

Still Alive With Sir Clive!

ZXir QLive Alive!

The Timex/Sinclair North American User Groups Newsletter

Volume 6 Number 1

Spring '96

Chairman

Donald S. Lambert

Auburn, IN

MEMORY MAP

ROUTINES

ADDRESS

- 2 Information and Chairmen — Treasury Note\$
A welcome to our New Members
- 3 *Input/Output* — by Abed Kahale
QL PD Software, TTSUC Disk Library,
IKI Schematic — Jack Dohany, SCC BBS
- 9 From The Chairman's Disk — by Donald Lambert

FILES

- 10 ZX-81 Hi-Res ZX-81 UDGs — INTERNET
- 12 DBEasy - v1.6 Review — Al Feng
- 15 Improving a Sector_COPY Program — by Al Feng
- 16 International ZX-81 Magazine
- 17 Daisy Be Good VI — by David Lasso
- 19 The Fourth North American QL Show

SUBROUTINES

- 20 FWD Computing
- 21 Z88 Computer
- 22 Unclassified Ads
- 28 RMG Updates
- 30 LogiCall 6.0



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ESTABLISHED 1991

THE TIMEX/SINCLAIR NORTHAMERICAN USER GROUPS NEWSLETTER

T/SNUG Information

Here is the list of T/SNUG Chairmen and how to contact them. We wish to support the following SIGs:- ZX-80/81, TS-1000, SPECTRUM, TS-2068. TC-2068, Z88 and QL. If you have any questions about any of these fine machines, contact the:

Chairman

Chief Motivator
Donald S. Lambert (ISTUG)

Vice-Chairmen

Tape & JLO PD Library

D. G. Smith
415 Stone St.
Johnstown, PA 15906
814 535-6998

Z88 Library

Dave Bennett (HATSUG)
329 Walton St. Rear
Lemoyne, PA 17045
717 774-7531

ZX-81 PD Tape Library

Ed Snow
2136 Churchill Downs Cir.
Orlando, FL 32825
407 380-5124

RMG Enterprises

Rod Gowen (CCATS)
14784 S. Quail Grove Cir.
Oregon City, OR 97045
503 655-7484 FAX 503 655-4116

TS-2068

Rod Humphreys (VSUG)
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Delta, BC V4C 7E6 Canada
604 583-2819

QL PD Library

John Donaldson (CATUG)
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BBS =====GATOR=====

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LarKen PD Library
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3343 S. Flat Rock Ct.
Sierra Vista, AZ 85635-6874
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ZXir QLive Alive!

Is the newsletter of T/SNUG, the Timex/Sinclair North American User Groups, providing news and software support to the T/S community in a VOLUME of four newsletters per year; beginning with the Spring (March) issue.

T/SNUG's main goal is to keep our Magazine, our vendors and our repair service alive for the benefit of T/S users.

These valuable services shall have free advertising space in this user supported Newsletter so that they can see that we are still active out here. We must support their services whenever possible.

Another T/SNUG goal is to unearth titles of all known Public Domain and commercial software available for all Timex/Sinclair machines, building a library and providing lists of that software showing both the source and the availability.

If you have solved a problem or you have a problem in one of your software or hardware, please share it with the rest of us.

Welcome

Ken Harbit
Jose Moreno
Russell Wiles

Treasury Notes

As of March 25, 1996,
we have a balance of \$1296.24

You can keep T/SNUG alive by an annual contribution of \$12 for one VOLUME made payable to Abed Kahale. Send check to:-

ABED KAHALE
3343 S FLAT ROCK CT
SIERRA VISTA AZ 85635

Back copies are available for
\$0.78 each postpaid.

Article Contributions

Send in your articles by tape or disk
and your inputs to:—

DON LAMBERT
ZXir QLive ALive! Newsletter
1301 KIBLINGER PL
AUBURN IN 46706-3010
Phone 219 925-1372

By hardcopy or modem (300-14.4) to:

Abed Kahale.

103457.2440@compuserve.com

GATOR's TWISTED PAIR

To better inform the Sinclair Community, four 24-hour a day BBSs are now provided to serve you. You are encouraged to exchange mail and use the files sections of these boards. Bulletins and ads are available to all.

Q-Box BBS 810 254-9878

Utica, Michigan

SCC BBS 305 945-8274

Miami, Florida

SOL BBS 520 882-0388

Tucson, Arizona

MMCC BBS 847 632-5558

Arlington Heights, Illinois

If you know the Internet E-Mail address of a Sinclair user, but do not have access to Internet, simply address your E-Mail to GATOR Sinclair on the 24-hour MMCC BBS and include the name and E-Mail address of the user you wish to reach. Then check the MMCC BBS from time to time if you expect a reply.

We encourage you to exchange mail and contribute to the Upload Section. Call and register using your first, last name and phone number along with a password you won't forget. *Write It Down!* Do not try to do anything else this first time.

When you call-in the next time, you will have Level 5 security and be able to enjoy full user privileges. The BBS has smaller sections called conferences. Select "J" for "Join a Conference". Select "TIMEX" to get into the Sinclair Section. The mail you then read will only be from other T/S users. Use extension .ART for articles, .ADS for ads and .NWS for news when Uploading.

For help, contact the SYSOP, Bob Swoger, by leaving a message, mail, E-Mail or phone.

Input/Output

by *Abed Kahale*

Dear Abed,

I really appreciate the efforts of all who work together to publish the newsletter. You do a really professional job in both the content and appearance!

May ZXir QLive Alive remain so for many more years!

Best wishes,

Hugh W. Scriven

Chula Vista, CA

Dear Abed,

Thank you for your letter and ZXir QLive Alive. It's great! Please let me know how much you want for a subscription to Germany, And I will subscribe. If you are interested, you could get our German ZX-TEAM-MAGAZIN in exchange, but I fear, this offer will be only a good deal for me, as you will not understand German.

What a surprise: I found two members of ZX-TEAM in ZXir QLive Alive! Leo and Martin from the Netherlands. Together with Martin I publish the International ZX81 Magazine the first issue was just published. You will get one issue by snail mail!

In the International ZX81 Magazine we will print translated articles from ZX-TEAM-MAGAZIN. The first issue has only 8 pages. But we hope to get a lot of letters from other ZX81 users worldwide. If you want, you can take anything you want to print it in ZXir QLive Alive.

I will send the articles as e-mail to you, if you want.

Sorry I can't send the schematic of 32k RAM extension, I don't have it on file.

I look forward to hearing from you.

yours sinclairly Peter

From: P.Liebert@t-online.de (Peter Liebert-Adelt)

Dear Abed,

Thank you for your mail, I really received it twice! Thank you for your offer to exchange ZQA! and ZX-TEAM-MAGAZIN. I hope issue 1/96 of ZX-TEAM-MAGAZIN will be ready next week. Of course you will get the International ZX81 Magazine too. Issue 1 is already on the way to you. You can use

everything you like for ZQA!. If you want, I can send the text by e-mail, so you do not have to write it again. The first issue is a little bit thin with only 8 pages. But I heard from Martin about some nice answers via the INTERNET and e-mail. So we hope to print 12 pages for the next issue.

Do you know Harvey Rait from LIST? I wrote twice to get information about LIST, but there was no answer? Are they out of work like SYNC-LINK?

I look forward to hearing from you

yours sinclairly

Peter Liebert-Adelt

Dear Abed,

True story: My wife used to live in Sierra Vista

many years ago (before I met her), and HATED it. She tends to like cool and misty weather, and that was pretty much the opposite of Arizona. A few years ago, we took a trip to Scotland in the early spring; it was indeed cool and misty, and she LOVED it. (She talks about getting a place there after we win the Readers Digest sweepstakes and get all those millions.) We stayed at a particular "bed and breakfast" one evening, and she was gushing to the Scottish couple who owned it how wonderful the weather was, how green everything was, and so on. Well, the couple listened politely but didn't seem to be all that enthusiastic, and mentioned they were about to go on vacation. Where does a Scottish couple go for a nice vacation? Arizona. I still kid my wife about that, and remind her that "TO EACH HIS OWN".

... But thanks for the time and effort you have expended on behalf of the Newsletter and the Group.

Gil Parrish

Beggs, OK

NR1 International ZX81 Magazine

FIRST ISSUE



ZX81

TJ MEX 1000

A Magazine for all
ZX81 users
worldwide



Peter Liebert-Adelt

Luetzowstrasse 3

D-38102 Braunschweig

Germany

E-mail: P.Liebert@t-online.de

Dear Abed,

Thanks to the intervention of Larry Kenny and Jack Dohany, we can now say, that SOL BBS features a 64-character-per-line messaging system along with time-tagging, PERIOD. The fully functional TALK mode of

MaxCom is an added bonus, for on-line conversations between SYSOP and callers. Larry doesn't think, that software clocks are compatible with MaxCom, since it uses interrupt mode #2. And, Jack gave us some POKEs, to modify his reader of our HARDWARE clock. We found, that the clock could be set anytime, anywhere, and freed up a lot of memory, by removing SETCLK from the programs. We have been able to use Bill Jones' memory-saving programming, to build a fine TEXT-EDITOR into all three versions of MaxCom: TERMax for local access and squeezing of message bases ONLY, MaxCom.BT for remote access with time-tagging, and MaxCom.BX for remote access without time-tagging. This last "autonomous" version is useful, in the absence of the DALLAS SMARTWATCH.

The need for a text editor is critical, and will merit a full consideration in its own article pretty soon.

About Don's gift of an APPLE IIC computer with the video problems, we can share similar experiences with our APPLE IIC. First, the IIC indicates the presence of a built-in disc drive. C indicates 5.25", and C+ refers to 3.5". The APPLE people all tell me that the disk drive is a specially enclosed unit, probably not compatible with *anything*. The screen monitor on our APPLE is full-color, but composite, which prompted us to get an RGB monitor, desperately. Anyway, our original orange screen (MAGNAVOX) monitor is now on the APPLE; the APPLE monitor is working off the monitor port of our 2068; and, our RGB monitor is running off a pigtail, installed into the 2068 by Dan Elliott.

Keep on TIMEX'n

David Lassov
Tucson, AZ

Hello Abed,

Got your post card today. The reason that you had trouble sending Email to me was you left out a letter in the address. You used holi.com and it should be fdavis@holli.com. Two Ls.

I will send you copy on ads for FWD Computing and for UPDATE Magazine tomorrow in the mail. I changed the name as I have taken over Paul Holmgren part of the business. His house burned down a few days after Christmas. He is rebuilding and will still be a QUANTA Librarian when he gets himself a QL system up and running. His only computer to survive the fire was his Z88.

Frank Davis, Editor of UPDATE Magazine
UPDATE Magazine, PO Box 17, Mexico, IN 46958 USA
FWD COMPUTING (formerly Mechanical Software), PO
Box 17, Mexico, IN 46958 USA fdavis@holli.com

Hello Abed,

I've had three individuals so far request information; I provided from the newsletter your name, address, and e-mail address, as well as Don Lambert's name, address, and phone number. I would hope they'd be contacting you (or Don), but if you'd prefer I could provide their e-mail addresses to you.

Sincerely,

Gil Parrish 73430.1546@compuserve.com

Jaime Cruz-Figueroa called to request John Impellizzeri's phone number. Jaime owns a TS2068 and wanted to know what software and hardware to use to get in touch with QBox-USA. I told him of the TS2050 Modem put out by Anchor still available from both FWD computing and RMG Enterprises. Byte-Back modems are also still available from David Leech (See page 22). As for the Modem Software MTERM II is still the best for the TS2050, and, if you have LarKen, MaxCom is very nice. GATOR says that MaxCom will be his next project for the community. MTERM II needs to be looked at again for use with the BYTE BACK modem. Does anyone have time? Also see GATORs Twisted Pair on page 2 for other Sinclair BBSs around the contry.

John Impellizzeri's voice number (in ADRS.BK on the LogiCall disk) is 810-254-9878
SYSOP John Impellizzei - QBox-USA

By the way, both QBox and Lassov are really into an item for the TS2068 called SMARTWATCH found at a close out price of < \$10 from Radio Shack. Is there a Radio Shack near you? The catalog number is 25-1033 at RS and DS1216E from Dallas Semiconductors. Seems these folks are doing the hardware modes to add it. Watson is messing with the necessary MC to get it to work from different places in RAM. Lassov time stamps files on his BBS with it. What's with the Vs in QLive Alive again.

Swoger ---== GATOR ===--
Date: Feb. 21, 1996

There are 3 Radio Shack stores in this little electronics-hungry town.

