

M.O.A.U.G NEWSLETTER

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

Metro Orlando ADAM User's Group

March 1988



**ADAM
Lives!**

March 1988

Dear Fellow ADAMite,

Last month we gave out a BONUS! which contained graphics file management programs, as well as a picture I had done as sort of a MOAUG logo. Rich Lefko has printed the picture for us in different sizes; you will see it on the back page, as well as at the end of an article. You may notice that there is a bird an a square sitting smack dab in the middle of the sun. I could cheat and blank it out, or I could pretend I really wanted a square on the sun; but I guess I'll be honest and admit it's unintentional, the result of positioning a sprite in an odd way. The full color versions look fine; you only notice this when you print in black & white. Maybe this will help someone else avoid doing the same. Much of this issue is devoted to graphics. I also wanted to mention that we have some very good PD volumes for those who want to know more about the subject or to experiment, including a graphics programming course by L.C. Austill of gHAAUG, volumes of graphics programs, and PD pictures. Next meeting is:

**Sunday, March 13
1:30 P.M.
Third floor,
Orlando Public Library**

We hope you'll come out and look over all the information we get each month. We're between a rock and a hard place in getting the news out. If we add just one more page to the newsletter, it will cost an extra 17 cents per member just for mailing. If we try to do a lot of reducing to squeeze in more information, the results are spotty. Sometimes it works fine and is very legible and then again, sometimes it becomes very hard to read. There is so much to share, and so little room (not to mention time...or money!)

We also have many members who cannot attend meetings at all. In your case, I can only reiterate that I need your feedback an the newsletter & the club...so I can tailor it as much as possible to your individual interests. There's no other reason for doing this. So please, KEEP IN TOUCH...we value ALL of our people!

See You Sunday!

Pat

ADAMLIVES!

**A Review of FORTUNE WHEEL
by Rick Covell**

Fortune Wheel is produced by Jaybee Inc. I purchased it through M.W. Ruth Company for \$14.95. Since I enjoy the game show on television, I felt this would be an interesting piece of software! I expected graphics and lots of color. What I received was quite a bit less: no color and virtually no graphics. After getting over the initial disappointment, I decided to continue checking it out.

The program appears to be written in BASIC. The screen in black and at the top of it blanks (___) are drawn, one per letter, and below then the topic of the puzzle is given (people, place, etc.). Stick figure contestants are drawn below the puzzle. Smart keys are used to choose whether to spin the wheel, buy a vowel, use a free spin, or guess the puzzle. Speaking of free spins, they may only be used on the present puzzle not saved for later puzzles. The wheel may be spun by pressing any of the keypad numbers on the hand controller. This is shown by horizontal movement of dollar amounts, free (meaning free spin) and bkrt (meaning bankrupt) across the screen. When it stops moving it looks something like this:

F	\$	\$	\$	B	\$	\$
R	1	4	3	K	2	1
E	0	0	5	R	0	5
E	0	0	0	T	0	0

The arrowhead signifies where the wheel stopped. I almost forgot to mention that used letters that are not in the puzzle are shown down the left side of the screen. The program consists of four puzzles. I have experienced two problems with "FORTUNE WHEEL". Occasionally it will fail to accept a solution as typed in. On the last occasion all the letters in the puzzle had been filled in so there is no doubt that the solution was typed in correctly. When this problem occurs the game cannot be continued and must be rebooted which means any previous winnings are "lost". The second problem is that sometimes a running total is not kept so winnings from a previous puzzle are lost. Since the contestant with the highest overall total is the

winner, this can drastically affect the outcome.

Despite the limitations in graphics and problems I've discussed I still enjoy the program (I guess I'm a devoted Pat and Vanna fan). My rating (which would be much higher with improved graphics and a solution to the two problems I mentioned) on a scale of 1 (poor) to 10 (excellent) is a 6.

FROM THE MOAUG MAILBOX

Dear Pat,

In response to your request for questions, comments, etc:

I would find it helpful if the newsletter pages were numbered. On the first page I find it helpful to note page numbers I particularly want to refer to again.

I was pleased to see you identify sources for your public domain software to help people avoid buying something they already have from another source.

