

M.O.A.U.G NEWSLETTER

(A Publication of the Metro Orlando ADAM User's Group)

Metro Orlando ADAM User's Group

January 1988

Dear Fellow ADAMite,

Well, here comes another year! I think it's going to be an exciting one. Last year was like a dam bursting...so much happened all at once that it was literally impossible to keep up. This year we should see all those innovations bear fruit (just to mix metaphors.) I don't know yet what's in store, but it promises to be intriguing, and we will all benefit by having more options from which to choose.

The holiday season is always hectic, and this one is no exception. I owe a particularly warm thank you to the Indians who came through for us this month, and who certainly saved a certain unnamed editor's scalp! You'll find their articles within. And thanks again to Ray Dougherty, without whom I'd never be able to keep up with Compuserve messages. To all of you who quietly contribute your time to one task or another, please be assured that you are not only appreciated, but essential to the progress of a small group such as ours. And to any of you who may have a little time to share, please don't hesitate...we can use all the help we can possibly get! There are many projects on the drawing board that just may not see the light of day unless someone wants to take charge. (This mixing of metaphors could get to be a bad habit.)

Next meeting is: January 10, 1:30 P.M. - Orlando Public Library

The BONUS! this time will be DEI6s EZfilexfer program (see Members' Questions for details.) You won't want to miss it. Remember that, other than the BONUS! and some blanks, there will be no software brought to the meeting unless you order it in advance, either by writing me or calling our Short Order Department, overseen by Allen & Frances Bell at 352-0724. And don't forget to bring your blank medium or \$3.50 for the BONUS!, plus your suggestions, comments, or questions. Please write them down, if at all possible, so that we can refer back to them after the meeting. If you wish to make comments before the meeting, call president John Terry at his NEW number: 380-1400 (better make a note of that!) Or... write me!

MEMBERS' QUESTIONS:

Q. How do I get BASIC on my own tapes?

A. On most media, BASIC occupies the first 29 blocks. (The blocks are 0-248; remember that to the computer, the first number is ZERO, not one.) So, all you need to do is copy those blocks from a BASIC tape to your own tape, using any copy utility that will copy block-by-block. There are such programs in the public domain; refer back to Rich Lefko's series on copying. Of course, an image-copy program will copy BASIC, too, but it will also copy everything else on the medium.

Until recently, you could not copy BASIC to any medium that already had files on it, without destroying those files. But last year Digital Express, released a public domain program called Basicxfer, which they printed in Nibbles & Bits.

Basicxfer allows you to copy BASIC to any part of your tape, while leaving your files intact. (That's why I said "most" media contain BASIC on the first 29 blocks. If you have used Basicxfer, BASIC could be anywhere.) There seems to be an advantage to moving BASIC closer to the middle of the tape, in that it won't take quite as long to load, because the tape need not rewind all the way to block zero.

Now, however, Digital Express has developed an even more advanced program. EZfilexfer, as it's called, allows you to copy by file ANY type of file, including system files such as BASIC. It will copy the file with its attributes intact (if a file is LOCKed on the original medium, the copied file will also be LOCKed, and so on.) This is a superb utility, unlike anything else I've seen, and VERY useful. Best of all, DEI has contributed it to the public domain! You may purchase it through MOAUG at our usual PD prices.

