1 INTO THE CARRY FLAG.

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The Indexed Addressing Mode

To specify the indexed addressing mode simply follow an address with the desired index register enclosed within the square brackets. For example:

```
MOV LBL [X],A SAME AS "LDA LBL,X"  
MOV A,LBL [X] SAME AS "STA LBL,X"  
ADC LBL [Y],A SAME AS "ADC LBL,Y"  
ETC.
```

To use the auto-increment mode simply specify "+" after the index register. To specify the double auto-increment mode use a "+ +" after the index register. The auto-decrement mode is specified by using "-" instead of "+". Examples:

```
MOV LBL [X+],A  
MOV LBL [X++],A  
MOV A,LBL [X+]  
MOV A,LBL [X++]  
MOV A,LBL [X-]  
MOV A,LBL [X--]  
ETC.
```

The indirect indexed and indexed indirect addressing modes would be specified:

```
MOV A,(LBL [X])  
(6502 = "STA (LBL,X)")  
MOV A,(LBL[Y])  
(6502 = "STA (LBL,Y)")  
MOV (LBL [Y]),A  
MOV (LBL [X]),Z  
MOV (LBL [Z]),A  
MOV A,(LBL [Z])
```

Note that there are no restrictions on the usage of the registers as with the 6502. In fact you could have the strange looking but perfectly valid:

```
MOV X,(LBL [X])  
MOV (LBL [X]),X  
MOV A,(LBL [SP])  
MOV A,(LBL [SP])
```

Also, both the direct page and absolute addressing modes should be supported.

A special addressing mode has been included to handle the special case "MOV A,\$0 [X]". This addressing mode is known as "register indirect" addressing mode. It is specified as follows:

```
MOV A,[X]  
MOV [X],A  
MOV [Z],X  
MOV [Y],[X]  
ETC.
```

Note that both the source and destination can take advantage of all addressing modes at all times.

Any form of the indexed addressing mode can include the auto-increment or auto-decrement mode simply by specifying "+", "+ +", "-", or "- -" within the "[" and "]".

The Indirect Addressing Mode

At any time you can use the contents of two consecutive memory locations as an indirect address. Simply enclose the address of the first memory location in parentheses and the indirect addressing mode will be used. Examples:

```
MOV A,(ADDRS)  
MOV (ADDRS),A  
MOV (ADDRS),PC  
(6502 = JMP (IND))  
ETC.
```

The indirect indexed and indexed indirect addressing modes have already been considered.

The Relative Addressing Mode

As with the 6502, the relative addressing mode is used with the branch instructions. The jump to subroutine (JSR) also has a relative addressing mode (for when the BSB is out of range). Many readers will groan because a 16-bit relative jump has not been provided. After all, it would be nice to have relocatable code. But fear not, a relocatable jump has been provided—you just probably did not realize it.

```
ADD #LABEL - *,PC
```

does just the trick. This adds the displacement to the address "LABEL" to the program counter, thus giving you a jump relative instruction. Combined with all the other addressing modes possible, you wind up with an incredibly powerful JMP relative instruction. This concept can also be used to load relative effective addresses into any of the registers.

The Implied Addressing Mode

The implied addressing mode is only used with seven instructions. They are: NOP, BRK, SW0, SW1, ESC, and LOCK. These instructions will be discussed next.

The New Instructions

The new instructions provided in this instruction set are MOV, EXC, LSL, ASR, RLC, RRC, INC, DEC, BRA, BGT, BLE, SW0, SW1, LOCK, ESC, and SYNC. MOV has already been beaten into the ground so it will not be discussed any further here.

The EXC (exchange) command allows you to exchange data between any two operands. Besides its obvious programming benefits, such as applications in sorting, etc., this instruction is absolutely required for operating system Semaphore operations. Any multi-tasking system with device arbitration requires an instruction such as EXC.

The LSL, ASR, RLC, and RRC instructions perform the operations shown in figure two. These instructions complete the 6502 shift and rotate group. These instructions are group two instructions, requiring only one operand.

INC and DEC are used to increment any of the registers or memory. If one of the sub-accumulator registers is specified, then that register (however large) gets incremented. If the Z register is specified, then a 16-bit increment always occurs. If memory, the X, Y, or SP register is specified, then an 8-bit increment/decrement is performed if the corresponding bit in the Q register is clear, and a 16-bit increment/decrement is performed if the corresponding bit is set. At this point, unfortunately, our orthogonal instruction set breaks down as the processor cannot increment or decrement the program counter, direct page register, Q register, or PSW. Fortunately (with the possible exception of the direct page register) there is no need for this type of instruction.

BRA, BGT, BLE, and BSB are additional branches added to the basic 6502 instruction set. BRA is a branch always instruction, BGT is a branch if greater than (C = 1 and ZF = 0), BLE is a branch if less than or equal (C = 0 or ZF = 1), and BSB is an 8-bit relative branch to subroutine.

SW0 and SW1 are system software calls. They are very similar in operation to the BRK instruction, except that the PSW is not pushed onto the stack automatically, and they vector through locations \$FFF6 and \$FFF8.

The LOCK instruction causes a pin on the processor to go low throughout the execution of the following instruction. Peripheral devices and other processors on the bus must check this line and not perform any DMA or interrupt operations until the pin goes high again. This allows the EXC instruction to function as a Semaphore set, and test instruction without fear of being voided by a DMA operation.

The ESC instruction is an instruction stolen directly from the Intel 8086/8088. This instruction is basically a NOP to the processor. But an external "Coprocessor" can recognize this opcode and provide a sequence of instructions external to the processor. This allows the expansion of the instruction set with outside hardware. Uses include a hardware floating point instruction set, the missing multiply and divide instructions, or any other user-definable instruction sequence. The SYNC instruction is executed to synchronize external processors.

Instruction Set Deficiencies and Other Problems

Despite the obvious advantage of an orthogonal instruction set, some problems do surface. Group two instructions (the read/modify/write instructions) cannot operate on the PC, DP, Q, and PSW registers. Also the ACX (32-bit accumulator) can only be accessed via the MOV instruction. Other operations are undefined for this register. Additional operations are not supported, due only to the current size of the instruction set. Adding 32-bit operations would double the size of the instruction set, making this computer impractical from a hardware point of view.

The 32-bit moves are quite useful since floating point operations are typically handled via "floating point accumulators" kept in page zero. The 32-bit move instructions allow the user to easily move data into the zero page floating point accumulators from external memory. The immediate addressing mode has not been fully defined in this paper because of the problems concerning 6502 compatibility with the 8/16-bit X and Y registers. I leave that problem to the microprocessor designer to solve. Ultimately there will have to be an 8-bit MOV instruction for the X and Y registers, as there is for the accumulator. Users of the Zilog Z-80 chip will probably moan the absence of the block move and compare instructions,

as well as the bit set, test, and clear instructions. Well, the set, test, and clear instructions are provided with the AND and OR instructions.

Simulating a bit set instruction:

```
OR #%011,MEM SETS BIT TWO AND
                THREE
```

Simulating a bit clear instruction:

```
AND #%FE,MEM  CLEARS BIT ZERO OF
                MEM
```

Simulating a bit test instruction:

```
AND MEM,#%FE  TEST BIT ZERO OF
                MEM
```

The block move and compare instructions can easily be simulated using the auto-increment/decrement addressing modes. While block move and compare instructions are very useful, they are specialized instructions which do not fit into an orthogonal instruction set. As such they are not included in my instruction set. They are, however, perfect candidates for inclusion in a coprocessor instruction set.

The floating point operations, as well as multiply and divide instructions, are not provided because their utility is not high enough to warrant their inclusion in the basic instruction set. Once again, though, these instructions are so useful that their inclusion in a coprocessor's instruction set is almost mandatory. Since these operations are not required in many applications (such as controllers, word processors, etc.) forcing all users to bear the cost of the added instructions is not practical. The users who require these instructions will gladly bear the additional cost of the coprocessor.

I can say that my instruction set is totally complete, because if you have some "pet" instruction which I have not implemented you can always create a coprocessor to implement the desired instruction. This gives this processor a totally universal appeal. In fact, the first coprocessor (hypothetically) designed for this processor would simply be a unit with a writable control store, allowing users to load in their own microcode, thereby defining the applications as their current needs dictate.

About all you would really need to make this processor perfect is 20 to 24 lines of address bus, a memory

manager, and possibly a BASED addressing mode. But of course, with all these features you are talking about a gigantic chip which would be very expensive to manufacture.

Ah Yes! What About the Hardware?

Obviously a chip with the software power described in this paper is going to require more hardware sophistication than is provided on the 6502 chip. First of all the ESC, LOCK, and SYNC instructions require special pins on the processor. A pin is required to inform a coprocessor that its services are required. This pin, defined as an output signal, would become active whenever the processor determined that the ESC opcode had been encountered. At this point, the address bus would contain the address of the byte immediately following the ESC code, the R/W line would be in the READ state, and the data bus would contain the value of the byte immediately following the ESC instruction. The coprocessor(s) would look at the data on the data bus to determine a course of action.

Another pin, LOCK, would go active throughout an instruction execution if the LOCK instruction were the previously executed instruction. Peripherals and other processors on the bus would look at this signal. If active, DMA and interrupts would not be allowed. This allows Semaphore operations to occur with the proper arbitration. LOCK is an output only signal. Another pin, DMA, stops the processor whenever a bus cycle is requested from an external device. The two pins, LOCK and DMA, in conjunction with a DMA ACK signal, allow the processor to be used in a multi-processor configuration.

Another nice feature to have is the ability for external hardware to access all of the registers (eight bits at a time) on the processor chip. This would allow coprocessors to operate on the accumulator, use the indexed addressing modes, set program status, etc. A single pin, when active, would cause the processor to look at the address bus (which is now bi-directional). The low order four bits would contain a register number. If a read operation were requested, the value of the desired register would appear on the data bus; if a write operation were requested, the data on the address bus would be placed in the desired register.

