PRAISE GOD, I HAVE RECEIVED MANY POSITIVE COMMENTS FROM YOU ON THE PREMIERE ISSUE OF NIAD - THANKS FOR THE ENCOURAGEMENT. PLEASE ALSO PROVIDE ANY SUGGESTIONS FOR IMPROVEMENTS. I HOPE I AM MEETING THE OBJECTIVES OF PROVIDING YOU PRACTICAL INFORMATION THAT ENHANCES THE USEABILITY OF YOUR ADAM.

I THINK YOU'LL FIND SOME EXCITING INFORMATION IN THIS ISSUE - THINGS ARE DEFINITELY LOOKING UP.

I'M TRYING DIFFERENT SPACING TO IMPROVE READABILITY. THIS SHOULD ESPECIALLY HELP ON THE PROGRAM LISTINGS.

I'M TRYING TO PROVIDE YOU AS MUCH INFORMATION ON EACH PAGE AS POSSIBLE, BUT I DON'T WANT TO BE SUED FOR ANY EYESTRAIN PROBLEMS! PLEASE NOTE THAT ALL PROGRAMS THAT ARE LISTED IN EACH ISSUE ARE ALSO INCLUDED ON THE SOFTWARE EXCHANGE PROGRAM - SO IF YOU DON'T WANT TO TYPE IN THE PROGRAMS, TAKE ADVANTAGE OF THIS FREE SERVICE TO OBTAIN PROGRAMS ON DDP OR DISK.

NIAD MEMBERSHIP IS GROWING RAPIDLY AS IS THE USE OF THE BUYING SERVICE. MY GOAL IS TO SHIP ALL ORDERS OUT WITHIN 48 HOURS OF RECEIPT (I HAVE BEEN SHIPPING WITHIN 24 HOURS SO FAR). I AM INCREASING MY INVENTORY, BUT CAN'T AFFORD TO STOCK LARGE QUANTITIES. I CAN USUALLY OBTAIN STOCK WITHIN 1 WEEK IF I AM OUT OF AN ITEM.

THE BUYING SERVICE LIST OF PRODUCTS IS GROWING AS I FIND ADDITIONAL GOOD PRODUCTS FOR THE ADAM AND COLECO RELEASES ADDITIONAL SOFTWARE. I AM ENCOURAGED BY THE NEW SOFTWARE THAT IS COMING OUT IN THE NEAR FUTURE. SEE THE UPDATE SECTION FOR THE GOOD NEWS!

Many of you know John Zimmerman, who has been very active on Compuserve. John has spent a lot of his time chairing the conferences on Sunday and Wednesday evenings. John is recovering from a serious operation and should be back soon. I praise God for the way he has sustained John and is bringing him back to a full recovery.

It's hard to explain the joy and peace that you can have upon accepting Jesus as your Lord and Saviour. Jesus suffered and died so we can be free and have eternal life - what a glorious gift from God to us his children. All we have to do is accept this gift - it is there for the taking.

"If we say we have no sin, we deceive ourselves, and the truth is not in us. If we confess our sins, he is faithful and just, and will forgive our sins and cleanse us from all unrighteousness. If we say we have not sinned, we make him a liar, and his word is not in us." I John 1:8-10

NIAD - A CHRISTIAN RUN BUSINESS
I'm excited and very optimistic because of the new software coming out for the ADAM. Coleco has stated in writing that they will continue to develop additional software for the ADAM. Now, let's understand that this IS there current position which could change. However, it only makes sense for them to develop this software since it has to be a money maker for them. They have a captive audience and very little competition.

Additionally, they capitalize on the ColecoVision software development (e.g., Choplifter, etc.). It would seem foolish to me for them to abandon ADAM software unless they were going to drop ColecoVision as well. In any event, there is more software coming out now from Coleco and other sources (see UPDATES). Watch for reviews in NIAO.

Additionally, the release of the ADAM technical manual as we predicted will really open up the ADAM to third party and "hacker" development - this is what will keep the ADAM a viable system.

CPU 2.2 is even better than I had hoped. It is a full function version of CPU that will open the ADAM up to a wealth of public domain software. It will also allow the development of assembly language programs for the ADAM. NIAO is working to provide all members with CPU software.

Relative to hardware peripherals, there will definitely be no additional products from Coleco for the ADAM. I predict that some enterprising people will come out with a RS-232 interface card soon (schematics are in the technical manual). I doubt we'll see a 80 column card because there is no real need for it and it is a technical problem to do. I believe a separate power supply out soon as well.

There are rumors that GTE may purchase the manufacturing rights for the ADAM - this would be great but I can't see it in this competitive market unless the price was right. The low end home computer market is a disaster!

The ADAM disk, modem, extra DDP drive, 64K expander and all software are readily available (at least thru NIAO). By the time you receive this newsletter the formal announcement that Revco will take over the retail distribution of all ADAM products should be out. It appears that all ADAM peripherals and software will remain at about the current price with the complete ADAM system dropping to about $400 (already available at that price at Toys R Us) I'm sure Revco will adjust prices based on demand.

Please make sure you send in the survey sheet for SmartBasic 2.0 and the ADAM Utility Kit. We need to let Coleco know our needs.

BC's Quest for Tires and BC; Grog's Revenge have been released on one DDP. These programs have been developed by Sydney Development of Canada and will be marketed through Video Take Out in Los Angeles for $30. This is a great deal for two excellent programs. The best news is that Sydney has more programs in the works II.

Victory Software (Adventure packs II, Trek, etc.) is definitely committed to the ADAM and will be releasing two more software titles shortly.

Coleco is on schedule with the release of Best of Broderbund (out now), Family Feud, 1980: Text Adventure, Jeopardy and the advanced ADAMlink telecommunications software for March releases.

Coleco is debating whether they will complete the development of SmartBasic 2.0 and the ADAM Utility Tool Kit. As ADAM owners need to feedback our desires to Coleco. Please fill out the enclosed survey and return it to me and I will compile the results for Coleco.

Many of you are learning CPM 2.2 and will no doubt be looking for some CPM software as soon as you learn how it works! I am working with a large CPM users group in California to obtain public domain CPM software for the ADAM. I will have a survey in the March issue to determine what types of software you are interested in so I can arrange for these titles to be converted to the ADAM format. Unfortunately, Coleco is reconsidering whether they will convert their titles to ADAM format based on the price range of their products (cheapest is $100, 00). I don't think the typical ADAM owner is ready to pay $195 for Supercalc when we have ADMACalc or $495 for Wordstar, etc. These prices are just out of the ballpark for the ADAM owner at this point. We'll have to see how this goes.

Coleco will shortly be releasing the ADAM Technical Manual to software/hardware developers.

