Heath Company

Heath/Shlumberger

Heath/Zenith

Zenith Data Systems

K-MART/Heath?

As reported in *Electronic Engineering Times*, 23 Feb, 1987:

Heath Co., a subsidiary of Zenith Electronics Corp., announced it has set up a new distribution system to make "assembled, tested and ready-to-use electronic products available at the local hardware store, as well as on the shelves at K-Mart".

The distribution network was set up by H/Z Consumer Products Group which was formed early last year. According to Bill Johnson, Heath's president, "The group will provide the means by which we will reach the larger group of potential customers for ready-to-use electronics products. Just as we are the premier marketer of electronic kits, the group will strive to attain this same position in high-quality ready-to-use electronics."

Now, ain't thet SUMPIN!

[What's the reaction of local H/Z Computers & Electronics center managers to this mind-boggling news...April Fool? *WE* hope it's just a VERY bad joke!]
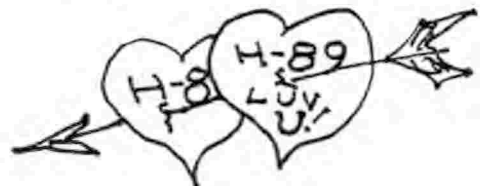
LETTERS: BRICKBATS,   BOUQUETS,   etc.

Dear Mr. Geisler:

It was nice to read in the January '87 issue that the TMSI SUPERSET which Mr. Hart himself installed in your H89 works fine. But it would seem from Mr. Currie's cry for HELP in BUSS #132 that a business can only succeed if it caters also to customers whose place is more than "a fifteen-minute walk from TMSI".

In my case I first heard of TMSI's SUPERSET from H-SCOOP #81, p.6 which announced a price of $49.95 or ... $29.95 for owners of G-PROM ... When I phoned TMSI, Mr. Hart confirmed that, specifying only that he wanted proof of ownership of the G-PROM. He also offered to send a disc which would enable the Greek/mathematical font-4 of his SUPERSET to be printed on an EPSON MX-80, and declined offer of payment for the disc.

As I've been searching for years for Greek + mathematical ability for my H19 and H89, my check (plus proof of ownership of G-PROM) went out the same day. That was on December 2, 1987 [sic] and, from the phone conversation, I expected my order to be filled from stock by return mail.

After a month's waiting, Mr. Hart told me that he was making minor adjustments to the software. As I expected to be leaving town for a couple weeks starting mid January, I suggested delaying delivery until the beginning of February. I still haven't received the SUPERSET, and now I've been told by TMSI that the $29.95 price was all a mistake and that he's [sic] still working on the SUPERSET... For good measure they have told me also that if I want to get a disc for printing font-4 on an EPSON, I can apply somewhere else.

What I'm getting at is this: I don't question that, if the SUPERSET does all that it's advertised to do, it's worth $50. But is this a way to do business?

I've been thinking very seriously of installing a TMSI 16-bit board in my system but how can I do business with a company that doesn't keep its' word? Back in December I asked them to send details to me of their V30/Z80 board and of the 8087 daughter board which Mr. Hart claims exists, and even that hasn't been sent yet.

Sincerely,

Harry Spencer

Immediately upon receiving Prof. Spencer's letter complaining about TMSI and Lee Hart, we supplied Mr. Hart with a copy and asked him to give his side of this complicated story for publication here. Unfortunately our publication deadline is upon us, so we must put off Mr. Hart's "day in court" until our March issue. It is our desire to give everyone ample and equal opportunity to clear up this kind of problem rather than treat it with indifference and irresponsibility. -- l.e.g.

Dear Lenny,

I have two questions for you:

1 - Ref. Vol 1, #6, pp 15 - 16; how do I get a copy of "ACE of ACES" program listing?

2 - Same issue, p 14, "Addendum for a "PIP of A Program" -- An assembler programmer I'm not, but I thought, "why not give it a shot; it looks pretty simple!" To make my story short, I called DDT and found my version of PIP had 04CE and showed only eleven lines of PIP.COM, not 16. Then I typed in the assembly listing and tried to modify PIP with DDT as directed, but with dismal results!

I've enclosed a hardcopy of the listing I typed; maybe you can show me what went wrong. I need HELP!

Jim Frank, member #082

Our replies to your questions, Jim:

Question 1 -- We have the entire "ACE of ACES" MBASIC V5.21 program listing in this issue. It's pretty long, but if you are very VERY careful, you can type it into either HDOS or CP/M MBASIC (shouldn't take more than 40 or 50 hours). Or, send us an order for "SEBHC GAMES DISC #0" and your cheque for $6.96.   Be sure to indicate whether HARD or SOFT sector CP/M format! Save a buck and send us a blank disc with cheque for $5.96 and we'll put the program on your disc and promptly return it. Incidentally Jim, you're not the only one who asked about the "ACE" program; appears there are real fun-loving folks out there reading the JOURNAL!

Question 2 -- Lee Hart and I looked over your hard copy of PIPHELP.ASM and found 3 errors. You wrote "xxx   equ   04ce" without the necessary ending 'h', and "piphelp" should read "piphelp:" (those colons are important too). In the 3rd 'db' line you forgot to use the SHIFT key so that 'Quit@text^Z' reads 'Quit2text^Z'. Once those minor errors are corrected the program should run as advertised. -- l.e.g.

We'll try to print more assembly-language and MBASIC programs in future issues of the JOURNAL if readers would like us to. And if somebody has written or modified programs to fit particular needs, send us a listing (or disc) and we'll try to fit your offering in. If it's accepted, you get a FREE year subscription and lots of nice publicity! So keep those cards 'n' letters 'a-comin' in folks! If you've never written before, do it now; we're eager for new stuff! -- l.e.g.

When all else fails, read the
Instruction Manual--it helps!