High Level Language Support

All modern processors have been designed with the execution of high level languages in mind. My processor has been designed with making the task of assembly language programming much simpler. As a by-product, this processor that I have defined allows the efficient compilation of high level languages as well. The orthogonal instruction set, the auto-increment/decrement modes, and especially the ability to treat the condition codes as 1-bit registers are the main reasons high level languages are easy to support on this processor. Consider the Pascal segment:

```
If (M = N) and (L > = J) OR (R < > S)
THEN BEGIN
    L := I + K;
    M := 0;
END
ELSE M := 1;
```

If this short segment were coded up using 6502 assembly language, quite a bit of code would be required. Using the processor I've just defined, the code sequence becomes (with macros to make it look more like the 6502):

```
JMP MACRO ADDR
MOV #ADDR,PC
MEND

; IF (M = N) AND (L = J) OR (R < > S)
THEN BEGIN
;
    CMP N,M
    MOV ZF,F
    CMP J,L
    AND C,F
    CMP S,R
    EOR #1,ZF
    OR ZF,F
    BFC LBL
;
; L := I + K;
;
    MOV I,L
    ADD K,L
;
; M := 0;
;
    MOV #0,M
    JMP LBL0
;
ELSE M := 1;
;
LBL MOV #1,M
LBL0:
```

Notice how the orthogonal instruction set improves the efficiency tremendously. Since all addressing modes are available for both the source and destination operands, memory-to-memory operations are possible. Thus register usage is avoided altogether here. I cannot give you a byte count for the above sequence since I have no idea how long the opcodes are for the above instructions.

The processor I've defined can simulate a register machine as well as a memory-to-memory machine. It can also simulate a stack machine such as the P-code machine used by the UCSD Pascal System. Since the auto-increment/decrement modes allow all of the index registers (X, Y, Z, SP, and PC) to be used as stack pointers, a very powerful push down automata can be simulated. In a stack machine there is usually a stack pointer which points to the evaluation stack. All operations on a stack processor usually affect only the top one, two, or three elements of the stack. For example, an ADD instruction on a stack machine would pop the two top elements off the top of the stack, add them together, and then push the result back onto the stack. Other binary operations (AND, OR, EOR, etc.) would function in an identical manner. Monadic functions (such as negate, the shifts and rotates, etc.) operate only on the element on the top of the stack.

Thanks to the auto-increment/decrement modes and the programmable bit in the Q register, it is very easy to simulate a stack machine on the processor I have defined. First, the bit in the Q register must be programmed so that the auto-increment mode performs the indexed operation, and then increments the index register. The auto-decrement mode first decrements the index register and then performs the indexed operation. This causes the stack pointer (or other index register) to always point at the element on the top of the stack, not to the next available element. Now, to simulate a stack machine ADD instruction, one would use the instruction "ADD [SP +],[SP]". This instruction would take the element on the top of the stack, increment the stack pointer by two, and add the value to the new top of stack, leaving the result on the top of the stack. This example assumes that the memory bit in the Q register was programmed for 16 bits. If it were programmed for eight bits the "ADD [SP +],[SP]" instruction would be used. To push data onto the stack you

would use the MOV instruction. For example: "MOV #\$800,[SP -]" pushes the 16-bit constant \$800 onto the stack (assuming memory is programmed for 16 bits). Generally, one would use a register other than the hardware stack pointer for the evaluation stack. The Z register (since it has no equivalent on the 6502) is probably a good choice. Simply substitute "Z" for "SP" in the previous examples; e.g., "ADD [Z +],[Z]".

Dreaming vs. Reality

I feel that I have defined quite a nifty little processor here. Unfortunately it has been simply a mental exercise, since there are no plans in the works for implementing the 6516 or a 65000 at this time. Remember, the 6502 was originally designed as a "powerful and inexpensive" microprocessor. For its time it filled that application rather well. The 6502 was released with a \$20 price tag when the 6800 was going for \$60-\$80 and the 8080 was still \$100+. The reason the 6502 became so popular was due to its application in video games such as the Atari home video unit, etc. The 6502 "cult" which developed is probably responsible for less than 400,000 microprocessors (and that figure includes all Apples, PETs, KIMs, AIMs, SYMs, OSIs, etc.) whereas the game and low-cost controller market has been responsible for several million processors. The processor I have just defined is really overkill for the larger application, and the 500,000 or so "hobby" applications (assuming that everyone would switch to this processor—which is unlikely) simply isn't worth the effort. The semiconductor manufacturers are much better off supporting the existing line and making even more money on a sure bet.

Still it would be nice to have a couple of million dollars for development and Chuck P. working for me!

Randall Hyde is a software/hardware engineer and partial owner of Lazer Systems in Riverside, CA. He wrote the highly popular LISA interactive assembler for the Apple II and is the author of the book *Programming the Apple II Using 6502 Assembly Language*. Randy is also a consultant to Programma International, in charge of hardware development and production.

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Add inputs, outputs, and timers (6522 VIA) to your Superboard II or C1P. No wiring changes needed; it plugs into your expansion jack. Program it in BASIC or Assembly Language. Assembled & Tested \$26, Bareboards \$8, Shipping \$2.

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A full tank of fuel gives you a maximum range of about 50 miles. The computer will constantly display updates of your air speed, compass heading and altitude. Your most important instrument is the Angle of Ascent/Bank Indicator. It tells if the plane is climbing or descending, whether banking into a right or left turn.

After you've acquired a few hours of flying time, you can try flying a course against a map or doing aerobatic maneuvers. Get a little more flight time under your belt, the sky's the limit.

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Star Ship Attack—Your mission is to protect our orbiting food station satellites from destruction by an enemy star ship. You must capture, destroy or drive off the attacking ship. If you fail, our planet is doomed...

Trilogy—This contest has its origins in the simple game of tic-tac-toe. The object of the game is to place three of your colors, in a row, into the delta-like, multi-level display. The rows may be horizontal, vertical, diagonal and wrapped around, through the "third dimension". Your Apple will be trying to do the same. You can even have your Apple play against itself!

Minimum system requirements are an Apple II or Apple II Plus computer with 32K of memory and one minidisk drive. Mimic requires Applesoft in ROM, all others run in RAM or ROM Applesoft.

Order No. 0161AD \$19.95

Paddle Fun

This new Apple disk package requires a steady eye and a quick hand at the game paddles! It includes:

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Space Wars—This program has three parts: (1) Two flying saucers meet in laser combat—for two players, (2) two saucers compete to see which can shoot out the most stars—for two players, and (3) one saucer shoots the stars in order to get a higher rank—for one player only. Requires Applesoft.

Golf—Whether you win or lose, you're bound to have fun on our 18 hole Apple golf course. Choose your club and your direction and hope to avoid the sandtraps. Losing too many strokes in the water hazards? You can always increase your handicap. Get off the tee and onto the green with Apple Golf. Requires Applesoft.

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The Math Fun package uses the techniques of immediate feedback and positive reinforcement so that students can improve their math skills while playing these games:

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Spellbinder—You are a magician battling a computerized wizard. In order to cast death clouds, fireballs and other magic spells on him, you must correctly answer problems involving fractions.

Whole Space—Pilot your space craft to attack the enemy planet. Each time you give a correct answer to the whole number problems, you can move your ship or fire. But for every wrong answer, the enemy gets a chance to fire at you.

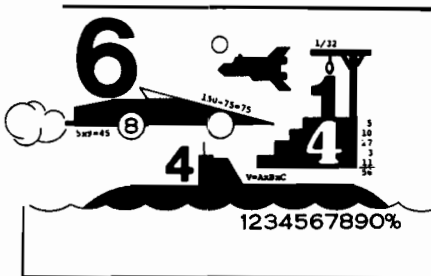
Car Jump—Make your stunt car jump the ramps. Each correct answer will increase the number of buses your car must jump over. These problems involve calculating the areas of different geometric figures.

Robot Duel—Fire your laser at the computer's robot. If you give the correct answer to problems on calculating volumes, your robot can shoot at his opponent. If you give the wrong answer, your shield power will be depleted and the computer's robot can shoot at yours.

Sub Attack—Practice using percentages as you maneuver your sub into the harbor. A correct answer lets you move your sub and fire at the enemy fleet.

All of these programs run in Applesoft BASIC, except Whole Space, which requires Integer BASIC.

Order No. 0160AD \$19.95



Skybombers

Two nations, separated by The Big Green Mountain, are in mortal combat! Because of the terrain, their's is an aerial war—a war of SKYBOMBERS!

In this two-player game, you and your opponent command opposing fleets of fighter-bombers armed with bombs and missiles. Your orders? Fly over the mountain and bomb the enemy blockhouse into dust!

Flying a bombing mission over that innocent looking mountain is no milk run. The opposition's aircraft can fire missiles at you or you may even be destroyed by the bombs as they drop. Desperate pilots may even ram your plane or plunge into your blockhouse, suicidally.

Flight personnel are sometimes forced to parachute from badly damaged aircraft. As they float helplessly to earth, they become targets for enemy missiles.

The greater the damage you deal to your enemy, the higher your score, which is constantly updated at the bottom of the display screen.

The sounds of battle, from exploding bombs to the pathetic screams from wounded parachutists, remind each micro-commander of his bounden duty. Press On, SKYBOMBERS—Press On!

Minimum system requirements: An Apple II or Apple II Plus, with 32K RAM, one disk drive and game paddles.

Order No. 0271AD (disk-based version) \$19.95



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Why Magazine Subscription Rates Go UP, UP, UP!

Due to general inflationary pressures and increased mailing costs, MICRO must increase U.S. subscription rates from \$15.00 to \$18.00 a year, effective April 1, 1981. The cover price will remain unchanged, however, so that U.S. subscribers will be saving 25% over single-copy purchases.

International Politics Brings 90% Increase in Postal Rates

Small Countries Outvote U.S. and Other Major Publishing Countries

Due to international politics, MICRO is immediately forced to introduce large increases in some foreign subscription rates. MICRO anticipated increases, but was unprepared for the magnitude of the increases in international mailing rates effective January 1, 1981. The rates previously announced by MICRO in January (MICRO 32-47) are therefore superseded by the rates given below.

The gigantic rate increases for international mail result from the Universal Postal Union's vote to increase terminal dues, dues paid from one country to another when the two exchange unequal amounts of mail. The four largest mailers—the U.S., Britain, France, and Japan—opposed the increase but were outvoted by the smaller countries.

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To save European subscribers from the full impact of the international rate increase, MICRO has engaged a European airline which will air freight the magazine to Europe and there post it by surface mail. Air Mail subscribers should receive their copies no later than the middle of each month.

MICRO will attempt to make similar arrangements for other geographic areas. If so, subscriptions made at the new rates will be extended by the amount of the savings achieved.