NEXT MONTH

- Details on the Revco "deal" and how the ADAM products will be distributed
- Continuation on our workshops
- Reviews of VideoPong from FutureVision, ADAM's Rib from Tapeware Tech, 1980: Text Adventure, Flashcard Maker and Smart Letters & Forms from Coleco, two surprises from Victory Software.
- CPM public domain software information and survey of member interests.
- Updates on new software plans from Coleco and other vendors.
COMPU SERVE UPDATE

WHAT IS COMPU SERVE? IT IS AN INFORMATION SERVICE FOR
USE BY COMPUTER OWNERS WHO HAVE A MODEM THAT CAN BE
USED TO TRANSmit AND RECEIVE DATA OVER PHONE LINES.
THESE ARE ALOT OF BENEFITS TO THE COMPUTER OWNER WHO
CAN USE THEIR SYSTEM TO OBTAIN INFORMATION FROM LARGE
COMPUTER DATA BASES. I WOULDN'T GO IN TO ALL THE DATA
THAT IS AVAILABLE ON COMPU SERVE - IT IS QUITE
EXTENSIVE.

IN ADDITION TO OBTAINING DATA, COMPU SERVE CAN BE USED
AS A CENTRAL MESSAGE CENTER FOR COMPUTER OWNERS.
FAMILY COMPUTING HAS AN "ELECTRONIC" MAGAZINE ON
COMPU SERVE THAT CONTAINS A MESSAGE FORUM THAT IS USED
HEAVILY BY ADAM OWNERS. WE "MEET" TO EXCHANGE
INFORMATION IN A CONFERENCE MODE WHERE MANY USERS CAN
PARTICIPATE AT THE SAME TIME. ALSO, WE CAN LEAVE MESSAGES
TO EACH OTHER AND REVIEW HELPFUL INFORMATION LEFT BY
OTHER ADAM OWNERS. THIS IS A GREAT SOURCE OF DATA FOR
ADAMIANS AND IS HELPFUL IN CONFIRMING/ DISCOUNTING
RUMORS. ONE CAN MEET OTHER ADAM OWNERS WITH SIMILAR
INTERESTS AND EXCHANGE INFORMATION TO EVERYONE'S
BENEFIT.

COMPU SERVE ALSO HAS A PERSONAL "ELECTRONIC MAIL" SYSTEM
WHICH IS USED TO EMAIL MAIL TO AN INDIVIDUAL FOR A LATER
"PICKUP". THIS IS USEFUL IN EXCHANGING PERSONAL
INFORMATION THAT IS NOT OF GENERAL INTEREST.

IN ORDER TO GET INTO COMPU SERVE YOU MUST HAVE THE
ADAMLINK MODEM WHICH IS USED TO CONNECT THE ADAM TO
YOUR PHONE LINE. AN ENHANCEMENT TO THE COMMUNICATIONS
SOFTWARE SUPPLIED WITH THE ADAMLINK MODEM WILL ALLOW US
TO TRANSFER SOFTWARE PROGRAMS TO AND FROM COMPU SERVE.
IN THIS WAY WE CAN "LEAVE" A NICE SOFTWARE EXCHANGE
PROGRAM ON THE COMPU SERVE DATABASE FOR ANY MEMBER TO
"RETRIEVE" FOR THEIR USE.

COMPU SERVE COSTS INCLUDE AN INITIAL "STARTER" FEE OF
$20 - $30 AND A PER HOUR CONNECT CHARGE OF $6.00 (6:00 PM TO 5:00 AM). YOU MUST OBTAIN A LOCAL NUMBER TO GET
INTO COMPU SERVE (THIS MAY BE A TOLL CALL DEPENDING ON
YOUR LOCATION I.E. RURAL AREAS).

ADAM™ SmartBASIC™

I'M HAPPY TO ANNOUNCE THAT CHUCK KOLANDER HAS OFFERED
TO MAINTAIN THE SMARTBASIC SOFTWARE LIBRARY. PLEASE
SEE THE SOFTWARE EXCHANGE SECTION FOR INFORMATION ON
HOW PROGRAMS ARE EXCHANGED.

SORRY GANG. I COMMITTED THE STUPID ERROR OF NOT RUNNING
THE THREE VOICE CANON PROGRAM BEFORE PRINTING IT II
HENCE, YOU MAY HAVE FOUND THE ERRORS IN THIS PROGRAM.
PLEASE REPLACE THE FOLLOWING LINES IN THE PROGRAM:

1000 L1% = 3; P1% = F(N M(N/4))
6040 POKE CH1%, SECOND%, CALL SOUND%
6100 FOR DELAY -1 TO DURATION*TEMPO:NEXT DELAY
THE LAST TWO LINES OF THE PROGRAM SHOULD READ AS
FOLLOWS:

17000 REM FOR "TWILIGHT ZONE" CHANGE LINE 16910 TO
0.0, 277, 277, 277, 277, 277, 277, 277, 277
17010 REM ALSO CHANGE LINE 910 TO 1 AND LINE 16780 TO 1

THE FOLLOWING PROGRAM PLOTS A SIMPLE SINE WAVE. TRY
ADDING MORE WAVES OR CHANGING THE FORMULA FOR SOME NICE
RESULTS.

5REM SINEWAVE DISPLAY USING HIGH RESOLUTION HPLT
10HGR2
15HCLR0 =3
20FOR X = 0 TO 600 STEP .3
30 Y = 95 * SIN(X/13) + 95
40HPT LT X, Y
50NEXT X
60STOP

5REM BLOCKS
7REM BY C KOLANDER
10HGR
20INPUT "BLOCK LOCATION (2 NUMBERS COMMA BEETWEEN)"; X, Y
30INPUT "BLOCK COLOR"; C
35IF X > 250 OR Y > 150 THEN GOTO 20
40HPT LT X, C
45 A = Y
50FOR Y = 1 TO 10
60HPT LT X, A TO X + 10, A
65 A = A - 1
70NEXT YC
80HPT LT X + 10, Y TO X + 15, Y - 15
90HPT LT X + 10, Y TO X + 15, Y - 5
100HPT LT X, Y - 10 TO X + 5, Y - 15
105HPT LT X + 5, Y - 10 TO X + 15, Y - 15
120HPT LT X + 15, Y - 15 TO X + 15, Y - 5
130HOME:GOTO 20
CREATE A FILE UNDER BASIC AS FOLLOWS -

10 DATA
6 SAVE THIS FILE WITH THE NAME "DATA"
6 TYPE IN YOUR ADAMCALC FILE AS GIVEN IN THE
10 NEWSLETTER UNDER SMARTWRITER
6 WHEN YOU'RE COMPLETED, POSITION THE CURSOR AT
10 THE END OF THE ADAMCALC FILE
6 THE DDP OR DISK THAT HAS THE "DATA" BASIC FILE
10 SHOULD BE IN YOUR DRIVE
6 PRESS THE "STORE/GET" KEY AND WHEN THE DIRECTORY
10 COMES UP "SELECT" THE FILE "DATA"
6 THIS WILL APPEND THIS FILE AT THE END OF YOUR
10 ADAMCALC FILE
6 DELETE ONLY THE LINE "10 DATA" (DO NOT DELETE
10 THE LAST LINE THAT ONLY HAS A CARRIAGE RETURN ON IT)
6 SAVE THE NEW FILE, USING THE SAME NAME AS THE
10 "DATA" FILE (I.E. DON'T CHANGE THE NAME AT THIS POINT -
6 YOU CAN CHANGE IT AFTER ITS STORED, HOWEVER)
6 THIS WILL STORE THE FILE AS AN "A" SO ADAMCALC
10 WILL READ IT IN.