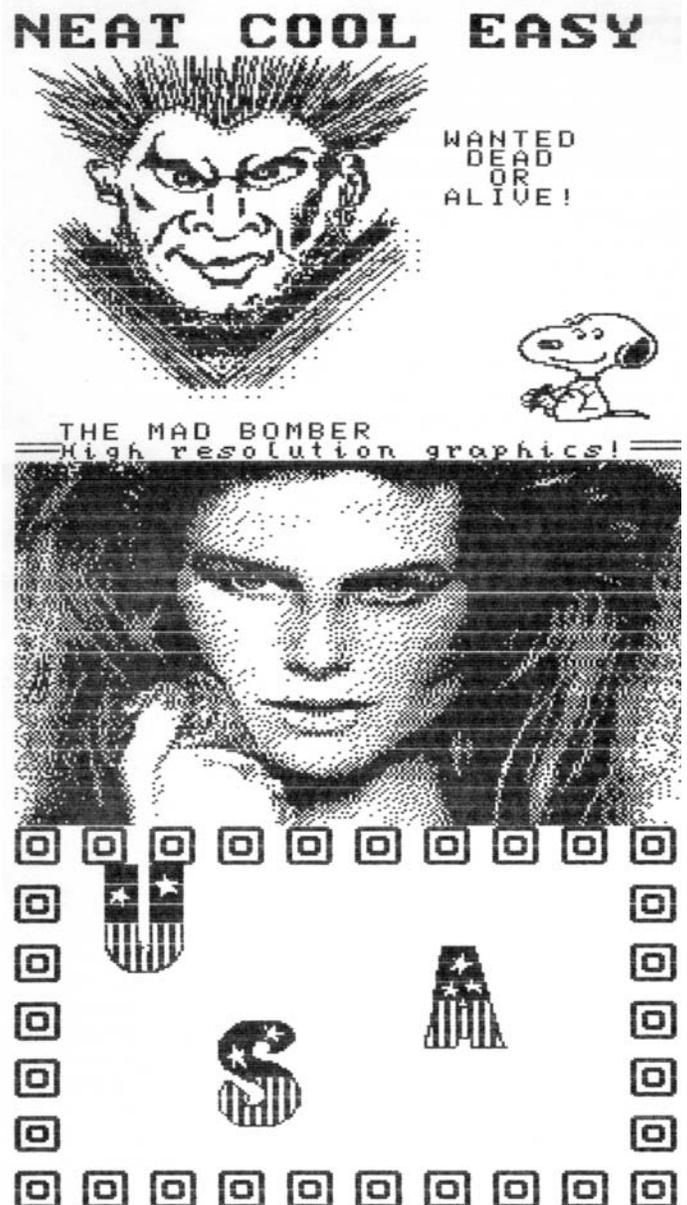
Here's a surprise, though: MOAUG members who attend the January meeting can have it free as the January-BONUS! Simply bring your blank media to trade. (Or, if you prefer, buy the media from MOAUG. Blank tape is \$3.50, disk is \$1.50.)

Q. How do you get those graphics in the newsletter?

A. It depends what you mean by "graphics." The front page format was designed by Mike Graham on a different computer (Atari ST) and so were some of

the headlines. Anything that is obviously hand-drawn or lettered is drawn by the editor. But, we try for variety; we've had graphics printed by Rich Lefko on his (dot-matrix printer, and SignShop pictures by Rick Covell printed on an ADAM printer. We welcome graphics, drawings, or hand-lettering from other sources. Often these are reduced on a copy machine, and the whole is cut, laid out, and stuck together in whatever form seems to work at the moment. There is no strict format, except for first page. You will notice that this issue is somewhat lacking in graphics due to time limitations, but see below for an example of graphics printed on a dot matrix by Ric Stilfield.

(NOTE: Original graphics missing)



BEHIND THE SCENES

LAST MONTH'S MEETING:

The December meeting was the most organized meeting in months. Our treasurer was too ill to attend, and our secretary was also unable to make it. President Terry and the members in attendance chose to dispense with the usual business meeting. We discussed various questions and answers, but only one member remembered to write down his question. Your friendly newsletter editor loses her cool when she has to handle club money, so perhaps my viewpoint is not accurate. Anyway, we distributed the Christmas BONUS!, which consisted of several Christmas programs, and also the special NON PD programs by Gregg Noblett. These included the BASIC game, STARRTREK (complete with a special manual designed by MOAUG founder Mike Graham) and the CP/M text formatting utility REPORTER. If you didn't make it to the meeting, you have not lost your chance to get Gregg's programs; they will be available at future meetings. Just bear in mind that they cannot be traded or sold under the conditions Gregg has provided, and that we cannot send them through the mail.

We met some new people and shared our catalogs and newsletters, so all in all, it was an interesting meeting...but we fervently hope the treasurer and secretary will be well for many, many meetings come come!