ACE of ACES, Part II
Listing One

```
10 REM           ACE-OF-ACES FLIGHT SIMULATOR -- L. Hart 9/8/86
20 REM   Minor additions -- L.E. Geisler, 20-Dec-86, 31-Jan-87
30 CLEAR
40 WIDTH 255
50 E$=CHR$(27):CLS$=E$+"E":VR$=E$+"p":VN$=E$+"q":REM
                          Added graphics codes -- l.e.g.
60 PRINT CLS$:REM Clear screen & print title before proceeding
70 PRINT:
   TXT$=" ACE of ACES ":PRINT TAB(40-LEN(TXT$)\2)VR$;TXT$;VN$
80 PRINT:FOR I=1 TO 1000:NEXT:REM   Let player read game title
90 REM              A=player's command
100 REM             A0=altitude
110 REM             B=bearing to enemy plane (1-12 o'clock)
120 REM             H=heading of enemy plane (1-8)
130 REM             R=range to enemy plane (0-10)
140 REM             M=remaining ammunition
150 REM             F=fuel
160 REM             P=hits scored on enemy
170 REM             X0=our absolute x position (+=north)
180 REM             Y0= "      "     y  "
190 REM             Z0= "      "     heading (1-8, 1=north)
200 X1=0:REM        enemy absolute x position (+=north)
210 Y1=0:REM          "      "      y  "
220 Z1=1:REM          "      "      heading (1-8, 1=north)
230 REM             String variables for compacting pictures
240 C3$=E$+"C"+E$+"C"+E$+"C"
250 C$=C3$+E$+"C"+E$+"C"
260 F$=E$+"F"
270 G$=E$+"G"
280 L$="{{{{{{{{{{{"
290 P$=E$+"p"
300 Q$=E$+"q"
310 U$=CHR$(95)
320 Y$=E$+"Y"
330 Y1$=Y$+" "
340 Y2$=Y$+"!"
350 Y3$=Y$+CHR$(34)
360 Y4$=Y$+"#"
370 Y5$=Y$+"$"
380 Y6$=Y$+"%"
390 Y7$=Y$+"&"
400 Y8$=Y$+"'"
410 Y9$=Y$+"("
420 Y10$=Y$+")"
430 REM                            Initialization
440 Z$="zzzzzzzz"
450 X0=RND*3-6:Y0=RND*3-6:Z0=RND*8:A0=5000:F=100:M=500:P=0
460 REM                            Main Loop:
              Calculate enemy's relative Range, Bearing, Heading
470 R=SQR((X1-X0)^2+(Y1-Y0)^2)
480 IF(X0-X1)=0 THEN B=3 ELSE B=6*ATN((Y1-Y0)/(X0-X1))/3.14159
490 IF B<0 THEN B=6+B
500 IF (Y0-Y1)<0 THEN B=B+6
510 IF (X0-X1)>0 AND B<3 THEN B=B+6
520 IF B<.5 THEN B=B+12
530 H=(Z1)-(B*8/12):IF H<.5 THEN H=H+8 ELSE IF H=>8.5
    THEN H=H-8
540 GOSUB 3290
550 B=B-(Z0-1)*12/8:IF B<.5 THEN B=B+12 ELSE IF B=>
    12.5 THEN B=B-12
560 ON B GOSUB 2530,3100,3110,3120,2960,2970,2980,2730,2740,
    2750,2510,2520
570 ON H GOSUB 1850,1980,2150,2330,1070,1270,1470,1680
580 REM         Open up line 25 to accept commands from keypad
590 PRINT E$"x1"E$"Y8P";"Enemy damage (100 to kill):";INT(P)
600 IF P>100 THEN PRINT "You got him! ";:GOTO 630
610 IF F>0 THEN GOTO 680
620 PRINT "Out of fuel! ";
630 PRINT CHR$(7)
    "Hit <RET> to play again, any other key to exit."
640 A$=INPUT$(1)
650 PRINT E$"1"
655 REM              End game & exit gracefully -- l.e.g.
660 IF A$=CHR$(13) THEN GOTO 450 ELSE PRINT E$"y1"E$"Y7 ";
    E$"z":MSG$=" Bye, ACE! ":GOSUB 3410:PRINT:PRINT:END
670 REM                            get next command
680 PRINT "   "
690 INPUT A: IF A<0 OR A>26 THEN GOTO 680
700 IF A=0 THEN IF M>0 THEN M=M-10:IF B>11.5 THEN
    P=P+20/(1+B^2+(B-12)^2)
710 A1=2: L=0: T=0: F=F-2:REM
              Type 2 ahead, no left, no turn, 2 fuel, same alt
720 ON A GOTO 740,750,760,770,780,790,800,810,820,830,840,850,
    860,870,880,890,900,910,920,930,940,950,960,970,980,990
730 A1=1: F=F+1: GOTO 1010
740 L=1: T=-1: F=F+1: GOTO 1010
750 L=1: T=-3: F=F+1: GOTO 1010
760 L=1: T=1: F=F+1: A0=A0-100: GOTO 1010
770 A1=1: L=1: F=F+1: GOTO 1010
780 A1=1: F=F+1: A0=A0-100: GOTO 1010
790 A1=1: L=-1: F=F+1: GOTO 1010
800 L=-1: T=1: F=F+1: GOTO 1010
810 L=-1: T=3: F=F+1: GOTO 1010
820 L=-1: T=-1: F=F+1: A0=A0-100: GOTO 1010
830 T=-1: A0=A0+100: GOTO 1010
840 T=-3: A0=A0-100: GOTO 1010
850 L=1: A0=A0-100: GOTO 1010
860 A0=A0+100: GOTO 1010
870 T=4: GOTO 1010
880 A1=3: L=-1: GOTO 1010
890 A1=3: L=1: GOTO 1010
900 L=-1: A0=A0-100: GOTO 1010
910 T=3: A0=A0-100: GOTO 1010
920 T=1: A0=A0+100: GOTO 1010
930 A1=3: L=1: T=-1: F=F-1: GOTO 1010
940 L=2: T=-1: F=F-1: GOTO 1010
950 A1=3: T=-1: F=F-1: GOTO 1010
960 A1=3: F=F-1: GOTO 1010
```

ACE of Aces,
Continued

```
970 A1=3: T=1: F=F-1: GOTO 1010
980 L=-2: T=1: F=F-1: GOTO 1010
990 A1=3: L=-1: T=1: F=F-1: GOTO 1010
1000 REM                        Calculate our new position
1010 X0=X0+A1*COS(.78539*(Z0-1))+L*SIN(.78539*(Z0-1))
1020 Y0=Y0-A1*SIN(.78539*(Z0-1))+L*COS(.78539*(Z0-1))
1030 Z0=Z0+T: IF Z0<0 THEN Z0=Z0+8 ELSE IF Z0>8 THEN Z0=Z0-8
1040 GOTO 470
1050 END
1060 REM                              Approaching head-on
1070 ON R GOTO 1090,1130,1160,1190,1210,1230,1230,1250,1250,
 1250:RETURN
1080 REM                                        -very close
1090 PRINT
 Y5$X$C$F$"  pp"P$"'"Q$"pp"Y6$X$P$"r b     {{{      b "U$Q$;
1100 PRINT
 Y7$X$" x '    "P$"y'x"Q$"     '
 y"Y8$X$" zzzzzzzw"P$"^"Q$"wzzzzzzz";
1110 PRINT Y9$X$C$"  p  p"G$: RETURN
1120 REM                                        -close
1130 PRINT Y5$X$C$F$"   '"Y6$X$C3$P$"r+   {{{   +"U$;
1140 PRINT Y7$X$C3$"rszzz'^'zzzz"U$Y8$X$C$Q$"  lx ym"G$:
 RETURN
1150 REM                                        -near
1160 PRINT
 Y6$X$C$F$"saaabaaas"Y7$X$C$"uaaa"P$"^"Q$"aaau"
 Y8$X$C$"   o n"G$
1170 RETURN
1180 REM                                        -mid
1190 PRINT Y6$X$C$F$" {{'{{{"Y7$X$C$" aa"P$"^"Q$"aa"G$: RETURN
1200 REM                                        -far
1210 PRINT Y7$X$C$F$"a^a"G$: RETURN
1220 REM                                        -very far
1230 PRINT Y7$X$C$C$F$"^^"G$: RETURN
1240 REM                                        -just a dot
1250 PRINT Y7$X$C$C$",": RETURN
1260 REM                              Approaching left
1270 ON R GOTO 1290,1340,1380,1420,1450,1230,1230,1250,1250,
 1250: RETURN
1280 REM                                        -very close
1290 PRINT
 Y4$X$C$F$"       "P$"r"Y5$X$C$Q$"      "P$"--}x--"Q$"r";
1300 PRINT Y6$X$L$"{"P$"r("Q$"r{{{{{{"P$Y7$X$
                         "!b     {{{{{    b "Q$"r";
1310 PRINT Y8$X$" ! !   "P$"rxx"Q$"r   ; x"Y9$X$
                         " zzzzzzw"P$"^"Q$"w"Z;
1320 PRINT Y10$X$C$" "P$"("Q$"aaa"P$"{"Q$G$: RETURN
1330 REM                                        -close
1340 PRINT
 Y4$X$C$F$"       "P$"r"Y5$X$C$Q$"      "P$" )x "Q$"r"
 Y6$X$C$C$;
1350 PRINT
  P$"rx"Q$"r   "Y7$X$C3$P$ +   {{{   +"Q$"r"Y8$X$C3$" "P$;
1360 PRINT
 "zzzzxxzzzzzz"Q$"r"Y9$X$C$" }^rym"Y10$X$C$"   z"G$: RETURN
1370 REM                                        -near
1380 PRINT
 Y5$X$C$F$"   "P$" x!"Q$"r"Y6$X$C$"    "P$"r"Q$"r";
1390 PRINT
 Y7$X$C$P$"+   {{   +"Q$"r"Y8$X$C$"uaaa"P$"^"Q$"raaau";
1400 PRINT Y9$X$C$"   o o"G$: RETURN
1410 REM                                        -mid
1420 PRINT Y5$X$C$F$"  {"P$U$Q$"{"Y6$X$C$"   "P$"r"Q$"r "P$;
1430 PRINT Y7$X$C$"  {z "Q$"r"Y8$X$C$"earaad"G$: RETURN
1440 REM                                        -far
1450 PRINT Y7$X$C$F$"^z"G$: RETURN
1460 REM                              Circling left
1470 ON R GOTO 1490,1560,1610,1640,1660,1230,1230,1250,1250,
 1250: RETURN
1480 REM                                        -very close
1490 PRINT
 Y4$X$C3$F$U$P$" b  "U$Q$Y5$X$C3$"{"U$P$"    "U$Q$"     {{ ";
1500 PRINT Y6$X$"} y "U$P$"    "U$Q$" "U$P$" "Q$"rb ;";
1510 PRINT Y7$X$"}a"P$"y{{{y    y zyppp"Q$";";
1520 PRINT
 Y8$X$"} op"P$" x"Q$"p"U$P$" b  "U$Q$" "U$P$" "U$Q$;
1530 PRINT Y9$X$C3$"{"G$U$F$")y } 'y"Y10$X$C$"  y} ' y";
1540 PRINT Y$"*"X$C$E$"C"E$"C"E$"Czzzzz"G$: RETURN
1550 REM                                        -close
1560 PRINT
 Y5$X$C$F$U$P$
 " +"U$Q$"    {"Y6$X$C$"y"U$P$"   "U$Q$"  "U$P$"(x+";
1570 PRINT Y7$X$C3$Q$"}"U$P$"aay  y{{aa"Q$;
1580 PRINT Y8$X$C3$" zz"P$"n";Q$"y"U$P$" +"U$Q$"  "U$P$" "U$Q$;
1590 PRINT Y9$X$C$"  y  y"Y10$X$C3$"     zzz"G$: RETURN
1600 REM                                        -near
1610 PRINT
 Y5$X$C$F$"  {{{"Y6$X$C$"  x{{x  "P$"r+"Q$Y7$X$C$"v"P$" "
 Q$"rm ";
1620 PRINT P$"rzzaa"Q$Y8$X$C$"  xo x"Y9$X$C$" zzz"G$: RETURN
1630 REM                                        -mid
1640 PRINT
 Y6$X$C$F$"  as "P$"p"Q$Y7$X$C$"p"P$"au"Q$" pp"G$: RETURN
1650 REM                                        -far
1660 PRINT Y8$X$C$F$"^a"G$: RETURN
1670 REM                              Retreating left
1680 ON R GOTO 1700,1740,1770,1800,1830,1230,1230,1250,1250,
 1250: RETURN
1690 REM                                        -very close
1700 PRINT
 Y5$X$F$" {{{{{{x"P$"{"U$Q$"{{{{{{{{{"Y6$X$P$
 "r b   {{{{    b "U$;
1710 PRINT
 Y7$X$Q$" uaaaaa"U$P$"y"U$" "Q$"asaaaau "Y8$X$C$"    "U$P$"y"
 Q$;
1720 PRINT "rz!     "Y9$X$C$"  "P$"---"U$"r--"U$G$Q$: RETURN
```