THE FOLLOWING IS A SHORT ADAMCALC SHEET THAT I WILL USE
10 TO EXPLAIN HOW THE SPREADSHEET VALUES ARE STORED AND
6 HOW TO READ THEM TO RECONSTRUCT A SPREADSHEET.

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>$1.00</td>
<td>1E+00</td>
<td>1</td>
<td>1</td>
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</tbody>
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<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
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<td>$100.00</td>
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</tr>
</tbody>
</table>

ADAMCALC WORKSHOP

ADAMCALC GENERALITIES BY W. MOTEL

FORGET TO COVER THIS IN THE LAST ISSUE - AS YOU MAY BE
6 AWARE THE ADAM KNOWS ABOUT TWO TYPES OF FILES. AN "A"
6 FILE IS ONE CREATED BY SMART_BASIC AND ADAMCALC (OTHER
6 PROGRAMS ALSO) WHEREAS AN "H" FILE IS ONE CREATED BY
6 SMARTWRITER. THE PROBLEM IS THAT YOU CAN'T CREATE A
6 FILE WITH SMARTWRITER AND READ IT WITH ADAMCALC BECAUSE
6 THE FILE TYPES ARE INCOMPATIBLE. HERE IS THE METHOD
6 YOU SHOULD FOLLOW TO CREATE THE ADAMCALC FILE WITH
6 SMARTWRITER: (NOTE: IF THIS PROCESS IS TOO CUMBERSOME
6 FOR YOU, SEE THE SOFTWARE EXCHANGE SECTION FOR HOW TO
6 GET THESE PROGRAMS ON DDP OR DISK).

ADAM Family Computer System
THE SAMPLE SPREADSHEET ABOVE USES THE VALUE OF 1 STORED IN A COLUMN WITH EACH OF THE VARIOUS FORMATS AVAILABLE. SHOWN IS THE SPREADSHEET VALUES FROM ADAMCALC "PRINTVALUE". ALSO SHOWN IS A PRINTOUT OF THE DATASET FROM SMARTWRITER. NOTICE THEY ARE SIMILAR, BUT THE PRINTOUT FROM SMARTWRITER SHOWS SOME ADDITIONAL INFO AT THE END. MORE ON THIS LATER.

THE FIRST PART OF THE FILE SHOWS A LINE FOR EACH COORDINATE. THE INFORMATION IS SHOWN AS - CELL COORDINATE; CELL FORMAT; VALUE OF EQUATION

The cell coordinate is R8,C9
The cell format is \(->)\) (RIGHT ADJUST) OR \(<-\) (LEFT)
- \(>,\) IF COMMAS
- LETTER DENOTING FORMAT

THE CONTENTS - EITHER A VALUE EQUATION I.E. SUM(10.6;10.8)
CELL REFERENCE \((10,10)\)

YOU CAN SEE IN MY SAMPLE THE VARIOUS LETTERS FOR THE FORMATS. NOTE THAT CELL 1,1 IS RIGHT ADJUST DEFAULT, NO COMMA \(>,D\), whereas cell 1,9 is RIGHT ADJUST DEFAULT, WITH COMMA \(>,D\).

NOW FOR THE REST OF THE CODING. HOW DOES ADAMCALC KNOW WHAT THE DEFAULT IS? SEE THE FIRST LINE AFTER THE CELL ENTRIES IN THE SMARTWRITER LISTING \(>,M\). THIS IS THE DEFAULT VALUE. IN MY SAMPLE IT IS RIGHT ADJUST, MONEY.

THE NEXT LINE (LAST LINE IN THE SAMPLE) IS THE DEFAULT COLUMN WIDTH \((0;3)\). 0 INDICATES DEFAULT AND 3 IS THE WIDTH. IF YOU LOOK AT THE TAXFORM LISTING IN THE JANUARY ISSUE, COLUMN 2 HAS A WIDTH OF 2, COLUMN 4 A WIDTH OF 4 AND ALL OTHERS A DEFAULT OF 3.

THIS SHOULD HELP IN LOOKING AT THE LISTINGS PRODUCED BY ADAMCALC.

MONTHLY BUDGET (CONTINUED FROM JAN/85) BY W. MOTEL

LYLE PREMATURELY CUT OFF THE MONTHLY BUDGET PROGRAM LAST MONTH. THE SEQUENCE FOR EACH ROW E.G. R 4,1 THROUGH R4,40 IS REPEATED THROUGH ROW 34 (THAT IS WHY LYLE CUT IT OFF AFTER THE ROW 4 SEQUENCE. HOWEVER, THE TOTAL ROWS ARE DIFFERENT. THESE BEGIN AT ROW 35 - BELOW IS THE REMAINING PART OF THE PROGRAM BEGINNING WITH ROW 35. DON'T FORGET TO INCLUDE THE SEQUENCE FOR ROWS 5 THROUGH 34 DUPLICATING THE DATA IN ROW 4. USE THE SMARTWRITER "COPY" FUNCTION TO DO THIS DUPLICATION AND THEN JUST CHANGE THE ROW NUMBER:

R35,1:=Ti;TTL
R35,2:=D;SUM(C3:S3;C1)
R35,3:=Ti
R35,4:=D;SUM(C3:S3;C1)
R35,5:=D;SUM(C3:S3;C1)
R35,6:=D;SUM(C3:S3;C1)
R35,7:=D;SUM(C3:S3;C1)
R35,8:=Ti
R35,9:=D;SUM(C3:S3;C1)
R35,10:=D;SUM(C3:S3;C1)
R35,11:=D;SUM(C3:S3;C1)
R35,12:=Ti
R35,13:=D;SUM(C3:S3;C1)
R35,14:=D;SUM(C3:S3;C1)
R35,15:=Ti
R35,16:=D;SUM(C3:S3;C1)
R35,17:=D;SUM(C3:S3;C1)
R35,18:=D;SUM(C3:S3;C1)
R35,19:=D;0
R35,20:=Ti
R35,21:=D;SUM(C3:S3;C1)
R35,22:=D;SUM(C3:S3;C1)
R35,23:=D;SUM(C3:S3;C1)
R35,24:=D;SUM(C3:S3;C1)
R35,25:=Ti
R35,26:=Ti
R35,27:=D;SUM(C3:S3;C1)
R35,28:=D;SUM(C3:S3;C1)
R35,29:=D;SUM(C3:S3;C1)
R35,30:=D;SUM(C3:S3;C1)
R35,31:=D;SUM(C3:S3;C1)
R35,32:=D;SUM(C3:S3;C1)
R35,33:=Ti
R35,34:=D;SUM(C3:S3;C1)
R35,35:=D;SUM(C3:S3;C1)
R35,36:=Ti
R35,37:=D;SUM(C3:S3;C1)
R35,38:=D;SUM(C3:S3;C1)
R35,39:=Ti
R35,40:=D;SUM(R4;R37)
R35,41:=Ti
R36,1:=Ti
R36,2:=Ti
R36,3:=Ti
R36,4:=Ti
R36,5:=Ti
R36,6:=Ti
R36,7:=Ti
R36,8:=Ti
R37,1:=Ti;CIN
R37,2:=Ti;0,0
R37,3:=Ti
R37,4:=Ti+ SALARY -
R37,5:=Ti+ EXPENSES =
R37,6:=Ti+ CARRY OVER
R37,7:=D;(35,21;37,2)-(35,40) (CARRYIN + SALARY - EXPENSES)