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MICRO

New Publications

Mike Rowe
New Publications
P.O. Box 6502
Chelmsford, MA 01824

This column lists new publications received for review and also reports on pertinent publication announcements received from book and periodical publishers. Some works mentioned here may be reviewed by MICRO at a later date.

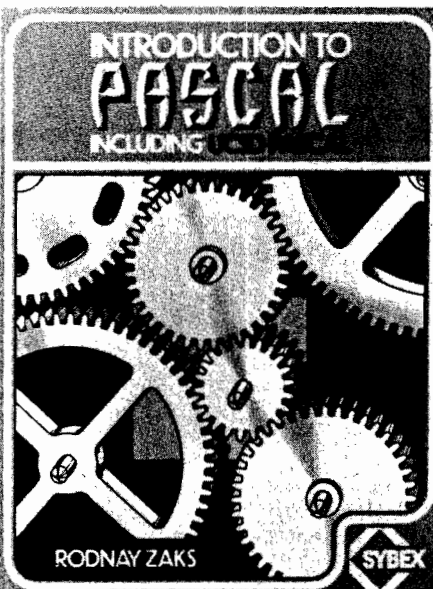
General Computer

An Introduction to Pascal (Including UCSD Pascal) by Rodney Zaks. Sybex Inc. [2344 Sixth Street, Berkeley, California 94710], 1980, xviii, 422 pages + errata sheet, 131 illustrations, 7 x 9 inches, paperbound.
ISBN: 0-89588-050-4 \$12.95

A comprehensive introduction and guide to standard and UCSD Pascals. Designed as a tutorial for both beginners and experienced programmers.

CONTENTS: *Basic Concepts*—Introduction; Computer Programming; Algorithms and Data Structures; Pascal; UCSD and Other Pascals; A Simple Pascal Program; A Second Program Example; Summary; Exercises. *Programming in Pascal*—Introduction; Writing a Pascal Program; The Syntax of Pascal; Format of a Pascal Program; Declarations; The Executable Program Body; Program Organization Summary; Formal Organization of a Program; The Symbols of Pascal; Reserved Symbols; Reserved Words; Standard Identifiers; UCSD Comments; UCSD Program Headings; UCSD Listings; Summary; Exercises. *Scalar Types and Operators*—Introduction; The Integer Type; The Real Type; The Character Type; Operators and Functions for Characters; The Boolean Type; User-Defined Types; Type Declaration; UCSD Long Integers; UCSD Standard Arithmetic Functions; Summary; Exercises. *Expressions and Statements*—Introduction; Expressions; Arithmetic Expressions; Using Standard Functions; Summary of Arithmetic Expressions; Boolean Expressions; Basic Rules of Boolean Algebra; Statements; Summary; Exercises. *Input and Output*—Introduction; Communicating With a File or the Terminal; READ and READLN; WRITE and WRITELN; UCSD Input/Output; Summary; Exercises. *Control Structures*—Sequential Execution; Repetition Statements; Repeat Statement; WHILE and REPEAT; Nested Loops; The Three Loop

Statements—A Summary; Conditional Statements; Multiple Choice: Case Statement; Unconditional Branch: GOTO; UCSD Case Statement; Summary; Exercises. *Procedures and Functions*—Program Organization; Procedures; Block Structure and Scope Identifiers; Functions and Procedures as Parameters; Scope Revisited; Recursion Revisited; Recursion Example; Forward References; External Procedures; Restrictions on Parameters; UCSD Procedures and Functions as Parameters; UCSD Packed Variables as Parameters; UCSD EXIT; Summary; Exercises. *Data Types*—Types; Why Data Types?; General Rules for Data Types; Scalar Types; Summary; Exercises. *Arrays*—Data Structures; The Array; Referencing the Elements of an Array; Operating on an Array; Multi-Dimensional Arrays; Array of Characters; Case Study 1: Matrix Addition; Case Study 2: Quicksort; Packed Arrays; Array Valued Functions; UCSD Arrays; UCSD String Type; UCSD Pack and Unpack; Summary; Exercises. *Records and Variants*—Introduction; Record; Formal Definition; Operations on Records; The WITH Statement; Scope Identifiers; Case Study 1: Inventory Management; Case Study 2: Credit Card Number Validation; Variants; UCSD Packed Records; Summary; Exercises.



Files—Basic Definitions; Pascal Files; Formal Definition; Standard Files; Writing on a File; WRITE Summary; Reading a File; Case Study 1: Filemerge, Permanent and Temporary Files, Text Files, Text File Processing, The Input and Output Files; Case Study 2: Cipher Program; Case Study 3: Find Occurrences of a String; UCSD Files; Summary; Exercises. *Sets*—Sets in Pascal; Constructing a Set; Operations on Sets; Case Study: Identifying Characters; Summary; Exercises. *Pointers and Lists*—Introduction; Dynamic Data Structures; Lists; Creating a Dynamic Variable; Accessing an Element of a List; Adding and Removing an Element; Other List Structures; Case Study 1: A Librarian; Case Study 2: A Binary Tree; UCSD Dispose; Summary; Exercises. *UCSD and Other Pascals*—UCSD and Other Versions; Overview of UCSD Pascal; UCSD

Units; UCSD Segment Procedure; System-Related Routines; Summary. *Program Development*—The Program Development Process; The Five Steps of Program Development; Writing a Pascal Program; Programming Style; Conclusion. *Appendices*: Pascal Operators; Reserved Words; Standard Functions and Procedures; Standard Identifiers; Operator Precedence; Syntax Diagrams; ASCII Code; UCSD Syntax Diagrams; Usual UCSD Limitations; UCSD Intrinsics; References; Answers to Selected Exercises. *Index*.

Computers and Education

Classroom Computer News is a bi-monthly magazine founded in 1980 by Intentional Education (Allston, Massachusetts). It is written by and for teachers and administrators who use or intend to use computers in education, from kindergarten through graduate school. The publisher describes the magazine as covering "educationally significant computer applications, products, research, grants, and governmental programs." A one-year subscription (six issues) is \$9.00 from *Classroom Computer News*, Box 266, Cambridge, Massachusetts 02138.

Educational Electronics is a newsletter which will appear monthly beginning March 1981. The publisher states that it will deal with the broad field of technology in education but "focus on the development of computer hardware and software for instructional and administrative purposes". Specific subjects to be covered: information retrieval systems, voice synthesis, speech control, audio-visual equipment, materials for training the handicapped, technology in school and library systems, grants, legislation, and government trends affecting technology. A one-year subscription (twelve issues) will be \$50.00 through May 31, thereafter \$60.00, from *Educational Electronics*, One Lincoln Plaza, New York, New York 10023.

General Microcomputer

Microcomputer Index (including abstracts) by Microcomputer Information Services (3070 Adams Way, Santa Clara, California 95051), 8½ x 11 inches, paperbound, issued quarterly. First issue published: January-March 1980. Annual subscription, \$22.00.

A subject index, including abstracts, of some 20 microcomputer periodicals. According to the publisher, a single issue may employ over 300 index terms and contain as many as 1,000 citations, each with up to 4 descriptors, covering

(continued on page 12)



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The PET Rabbit is a programmers aid which provides 12 additional commands that can be executed in BASIC's direct mode. In addition to the commands, automatic repeat of any key held down for 0.5 seconds is also provided. This will greatly aid inputtings of characters and provide more convenient cursor control. Most importantly, the RABBIT's high speed recording technique allows an 8K program to be saved in 38 seconds instead of the normal 2 minutes and 44 seconds in Commodore's format. (Note—The RABBIT cannot be used to store data tapes from BASIC.)

The PET Rabbit is 2K of machine code supplied on cassette or in ROM. The cassette version occupies the top-most portion of memory and can be ordered in one of 5 locations: \$1800-\$1FFF for 8K PETs, \$3000-\$37FF or \$3800-\$3FFF for 16K PETs, and \$7000-\$77FF or \$7800-\$7FFF for 32K PETs. The reason for two different versions for the 16K and 32K PETs is to provide room for those programmers who use the DOS Support (wedge) program. (Note—The cassette RABBIT works only with 3.0 ROM PET's.)

The ROM version is a 24 pin Integrated Circuit which plugs into spare socket D4 and occupies memory \$A000-\$A7FF. Since the ROM version does not occupy user RAM, it will work with any 8K, 16K, or 32 K 3.0 or 4.0 ROM PET. The main advantage of the ROM Rabbit is that it doesn't have to be loaded each time you power up your PET and it does not occupy valuable RAM memory (4.0 ROM version at \$9000).

The PET RABBIT's high-speed cassette recording feature will not work with some of Commodore's older cassette decks. To be specific, cassette decks with the lift top lid (termed old style) will not work but all other features will work. In addition, we have discovered that some new style cassette decks will not work properly. How do you know if your cassette will work? Simple—open up the cassette deck and look at the printed circuit board components. If there are IC packages for all the active components, it will work with the RABBIT. If there are any transistors on the board, it will not work. Most new style cassette decks will work okay since there are very few of the transistor types. If you wish to purchase ROM RABBIT and a cassette deck, we can offer an attractive discount.

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| V — Verify a program | K — Kill the RABBIT |
| E — Load and then run | * — Go to monitor |
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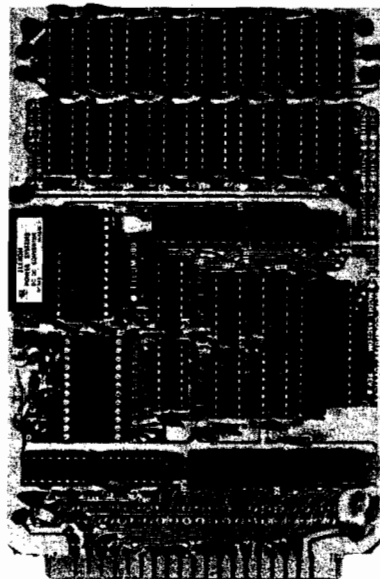
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A Second Cassette for PET

This article contains a description of "how-to" modify a standard cassette recorder to function as a second cassette for the PET. Detailed pictures help in making the necessary modifications easier.

Jerry W. Froelich
9 Brown Place
Woburn, Massachusetts 01801

An inexpensive second tape cassette with a tape counter has been a dream of mine, but at \$80 to \$100 this was out of my reach. Since I have wondered about using my portable cassette recorder, I decided to interface it to my PET. The following is a description of such an interface and helpful hints for carrying out the implementation.