In your August '87 issue you referred to the use of a coat hanger to facilitate the use of fan fold paper. Do you have any diagrams or comments as to how this is done?

Do you know of any uses for the Roller Controller other than games?

In your March '87 issue you showed a chart of tabs based on word length. Since that involves counting word lengths I prefer to use the two step process of creating a string variable (n\$), then HTAB 32 LEN(n\$)/2.

W.R. Mitchell Walkersville, MD

Reply: I really appreciate your comments. It's more helpful than you may realize.

As to numbering pages, I don't do this because I often don't know until the moment I print a page what the order will be. I suggest you just number your own issues. I do this when I reprint back issues, by using a non-reproducing pen. If it should become a real problem, I will see what I can do, but I'm always seconds ahead of deadlines just now!

I'm glad you noticed that we try hard to give credit wherever it is due. I think you are going to like our

catalog, if it ever gets finished!

The coat hanger trick is from AUGment. I have printed it in its entirety in this issue.

I have heard that some people have adapted the Roller Controller to work as a mouse in paint programs. I believe we have some documentation on this, including diagrams, sent to us by George Havach. Look for it in a future issue.

Thank you for the routine you sent for centering text in SmartBasic. I have reprinted it here for all our members to share.

Most of all, thank you for taking an active interest in MOAUG even though it is obviously impossible for you to attend meetings. We are proud to have such enthusiastic members, and will be looking forward to your continued correspondence in the future!

(See next page for the Basic text centering routine sent by Mr. Mitchell, as well as the coat hanger article from AUGment.)

TIPS AND TRICKS

by Lee H. Stanton

...On the subject of printers, I discovered something that works fine for me and might be of use to someone else. There are two holes in the top of my printer exactly 9 1/2 inches apart. I took a heavy wire garment hanger of 112 or 113 mil diameter and made a gadget 9 1/2 inches long, shaped like a I with the ends about 1/2 inch long. I inserted this gadget in these two holes and pushed it in leaving just enough room under the wire for my fan fold paper to run under. I have used fan fold paper 20# stock for many, many letters and printouts and haven't had to straighten the paper yet.

Someone wrote a program to correct the problem of his TV overexpansion causing the ends of the lines to disappear off the screen. I solved the problem a different way with my Toshiba 19-inch TV. I put a transformer between the line and the TV, lowering the voltage to about 100 watts into the TV, and that shrunk the picture to the size I wanted with no other problems. I tried to modify the TV circuitry to accomplish the same, but was not successful.

Reprinted from AUGment, Jan/Feb '87

Also in that issue, Barry Mizes offered the following information:

I have a tip for inexpensively cleaning daisy wheels. Rather than purchasing one of the cleaning kits, I have found that 91% isopropyl alcohol works just as well, if not better. It is available from most drug stores for about \$1.00 for 16 fluid ounces. Just soak the daisy wheels in 1 oz. or so of the alcohol for about 5-10 minutes, and the built up ink is dissolved. Then just wipe the daisy wheel with a paper towel and air dry. It restores your daisy wheels to near new condition!

Note: AUGment was, until about a year ago, one of the largest & oldest of all ADAM newsletters. These tips were printed in its last issue, thereafter, its members were enrolled in SCROLL, the newsletter of the Word Processing Users' Group. While SCROLL is by no means an ADAM only newsletter, it's a nicely done periodical that may be of special interest to those who use ADAM primarily for word processing. SCROLL also contains articles which pertain to the craft of writing, and periodically it includes an insert of distilled ADAM news as a special bulletin. Contact SCROLL at P.O. Box 144, Malverne, NY 11565.