PAGE 4
MONTHLY CHECKBOOK BY B. WALLIS

THE FOLLOWING ADA/CALC MODEL IS FOR MAINTAINING AND BALANCING YOUR MONTHLY CHECKBOOK.

1.2\text{<TI>: REGIS/DD/Y}
1.3\text{<TI>: TER}
1.4\text{<TI>: FOR MM/DD/}
1.5\text{<TI>: YY THRU MM/DD/YY}
1.6\text{<TI>: DD/YY}
3.1\text{<TI>: #}
5.2\text{<TI>: DATE}
3.3\text{<TI>: PAYEE}
3.4\text{<TI>: DEBIT(-)}
3.5\text{<TI>: CREDIT(+)}
3.6\text{<TI>: CANCELLED}
3.7\text{<TI>: |}
3.8\text{<TI>: BALANCE}
4.1\text{<TI>: }$
4.2\text{<TI>: }
4.3\text{<TI>: }$
4.4\text{<TI>: }
4.5\text{<TI>: }
4.6\text{<TI>: }
4.7\text{<TI>: +}
4.8\text{<TI>: -}$
8.3\text{<TI>: BALANCE FORWARD}
5.8\text{<DI: CREDITS - DEBITS}
6.1\text{<TI>: }$
6.2\text{<TI>: }
6.3\text{<TI>: }$
6.4\text{<TI>: }
6.5\text{<TI>: }
6.6\text{<TI>: }
6.7\text{<TI>: +}
6.8\text{<TI>: -}$
7.3\text{<TI>: TOTALS}
7.4\text{<DI: SUM(5.4;R-2,CI)}
7.5\text{<DI: SUM(5.5;R-2,CI)}
7.6\text{<DI: SUM(5.6;R-2,CI)}
7.8\text{<TI: D}
9.6\text{<TI: STATEMENT BALANCE}
10.6\text{<TI: OUTSTANDING CHECKS AND DEPOSITS}
10.8\text{<DI: BALANCE + CANCELLED}
11.6\text{<TI: T}
11.8\text{<TI: }$
12.6\text{<TI: ACCOUNT BALANCE (ACCORDING TO BANK)}
12.8\text{<DI: STATEBAL + OUTSTAND}
13.6\text{<TI: T}

SMARTLOGO WORKSHOP

LOGOLINK II BY BARRY WALLIS

"A CARELESSLY PLANNED PROJECT WILL TAKE THREE TIMES LONGER TO COMPLETE THAN EXPECTED; A CAREFULLY PLANNED PROJECT WILL TAKE ONLY TWICE AS LONG."

WHEN PLANNING A PROJECT IN ANY LANGUAGE (ESPECIALLY LOGO), IT IS OF PRIMARY IMPORTANCE TO FIRST WRITE DOWN YOUR OBJECTIVES. THESE OBJECTIVES SHOULD TELL WHAT YOU WANT TO ACCOMPLISH (AS OPPOSED TO HOW YOU WANT TO ACCOMPLISH IT). ONCE YOU DO THIS, YOU CAN THEN CONCENTRATE ON THE BUSINESS OF FULFILLING YOUR OBJECTIVES.

FOR EXAMPLE, THE PURPOSE OF THE MENU ROUTINE IS TO GIVE US A SIMPLE WAY TO GET INPUT FROM A USER VIA A MENU. IT SHOULD HAVE A TITLE AND A SEPARATE LINE FOR EACH POSSIBLE ANSWER. IT SHOULD ALLOW THE USER TO PICK ONE OF THE ANSWERS AND IT SHOULD RETURN A VALUE TO THE PROGRAM INDICATING THE ANSWER PICKED.
THE REST OF THIS COLUMN WILL SHOW YOU HOW THESE OBJECTIVES HAVE BEEN ACCOMPLISHED.

TO MENU:TITLE :LIST
    CS PR "TITLE PR "
    OP MENU :LIST []
END

THIS IS THE TOP LEVEL PROCEDURE. ITS INPUT IS A TITLE FOR THE SCREEN, AND A LIST OF THE FORM:

[[VALUE1 [DESCRIPTION 1]][VALUE2 [DESCRIPTION 2]]...]

IT IS MENU'S FUNCTION TO TAKE THIS LIST, DISPLAY EACH DESCRIPTION ON A SEPARATE LINE, AND RETURN THE VALUE CORRESPONDING TO THE DESCRIPTION PICKED. THE SECOND ARGUMENT TO MENU IS VERY IMPORTANT. ALTHOUGH THE VALUE PASSED IN IS NEVER USED, THE VARIABLE HOME IS DECLARED TO BE LOCAL TO MENU AND ITS SUB-PROCEDURES.

TO MENU:LIST :HOME
    MAKE "HOME CURSOR
    MENU_PRINT :LIST
    SETCURSOR :HOME
    TYPE CHAR 0
    SETCURSOR :HOME
    OP FIRST ITEM ( MENU_ITEM :LIST 1 :RC ) :LIST
END

HOME IS USED TO REMEMBER WHERE THE FIRST DESCRIPTION LINE IS. YOU CANNOT ASSUME THAT THE FIRST DESCRIPTION LINE STARTS ON LINE 3 (THE SECOND LINE AFTER THE TITLE LINE), BECAUSE THE SETTEXT COMMAND MAY HAVE BEEN GIVEN TO CHANGE IT. FIRST, WE PRINT THE DESCRIPTIONS. THEN, WE RESET THE CURSOR, PRINT THE RIGHT ARROW (CHAR 0), AND PUT THE CURSOR BACK ON TOP OF THE ARROW. FINALLY, WE USE MENU_ITEM TO PICK THE PROPER SUB-LIST OF LIST AND OUTPUT THE FIRST ELEMENT OF THE SUB-LIST (THIS IS THE APPROPRIATE VALUE).

TO MENU_PRINT :LIST
    IF EMPTYP :LIST [STOP]
        ( PR "\" LAST FIRST :LIST
        MENU_PRINT BF :LIST
    END

NOTHING TRICKY HERE, WE SIMPLY PRINT EACH DESCRIPTION PRECEDED BY A SPACE.