Interface Hardware

The second tape drive on the older PET is connected to the J3 connector. Although the specifications are in the PET manual I will review the pin connections.

- Pin 1 = Ground
- Pin 2 = +5 volts, on when the PET is turned on.
- Pin 3 = +6 volts, under software control to control cassette motor.
- Pin 4 = READ line from cassette recorder.
- Pin 5 = WRITE line to cassette recorder.
- Pin 6 = SENSE line which is normally open but goes to ground when any button is depressed on the cassette.

Pins 1 and 2 are self-descriptive. Pin 3 is the motor control line and is under software control. This line will not be activated unless the SENSE switch is closed [grounded].

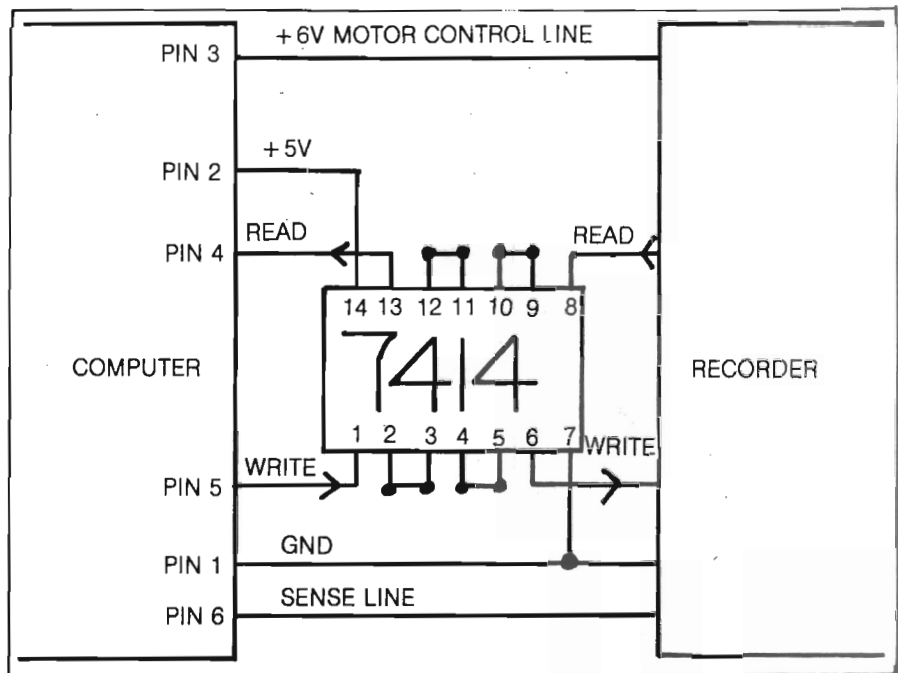


Figure 1: Schematic representation of the interface connections.

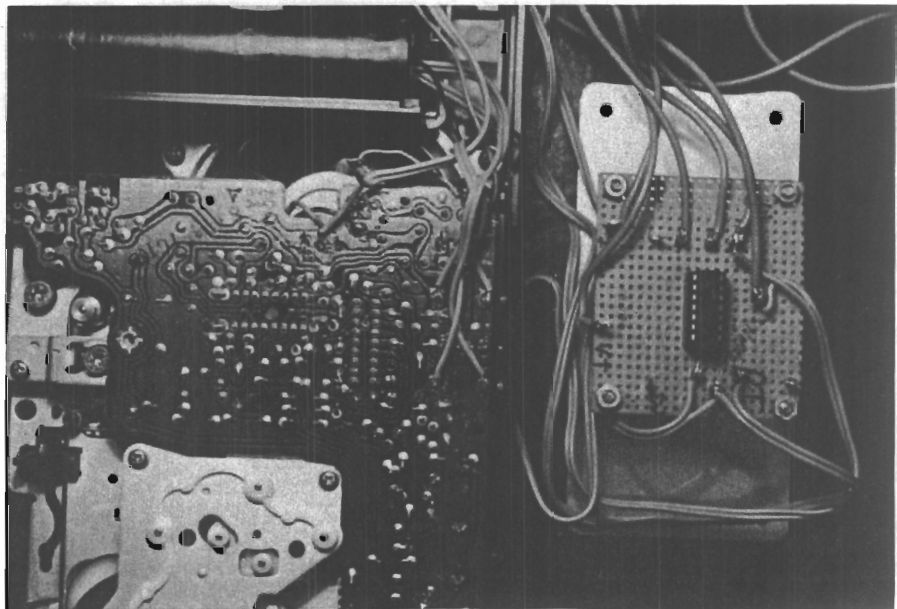


Figure 2: Back side of the unmodified cassette recorder and the PERF board containing the 7414 IC.

Pins 5 and 6 are the READ/WRITE lines. The signals on these lines are square waves. The write line comes directly from the 6522 VIA, inverted in a 7414 Hex-schmitt trigger inverter, and then written onto the tape. The signal coming from the recorder is a sine wave which is shaped and inverted by the second half of the 7414.

Pin 6 is the "SENSE" line. When any button is depressed on the cassette recorder, this closes an internal switch and drops this line to ground.

I chose the PANASONIC RQ2765 cassette recorder for interfacing for a variety of reasons: availability, reasonably priced (\$39 to \$49 in the Boston area), good electrical specifications, internally controlled by 6 volts (same as PET), has a built-in tape counter and has an internal switch which can be converted into the "SENSE" switch.

Interfacing the recorder to the PET is relatively simple. First, remove the screws that hold the cassette case together. Carefully separate the halves of the case, but be aware that there are short wires connecting the printed circuit (PC) board to the speaker and battery pack. Figure 1 contains the schematic representation of the interface. Figure 2 shows the rear electronic on the PC board of the recorder and the 7414 chip. Figures 3 and 4 contain the pre- and post-wiring changes to the PC board and will be described in detail.

The following discussion refers to figure 3. On the unmodified PC board point A is the +6 volt connecting area for both the motor and the SENSE

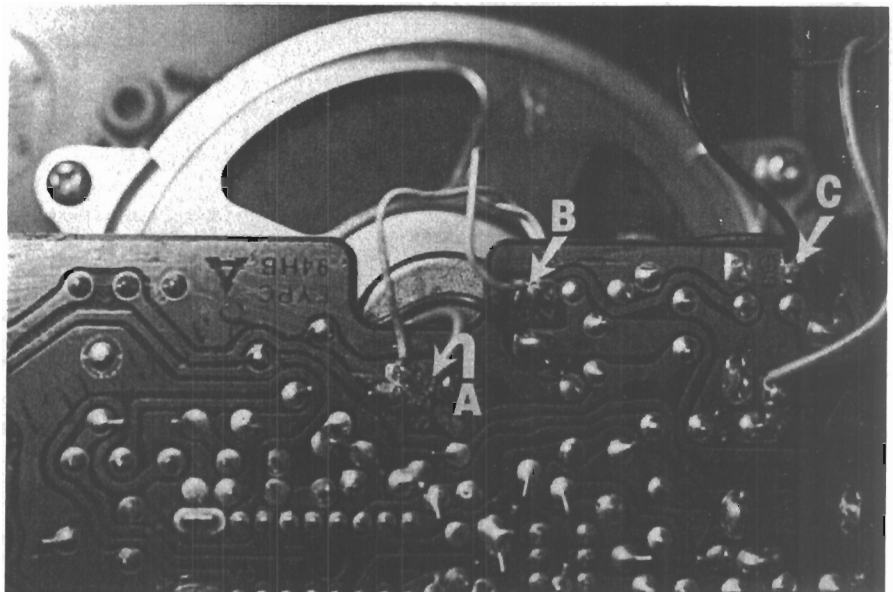


Figure 3: Blown-up view of the unmodified cassette PC board with key points identified.

switch. Point B completes the circuit for the sense switch by turning the motor on. Point C is the ground terminal. Gently desolder the wire at the left-most aspect of point A. The wire at point B should be disconnected and reconnected at point C. The sense line from the computer should be attached to the free end of the wire which was removed from point A. Figure 4, point A illustrates the completed connection between the sense switch and the sense line from the computer.

The following description refers to figure 4. Points labeled g are the ground lines and should be run to the ground pin 1 of the computer. Point B is the +6 volt software controlled line from

Point 3 of the computer. Points C and D are the READ/WRITE lines and are wired to the 7414 Hex-schmitt trigger inverters as drawn in figure 1. I disconnected the speaker wires which are located on the under-side of the PC board.

The 7414 was mounted on a small piece of PERF board and placed in a small external box, with wires connecting to both the computer and recorder. With redesigning the wiring and locating the 7414 on a small board inside the battery area the external box can be eliminated.

Using the Recorder

The converted recorder can be used like the standard PET cassette. The tone and volume controls should be set at "10". Although I did not have trouble with the head alignment between the standard cassette and the interfaced cassette, the potential still exists. To test the new cassette, first record and read on the interfaced cassette, and only after debugging the hardware should you read/write on the standard PET cassette.

Conclusion

The following is a description of how to modify an inexpensive cassette recorder to run on the PET computer. The advantages of this configuration are described above and are quite obvious. The hardware approach is definitely easier than the software approach for locating files on tapes.

Happy Recording!