ACE of ACES,
Continued

```
1730 REM                               -close
1740 PRINT
 Y5$X$C$F$"   ("Y6$X$C3$P$" +       +"U$Y7$X$Q$"   "P$
"zzzzyzyzz";
1750 PRINT
 "zz"U$Y8$X$C$Q$"    "U$P$"}"U$Y9$X$C$Q$"    "P$" y¦ "U$G$Q$:
RETURN
1760 REM                               -near
1770 PRINT
 Y6$X$C$F$P$" + (  +"U$Q$Y7$X$C$"uaaa"U$P$U$Q$"aau";
1780 PRINT Y8$X$C$"   "P$" y¦"U$G$Q$: RETURN
1790 REM                               -mid
1800 PRINT Y6$X$C$F$"f"P$"+ ( +"U$Q$Y7$X$C$"eaa"U$P$U$Q$"d";
1810 PRINT Y8$X$C$C3$" "P$U$U$Q$G$: RETURN
1820 REM                               -far
1830 PRINT Y7$X$C$F$"^"{"G$: RETURN
1840 REM                    Retreating tail-first
1850 ON R GOTO 1870,1910,1940,1960,1210,1230,1230,1250,1250,
 1250: RETURN
1860 REM                               -very close
1870 PRINT Y5$X$C$F$"  . - ."Y6$X$P$"r b         b "U$;
1880 PRINT
 Y7$X$Q$"x '    "P$"zpz"Q$"     ' y"Y8$X$Z$U$P$"'"Q$"r"Z$;
1890 PRINT
 Y9$X$C$" "P$"r"G$U$U$F$"'"G$U$U$F$U$Q$Y10$X$C$" zzzzzzz"G$:
RETURN
1900 REM                               -close
1910 PRINT
 Y5$X$C$F$"   ("Y6$X$C3$P$"r+   {{{  +"
U$Y7$X$C3$"rzzzz} ¦zzzz"U$;
1920 PRINT Y8$X$C$Q$"  "P$"rz'z"U$G$Q$: RETURN
1930 REM                               -near
1940 PRINT
 Y6$X$C$F$P$"rzzz{zzz"U$Y7$X$C$Q$"uaa"P$"p'p"Q$"aau"G$: RETURN
1950 REM                               -mid
1960 PRINT Y6$X$C$F$"  "P$"ppzpp"Q$Y7$X$C$"   l"P$"b"Q$"m"G$:
RETURN
1970 REM                    Retreating right
1980 ON R GOTO 2000,2040,2070,2100,2130,1230,1250: RETURN
1990 REM                               -very close
2000 PRINT
 Y5$X$F$"  {{{{{{{{{"P$"r{"Q$"y{{{{{{{{
Y6$X$P$"r b     {{{{  b }";
2010 PRINT
 Y7$X$Q$" uaaaaaa"P$" rx"Q$"aaaaaau"Y8$X$C$"  }z"U$P$"x"Q$"r";
2020 PRINT Y9$X$C3$"  "P$"r--"U$"r---"G$Q$: RETURN
2030 REM                               -close
2040 PRINT
 Y5$X$C$F$"    ("Y6$X$C3$P$"r+        + "
Y7$X$C3$P$"rzzzzxzxzzzz";
2050 PRINT
 Y8$X$C$Q$"  "P$"r¦"Q$"r"Y9$X$C3$Q$" "P$"r )x  "G$Q$: RETURN
2060 REM                               -near
2070 PRINT Y6$X$C$F$P$"r+  { + "Q$Y7$X$C$"uaa"P$"r"Q$"raaau";
```

```
2080 PRINT Y8$X$C$" "P$"r}x "G$Q$: RETURN
2090 REM                               -mid
2100 PRINT
 Y6$X$C$F$P$"r+ { +"Q$"c"Y7$X$C$" e"P$"r"Q$"raad"
Y8$X$C$" "P$"rr"Q$G$
2110 RETURN
2120 REM                               -far
2130 PRINT Y7$X$C$F$"{^"G$: RETURN
2140 REM                    Circling right
2150 ON R GOTO 2170,2220,2260,2290,2310,1230,1230,1250,1250,
 1250: RETURN
2160 REM                               -very close
2170 PRINT
 Y4$X$C$F$"   {{{{{{{"Y5$X$"{{     x'  ' x"Y6$X$P$"¦b"U$;
2180 PRINT
 Q$"{   x '^ 'x{{ ¦"Y7$X$"r  "P$"rzzzzz"Q$"rzzzzz"P$
"r "Q$"a¦";
2190 PRINT Y8$X$Z$"r     wpn ¦"Y9$X$C$"  x     w"G$"("U$F$")";
2200 PRINT Y10$X$C$"  zzzzzz("G$U$F$")"G$Q$: RETURN
2210 REM                               -close
2220 PRINT
 Y5$X$C3$F$" {    "P$"r+ "Q$"r"Y6$X$C3$" "P$"+y{"Q$"r "P$
"r "Q$"rx";
2230 PRINT
 Y7$X$C3$" "P$"aa{{x  xaa"Q$"r¦"P$Y8$X$C3$"r "Q$"r "P$
"r+ "Q$"rx";
2240 PRINT P$"o"Q$"zz"Y9$X$C$"  x  x"Y10$X$C$"  zzz"G$: RETURN
2250 REM                               -near
2260 PRINT Y5$X$C$F$"    {{{"Y6$X$C$P$"+"U$Q$"  y{{y"P$Y7$X$C$
"aazz"U$Q$" l"U$;
2270 PRINT P$" "Q$"t"Y8$X$C$C$"y ny"Y9$X$C$C$"  zzz"G$: RETURN
2280 REM                               -mid
2290 PRINT Y6$X$C$F$P$"p"Q$" sa "Y7$X$C$"pp"P$"ua"Q$"p"G$:
RETURN
2300 REM                               -far
2310 PRINT Y7$X$C$F$"a^"G$: RETURN
2320 REM                    Approaching right
2330 ON R GOTO 2350,2390,2430,2460,2490,1230,1230,1250,1250,
 1250: RETURN
2340 REM                               -very close
2350 PRINT Y4$X$C$F$" "P$U$Y5$X$C3$G$U$P$"--y¦--"Y6$X$Q$
"{{{{{{{"U$P$"{"U$Q$L$;
2360 PRINT "{"Y7$X$Q$U$P$" b    {{{{{    b}"Y8$X$Q$"y }"
C$U$P$"yy"U$Q$C3$"} }"
2370 PRINT Y9$X$" Z$"w"P$"^^"Q$"wzzzzzz"Y10$X$C$C3$P$"{"Q$"aaa"
P$"("Q$G$:RETURN
2380 REM                               -close
2390 PRINT Y4$X$C$F$"  "P$U$Y5$X$C$Q$U$P$" y¦ "Y6$X$C$Q$"  "
U$P$"y"U$;
2400 PRINT Y7$X$C3$Q$U$P$"+   {{  + "Y8$X$C3$Q$U$P$
"zzzzzyyyzzzz"Q$;
2410 PRINT Y9$X$C$"  lx"U$"^¦"Y10$X$C$C$" z"G$: RETURN
2420 REM                               -near
2430 PRINT Y5$X$C$F$" "U$P$"}y "Q$Y6$X$C$C3$U$P$U$Q$Y7$X$C$U$P$
"+ {{ +"Q$;
```

