

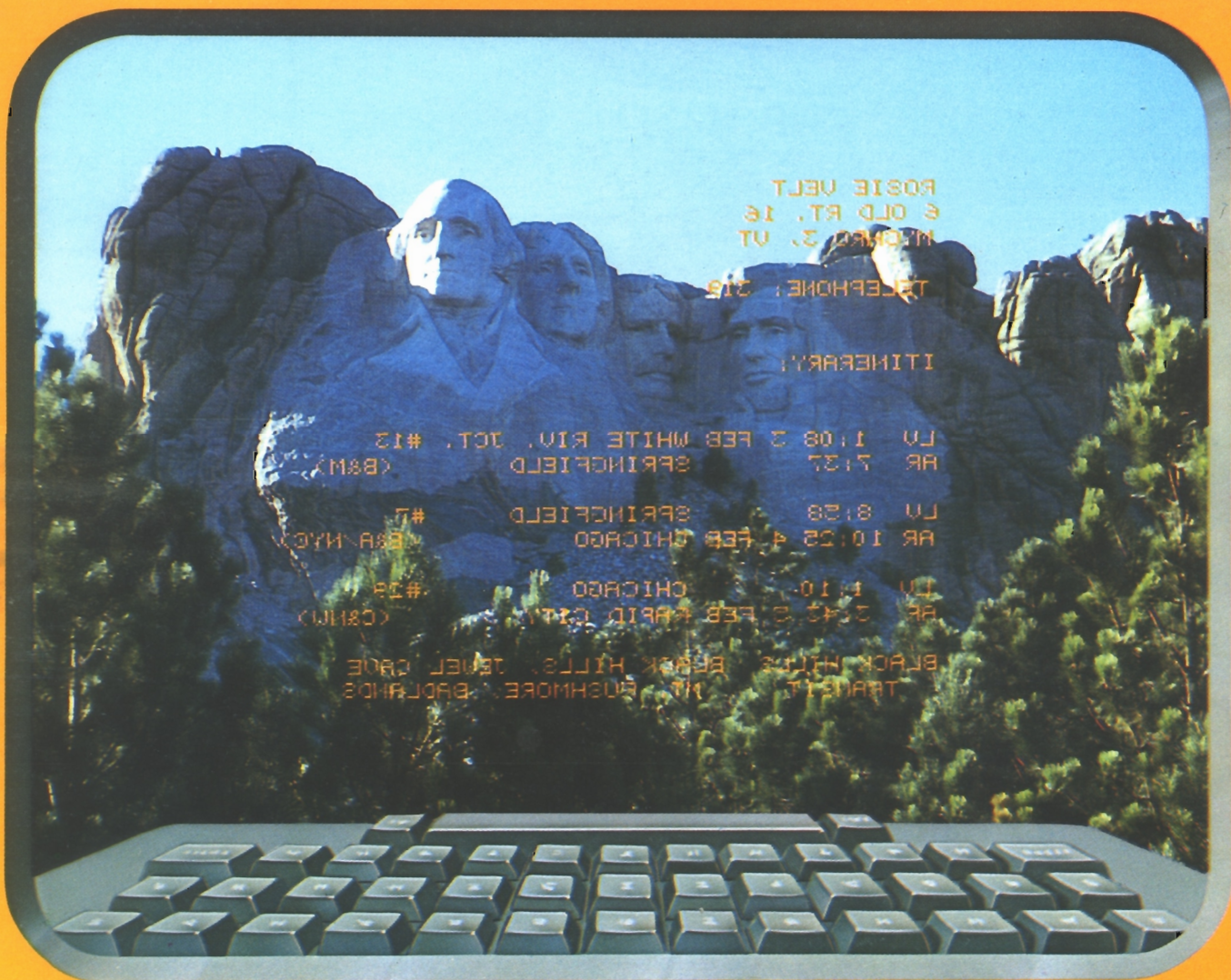
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FEBRUARY 1981

MICRO™

THE 6502 JOURNAL



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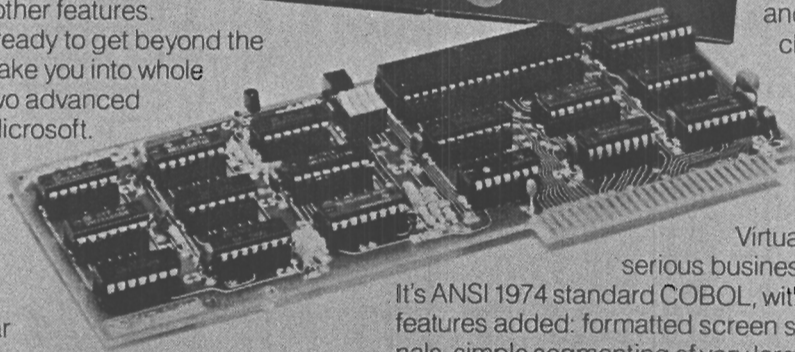
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THE 6502 JOURNAL

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CONTENTS

- 7** A SIMPLE SECURITIES MANAGER FOR THE APPLE
Use the Apple to evaluate your holdings
By Ronald A. Guest
- 15** WHY WAIT?
Understand and use the WAIT function in Ohio Scientific's C1P
By Robert L. Elm
- 17** AN ATARI ASSEMBLER
A one-pass assembler, in BASIC, for the Atari 400 or 800
By William L. Colsher
- 21** TURNING USR (X) ROUTINES INTO DATA STATEMENTS
Save machine language routines as BASIC DATA statements
By Thomas Cheng
- 23** IMPROVED DUAL TAPE DRIVE FOR SYM-1 BASIC
Greatly enhance the use of two cassettes while occupying less than one
page of memory
By George Wells
- 31** IN THE HEART OF APPLESOFT
How and when to use (numerical) Applesoft routines
By C. Bongers
- 50** ONE-DIMENSIONAL LIFE ON THE AIM 65
This version of Life can be easily modified for other 6502 systems
By Larry Kollar
- 57** INCREASE KIM-1 VERSATILITY AT LOW COST
Add I/O devices in page 5 without developing bus contention
By Ralph Tenny
- 65** PET STRING FLIP
Solve the problem of upper and lower case inversion when using 2022 and
2023 printers
By James Strasma
- 71** A C1P SOUND IDEA
Add a bell tone for the C1P or Superboard II
By David A. Ell
- 75** DOES ANYONE REALLY KNOW WHAT TIME IT IS?
Use a new clock chip with your 6502 and find out
By Randy Sebra

DEPARTMENTS

- 5** Editorial — Too Many Apples! — Robert M. Tripp
- 6** Letterbox
- 54** New Publications
- 59** Microbes
- 68** PET Vet — Loren Wright
- 87** The MICRO Software Catalog: XXIX
- 90** 6502 Bibliography: Part XXIX — William R. Dial
- 95** Advertisers' Index