MICRO

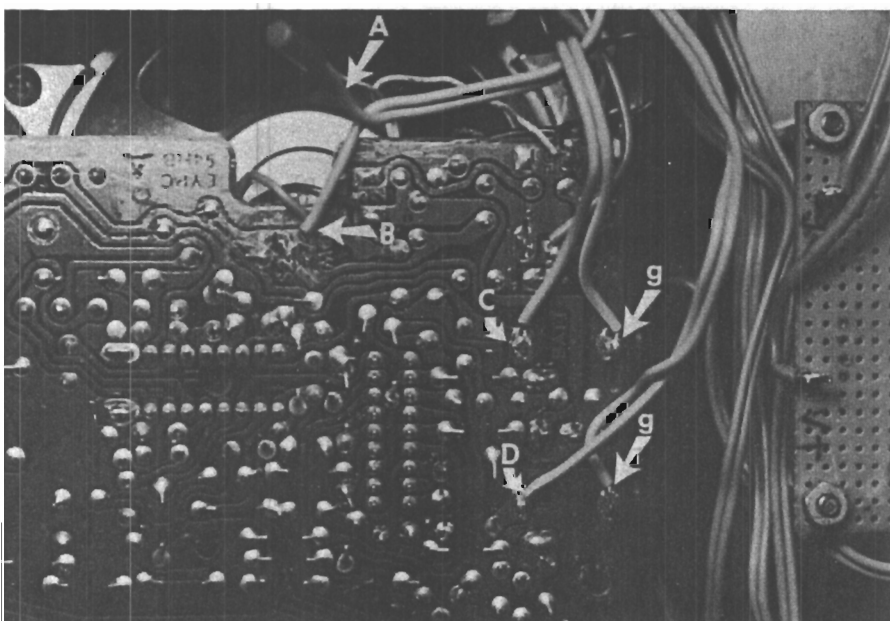
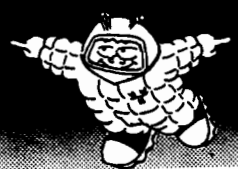


Figure 4: Modified PC board of the recorder with key labels. (See text for explanation.)

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In this issue of the Ohio Scientific Small Systems Journal we conclude last month's discussion of Artificial Intelligence. Additionally, we are presenting a chart detailing the 6502 opcode structures and a method for implementing a BASIC trace function under OS-65D.

The Use of Microcomputers in Artificial Intelligence Research

Part Two: The OSI Language Processing Programs

In part one of this article (see reference 11) we surveyed the general field of artificial intelligence and examined the problem of understanding written natural language in some detail. We conclude now with a description of experimental language processing work undertaken at Ohio Scientific.

Two experimental programs have recently been written that use some of the techniques described in the previous sections to achieve limited language-processing ability. The first program includes all of the dictionary and grammar features mentioned in part one. The basic dictionary includes about 450 root words, but functionally it is much larger because of several embellishments. First, the "snipping" algorithm of Winograd (see reference 8) has been expanded and implemented in the program. It now extracts root words from words with the following endings: *n't, 's, 's, ly, ing, ed, en, er, est, 'll, and 've*. Of course, irregularities such as "won't" must be entered separately. However, the program is sophisticated enough to process the two distinct uses of the "er" ending. Thus, "runner" would be analyzed as "one who runs", while "faster" is recognized as the comparative form of fast. The dictionary also augments its basic entry list by prompting the user for part of speech information when it encounters an unfamiliar word. The program determines four sentence types (two question types, a command, or a declarative sentence) and, for certain sentences, performs an augmented transition network analysis (see part one of this article) to extract actor, action, and object information. The result is a routine that provides a complete analysis of each word of the input sentence and begins to assemble important semantic information that is needed for response generation.

The second OSI experimental program uses a table-driven key word analysis to extract semantic information from an input sentence. This program then focuses on the response generation phase of language processing. Three elementary knowledge bases are implemented: a personal appointment calendar, a checking account record, and remote control of various home appliances.

The techniques used result in a program similar to a data management system in which the query language is extremely flexible and "forgiving." This program was developed on OSI's OS-65U operating system. The CPU speed and disk access speed of the C3 systems have resulted in response generation that is approximately real time.

The program must find a key word to get into one of its "knowledge modes", or to change to another mode. Once there, the program will respond correctly to a variety of inputs. For example, "break", "cancel", "delete", "remove", and "forget" can all be used to delete an appointment in the personal calendar. The program recognizes the type of a sentence and responds properly in a variety of situations. For example, the sentence

Is there an appointment with John on Friday

would be recognized as a question (because of its structure; the program ignores punctuation) and the appointment file would be searched to answer correctly. On the other hand, the sentence

There is an appointment with John on Friday

which contains the exact same words as the previous sentence, would be properly recognized as a declarative sentence and the program would respond by adding the specified appointment.

Of course, the dependence on key word recognition limits the program's actual utility in its present form. The sentence

Make an appointment for John on Friday

would not be processed properly because the person's name must be preceded by the preposition "with" to be properly identified. In spite of such limitations, the development of this program still yielded a great deal of insight on many aspects of response generation in understanding natural language.

Obviously, the next step is to put the two experimental programs together into a comprehensive language processor. Much additional development must be done on the semantic analysis phase of the first program. Many of the necessary steps are cumbersome to implement in BASIC. The preferred language for this research, LISP, is presently unavailable.

The ultimate application of the comprehensive language processing capability comes when the computer system also has full real time voice recognition and generation capability. A computer with these communicating abilities brings to mind

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the famous computer, HAL, from the movie *2001: Space Odyssey*. OSI demonstrated an experimental computer at the AI conference at Stanford this past summer. This computer featured true parallel processing, Winchester Technology, Votrax-synthesized voice output and a real time speaker-dependent voice recognition system.

Although the work is very incomplete at this point, our efforts have convinced us that natural language processing can be done on microcomputers. Developmental work in this area need not be restricted to the enormously expensive mainframe system.

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6502 Op-Codes

Sooner or later, nearly every serious micro-computer experimenter begins to experiment with machine code—the fundamental building block of any microcomputer program. To aid in the understanding of the 6502's machine code we are presenting the following op-code structure chart. A brief study of the chart immediately reveals that this is not the typical op-code chart! This chart is set up as the 6502 evaluates its op-codes, a sort of "reverse" octal.

Rather than a laborious explanation of the chart, let's look at an example. Consider the op-code (hex) A9. Most people familiar with the 6502 will recognize this as the op-code for Load Accumulator, Immediate. When the 6502 "sees" this op-code, it sees the binary equivalent of A9—10101001. By regrouping the binary symbols, we may easily place this op-code in the structure chart.

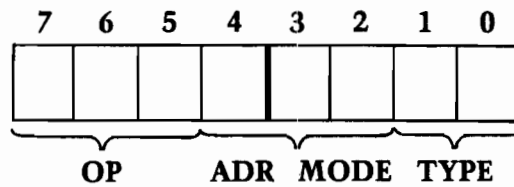
Bit#	765	432	10
Code	101	010	01

Referring to the chart, we find that bits 1 and 0 define the op-code type, in this case Type 01. Bits 7, 6, 5, and bits 4, 3, 2 define the operation and the addressing modes, respectively. So, (hex) A9 equates to Type 01, Operation 5 (LDA) and Addressing Mode 2 (Immediate).

There are obviously several exceptions to the regularity of the chart. These op-codes are shown individually wherever they occur. An interesting note is the apparent absence of Type 3 (11) op-codes. Actually, there are several Type 3 op-codes that behave as a combination of Type 1 and Type 2 op-codes. An example of this is the binary "op-code" 101 001 11. This is a Load X and Load A operation in the Zero Page addressing mode.

Although it is interesting to experiment with these Type 3 op-codes, they should never be used in actual programs. They are "undocumentable" and may not exist in future revisions of the 6502 mask.

6502 OP-CODE STRUCTURE

**TYPE 01**

MODE OP	(-,X) 0	ZP 1	IMM 2	ABS 3	(-),Y 4	ZP,X 5	ABS,Y 6	ABS,X 7
ORA 0	X	X	X	X	X	X	X	X
AND 1	X	X	X	X	X	X	X	X
EOR 2	X	X	X	X	X	X	X	X
ADC 3	X	X	X	X	X	X	X	X
STA 4	X	X	-	X	X	X	X	X
LDA 5	X	X	X	X	X	X	X	X
CMP 6	X	X	X	X	X	X	X	X
SBC 7	X	X	X	X	X	X	X	X

TYPE 10

MODE OP	(-,X) 0	ZP 1	ACC 2	ABS 3	(-),Y 4	ZP,X 5	ABS,Y 6	ABS,X 7
ASL 0	-	X	X	X	-	X	-	X
ROL 1	-	X	X	X	-	X	-	X
LSR 2	-	X	X	X	-	X	-	X
ROR 3	-	X	X	X	-	X	-	X
STX 4	-	X	TXA	X	-	ZP,Y	TXS	-
LDX 5	IMM	X	TAX	X	-	ZP,Y	TSX	ABS,Y
DEC 6	-	X	DEX	X	-	X	-	X
INC 7	-	X	NOP	X	-	X	-	X

TYPE 00

MODE OP	0	ZP 1	2	ABS 3	4	ZP,X 5	6	ABS,X 7
0	BRK	-	PHP	-	BPL	-	CLC	-
1	JSR	BIT	PLP	BIT	BMI	-	SEC	-
2	RTI	-	PHA	JMP	BVC	-	CLI	-
3	RTS	-	PLA	(JMP)	BVS	-	SEI	-
4	-	STY	DEY	STY	BCC	STY	TYA	-
5	LDY	LDY	TAY	LDY	BCS	LDY	CLV	LDY
6	IMM	CPY	INX	CPY	BNE	-	CLD	-
7	IMM	CPX	INX	CPX	BEQ	-	SED	-

X = op-code valid
 - = op-code not valid

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65D BASIC Trace

In this article we describe a routine that can be used for debugging and tracing a BASIC program written under the OS-65D operating system. This routine, when enabled, will monitor LET statements in a BASIC program. That is, when any statement of the form

LET Y = (formula)

or simply

Y = (formula)

is executed, the line number of the statement will be printed, followed by the value of the formula. Hence the programmer can follow the progress of a running program and obtain lots of output for debugging purposes. Only floating point variables will be monitored.

Lines 380-430 of the assembler program are only to give the output a nice appearance. Deleting these lines will not affect the function of the routine, although the output will be a little harder to read. Lines 190-230 are necessary to avoid a syntax error which would result if this code were used in a program with a FOR statement. When a FOR statement is executed, the code for LET is called, and the subroutines called here destroy some pointers used by FOR.

We have written the assembler program to be assembled to addresses \$5000 through \$5039. If the machine code is put at another place in memory, the only changes necessary are in the address portions of the two "JSR RESTOR" lines.

If each of lines 460 and 480 are replaced by lines 580 through 620, then the machine code can be placed anywhere in memory.