ACE of ACES,
Continued

```
2440 PRINT Y8$X$C$" uaa"U$P$"^^"Q$"aau"Y9$X$C$"    n n"G$:
RETURN
2450 REM                                                    -mid
2460 PRINT
 Y5$X$C$F$"("P$"r"Q$"("Y6$X$C$" "U$P$U$Y7$X$C$Q$U$P$" z{  ";
2470 PRINT Y8$X$C$Q$"eaa"U$"ad"G$: RETURN
2480 REM                                                    -far
2490 PRINT Y7$X$C$F$"z^"G$: RETURN
2500 REM                                             Front view
2510 X$=" ": GOTO 2540
2520 X$=">": GOTO 2540
2530 X$="]"
2540 PRINT
 F$P$Y$"3 "E$"bp LEFT "Y$"3D FRONT "Y$"3g RIGHT "Q$E$"H";
2550 FOR I=1 TO 80: PRINT "z";: NEXT I
2560 PRINT
 Y2$" \ \ \ \ \   "U$P$" "U$Q$"         "G$"; | ";
2570 PRINT
 "; | | | | | | |        "P$F$"r "Q$"r  / / / / /"
2580 FOR I=1 TO 80: PRINT "a";: NEXT I
2590 PRINT
 Y3$"1"U$P$" "U$Y3$"[r "Q$"r"Y4$"2"U$P$" "U$Y4$"Zr "Q$"r";
2600 PRINT
 Y5$"3"U$P$" "U$Y5$"Yr "Q$"r"Y6$"4"U$P$" "U$Y6$"Xr "Q$"r";
2610 PRINT
 Y7$"5"U$P$" "U$Y7$"Wr "Q$"r"Y8$"6"U$P$" "U$Y8$"Vr "Q$"r";
2620 PRINT
 Y9$"7"U$P$" "U$Y9$"Ur "Q$"r"Y$")8"U$P$" "U$Y$")Tr "Q$"r";
2630 PRINT
 Y$"*9"U$P$" "U$Y$"*Sr "Q$"r"Y$"+:"U$P$" "U$Q$L$P$"ru"
U$Q$L$P$"r ";
2640 PRINT
 Q$"r"Y$",7xzzz"U$P$" "U$Y$",Er  "U$Q$Y$",Q"P$"r "Q$"rzzzy"
Y$"-6x";
2650 PRINT
 Y$"-<"U$P$" "U$Y$"-Dr  u  "U$Y$"-Pr "Q$"r"Y$"-Xy"Y$".5x"
Y$",=";
2660 PRINT
 U$P$" "U$Q$"    "P$"q"Q$"     q   "P$"r "Q$"r"Y$".Yy";
2670 PRINT
 Y$"/4x {{{{("L$P$"q"Q$" "P$"  "Q$" q{{{{("L$"  y"Y$"03x x|";
2680 PRINT Y$"0Dzz"P$"   "Q$"zz"Y$"0W}y  y"Y$"12x  x | ";
2690 PRINT
 P$" 120"Y$"1?";A0;Y$"1F   "Y$"1L";M;Y$"1R";F;Y$"1V";
2700 PRINT
 Q$" } y  y"Y$"21x x | SPEED  ALT."
Y$"2LAMMO  FUEL } y  y"G$Q$
2710 RETURN
2720 REM                                             Left view
2730 X$=" ": GOTO 2760
2740 X$=">": GOTO 2760
2750 X$="]"
2760 PRINT F$P$Y$"3 "E$"bp REAR "Y$"3D LEFT "Y$"3h FRONT "
```

```
2770 PRINT
 Q$Y1$"Ky y"P$Y1$"[  "Q$" x"Y2$"Ly y"Y2$"["P$"  "Q$"x"
2780 PRINT Y3$"My{y"Y3$"["P$"  "Q$
2790 PRINT Y4$"Ny{{"P$"  "Q$"{{{{{{{("P$"  "Q$"{x"P$"  "Q$;
2800 PRINT Y5$"Q"P$"  "Q$"y   x"P$"  "Q$"  "P$"  "Q$;
2810 PRINT Y6$"Q"P$"  "Q$" y  x "P$"  "Q$"  "P$"  "Q$;
2820 PRINT Y7$"Q"P$"  "Q$"  yx  "P$"  "Q$"  "P$"  "Q$;
2830 PRINT Y8$"Q"P$"  "Q$"  xy  "P$"  "Q$"  "P$"  "Q$;
2840 PRINT Y$"(Q"P$"  "Q$" x  y "P$"  "Q$"  "P$"  "Q$;
2850 PRINT Y$")Q"P$"  "Q$"x    y"P$"  "Q$"  "P$"  "Q$;
2860 PRINT Y$"*Mxzzz"P$"  "Q$"zzzzzz"P$"  "Q$"zy";
2870 PRINT
 P$"  "Q$Y$"+Lx x"Y$"+["P$"  "Q$Y$",Kx x"P$Y$",[  "Q$"y"
2880 PRINT
 L$L$L$"{{{{{{{{{("Y$"-Jx x"P$Y$"-[  "Q$" y    {{{{("L$;
2890 PRINT Y$".Bxy    x x"P$Y$".[  "Q$" y xy";
2900 PRINT Y$"/Axyyy   xzz"P$Y$"/[  "Q$"  yx y";
2910 PRINT Y$"00xyyyyy x"P$Y$"0[  "Q$"  x "P$"r"U$Q$" y";
2920 PRINT Y$"1?xyyyyyy"Z$Z$Z$"zzy "U$P$" "U$Q$;
2930 PRINT " y"Y$"2>xyyyyyyyx"Z$Z$Z$"zzy "U$"r"Y$"2gy"G$
2940 RETURN
2950 REM                                             Rear view
2960 X$=" ": GOTO 2990
2970 X$=">": GOTO 2990
2980 X$="]"
2990 PRINT F$P$Y$"3 "E$"bp RIGHT "Y$"3D REAR "Y$"3g LEFT "
3000 PRINT Q$Y2$"Rxy"Y3$"Qx x|"Y4$"Q|} |"Y5$"Q|} |";
3010 PRINT
 Y6$"Q|} |"Y7$"Q|} |"Y8$"Q|} |"Y9$"Q|}x|"Y10$"Q|  |";
3020 PRINT Y$"*@x"Z$Z$"| x"Z$"zzzzzzy";
3030 PRINT Y$"+?x            x |xy            y";
3040 PRINT Y$",)x / / / / x | y \ \ \ \ y";
3050 PRINT Y$"->y"L$"{{{{{{x     y"L$"{{{{{{x ";
3060 PRINT
 Y$".Lx"Y$".Vy"Y$"/Kx    '"Y$"/Wy"Y$"0Jx"Y$"0Q'"Y$"0Xy";
3070 PRINT Y$"1Ix "L$"{{{{ y"Y$"2Hx x x x ' ' y y y y"G$
3080 RETURN
3090 REM                                             Right view
3100 X$=" ": GOTO 3130
3110 X$=">": GOTO 3130
3120 X$="]"
3130 PRINT F$P$Y$"3 "E$"bp FRONT "Y$"3D RIGHT "Y$"3h REAR "
3140 PRINT Q$Y1$"1y "P$"  "Q$Y1$"Ax x"Y2$"2y"P$"  "Q$Y2$"@x x";
3150 PRINT Y3$"3"P$"  "Q$Y3$"?x{x";
3160 PRINT Y4$"3"P$"  "Q$"y{"P$"  "Q$"{{{{{{("P$"  "Q$"{{x";
3170 PRINT
 Y5$"3"P$"  "Y5$"7 "Q$"y"P$Y5$"= "Y6$"3 "Y6$"7 "Q$" y x"
P$" ";
3180 PRINT
 Y7$"3 "Y7$"7 "Q$Y7$":yx "P$" "Y8$"3 "Y8$"7 "Q$Y8$":xy "
P$" ";
3190 PRINT
 Y9$"3 "Y9$"7 "Q$" x  y"P$" "Y$")3 "Y$")7 "Q$"x"P$Y$")= ";
```