I fixed the Vs in *QLive Alibe*, just misplaced that font for a while. *QLive Alive*.

Dear Abed,

Today I received ZQA! issue winter 1996. What a surprise to see my letter and some pages of my mini-issue. I would like to share ZQA! with my German Sinclair Computer friends, but of course I will respect your copyrights. Please let me know, if and how it will be possible to get the copyright from you for Germany

[to become your local agent :-)))]

I look forward to hearing from you

yours sinclairly Peter

Only the name, ZXir QLive Alive!, is copyrighted.

Dear Abed!

Thank you for your last mail and the permission to share ZQA! with my German Sinclair friends. I hope you will receive issue 1/96 of ZX-TEAM-MAGAZIN soon, depending only on post run time. If you have any question about our articles, please let me know! I think sometimes it will be difficult to understand, because some articles are humorous or even jokes. This will show how much we love our ZX81! Martin van der Zwan and I will translate some of the German articles for the International ZX81 Magazine, but we need the request of our international readers, to know what they desire.

If you like ZX-TEAM-MAGAZIN, I would ask you for the next deal!: If you want, you can get all 27 back issues

in exchange with the back issues of ZQA!
I look forward to hearing from you.
yours sinclairly,
Peter

It is a deal, Peter

QL Public Domain Software

Please find attached the latest copy of S.J.P.D. SOFTWARE catalogue.

The files were compressed using INFOZIP-ZIP and should be uncompressed with INFOZIP-UNZIP. However if you do not have the INFOZIP package, the standard QL UNZIP will uncompress them.

Steve Johnson

<< SJPDCAT.ZIP >>

The size of the file is 200214 bytes. The file will be stored in C:\CSERVE\DOWNLOAD\SJPDCAT.ZIP
Additional Information: SJPDCAT.ZIP, O=258
S J P D SOFTWARE are FREE, there must be no copy charge for this disk. Here is a partial list:

SJS 1:- The Bible This Comes On 8 Disks. It Includes Both The Old And New Testaments. They Are ASCII Files But May Be Imported Into A Word Processor i.e. Quill. QED Text Editor Is Supplied With This Package. REQUIRES 512K To Run From Boot Program.

SJS 2:- 2 Disks Of Australian P.D. Software. These 2 Disks Contain A Mixture Of Utilities And Games Including A Very Good Multi Screen Wizard Type Game.

SJS 3:- 1 Disk Of Spectrum Screens By Andy Dean. Over 20 Screens Ported Over From The Spectrum.

SJS 4:- 2 Disks Of Ralf Biedermanns Software. The Second Disk Contains Mainly Updates From The First Disk Some Of The Programs Are In German. I Am In The Process Of Having Them Converted Into English. However This Package Contains Some Excellent Utilities (Some Require Qjumps Pointer Environment) Like BGI Package Which Uses Vector Graphic Fonts, Address Package, This Is A Address Database For Use With Qjump's Pointer Interface.

SJS 5:- 5 Disks Of GIF Screens Ported Over From The P.C. World They Are Yet In GIF Format But A Screen Viewer Is Included Which Gives The Option To Save The Screens In QL Format. I Have Added A New Disk It Contains Some Very Good Disney This Is Very Highly Recommended.

SJS 6:- This Disk Contains 3 Text Files Of Use To Modem/INTERNET Users. "ZEN AND THE ART OF THE INTERNET.", "INTERNET MAIL GUIDE.", "BIG GUIDE TO THE INTERNET." The Boot Program Load Each File Into QED Text Editor. [Supplied]

SJS 7:- 2 Disks Of Adventure Games Solutions They Are All In ASCII Format For Importing Into A Word Processor. These Have Been Ported Over From The Atari.

SJS 8:- 1 Disk Containing 417 Business Letters Ported Over From The PC. World By The Sea Coast Group USA These Are In ASCII Format For Importing Into A Word Processor.

SJS 9:- Molecular Graphics Version 5.13. This Program Was Written By Mark Knight With Acknowledgments To Dr. A. Mynett Of Brighton College Of Technology.

SJS 151: MicroEMACS Version 3.11. Pointer Version. 3 DISK PACKAGE.

This version of MicroEMACS runs under the pointer environment and has a bar menu system with pull down menus. This is a FRENCH VERSION (Converted by Thierry Godefroy) and as such the menus and some of the _cmd files are in French. The package comes on three disks, Disk 1 contains the _cmd files & Executables. Disk 2 contains the Manuals in English & Disk 3 contains the source codes. ANY OFFERS TO CONVERT IT TO ENGLISH? ;-)

SJS 152: A NEW Collection of over 320 business letters and selected forms for a variety of business situations.

PORTED OVER BY S. JOHNSON. for S.J.P.D. SOFTWARE.

SJS 153: Steve Pepper Sampler Disk No 2. Sampler Disc No 2 This disc contains some 21 QL screens in mode 4 format. They have been converted from several different Amiga sources using the PD "Ungif" programme. This collection was converted by me and has taken some time to do. I am in the process of converting some black and white screens for use as clip art.

SJS 154: GZIP V1.2.4. A 2 DISK PACKAGE. This is a port of "gzip" v1.2.4 for QDOS/SMS systems.

This is a full featured port WITH QDOS file header support, wild card support AND directory recursion. The QDOS/SMS specific stuff is held in the following files:
tailor_h : This file holds machines specific defines. tailor_c : Holds C68 specific global variables settings.

SJS 155: SALVATION ARMY CLIPART This is a one disk public domain clipart collection, comprising of pictures associated with the Salvation Army. The collection is from a PC disk obtained originally from Woodstock Realisations in Cornwall, England. The pictures are supplied as compressed QL 512x256 (32k) screens. The colour scheme is black ink on white paper. The pictures may be viewed using the viewer_bas program in basic. Dilwyn Jones

Steve Johnson 1996

36 ELDWICK ST

BB10 3DZ

BURNLEY, LANCASHIRE UK

Tel. 01282-701767

Yea, thank's for the Information... I Love all Sinclair machines but I just can't let the little black box (ZX81) alone. I know it could be upgraded easily.... By the way would you happen to know of a super great Z80 programmer for the ZX81. I'm working on a little thing here. I found a group of people on the Internet who has developed a Generic IDE interface for the Z80 cpu. All you have to do is unplug the Z80 cpu plug in a small mini-board and plug in the Z80 into the mini-board and the mini board has the IDE cable that does into the IDE hard drive. I will buy it and see if it works for the ZX81 as far as hardware, But I need a master Z80 programmer to do the DOS for the IDE device.

I really do enjoy reading your magazine allot... By the way, I have started a Sinclair support board. The Sinclair Computer Connection BBS (SCC BBS)

(305) 945-8274 24 hours a day 7 days a week. 365 days a year. Hey, if you want to reach me via the INTERNET this is my address: d015163c@dcfreent.seflin.lib.fl.us

Thank's for your time...

Jose Moreno

TTSUC Library

Dear Abed,

... I have to thank you, or is it Don Lambert?, for sending me a number of issues over the past year.

... I have just shipped off to you a complete set of the Master disks of the TTSUC LarKen library. I have had them packed up for quite a while, and never got them off to anyone. I hope that the T/SNUG LarKen library can make use of them. Don't worry about reimbursing me the postage. I have taken care of that. I am simply happy if someone can make good use of them.

You might let me know that you received them safely. ...

Sincerely,

George Chambers

Scarborough, Ont. Canada

Thank you George. I enjoyed every article you have written and I am sure many members of our community, myself included, do miss those articles.

Copies will be available to members at cost.. Please specify SSDD or DSDD disk. My address is on page 2. *Editor*

Hello Abed,

I got your name and address from Gil Parrish. I'd like some information on how I could join T/SNUG. I'm very interested in the TS1000, 2048 and Z88.

Thank you.

pogi@valleynet.com

http://valleynet.com/~pogi

Internet Society

HTML Writers Guild

Computer History Association of California

From: "Ken Harbit" <pogi@sierra.valleynet.com>



Dear Fellow Sinclair Enthusiast, January, 1996

Here at last is your package of information describing the IBM Keyboard Interface (IKI) V3.0. The package includes the schematic and lists of EPROM contents. Note that TWO EPROMs are used, though only four locations of one of them are needed. Additional information is available, Prices include Xeroxing and mailing costs.

PRICE	DESCRIPTION
\$1.00	WIRE LIST OF IKI V3.0
\$2.00	TECHNICAL DOCUMENTATION OF IKI V3.0
\$5.00	SHAREWARE Disk containing the above documents in MSCRIPT format, + KEYWORD V3.0 + EPROM code files + CONVRT, a BASIC program used to convert an MSCRIPT EPROM text into an EPROM code file. Specify

disk format when ordering!

While it is possible to build the interface using just the schematic, the WIRE LIST makes it a bit easier, since you can check off each wire as it is connected from one component to another. If you wish to understand how the IKI works, or to customize the EPROM contents for your own needs, the TECHNICAL DOCUMENTATION would be very helpful.

NOTES:

1. Switch S1 governs whether the upper or lower half of EPROM G is used. If you don't use the TS/1000, you don't need to program the upper half of EPROM G, that is, locations 4096 to 8191, In that case, the upper half could be used to hold an alternate 2068 version of the lower half.
2. Just about any IBM XT compatible keyboard can be used. I suggest using one with the F1 to F10 keys across the top, rather than in a double row on the left. XT Compatible keyboards are getting a bit hard to find, since most keyboards being made nowadays only work with AT, 286 and higher. If you have trouble finding a suitable keyboard, I can help.
3. The IKI board can be made however you wish, using wire-wrap or solder. Component placement is not critical. If you build a board and have trouble getting it to work, I can help. I charge \$10 per hour for time spent helping an individual.
4. All locations of both EPROMs must contain 255 except for those listed. EPROM F uses the IBM shift keys to select the upper or lower 2K of an EPROM G 4K bank, While a 2732 or smaller EPROM could be used for EPROM F, the 2764 is easier to find. EPROM pin-outs are for the 2764, an 8K EPROM. I suggest using a non-CMOS EPROM (2764 or 2764A) rather than the 27C64.

COMPONENT LIST

2068 BUS upper	2068 BUS lower
KEYBOARD CONNECTOR	LS04
LS164 2764 EPROM, 8K	2764 EPROM, 8K
LS08 LS30 LS74	LS74
LS123 LS148 LS367	LS32

EPROM F CONTENTS

Loc.:	Dec.
42:	254
54:	254
170:	253
182:	253

Jack Dohany

IKI NOTES

Feb. 06, 1996

Recently I decided to buy a new "compact" IBM keyboard. I had great difficulty finding one that was XT-compatible! It's been about five years since I went shopping for a keyboard. Apparently Keyboard manufacturers are now mostly making only AT-type keyboards. THEREFORE I'VE DECIDED TO MODIFY THE IKI SO THAT IT WILL WORK EITHER XT OR AT KEYBOARDS. This may

take a while. I will send you details of the modification when it's ready.

The compact keyboard that I purchased (\$29.95) is a Scorpius 83 made by Qtronix. The keyboard is only 12.5" wide. Information on the package indicated that the keyboard was switch-selectable for XT/AT. However, when I looked at the keyboard itself, I found there was NO such switch, though there was a place where it should have been. I took the keyboard out of the case and soldered a small wire where the switch should have been, and found that I now have a compact XT keyboard!

I also purchased a huge clunky old XT keyboard at an electronics surplus store for \$3.00. It is the usual 20" wide, but it has the F keys horizontally across the top, and a nice numeric keypad. It works like a champ with the IKI.

T/S 1500: I have found that the IKI does NOT work with the T/S 1500 computer. I'm not sure why, but will investigate, It DOES WORK with Spectrum, 2068, ZX80, ZX81 and T/S 1000.

Jack Dohany
627 Vera Ave
Redwood City, CA 94061
415-367-7781

Dear Don, November 28, 1995

Here is an effort I started last January. At that time I was on loan to Space Station with NASA and I had access to the INTERNET. I had found several Sinclair sites and here is the most interesting thing I found. It is a book, actually a series of articles prepared for "Your Sinclair" magazine that never got published due to the magazine going belly-up. (Sounds way too familiar doesn't it!) The author hated to see all that work go to waste so he has put it in the public domain. It was an ASCII text file and I couldn't get a neat print from a PC. Since anything published by ZXir QLive should be in TS format (*It does not have to be in TS format, ASCII is fine. Editor*) I decided that I would move it to MSCRIPT before sending it. It was quite a labor intensive effort and until I had minor surgery and got restricted to no driving and only light activity I hadn't had the time to complete it.