BASIC PROGRAM:

AUTOCENTER DEMONSTRATION

```
2 TEXT
4 REM
5 REM *** CENTERING DEMO ***
6 REM
10 w = 32: I = 3
11 REM ** w=Screen Width; i=number of lines to be
skipped; n$=word or phrase to be centered. **
12 REM 20
15 VTAB 4
20 n$="METRO ORLANDO": GOSUB 700
30 n$="ADAM USERS' GROUP": GOSUB 700
40 n$="Patricia Herrington": GOSUB 700
50 n$="Editor": GOSUB 700
55 I=1: GOSUB 800
60 n$="1003 Oak Lane": GOSUB 700
70 n$="Apopka, FL 32703": GOSUB 700
80 END
699 REM
700 REM *** CENTERING SUBROUTINE ***
701 REM
720 HTAB (LEN(n$))/2
730 PRINT n$
740 RETURN
```

```
799 REM
800 REM * LINE SPACING SUBROUTINE *
801 REM
810 VTAB PEEK(17001)+i+1
820 RETURN
```

Contributed by W.R. Mitchell

Type this in BASIC (using your own name, perhaps) and RUN it to see how the subroutines will work in your own programs to center text on your screen and space lines.

BONUS

This month's BONUS! will be a gift from Gregg Noblett. He has sent us the customized version of Basic which he calls version 1.05. This is the version Gregg uses with most of his own programming. Many of the bothersome bugs are fixed, and enhancements added. (Care should be taken not to confuse versions of BASIC when programming. Never alter your only copy of BASIC!) Printed below are excerpts from Gregg's letter describing the modifications.

SmartBasic v1.05

by Gregg Noblett

This version of Basic has quite a few modifications, all made and saved on the medium except the WAMO driver which is installed via the HELLO program. The changes to this Basic are:

- 1) INIT makes 2 block directories. This is the new INIT function which I wrote in ML (machine language). It overlays the old INIT at the same address. Previous Pokes to alter the INIT function ARE NO LONGER POSSIBLE!
- 2) RECOVER will now recover W type files.
- 3) The Poke limit is set to 65535 at boot time. (Same as: "POKE 16419,255: POKE 16150,255")
- 4) The REM and DATA extra space problem is corrected. (Pokes as per Hacker's Guide.)
- 5) GOTO can handle equations. This means that "GOTO (4*x+z)" is a valid expression as long as it yields an existing line number. GOSUB functions exactly as normal (can not do equations.)
- 6) At Boot time, "LOAD" is set to work like

merge.

This means that you can have one program in memory, then load a second program without erasing the first. If both programs have a line #200, after the second program is LOAded, Line #200 will be the one from the second program. The line #200 from the first program will be lost.

When "LOAD" is operating in this mode, you MUST enter "NEW" to erase a program from memory.

I have also added two short ML programs that allow switching between the "LOAD" that is really "MERGE" and the "LOAD" that is simply "LOAD." These reside in SmartBasic, where the copyright information was stored, addresses 1056-1080. To enable "LOAD=LOAD" simply enter "CALL 1056" at the Basic prompt. The prompt will simply return, but LOAD will now act like LOAD. To reinstate "LOAD MERGE", simply enter "CALL 1066" at the Basic prompt.

7) The "HELLO" program loads the "WAMO PRINT DRIVER". This allows using a dot matrix printer from Basic. It also allows switching back and forth between a dot matrix and the ADAM SmartWriter printer. To use a dot matrix, enter "CALL 25" at the Basic prompt. To use the ADAM Smartwriter printer, inter "CALL 10" at the Basic Prompt. Do this before using "PR#1". The driver is set to dot matrix at Boot time.

8) Some Basic editing features have also changed. "^C" (Control+C) is NO LONGER the break sequence. "ESCAPE" now replaces "^C". "WILDCARD" replaces "^S". "INSERT" replaces "^N". "DELETE" replaces "^O". This makes all these functions "one key" functions. Their old "^+" equivalents NO LONGER WORK.

This version also allows up to 239 characters on one line. (Address 16245 has been changed from 128 to 239.)

The tape version is exactly the same as v1.05 for disk, except that it looks at Drive #1 for "HELLO".

NOTE: By the way, this is not a standard Basic Revision. It is my own attempt at making use of the fixes that have been discovered by the ADAM community. This version will work with 98% of the programs written in basic.

The only real conflict is when a program uses addresses 1056 to 1080 for its own ML program, OR if it uses PEEK (64885) to detect a "^C", OR if it attempts to alter the number of blocks used an a directory by poking into the INIT function. This is the version of Basic I use most of the time.