ACE of ACES,
Last page of Listing

```
3200 PRINT
  Y$"*3  "Q$"xz"P$"  "Q$"zzzzz"P$"  "Q$"zzzzy"P$Y$"+3  "
Q$Y$"+Ay y";
3210 PRINT
  Y$",2x"P$"  "Q$Y$",By y"Y$"- "L$"{{{{   x "P$"  "
Q$Y$"-Cy y";
3220 PRINT
  Y$"-M{{{{{("L$L$L$Y$".,xy  x  "P$"  "Q$Y$".Dy y"Y$".Lxy";
3230 PRINT Y$"/+x  yx  "P$"  "Q$Y$"/Ezzy  xxxy";
3240 PRINT Y$"0*x "P$"r"U$Q$" y  "P$"  "Q$Y$"0Hy xxxxxy";
3250 PRINT Y$"1)x "P$"r "Q$"r x"Z$Z$Z$"zzxxxxxxy";
3260 PRINT Y$"2(x  "U$"r x"Z$Z$Z$"zzyxxxxxxy"G$;
3270 RETURN
3280 REM                        Legends at bottom of screen
3290 PRINT F$P$E$"w"Y$"2 ": FOR I=1 TO 80: PRINT "p";: NEXT I
3300 PRINT
3310 PRINT "q"Q$"  SLOW (NO POWER DIVE)  q ";
3320 PRINT
  "        CRUISING  .   q   FAST (NO CLIMB)  q"
3330 PRINT P$"q"Q$"c ac fac'  '  ' f fa facq c .ac";
3340 PRINT " ec  ' fc fc.  .fc fd fa.fq c ac ec  ' fd fa f q"
3350 PRINT P$"q"Q$"'  ' .sdec b fd ' ' es.q '   b ";
3360 PRINT
  " b  ' '. e'd e'd b  b  'q ' ' ' ' ';" ' ' ' q"P$
3370 PRINT "o1pp2pp3pp4p5p6pp7p8ppp9pnp10p11p12p13p14p15pp1";
3380 PRINT "6p17p18p19np20p21p22p23p24p25p26n"G$Q$;
3390 RETURN
3400 REM   Self-centering message-printing subroutine - l.e.g.
3410 PRINT TAB(40-LEN(MSG$)/2)VR$;MSG$;VN$:PRINT
3420 RETURN
```

ACE of ACES -- Listing 2, Options

For players having very short memories, print instructions on screen with the following:

Insert BETWEEN lines 80 and 90

```
82 QX$=" Know how to play this game (Y/N) <Y> ? "
84 PRINT TAB(40-LEN(QX$)\2)VR$;QX$;VN$;
86 INPUT XX$
88 IF XX$=CHR$(13) THEN 10000 ELSE 200
```

Insert AFTER line 3420

```
9999 REM          Command table printing sub-routine -- l.e.g.
10000 PRINT CLS$:YY$=" Table of Keypad Commands ":GOSUB 12000:
PRINT
10010 PRINT TAB(10)"All commands must be followed by ENTER"
10020 PRINT TAB(5)"0 - Fire gun, fly straight    13 - Straight
  ahead"
10030 PRINT TAB(5)"1 - Slow left turn to 8:00    14 - Immelman
  turn to 6:00"
10040 PRINT TAB(5)"2 - Slow hard left (dropping) 15 - Loop and
  dodge right"
10050 PRINT TAB(5)"3 - Slow dodge R + left turn  16 - Loop and
  dodge left"
10060 PRINT TAB(5)"4 - Slow dodge left           17 - Dodge ri
ght"
10070 PRINT TAB(5)"5 - Slow straight (no drop)   18 - Hard rig
ht to 4:00"
10080 PRINT TAB(5)"6 - Slow right                19 - Right tu
rn to 2:00"
10090 PRINT TAB(5)"7 - Slow right to 2:00 (drop) 20 - Fast lef
t to 11:00"
10100 PRINT TAB(5)"8 - Slow hard right to 10:00  21 - Fast har
d left to 10:00"
10110 PRINT TAB(5)"9 - Slow left dodge + R turn  22 - Fast str
aight, then left"
10120 PRINT TAB(4)"10 - Left turn to 10:00       23 - Fast str
aight ahead"
10130 PRINT TAB(4)"11 - Hard left to 8:00        24 - Fast str
aight, then right"
10140 PRINT TAB(4)"12 - Dodge left               25 - Fast har
d right to 2:00"
10150 ZZ$="26 - Fast right to 1:00":PRINT TAB(40-LEN(ZZ$)\2)
QQ$:PRINT
10200 PRINT "Press RETURN twice to start game..."
10210 PRINT TAB(50);:INPUT "Ready ";RP$
10210 IF RP$<>CHR$(13) THEN GOTO 200
12000 PRINT TAB(40-LEN(YY$)\2)VR$;YY$;VN$:RETURN
```

----0----

FOR THOSE WHO SHUDDER AT ALL THAT TYPING:

We can supply the complete CP/M MBASIC "ACE of ACES" game on either hard-, or soft-sector H8/89 disc at $6.96 a copy, or on your disc for one buck less ($5.96).   Send (disc) name, address, AND cheque or money order to SEBHC "GAME DISC", 895 Starwick Drive, Ann Arbor, MI 48105-1285. NOTE: This offer expires 1-Aug-1987. All sales profits shall be divided evenly between program's author and SEBHC JOURNAL's operating fund.

----0----
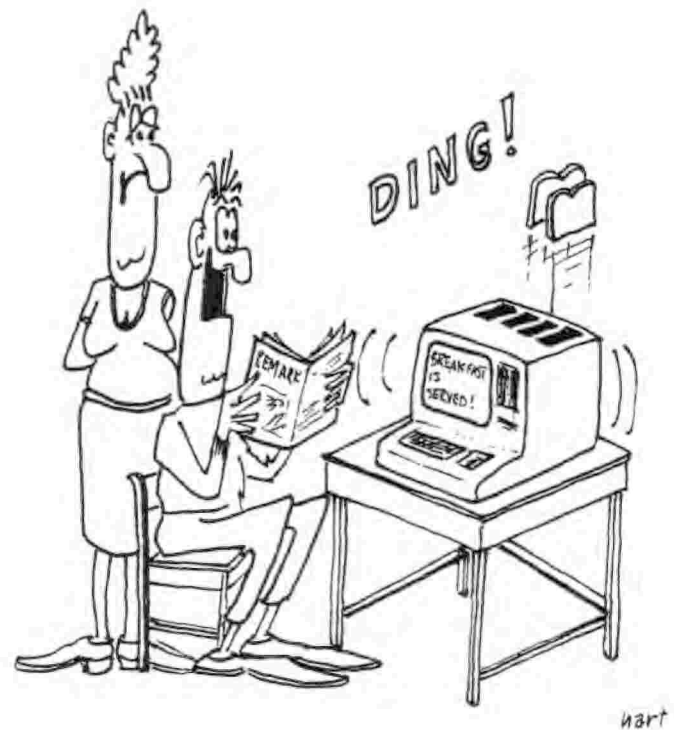
CONDENSED CPM/DOS PACKAGE (The Derby CP/M Utilities)

For a number of years Digital Research's CP/M has been the dominant 8-bit microcomputer operating system, and Microsoft's MS-DOS has held a similar position with 16-bit machines. Several improved features in MS-DOS are not reflected in the earlier CP/M system. Many of these have been incorporated in some very powerful CP/M extensions but often at the cost of original-system compatibility. Complicated installation procedures and inherently greater memory requirements also reduce previously-available flexibility for users still able to stick with their original system.

The new condensed CPM/DOS package supplies those useful DOS functions most needed to enrich the conventional CP/M environment without system modifications. Written on an H89 in Intel 8080 assembly language compatable with CP/M 2.2 and up, the entire package occupies only 6k of working space.

Four programs--SUB, SD, CMP, and COPY comprise the CPM/DOS package. Each provides useful functions to owners of small machines with limited disc capacity. All the utilities execute at near optimum speed because they are in machine code. The four utility programs are briefly described below:

SUB -- Replaces CP/M's SUBMIT. Emulates SUBMIT but also allows several SUB files to be packed into and invoked directly, or listed, from a single master file named SUB.BAT. In interactive mode, SUB (in a DOS-like manner) accepts CCP, COM, SUBMIT, or SUB.BAT without qualification. SUB normally accepts multiple commands on one line, but this and other functions--such as allowing lower case file names--can be toggled with special configuration commands.