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The most advanced and easiest to use telecommunications program for use with the MICROMODEM IITM or the Apple COMMUNICATIONS CARDTM

- Q. Will DATA CAPTURE 4.0 work with my Communications CardTM and a modem?**
A. It makes using the Comm. Card almost as easy as using the Micromodem II.
- Q. Do I need an extra editor to prepare text for transmission to another computer?**
A. No. DATA CAPTURE 4.0 gives you control of the text buffer. You can use DATA CAPTURE 4.0 to create text.
- Q. Can I edit the text I have prepared?**
A. Yes. You can insert lines or delete any lines from the text.
- Q. How about text I have captured. Can I edit that?**
A. As easily as the text you have prepared yourself. You can delete any lines you don't want to print or save to a disk file. You can also insert lines into the text.
- Q. Just how much text can I capture with DATA CAPTURE 4.0?**
A. If the system with which you are communicating accepts a stop character, most use a Control S, you can capture an unlimited amount of text.
- Q. How does that work? And do I have to keep an eye on how much I have already captured?**
A. When the text buffer is full the stop character is output to the other system. Then DATA CAPTURE 4.0 writes what has been captured up to that point to a disk file. This is done automatically.
- Q. Then what happens?**
A. Control is returned to you and you can send the start character to the other system. This generally requires pressing any key, the RETURN key or a Control Q.
- Q. Are upper and lower case supported if I have a Lower Case Adapter?**
A. Yes. If you don't have the adapter an upper case only version is also provided on the diskette.
- Q. Do I need to have my printer card or Micromodem IITM or Communications CardTM in any special slot?**
A. No. All this is taken care of when you first run a short program to configure DATA CAPTURE 4.0 to your system. Then you don't have to be concerned with it again. If you move your cards around later you can reconfigure DATA CAPTURE 4.0.
- Q. Do I have to build a file on the other system to get it sent to my Apple?**
A. No. If the other system can list it you can capture it.
- Q. How easy is it to transmit text or data to another system?**
A. You can load the text or data into DATA CAPTURE 4.0 from the disk and transmit it. Or you can transmit what you have typed into DATA CAPTURE 4.0.
- Q. How can I be sure the other system receives what I send it?**
A. If the other system works in Full Duplex, it 'echoes' what you send it, then DATA CAPTURE 4.0 adjusts its sending speed to the other system and won't send the next character until it is sure the present one has been received. We call that 'Dynamic Sending Speed Adjustment'.
- Q. What if the other system works only in Half Duplex.**
A. A different sending routine is provided for use with Half Duplex systems.
- Q. What if I want to transmit a program to the other system?**
A. No problem. You make the program into a text file with a program that is provided with DATA CAPTURE 4.0, load it into DATA CAPTURE 4.0 and transmit it.

- Q. What type files can I read and save with DATA CAPTURE 4.0?**
A. Any Apple DOS sequential text file. You can create and edit EXEC files, send or receive VISICALC[®] data files, send or receive text files created with any editor that uses text files.
- Q. Can I leave DATA CAPTURE 4.0 running on my Apple at home and use it from another system?**
A. Yes. If you are using the Micromodem IITM you can call DATA CAPTURE 4.0 from another system. This is handy if you are at work and want to transmit something to your unattended Apple at home.
- Q. Where can I buy DATA CAPTURE 4.0?**
A. Your local Apple dealer. If he doesn't have it ask him to order it. Or if you can't wait order it directly from Southeastern Software. The price is \$65.00. To order the Dan Paymar Lower Case Adapter add \$64.95 and include the serial number of your Apple.
- Q. If I order it directly how can I pay for it?**
A. We accept Master Charge, Visa or your personal check. You will get your order shipped within 3 working days of when we receive it no matter how you pay for it. Send your order to us at the address shown or call either of the numbers in this advertisement. You can call anytime of day, evening or Saturdays.
- Q. I bought DATA CAPTURE 3.0 and DATA CAPTURE 4.0 sounds so good I want this version. What do I do to upgrade?**
A. Send us your original DATA CAPTURE 3.0 diskette and documentation, the \$35.00 price difference and \$2.50 for postage and handling. We will send you DATA CAPTURE 4.0 within 3 working days of receiving your order.
- Q. What kind of support can I expect after I buy it?**
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DATA CAPTURE 4.0^C

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MICRO

Editorial

Too Many Apples!

MICRO was founded in 1977 to provide coverage for the *entire* spectrum of 6502 microprocessor-based systems. At the time, there were only three major systems available: the KIM-1 which had been around for a year or two and had generated much of the initial interest in the 6502 microprocessor; the PET which was just starting to come off the production line in limited numbers; and, the Apple II which was also just starting to arrive in computer stores. Since then, several new systems have been added: a number of systems from Ohio Scientific, the AIM 65, the SYM-1, the Atari.

MICRO has endeavored to provide coverage of all these systems, as well as to provide 6502-related information which was not specific to any microcomputer. For reasons difficult to understand, we have received far more high-quality material about the Apple II than about the other microcomputers! This has led to uneven coverage and other problems.

If we selected articles purely on merit, the magazine would quickly become overweighted with Apple material, because the quantity of good

Apple articles would crowd out the smaller quantity of good articles on other microcomputers. A second option is no better. As we expand the number of pages in MICRO, even if we held constant the amount of space devoted to non-Apple microcomputers and assigned the additional pages to Apple material, the magazine would still be out of balance, and many non-Apple readers would feel slighted.

Furthermore, due to the quantity of good articles, the delay between submission and publication of Apple articles has grown to an unacceptable level. I feel that articles should be published as quickly as possible so that the author gets his ideas into print in a short time, so that the author can promptly collect payment for his work, and so that the reader gets up-to-date information. To solve these problems, several ideas are under consideration:

0. No change—keep on as is.

1. Print the *best* material in MICRO—without regard to which microcomputer it pertains. If this means that the Apple overwhelms the rest, so be it.

2. Allocate a larger portion of MICRO to coverage of the Apple, perhaps even adding as many as 16 to 32 extra pages, so that coverage of the other microcomputers does not diminish.

3. Publish an Apple Supplement or Apple Quarterly which would permit the Apple-specific material, which would normally not appear due to lack of space, to be printed in a timely fashion.

4. Print the "extra" Apple material in book form. This is being done to some extent with the publication of our MICRO/Apple which is scheduled to appear in April 1981. While this volume will primarily consist of material previously printed in MICRO, with numerous updates by the original authors, new listings, and optional disks with programs, other volumes could include original material which has not appeared in MICRO and which may never appear in the magazine.

5. If enough Apple material is available, publish a *monthly* Apple magazine of the calibre of MICRO [Note: There are already some 30 periodicals of various quality and frequency devoted exclusively to the Apple]. At the same time, divest MICRO of all specific Apple articles and transform it to a magazine devoted to the "other" microcomputers. MICRO could still remain an overall 6502 resource publication carrying general material applicable to the Apple as well as other 6502-based computers.