It is long (66 pages) and may have limited appeal, but it is an excellent article(s), It looks like it could be used as a machine code primer for anyone interested.

If I understood the July UPDATE! correctly this is the last year for publication for them. So it looks like I will be submitting stuff I want to share to ZXir QLive from now on, I am sending a hard copy and a disk copy. The disk contains ten MSCRIPT files as follows:

File	Pages	File	Pages
hackra.CT	1- 5	hackrb.CT	6-9
hackrc.CT	10- 16	hackrd.CT	17- 23
hackre.CT	24- 31	hackrf.CT	32- 39
hackrg.CT	40- 47	hackrh.CT	48- 55
hackri.CT	56- 61	hackrj.CT	62- 66

I also plan an article I'll probably call "RGB monitors revisited one more time!" How soon depends on my doctor visit tomorrow, I also have some hardware work to catch up on for my TS stuff.

I still haven't found how to get TOS CP/M to format 80 tracks. I have made contact with Jack Dohany who has a start on it. Looks like a complicated project, but it should be interesting.

Well that is my progress report for the present.

Sinclairly yours,
Les Cottrell

December 4, 1995

Since I haven't been able to wrap the stuff I mentioned in the first letter I have found some more stuff to put on the disks I have added the following MSCRIPT files that constitute the complete disassembly of the LarKen ver. 3 EPROM. They may not be of much interest, but if anyone wants this information, this could save them a lot of time. This information appeared in Sinc-Link during its last year of publication.

pll&12.CT 003	pagel3.CT 002	pagel4.CT 002
pagel5.CT 002	pagel6.CT 002	pagel7.CT 002
pagel8.CT 002	pagel9.CT 002	page20.CT 002
page21.CT 002	pg9&10.CT 003	pg_1&2.CT 003
pg_3&4.CT 003	pg_5&6.CT 003	pg_7&8.CT 003

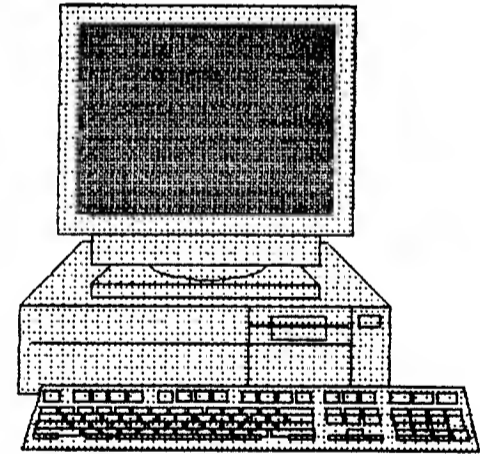
Well, I'll close again and maybe I will send it before I find something else to add. Sinclairly yours,

Les Cottrell
Cocoa, FL.

WARNING!

This Machine is Subject to Breakdowns During Periods Of Critical Need!!!!

A special circuit in this machine called a "Crisis Detector" senses the user's emotional state in terms of how desperate they need to use the machine. The Crisis Detector then creates a malfunction proportional to the desperation of the user. Threatening the machine with violence or the use of curses and obscenities may soothe the user but will not fool the C.D. and will only aggravate the situation. Likewise, attempts to use another machine may cause it to malfunction too. Because they both belong to the same union. Keep cool and say nice things to the machine. Nothing else seems to work. Francine Sklar



SCC BBS

If you own a Sinclair computer then you need to call the Sinclair Computer Connection BBS, at (305) 945-8274, 24 hours a day all year round. We support up to 28.8 ANSI or ASCII, and have programs and message bases for the following: ZX81, TS1000, TS1500, TS2068, Spectrum, QL and the Z88. Sysop: Jose Moreno

FROM THE CHAIRMAN'S DISK

Donald Lambert

Since I wrote the last column I was asked about articles on the subject of **STREAMS & CHANNELS** so I started to go through my newsletters and suddenly realized that there is a wealth of information there. I later learned that the person allegedly wanting the information actually didn't. So I don't know how that request got started. However, it was a good thing to be asked the question since I have gotten onto a long term project. The project is getting onto disk the wonderful articles of bygone days. I call the articles "TUTORIALS". I have the newsletters in a file cabinet with the newsletters in alphabetical order and of course each group's newsletter is in chronological order. I started with the As and am now working on **THE PLOTTER** (early 1988). Since I do not use the QL I am not typing in the QL articles unless (I haven't found any yet) the article is more general than QL specific. I type them into **MSCRIP**T on my Oliger system. It is easy to get the **MSCRIP**T files into LarKen **LKDOS** with my dual disk drive interface.

Since **MSCRIP**T has a provision of (G)IVEing the file name before SAVEing I developed the habit of coming up with a file name for the tutorial before actually typing in any of the text and using that name to **LOAD**. If there is no prior use of that file name then I get the:- S File not found, 215:2 comment, I hit **RUN** and get back into **MSCRIP**T. I use that name in the **GIVE** option on **MSCRIP**T. Otherwise I have to scan the **CAT**, it is easy to miss an entry.

I heard from both Bob Swoger and Frank Davis about Paul Holmgren's loss. According to what I heard Paul and his wife were at work and their two sons were outside playing when the furnace blew up. Apparently the explosion sent flames out the air ducts and the entire house was on fire at the same time. All that was saved was part of the garage. The sad part is that Paul and his wife had just about finished a complete redo of the house and had new furniture in the house ready to be put into place. Of course Paul lost his working computers, QL with the **QUANTA PD** software - BUT the majority of his extra computer stuff was in storage elsewhere to get it out of the way while they remodeled. There were no personal injuries, Paul and family are living in a rented house about 2 miles from his house. The original contractor is rebuilding the completely destroyed (except for part of the garage) house. The house was a two story with no basement but had a crawl space under it.

In January I turned 70, I realized that I had worked for one company for half of my lifetime. I also have to start taking out what little I have in my IRA this year. (I already did that) I don't feel 70 nor do I feel that I am really getting old. I do notice that some days when I try to type on the TS-2068 that my fingers and hands are stiff though. In other respects I am still doing things but not as fast as I was before I retired in 1987.

I have a big bundle of stuff that I am mailing with this submission for Abed to sort out to put into **ZXir QLive Alive!** What with that and with the **TUTORIALS** that I am typing up there will be material far into the future for **ZQA**. Now I pose a question for you readers! What is it that you need answers to help you progress further with the TS computers. For instance there are commands on the TS-2068 keyboard that are not explained in the manual. Look on page 214 of the manual. They were designed for peripherals that Timex never got on the market, **FORMAT**, **OPEN**, **CLOSE**, **MOVE**, **CAT**, **ERASE**, and **RESET** are examples. The **TUTORIALS** touch upon these subjects to some extent. There are ways to do things using commands that are used by other **BASICs**, but not by using the non-Sinclair commands but by working around the bush to get the computer to do the previously unworkable task. But some of the information comes by way of the **SPECTRUM**. The TS-2068 is a clone of the **SPECTRUM** and almost completely uses the same **BASIC** BUT there are differences. I am not a programmer so I cannot speak of my experience but go by the actions and words of those that are.

How many **TUTORIALS** do I have? I have almost filled a 420K disk with them. Of course some are short and are only about 2K in length but then there are those that take up 3 tracks of the disk. Before I finalize the material I will have to proof read and correct any errors in my typing. There are some errors that I will not be able to detect. Some printers do not differentiate (trouble with using big words is I have to look up the spelling) between some commonly used symbols or letters. For example, < and (and > and) and l and 1 on some printers are alike. Also, in **MSCRIP**T and my printer the arrow on the H key for raising to a power is printed like this ^. Some newsletters did have a poor reproduction to have things fade out. Ah! but what is readable is really worth the effort to type in.

A project to work on: In my talk with Frank Davis on the topic of a 120 volt source of power for the Z88, he mentioned that I should get a Radio Shack multiple output power supply as the cheapest way to go, leads me to think. Hey! the TS-1000 power supply is 750 to 1000 MA and is listed at 9 V DC but often is higher. Now if that is fed into a 7806 voltage regulator or a 7805 with a resistor on the negative leg to increase the output to 6+ VDC then it would put to use the many TS-1000 power supplies I have laying around. Has anybody out there done this or is this a feasible project? I do hate to buy something to do something when I already have something that might work.

Abed Kahale's move put **ZQA** behind a little in publication date. Since **RMG** sends out his monthly flyers and it arrives just after I mail the material to Abed, I decided to wait a few days and get the latest into **ZQA**. I also was thus able to work a few more days on the **TUTORIALS** that way before taking a break to get the material ready to mail to Abed. I think that I am less than a

third the way thru the newsletters and then there are the magazines.

I just thought of something! I have the Pro/file Updates which is "The Newsletter For ZX Profile Users". This information is only usable for owners of Pro/file for the ZX81. The articles tell how to improve or change the ZX81 program with POKEs and changes to do that. There

are suggestions of what to use Pro/file for but of limited use to non ZX81 users. I was originally thinking that the ZX81 was quite similar to the TS-2068 version but they are much different in use or so reading the articles led me to believe. The TS-2068 version of Pro/file can LOAD files into MSCRIPT. At least there is an article in THE PLOTTER on that subject. 0/0

ZX-81 HI-RES?

Through Tim Swenson to the *Editor*

Date: 30 Jan 1996 04:33:21 -0800 T.Swenson
Tanita Plaskow <tanita@radfem.demon.co.uk > wrote:
Matt Barber (M.Barber@greenwich.ac.uk) wrote:
: >From the ZX81 FAQ (Frequently Asked Questions):
I just downloaded this from your home page - many thanks:)

Q: Could you get Hi-Res graphics on a ZX81?

A: Yes. There were a number of ways.

1. The Z80's i register pointed to a font table.

Q: I must confess my ignorance of Z80 and ask how the pointer was limited to 16k? Was it an 8-bit value that was multiplied by decimal 64, or a sixteen bit value with the two highest bits ignored?

A: It is the later.

Use the following example program to see exactly how it works:

```
10 REM HIRES DEMO
20 POKE 25000,58
30 POKE 25001,12
40 POKE 25002,98
50 POKE 25003,237
60 POKE 25004,71
70 POKE 25005,201
80 FOR G=0 TO 63
90 PRINT CHR$ G;
100 NEXT G
110 FOR F=0 TO 31
120 POKE 25100,F
130 LET A=USR 25000
140 PAUSE 4E4
150 NEXT F
160 POKE 25100,30
170 LET A=USR 25000
```

This cycles the i register through all possible values in the 8K ROM. Leave out line 140 for a nice swirly effect. Great for crashes and explosions in games. :-)

2. CRL released a HI-Res graphics toolkit. This contained an extremely hairy interrupt routine that replaced the ZX81's usual display update routine. Basically, it pointed the I register to a strategic ROM location, and tried to 'best fit' the HRG display to what it could find in those locations. It also used a feature of the ZX81's hardware that allowed you to have 1 pixel height characters to improve its chances.

Q: So the screen is still viewed as a character map here with eight times as many lines/bytes as normal?

A: Yes. Just to unnecessarily complicate things, you could get more than 192 lines, if you overscanned the display into the bottom border. :-)

Q: This would mean you needed 32*24*8 bytes = 6K of memory for the actual screen, assuming it is read from contiguous locations.

A: Yes. That's exactly the same as what the ZX Spectrum uses, (plus 768 bytes for the attributes, of course).

Q: I wonder if there was also a separate 6k map of the *intended* screen, with values from here being compared to the font table to find the best fit that was available? Somehow I doubt it, as that's 12K of memory gone, so the real thing must be even more fiendish -

A: You could do it that way, but I think that programs usually generate the display a character square at a time, and then look-up the best fit. There's no point in wasting all that RAM, when there's so little to play with, anyway.

The memory requirements of a Hi-Res program on a ZX81 are similar to those of Spectrum game. The Hi-Res routine and the 6K display file leaves you with about as much free RAM to play around with as there is an a 16K Spectrum so, excepting the difference in speed, similar results are possible.

I will take a couple of headache tablets quickly before someone replies:)

Matt Barber

University Of Greenwich

UDGs?

(TIMOTHY C, SWENSON) at ASCCYM

Date: 1/31/96 4:02 PM (Martin van der Zwan)

Newsgroups: comp.sys.sinclair

Subject: Re: ZX81 Hires - How?

References: <406925A6677@gre-techa.greenwich.ac.uk>

Hello,

MB> 3. There were a number of hardware add-ons that worked with software similar to the above routines to allow UDG's and true HRG. DK'Tronics and Quicksilva produced devices that worked with some of their games.