SD -- Replaces CP/M's STAT. Produces a list or subset list of files on a disc. Shows size and number of unused sectors at end of each file. Directives allow listing four or less files on a line in alphabetical or directory order by name or extension. Includes user summary and status changing directives.

CMP -- Compares respective bytes of two indicated files up to end of the shorter file. Lists the first 30 (or more, if indicated) differences in ASCII or hex. Directives allow binary mode comparison and specification of a pattern byte to search for in two files, or in a file compared with itself. Number of bytes compared, differences found, and line number of the first difference are reported at end of comparison.

COPY -- Converts a DOS copy command to a PIP command and then transfers control to PIP. You can delete a file with the same name as a new one being copied so as to free up disc space before finishing the copy function. Provides a more convenient and less error-prone way to use PIP.

The copyrighted Condensed CPM/DOS Program Package and documentation is available on standard CP/M H89 hard-, or soft-sector 40-track 5-1/4" disc for U.S. $12 in all 50 states. Postage is included in the price. CPM/DOS is also available in standard CP/M 5-1/4" disc format of most other non-Heath machines. Please indicate disc/machine when ordering from W.S. Derby, P.O. Box 2041, Livermore, CA 94550. Cheques or money orders only, please.

[A word from your editor -- If you use two or more different operating systems such as HDOS and CP/M as I do you'll benefit greatly by purchasing this utility package! We'll have a review of CPM/DOS in Issue No. 8.]

A TINY ASSEMBLY-LANGUAGE UTILITY FOR YOUR PLEASURE!

If you're NOT a pianist but ARE a fair touch typist (as I am) you soon tire of using the digital gymnast's CTRL-SHIFT-ERASE key excercise to blank your computer screen! And I sort of "grew up" with HDOS 2.0 as modified by Jim Texiera's Super Sysmod 2 which lets one blank the screen by simply typing CLS<CR>. One day I decided to try writing a CP/M utility to emulate SUPERSM2's simple command, and here's the result:

```
;      CLS.ASM -- A CP/M-80 CLear Screen utility
;
;      by L.E. Geisler, editor/publisher SEBHC JOURNAL
;
;                    12-Jun-86
;
;              SET UP PROGRAM
;
fdos     equ    0005h           ; cp/m fdos entry point
wboot    equ    0000h           ; warm boot entry point
consout  equ    2               ; console output
esc      equ    027             ; ESC key code
esc      equ    027             ; ESC key code
;
;              RUN PROGRAM
;
         org    0100h           ; top of tpa
begin    mvi    c,consout       ; load function to (C) reg
         mvi    E,esc,'z'       ; shifted-ERASE key code
         call   fdos            ; erase the screen
         jmp    wboot           ; get back by a warm boot
         end    begin           ; that's it!
```

Copy listing with ED.COM or your favorite processor. Leave out all comments and save file as CLS.ASM. Note: ASM.COM and LOAD.COM must be on working disc. Enter ASM CLS.AAZ<CR>. When >prompt returns, enter LOAD CLS<CR>. Now enter CLS<CR> and watch your screen blank out. Fabulous! Delete CLS.HEX if you like...

FOR ALL 8-BIT COMPUTER CHEFS

SOMETHING NICE FOR HUNGRY SEBHC MEMBER'S TUMMIES

Ziggy Nebbish's Old-Fashioned Sourdough Bread

Note: This recipie might help you to calm your "bookkeeper" after you've just bought that expensive new bit of (check one) hardware [__] firmware [__] software [__] other [__]. Besides which, it is VERY tasty AND nourishing!

INITIAL STARTER ingredients

1/2 - 3/4 Cup sugar	1 cake fresh or
3 Tbsp instant potatoes	1 pkg dried active
1 Cup warm (105 deg) water	yeast

Combine all except yeast and mix well, then add yeast. Be sure yeast is thoroughly hand-mixed. Cover loosely with handy plastic and let stand at room temperature for at least two days or until quite bubbly. Gently stir occasionally. Keeps well for two to three weeks in 'fridge; may be frozen for long-term storage, but must be thawed at room temperature overnight to regain strength.

Use one cup of starter for each batch of bread. Replenish starter with well-mixed 1/2 cup sugar, 3 Tbspn instant potatoes and 1 Cup warm water afterward. Loosely cover, let stand at room temperature 3 to 12 hours or until quite bubbly. Stores well in refrigerator up to 5 days before needing to be re-fed with same ingredients. Feed up to 3 times before using for bread to avoid depleating starter.

SOUR-DOUGH BREAD BATTER

1/3 Cup sugar	1 Cup starter (aged)
1/2 Cup corn oil	1-1/2 Cup warm water
1 Tbsp salt	6 Cups flour (half unbleached
	all-purpose, half whole wheat)

Knead batter a few minutes. Oil a very large bowl, put dough in and turn over, oily side up. Cover with foil; let stand at room temperature overnight. Next morning punch down dough and knead it a little. Divide into 3 parts, knead each part on lightly floured board a few times. Put each part into greased loaf pan and brush with oil. Let rise 4 - 5 hours (or all day, as sour dough rises very slowly) uncovered. Bake at 350 deg. 30 to 45 minutes, or until crust sounds hollow when tapped. Remove, brush with butter and let cool on wire rack. Keep cooled bread sealed in a plastic baggie in the refrigerator up to a week, longer if kept unopened. Freezes well. Absolutely YUMMY when served hot with fresh sweet butter and the robust main dish in the next column.

(Adapted from an Oster processor demo handout.)

JIM BRADY'S GENUINE CHILI CON CARNE (sans Frijoles)

Serves a BUNCH of Really Hungry Folks!

INGREDIENTS --

- 1 lb 1/2-inch cubed fresh pork
- 2 lb 1/2-inch cubed sirloin
- 7 Tbsp chili powder
- 1 Tbsp cayenne pepper (or to suit taste)
- 1 can medium-size mild jalapeno peppers (to suit average preferences) *
- 5 Tbsp brown sugar
- 1 Tbsp red wine vinegar
- 2 Tbsp Spanish masa (mah-sah) flour
- 3 bay leaves
- 4 cloves garlic, freshly crushed
- 2 Tbsp oregano, freshly crushed
- 1 pint pitted ripe olives, drained
- 1 quart fresh or canned tomatoes, cut in eighths
- 1 to 2 lb sharp cheese
- * HOT halapanyo peppers require Pepto-Bismol or equal!

PREPARATION --

Stir and brown pork in heavy cast-iron pot or Dutch oven in about 3 Tbsp fat or vegetable oil. Stir in sirloin and brown; add more fat/oil to prevent sticking. Add chili powder and cayenne pepper; stir until meat is thoroughly coated with spices. Add tomatoes, cook on medium heat without boiling for 20 minutes. Add jalapenos, brown sugar, vinegar, flour, and garlic, bay leaves and oregano. Simmer for one hour. Add olives and simmer at least 30 minutes before serving (longer to intensify flavor).

SERVE --

Liberally garnish bowls with freshly-grated sharp cheese. Have fresh & hot sourdough bread, fresh creamery butter, and frigid Mexican beer ready on the side, plus a hot kettle of lightly-salted frijoles (kidney beans) handy for those non-purists who'd "just die" without beans in their chili! Other side dishes: Fresh home-made cole slaw, bread-and-butter pickle slices, sweet dill pickles, tossed salad, etc. "Absolutely MAHh-val-US!", as Billy Crystal would say. . .

(Recipe adapted from a letter in Americana magazine)

[NOTE: If you try and like either or both recipes let us know immediately. Better still, send your own favorite recipe for publication in the JOURNAL. If it's accepted you'll receive a) a FREE 1-year subscription (may be used as a gift), or b) a FREE 1-year extension of your present subscription. Remember: Man does not live by BYTES alone! -- ed]

Member's Want Ads --

FOR SALE

For any of following group of computer items, contact Don M. Deck, P.O. Box 1240, Lone Pine, CA 9345, or 619-876-4217 after 6pm PST. All have to go; any reasonable offer will be considered, AND I'll pay shipping anywhere in the continental US *except AK and HW*.