TO MENU_ITEM :LIST :N :RC
    IF ( ASCII :RC ) = 15 [OP :N]
    IF ( ASCII :RC ) = 160
        [MAKE "N MENU_CURSOR "UP +N COUNT :LIST]
    IF ( ASCII :RC ) = 162
        [MAKE "N MENU_CURSOR "DOWN +N COUNT :LIST]
    IF NOT OR ( ASCII :RC ) = 160 ( ASCII :RC ) = 162
        [BEEP]
    OP MENU_ITEM :LIST :N :RC
END

THIS PROCEDURE IS THE REAL WORKHORSE. IT CALLS ITSELF RECURSIVELY UNTIL THE USER PRESSES THE RETURN KEY, WHEREUPON IT OUTPUTS THE NUMBER OF THE DESCRIPTION LINE THE ARROW IS ON. THE LINE NUMBER IS MAINTAINED IN N WHICH IS INITIALLY 1 (SEE THE LAST STATEMENT IN MENU ABOVE). IF AN ARROW KEY IS PRESSED, MENU_CURSOR IS CALLED TO MOVE THE ARROW AND RETURN THE UPDATED VALUE OF N.

TO MENU_CURSOR :DIR :N :MAX
    IF AND :DIR = "UP +N > 1
        [TYPE " \MENU_CURSOR -1 -1
    TYPE CHAR 0 MENU_CURSOR -1 0 OP :N - 1]
    IF AND :DIR = "DOWN +N < :MAX
        [TYPE " \MENU_CURSOR -1 1
    TYPE CHAR 0 MENU_CURSOR -1 0 OP +N + 1]
    IF NOT OR :DIR = "UP
        [CS PR [INTERNAL ERROR]]
    BEEP
    OP :N
END

MENU_CURSOR IS USED TO POSITION THE ARROW AND RETURN THE NUMBER OF THE LINE IT IS ON. THE PROCEDURE IS A BIT MORE COMPLEX THAN YOU WOULD EXPECT BECAUSE IT HAS TO MAKE SURE THE USER DOESN'T GO ABOVE THE TOP LINE OR BELOW THE BOTTOM LINE. IF HE DOES, THE TERMINAL BEEPS AT HIM. THE FINAL IF STATEMENT IN THE PROCEDURE IS THERE IN CASE THE PROCEDURE IS CALLED WITH AN INVALID ARGUMENT (THIS IS CALLED DEFENSIVE PROGRAMMING).

TO MENU_CURSOR :COL :LINE
    SETCURSOR SE ( FIRST CURSOR ) +
    COL ( LAST CURSOR ) + :LINE
END

SINCE MENU_CURSOR WAS CONFUSING ENOUGH, I TOOK THE COMMAND TO ACTUALLY MOVE THE ARROW AND MADE IT A SEPARATE ROUTINE.
TO BEEP
  TOOT 0 440 15 S
END

Finally, we have BEEP. This function is called whenever we want to wake the user up.

A Challenge: What changes would have to be made to enable the use of the joystick and fire buttons instead of the arrow and return keys?

Well, I have an apology to make. I miscalculated the length of the column and will have to cover the technique for outputting lists (and other tricks borrowed from LISP) next month.

Remember, to get a copy of the LOGO tools disk, containing MENU and other LOGO tools, send a disk with at least one new tool on it with a self-addressed stamped mailer to;

BARry WAllIS
2140 Bessant Street
San Bernardino, CA 92404

If you have any suggestions or comments, write to me at the above address or send Compuserve E-MAIL to 74726,500.

SmartFILER™

Last month we got down the basics of a general purpose data base program of which SmartFiler is an excellent example. Just of note, I was talking with a friend at Church today who has an IBM PC compatible system. He is looking at general purpose data base programs to keep track of his business mailings. He said they start at $200.00 up. Let's not forget what an economical system we have in the AIKAI. I would venture an educated guess that these expensive programs don't offer many more functions than our SmartFiler except that they can store 5,000 records - who cares?

Anyway, let's look at implementing a mailing address system on Filer.

The first thing we do is to "Design Form" which sets up our fieldnames that are particular to our specific need. Now, when we design our form we need to specify the length of each field so Filer can reserve space for our entries - this is simply the number of characters in each fieldname. We also need to specify whether the field will only consist of numbers or both numbers and characters. Here are the ones for our example:

<table>
<thead>
<tr>
<th>Fieldname</th>
<th>Type</th>
<th>Length</th>
</tr>
</thead>
<tbody>
<tr>
<td>LAST NAME</td>
<td>C</td>
<td>24</td>
</tr>
<tr>
<td>FIRST NAME</td>
<td>C</td>
<td>24</td>
</tr>
</tbody>
</table>

Remember that the total length of all fields cannot exceed 255. Note that I made the last fieldname (NOTE) a type "T". This designates that this field will be a "Text" field which will allow the inputting and storing of up to two pages of general purpose text which will be attached to the specific record you enter it on. This is a very useful additional function that Colcord provided for us. Most database systems do not provide this feature. It is useful for attaching lengthy text to a record. In our example perhaps the names and birthdays of children, notes on the last letter written to an old friend or any particulars that you find important to store. Note: The one drawback of using the "Text" feature is that it will limit the number of records you can store on a single data base to a few hundred depending on the total length of the first in your data base. This is only a concern if you are making a very large data base for a business.

One other note, don't be stingy with the lengths of the fields, it's better to overestimate then cut yourself short because you can't go back and change the length once you're done.

OK, the other entry required on the "Design Form" screen is the "Search" characteristic. This is very important to insure you can retrieve records from your data base in the future. Filer requires that the first field is always a search field - I put "Last Name" first since this is an obvious search field for a name and address system. We need to carefully pick our other search fields since we can only have four in total including the "Last Name" field.

You need to decide how you may want to retrieve records for your particular data base application and make these fields "searchable". There is one out that I would highly recommend and that is to use an ID number or some such field that can hold information you may want to search on in the future but can't specify now. Make this field searchable and large enough to hold multiple pieces of data. As an example you may want to put the state and zip code in such a field so you can search on one or both of these in the future (we will talk about retrieving records next month). In this way you can store two items in one searchable field. I use Filer to store each of your NIAD membership numbers which allows me to select an individual's record based on various pieces of data (name, exp date, etc.).

More next month.............
THE BEST OF BRODERBUND

A.E. and CHOLPLIFTER®

CHOLPLIFTER® and A.E.® are trademarks of Broderbund Software, Inc. CHOLPLIFTER®
Copyright © 1985 by Dan Sotlin, A.E.® Copyright © 1982
by Programmers 3, Inc. Package, Program and Audio-visual © 1984 Coleco Industries, Inc. Amsterdam, N.Y.
12010. All Rights Reserved. Printed in U.S.A.