The following is an assembler listing and a sample BASIC program with the enabling and disabling POKEs.

```

10 5000      *=$5000
20          ;
30          ; external addresses
40          ;
50 00AE=     FAC = $AE      ;the floating accumulator
60          ;               used by BASIC
70 00F0=     TMPFAC = $F0   ;a place for us to save the FAC
80 00C7=     TXTPTR = $C7   ;this page zero address
90          ;               contains a pointer into
100         ;               the line currently being
110         ;               executed
120 2343=     OUTCH = $2343 ;DOS routine to output the
130         ;               character currently in the
140         ;               accumulator
150         ;
160         ;first see if we are in the middle of a LET statement
170         ;if so, exit immediately
180         ;
190 5000 A000 LDY #0
200 5002 B1C7 LDA (TXTPTR),Y
210 5004 C99D CMP #157      ; is it the token for TO
220         ;               in a LET statement?
230 5006 F024 BEQ RETURN
240         ;
250         ;
260         ;save the FAC, the subroutine called next will
270         ;destroy it
280 5008 A205 SAVE LDX #5
290 500A B5AE LOOPSA LDA FAC,X
300 500C 95F0 STA TMPFAC,X
310 500E CA DEX
320 500F 10F9 BPL LOOPSA
330         ;
340 5011 20DB1C PRTLIN JSR $1CDB      call the routine to print
350         ;               the line number
360         ;
370         ;print a few characters
380 5014 A920 LDA #*
390 5016 204323 JSR OUTCH
400 5019 A93A LDA #*
410 501B 204323 JSR OUTCH
420 501E A93D LDA #*
430 5020 204323 JSR OUTCH
440         ;
450         ;
460 5023 202F50 JSR RESTOR      bring back the FAC
470 5026 20510A JSR $0A51      print the FAC
480 5029 202F50 JSR RESTOR      lost it again
490 502C ACCB1A RETURN JMP $1ACB  jump to the routine which
500         ;               stores the FAC. (This is
510         ;               line that was replaced by
520         ;               a jump to this code.)
530         ;
540         ;
550         ;routine to restore the FAC after it is destroyed
560         ;by some called subroutines
570         ;
580 502F A205 RESTOR LDX #5
590 5031 B5F0 LOOPRE LDA TMPFAC,X
600 5033 95AE STA FAC,X
610 5035 CA DEX
620 5036 10F9 BPL LOOPRE
630 5038 60 RTS

```

```

OK
LIST
100 P1=$3.14159
200 DISK!:"CA 5000=06,3      ;REM we saved the machine code here
300 L=2520
400 POKE L,0: POKE L+1,80   ;REM the enabling POKEs. The values
500 REM                    POKEd are the two halves of
600 REM                    entry address of the tracing
700 REM                    routine.
800 FOR N=1 TO 8
900 Y=N*N-9*N+19
1000 IF Y>0 THEN X=SQR(Y)
1100 NEXT N
1200 POKE L,203: POKE L+1,26 ;REM disabling POKEs.

```

```

OK
RUN
900 := 11
1000 := 3.31662479
900 := 5
1000 := 2.23606798
900 := 1
1000 := 1
900 := -1
900 := -1
900 := 1
1000 := 1
900 := 5
1000 := 2.23606798
900 := 11
1000 := 3.31662479

```

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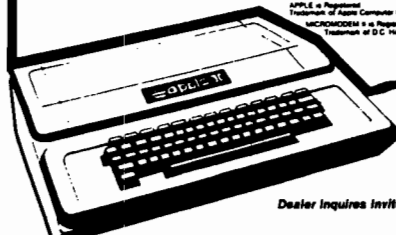
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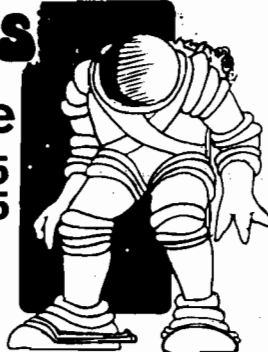
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If you're like I am, you probably occasionally hit reset in the middle of a program. While your own BASIC programs can usually be re-entered by CTRL-C or 3DOG, what do you do if you blow a game of chess, or reset while entering a large data base? Well, if this has happened to you, read on and see what I did to protect myself.

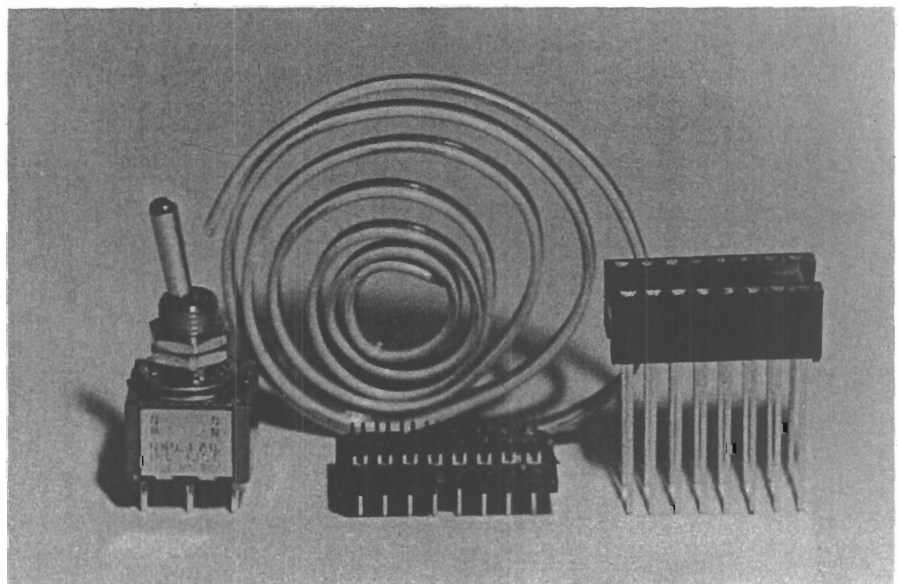
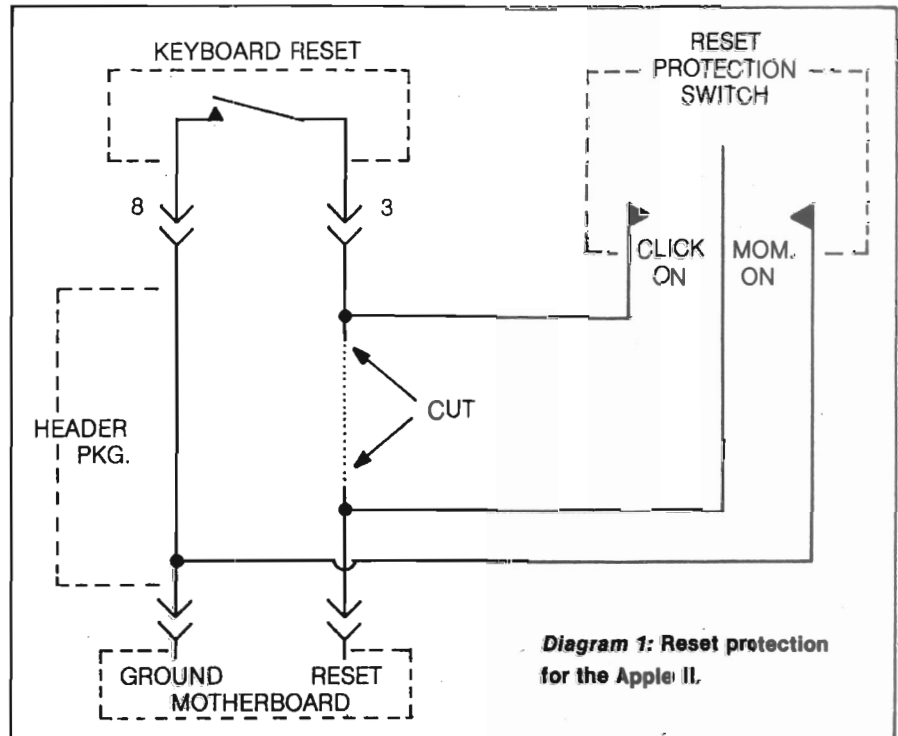
I made my switch for less than \$6.00. The parts needed are: (see photo 1)

1. A single pole, double throw, center-off, one side momentary switch.
(What all this means is that down is on, center is off, up is on but returns to center when released.)

2. A 16 pin header package.
3. A 16 pin wire wrap socket.
4. A length of 3 conductor wire.

The idea of the switch is to disable the keyboard reset when the protect switch is in the center (off) position, enable it when the protect switch is in the locked down (on) position, and perform a reset when the protect switch is placed in the up (momentary on) position and released. All this is easier than it sounds, (see diagram 1).

What we are building is an intercept plug to be placed between the keyboard cable and the motherboard connector (see photo 2).



To begin construction, the socket must be soldered to the header plug (photo 3). Due to the heat involved, it is recommended that the header plug be placed in another socket to act as a heat sink and keep the pins straight. After connecting the socket to the header, clip the leads connecting pins three, leaving enough lead to solder the multi-conductor wire. Connect two wires as shown in the photo, being careful not to form a solder bridge with adjacent pins. Connect the third wire to pin 8 (ground). This completes the plug end. Check for flaws and then construct the switch end.

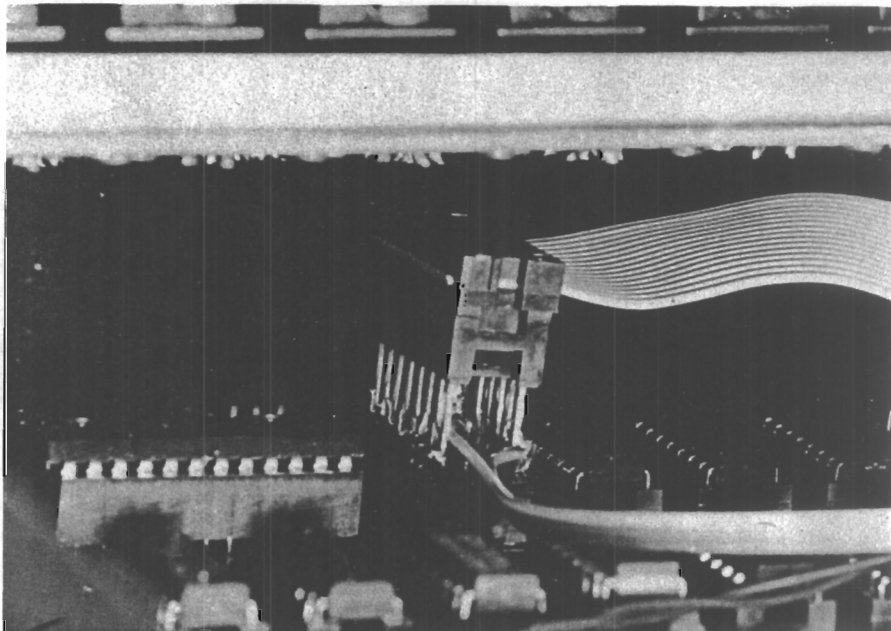


Photo 2

Leaving enough wire to reach from the motherboard connector to the back of the Apple, connect the wire from the motherboard side of pin 3 to the center connector of the switch. Connect the keyboard side of pin 3 to the 'click on' side of the switch and the wire from pin 8 (ground) to the 'momentary on' side of the switch.