Gregg Noblett 1/18/88

I am really pleased to be able to offer Gregg's Basic as a BONUS! As most of you know by now, I am by no means a programmer; I just learn as much as I can about whatever interests me at the moment, or what you've asked me about. I have not worked extensively with any modified version of Basic. But, I was very interested to find that the most recent issue of Sprite Chaser contains several reviews on modified versions of Basic that sell for \$19.95 to \$29.95, and judging by Gregg's documentation vs. the reviews, I tend to think Gregg's version is at least as good, and in some cases actually superior...not to mention far more economical! After the March meeting, v1.05 will be available as a regular PD pack.

Gregg has also contributed a version of Basic which utilizes 40 column text mode, and many of the same features as version 1.05. He calls this Basic 1.1 and it, too, will be available as a PD pack. The difference is that most of the features are installed via a HELLO program instead of being poked directly into Basic addresses, which means you can use it unmodified by bypassing HELLO, if YOU wish. However, it is incompatible with programs which alter LOMEM, change screen colors, or modify character sets. Gregg says that the application for this version would be in text programs which would benefit from having 40 columns per line. In Basic v1.1, HGR, HGR2, and GR modes work normally. "FLASH" and "INVERSE" modes do not work. Addresses 17059 & 17115 cannot be poked. These notes will be added to the medium as a doc file before its release as a PD pack.

Our thanks to Gregg for his continued support of MOAUG and for his careful documentation. There are many, many "enhanced" and "modified" versions of Basic floating around...everyone who graduates beyond RUN experiments with modifications. It has become increasingly important to know what the side effects of all this experimenting will be in practical terms. Clear and comprehensive documentation is vital. (I'm inclined to think this is what separates the true programmer from the "hacker".) Enjoy the Basic

BONUS! and remember: always use a backup copy of Basic to do your experimenting...and document your experiments as you go.

GET THE PICTURE! BY RICH LEFKO

This will be a discussion of RLE (Run Length Encoded) graphics and how ADAM owners can utilize them. This will NOT be technical in nature! (I never discuss DCB's in mixed company.

RLE is a method of transmitting encoded graphics information to your computer. It was designed as a standard, so many different types of computers can utilize them, similar to the concept of CP/M. RLE is composed of a header sequence that tells the program whether a medium resolution or a high resolution file follows, then a series of ASCII character pairs, each representing the number of pixels to be background (turned off) and foreground (turned on). The number of pixels to be turned on or off are the "run length". The end of the file is concluded by another sequence. Now I'm sure you are wondering what that means to ADAM owners? Well, since ADAM, like most computers, utilizes and understands ASCII characters, with the proper software you can view or print pictures created by other computer system and stored in RLE format.

Now, don't confuse RLE with either Hi-Res or Low-Res BASIC graphics. They are not the same. For example, you could create a Hi-Res graphics picture then you would store it in RLE format for any other computer that could utilize it. Got the idea? Obviously, the advantage of RLE is its compatibility with a wide range of computer systems. Besides pictures created using Apple or IBM systems, RLE pictures can also be digitized images. Simply explained, a video digitizer "reads" horizontal and vertical sync pulses, and using special software, converts what it sees into something the computer can understand and display (RLE) on a monitor.

One of the best things about RLE pictures is you don't need CP/M, DMP (Dot Matrix Printer), or any high priced software to view them. There is a PD program, written in BASIC, offered in Data library 9 on Compuserve called "rviewer" and can be downloaded at a minimal cost. Now you'll need an RLE picture to view. Again, on Compuserve, type GO PICS and you'll be in the picture support forum which is the home of RLE graphics. They also have GIF (Graphics Interchange Format) pictures, which

ADAM owners can NOT use at this time. Go to the data libraries, of which there are 14, pick one and browse. You'll see at the top left hand side of each file its name and whether it's in RLE or GIF format. Once you've found an RLE picture you'd like to download prepare to "capture" it in the usual fashion and do so. You'll see ASCII characters scrolling up the screen. When they stop scrolling it means the end of the file so press the "Undo" key to close it, then press return to continue.