Best of Broderbund By W. Motel

This is the latest game software release for the ADAM
from Coleco and it contains not 1 but 2 translations of
games originally developed by Broderbund, a long time
supplier of computer software. Both games give the
normal 1/2 player option with 4 difficulty levels and a
pause option. There is no Hall of Fame for recording
scores, however.
A.E.

This is an "Anti Environment" battle where you fight
pollution-fighting flying robots that have gone
haywire. Your blaster is the typical right/left slide
and shoot control. The robots come at you across the
top and sides in movements similar to Gyruss and
Galaxian diving maneuvers. The attacks consist of 8
A.E.'s that are both close to one another and spreadout.
The firing mechanism is somewhat unique. When the
button is pushed, a missile is fired but not detonated
until the button is released. This requires some
skillful timing, as the formation is diving and
shooting back at you. You can not destroy the incoming
shots, only the AE's themselves. You can destroy a
group of AEs with a single blast.
There are 4 encounter zones (screens). These in no way
effect the game play, but simply provides a different
background. You change zones by successfully defeating
3 formations (all 6 AE's in each). You are only given
3 blasters per game.

Rating - B+

Cholplifter

This is the familiar helicopter rescue game where you
aren't graded on destruction, but rescue only. A game
consists of trying to rescue as many of the 64 hostages
as possible. Flying into enemy territory you have room
to transport a maximum of 16 hostages back to safety
and then go back for more. To deter your efforts there
are enemy tanks and a jet that fires air to air
missiles. Missing from the original game is the killer
satellite. The tanks cause the most problem when you
are landed, picking up hostages. The jet always gives
you trouble, especially since it maneuvers much better
then a helicopter. Although you sometimes need to
destroy these, you do not earn any points for this. The
game consists of 3 copters for 64 hostages, when all
64 hostages are picked up or lost you lose 3
copters, the game is over. You can loose hostages by
them being shot in a rescue attempt or if your loaded
copter is destroyed.
The joystick is used to move the copter up/down and
left/right. There is a gravity factor that tends to
pull the copter down. The right button is for firing
in the direction of the front of the copter. The left
button controls the direction the copter faces - left,
towards you and right. Each push changes it. This
direction is needed more for shooting, not flying. You
must face toward you to shot tanks. Since the shooting
is also on an angle, you must also position your copter
in the proper up/down position to hit the tank.

Rating - B-

Impression:
Although the sound is somewhat sparse the graphics are
good and very colorful. Of the two, I preferred AE,
however I think Super Zaxxon is still the best game from
Coleco. I am not overly impressed with either game,
but in fairness, this is not Coleco's fault. They did
a fine translation. Its the original games that I
don't think are that great. I know Cholplifter has been
referred to as a "classic". I wish someone could tell
me why. Overall the translation was very well done,
and you're getting two games for the price of one. If
you have always wanted either one of these, here they
are. I hope Coleco does this good a translation with
the Best of Electronic Arts (Hard Hat Mack and Pinball
Construction Set).
TREK by W. Motil

This game written in SMART BASIC by Victory Software is the standard Star Trek computer strategy game which consists of you exploring and destroying Klingons in a galaxy consisting of 64 quadrants (8x8). Each quadrant (you are always in a sector of a quadrant) consists of 64 sectors (8x8). This is basically the original computer simulation which was the basis of STELLAR TRACK/PHASER PATROL/STARMASTER cartridges on the ATARI 2600. Although information is shown on the screen, it is more text oriented game, not a graphic action game. What does this mean? If you are in a quadrant with enemy Klingons, you determine the direction and energy of your shots based on your sector location and the enemy. You are not treated to a graphic confrontation such as is Phaser Patrol or STARMASTER.

What can be in a sector? Starbases (you have 2 to replenish energy and do repairs), Enemy Klingons, Stars (they block your shots and movement), or nothing.

You have 35 years to repel the invasion. Depending on the rank (difficulty) you chose, this will determine the number of Klingons. The only thing that cost you time is warping (moving). The other nice thing is that you can chose (within each rank) 1 or 1000 galaxies.

You can always get the same arrangement by selecting the same rank/galaxy.

What commands are available?

WARP - MOVE FROM SECTOR TO SECTOR, OR TO ANOTHER QUADRANT. COSTS ARE TIME AND ENERGY.

PHASERS - These are blasts of energy. They use up energy and are equally divided among all Klingons in your quadrant. The farther away, the less effective.

TORPEDOS - These must be aimed, but are 100% effective. You only get 6 per duckings.

Other Features:

SCANNERS - Both short range (current quadrant)

Computer - automatically displays Klingon strength/damage

All of the above are subject to damage and these status is reported.

One nice feature on the tape is that it includes BASIC with the HELLO program. When you put in the tape and hit reset, BASIC is loaded and automatically calls HELLO, which is the initial intro program. You are then given instructions to RUN TREK. This loads in and the game begins. If you are looking for the good-old original computer strategy version of STAR TREK this is it.

Symbols used on SCANNERS:

- E - Enterprise
- 7 - Klingon
- * - Star
- 0 - Starbase
- O - Torpedo

There are two starbases.

Locations: UNKNOWN

Status: FULLY OPERATIONAL

You have 35 years to repel the Klingon invasion.

Starfleet intelligence reports an invasion force of 15 Klingons.

(hit any key)

Computer Normal
012C Map Normal

Years 35 Phasers Normal

Klingons 15 Scanners Normal

Energy 5000 Torpedo Normal

Torpdoes 6 Warp PWR Normal

Don't expect fancy graphic action, but do expect great logical thinking and strategy. The only complaint I have is that since some TV sets overscan and lose part of the left side, you could have a problem, since you could lose some of the current quadrant display.

Rating - A-
QBert's Cubes by W. Motel

Although this cartridge from Parker Brothers is just becoming available in the stores, it has been available at Sears and was just dropped to $12.97. The game consists of QBert but instead of a pyramid, he travels around suspended cubes. There are 25 cubes in all with the object being to get Tic Tac Toe with 5 cubes in a row. This is done by rotating each cube so that the 3 sides showing match the target cube. Depending on the round or level you must get 1, 2 or 3 rows matching to complete a screen. After every 4 screens is a bonus round. This is a much better game and one that I think has some staying power. Depending on the level, each cubes 6 sides will consist of 2 thru 5 colors. The more colors, the more rotation needed to match the target. The game also has various adversaries that QBert must contend with, including some that rotate the cubes. This cartridge seems well worth the reduced price. This combines elements of both the original QBert and Rubik's Cube into an interesting game. The game consists of 4 difficulty level for 1 or 2 players. Graphics are excellent and very colorful.

Rating A-

Zenji by W. Motel

This cartridge by Activision is on sale at Toys 'R Us for $14.97. The game consists simply of a matrix of cells. The matrix can be anywhere from 4x3 to 7x6. One cell contains the "source". Your job is to connect the cells so that they all follow a path to the source. The cells contain various designs which must rotate to connect the path. To make matters difficult, you have both a time limit and 2 creatures which both chase you and shoot sparks at you. The game is very good, especially if you enjoy solving puzzles. You'll keep picking this one up for a few more plays; it is very captivating and you should get your money's worth. There are 4 levels with 1 or 2 player options. It also keeps track of the 5 top scores during a playing session.