NEW VOLUNTEERS:

A relatively new member has agreed to accept the job of printing out MOAUG mailing labels. Harry Lawrence comes to us all the way from Winter Haven ...quite a drive!... and has lifted a load from these fragile shoulders. Thanks, Harry. Meanwhile, I think we may have talked Jack Tilson into the idea of serving as Program Chairman (he's never officially said "yes", but my fingers are crossed.) Jack makes quite a trek himself, all the way from Deltona.

PROGRESS REPORT:

Projects still in the works include the Jeopardy Question Pack (there was a setback here), the

MOAUG catalog (which I hope to complete this month) and a revamped MOAUG PD#6 (ditto...but please don't hold me to it!) And here's a new project I'd like to get your opinion on: what do you think of a LOGO volume of Hangman games? Long ago; I altered the HANGMAN program which is a demo on the SmartLOGO medium to include a bunch of different words & to end properly. I thought it was an excellent game. More accurately, that it had a lot of potential...it used only 5 words, and so was pretty boring after the first time. So I fixed it up to my own taste, BUT, since all the new words are mine, it's still not a lot of fun for me. But if you're interested, I'll tell you how to do this yourself (very simple, I assure you) and we could compile a whole SERIES of games to trade off. Any takers?

ADAMQUEST BBS:

Just before Christmas, the bulletin board operated by Bill Strasser posted a message to the effect that MOAUG members will "no longer receive preferential treatment"... whatever that may mean. I have to hand it to Bill in one respect: he has poured a lot of time & energy into that board... and money as well, I imagine. I have been watching the board go up and down for months, and had hoped that it would stabilize. However, it does not seem to be happening, and I am withdrawing my personal support. I still wish him luck, but I will no longer subject myself to his mood swings., I want to stress that this is a PERSONAL decision, and in no way indicates anyone else's point of view, much less a MOAUG position. But, any further news of ADAMQUEST will have to come from someone else. If you keep up with this board and would like to share your findings with the group, I will be happy to print them.

IMPORTANT NOTICE:

Ever since MOAUG started...in October of 1986... we have wanted to print a directory of members' addresses & phone numbers, so that you could get in touch with one another; but we did NOT want to include anyone who did not wish to be included. We've never been able to get everyone together at once to take a poll on the matter, and it's unlikely we ever will. SO...we are going to go about it backwards. Please tell us in the next month if you do NOT want to be included; if not, we'll assume it's OK.

A Review of Pro Golf Champ by Rick Covell

It was with great anticipation that I ordered Pro Golf Champ by Superior Software from M.W. Ruth Co. for \$14.95. M.W. Ruth certainly came through, as I received my order less than a week from when I mailed it. Now that's fast!

When I opened the package I was disappointed to find that there were no instructions included. Maybe the instructions were included on the data pack, so I booted it up. Within 5 seconds a title was on screen. At least it was self booting. Soon a menu came up on screen and it included extensive (7 screens of) instructions. By pressing <CONTROL P> those instructions could be printed out.

How to Play

For each shot (except putts) you have 6 clubs to choose from (driver, 3 iron, 5 iron, 7 iron, 9 iron and chipper/wedge). Additionally, when using the 9 iron, any distance from 10 to 115 yards may be specified. After choosing the club, you choose the direction to hit the ball by specifying an angle from 0 to 360 degrees. When on the green you specify putt strength and direction (angle). All this information is input via the keyboard.

Now about the game itself. You play a course of 18 holes (all different). Coming into play (on each hole) are the hazards (out of bounds, trees, sandtraps and water). You can even choose whether or not the wind should be a factor. Each hole is seen from above (a bird's eye view). The golfer moves from where the ball was hit to where it came to rest (even if he must move through a water hazard now that's dedication). After hitting the green (or coming very close) a magnified view of the hole is shown where only the green is seen. The ball position remains true, that is if the ball came to rest on the front of the green that's exactly where the ball is, shown in the magnified view of the green. Also the greens are irregularly shaped and have undulations (which make the putting tricky). The undulations are shown by arrow heads on the green. You soon get used to these as you learn to compensate for the "hills" and "valleys" as you putt.