High resolution on the ZX81 is not possible with all 64K RAMpaks, there should be a static RAM between

8192-16383, the ZX81's 16K RAMpacks have dynamic RAM and are refreshed, although with a trick, it's possible to intercept this refresh signal with a 74LS08, this cheap High Resolution is something which will be covered in the next International ZX81 Magazine, a program will also be included.

Here is how to make your own UDG's on the ZX81 emulators, Xtender/Xtricator:

First we must move the ZX81's character set to RAM;

```
10 FOR N=7680 TO 8191
20 POKE N+512, PEEK N
30 NEXT N
```

Now we tell the ROM and ULA to use the character set we have just moved to RAM:

```
10 POKE 8704,62
20 POKE 8705,32
30 POKE 8706,237
40 POKE 8707,71
50 POKE 8708,201
60 RAND USR 8704
```

When you run this program you will find out that nothing happens because the character set we just transferred to RAM is identical to the one in ROM and we must change it so we can make our own nice graphics like a Bomb or a real Pacman, this is how you do it:

Each character on the ZX81 is of 8X8 pixels and looks like this:

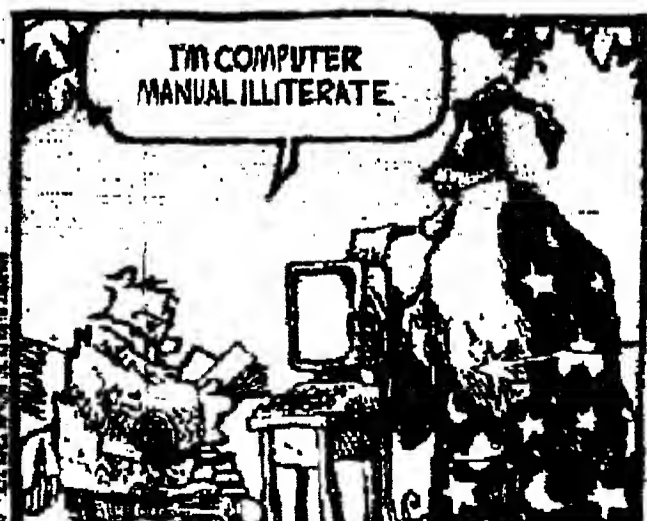
char	A	addr.	bin	=	dec.
		8496	00000000		0
AAAA		8497	00111100		60
A	A	8498	01000010		66
A	A	8499	01000010		66
AAAAAA		8500	01111110		126
A	A	8501	01000010		66
A	A	8502	01000010		66
		8503	00000000		0

Binary example

128	64	32	16	8	4	2	1	
0	1	0	0	0	0	1	0	= 66

Now if an Invader game on the ZX81 uses A's for example you can change them in real Invaders by Poking this:

```
POKE 8496,126
POKE 8497,255
POKE 8498,153
POKE 8499,153
POKE 8500,255
POKE 8501,126
POKE 8502,66
POKE 8503,129
```



This is how you find the address of the beginning of a character you want to change:

```
PRINT 8192+8*CODE "A"
```

```
1 REM MINI UDG MAKER 30/1/95
2 REM
5 CLS
10 LET A$=""
20 PRINT "WHICH CHARACTER WOULD YOU LIKE TO CHANGE?"
30 INPUT A$
50 LET A=8192+8*CODE A$
54 PRINT
55 PRINT "THE CHARACTER IS AT ADDRESS ";A
60 PRINT
65 PRINT "PLEASE ENTER NEW VALUE"
67 PRINT
70 PRINT A$; " LOOKS LIKE THIS NOW"
80 FOR B=A TO A+7
90 INPUT C
95 PRINT A$; " LOOKS LIKE THIS"
100 POKE B,C
110 NEXT B
115 PRINT
120 PRINT "YOUR NEW UDG IS FINISHED"
125 PRINT "I HOPE YOU LIKE IT."
130 PRINT "WOULD YOU LIKE TO MAKE ANOTHER UDG? (Y/N),"
140 LET B$=INKEY$
150 IF B$="Y" THEN GOTO 5
160 PRINT "THANKS FOR USING MINI UDG MAKER"
170 GOTO 140
```

I tested this routines on Xtender and Xtricator and they work fine. If any time you want to turn the UDG characters off then:

```
To turn UDG's off
POKE 8705,30
RAND USR 8704
```

```
To turn UDG's on
POKE 8705,32
RAND USR 8704
```

BTW, The International ZX81 Magazine will be on Internet soon, right now someone is scanning the schematics for me, they will be included in .GIF format with the magazine.

Have fun,

Martin

Sometimes it takes years to appreciate the many features which a program author has thoughtfully incorporated in an application. DBEasy [Wood and Wind Computing, RR3 Box 92, Cornish, NH 03745] is certainly a well designed program that has rightfully been well received. With the program undergoing an extensive re-writing, it deserves a renewed look.

For those not familiar with DBEasy, it is a front end program for the Archive [Psion] database program which is available either for QDOS/SMSQ (v1.6) or for DOS (v1.3). While there were minor feature differences between the two versions in the past, they now appear to be almost identical in function and operation.

Those not familiar with DBEasy may think that it is simply a menu program for loading and viewing databases. It is more. It is a program for creation and management of any database you may wish to create, use, and maintain (for example, altering/updating fields and maintaining by adding/deleting records).

General Database Design Philosophy

From what I have gleaned over the years, there are two types of databases -- hierarchical and relational. While the hierarchical database came first, most modern databases are now relational. Archive is a relational database with an integrated, procedure based programming language.

Hierarchical databases usually seem "better" to the novice because they are designed with a non-discriminating, "flat" field structure. Essentially each field (or, screen) is a record, and conversely each record is a field, thus allowing any piece of data to be put anywhere in a given record. In essence, a hierarchical database record can be thought of as one in a set of electronic file cards. Thus, to use a hierarchical database, you just name (create) the database file, open it, and then start inputting whatever you desire into any record.

In theory, you could simulate a hierarchical database by creating a single field database within a relational database. In Archive, you would:

```
CREATE "flat" <ENTER>
flat$ <ENTER> <ENTER>
```

After this, you would use the SEDIT (i.e., screen edit) function to create the screen with a single field essentially taking up as much of the usable screen as you wanted; and then, SSAVE (i.e., screen save) that screen. You would still OPEN, SLOAD (i.e., screen load), ALTER, and CLOSE the database as you would a normal Archive database. If you were inspired, you could EDIT a program to expedite navigating your "flat" field database.

Because a hierarchical database does not have fields, per se, it is not possible for the user to easily, or consistently manipulate the data of individual records. For example, it would not be easy to use a "flat" field database for printing names and addresses on labels unless the entire contents of each record was comprised of consistently placed names and addresses.

My understanding is that a simple FIND query is not handicapped by searching a hierarchical database.

The HYPERCARD database (APPLE Macintosh) appears to be a hierarchical database which has user linkable elements. The selectively "programmable" links and inherent graphical nature of the database provide an extended versatility not available with a simple, hierarchical database.

Relational databases differ in that the individual fields (text or numeric) must be pre-defined BEFORE data can be input. The need to pre-define the fields can be particularly discouraging for the novice; and, the same novice may wonder why or how relational databases have become so prevalent.

In a relational database, the OUTPUT of various, individual fields can be "manipulated" so that it suits multiple needs; thus, one set of data can be used and output in more than one way with differing fields included-or-excluded in a particular output.

The unqualified advantage of a relational database becomes most apparent when you have the opportunity to use a front-end program such as DBEasy. As designed, DBEasy allows you to print:

- 1) the individual record;
- 2) an address label (if applicable);
- 3) a line of user-specified fields; and/or,
- 4) a "custom" output (a future article).

The output can be to your printer, the screen, or a file (for import to QUILL, for example) when the request is initiated from the MULTIPLE MENU screen and to the printer only from the SINGLE MENU screen.

THE DESIGN

DBEasy uses a MAIN MENU which allows the user to branch to ten other functions:

Single menu	w/ find,search,insert,alter,delete
Multiple menu	w/ select,order,print,copy,export
Log menu	w/ add,change,remove,import,capture
Backup	backup the current database
sWitch	switch the active database
Help	access the DBEasy help system
DIRectory	w/ copy,delete options
Configuration	set video or date style
Rescreen	check database / redraw screen
Quit DBEASY	all done

In earlier versions you would navigate this screen by pressing a number key (1 to 9) to put the pointer arrow on a given line, or by using the up-or-down cursor key to move the pointer up or down from line to line; and, pressing '0' would provide a fast branching to the exit screen.

With the most current version, the HOT KEYs developed in QLERK are now available for use in DBEasy -- generally, pressing the first letter of the KEY word will move the pointer arrow to the line or option; or, activate the options within the secondary menus. Each version change over the years has made DBEasy more convenient

to use; and, I would guess that it only took about five minutes to become comfortable with the new HOT KEY feature.

A welcome change is the increased facility to quick "sWitch" the active database from one to another. A "sWitch" can also be executed from the SINGLE and MULTIPLE MENU as well as from the LOG MENU (the LOG MENU was previously named "Switch mode"). When using the "sWitch" routine, you do not have to type in the entire database name, only enough characters to distinguish one database from another. Thus, when I want to access my "PLATYPUS_dbf" I do need to type in at least "PLAT" since typing in "P" or "PL" or "PLA" will always locate the "PLANNERX_dbf" first. If I were to remove the "PLANNERX_dbf" from the drive, then simply typing "P" would result in DBEasy querying me whether or not "PLATYPUS_dbf" was the one I wanted.

In the past, if you wanted to change the date format at the top of the MAIN MENU screen, you needed to edit and re-save the DBEMM code. This is now an option which can be done from the main menu. There are now three formats for displaying the date on the MAIN MENU [YYYY/MM/DD, MM/DD/YYYY, & DD/MM/YYYY].

The HELP_dbf file is now available as a HOT KEY from almost any point in the program by simply pressing 'H' <ENTER>.

THE DESIGN IN PRACTICE

All the databases which are CREATED have the same fields -- twelve text fields (date_\$, key_\$, s1_\$, et cetera) and six numeric fields (n1_, n2_, et cetera). While I originally thought this would be limiting, I have found that this is a good compromise for most databases.

In day-to-day use, one of the apparent benefits of using DBEasy is that it eliminates the need for pre-defining the fields of each database. If you don't like the labels, you can change them later.

The "date_\$" field is automatically filled when you INSERT a new database; but, any other text data can be inserted therein. The "date_\$" was automatically updated to the current date in prior versions, but this has been changed with the current version whereby the current version maintains the record's "original" date -- as I generally did NOT want this field changed in the past, I did find the automatic updating of the field disconcerting; so, I'm glad that the newest version of the program keeps this unchanged.

If necessary, the DBEasy program (i.e., DBEMM_pro) can be modified to accommodate more or less fields; or, as demonstrated with the newly incorporated, ADDRESSX_dbf, the specific screen can be customized (using SEDIT & SSAVE) to accommodate different field lengths.

Of course, the labels assigned to the fields can be changed at any time; and, a new option lets the user create new databases by "capturing" data from existing DBEasy database files.

When you choose the MULTIPLE MENU you can view up to ten LINES of truncated RECORD data per screen page. In the past, the LINE represented three user

selectable FIELDS of data. This has been greatly improved with the current version being capable of displaying at least seven fields of variable length. Each LINE format can be exclusive to a particular database.

The CAPTURE Pitfall?

There is a very small inconvenience that you have to suffer if you are upgrading from a previous version -the DBELOG_dbf contains different data than in previous versions. Presumably, it is the difference in structure which now allows the user to "capture" data from already logged databases when creating new database files.

It seemed that the only files that did transfer were my VARIOUS_dbf files and the DBEASY_scn that I use!

However, after you get over the shock of not being able to simply the transfer various ancillary files along with your VARIOUS_dbf files you will quickly appreciate the "capture" function; and, the setback is minor compared with the gain.

Customization And Cosmetic Modifications

You may not have to make any changes to the program to use DBEasy; but, if you do, most customization is now easier, or faster, to implement. Of course, the single RECORD screen can simply be copied from your previous DBEasy program disk (if it is different from what is provided) -- for example, the colors of my single RECORD screen complement the MAIN MENU colors I had chosen to suit my personal sensibilities.

Okay, as good as DBEasy is, it probably isn't "perfect" for you as it comes out-of-the-box any more than it was for me.