Group 1 --
Complete H-8 Computer System, $825 (org. cost $4800+). Includes Trionyx MB, Heath HA8-6 Z80 CPU w/updated ROM plus WH8-37 soft sector controller (can use w/Quikdata Wini), Tryonix bank-select board, 2 Heath WH8-64k memory bds, WH8-4 4-port serial board, Heath WH8-17 hard sector controller, MicroWidget Works H81-AG parallel I/O board w/real-time clock, Trionyx panel w/2 fans, 3 FDD221-5 full-ht DS, 80trk drives in H17 cabinet, H29 terminal w/palm rest. Includes all manuals, schematics, misc spare parts, both HDOS and CP/M operating systems enhanced to exploit this hardware configuration.

Group 2 --
Complete H89 Computer, $625 (org. cost $2600+). Includes 64k memory, anti-glare screen, Kres 4-MHz speed kit & software, 1 ea hard, soft sector controllers, Bit-Zero RT-Clk w/battery backup, HUG Watzman ROM, p/n 885-1221, 2 internal 1/2ht SA465 ds, 80trk drives, all manuals, schematics, etc. Will throw in both HDOS 2.0 & CP/M 2.2 operating systems. This system ideal for one familiar w/H8s, H89s and needing another computer for growing kids, spare system, parts, or whatever.

Group 3 --
CP/M Software for H8/H89 -- specify hard or soft sector, 40trk or 80trk. Heath Digital Research C-BASIC V2, $25. Peachtree COMPLETE ACCOUNTING SYSTEM including General Ledger, Sales Invoicing, Inventory Control, and Accounts Payable, Receivable -- $175. SUPERCALC V1.05, including CP/M operating system and Microref Quick Reference Guide, $35. Aston-Tate's FRIDAY! database (list $199)--$99. WORDSTAR w/MAILMERGE=$45; PROGRAMMING IN MICROSOFT BASIC, Heath EC1110 (lists @ $99)=$55. $300 buys EVERYTHING!
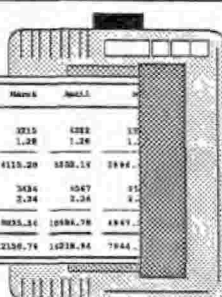
Group 4 --
HDOS Software for H8/H89 -- specify hard or soft sector, 40trk or 80trk. Geneology by Commsoft--ROOTS 89 + Utilities, $25; AUTOFILE database, HUG p/n 885-1110-37 (Z80 only), $12; GRAFED V1.1 graphics editor, $12; Newline Software's VIDEO ARTIST PLUS-V4.0 & H25 Graphics Generator, $15; STRUCTURED BASIC TRANSLATOR by Gene Bellenger, $12; PILOT LANGAUAGE, HUG p/n 885-1042-37, $12; LUCIDATA PASCAL V3.6J by Polybytes (w/samples), $30; TINY PASCAL V4.1A (many samples), $15; HUG TINY BASIC COMPILER, p/n 885-1132-37, $12; UCSD PASCAL V-II, $15; Heath's PROGRAMMING IN PASCAL plus 5 PASCAL ref. books, $25; Microsoft (Heath version) FORTRAN 80, plus Software Toolworks RATFOR & other pgms, $25; Heath COBOL-80 plus Heath PROGRAMMING IN COBOL, $30; Heath EC-1110 PROGRAMMING IN MICROSOFT BASIC, $55. Buy lot for $200 or make an offer I can't refuse!

PRODUCT REVIEW -- By L.E. Geisler, SEBHC JOURNAL Editor

Rembrandt

COMPLETE BUSINESS GRAPHICS TOOLKIT

Vendor: SPECTRE TECHNOLOGIES, Inc.
              22458 Ventura Blvd., Suite E
              Woodland Hills, CA 91384
              Phone:
              Orders only -- 800-628-2828, Xtn 918
              Technical -- 818-716-1655 9am-5pm PST

Price: $39.95, by cheque, VISA, MC or American
              Express

Availability: Shipped from stock next business day

Warranty: Software exchanged free within 1st 30 days,
              $8/disc for replacements after 30 days. No
              charge if software has an honest "bug".

Operating Systems:

              H/Z CP/M-80, CP/M-86 on machines with H19-type
              terminals (H/Z89, H/Z100) and MS-DOS or other
              non-H/Z machines. Works with most dot-matrix
              printers (call for list of those supported).

"Rembrandt" is advertised as "a complete business graphics presentation package which allows you to effectively and easily use the powerful graphics capabilities built into your Osborne 1, Executive, or Vixen, graphics equipped Kaypro, or Heath/Zenith computer". The full package has three "easy-to-use" components which will allow you to create electronic pictures on-screen and send them to your printer, create business graphics from numerical data, and to do on-screen presentations and briefings.

Rembrandt's toolkit components are: Drawing "BOARD", "GRAPH", and "BRIEF", plus a printer driver described later.

"BOARD" gives you access to all your computer's graphics and alpha-numeric characters to create, edit and save graphics screens. With BOARD you may create game layouts, simple bar graphs, data-entry forms, logos, or electronic pictures and save them to disc for later recall or editing.

"GRAPH" is a group of plotting and graphing programs which allow you to create vertical or horizontal bar charts, "pie" charts, or X-Y plots, and easily save them to disc. These files may be recalled either for viewing, or editing, or both.

number of screens created with the previously-described tools to be sequenced and displayed on your computer. There are a number of special effects which are used by BRIEF to make the presentations more interesting and dramatic. A few are included in Rembrandt's "DEMO" file.

The first beta test package of "Rembrandt" I received from Spectre Tech was incomplete, as they were still working on the H/Z89 CP/M printer "driver". But it could be used to try out most of its' many features via the included demo program. To be quite honest, I was very confused by the instruction manual as it is written for Kaypro and other non-H/Z computer operators. Most illustrations show typical non-Heath graphics characters, but once I ran the demo I saw the familiar H19-type graphics characters on my H89 screen. Since I had many other jobs in the "holding pattern", I put the test package aside after calling Dave at Spectre Tech to let him know how it worked for me thus far.

In due course the final beta test package arrived, just in time to miss the January, 1987 issue of the JOURNAL! By now I'd caught up with things enough to wring out Rembrandt, which I proceeded to do. Here are my honest findings.

Ease of use:

The manual has been updated somewhat and does mention H/Z computers as well as "those others". The instructions are in two forms, one "for the impatient user" and the other in more detail. I like that because using the brief form does give a fair preview of Rembrandt's potential.

It took about an hour to make two working CP/M boot discs, one for my H89's hard-sector 80trk drive, the other for my H8's 40trk dsdd soft sector drive and then copy the three Rembrandt distribution disc programs over to my boot discs. I did this because the H8 has a H19 terminal while the H89 is fitted with TMSI's SuperSet terminal upgrade kit so it works a bit differently than the H8/H19 combination. Also, using two different terminal setups would give me a chance to see if Rembrandt possibly might "bomb".

One of the first things I did was try out Rembrandt's EPS-PRINT.COM to see how it would work with my venerable MX-80 and the newer LX-80 printers as they sometimes react differently to some CP/M printer utilities. I was pleased to find there was no problem with either printer, but it took me about three hours of experimentation and re-reading the instructions until I got any output! (Did I tell you I'm a slow starter--and an even slower finisher?)

Next I ran the various demo programs (four in all), loading them into "BOARD" and experimenting with inserting or deleting

graphic and alpha-numeric characters, almost at random in order to find out how BOARD worked. It was quite frustrating for me because I am more familiar with Software Toolworks Ed-A-Sketch--which in no way does BOARD resemble!

Finally I sent all the included demo graphics files to EPS-PRINT.COM. Some looked pretty good, appearing better on paper than on the screen. I've included four, reduced to fit our page size (the title block and Figures 1 thru 3).
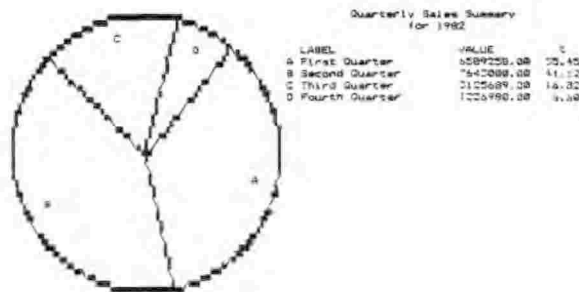
Figure 1 -- Rembrandt's Pie chart example (photo-reduced)

I don't think much of the pie chart image; it's not very realistic on paper and worse on screen. The demo COMPUTER picture looked more like a Kaypro than an H/Z89. I loaded in Ed-A-Sketch's version; it more closely resembles the '89. Eventually, I edited SKETCH.PIC and printed it, but the result was so unimpressive I scrapped that experiment.