Rating - B

One On One by Stan Nowak II

At last the Electronic Arts game has come to ADAM and ColecoVision. There are four levels of play as well as either against the computer or someone else. You choose either a set score or a 2, 4, 6 or 8 minute quarters; also whether winners or losers get outs. The players play like real life. Larry has a great outside shot and rebounds well while The Bird is quicker then The Bird and jumps higher, farther and longer. There are fouls, a fatigue factor and even a hot streak which will sink any shot thrown up. And for you hot dogs, a "shattering backboard" for those ferocious dunks. The only problem with the game is that the figures are blocky. The rest of the background really good graphics. The movement is real easy with the joysticks and the game is fun to play. When you're on offense you have to move around your opponent or shoot from outside, once you shoot your opponent blocks you out from the rebound. There is even a three point line. On defense you have to be quick, the computer goes right to work when it gets the ball. You need to try to keep your man outside so that if the shot missed you can get in position to get the rebound. The left button is used to shoot. Press it and your player jumps and when you release it the ball is shot. The right button turns your player 180 degrees. On defense the left button is used to jump for blocking shots while the right button is used for trying to steal. As I went into Toys 'R Us to see if they had this cartridge I noticed that ALL of the Coleco cartridges, including this one were on sale for $19.97. It seems that all cartridges may be coming down in price. Like the game says, you're the Bird or the Doctor and that is the last decision you have to make.

Rating - A-

Page 10
REVSUES

JULIUS ERVING AND LARRY BIRD GO ONE ON ONE
BY C KOLANDER

One On One, a game cartridge by Micro Fun, is a
basketball simulation that lets you have the superstar
capabilities of Julius (Dr. J) Erving or Larry Bird.
The game lets you play one on one with the computer or
another player. It allows you a lot of options like who
you play, 4 skill levels, full game or to a certain
score and more.
The game play is excellent and the animation real
smooth. You can even break the glass backboard with a
slam dunk. On offense one button lets you jump and
shout while the other lets you spin 180 degrees. On
defense you can either jump to block the shout or steal
the ball.
This game has rebounding, fouls, timeouts and everything
you can ask for in basketball. The only reason I rate
it a A- is that the player graphics are very 2Dish
and don't impress me, other wise this game is an A+.
P.S. Watch out for Dr. J on those inside moves.

Rating - A-

DECATHLON BY C KOLANDER

Decathlon, a game cartridge by Activision, is exactly
what the name implies. You are put through ten
different events against the computer or a friend.
There is a practice mode for those not up to all the
events, some of these include the high jump, discus,
pole vaulting and 400 meter race. The graphics and
animation are excellent, the only thing that spoils
(and there had to be one) this otherwise fantastic cart
is the controllers. In order to make your athlete run
you have to rotate your joystick very rapidly. This is
very hard on the hand and you can't seem to get your
speed fast enough. Try it before you buy it.

Rating - B

INFORMATION FOR ADAM EXPLORERS BY W. ADelta/ L.
Marschand

This could be reviewed as either a book or software. I
chose the latter since there are some excellent
programs contained in this "manual".
This manual is really directed at the programmer who
wants to get into some real programming on the ADAM, it
is not for the novice who only wants to do some simple
Basic programming.
This type of manual is what the ADAM user sorely needs
to effectively use their computer as a programming
system. As the author accurately quotes "John Dvorak
recently analyzed the history of the microcomputer
industry in InfoWorld and concluded that the only
factors unique to the two clearly successful machines,
Apple and IBM, were the complete documentation and
encouragement of independent software and hardware
developers." The author is trying to fill that gap
with his "Information for ADAM Explorers". I am amazed
at what Peter has been able to put together through his
own "exploring". This manual is full of important
information for the ADAM programmer and a must for the
serious hacker.

The approximately 50 page manual contains the
following:

I. Numbers - explanations of binary, hexadecimal and
how to do conversions.

II. Z80 CPU - explanation of registers, addressing
modes, the instruction set.

III. Memory map/ SmartBasic - addresses of Basic
routines, entry points for tape routines, etc.

IV. Programs - disassembler for Z80 programs, memory
dump/display for analyzing contents of memory.

V. Sound/ Graphics - good information on how the
ADAM's sound and graphics are generated. Sample
routines are included which are very helpful - the
programmer can use this as a starting point.
VI. Chip Diagrams/ Pinouts - This is useful for the technicians among us.

All in all this manual is packed with useful information for the serious ADAM programmer. I have talked with Peter and know he is committed to the ADAM and will continue to provide useful information to users. Peter is presently working on a second edition which will be provided to all purchasers of the current edition. I know this second edition will contain even more useful information.

I commend Peter for his dedication to the ADAM (you will see this when you read his manual). We need more like him to make the ADAM a continuing success.

Order directly from: Peter Hinkle
117 Northview Rd
Ithaca, NY 14850
Price is $ 9.35

NOTE: Include a blank UDP with your order and Peter will copy the programs on it for you (recommended - the disassembler is lengthy).

Rating - A

CP/M2.2

This is a continuation of the review I started last month. I felt the need to provide you more information due to the complexity of CP/M2.2 and the confusion that surrounds it.

Last month I gave you some of the features of CP/M2.2. I can in no way attempt to describe all the features of this system so I will attempt to give you some information that you can use to decide if you should purchase it and for what particular use.

As I stated last month, CP/M is an operating system for small computers that provides all the functions needed to interface to UDF/Disk drives, printers and terminals. You currently have an operating system in your ADAM. If you have the disk drive, you have a different system that allows you to perform more functions easier (rename, copy, etc. against your files). CP/M does all these same functions and much more!! Now, the question you have to ask is "do I need more functions?". This may not be fair but let me separate all you ADAM owners into two groups:

1. Those who have programming experience or want to learn it and have the time to allocate to learning and using the ADAM for programming.

2. Those who don't have programming experience and want to use the ADAM for word processing, games, ADAMCALC and some simple BASIC programming.

For those of you that fall somewhere in between these two groups - read carefully!!

CP/M2.2 is an absolute must for group #1 in order to get the most out of your ADAM. It will allow you to perform functions you can't on the current ADAM operating system - it will turn the ADAM into a full-fledged computer system to compete with the big boys. This implementation of CP/M is NOT a stripped-down version for the ADAM. It is a comprehensive operating system. The manual is fantastic and covers all functions in good detail - 300 pages worth!! As I discussed this with the people at Westco, they couldn't believe that Coleco was selling CP/M2.2 for this price!!

Another significant advantage of CP/M2.2 is the inclusion of an assembler, editor and debugger for use in assembly language programming. This separates the real techies from the rest of us!! Obviously, assembly programming is not for all of us, but for those who do it and like it, you will have to have CP/M2.2 to do it. There are many additional pieces of information for the assembly language programmer in the manual.