Based on the earlier DBEasy versions, I knew that I would have to "go inside" and modify the print option to add a few "LPRINT" statements to adjust the printer's vertical spacing for the labels which I currently use (4" x 1 7/16"). Of course, the first thing I had to do was to (ESC)ape to Archive's command_line and enter the edit mode and then edit the proc(s) [consult the QL USER GUIDE if you don't know how to do this].

```
proc easy_out_lbl
if ns: print at ml,12;rs: endif: let i$=s1_$: if s2_$<>nul$:
    let i$=s2_$+sp$+i$: endif
lprint: lprint i$: lprint s3_$: if s4_$<>nul$: lprint s4_$:
    endif: lprint s5_$," ",s6_$," ",s7_$: lprint: lprint:
    lprint: lprint tab 15," ": if s4_$=nul$: lprint: endif: let
line=6
endproc
```

In addition to adding "lprint" statements, I also omitted the statement which printed field "s9_\$" which is used for "country" since I generally use "s9_\$" for other comments.

All of the remaining changes described here are cosmetic to suit my own sensibilities and do not enhance or improve the operation of the program.

The least significant change I made was to the QUIT page. This was the easiest to implement since it essentially involved adding a long enough string of periods (".....") to tidy up the appearance.

```
proc quitter
heady,"Quit DBEasy":yorn;0,
```

```

“Quit DBEasy program .....”: if ans$="n":start: stop :
endif :yom;0,
“Quit ARCHIVE, also .....”: if ans$="n": new : else :
quit : endif
endproc

```

After that, there were some other cosmetic changes that I made to the MAIN MENU and LOG MENU because I liked the "look" of the previous versions (at least, the way I had them) better than the current appearance.

The changes to the MAIN MENU were primarily done to the header related procs.

```

proc arrow_mess;l,m$
let i=(80-(36+len(m$)))/2
paper sink
ink spap
print at l,1;rv$; tab i;
“Use arrow keys or Hot Key to choose “+m$; tab 79;
print at l+1,1; tab 25; “<ENTER> to select or 0 to
exit”; tab 79;rv$;
paper spap
ink sink
endproc

```

Changing the "arrow_mess" tidies up the MAIN MENU box by coloring the related lines to the same color as the outer field. Modifying the "heading" was mostly rearranging the text and the "heady" made the banner the full width of the screen, as on earlier versions.

```

proc heading
heady;nul$: paper hpap: ink hink:runtime: let j=ans:timey
print at 1,2;upper(sys$);" MAIN MENU"; ink sink; at
0,36; today$; tab 54;"Day ";day;" of "; val(date(0));
ink hink; at 1,37;ans$; tab 54;j; " minutes since start"
paper spap: ink sink: if begcnt=-1: let i$="-": else :
let i$=str(begcnt,2,zer): endif
print at 4,2; ink spap;desc$;
print at 4,52;"Module : DBEmm";
at 5,52; "DEvice : ";pd$;
at 6,52;"Database : "; sf$
print at 7,52;"Records : ";i$
endproc
proc heady;i$
paper spap: cls : paper hpap: ink hink: print at 0,0; tab 80;
at 1,0; tab 80; at 2,0; tab 80; at 1,2;i$;: paper spap: ink
sink: print at 4,0;
endproc

```

Still in a "retro" mode, changes to the LOG MENU were next. The changes to the LOG MENU were done to, you guessed it, log related procs; and again, the changes were made to resemble the appearance of earlier versions.

The simple part was to remove the statement which indicated the "active database" in the "log_menu" procedure by truncating the fifth line.

```

proc log_menu
.....
print at 17,3;"of ";npg; tab 79; at 18,1;rv$; tab 79;
.....
endproc

```

The real trick was to highlight the active line to echo

the previous versions. Of course, the hardest part was to actually find which procedure performed this function! Not surprisingly, it is in the "log_show" procedure. The asterisk ("*") has been replaced with the greater_than sign (">"), but can be eliminated since it is now superfluous for most video configurations.

```

proc log_show;pg
let k=10*(pg-1):position;"T",rl,k: let j=5:
print at j,zer;:usel
while not eof("T") and rl<k+10:usel
let i$=desc_ $: if len(i$)>33: let i$=i$(1 to 33): endif: let
j$=user_ $: if len(j$)>10: let j$=j$(1 to 10): endif: if
act_ : paper sink: ink spap: let k$=" >": else : paper
spap: ink sink: let k$=nul$: endif
print sp$;rl;k$; tab 4;sp$;sd_ $; tab 5+dl;sp$;sf_ $; tab
23;sp$;i$; tab 58;date_ $; tab 68;j$
tab 80: ink sink: paper spap: let j=j+1:plnext: endwhile
box;j,zer,14,80,nul$: let j=16
paper spap: ink sink
print at j,6;pg;" ";
endproc

```

After you make each change, you will want to see if it either looks right, or "works" the way you want it to. Of course, you will also want to save it to a working copy of the program by inputting:

```
save object "DBEmm" <ENTER>
```

I made the same changes for both the QDOS and the PC version of the program. In each case, you will want to compare and insert/change lines to match what you see listed. After you have made changes, you can further modify the procedures to fit your sensibilities instead of mine.

GUI -- P h o o e y !

There are alternatives to Archive (more so for the DOS world).

The essential thing to know is that DBEasy is NOT handicapped by being tied to a text-based program. Now, I realize that a LOT of people LIKE using a mouse -- you know, trying to move the pointer to a viable spot on the screen as if it were a game; but, I'm not one of them.

In day-to-day use, you only need the cursor keys and ENTER key, or a mouse, to navigate the program.

Generally, the only time you need to use the alphanumeric keys is when creating/deleting a new/old database, or when making changes within an existing database.

If there are some situations when you need a secure environment, then a copy of DBEasy running on a QL without a keyboard (of course, with a pointer input device) would probably be more secure from tampering than a GUI database which would probably remain vulnerable to change or removal.

THE BOTTOM LINE

If you aren't using Archive, yet, then you should consider getting a copy of DBEasy since it will make using a D(ata)B(ase)Easy.

Because I come from a long line of read-the-instructions-last people there are certainly features and

functions which I have failed to discuss adequately (or, at all) because I probably have not used them, yet. For those who like to read, there is an extensive DBEasy_doc which is obviously a good reference tool for using DBEasy, too.

The QL disk contains an XCHANGE compatible version. Other than to say that the XCHANGE version is smaller than the "normal" version, I cannot indicate what the difference is. The "normal" QL and PC versions are essentially the same.

An additional "_dbf" file is now included (PLANNERX_dbf) which can be used as a daily planner.

Unlike PC users who currently do not have access to Archive, DBEasy is reason enough to use Archive, and would be reason enough for database users to use a QL or QXL as their hardware platform.

Before I started to use DBEasy, I would use the back pages of my check book register for names and addresses! At the time, it just seemed to me that with less than 50

names/addresses/phone_numbers of various sorts that it was far easier transcribing those names (as needed) than to learn to use Archive. Were it not for DBEasy, I am certain that I would still not be using the Archive program, or any database program for that matter.

If you are using a previous version of DBEasy, I am sure that you will not regret upgrading to the newest version. The HOT KEYS, alone, make it worth the effort to transfer files and make whatever changes need to be made.

New users need to know that DBEasy is both EASY to use and EASY to modify if need be; that, "sample" databases are included that can be amended with your own data; and, that your QL requires memory expansion beyond 128K to run DBEasy.

The DBEasy program costs \$24.00 (NA); upgrades cost \$7.00 (NA).

HAPPY TRAILS,
AND COMPUTING, TO YOU ...

Improving a Sector Copying Program

by Al Feng

The following program LISTing is an enhancement of the earlier SCOPY 1.6 (PLATYPUS) program derived from R. Dwight's FASTDISK program kernel (QUANTA) and now handles HD (high density) disks. As written, the program does not compile in a functional way with TURBO, but may do so with the LIBERATOR. The program requires TK2_EXTensions. [NOTE: SCOPY_bas is included as a supplemental program with QLuMSi, QLAMBer and QLUSTer].

The code is not optimized for size or speed. This should allow those who are so inclined to more easily modify it. Error checking is minimal, with only the indication of the drive number being trapped to avoid duplication.

It takes a little over ten minutes to sector copy HD disks on a QXL. Your times with a (SUPER) GOLD CARDed QL and dual HD drives should be about 2/3rds that of the time required on a QXL based on DD sector copy times. The code for using Extra Density (ED) drives could not be tested since I don't have ED drives and so ED support is not included; but, after analyzing the extra code for HD drives, you might be able to come up with suitable code amendment.

The advantage which SCOPY had over DISCED (CST) is that the latter only allowed for a dual drive system. SCOPY allows you any drive number option. Thus, if you had triple DD drives, but wanted to sector copy from flp3_ to flp1_, you could do this with SCOPY but not with DISCED.

The advantage over programs such as DISK MATE 4 (PM DATA) or FLOPPY DISK UTILITIES (ERGON) is that SCOPY is free -- you simply have to key it in.

I have already found this to be useful for archiving data; and, if you have dual HD (and, ED?) drives I hope you also find it to be useful, too.

HAPPY TRAILS,
AND COMPUTING, TO YOU ...

```

110 REMark -----
120 REMark |          SCOPY 1.9b |
130 REMark | | | | |
140 REMark |          by Al Feng |
150 REMark |  PLATYPUS Software |
160 REMark -----
180 :
200 WINDOW#0,440,32,50,224: WINDOW#1,
      440,226,50,30: WINDOW#2,512,256,0,0
210 PAPER#2,0: INK#2,5: CLS#2: PAPER#1,0: MODE 0
220 Blank$="          ": REMark 25 spaces
230 Press$="          ... then PRESS <ENTER> "
240 MAIN
250 :
260 DEFine PROCedure MAIN
270 WINDOW#0,190,142,163,80: PAPER#0,0: INK#0,5
280 CSIZE#2,2,1: INK#2,5: PAPER#2,0: AT#2,1,15:
      PRINT#2,"SCOPY Utility";: CSIZE#2,1,0
290 PRINT#2,\\ TO 20, "S(ector)COPY(ing) Utility " \,
      " Version 1.09b";: INK#2,7
300 BORDER#0,1,4,3: STRIP#0,7: INK#0,2
310 PRINT#0," -- USE EQUAL DENSITY DISKS -- "
320 PRINT#0," ----- IN BOTH DRIVES ----- "
330 STRIP#0,0: INK#0,5
340 PRINT#0,\
      " 0 = QUIT"\\,
      " 1 = 720K",
      " 2 = 1.44M",
      " 3 = 3.2M",
      " 4 = FORMAT"
350 BEEP 900,20: PAUSE 7: BEEP 400,30
360 STRIP#0,2: INK#0,7
370 PRINT#0,\ --- CONTINUE WITH CAUTION --- "
380 STRIP#0,0
390 anykey=INKEY$(-1)
400 SElect ON anykey
410 =1: LET Density=1: message$="DD/720K": SCOPY
420 =2: LET Density=2: message$="HD/1.44": SCOPY

```

```

#4\x+1+9,ha$:
PUT #4\x+4+9,hb$:
PUT #4\x+7+9,hc$:
PUT #4\x+2+9,hd$:
PUT #4\x+5+9,he$:
PUT #4\x+8+9,hf$:
PUT #4\x+3+9,hg$:
PUT #4\x+6+9,hh$:
PUT #4\x+9+9,hi$
1090 REMark IF Density =3 THEN REMark
1100 IF sides = 2 THEN
1110 PUT #4\x+257,j$:
    PUT #4\x+260,k$:
    PUT #4\x+263,l$:
    PUT #4\x+258,m$:
    PUT #4\x+261,n$:
    PUT #4\x+264,o$:
    PUT #4\x+259,p$:
    PUT #4\x+262,q$:
    PUT #4\x+265,r$
1120 IF Density=2 THEN
    PUT #4\x+257+9,hj$:
    PUT #4\x+260+9,hk$:
    PUT #4\x+263+9,hl$:
    PUT #4\x+258+9,hm$:
    PUT #4\x+261+9,hn$:
    PUT #4\x+264+9,ho$:
    PUT #4\x+259+9,hp$:
    PUT #4\x+262+9,hq$:
    PUT #4\x+265+9,hr$
1130 REMark IF Density=3 THEN REMark
1140 END IF
1150 END DEFine putrack
1160 :
1170 DEFine PROCedure Fmat
1180 INK#0,7: AT#0,11,18: PRINT#0," _ ": AT#0,11,10:
    INPUT#0,"FORMAT flp";zzz
1190 STRIP#0,5: INK#0,0: AT#0,11,4:
    PRINT#0, "  FORMATting ";: INK#0,2:
    PRINT#0, "flp";zzz;" _ ": STRIP#0,0
1200 INK#0,0: INK#0,0: FORMAT#0,"flp"&zzz&" _ "
1210 CLS#0: AT#0,2,2: INK#0,5: DIR#0,"flp"&zzz&" _ ":
    PAUSE 40: CLS#0: MAIN
1220 END DEFine Fmat
1230 :
1240 PAPER 0: CSIZE#2,0,0: CLS#2: AT#2,24,28:
    INK#2,7: PRINT#2, "@mended PLATYPUS
    Software"

```

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DAISY BE GOOD - VI

by David Lasso

Good morning, fellow TSers. This issue, we approach the description of Bill Jones' DAISY, the TS-2068 Software System for the LarKen Disk System. by going to our box of 3.5" disks and selecting the issue disk from UPDATE MAGAZINE, labeled Daisy #1. Let's pop it into drive #0 and do an AUTOSTART.