After logging off CIS, boot SBASIC and run rviewer, follow the instructions and that's all there is to it! I've found that I can even download surface weather maps (Go WEA) from CIS (see examples).

Please note: Sometimes you will see a message which will state that your 'terminal' does not support graphics and it will ask you if you still want to continue? Obviously, the answer is YES, cause we know better, don't we?

There are a couple of commercial programs that will allow you to print RLE graphics on a DMP. GRAPHIXPAINTER (\$23.95 - M.W Ruth and others) is one that will convert RLE to "graphicpaint" format and allow various printing options such as landscape, inverse, or portions.

SHOWOFF I from Digital Express (\$24.95 members) allows viewing and printing of RLE formatted pictures, even using the ADAM printer. (I have NEVER tried using the ADAM printer. If anyone would like to know if this does indeed work, let me know and I'll try it!). Another interesting feature of Showoff I is once you've loaded an RLE picture and have it up on the screen you can draw on it or alter it in any way you would like!

Certainly, there are MANY options open to ADAM owners concerning RLE graphics. The only way to find out in to explore and try it!

SAMPLE RLE PICTURE



POWER PAINT REVIEWED BY PAT HERRINGTON

People frequently ask me to name my favorite program. There are so many really good ones that I've always been hard pressed to answer. However, I recently obtained PowerPAINT by Digital Express, and it quickly became my all time favorite. PowerPAINT is by far the most comprehensive graphics design program ever developed for ADAM. It is both very, very well designed and very, very versatile; but, even more important, it is very, very entertaining. PowerPAINT is FUN!

Of course, all the standard features are here: you can design your own pictures as with any good paint program, using input from both the keyboard and the joystick; and you can load pictures from other sources and customize them to suit. (Here's where the versatility comes in. PowerPAINT recognizes ELEVEN different types of files. All those pictures you've collected in various formats can be used with this program, including RLE, SmartPAINT, PaintMASTER, SpritePOWER, FontPOWER, Clipper, and regular hi res pictures, among others.) You can print out in various sizes and widths, assuming you have a dot matrix printer! You can use your creations in your own programs and you can save in different formats depending on what use you plan to make of them. And recall them and resave them to a different format. And so on.

PowerPAINT makes use of all DEI's previously-developed programming tricks, and introduces new ones. The special function keys and SmartKeys are all fully operable, and many options are available using the Control key. Many little extras include choice of upper case or lower case SmartKey labels, full file management (delete files, rename volumes, even format disks without ever leaving the program) and peripheral management (change drives, scan drives, etc.) There is even a special routine built in using WILDCARD for those who have a speech synthesizer! All these features add to the attractiveness & convenience of the program, but they are extras. The heart of PowerPAINT is its extensive graphics design capability.

PowerPAINT includes features that let you work independently on background, foreground, sprites & text, and includes a multitude of options for each task. This division of modes goes a long way toward controlling the color bleed problem, and allows for

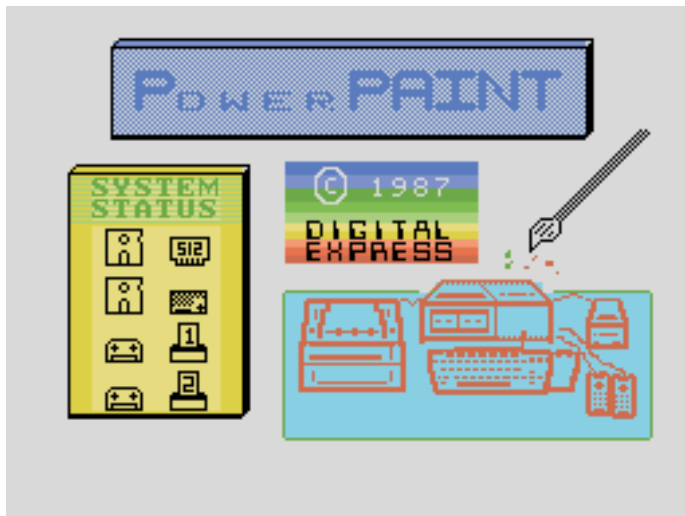
really elaborate, pixel by pixel detail work as well as fast filling in of broad areas. Text can be inserted anywhere, using several fonts supplied with the program or others (you can either design them independently or snatch them from Public Domain.)