Eighteen holes takes anywhere from 45 minutes to well over an hour. After play is completed your scorecard is shown. It can be printed out if you wish.



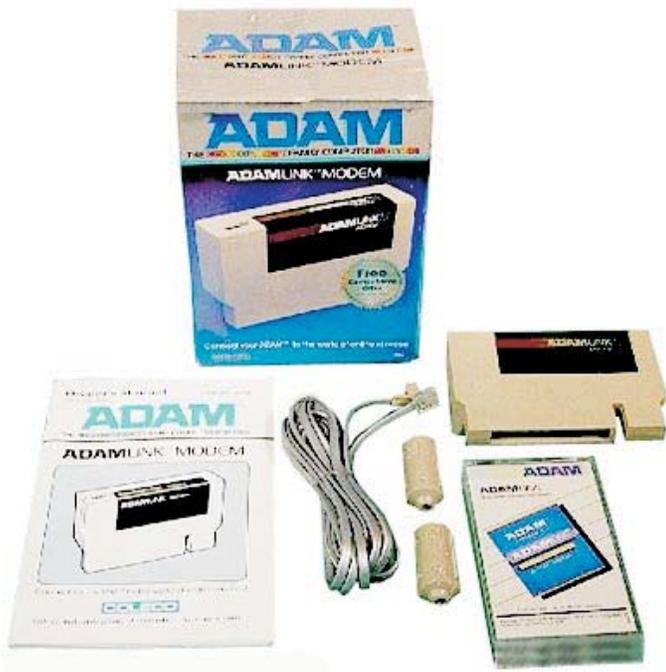
Or maybe you would like to enter your name in the Hall of Fame. Perhaps you would like to play the 18 holes again. Of course you could turn the computer off and visit your favorite "19th hole". As you can see, there are many choices in this entertaining and enjoyable game. I didn't even mention the graphics. In a word: super! From the birds eye view of each hole to the sight (and sound) of the ball in flight (even its shadow can be seen!) to the golfer's reaction to a stray shot. In less than a day this has become my personal favorite game for the ADAM (and I have quite a few). Since the "human factor" has been programmed in (an error of a few degrees may occur on any shot) the perfect shot one time may be less than perfect the next. Thus each time you play is a little different from the last. This game (in every aspect) rates a solid 10+ from me on a scale of 1 to 10.

COMPUSERVE AND ADAM by RICHLEFKO

I'm sure you've seen and read plenty of articles on tele-communicating with the ADAMLink modem, so let's just discuss one way to use it: calling Compuserve.

You should be aware from the start that there are literally thousands of electronic bulletin board systems (BBS) you can call, and I don't advocate one over another; they should all be judged on their individual merits and how useful they are to you.

I will assume that you have just received your ADAMLink Modem, taken it out of the box, caressed it several times, plugged it in expansion



slot #1 (inside your memory console) and plugged the telephone wire ends into the top of the console and into your phone jack, as described in the accompanying manual. Having done all of this, you will soon begin to feel that thrill of anticipation one feels when you have just put that new carburetor on the family car, or just prepared that "special" dish. Will the car start? Will my dinner glow in the dark? Now what do I do with this Modem?

Well, hopefully the worst thing that will happen is you'll find out you don't have those new modular phone jacks, in which case you are now on your own. The second worst thing you'll find out is ADAMLink does not come with ADAMLink II software. "What's the difference", you ask? ADAMLink I software will reduce you to a chair bound screen reader. ADAMLink I does NOT have the capability of transmitting or receiving files, or uploading and downloading, in computer jargon. ADAMLink II does, and it's widely available, cheap (\$5 NIAD), so there isn't any excuse to not have it!

The next thing you'll need to have is a Compuserve subscription. Here in San Diego, you can go down to the local Toys 'R' Us and buy a Compuserve Starter Kit. They run about \$30, or if you belong to NIAD you can get it from them for \$25.95. This kit contains an account number, password, and five free hours of time. Now, time on Compuserve costs about \$6 per hour and if you do download, it's more. There are many services available that cost extra and you are always warned of this before you access them.