NOTE, the switch connectors are in the opposite direction from the switch movement.

The switch is mounted in the right-most cable slot in the Apple with no drilling required (photo 4). The momentary side of the switch faces up. With power off, mount the header/socket package between the cable and motherboard socket (photo 2).

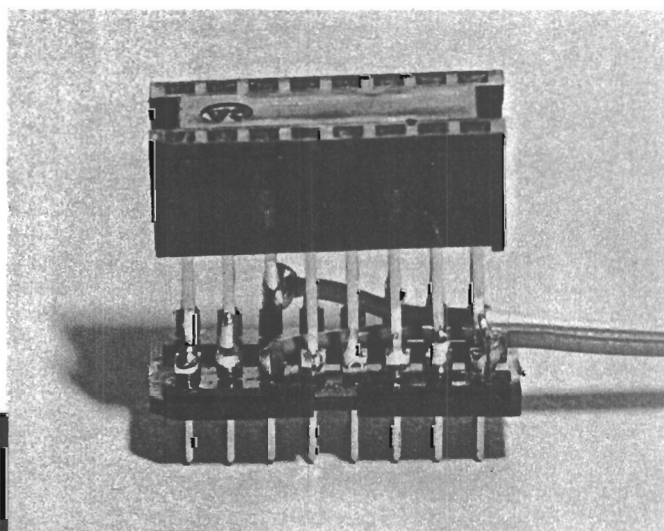


Photo 3

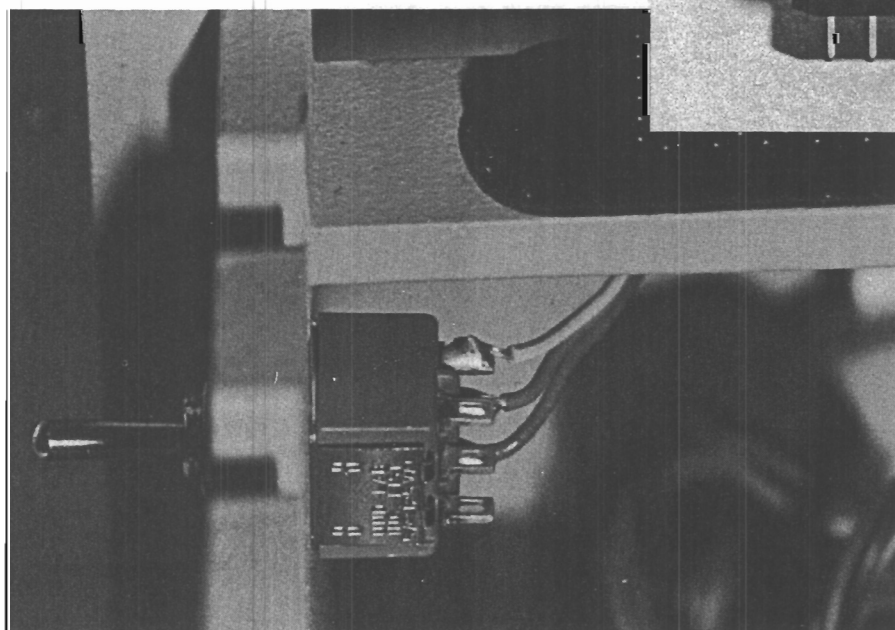


Photo 4

To use the keyboard reset normally, place the switch in the down position. To protect from accidental reset, place the switch in the center position and reset by pulling the switch up and releasing.

The nice thing about this addition is that it requires no modification of the Apple itself and can be removed at anytime.

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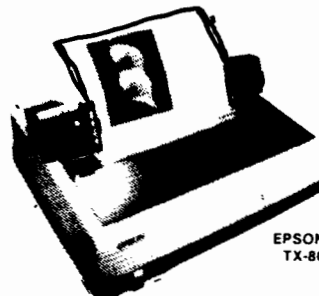
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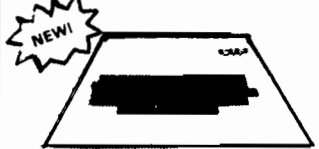
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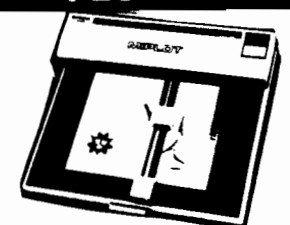
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Name: **Lunar Zoo Keeper and Herder**
System: Apple II or ITT 2020
Memory: 48K
Language: Applesoft
Hardware: Apple II, Disk preferable
Description: Two excellent real time Hi-Res games: Lunar Zoo Keeper, catch the lunar creatures as you fly over the moon then drop them in the cage on earth: Herder—for 2 players—can you herd the bulls into your corral before your opponent? Will the bull gore you?
Copies: Just released
Price: Disk \$18, listings \$14
Author: **Kieron Leech**
Available: **Kieron Leech**
15 Chatsworth Ave.
Culcheth, Warrington,
Cheshire, WA3 4LD,
England, G.B.

Name: **6502 Assembler Package**
System: PET/CBM
Memory: 8K
Language: BASIC, Machine
Hardware: One tape or disk drive
Description: HESBAL is a full-featured Assembler that leaves over 1200 bytes free (8K) for your use. Several pseudo-ops and over 25 error messages. HESEDIT is a full-screen editor used to prepare input to HESBAL or maintain files like mailing lists, etc. All keys repeat and you can insert, delete and even duplicate lines.
Copies: 50
Price: Cassette—\$23.95
Diskette—\$26.95
Postage—\$ 1.50
CA res. 6% sales tax
Includes 70 pages of documentation

Author: **Jay Balakrishnan**
Available: **Human Engineered Software**
3748 Inglewood Blvd.,
Room 11
Los Angeles, CA 90066
(213) 398-7259

Name: **Monster Combat**
System: SYM with BAS-1 or KIM
8K BASIC at 2000 H.
Memory: 8K
Language: BASIC
Hardware: Terminal using standard serial I/O ports on SYM or KIM

Description: An adventure game in which a journey is taken through a large forest. Various monsters are encountered and must be fought in order to obtain the treasure they guard. Object is to win as much treasure as possible and then get out of the forest alive with the treasure. Some "random happenings" are used to keep the game interesting. Please specify SYM or KIM version.

Copies: Just released
Price: \$10.00 on cassette tape, ppd. in US only
Author: **Lee Chapel**
Available: **Lee Associates**
2349 Wiggins Ave.
Springfield, IL 62704

Name: **Super Decimals**
System: Apple II
Memory: 16K
Language: Applesoft
Hardware: Disk, printer option
Description: A serious CAI program for Teachers G1-9. Will do Whole Numbers or Decimals; You select size of the numbers, not LEVELS. Grades work, has traps, & tested in-house for 2 years at a Middle School. Two other programs on disk.

Copies: Just released
Price: \$10
Author: **Pat Calabrese**
Available: **BIT'N PIECES SERIES**
P.O. Box 7035
Erie, PA 16510

Name: **Graph*Fit**
System: Apple II Plus or A-Soft
ROM 48K
Hardware: Single Disk, Not available on tape.

Description: A Hi-Res graphing program that will produce four types of colorful Hi-Res graphs. 1-Bar Charts, 2-Pie Charts, 3-line graph with numeric x axis, 4-line graphs with monthly x axis. All entries made by the user may be easily changed and an automatic scale feature makes the software easy to use. All graphs may be saved on disk and the software is copyable, allowing the user to make backups.

Price: \$25.00 Dealer inquiries invited
Author: **Phil Koopman, Jr.**
Available: **Micro-Ware Dist., Inc.**
439A Route 23
P.O. Box 113
Pompton Plains, NJ
07444

Name: **Planet Positions**
System: Apple II or II+
Memory: 32K
Language: ROM Applesoft or Language card. Some machine code. RAM Applesoft version on special order.

Description: This program plots the orbits of the six inner planets of the Solar System using High Resolution Graphics. Plots can be generated starting at any date between the years: 1980-1999. The distance from the earth is displayed plus the 'Right Ascension' values for locating the planets in the sky. Errors have been verified at less than 1.5%. Also included is a program that determines local time of 'Celestial Meridian' for a given Right Ascension, date & observer longitude. These programs are particularly useful in helping teach the motion of planets. An elementary knowledge of Astronomy is helpful in gaining maximum benefit of these programs.

Price: \$21.95 includes DOS #3.3 Diskette, example, plus description.

Author: **Neil A. Robin**
Available: **TECH-DIGIT CO.**
21 Canter Lane
Sherwood, OR 97140

Name: **DQ Secretary**
System: ALL OSI
Memory: 24K (32K for 8" disk)
Language: Machine
Hardware: 5" or 8" disk

Description: An OS65D enhancement which replaces OSI's utilities for managing named files. Allows files to be renamed, created, and deleted without disturbing programs in the workspace. Files are created dynamically when programs or text are saved. Disk is repacked when necessary to free up extra space. Works with OS65D files and WP6502 word processing files.

Copies: Just released
Price: \$50.00
Author: **Mike Cohen**
Available: **Dwo Quong Fok Lok Sow**
23 East 20th St.
New York, NY 10003

Name: **TREND-SPOTTER**
System: Apple II +
Memory: 48K
Language: Applesoft
Hardware: Apple II+, Disk Drive.
(Second drive and printer optional)

Description: TREND-SPOTTER is an easy-to-use business graphics and analysis system. A friendly user interface, tailored to the needs of today's executive, provides the user with the ability to spot emerging trends through quick manipulation and graphing of business data. Generates color graphic displays, calculates and displays trend lines, performs mathematical and statistical computations, prints graphic and tabular data, and edits and updates data files. TREND-SPOTTER will both generate and read VisiCalc-compatible files.

Price: \$275.00 includes manual and disk.