You have full choice of text colors & background colors, so you can make the text blend in anywhere. You can use "special" fonts (actually graphics fonts, I think) to get letters in varying sizes, tiny to huge. (The backspace key doesn't really erase text in this last category, which is why I think they're graphics fonts. It works with the others, though.) You can also use rabbit graphics to design special text of your own. I'd heard of rabbit graphics, but never knew what they were before now. It seems similar to redefining the fonts; the "picture" made with each of the character keys is designed so that each keystroke can be an element in a larger picture; you can build up your own special characters, a keystroke at a time. The manual shows this clearly with diagrams.

Various "brushes" are included on the medium in many different patterns, from dots to cross hatches. You can change the colors on these, too, and overlay them on each other to make any combination you choose. The medium contains two separate sets, but, again, you can design your own or use shapes designed by others and load them independently. The same is true of the sprites included on the medium; there are two sets of 32 each, and you can choose to use your own. Sprites can be "stamped" anywhere on the screen, over and over if you wish. You can fill your screen with the same sprite.

I especially like the features which allow you to change your mind if you do not like the results. In any case, it's a good idea to save several different versions of your picture in progress in case you want to go back to an earlier stage and develop it differently. The only flaw I could find with this program is that it CAN lock up occasionally, but if you save your work as regularly as you do in SmartWriter, this poses no great concern.

Now, getting back to versatility: this is indeed a program that will grow with your system. First the bad news: you need a 64k memory expander to use it. PowerPAINT uses all of ADAM's available memory PLUS the expanded memory. This means, however, that all of the program loads into memory at once, eliminating the waiting that would be necessary if different parts of the program had to load separately. Once it's loaded, it's THERE, until you decide to load files on your own. This is good news for those who do



not have disk drives. More good news is that, while you can use all the features with no more than a 64K card, PowerPAINT will be even more useful to those who have 128k or more. The extra memory will allow you to print a full page of 8 different screens. That is, each screen is a “cell”, with 64k you can have up to 4 cells in memory, or about half a page of graphics. You can scroll between cells, to make one large picture. With a larger expander, you can have 8 cells at a time. Not a bad use for that extra memory! (Of course, you can always print out any cell in various sizes.)

Though PowerPAINT has only been released for a few weeks, there are already new packages being released into the Public Domain for use with it, and, as noted, it is compatible with any number of PD volumes & commercial programs already out there. It is very difficult to imagine PowerPAINT becoming “obsolete” in the foreseeable future.

Does PowerPAINT make all other paint programs obsolete? No, not as long as there are ADAMites without 64k cards. They can continue to design graphics with other programs, secure in the knowledge that when they are ready to step up to 64k and PowerPAINT, they can take all their hard work with them.

The documentation for PowerPAINT is quite thorough, and clearly written, but it still may be tough going for the novice. My advice for the new user would be not to try to digest everything at once, but to play with the program and see what it will do, while keeping the manual handy for reference. I think I’d even make a little “cheat sheet” for the special function keys (other than SmartKeys, which are obvious.) You will learn as you go, and enjoy doing so.

As programs for ADAM go, PowerPAINT is a little pricey at the suggested retail price of \$44.95. No doubt you will want to consider carefully before spending that kind of money. But to ME, it is easily worth every cent, and then some!

PowerPAINT is available from:
Digital Express.
P.O.Box 37
Oak Hill, WV 25901

Network News

We were recently contacted by Barry Wilson of the St. Louis AUG, which has just begun. We will be trading newsletters with them. Barry sent a disk cataloging all the files available for downloading from the ADAM data libraries on CompuServe. We will add this volume to the PD library. How convenient to browse for files on your own medium rather than spending on line time on CompuServe. Thanks, St. Louis!