One of the best things about subscribing to a large service such as Compuserve, or The Source, is the availability of local phone numbers in most large cities. If you don't live near any large cities, it's a long distance call. In this case, you would probably want to subscribe to MCI SPRINT, ALLNET, or some other long distance service in an effort to keep communication costs down. Compuserve does have quite an impressive list of access phone numbers in the United States and Canada.

Next month we'll discuss an actual call to Compuserve, and some of the things you can do once you are "ONLINE".

(Editor's note: ADAMLINK II is also available from MOAUG, \$5 ddp, \$3.50 disk. Adapters for old style phone jacks are readily available in hardware and electronics stores. To the best of my knowledge, Compuserve kits are no longer sold at the local TOYS R US; I got mine from Radio Shack. If you have any trouble locating one, let us know.)

OOPS! BOY, DID I GOOF!

On the December BONUS! Tape were included two LOGO files. In order to distinguish them from the BASIC files I gave them filenames ending with "logo"... "XMASlogo" and "CARDlogo". Well, I forgot that you cannot use lower case letters in LOGO, so your LOGO tape can't find these filenames. To correct this, you must rename the files. You can use EZmenu or another similar program to rename the files, or you can simply load the BONUS! and when Basic is loaded, type: RENAME XMASlogo, (any name that uses only capital letters), then <return>. As long as you're going to rename them anyway, you may as well give them more descriptive filenames. Perhaps you'd rename XMASlogo, SNOWMAN and CARDlogo, RUDOLPH. Now they will run from LOGO. However, they still will not show up on the LOGO catalog, because they were saved using a BASIC copy program. So, remember what you renamed them. Load LOGO and use the command: LOAD "SNOWMAN (or whatever) and the program will run. Then, if you resave it using the SAVE command, it will show up on your catalog from now on. Also: remember to use the command: ERALL before you call up any other program. This is akin to the NEW command in BASIC; it clears up your memory and frees your workspace. If you don't use ERALL, you may get a message telling you "Not enough space to

proceed.” (I built this command onto my CARDlogo program; if you type in EXIT, as it tells you to, your memory will automatically clear.) Of course, you can read these files from the word processor, just as you can regular BASIC files.

Some of you have asked about the song programs included on the BONUS! My documentation wasn't all that clear. In order to use the files ending in SONG, such as sniteSONG, you must first BRUN MusicMaker. A menu will come on the screen, from which you may choose a number corresponding to the category you'd like instructions for. Pick a number, and information will appear on your screen. If you choose the last number (NEXT SCREEN), you will go into the program; you can then press your STORE/GET key to get the song of your choice.

NAG, NAG, NAG:

Here we go again and I know I sound like your mother, constantly repeating something you already know. But last month, two MOAUG members lost important software for which they had no backups. Rick Covell, who had reviewed SIGN SHOP for last month's issue, lost his only tape when it became tangled. Perhaps he can get a replacement from the retailer, but he will lose the use of it in the meantime. (Since it was a legally purchased program, I would have replaced it for him, but SIGN SHOP is one of those programs in which the disk version is incompatible with the tape version.)

Leilani Holder somehow damaged the disk which held all her preliminary work on the JEOPARDY! Question Pack. This is impossible to replace, of course; if she can't save the disk, she will have to start from scratch. (OUCH!)

I'm not picking on Rick and Leilani. I have pulled the same stunt myself. But, OH! What a sinking feeling to discover that something you care about is gone forever! So, please, listen to Mother. Make backups. And take your vitamins, and don't forget to brush your teeth.

LOOK WHO'S TALKING DEPT.:

I recently got scolded myself for something equally important. I was having a problem with a DEI program for putting a picture on the screen while BASIC loads. (The program is called Bpdeluxe; it's a new PD release, and it's what I used to do the opening screen on the December BONUS! tape.)