Since any decision we make could greatly affect our coverage of the Apple, we would like to get some feedback from Apple readers. Which of the above options do you prefer, or can you suggest any alternatives?

Robert M. Trigg

Editor/Publisher

About the Cover



Travel Options

Travel options were few in the days of George Washington and Abraham Lincoln (whose birthdays are celebrated this month), two of the U.S. presidents portrayed here in Mt. Rushmore National Monument, South Dakota. Washington rode his horse to the capital and Lincoln took the train.

Today, when we make travel plans, we have innumerable options. There are countless, massive data bases compiled by airlines, hotels, travel agencies, camping organizations, auto clubs, and local and

national tourism promotion bureaus. A few of these data bases are already directly linked to microcomputer networks such as The Source and Micronet.

In a short while, we can expect microcomputers to weigh our individual vacation whims against our budgets, present us in advance with pictures of our destination, and plot our unique travel course, with every big and little detour we have time and money for.

Designing possible trips will be fun and, for armchair travelers, even a game. (Photo by Gary Fish.)

MICRO

Letterbox

Dear Editor:

I am a long-time MICRO reader and fan. While I find the magazine very informative in terms of programs and routines, I feel that there is a lack in terms of reader communications. Perhaps the readers are to blame, but I can't really believe that you receive too few letters to support a Letterbox column.

Perhaps it is editorial policy. While the magazine is generally well-filled with articles, it seems no space is set aside on a consistent basis for feedback and exchange of ideas by the readers. In issue 23 you said you hoped to make the Letterbox a monthly feature. Since then, Letterbox has only appeared in issues 26, 27, and 29. Issue 26 Letterbox was devoted to specifics on 16 bit 650x wishlists. This doesn't seem to leave much room for other general reader communications.

I suggest that you establish Letterbox permanently for 6 months. If you receive no interesting letters for the month, simply take one sentence to say so. I believe if you make the space available, readers will respond.

Frank Lawyer
126 Demott Lane
Somerset, New Jersey 08873

We are now receiving enough letters of general interest to make Letterbox a permanent department of MICRO. Despite this increase in mail, we encourage more readers to write in. Take advantage of the opportunity provided by Letterbox. Share brief communications with your fellow readers. Use Letterbox as your forum!

The Editor

Dear Editor:

I am interested in contacting people who have used their Apple computer as a text editor/word processor and have substantial text files of articles or other ordinary writing. I want to borrow the files and tear them apart into words for a research project.

For a possible commercial use, I would like to hear from people who have developed data bases on the Apple. For example, an address file that could not otherwise be sold might yield street names for a particular city for use in a game, in research, or for a developer looking for new names.

Mike Firth
104 N. St. Mary
Dallas, Texas 75214

Dear Editor:

I am interested in contacting other users of the CGRS Microtech disk operating system, CRS/DOS, which is installed on my 6502/S100 homebrew development system. I am an experienced hardware designer and novice assembly language programmer who is having trouble understanding the use of the CRS assembler, editor and certain DOS functions. Microtech appears to be growing rapidly and while the DOS appears quite powerful, they have not found time to hold my hand while I learn to use it. I'm sure that input from other users would save me a great deal of trial and error, and am willing to either pay someone or trade hardware expertise for help. Specifically, I need hints as to the meaning of disk error messages (hex), an editor manual, an assembler error message table, and a way to copy individual system routines from one diskette to another without reinitializing the entire diskette.

I am also interested in hearing from folks in the Bay Area who might wish to assist with applications programming on our real-time music performance system based on the above DOS and extensive hardware, either for cash or in exchange for hardware design and construction.

Clance
Power Bus Garage
2000 Center St. #6502
Berkeley, California 94704
(415) 549-0541 (days)
524-9586 (evenings)

Dear Editor:

I eagerly read Robert Phillips' article on "The Binary Sort" in the February 1980 issue of MICRO (21:15), although I had to work my way through the special character omissions. Mr. Phillips' approach is very reasonable but not the one that came to my mind when I recently had the same goal.

I use 3 pointers instead of 2, keeping track of the beginning (N0) and end (N1) of the range yet to be searched. The array element in the middle of this range (L1\$(PT)) is compared with the item searched for (SW\$), and either N1 or N0 is set to PT if the comparison fails, depending upon whether the comparison value is above or below the array element, respectively. This approach eliminates the need to check the last element of the array at the end of the search.

I have written this procedure as a subroutine, using the same variable names as Mr. Phillips where possible. I have added a test for an empty array and the variable FO which is 0 if the search has failed, or 1 if it has succeeded. If the search fails, SW\$ can be inserted at position PT by first moving elements PT to TL down one and increasing TL by one.

```
10 IF TL = 0 THEN PT = 1:
   FO = 0: RETURN
20 FO = 1: N0 = 0: N1 = TL
   + 1
30 PT = INT((N1 + N0) / 2)
40 IF PT = 0 OR PT = N0
   GOTO 80
50 IF L1$(PT) = SW$ THEN
   RETURN (found it)
60 IF L1$(PT) > SW$ THEN
   N1 = PT: GOTO 30
70 N0 = PT: GOTO 30
80 PT = PT + 1
90 FO = 0
100 RETURN (search has failed)
```

James A. Petrich, Ph.D.
5123 Sirretta
San Antonio, Texas 78233

A Simple Securities Manager for the Apple

Manage your stocks more carefully in these volatile times! Use this simple program to record security transactions, keep track of gains and losses, and evaluate your holdings at any time.

Ronald A. Guest
12153 Melody Dr. #204
Denver, Colorado 80234

One of the many uses of a home computer is for record keeping. And one of the (hopefully) most profitable types of record to keep is security transactions. In the highly volatile economic circumstances which now exist, it has become increasingly more important to have accurate information readily at hand. In this area, a small computer can be a big help.

I have written a program to assist in making decisions about my holdings. This program runs on a 32K Apple with ROM Applesoft and a Disk II. The output of the program is heavily oriented toward the standard 24 x 40 Apple display, but as you will see, it produces adequate results when used with a hard-copy printer. Three types of reports may be generated, and four types of operations may be performed on the securities data.