Now, for the second group of ADAM owners and those of you in the middle - what can CP/M do for you. At this point, not much if anything! What I mean is that there is no real advantage to getting CP/M if you don't need any of its functions. The ADAM operating system can meet the needs of most users with the UDF drive. If you have the disk drive you may get some additional functions if you have a lot of files. However, be aware of the fact that you can't read or manipulate ADAM files (I'm speaking of files created using SmartWriter, SmartBasic, ADAMCALC) under CP/M until you have converted them using a CP/M supplied program. They must then be converted back to ADAM format to use them under SmartBasic, ADAMCALC, SmartLogo, Editor, etc.

Additionally, you can't use the ADAM programs under CP/M - they are not compatible. In other words you can't load CP/M into the ADAM and then load and run ADAMCALC, SmartBasic, etc. We will have to wait for CP/M versions of these programs. Hence, my conclusion that CP/M will not provide you much. However, what CP/M2.2 will do is open up the ADAM to a host of current software that, with some conversion work will run under the ADAM. Much of this software is available for a small fee since it has been placed in the "public domain" which means that it is non-copyrighted. Once this software becomes available you too will find an advantage to CP/M2.2.

As mentioned, I am working to get some of this "free" software converted for the ADAM and will provide you progress reports in future NIAD newsletters.
All in all, I have nothing negative to say about CPM 2.2 from the standpoint of what it can provide the ADAM owner. I have not used it often enough to provide any in-depth review of all of its functions - this will come in future CPM 2.2 workshops.

Rating - A+

ADAM
SOFTWARE EXCHANGE

NIAAD supports a software exchange for all members in order to supply public domain and non-copyrighted programs. "Libraries" will be maintained for each of the major software products by a NIAAD member. Current libraries are:

SMARTBASIC  C. KOZANDER
1295 A Pearl Ave
Glendale Hts., IL 60139

SMARTLOGO  BARRY WALLIS
2140 Bessant St
San Bernardino, CA 92404

ADAMCALC 5  L. MARSHAND
SMARTFILER

SOFTWARE EXCHANGE RULES:
In order to receive all the library programs in a specific library send a DDP or disk with one program for the library (all programs should be tested and well documented via a separate "readme" file) to the librarian. Include a self addressed and stamped return mailer. The librarian will copy the entire library on your DDP or disk and return it to you. A library index will be included in the March newsletter.

BOOKS

The following is a list of books written for the Adam. If any of you have read these books, I would appreciate it if you would submit a review of the book to aid other NIAAD members.

Note: I ran out of room and will include the remaining list in the March issue.

Current books available for the ADAM family computer system

LEARNING TOGETHER WITH ADAM
Peter Scharf
McGraw-Hill

ADAM SMARTWRITER WORD PROCESSING USER'S GUIDE
EUGENE D. MORTIMER
PRENTICE-HALL

KIDS, BASIC, AND THE COLECO ADAM
PAT CASSIDY & JIM CLOSE
PRENTICE-HALL

THE PRACTICAL ADAM: A FAMILY GUIDEBOOK
ROBERT WADENIK
PRENTICE-HALL

MEMBER COMMENTS

Many of you have expressed concern over the situation with the Garden of ADAM (ADAM Users of America - TAYLOR BARCHFORD). You have reported that you have only received one issue of the newsletter and get no response when you try to contact AUA. Bob Morningstar has offered to coordinate an effort to see what can be done relative to this situation. Thanks alot Jim for offering to help your fellow ADAMites. Please send proof of purchase (cancelled check, charge card receipt) to Bob at:

5321 Cherrywood #203
GREENBELL, MD 20770

Some hints from members about saving time and money on CompuServe:
If you're only looking for a specific subject or person use the "RS" function (READ/SEARCH) which will locate all occurrences of your search string.
I use the "SD" function (SCAN/DISPLAY HEADERS) all the time now because it only displays the from, to and subject fields and allows me to read only the ones that look interesting.
Use "CONTROL 0" followed by a return to stop the display of a message and jump to the next message.

Fine first issue of newsletter, I need a little help with the layout for the ADAMCALC workshop programs. How do you enter the information into the spreadsheet to come up with a working program? Robert Johnson.
Good question, Robert. Please see the ADAMCALC workshop this month which explains how to enter the listings provided in NIAAD.

Many of you have called indicating that supplies of items such as ribbons, DDP's, etc. are disappearing in the ADAM mainstays such as Toys R Us. I think most of this is a result of the retailers not ordering additional supplies until they see what is going to happen with the REVCU retail distribution. Hopefully this will improve after 3/1. However, I am stocking larger quantities of these items for your convenience.
"For God so loved the world that he gave his one and only Son, that whoever believes in him shall not perish but have eternal life. For God did not send his Son into the world to condemn the world, but to save the world through him. Whoever believes in him is not condemned, but whoever does not believe stands condemned already because he has not believed in the name of God’s one and only Son. " .............John 3:16-18

** PRODUCT LIST **

As you can see NIAD has all the new Coleco software available. My commitment is to provide members new software as it is released by Coleco at discount prices. Call for the latest information about new product availability.

I have added print wheels this month. These wheels will allow you to print using various fonts (Courier, Emphasis, Script, etc.).

I am now providing TOK diskettes for the ADAM disk drive. These disks are top quality and have a lifetime guarantee at a significant discount.

I have dropped the cartridge software due to the constant price fluctuation. I will only sell ADAM DDP/disk software.

Based on my product reviews, I will evaluate carrying products from FutureVision and Tapeware Technology for the March issue.

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<tr>
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SOFTWARE (DDP UNLESS NOTED) **

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</tr>
<tr>
<td>FLASHCARDS MAKER 7662</td>
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<td>FLASHFACS (TRIVIA 2902 )</td>
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<td>JACZY WORD GAME 7834</td>
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<td>BEST OF BRODER/BOUNDO: AE &amp; CHOPLIFTER 7835</td>
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<td>2010: TEXT ADVENTURE GAME BY MGMUJA 7849/9659</td>
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<tr>
<td>*FAMILY FEUD 7710</td>
<td>$25.95</td>
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<tr>
<td>*JEOPARDY 7716</td>
<td>$25.95</td>
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** OTHER SOFTWARE **

<p>| | |</p>
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<tr>
<td>BOUNTY HUNTER VS4048</td>
<td>$19.95</td>
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<td>ADVENTURE PK I VS4011</td>
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<td>ADVENTURE PK II VS4015</td>
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<td>TALK VS5004</td>
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<tr>
<td>SAVINGS &amp; LOAN VS5051</td>
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Prices valid until 4/1/85

*ITEMS NOT YET AVAILABLE

** NOTE: DISK VERSIONS NOT AVAILABLE UNTIL 3/85
GOD ♥ YOU

'For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life.'

—John 3:16 (KJV)