Anyway, Bpdeluxe worked just fine, but then I couldn't get a HELLO program to load automatically, as it should. (For new users, any file that you name HELLO will automatically run immediately after BASIC loads. It is very useful to add a menu or welcome screen to any self booting BASIC tape.)

Well, I told Gregg Noblett about the difficulty I was having, and he advised me to send him the disks so he could try to find the problem. He figured it out in ten minutes. I was not using the original version of BASIC...what Gregg calls "Plain Vanilla Basic". I was using a "disk enhanced" version which is compatible with most things, but I guess not with Bpdeluxe. Moral: If you're not a programmer, better stick to Vanilla!!!

Technical Corner: PLAYING TRICKS WITH THE "FLASH" ROUTINE by Mike McCauley

One of my original goals for the STAGE FRIGHT program was to use sprites in a TEXT screen, but I kept getting erratic results and ended up using other techniques. Now, with GARBAGEMAN, I have again tackled the screen manipulation problem and have come across several tricks, traps, and techniques that have cleared the way, not only for using sprites on TEXT screens, but also having the sprites' movements driven by the FLASH routine, using graphics (again, in the TEXT mode), and animating the graphics. I work independently in an area without an AUG so I may be re-inventing the wheel in some of this work, but, in case I've stumbled on anything new, I thought others might like some tips.

THE HACKERS GUIDE TO THE ADAM I & II are absolute necessities for any serious work with the ADAM. Background information on VRAM, BASIC routines and OPERATING SYSTEM routines is the key to making the ADAM do the "impossible".

Mention is made in several places of the FLASH or NMI at \$66 and the fact that you must poke 102 at 201 to stop the FLASH to write to VRAM. (No, I am not speaking Greek.) To attempt a brief, clear explanation...every 16.7 thousandths of a second (60 times a second) the Video circuit sends a signal to ADAM that can't be ignored (a Non Maskable Interrupt.) This forces ADAM to set aside anything it

was doing at the time and run a routine that starts at address 102 (66 in hexadecimal notation), way at the bottom of the BASIC language routines.

This routine runs the FLASH by counting to 12, then changing from a primary screen to a secondary screen in the Video memory (or back to the primary screen if it was already using the secondary one.) This changes the screen every 1/5th of a second. The actual change is done by sending a short sequence of numbers to the Video circuit, telling it to switch tables.

At the end of the routine is a 201, the machine language code for RETURN. This has the same effect as the RETURN statement in BASIC. When someone refers to poking a 201 at address 102, what they want to have happen is for the NMI to cause ADAM to start the routine at address 102, but because the very first instruction is RETURN, there are never any instructions sent to the Video circuit and no switching between screens.

Other than keeping the screen from flashing, why would you want to "turn off" the flash routine? So you won't be rudely interrupted while YOU are giving instructions to the Video circuit. It works like this - suppose you want to tell the Video circuit that you want a sprite to be placed on the screen at a certain position. To do this, you send a short series of numbers to the Video circuit. Now, further suppose that, halfway through sending that code, the NMI alarm goes off and the FLASH routine starts grinding into action. Voila; halfway through your code sequence, the FLASH code sequence comes barreling along and steps right in the middle, garbling the two together. It would be like a telegraph operator starting to send "I am a man," and halfway through, someone else on the line inserting "wo" so the message becomes: "I am a woman."

To restart the FLASH routine, you must poke 245 at address 102 (that is the code that was originally there and 255 at address -17010 (this in a flag that tells the routine that it is supposed to do the flashing.)

If you are into deciphering Machine Language, it is an interesting project to trace the FLASH routine. It jumps to several other routines in BASIC and in the OPERATING SYSTEM areas of memory, and actually covers a lot of ground every 1/60th of a second.

Some interesting projects to get into once you've

mastered FLASH:

- * Combine sprites with TEXT. (Imagine their surprise when a letter or two gets up and walks away on a text screen!)

- * Use the FLASH routine to drive sprite actions. Modify the FLASH routine to include a Machine Language program to change the positions of sprites on the screen.