The Daisy banner comes on-screen, accompanied by a tune. and we are challenged to "PRESS A KEY..." We proceed to set up our print paRAMeters, as printer software gradually MERGEs in and DELETEs out. This results in the FUNCTION MENU's appearance on-screen with a FREE of 20269 bytes and a Turbo of 1.

We intend to discuss the Data Management Menu this time, and, so, we PRESS 5. Drive #0 grinds away, as the Utility Menu is LOADED. Here, we see offerings of SAVE MENU, DELETE MENU, and LOAD MENU, as well as DISK UTILITIES, Disk CATALOG Options, and a return TO FUNCTION MENU.

The 5160 in the lower-right-hand corner indicates. that GOTO 5160 will bring up this menu again, in case of most progRAM STOPs.

We select 1 for SAVE MENU. Drive #0 grinds away, again bringing up the colorful SAVE DATA MENU. Now, we see, that pressing 1 will

SAVE the whole Daisy progRAM, currently in core, along with any Data (in the variable files.) The SAVE is made to any drive #, given in response to the request "Enter Data Disk #". Next, we find, that pressing 2 will SAVE any Record Data Base File to whatever Data Disk # is given, as before.

All our mailing lists are stored as "m#.A\$". So, we PRESS 2 at THE SAVE MENU, enter a data disk # of 3, and get a CATALOG of drive #3, listing all the character files (.A\$). Near the bottom is m69.A\$, where most of our TS addresses are stored, like Don Lambert's, Abed Kahale's,... Thus, we ENTER 69 now, in case we want to store the mail file, currently in core as a new m69.A\$.

A hit of 3 at the SAVE MENU SAVES the H\$ Character Array File as #.A\$, where # is chosen after cataloging all the .A\$ files, as above, in response to giving a Data Disk #.

Similarly, 4 stands for SAVEING the I\$ Character Array File to a selected Data Disk. PRESSING 5 at the SAVE MENU SAVES whatever Outline Data Base be in core to a selected Data Disk. The outline consists of two

character arrays, one for Major topics, the other for Minor topics of each Major.

Keying CAPITAL A will cause drive 0 to grind away, till THE FUNCTION MENU be displayed again on-screen.

PRESSING CAPITAL B requests a Data Disk # and wild card, for cataloging that disk, eventuating in a choice between ERASING a file, ENTERED on the disk cataloged before your eyes, or just RETURNING to the SAVE MENU, AFTER telling the progRAM where the ProgRAM disk be now located.

PRESSING CAPITAL C brings up from drive #0 the Disk Management Utilities, where colorful menus can be created; disk CATALOGs can be displayed and PRINTED out; and. arbitrary character files on any disk can be viewed, without altering any data in core.

RETURN to the FUNCTION MENU is effected, by ENTERING the drive # of the ProgRAM Disk.

Entry #4 of the Disk Management MENU LOADS in the Toronto LarKen Disk Utilities of George Chambers, which wipes out the Daisy variables, and you are given an opportunity to back out FIRST and RETURN to the Daisy Menu.

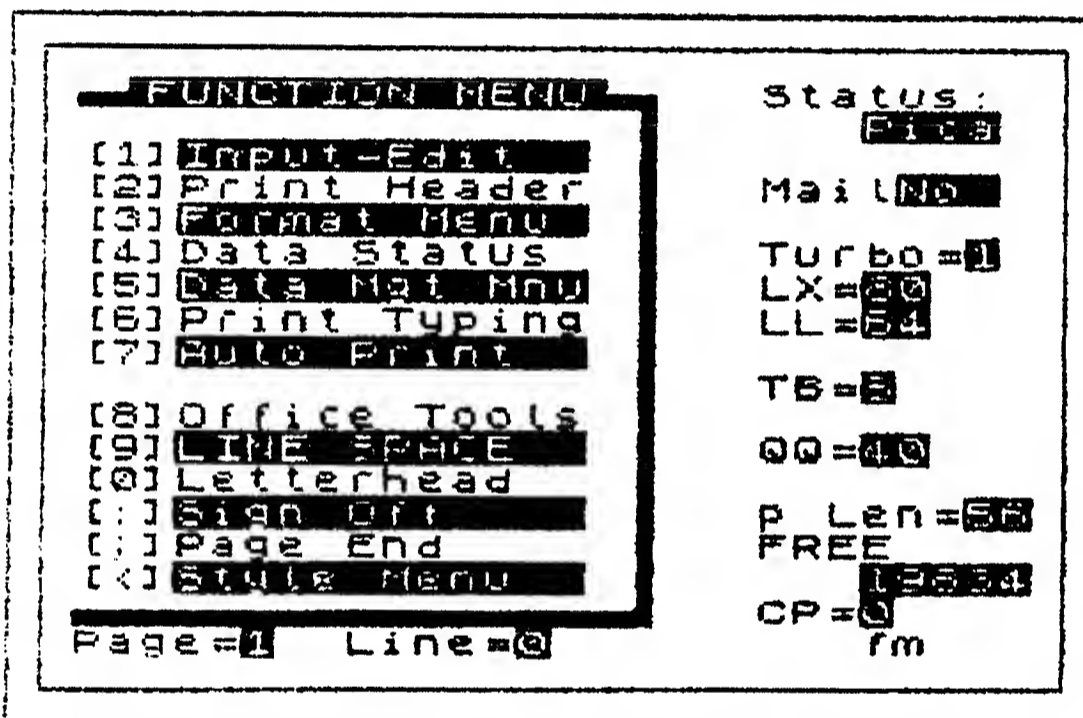
Lastly, keying in CAPITAL E at the SAVE MENU causes the 2068 to treat the variable files in core as their own data

base, to be SAVED to a selected DATA disk, resulting in a choice, BETWEEN keeping the DATA already on-board AND doing a CLEAR and LOADING another variable file from a selected data disk. The variable files are identified by their byte length (in 5 digits) plus an extension of .C2.

At the DELETE DATA MENU, we are given a chance to keep costly memory operations under control. Fresh out of the box, the FREE is shown as 18132. A FREE of 4000 bytes is hopeless, and 7000 bytes permits not much more. As large mailing lists be LOADED in, in order to address documents, contained in H\$ and I\$, along with miscellaneous strings or outline data bases, you can see, by watching FREE, how precious operating space is used up. On the other hand, you can go to this DELETE DATA MENU and watch FREE increase, as the foregoing data bases be deleted, by pressing 1, 2, 3, 4, and/or 5.

Again, keying in CAPITAL A, B, or C returns us to the FUNCTION MENU, functions to catalog disks, or calls the Disk Management MENU, which we'll describe again in more detail, but later.

Lastly, the 5168 in the lower-right-hand corner



permits us to recover from most breaks by GOTO 5168, to bring back the DELETE DATA MENU.

Remember, memory management is critical on the 2068 with its 37000 of FREE RAM.

The LOAD DATA MENU performs the same operations as the SAVE DATA MENU, except in the opposite direction of data flow. That is, H\$ and I\$ are LOADED from selected data disks by PRESSING 1 and 2, respectively. For Mail Merge, the addresses are LOADED, by PRESSING 3. Majors and Minors are LOADED for Outline Files, by PRESSING 4, here. And, as above, we RETURN to FUNCTION MENU, function to CATALOG disks, and call the Disk Management MENU, by keying in CAPITAL A, B, and C, respectively. Finally, "D" LOADs variable files, previously SAVED, by keying in CAPITAL E at the SAVE DATA MENU, above. Minor recovery of the LOAD DATA MENU comes, by going to 5100, as shown in the lower-right-hand corner.

In summary, the Data Management Menu uses LKDOS to get a lot of production from the small RAM of the 2068, VERY USEFUL

Sure, Bill Jones used the Data Management Menu to get more work out of less memory. But, this came at the expense of TIME, in the form of exasperatingly slow MERGEs, churning, disk drives, and hand-waving in the sense of repeated entry of BOTH program disk drive # AND data disk drive #.

Well, we have replaced the frequent MERGEs with fast LOADs, usually only two per session. The menus are all on RAMdisk, and the program disk drive # is sensed automatically, upon program entry, thus cutting in half the amount of hand-waving. Pretty good, eh ??

The Data Management Menu is SO USEFUL, as to be in EVERY version of Daisy, always at our disposal.

We plug our single-sided, 80-track disk into drive #0, and do an AUTOSTART, to bring up the word processing MAIN MENU. First, we punch 2, in order to LOAD INPUT/EDIT and immediately bring up the FUNCTION MENU. We see Turbo=1 and a FREE of 19897. Of course, there are no MERGEs and all necessary software is already on board for both INPUT and EDIT.

Let's punch 5 and immediately spring the Utility Menu to the screen. From here, we hit 1, 2, or 3, in order to be presented with the SAVE MENU, DELETE MENU, or LOAD MENU, respectively. A single key-stroke of "a" RETURNS US to the FUNCTION MENU. "b" accesses the options to CATALOG disks. E.G., we punch "O" in response to the data disk drive # query; the input is HOT, and we are invited to ENTER a wild card for the directly ensuing CATALOG of drive #0. Then, we can punch "1", to immediately RETURN to the previous menu, or punch "2", to ENTER the name of any file on drive #0, that we wish to

ERASE at this time,

The SAVE DATA MENU functions identically, as when it came in the folder from Frank Davis. The only difference is in SPEED of use and EASE of use, in that a single punch of 2 brings a request for data disk #, as before, and a touch of 0 CATALOGs all the character files on drive #0. Entry of the arbitrary integer # SAVES the mail file in core to drive #0 as m#.A\$. Then, we immediately RETURN to the program.

NO annoying MERGEs, NO disk access for LOADING of menus all (branch-switched in from RAMdisk,) NO entry of program disk drive #, and NO entry of data disk drive # (just touch the #, once!) And, a single key-stroke of "e" SAVES the complete variable file of the 2068 to whatever data disk drive be selected at a touch of its number (from 0 to 4).

And so on with the DELETE and LOAD MENUe : More speed and LESS work, while maintaining the SAME functionality of the three menus.

As an instructive example of how we often use the Data Management Menu, we consider the (usual) case of getting ready to PRINT documents, recently compassed by INPUT/EDIT.

So, here we go ! PO+MM has no input or edit facilities, just as INPUT/EDIT has no printout or mail merge capabilities. But, they all have the ability to MANAGE DATA (on disk.)

Starting at the MAIN MENU (AUTOSTART on drive #0,) we touch "1" for "WP : Print+MMrg", thus LOADING PO+MM.B6. Our colorful Daisy banner comes up to the tune of CHARGE (Once a Trojan, always a Trojan, it seems !!) 3, 2, 1, y, y, y sets up our 9-pin printer the way we like it. Facing the FUNCTION MENU, a punch of "5" and "3" gets us to the LOAD DATA MENU, by way of the Utility Menu. We LOAD H\$ with a touch of "1", "2" LOADs the I\$ character array file. And, "3" LOADs the file of addresses. to which we wish to send our document (in H\$ and I\$, 14 paragraphs in all.)