Benny Montaya of IEAUG called from California to say “hi” & to let us know to expect some back issues of their newsletter, and possibly some PD software. He also tells us that Joel Lindquist, creator of JKL Utilities...a very popular machine language utility package...has given IEAUG permission to distribute copies of it to anyone who joins the group. George Havach has done extensive revamping of the program, and is willing to share his work, which he calls “The New WIZARD Utilities”, with anyone who has JKL Utilities. Just thought you’d like to know.

Charlie Brown of the Jacksonville AUG called to say he’s relocating in our area. We hadn’t known about the Jacksonville group...they don’t have a newsletter...but from the sound of things, we have a lot to share. Charlie’s family is still there, so he visits frequently. We’ve sent some back issues via Charlie to break the ice.

Ron Smith of Australia has sent us an Australian version of BASIC which utilizes the SmartKeys for such functions as cataloging, and programs developed by Australian ADAMites. Dave McIntosh of Canada has sent us some PD volumes for our collection (Dave has always been most helpful.) Gordon Peterson of France has sent us, via CompuServe, the address of a British group with whom we may be able to trade. Clearly, the ADAM network is not just national, but international!

We've received copies of two newsletters which were pretty much considered out of circulation. One is ADAMLAND, edited by Buck Rogers for the group of the same name, and the other is Sprite Chaser, edited by Steve George and associated with M.W. Ruth. I haven't figured out ADAMLAND's publication schedule, but we will try to keep in touch. Much of the newsletter is devoted to advertising; but the editorial pieces are beautifully written. The editor has a poetic streak. As to Steve's SPRITE CHASER, it seems no schedule exists, but it's printed whenever things fall in place. Steve says he had nearly a year to put this issue together! It contains some excellent articles and Steve is friendly & helpful as ever...he answers personal mail pretty quickly. I'm very glad to see that neither of these newsletters is actually defunct.



The news from Ron Collins, who is president of NOAH & works closely with Orphanware: The bug in ADAMLINK III which caused an annoying beep until the modem made a connection has been fixed. Orphanware is now offering to CP/M users the highly rated commercial word processing program, WordSTAR 4.0, for \$149.95. The price INCLUDES customizing the software to the configuration of your particular system. Despite the fact that a personal tragedy has kept Big John away from the drawing board lately, there are still plans in the works for new hardware projects, including a speech synthesizer, a clock calendar, and hard disk drive. I've invited Ron to do an article (or series) on the nuts-and bolts of hooking up various hardware & peripherals...just as soon as his breakneck schedule permits. I hope he'll take us up on it. As a world class Fumblethumbs myself, I could use this kind of reassurance before I buy new hardware.

Some time ago, Dr. Swift of DEI sent us a sheet documenting techniques to allow speedloading & the

use of a dot matrix printer with Strategic Software's popular new publishing program, NewsMAKER. I haven't had room to publish it yet, but will have copies to distribute at the meeting. If you can't make the meeting but want a free copy, send a SASE.

I also didn't have room to print Terry Fowler's catalog, but they will be available at the meeting too. Terry has a good sale an ADAMLINK III...only \$17.95! Order from: ADAM'S HOUSE, Rt 2, Box 2756, Pearland, TX 77581...Or call (713)482-5040. (VISA & MC.)

Jack Reedy has a new catalog out with some very special prices. I only got one copy, but I'll share it. Jack says he is working on a new Wheel of Fortune type game called "Phrase Craze". He sounds pretty enthusiastic about it...and Jack has good taste, so I'll be anxious to see it. Updates as they happen.

We also have (one copy each) catalogs from MCP Software and Practical Programs, with sales & new titles. These will be at the meeting, as well as all the latest newsletters from other groups. Come on out and browse around!

Ray Dougherty noticed on CompuServe that Rob Friedman, sysop of the CP/MADAM forum, has found copies of CP/M for sale directly from Coleco. The price is just \$16.95, and CP/M is hard to find lately (we are all sold out.) Call Coleco at (203)249-6655.

NIBBLES & BITS is back on schedule, and looking GOOD. The new issue is better than ever, if that's possible.

METRO ORLANDO ADAM USERS GROUP

EDITOR: PATRICIA HERRINGTON
1003 OAK LANE
APOPKA, FL 32703

ADAM
Lives!