- * Write directly to the screen. Move strings of characters directly from ordinary memory to the Video memory locations of the screen (character name table.) Text will literally jump into view!

- * Alter the characters' appearances by poking new data into the Video memory area holding the character description table.

- * Animate the screen by placing different versions of a character in the corresponding positions of the primary and secondary screen tables and letting the FLASH routine alternate between them.

- * Change the colors of letters, numbers, and other characters using up to 32 different color combinations on screen at the same time.

I am building all of these techniques and several others into GARBAGEMAN and would be glad to provide further information to anyone interested. As I mentioned earlier, most of the pertinent information is contained in THE HACKERS GUIDES TO ADAM.

Mike McCauley is a personal friend and long time correspondent. (I purchased one of the first copies of STAGE FRIGHT and he charmed my socks off; we've been in touch ever since.) I asked him for permission to print one of his letters detailing the progress on his latest game, and he surprised me by contributing this article. Along with the text, Mike sent a disk which includes some of the routines he developed in the course of designing his games. Since they are based, in part, on others' work, Mike considers them public domain, and has no objection to our distributing them to interested ADAMites. If this describes you, just ask! Mike's also expressed a willingness to write additional articles on the subject. Should you have specific questions, you may address them to this newsletter, or you may contact Mike directly at the following address:

Mike McCauley
1442 Sorrel St.
Simi Valley, CA 93065

And... watch for Mike's new game, GARBAGEMAN, which is very close to completion. I can promise you that you've never seen anything like it! Personally, I can hardly stand the suspense.

HOW TO USE LIBRARY FILES by CP/M Librarian Ric Stilfield

What is a library file, you ask? Well, it's a collection of files that are usually related that have been put in one file with extension LBR. A lot of these files inside a library file are squeezed or crunched. This whole process serves to save space and keep files that are related together. You will usually find these files on PD software.

You will need some programs to get these files into a useable condition. They are NULU15.COM and UNCR.COM or DELIB.COM, UNSQUEEZE.COM and UNCR.COM. (These are all on MOAUG CPM/PD Vol. 1).

Let's talk about the easier to understand method first.

First, FORMAT and SYSGEN A blank disk or DDP. Second, copy or PIP the .LBR file, DELIB.COM, UNSQUEEZE.COM and UNCR.COM from their respective source disks to the blank formatted and sysgened disk.

Remove all other media from your system and log on your new disk (^C). You might want to check the DIR to make sure you have got the right files.

*.LBR
UNCR.COM
USQ.COM
DELIB.COM

Type in DELIB. You will be prompted for the library name.

ENTER LIBRARY FILE NAME:

Type in the name of the Library file and hit Return. You will see the message: EXTRACTING FILE *.* This will continue until all of the files have been extracted. After this process is complete get a DIRectory (there should now be more than the four original files listed).

Look through the list to see if any of the files are squeezed (those that contain a Q in the middle of the extension). Type in USQ followed by the file name and hit RETURN, i.e:

USQ WID30.DQC

You get a readout somewhat like this:

WID30.DQC > WID30.DOC

Follow this procedure for all squeezed files.

Next you want to uncrunch all the files that are crunched (All those files containing a Z in the middle of the extension.) All you have to do for this is type in UNCR it will automatically search for crunched files and uncrunch them. There is a pretty strange display when this program is operating but You do not need to worry about it as long as it works.

Next month we will discuss NULU 15. It is a little more complicated to use, but has more features. Here are some examples of crunched and squeezed and library files. Hopefully this will help you to recognize them.

<u>LIBRARY FILES</u>	<u>CRUNCHED</u>	<u>SQUEEZED</u>
Z80CHESS.LBR	XCCP.AZM	HELP.DQC
ELIZA.LBR	HELP.DZC	STANDST.COM
MMERGE.M	CHESS.TZT	README1ST.TQT
XCCP.LBR	BACKUP.CZM	WID30.AQM

CP/M Public Domain #5 by Ric Stilfield

CP/M VOLUME 5 (More Utilities) is complete. Here are the file descriptions:

ADAMFIL.COM - use this after you convert a SMARTWRITER File to a CP/M file to filter out those unwanted control characters.