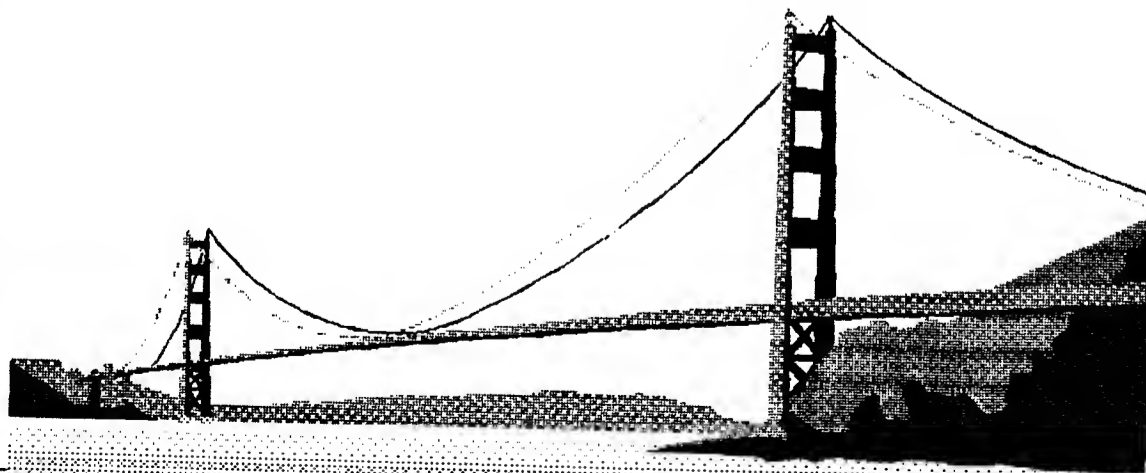
Next, we hit "a" to bring us straight back to the FUNCTION MENU, from where we select from a myriad of printer styles, by keying in "<".

Back again at the FUNCTION MENU, a hit of " 7 " enables us to automatically PRINT beaucoup copies of our document, nicely pre-addressed to all our addressees.

Let it be pointed out, that drive #0 serves only to load some version of Daisy. After that is done, then it is available as another double-sided, 3.5" drive for more data disks !! This is so, because of the lack of any MERGEs or

LOADING of MENUe from anywhere, except RAMdisk.

Well, next time will be brief, touching on entry #6 of the FUNCTION MENU for "Print Typing".



The New England Sinclair QL Users Group (NESQLUG)

Hosts

The Fourth North American QL Show

Saturday, May 18th from 9 AM until 5 PM

In Bedford, Massachusetts, just 15 miles NW of Boston, Bedford, and the two bordering towns of Lexington and Concord, contain many historical sites and museums, including the sites of the first battles of the American Revolution, Minuteman National Park, the Louisa May Alcott house, Walden Pond, the Henry Thoreau house, and many more.

The QL Show will be held at the:

BEDFORD RAMADA INN, 340 GREAT ROAD, BEDFORD, MASSACHUSETTS 01730

TEL: IN US (800) 228-2828 OR (617) 275-6700

A block of 25 rooms as been reserved Friday and Saturday the 17th & 18th of May, 1996, for those attending the show, at a reduced price of just \$49 per night - 1 or 2 persons, and \$10 more for an additional person. This price also includes an all-you-can-eat, American buffet breakfast. Please mention the 'QL Show' in order to get this special price. Additional nights are \$59 per night for 1 or 2 people. Rooms must be reserved not later than April 27th, three weeks prior to the meeting. If you reserve a room at the Ramada by April 27th, you may pay the \$5 entry fee at the show. If you are not planning to stay at the Ramada, please send a check for \$5, by April 27th, made out to:

GARY NORTON, 43 RICHARDSON ST., BILLERICA, MA 01821 USA.

Late entry fee at the show is \$7. Notify Gary also, if you would like a packet with maps and tourists information.

E-mail: norton@prevline.health.org, Tel: 508 667-2048, or mail as above.

The Agenda

Friday, 17 May (Optional)

Meet in the Ramada Lounge at 7 PM, and share rides to the Willow Pond Restaurant in Concord, an informal pub that offers meals under \$5 and twin lobster dinners for \$14.95.

Saturday, 18 May

8:00 AM Doors to meeting room on 3rd floor of Ramada open to vendors.

9:00 - Noon General meeting - Coffee and tea will be provided.

Noon - 1:00 Meeting room closed for lunch break. (*)

1:00 - 4:30 General meeting.

4:30 - 5:00 Vendors remove equipment from room.

Numerous valuable QL hardware/software doorprizes will be given away all day!

(*) Note: Only sandwiches are available for lunch at the Ramada Inn, but there is a variety of eating places within 500 yards of the meeting location.

Saturday Night QL Banquet

Cost is \$19.95 **IMPORTANT:** Contact Gary Norton to reserve your seat no later than April 27th. If you reserve a room at the Ramada, you may defer payment until you arrive. Otherwise please send a check made out to Gary Norton. **NOTE:** Banquet is limited to first 60 QLers.

6:00 - 6:30 Reception - 2nd floor Banquet Room, cash bar (open all evening)

6:30 - 7:45 QL Banquet

Banquet Menu

Fruit cup, Garden salad.

Choice of: Broiled Boston Scrod (a tasty white meat fish) or Baked Chicken with Supreme Sauce.

Roasted Potatoes, Green Beans Almondine,

New England Shortcake with Strawberries,

7:45 - 7:50 Awards Presentation

7:50 - 8:00 A QL Quorum - a panel of knowledgeable volunteers will answer questions from the floor and offer opinions.

Evening ends with a folk song sing along, general discussions, and elbow bending until they throw the stragglers out at midnight.

Sunday, 19 May

9:00 AM QLunch at the Boehms, 33 Selfridge Rd., Bedford. Several QLs and QXLs will be set up in separate rooms for demos and discussions. Coffee, tea, and donuts in the morning, cold cuts, sandwich buffet for lunch. Leave when you have to.

The following vendors and QL notables have indicated they are planning to come:

Stuart Honeyball Miracle Systems

Jochen Merz Jochen Merz Software

Urs Konig COWO Eletronica (Switzerland)

Bill Cable Wood and Wind Computing

Tim Swenson QL Hacker's Journal.

Roy Wood Q BRANCH

Frank & Carol Davis FWD Computing and

UPDATE Magazine

Others that are trying to make arrangements to come : Tony Firshman and Lou Reeves, John and Val Taylor - from QUANTA, Bill Richardson - from W. N. Richardson & Co., and Albin Hessler from Albin Hessler Software.

Bill Cable, RR3 Box 92, Cornish NH 03745 USA

Email:bcab@prevline.health.org

Tel: 603 675-2218; is vendor point-of-contact.

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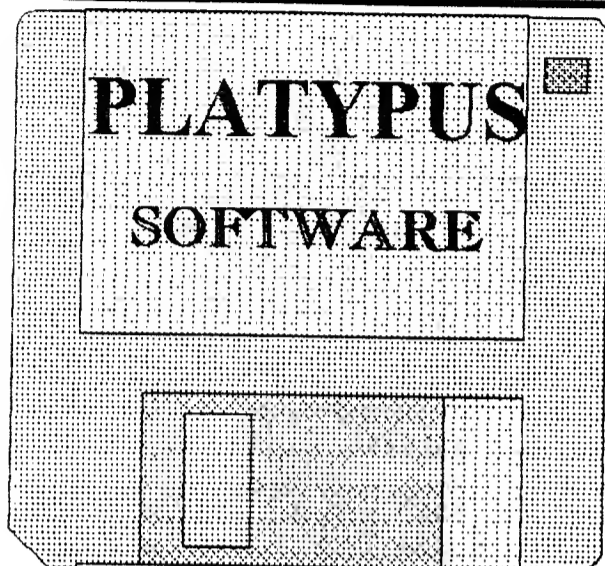
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2. Software On Cassette: Backgammon, Frogger Word Sinc, States and Capitals, Total Triangles, Conversational Spanish, Conversational German, Conversational French.

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TS-1000

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- 13) Synchro-Sette subscription tape: September 1983 no docs
- 15) Synchro-Sette subscription tape: November 1983 no docs.
- 16) Ator ABC Gator (Timex) 16K RAM no docs

- 17) Backgammon (Timex) 16K RAM no docs
- 18) Bat Cage (Timex) 2K RAM docs
- 19) Bigflap Attack (Timex) 16K RAM no docs
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- 73 & 74 & 75) VU-CALC (Timex) 16K RAM docs
- 76 & 77 & 78) Pac Rabbit (IPS) 16K RAM docs.
- 79) Biorhythms and Day Of Week (Softsync) 16K RAM docs for biorhythms only
- 80) Delphic Toolkit (Thomas B Woods) 16K RAM no docs
- 81) Escape From Shazzar! (software) 16K RAM docs
- 82) Joystick Games For 2K RAM 6 (Zebra Systems) docs
- 84) HOT Z-11 (Ray Kingsley) 16K and 64K RAM docs
- 85) Inca Curse (Arctic Computing) 16K docs.
- 86) Key and "U" TILITY (Russell Electronics) 16K RAM docs
- 87) LarKen Disk Utilities-ZX81 (Public Domain) no docs
- 88) Mad Dog Tank Blaster (Thom Woods) L6K RAM no docs.
- 89) Mars Rescue (data-assette) 16K RAM no docs
- 90 & 91 & 92) Master-Scribe 1.0, I.1, I.2 (Mike Hawks) 64K RAM docs
- 93) Monarch! (Software) 16K RAM no docs
- 94 & 95 & 96) Monster Maze 3D (New Generation Soft) 16K RAM docs
- 97) Nowotnik Puzzle (Software) 16K RAM no docs
- 98) Printer Driver, Universal (Fred Nachbauar) docs
- 99) Programmers Toolkit (Softsync) 16K docs
- 100) Quest For Holy Grail & Elusive Mr. Big (Softsync) 16K RAM docs
- 101) Sort (Thomas B Woods) IK RAM no docs
- 103) RAMPager (Calliope Software) 16K RAM no docs
- 104 & 105) Supertape (JRC Software) docs
- 107) Tool Kit and COPY-CAT (Unknown) docs.
- 108) Zombies and Mount Mayhem (data-assette) no docs
- 109) ZX Assembler (Bus-Byte) docs

- 110) ZX Forth (Forth Dimension) no docs
- 111) ZXLRB (Russell Electronics) docs
- 112 & 113 & 114) Adventure C (Softsync) 16K no docs
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- 117 & 118) Artist Games Tape 2 (Melbourne House) 16K docs
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- 121 & 122) Championship Chess (SoftSync) 16K Docs
- 123) Datamaster (Timeworks) 16K part one of docs missing
- 124) Disassembler "DA1" Follow directions on screen
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- 126 & 127) Flight Simulator (Timex) 16K docs
- 128) Graphics Kit (Softsync) 16K docs
- 129) HOT-Z II 16K and 64K no docs
- 130) HOT-Z II 16K only no docs
- 131) Machine Code Test Tool 16K no docs
- 132) Master Scribe Set Of 5 Cassettes no docs
- 133) Memotext Cassette (7 Cassettes) Version By Fred Nachbaur with help files docs
- 134) "MTERM" Communication Program no docs
- 135 & 136 & 137) Night Gunner (Softsync) 16K docs.
- 138) Pilot (Mindware) 16K docs
- 139 & 140) PRO/FILE (Thomas B Woods) 16K no docs
- 141 & 142) Pyramid Games Tape 2 (Melbourne House) 16K no Docs
- 143) Quest For Holy Grail & Elusive Mr. Big (Softsync) 16K docs
- 144) Screen Kit I (Mindware) 16K docs
- 145) Shark's Treasure (Softsync) 16K sealed never opened
- 146) Space Commando (Softsync) 16K sealed never opened
- 147 & 148) Starfighter Games Tape 2 (Melbourne House) 16K Docs
- 149) Super Chess (Softsync) 16K sealed never been opened
- 150) TS Destroyer & Space Raid (Softsync) 2K sealed
- 151) ZXAS Machine Code Assembler docs
- 152) ZX Assembler no docs
- 153) ZXLRB (G Russell) no docs
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Now is the time! Send us 12 #9 or #10 (legal size) self-addressed-self-stamped envelopes and we will send you a pack of information and list of items for sale once a month — for one year.

Some Great News

The first is a piece of Public Domain software from Jack Dohany. You can now install a **SmartWatch** Clock/Calendar Chip in your 2068 and use this software to access it! Finally, an actual clock/calendar for the 2068! I have yet to test it, but Jack says he did it to the best of his ability and, with the chip selling for between \$15-20, the software and documentation available from RMG for \$7.50 postpaid, it is well worth your time to look into it. The SmartWatch chip just plugs into your 2068 motherboard under the ROM chip —no wiring or soldering is

required. For most folks, it should be a 15 minute job. Just be sure to state whether you want 5.25" or 3.5" diskette. Available on 360K or 720K 5.25" and 80 track 3.5" LarKen format only. We can supply the software on cassette if you prefer.)