BOARD doesn't handle unedited Ed-A-Sketch files well. When you run the file through the ED2REM conversion utility, something ugly happens. The converted file displayed by BOARD had bullets across the screen on line 23 and almost as many on line 24. They blotted out the bottom of the original picture and appeared on the paper version, plus blocks at both ends of some text lines and in the middle of others. I can't imagine why this happened. Is this an undiscovered "bug"?

BOARD assigns graphic characters to number keys 0 thru 9. It's tedious work creating pictures--you're busy loading characters most of the time. And it's very easy to make mistakes. Ed-A-Sketch has a symbol row on line 25 but not BOARD. Making pictures with Ed-A-Sketch then running them through ED2REMB is time-consuming and usually produces unexpected results.

I've not yet had a chance to try my hand at making graphs or creating computer slide shows. I'm sure that eventually I'll be able to exploit BRIEF, but at the moment I have very little time to spare in learning how to work with it despite its appeal. From seeing BRIEF's demo, I believe it's possible to create MBASIC programs to animate images and game screens.

Rembrandt's instruction manual gives numerous examples of how it works with word processors, expressly Wordstar. Since

I'm too poor to buy another processor, but make do quite nicely with Newline Software's TEXT PROCESSOR V4.1 (both HDOS and CP/M types). I'll have to check out the manual's graphic codes examples some other time...

Rembrandt's author is quite thorough in many respects. He even contacted TMSI's Lee Hart, so as to insert certain Super-Set characters into Rembrandt. Now, if Lee gets a chance to experiment with his Rembrandt beta copy, I'll certainly print his review of it in the next JOURNAL--he's a Wordstar *Whiz*! (How about a review Real Soon Now, Lee?)
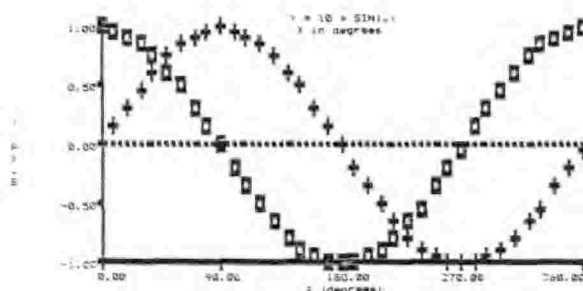
Figure 2 -- One of the photo-reduced demo X-Y printouts
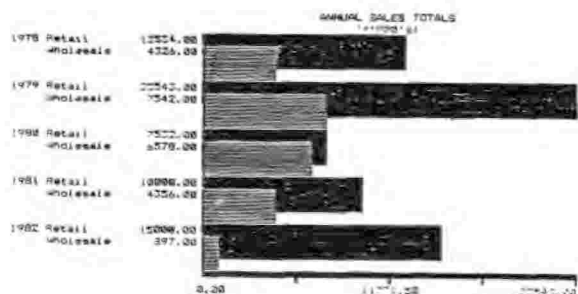
Figure 3 -- Rembrandt HBAR demo printout; photo-reduction exaggerates printer ribbon density variations

Conclusions --

Rembrandt appears to be a pretty useful program for its low ($39.95) price. If you have virtually no experience with screen graphics, it should be easy to learn to use in a fairly short time as you wouldn't have to "unlearn" other techniques. The instruction manual is very well written and illustrated--better than many I've slogged through. All the software examples run flawlessly, and that's unusually nice. But I do believe BOARD needs to be made easier to use, perhaps with something similar to Ed-A-Sketch's 25th line of characters. As it stands, I think Rembrandt should appeal to, and be very useful for many highly-skilled computerists.

-----0-----

YET ANOTHER ASSEMBLY-LANGUAGE UTILITY!

by

Sigismund "Ziggy" Nebbish

Let me first introduce myself. I'm not your usual computer "jock", but rather a bumbling amateur. I got started in our wonderous world of bytes and bits by way of buying a Heathkit ET-3400 Microprocessor Trainer and Microprocessors Individual Learning Course. After having built the ET-3400 and fumbling through the course and final exam (I passed!), I discovered I possessed a mini-computer with 512 bytes of memory. By spending a few hundred bucks more, I'd have a 4k memory expansion kit (complete with Tiny BASIC) and an H9 terminal kit which would turn my ET-3400 into a "real" computer. (The H9's were being closed out at a fantastic--I thought--low price, so eventually there went some more cash.)

Maybe some of you have had experience with the H9 terminal, and can appreciate how much "fun" I had, constructing it and trying to make it work. For those who've heard of, but never seen an actual H9 terminal, it was ship-anchor heavy and orig- inally intended to work with H11 and H8 computers. The engineer who'd designed it had quit half-way through, and a different (unlucky) Heath engineer finished it off without any documentation of its "features" or much else. He got the job done, but there were more things wrong with its' design than there were right!

Later I fobbed off the H9 for seventy-five bucks on a poor- but-trusting soul, and bought a vastly superior H19 terminal kit which made my ET-3400 into a "teeny-weeny" cassette-based computer. As I became more proficient with this building- block system it became evident I really needed a line printer. So I bought an H14 closeout special kit and assembled it. To make the H14 work with my ET-3400, I hooked it in parallel with the H19, turning the printer on whenever I wanted something printed. Crude, but effective. What I saw listed on the terminal was simultaneously printed on the H14.

Eventually I got lucky enough to buy and assemble an H-8 closeout kit. This moved me into "the big time" and I joined HUG in order to find out more about computers and how to make them work for me the way I thought they should. I haven't been the same since! And my checkbook resembles a black hole; attracts every cent I can scrape up and deposit, whereupon all vanishes from the sight of man, never to be seen again. . .

But during the past several years (seems like centuries, as I look back) I have perforce become reasonably skilled in com- posing working BASIC programs. Lately I've been reading old copies of REMark and BYTE (remember back when BYTE was a real magazine!?) and have been experimenting with creating HDOS and CP/M assembly-language utilities. Because I like the way HDOS works, and have only recently gotten CP/M-80 to behave, I decided to write a CP/M disc-labeling utility. It was not an easy job, but somehow I put it together; now whenever I boot a disc it displays its' label almost like HDOS does. And if I forget what disc is in my boot drive, I just enter LABEL<CR> and there it is! Here's the listing:

```
;       LABEL.ASM       CP/M ASSEMBLY-LANGUAGE DISC LABELLER
;       References: Z80 Handbook, SEXTANT #5 & REMark V5#2
BOOT    EQU     0000H
BDOS    EQU     0005H   ; CP/M Disc Operating System Address
CONIN   EQU     1       ; Console keyboard input
CONOUT  EQU     2       ; Console output to screen
PLINE   EQU     9       ; CP/M print function
ESC     EQU     1BH     ; Software ESC key code
;
        ORG     0100H   ; Top of Transient Program Area
MAIN:   LXI     D,TAB   ; Load tabs
        CALL    SENDLN  ; Print 'em
        LXI     D,RVID  ; Load Reverse Video Code
        CALL    SENDLN  ; Turn on Reverse Video
        LXI     D,MSG   ; Load disc label
        CALL    SENDLN  ; Print it
        LXI     D,NVID  ; Load Normal Video Code
        CALL    SENDLN  ; Exit Reverse Video
        CALL    BDOS    ; Call CP/M
        RET             ; Go back to normal CP/M operation
;
;       SEND LINE SUBROUTINE
;
SENDLN: MVI     C,PLINE
        CALL    BDOS
        RET
;
;       H-19 Escape codes
;
RVID:   DB      ESC,'E','$'
NVID:   DB      ESC,'z','$'
TAB:    DB      '        ','        ','        ','$'
;
MSG:    DB      ' CP/M-80 Assembly-Language BOOT Disc ','$'
        DS      014H    ; Reserve stack space for 10 entries
STACK:  DS      001H    ; Top of stack
BUFFER: EQU     $       ; Storage area marker
;
        END     MAIN    ; The End
```

Enter the listing, then run ASM and LOAD LABEL.HEX. Delete LABEL.HEX; you won't need it again. Next run CONFIGUR and set AUTO to run LABEL on cold bootup (and warm too, if you like). Now, every time you boot the disc it identifies itself, just like HDOS. Of course there's no date, but that's a story I'm saving 'til next time. . .

ANSWERS PRICE LIST

Answers 7

Answers (requiring thought) . . . . 1.

Answers (correct) . . . . 2.

Dumb Looks Are Still Free

SEBHC JOURNAL

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