The stock manager program is tailored to fit my own needs, and others may require different reports or formats. I will try to provide sufficient information in this article to allow the program to be easily modified.

```

ALL/NOTSOLD/SOLD A
PRESS 'RETURN' WHEN READY
NAME PDATE SDATE PPRICE SPRICE DIV
GETRI 021379 082779 1517.3 875.5 0
 200
MBI 060179 2832.3 5124.3 3.5
 100
PLUMM 031479 071579 5786.8 8514.1 0
 200
TURKE 052278 827.3 1159.5 .8
 400
4M 120579 879.3 945.8 1.3
 150

TOTALS
PPRICES 11842.75
SPRICES 16619.125
PRESS 'RETURN' WHEN READY
    
```

Listing 1

```

CURRENT DATE (MMDDYY) 033180
ALL/NOTSOLD/SOLD A
PRESS 'RETURN' WHEN READY
NAME $GAIN %GAIN
GETRICHQUI -641.75 -42.3
MBI 2292 80.93
PLUMMET 2727.38 47.13
TURKEY 332.25 40.16
4M 66.5 7.56

TOTALS $GAIN 4776.38
%GAIN 40

PRESS 'RETURN' WHEN READY
    
```

Listing 2

```

CURRENT DATE (MMDDYY) 033180
ALL/NOTSOLD/SOLD A
PRESS 'RETURN' WHEN READY
NAME $GAIN %GAIN
MBI 258.75 9
TURKEY 550 66
4M 46.88 5

TOTALS $GAIN 855.63
%GAIN 19

PRESS 'RETURN' WHEN READY
    
```

Listing 3

Reports

The three types of reports which may be requested are: a listing of the data in the current portfolio, a listing of the appreciation in the portfolio, and a [very] rough estimate of the dividends paid by the portfolio. In all three of the reports, the user may select that all securities be listed, that all unsold securities be listed, or that all sold securities be listed.

The Llist report outputs all of the information stored in the disk file for the selected class of holdings. The information printed includes the first five characters of the name, the purchase and sale dates, the purchase and sale prices, the per share dividend, and the number of shares (listing 1). Up to five holdings may be printed per page, and the totals of the purchase prices and sale prices will be printed on the final page. For an explanation of the meaning of the sale date and sale price for a security which has not yet been sold, see the paragraphs on adding an entry and on reading a data file.

The appreciation report lists the dollar and percent gains (losses) for each of the stocks listed. At the end of the report, the total dollar gain and the percent gain (loss) based on the purchase price are printed for the holdings selected (listing 2). If a security was sold 12 or more months after it was purchased, or if the security was purchased 12 or more months prior to the current date, then the name is displayed in inverse video indicating that the holding may be eligible for long-term gain. Since the printer will not output inverse characters, a box was drawn around the names of stocks falling into this category.

A report of the dividends paid for the selected stocks provides an estimate of the dollar amount paid from the time the security was purchased to the time it was sold (or the current date if not yet sold). Only the selected securities with non-zero dividends are listed. The estimate is based on the number of months a security was held (listing 3). Since most securities pay dividends on specific dates, holdings which are quickly sold may show a dividend on the report, but have never been paid out. Since my investment goals are heavily oriented toward capital appreciation, the discrepancy does not bother me. People with different investment goals may wish to improve the estimates.

Operations on Data

The stock manager stores information in a sequential text file. A free format is used which allows each element to vary in length. The first element of the data file is a count of the number of entries in that file. The remainder of the file contains the entries. A security's entry, in the order of appearance, is: name, purchase date, sale date, purchase price, sale price, dividend, and number of shares.

When first run, the stock manager will have no entries, so the first command to execute is the ADD command. ADD requests the information which

will be stored in the data file. All dates should be entered in the form MMDDYY with no slashes or other separators. The date must be six characters in length, so each field must be zero-filled. For instance, February 2, 1979 would be entered as 020279. When adding an entry for an as yet unsold security, enter a single blank for the sale date.

After adding all of the entries desired, a WRITE command should be performed. WRITE will prompt for a file name, and then output the entries to disk. Before any reports are generated, a READ command should be executed. The READ will ask for the file name and then read the data file. After closing the data file, READ will prompt for the current price of all holdings which have not yet been sold. This price is then used in generating reports. Note that the price entered should be the total price, not the per share price.

If an error is made adding an entry, or if a holding is sold, the data may be updated with the CHANGE command. CHANGE searches for the given name and then requests the new information. If a holding is to be deleted, enter an * for the name. Be sure to do a WRITE if the changes are to be permanent. If more than one entry in a portfolio has the same name (to the 25th character), the month purchased or some other difference should be introduced to allow a unique search. When the stock manager is EXITed, it asks if the file should be updated. An answer of 'yes' will cause a WRITE to be performed.

The stock manager was written to allow new commands or data fields to be added easily. To add a command, choose an unused entry in CMD\$ (denoted by 'XX') and substitute the first two characters of the new command (lines 130-133). Between lines

330-399, output the command name and description for the menu. On line 510, change the entry in the GOSUB list corresponding to the index into CMD\$ to the line number of the new command.

Adding a new data field is just as easy. Simply dimension the new field appropriately in lines 100-110. Then add a line in 36240-36280 to input the field, add a line in 38240-38255 to print the field, and add a line in 40110-40190 to enter the field into the data area. A list of the major variables and their usage is given in table 1 and a list of the subroutines is in table 2.

Table 1: List of variables.

ANS	Indicates what class of stocks to list All(0)/Notsold(1)/Sold(2)
CC	Index of last entry in CMD\$
CD\$	Current date
CMD\$	Array of two character command names
COUNT	Number of holdings in current file
D\$	Control-D for DOS
DG	Dollar gain
DV	Array of per share dividends
F\$	File name containing stocks
INDEX	Index to stock holdings
LINE	Number of lines being displayed
MN	Number of months between sale (or current) date and purchase date
NM\$	Array of stock names
PD\$	Array of purchase dates
PP	Array of purchase prices
SD\$	Array of sale dates (1 blank if not sold)
SH	Array of number of shares
SP	Array of sale prices
TPP	Total purchase prices
TSP	Total sale prices
TV	Same as TPP
YR	Number of years between sale (or current) date and purchase date

Persons without a disk may also use this program by changing the READ routine to use BASIC READ and DATA statements. The WRITE, CHANGE, and ADD routines can then be deleted since changes to the entries can be made by retyping the appropriate DATA statement. With these modifications, the program should easily run on a 16K cassette system (Applesoft in ROM).