The second item is a **2068 Emulator** for the IBM PC. Actually it is an overlay for an existing Z80 emulator. This overlay, written by Keith Watson, allows us to run most 2068 software on our IBM machines. If you register the Z80 emulator, you can even SAVE/LOAD to/from cassette tape via the parallel port as well as save to the floppy or hard drive. (The emulator also emulates the Interface One microdrive serial SAVES.) RMG will have both the shareware version of the Z80 emulator and the 2068 overlays available very soon. If you order both at the same time, the cost will be just \$10 postpaid. We can supply them on 3.5" 720K or 1.44M as well as 5.25" 360K or 1.2M MS-DOS format.

A third item that is now available from RMG is the latest and greatest from Bob Swoger — **LogiCall 6.0 IS HERE!** It is so feature packed that the price is now \$15.00 postpaid for new buyers and \$7.50 for upgrade copies. It is available for the L3, A3, and 03 LarKen operating system versions. Bob says that this may be the final version — finally! This version comes with all new documentation for LogiCall as well as the **new updated L3 LarKen user's manual** and even includes a free gift from **==== GATOR ==== SOFTWARE!**

This List is from some folks who do not need the items! Now it could be yours!

- 1 TS-2068 Power Supply \$15
- 1 Book-Sams Beginner/Intermediate Manual \$5
- 1 Book-Brain Games \$5
- Super Special:-- All Of The Above For Only \$20 pp.

For Above Item(S) Please Use Reference # BWU1291

- 1 QL Computer w/Psion s/w Coleco p/s, needs membrane \$35
- 1 Set Phillips 5.25" 1/2 HT 720K Drives In Case With Power Supply And Cables \$90
- 1 I.C.E. EPROM Cartridge \$12.50
- 1 Transform Keyboard Cover \$5
- 1 Microbridge s/w -(QL)-FLP \$15
- 1 DBEASY on FLP \$7.50
- 1 Qliberator MDV w/Manual \$20
- 22 Update Magazines \$20
- 16 IQLR Magazines \$20
- 1 Sinclair QL Computing Book \$5
- 1 QL Survivors Source Book \$5

All of the Above for Only \$175 Postpaid

For Above Items Please Use Reference # CLU1293

- 1 6 Pack TS1000 s/w w/Docs - Includes Shipping! \$5
- 1 Sharp 4602 Laptop, 2 720K Floppy Drives, 640K RAM 10MHZ, 2 Serial/1 Par Ports - RGB/CGA Port - 5.25" Floppy Port - 2 Battery Packs - DOS 3.30 Backlit LCD Screen - Case With Many Pockets Also Included - All In Like-New Condition. Includes AC Adapter.

Make Us An Offer! (Reasonable!) \$ 450 pp.

For Above Items Please Use Reference # JCU0989

CNSN 1 Last updated: December 13, 1995

More Items That Would Like To Find A New Home! Read This!

- 1 TS 1000 In Large BOROUGHS Full Keyboard \$15
- 2 TS 1016 RAM Packs. Both!(1000) \$8
- 1 MEMOTECH 32K MEMOPAK RAM Pack-(1000) \$20
- 1 SOUNDWAVE Tape Recorder \$10
- 1 SONY TC-66 Tape Recorder (1 Button Missing) \$10
- 1 Book - 51 Games For The TS1000 \$3.50
- 2 Book - 10 Starter Programs From Family Computing \$2.50 ea.
- 1 Book - Best Of Family Computing Programs \$4.50

Super Buy! All Of The Above For Only \$95 Postpaid!
For Above Items Please Use Reference # HDU0691

- 1 QL Computer In Large Case W/Full Travel KB \$35pp.

For Above Item Please Use Reference # EFU0690

- 1 FRANKLIN PC 8000 XT Compatible/512K RAM/2 360K Drives/No Slot Clock Installed/1 Extra Slot DOS 3.2/GWBASIC And Manuals \$100 pp.
- 8-BIT RLL HD Controller \$0 pp.
- TANDY/IBM Joystick \$10 pp.
- 1 RGB (CGA) Monitor W/CGA Card 8 Bit \$75 pp.
- 1 Book Package-(All Or None):How To Use The T/S Computer/

- The TS 2068 Explored/TS1500/1000 MC Programming And Interfacing/MC And Better Basic \$15 pp.
- 1 2068 S/W Package- several titles \$10 pp.
- 1 TS1000 S/W Package-(All Or None): 4 Titles \$5 pp.

For Above Item(S) Please Use Reference # GBU0990

Just In! Great Buy On 286!!!

- 1 ONLY - TANDON 286/12 Motherboard In Case With PS 1 meg. RAM Exp. To 5 Megs/Ser-Par Ports/Manuals No Drives-No Keyboard No Monitor Or Color Card. \$45 pp.

Or We Will Install A 1.2M-5.25" Or 1.44M-3.5" Floppy/101 KB CGA Card And Include 14" CGA Monitor W/DOS 4.01 And Manuals. All For Only \$200 pp.

For Above Item(S) Please Use Reference # ANOU0392
Unless Otherwise Noted All Items Include Shipping!

CNSN 2 Last Updated: June 18, 1995

More Items That Would Like To Find A New Home! Read This!

- 1 PC to QL Monitor adapter (use QL monitor on PC) Like your QL Vision monitor? Want to use it on your PC? This adapter w/ps will allow you to do that with any CGA output. \$40
- 1 TS-2068 In Wooden Case w/Large KB/Reset/More \$50 pp.
- 1 DMP 430 15" Dot Matrix printer (Good Shape) \$50 pp.

For Above Items Please Use Reference # DSU1190

- 1 BSR 1200 BAUD External Modem Like New! \$25 pp.
- 1 TANDY CoCo Package \$35 pp.
- 1 Composite Monochrome 12" Monitor \$40 pp.
- 1 TS-2068 w/monitor cable for RGB \$65 pp.

1 **LarKen** DOS disk package: 2 FH drives in case w/PS, LarKen controller and cart. cables \$150 pp.

For Above Items Please Use Reference # REGU0591

- 1 TS-1000 In KRADLE Keyboard w/added RAM \$90
A real Collector's Item!
- 1 Melbourne House Software Pack 8 Pieces \$25
- 1 SOFTSYNC Software Pack, 9 Pieces \$25
- 1 Software Farms HI REZ Software Pack, 3 Pieces \$20
All 3 Titles For The 1000
- 1 TIMEX Software Pack, 3 Pieces \$10
- 1 Magazine/Book Pack 3 Books/21 Mags \$25

For Above Items Please Use Reference # FRSU0792

- 1 MIRACLE QL Printer Interface \$35
- 1 QL Technical Guide \$10
- 2 AERCO FD 68 Disk Interface w/256K RAM \$100 ea
- 1 COLECO Power Supply For Use With FD 68 \$5
- 1 RITEMAN 9 Pin Dot Matrix Printer \$115
- Includes: Tractor/Roll Feed w/8 Ribbons Graphics Compatible

For Above Items Please Use Reference # RDSU0393

- 1 Timex Sinclair 1000/ZX81 Users Manual \$2.50
- 1 The Timex Personal Computer Made Simple \$2.50
- 1 Mastering Your TS1000 Personal Computer \$2.50

Collector's Items

LIPINSKI'S Software Buyer's Guide To TS Products and Services In Loose Leaf Binder \$10 pp.

For Above Items Use Reference # HCU0793

CNSN 3 Last Updated: November 2, 1995

Here Are Some Items Just In!

TS-1000 Hardware:

- 1 TS-1000 Complete In Original Box \$15
- 1 TS-1000 In Suntronics KD 81 Keyboard Direct Video Output

Cables and Manual	\$35
1 PC8300 (TS-1000 Clone) Not Working, No P/S	\$10
6 TS 1016 16K RAM Packs ALL FOR \$12 Or each	\$4.50
1 Z Dubber Tape Filter/Copier For TS1000	\$10
1 MEMOTECH HRG (High Res. Graphics) Pac	\$20
1 William Stuart Systems Speech Recognition/Sound Board Interface (Not Working)	\$15
2 TS-1000 Power Supplies Both For \$10	\$5.50 ea.
1 Molded Plastic Briefcase For TS-1000 Package Holds TS1000/Power Supply/Cables/TV Switch/RAM Pack/Manual and Cassette Tapes	\$17.50

TS-2068 Hardware

1 TS-2068 Complete In Original Box Includes: Crazybugs Cartridge/States & Capt. Cart	\$45
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General TS Hardware:

2 TS 2040 Printers with power supplies \$40 or	\$20 ea.
1 TS 2040 Printer With No Power Supply	\$10
1 AERCO Centronics printer interface w/software	\$40
1 WINKY Board II Tape Filter	\$8
1 Dual 5.25" Disk Drive Package w/Case and Power Works With Both LarKen 1000 and 2068 1/Fs	\$75
1 TANDON TM 100 4 5.25" Full HT 720K Drive	\$15

For Above Items Please Use Reference # TWU1194

Here Are Some Great PC Software Titles

1 The Little Black Book Phone book program	\$7.50
1 FastBack Plus 2.0 Fifth Generation. High compression, high speed, selective backup. Over \$100 if new	\$20
1 OS/2 on CD ROM. Full 32-bit operation that allows the use of DOS, Windows or OS/2 apps. All manuals, original box.	\$50
1 Book-Upgrading to MS-DOS 5. User's guide	\$10

For Above Items Use Reference # DRSU1095

CNSN 13 Last Updated: January 7, 1996

More New Items Just In!

TS 1000 Software:

79 TS 1000 Software Titles-Timex/Softsync-Others--All	\$25
9 TS 1000 Public Domain Tapes - All	\$7.50

TS 2068 Software:

16 TS 2068 Software Tapes-Timex/ZEBRA-More	\$17.50
4 TS 2068 Public Domain Tapes	\$5.50
32 TS2068/LarKen 5.25' diskettes	\$25
1 Set TS-1000 Public Domain S/W on disk 5.25" LK	\$25

TS 1000 Books:

32 Titles For TS 1000-Write For List	\$40
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General TS Books:

8 Titles For All TS Computers-Write For List	\$15
Total value of above items = \$160.50 Order ALL for \$125 pp.	
For Above Items Please Use Reference - TWU1194	

QL System for Sale!

1 QL computer with p/supply and manual.
1 QL NLQ 9-pin printer with serial cable, 2 ribbons and manual.
1 Maganavox 12" amber monitor with cable.
1 QL Gardner software package.
1 QL Enterpreneur software package.
1 QL Scrabble software package.
More software, QL books, magazines and newsletters. Approx. 40 MDV cartridges in Thompson storage boxes.

All can be yours for only \$150 pp.

CNSN 14 Last Updated: February 14, 1996

Package B

Hardware

1 TS-2068 Computer w/power supply & cables.	\$55 pp
1 TS 2040 Printer w/p/s, 11 Rolls 2040 printer paper.	\$35 pp
1 Suncom TAC-2 Joystick.	\$10 pp
1 32K Non-Volatile RAM Cartridge (T. Woods)	\$40 pp
1 ProFile Cartridge (T. Woods)	\$15 pp
15 Blank cassette tapes	\$10 pp

Software Tapes: All for only \$45 pp.

Pix-FX V 1.1 (M. Di Rienzo), Font Library I (Mountaineer), TechDraw Jr. v 1.3 (Zebra), Personal Home Finance (Timex), States & Capitals (Timex), ProFile 2068 (T. Woods), Vu-File (Timex), Vu-Calc (Timex), Vu-3D (Timex), ProFile +5 (R. Fischer), Timex Software Tape, Pixel Sketch (S. Lemke), Quadra Chart (Timex), Icon Library/Icon Utility (S. Lemke), Icon Manager/Designer (S. Lemke), Mega Fonts/16 Point Font Designer (S. Lemke), Basic Toolkit (J. Kilday), The Tracer (S&K s/w), Kruncher 2068 (S&K s/w), Cassette Header Reader (G. Russell), Tasword II (Tasman)

Books: All for only \$40 pp.

The Timex Sinclair 2068 (R. Valentine), Inside the Timex Sinclair 2000 Computer (J. Naylor/D. Rogers), TS-2068 Reference Guide (G. Held), Timex Sinclair Beginner/Intermediate Guide (P. Blechman), Creative Games for the TS-2068 (R. Maunder), The Best Of The Plotter (CCATS)

Note: Documentation is included for all items except the 2068.

Please use reference JSU0395

CNSN 16 Last Updated: November 8, 1995

LogiCall 6.0 The Final Version

Newly updated, easy-to-read, LarKen LKDOS ver. 3 Manual Includes missing information related to the JLO and the Tasman 'B' CPI, mouse and re-numbering program.

Updated version 6.0 LogiCall Manual

with sections on utilities and BASIC drivers for modified commercial software and swithching system ROMs without powering down.

Available now from

FWD Computing & RMG Enterprises