Available: **Software Resources, Inc.**
44 Brattle Street
Cambridge, MA 02138
(617) 491-6396

Name: **Apple Writer Mod for Control Codes & Lower Case**

System: Apple II or II Plus with 1 Disk

Memory: 48K

Description: A modification to the Apple Writer Word Processing program from Apple that allows you to enter control codes into the text, thereby utilizing the special print features of most new printers. Can be used to go from 10CPI to 16.7CPI, or from Normal to Expanded, etc. Requires Paymar LCA or similar. Mod must be made to an Apple Writer Original Disk, yours for \$35, or a new Apple Writer for \$100 with Mod. LCA available also for \$60.

Available: **Turnkey Mini-Computers**
7372 NW 5th Street
Plantation, FL 33317
(305) 791-4578

Name: **Musical Computer One and Two**
System: Apple II, TRS-80 Level II and ATARI
Memory: 32K, 16K, & 32K, respectively.
Language: Integer BASIC

Description: A two-program cassette tape which explains the fundamentals of music — including musical symbols and language, note reading on both the treble and bass clefs, telling time, note values and rests, piano keyboard, dynamic and tempo markings, signs and symbols and enough PRACTICE and TESTING opportunities for both the beginning and advanced student. Written by a M.A. educator with over 20 years of music experience. This is truly an alternative to music education, accompanied with colorful musical descriptions and musical sounds.

Copies: Many
Price: \$34.95, \$1.00 p&h (MI residents add 4 % sales tax.)

Author: **Myra Marshall**
Available: **Computer Applications Tomorrow**
P.O. Box 605
Birmingham, MI 48012

Name: **Super Draw and Write**
System: Apple II
Memory: 48K
Language: Applesoft, Machine
Hardware: Apple II, Disk II

Description: Contains many utility programs and two major programs allowing you to draw and type with ease. SUPERFONT allows you to type in 9 different scales (sizes) and with 8 different styles (72 combinations). You can save and retrieve, too! With Instant Graphics (Sound Option) you can draw anything: circles, ellipses, parts of figures, filled or unfilled, any color. Floating dot, cursor included. We have the only program available that arrays-saves drawings in 2-5 sector text files and "Hi-Res page one", saves in the usual 34 sector files. See it to believe it. Why pay 2-3 times this price and get less?

Copies: Many
Price: \$15.95
Includes: Disk, drawing card
Available: **Avant-Garde Creations**
P.O. Box 30161MCC
Eugene, OR 97403

Name: **STOCKFILE**
System: Apple II or Apple II+ or Language System
Memory: 48K
Language: Applesoft/machine code
Hardware: Apple, two to four disks, printer

Description: Holds up to 9500 different parts, with maximum two second access. Disks can be added as needed. Deletes, adds, or changes will not slow up the system. Comes with a set of standard reports, but the user can easily design reports (NO programming!) to specify fields and their positions, any sorted order, page breaks, titles, how many "up", and complete choice of which parts are to be printed. Part numbers can be up to 20 characters long, any characters allowable. Fully indexed manual, plus a Tutorial Guide, and sample data. The user can alter part number length etc, and the system will convert the database. Has a Block Data entry facility to quickly add starting data. Many users, well field tested.

Price: Determined by Dealer
Author: **Softech International Corporation**

Available: **Softech International**
#6, 144 W. 15th St.
North Vancouver, B.C.
Canada V7M 1R5
(604) 984-0477

Name: **Astronomy Package**
System: ATARI or PET
Memory: 8K
Language: BASIC
Hardware: no extra

Description: After playing your thousandth game of Space Invaders, try some real astronomy software. With HORIZON and a star atlas, you can predict exactly where to point your camera or telescope for any celestial object, at any time, rising, setting, or high in the sky. When it's cloudy, STAR ENCOUNTERS can give you a provocative look at our dynamic universe by mathematically following the movement of the stars relative to the Earth. Will we ever collide?

Price: \$6.00 (\$8.00 ATARI)
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Author: **Russell A. Grockett, Jr.**
Available: **KINETIC DESIGNS**
401 Monument Rd. #171
Jacksonville, FL 32211

Name: **ELF — Ecometrics, Linear Models and Forecasting System**
 System: Apple II Plus
 Memory: 48K
 Language: Applesoft and 6502 Assembler
 Hardware: 1 Disk
 Description: Statistical and econometric programs; stepwise regression, factor analysis, correlation, discriminant analysis, univariate statistics, t-tests on means, cross tabs with Chi Square. Handles all Applesoft transformations. Can 'select if'. Standard statistics reported for each technique. Prompts user for answers. Data bank.
 Copies: New release
 Price: \$150 includes program, manual (40+ pages), 1 year maintenance and updates
 Author: **Eric Weiss, Ph.D.**
 Available: **The Winchendon Group**
 P.O. Box 10114
 Alexandria, Virginia
 22310

Name: **Accounts Receivable**
 System: Apple II
 Memory: 48K
 Language: Applesoft or Language System
 Hardware: Dual 5" drives, any 130 column printer
 Description: A quality program, structured around the Osborne Accounts Receivable software, with several added enhancements. Can be used alone or integrated with existing General Ledger program. Features open invoicing, credit and debit memos, full or partial payments, progress billing, invoice aging, and printing of statements. System is available on DOS 3.2, DOS 3.3, or 8" drives, if additional capacities are required. A flexible, easy to use program with an exceptional combination of speed and high performance.
 Price: \$180.00 each package
 Author: **David A. McFarling**
 Available: **Small Business Computer Systems**
 4140 Greenwood
 Lincoln, Nebraska
 68504

Name: **pns-FORTH**
 System: Atari 400/800
 Memory: 16K minimum
 Language: Forth Interest Group Forth, with extensions
 Hardware: 1 Disk, minimum
 Description: Forth is an operating system, an interpreter and a compiler. You can define new command words to make full use of the hardware resources of the Atari. A full screen editor is provided; source code is edited from disk. Provision has been made for the implementation of floating point math. Future versions will include music and graphics editors.
 Price: \$50.00, ver. 1.2 on diskette — includes documentation and customization guide
 Author: **Bob Gonsalves**
 Available: **Pink Noise Studios**
 1411 Center St.
 Oakland, California
 94607
 (415) 465-1212

Name: **A-la. Stock Market Analysis**
 System: PET
 Memory: 8K
 Language: BASIC
 Hardware: PET/CBM
 Description: Analyzes a time series, such as a stock price or market average giving equations for the long-term trend, major cycle and next shorter cycle. Prints individual curves or composite and/or tables projected to future times.
 Price: \$15.00 for cassette and documentation
 Author: **Claud E. Cleeton**
 Available: **Claud E. Cleeton**
 122-109th Ave., S.E.
 Bellevue, Washington
 98004

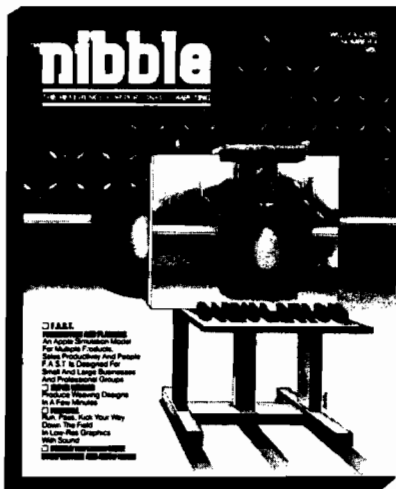
Name: **DQ MAIL — I**
 System: All OSI
 Memory: 32K
 Language: BASIC, Machine
 Hardware: 8" Disk
 Description: A system which selects data from DMS (OSI Data Base Management System) files and formats them for access by the WP6502 word

processor. Any DMS file can be accessed such as Mailing List, General Ledger, Accounts Payable/Receivable, etc. The user may also specify up to four items of record selection criteria (amount due greater than \$1000, etc.).
 Copies: 100+
 Price: \$50
 Author: **Hal Pollenz**
 Available: **Dwo Quong Fok Lok**
 Sow
 23 E. 20th St.
 New York, New York
 10003

Name: **STAT TUTOR**
 System: Apple II Plus
 Memory: 16K
 Language: BASIC
 Hardware: Applesoft in ROM
 Description: Disk based (16 or 13 sector). Quiz mode tutorial - descriptive statistics - choose from mean - median - variance - standard deviation problems randomly generated, answers given and hints available—work is tabulated. Tape version also available (needs 4K plus).
 Copies: New release
 Price: \$18.00
 Author: **Bill Stanton**
 Available: **STANTECH**
 Box 19123
 Cincinnati, Ohio
 45219

Name: **Mighty Mite**
 System: Apple II/Apple II+
 Memory: 32+K
 Language: Applesoft
 Hardware: Disk drive, printer (optional)
 Description: An affordable word processor simply commanded by control characters. You can insert lines and spaces, edit, command auto words, delineate errors plus access to any one of the 20 CRT pages with a single control character. It comes fully documented. Now you will affordably love letter writing, memo notation, file information and listings. And, of course, you can save and edit it for later use as well as run multiple copies.
 Copies: As needed
 Price: \$24.95 shipped USA (specify 3.2 or 3.3)
 Author: **BDI**
 Available: **R. Sherman, PCSE**
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 Poughkeepsie,
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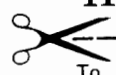
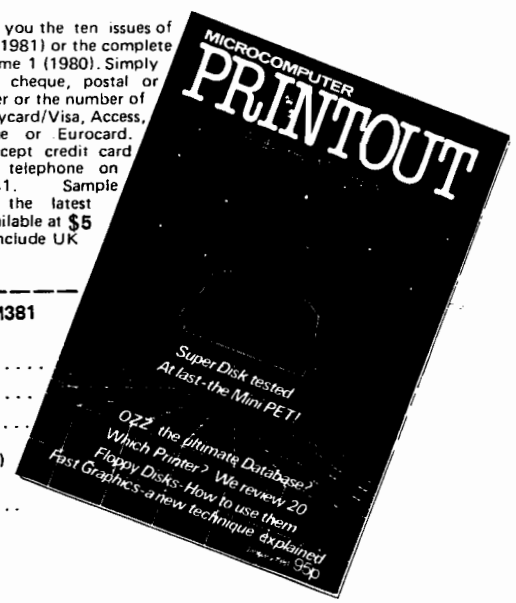
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