Listing 4

```

10  REM
    STOCK HOLDINGS MANAGER

20  REM          BY
25  REM          R. A. GUEST
30  REM
    COPYRIGHT (C) 1980 R. A.
    GUEST

100 DIM NM$(25),PD$(25),SD$(25),
    PP(25),SP(25),DV(25)
101 DIM CMD$(10),SH(25)
120 REM
    INIT COMMAND STRINGS

130 CMD$(0) = "AF";CMD$(1) = "EX"
    ;CMD$(2) = "CH"
131 CMD$(3) = "XX";CMD$(4) = "DI"
    ;CMD$(5) = "XX"
132 CMD$(6) = "LI";CMD$(7) = "XX"
    ;CMD$(8) = "RE"
133 CMD$(9) = "WR";CMD$(10) = "AD"
    .

135 COUNT = 0
140 CC = 10; REM LAST COMMAND
150 D$ = CHR$(4)
200 TEXT : HOME
210 VTAB 8; HTAB 12
220 PRINT "STOCK MANAGER 1.0"
230 VTAB 12; HTAB 13; INVERSE
240 PRINT "BY R. A. GUEST"; NORMAL

250 FOR I = 1 TO 1000: NEXT I
300 REM DISPLAY MENU
310 HOME :T = FRE(0); REM CLEAR
    UP STRINGS
320 VTAB 2; HTAB 18
325 REM
    PRINT COMMANDS

330 PRINT "MENU"
340 VTAB 4; INVERSE : PRINT "ADD"
    ;: NORMAL : PRINT " HOLDING"
    .
350 INVERSE : PRINT "APPRECIATIO
    N"
360 PRINT "CHANGE";: NORMAL : PRINT
    " HOLDING"
370 INVERSE : PRINT "DIVIDENDS":
    NORMAL
380 INVERSE : PRINT "LIST";: NORMAL
    ; PRINT " HOLDINGS"
390 INVERSE : PRINT "READ";: NORMAL
    ; PRINT " DATA FILE"
395 INVERSE : PRINT "WRITE";: NORMAL
    ; PRINT " DATA FILE"
399 INVERSE : PRINT "EXIT": NORMAL

```

```

400 VTAB 22; HTAB 10
410 INPUT "COMMAND: ";YN$
415 REM
    SEARCH FOR COMMAND

420 FOR I = 0 TO CC: IF CMD$(I) =
    LEFT$(YN$,2) GOTO 500
430 NEXT
440 GOTO 400
500 I = I + 1
510 ON I GOSUB 20000,18000,24000
    ,19000,28000,19000,32000,190
    00,36000,38000,40000
600 GOTO 300
18000 REM
    EXIT

18020 INPUT "DO YOU NEED TO UPDA
    TE FILE ";YN$
18040 IF LEFT$(YN$,1) = "Y" THEN
    GOSUB 38000; REM
    CLEAR AND UPDATE
18060 END
19000 REM
    UNIMPLEMENTED

19040 PRINT "NO SUCH COMMAND"
19060 RETURN
20000 REM
    CAPITAL GAINS(AP)

20010 REM
    HOLDINGS >1 YEAR

20020 REM
    INVERSED FOR LTG

20080 INPUT "CURRENT DATE (MMDDY
    Y) ";CD$
20100 HOME : VTAB 10; HTAB 13
20120 INPUT "ALL/NOTSOLD/SOLD ";
    YN$
20140 ANS = 0; IF LEFT$(YN$,1) =
    "N" THEN ANS = 1
20160 IF LEFT$(YN$,1) = "S" THEN
    ANS = 2
20200 REM
20210 INDEX = 0; HOME :LINE = 30;
    DG = 0;TV = 0
20220 IF INDEX > = COUNT GOTO 2
    0900; REM DONE
20230 IF ANS = 0 GOTO 20300
20240 IF (ANS = 1) AND (SD$(INDE
    X) < > " ") GOTO 20540
20260 REM
    USE 'ADD' TO ENTER INF
    OR

```

(continued)

Listing 4 (continued)

```

20300 REM OUTPUT HEADER
20320 IF LINE > 18 THEN GOSUB 5
      2000
20330 F1 = 0: REM IF NOT SOLD, US
      E CURRENT DATE
20340 IF SD$(INDEX) = " " THEN F
      1 = 1:SD$(INDEX) = CD$
20349 REM
      CALCULATE YEAR DIFFERE
      NCE
20350 TP = VAL ( RIGHT$ (SD$(IND
      EX),2)) - VAL ( RIGHT$ (PD$
      (INDEX),2))
20351 TP = TP * 12: REM CONVERT T
      O MONTHS
20355 REM
      CALCULATE MONTH DIFFER
      ENCE
20360 TP = TP + VAL ( LEFT$ (SD$
      (INDEX),2)) - VAL ( LEFT$ (
      PD$(INDEX),2))
20362 REM
      DELETE ENTRY
20365 IF TP < 12 GOTO 20395
20370 INVERSE : REM LONG TERM GA
      IN
20395 IF F1 THEN SD$(INDEX) = "
      "
20400 PRINT LEFT$ (NM$(INDEX),1
      0);: NORMAL : HTAB 12
20410 REM
      CALCULATE DOLLAR GAIN
20420 TP$ = STR$ ( INT ((SP(INDE
      X) - PP(INDEX)) * 100 + .5) /
      100)
20430 IF LEN (TP$) < 8 THEN TP$
      = " " + TP$: GOTO 20430
20440 PRINT TP$;: HTAB 20
20450 DG = DG + VAL (TP$): REM T
      OTAL DOLLAR VALUE
20460 TV = PP(INDEX) + TV: REM TO
      TAL VALUE
20465 REM
      CALCULATE % GAIN
20470 TT = ( VAL (TP$) / PP(INDEX
      )) * 100
20480 TT$ = STR$ ( INT (TT * 100
      + .5) / 100): REM PERCENT G
      AIN
20490 IF LEN (TT$) < 7 THEN TT$
      = " " + TT$: GOTO 20490
20500 PRINT TT$
20520 LINE = LINE + 1
20540 INDEX = INDEX + 1

```

```

20560 GOTO 20220: REM DO NEXT O
      NE
20890 REM
      PRINT TOTALS
20900 PRINT : PRINT "TOTALS";: HTAB
      10: PRINT "$GAIN ";DG
20910 IF TV = 0 GOTO 20940
20920 HTAB 10: PRINT "%GAIN ";( INT
      ((DG / TV) * 100 + .5))
20940 PRINT
20960 GOSUB 51000: REM WAIT FOR
      KEY PRESS
20970 RETURN
24000 REM
      CHANGE/DELETE HOLDING
24020 REM
      INPUT '*' FOR NAME TO
      DELETE
24040 REM
      INPUT A BLANK FOR SALE
      DATE IF NOT YET SOLD
24200 INPUT "SEARCH STRING ";TS$
24220 FOR K = 0 TO (COUNT - 1)
24222 IF TS$ = LEFT$ (NM$(K), LEN
      (TS$)) GOTO 24300
24225 NEXT K
24240 PRINT "NOT FOUND": FOR KK =
      1 TO 300: NEXT : RETURN
24300 TP = COUNT:COUNT = K
24302 PRINT NM$(K): PRINT PD$(K)
      : PRINT SD$(K): PRINT PP(K):
      PRINT SP(K): PRINT DV(K): PRINT
      SH(K)
24320 PRINT "ENTER '*' FOR NAME
      TO DELETE."
24330 FOR KK = 1 TO 400: NEXT
24340 GOSUB 40100: REM GET FIELD
      S
24360 IF NM$(K) < > "*" THEN CO
      UNT = TP: RETURN
24365 COUNT = COUNT - 1
24367 REM
      MOVE REST DOWN IN LIST
24370 FOR K = COUNT TO TP - 2
24380 K1 = K + 1
24390 NM$(K) = NM$(K1):PD$(K) = P
      D$(K1):SD$(K) = SD$(K1)
24400 PP(K) = PP(K1):SP(K) = PP(K
      1):DV(K) = DV(K1):SH(K) = SH
      (K1)
24420 NEXT
24440 COUNT = TP - 1
24460 RETURN