DIRR.COM - lists the directory in four vertically alphabetized columns.

EDIT.COM - is a utility program that has many functions needed in day to day computing, including a line editor.

NSWP.COM - a utility program for the upkeep of file directories and transferring files.

SQ111.COM - file squeezer written in assembly language.

USQ120.COM - file unsqueezer.

PRTNTSQ.COM - prints squeezed DOC files without unsqueezing.

MULTCOPY.COM - multicopy program.

LASM.LBR - A rewrite of CP/M ASM.COM with some added features.

EBASIC.LBR - Do you like writing programs in BASIC? Well, here is a BASIC to run under CP/M.

SOME QUICK REMINDERS:

1) MAKE A BACKUPS!

2) These PD Volumes do not contain the CP/M SYSGEN, so if you don't have CP/M they will be no good to you.

3) Print out ALL DOC., TXT and HLP files and read them.

4) If you have any problems, questions or suggestions please feel free to contact me, if I don't have the answers I'll find it.

Ric Stilfield
705 McDermott Avenue
Melbourne, FL 32935
(305) 254 5227
COMPUSERV I.D. #71340,2401

CP/M tip from Leilani Holder: Leilani points out that she ruined some disks before she realized that she had to use fresh media to use the utilities described by Ric for unsqueezing, uncrunching, and DELIBing. The space saving techniques mean that there are usually more files than the medium would normally be able to store, so it's impossible to undo them and put them back on the original medium.

About This Newsletter:

MOAUG has received a lot of publicity over the past several months from other newsletters and users' groups. As a result, we periodically get mail from other parts of the country requesting information about joining MOAUG or "subscribing" to our newsletter. Of course, we really should include such information in each issue, but we don't really have room for it. We'll try to answer your questions in this article, and to rerun it occasionally.

SUBSCRIPTIONS: This newsletter is published monthly as a free service to MOAUG members. No subscriptions are available to the general public, though we gladly trade with other groups, and often send complimentary copies. There is a reason for the no subscription policy. The editor and all contributors donate their time and effort. Though we intend to continue publication as long as there is an interest, there is no way of predicting what the future may hold. If it should become, for some reason, impossible to continue, we do not want to have unfulfilled obligations hanging over our heads. The newsletter is only one of many functions provided by MOAUG. Anyone who wishes to join the group may do so for an annual \$12 fee. We encourage potential members to examine the benefits of membership carefully before making a decision. Sample copies of the newsletter are available; please send a business sized self addressed stamped envelope.

COPY PERMISSION: The entire contents of this newsletter are considered public domain, and may be copied or distributed by any interested party, with the following exception: Should a contributor request that his or her work be exempt from reprint permission, we will so state (this has not happened yet), and we will expect you to respect any such request. We expect you to take care in your editing, so that the original intention of a given article is preserved, especially if the byline is kept intact. Any article with no byline may be assumed to be the work of the editor, and should in no way be construed to reflect the opinions of other MOAUG members.

SUBMISSIONS: Contributions to this newsletter are welcomed. Such submissions may include questions, comments, articles, reviews, public domain programs, or opinion pieces. While any format is acceptable, it is much easier when contributions are submitted on disk or datapack. Double spacing is neither necessary nor desirable. Graphics printed on the ADAM are also welcome; in this case, however, we ask you to submit the finished product, as the editor does not have access to a dot matrix printer at present. Your submissions will be treated as public domain unless you specifically request otherwise.

ADVERTISING: We reserve the right to initiate paid advertising at some point in the future if it becomes necessary. Meanwhile, advertising is free to MOAUG members and to our correspondents, on

a space available basis. Please try to limit advertising to a reasonable amount in any given quarter. As an alternative, we will be happy to distribute flyers or catalogs at meetings.

CORRECTIONS: The editor urgently solicits your feedback on the newsletter, and particularly about any factual errors you may discover. Write to:

Patricia Herrington
1003 Oak Lane
Apopka, FL 32703

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