```

```

26000 REM
      CLEAR SALE PRICE OF UN
      SOLDS

26100 FOR I = 0 TO COUNT - 1
26120 IF SD$(I) = " " THEN SP(I)
      = 0
26140 NEXT
26200 RETURN
28000 REM
      ESTIMATE DIVIDEND GAIN

28020 INPUT "CURRENT DATE (MMDDY
Y) ";CD$
28040 HOME : VTAB 10: HTAB 13
28060 INPUT "ALL/NOTSOLD/SOLD ";
YN$
28080 ANS = 0: IF LEFT$(YN$,1) =
"N" THEN ANS = 1
28100 IF LEFT$(YN$,1) = "S" THEN
ANS = 2
28120 INDEX = 0: HOME :LINE = 30:
DG = 0:TV = 0
28180 REM TEST IF DONE
28200 IF INDEX > = COUNT THEN 2
      8900
28220 IF ANS = 0 GOTO 28280
28240 IF (ANS = 1) AND (SD$(INDE
X) < > " ") GOTO 28620
28260 IF (ANS = 2) AND (SD$(INDE
X) = " ") GOTO 28620
28270 REM PRINT HEADER
28280 IF LINE > 18 THEN GOSUB 5
      2000
28290 REM
      USE CURRENT DATE OR UN
      SOLDS

28300 IF DV(INDEX) = 0 GOTO 2862
      0: REM DON'T USE
28305 F1 = 1
28310 IF SD$(INDEX) = " " THEN F
      1 = 1:SD$(INDEX) = CD$
28315 REM
      CALCULATE MONTHS

28320 MN = VAL ( LEFT$ (SD$(INDE
X),2)) - VAL ( LEFT$ (PD$(I
NDEX),2))
28323 REM
      CALCULATE YEARS

28325 YR = VAL ( RIGHT$ (SD$(IND
EX),2)) - VAL ( RIGHT$ (PD$
(INDEX),2))
28327 REM
      CONVERT TO MONTHS

28330 MN = MN + YR * 12
28340 IF F1 THEN SD$(INDEX) = "

```

```

28400 PRINT LEFT$(NM$(INDEX),1
0);: HTAB 12
28410 REM
      ESTIMATE DIVIDENDS PAI
      D

28420 TP = INT ((DV(INDEX) * SH(
INDEX) * (MN / 12)) * 100 +
.5) / 100
28440 TP$ = STR$(TP)
28460 IF LEN(TP$) < 8 THEN TP$
= " " + TP$: GOTO 28460
28480 PRINT TP$;: HTAB 20
28490 REM
      CALCULATE DOLLAR GAIN
      AND
28495 REM
      TOTAL VALUE

28500 DG = DG + VAL(TP$):TV = T
      V + PP(INDEX)
28510 REM
      CALCULATE % GAIN

28520 TT = INT (( VAL(TP$) / PP
(INDEX)) * 100 + .5)
28540 TT$ = STR$(TT)
28560 IF LEN(TT$) < 7 THEN TT$
= " " + TT$: GOTO 28560
28580 PRINT TT$
28600 LINE = LINE + 1
28620 INDEX = INDEX + 1
28640 GOTO 28200
28900 GOSUB 20900: REM
      OUTPUT TO
      TALS

28920 RETURN
32000 REM
      LIST CURRENT HOLDINGS

32100 HOME : VTAB 10: HTAB 10
32110 INPUT "ALL/NOTSOLD/SOLD ";
YN$
32120 ANS = 0: REM ALL
32130 IF LEFT$(YN$,1) = "N" THEN
ANS = 1: REM NOTSOLD
32140 IF LEFT$(YN$,1) = "S" THEN
ANS = 2: REM SOLD
32210 INDEX = 0: HOME :LINE = 30:
TPP = 0:TSP = 0
32300 IF INDEX > = COUNT GOTO 3
      2900
32302 IF ANS = 0 GOTO 32310
32304 IF (ANS = 1) AND (SD$(INDE
X) = " ") GOTO 32310
32306 IF (ANS = 2) AND (SD$(INDE
X) < > " ") GOTO 32310
32308 INDEX = INDEX + 1: GOTO 323
      00

```

(continued)

Listing 4 (continued)

```

32310 IF LINE > 18 THEN GOSUB 5
      0000: REM WAIT AND PRINT HEA
      DER
32320 PRINT LEFT$ (NM$(INDEX),5
      )$: HTAB 7
32330 PRINT LEFT$ (PD$(INDEX),6
      )$: HTAB 14
32340 PRINT LEFT$ (SD$(INDEX),6
      )$: HTAB 21
32350 REM
      PURCHASE PRICE

32360 TP$ = STR$ ( INT (PP(INDEX
      ) * 10.0 + 0.5) / 10.0)
32380 IF LEN (TP$) < 7 THEN TP$
      = " " + TP$: GOTO 32380
32390 PRINT TP$;: HTAB 29
32395 REM
      SALE PRICE

32400 TP$ = STR$ ( INT (SP(INDEX
      ) * 10.0 + 0.5) / 10.0)
32410 IF LEN (TP$) < 7 THEN TP$
      = " " + TP$: GOTO 32410
32420 PRINT TP$;: HTAB 37
32425 REM
      DIVIDEND

32430 TP$ = STR$ ( INT (DV(INDEX
      ) * 10.0 + 0.5) / 10.0)
32440 IF LEN (TP$) < 3 THEN TP$
      = " " + TP$: GOTO 32440
32450 PRINT TP$
32455 REM
      NUMBER OF SHARES

32460 PRINT " ";SH(INDEX)
32465 REM
      COMPUTE TOTAL SALES AN
      D

32466 REM
      TOTAL PURCHASE PRICES
32470 TSP = TSP + SP(INDEX):TPP =
      TPP + PP(INDEX)
32480 PRINT
32800 LINE = LINE + 3
32810 INDEX = INDEX + 1
32820 GOTO 32300
32880 REM
      PRINT TOTALS

32900 PRINT : PRINT "TOTALS"
32910 HTAB 10: PRINT "PPRICES ";
      TPP
32920 HTAB 10: PRINT "SPRICES ";
      TSP
32960 GOSUB 51000: REM WAIT FOR
      KEY PRESS
32970 RETURN
36000 REM
  
```

READ STOCK LISTING FIL

```

E
36100 INPUT "FILE NAME ";F$
36120 PRINT D$;"OPEN ";F$
36140 PRINT D$;"READ ";F$
36200 INPUT COUNT
36220 FOR I = 0 TO (COUNT - 1)
36240 INPUT NM$(I): INPUT PD$(I)
      : INPUT SD$(I)
36260 INPUT PP(I): INPUT SP(I)
36280 INPUT DV(I): INPUT SH(I)
36285 REM
      CHECK FOR NOT SOLD

36290 IF LEN (SD$(I)) < 6 THEN
      SD$(I) = " "
36300 NEXT
36320 PRINT D$;"CLOSE ";F$
36325 REM
      GET PRICES FOR STOCKS
      NOT SOLD

36330 FOR I = 0 TO (COUNT - 1)
36340 IF SD$(I) < > " " GOTO 36
      370
36350 PRINT NM$(I)
36360 INPUT "CURRENT PRICE ";SP(
      I)
36370 NEXT
36400 RETURN
38000 REM
      UPDATE STOCK LISTING F
      ILE

38050 GOSUB 26000: REM CLEAR NOT
      SOLD PRICES
38100 INPUT "FILE NAME ";F$
38120 PRINT D$;"OPEN ";F$
38140 PRINT D$;"WRITE ";F$
38200 PRINT COUNT
38220 FOR I = 0 TO (COUNT - 1)
38240 PRINT NM$(I): PRINT PD$(I)
      : PRINT SD$(I)
38242 PRINT PP(I): PRINT SP(I): PRINT
      DV(I): PRINT SH(I)
38260 NEXT
38300 PRINT D$;"CLOSE ";F$
38320 RETURN
40000 REM
      ADD A HOLDING

40080 HOME : VTAB 4
40100 INPUT "NAME ";NM$(COUNT)
40110 PRINT "INPUT DATES IN THE
      FORM (MMDDYY)"
40120 NM$(COUNT) = LEFT$ (NM$(CO
      UNT),25)
40140 INPUT "PURCH DATE ";PD$(CO
      UNT):PD$(COUNT) = LEFT$ (PD
      $(COUNT),6)
  
```

```

40145 PRINT "ENTER A SINGLE BLAN
      K IF NOT SOLD"
40150 INPUT "SALE DATE ";SD$(COU
      NT);SD$(COUNT) = LEFT$(SD$
      (COUNT),6)
40160 INPUT "PURCH PRICE ";PP(CO
      UNT)
40170 INPUT "SALE PRICE ";SP(COU
      NT)
40180 INPUT "DIVIDEND/SHARE ";DV
      (COUNT)
40190 INPUT "SHARES ";SH(COUNT)
40300 COUNT = COUNT + 1
40400 RETURN
50000 REM
      WAIT FOR (CR) THEN
50010 REM
      OUTPUT HEADING FOR 'LI
      ST'
50020 REM
50100 GOSUB 51000: HOME
50110 PRINT "NAME ";
50120 PRINT "PDATE ";
50130 PRINT "SDATE ";
50140 PRINT "PPRICE ";
50150 PRINT "SPRICE ";
50160 PRINT "DIV "
50170 PRINT
50200 LINE = 2
50300 RETURN
51000 REM
      WAIT FOR (CR) TO BE PR
      ESSED

51010 VTAB 23: HTAB 5
51020 PRINT "PRESS 'RETURN' WHEN
      READY "
51050 POKE - 16368,0
51100 IF PEEK ( - 16384) = 141 THEN
      RETURN
51200 GOTO 51100
52000 REM
      WAIT FOR (CR) AND

52020 REM
      PRINT HEADER

52040 REM
      FOR APPRECIATION AND D
      IVIDEND

52060 GOSUB 51000: HOME : HTAB 4

52080 PRINT "NAME";: HTAB 14
52100 PRINT "$GAIN";: HTAB 21
52120 PRINT "%GAIN"
52140 PRINT
52160 LINE = 2
52180 RETURN

```

A complete listing of the program is given in listing 4, and a sample of the displayed menu is given in listing 5. The program is fairly well documented, and I hope that the comments, along with the text of this article will enhance the usefulness of the program.

Table 2: Routines and their uses

20000-21999	Appreciation Report
24000-25999	Change an Entry
28000-29999	Estimated Dividends Report
32000-33999	List Securities Entries
36000-37999	Read Securities from Disk
38000-39999	Write Securities to Disk
40000-41999	Add a New Entry
50000-50500	Print Header for List of Securities
51000-51500	Wait for Return to be Pressed
52000-52500	Print Header for Appreciation and dividend

Listing 5

STOCK MANAGER 1.0
BY R. A. GUEST
MENU

```

ADD HOLDING
APPRECIATION
CHANGE HOLDING
DIVIDENDS
LIST HOLDINGS
READ DATA FILE
WRITE DATA FILE
EXIT

```

```

COMMAND: RE
FILE NAME STOCKS EXAMPLE
MBI
CURRENT PRICE 5124.25
TURKEY
CURRENT PRICE 1159.50
4M
CURRENT PRICE 945.75
MENU

```

```

ADD HOLDING
APPRECIATION
CHANGE HOLDING
DIVIDENDS
LIST HOLDINGS
READ DATA FILE
WRITE DATA FILE
EXIT

```

COMMAND:

MICRO

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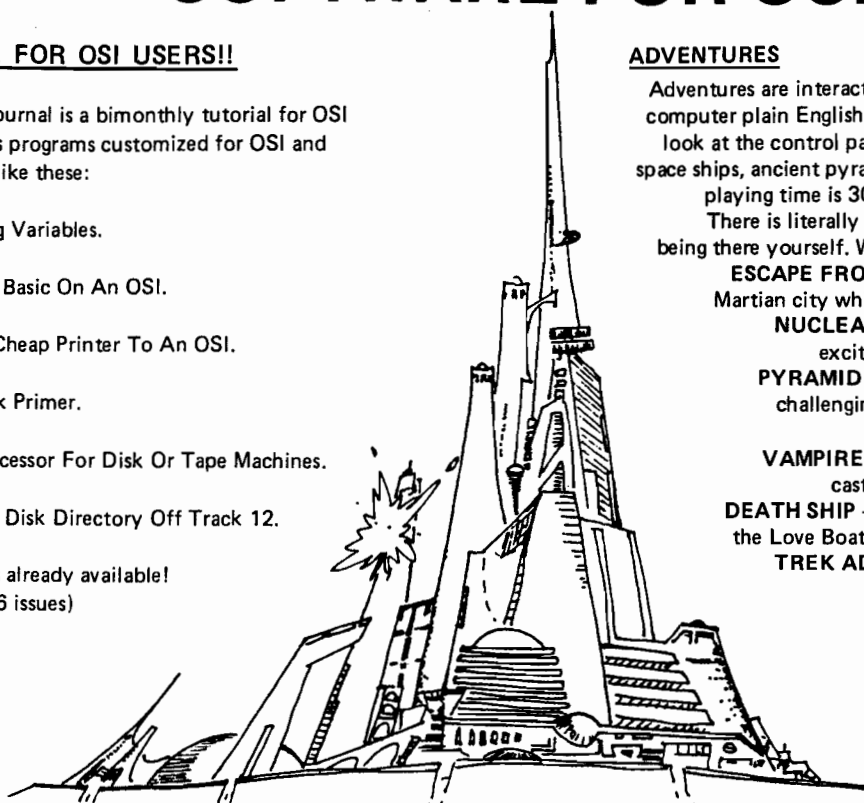
PYRAMID — Our most advanced and most challenging adventure. Takes place in our own special ancient pyramid.

VAMPIRE CASTLE — A day in old Drac's castle. But it's getting dark outside.

DEATH SHIP — It's a cruise ship — but it ain't the Love Boat and survival is far from certain.

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Why WAIT?

The WAIT function in the OSI and PET BASICs were intended for Input/Output use but can have other interesting applications if you understand how to use it.

Robert L. Elm
446 Rothbury Ave.
Bolingbrook, Illinois 60439

When I first saw the WAIT function I immediately dismissed it as something I had no use for. I don't have a printer and I'm not planning on attaching my C1P to anything else, so why would I ever need WAIT? The answer lies in understanding how the function works. We seldom develop applications for things we don't understand, so what we need is the necessary foundation.

Ohio Scientific's *BASIC in ROM Reference Manual* states that "WAIT I,J,K reads status of memory location I (Decimal) exclusive OR's it with K, then AND's the result with J until a non zero result is obtained. If K is omitted it is zero." That's very nice and to the point but it doesn't tell you anything about how to determine what values should be in J and K. If I want to check a flag word or wait for some other indicator before continuing the program, I may have to detect my indicator in the presence of other changing bits. How can I determine what values should be in WAIT to do that?

The key is in knowing what the exclusive OR can do for you as a programmer. Dr. DeJong recently gave an explanation of each logical function (see MICRO 22:31) but only briefly mentioned the one application we need here. Let's suppose we have an address containing a binary word 11111110 (D.254) and we want to detect if bit 5 changes regardless of what else happens. If only bit 5 changes we would expect a binary 11011110 (D.222), but we can't guarantee only that unique value. Wouldn't it be nice if we could "blind" the machine to the normal contents of the address and then indicate only which bit we are interested in? This is exactly what we can do with the correct values in WAIT. Let's see how.

If we place the address in WAIT as "I" and its normal contents (D.254 in our example) in "K", we will in effect exclusive OR 254 with itself. Using Dr. DeJong's truth tables, what will be the result? Very interesting! If you exclusive OR any value with itself you get all zeros. In other words, the machine is now "blind" to the normal value at the address specified. Just what we wanted!

Next we want to tell it to stop "waiting" if only bit 5 changes. If we put D.32 in the WAIT instruction as "J" (2 to the 5th power is 32), it will be ANDed with the result and continue with the program only if bit 5 changes.

That's great, but is it really necessary to figure the powers of two, etc.? No, but I did want you to understand what was going on. In reality it's quicker to figure the decimal difference between the normal value and the new value we want to watch for. Using our example, $254 - 222 = 32$. That's much easier, especially for figuring combinations of bits.

So what good is it if you don't have a printer? I have already covered one use in a previous article (see "A C1P Users Notebook", MICRO 31:11) to read tapes without loading them into memory. That application didn't use the "K" operator since the ACIA Status Register didn't have any extraneous data to get rid of, and I only needed to know when the Receive Data Register was full.

Recently I found another interesting use for WAIT. It seems that due to the way the circuitry is built for the polled

Table 1

Key	57088 value when depressed	wait until		wait if	
		J	K*	J	K
RPT	126	128	254	128	126
ESC	222	32	254	32	222
L Sh	250	4	254	4	250
R Sh	252	2	254	2	252

*Normal value of 57088 with SHIFT LOCK depressed is 254.

Presenting the CJM Microsystem For the Apple II

The CJM Microsystem for the Apple II

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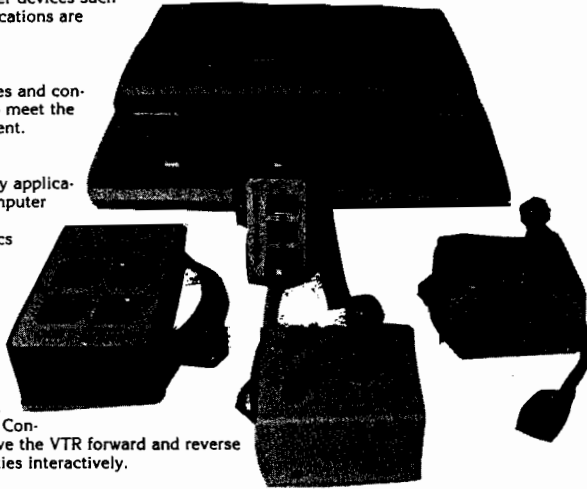
The Microsystem can be used for many applications from games to sophisticated computer assisted instruction.

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keyboard, if you PEEK (57088), (actually any address between 56320 and 57343 gives the same results) you will be polling Row 0. This means you don't have to disable Control C and write your own keyboard polling routine if you want a simple response from the operator. I wanted to display eight pages of information and have the computer wait between them until I was ready for the next one. The simple routine XXXX PRINT "Depress ESC to proceed": WAIT 57088,32,254: RETURN works perfectly. And now you know where I got the values for my example.

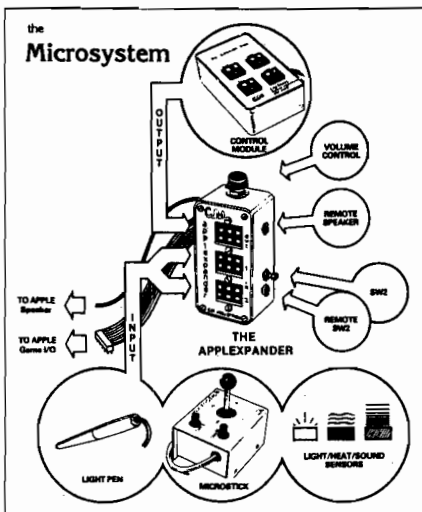
By rearranging the values it is also possible to wait only if a key is pressed. This would allow a long program such as a data listing to run continuously until you had a reason to stop it. To do this the WAIT is imbedded in the loop so that loop operation is suspended only as long as a particular key remains depressed.

A slight variation of this is to use WAIT 57088,1,255 in a loop. Now the loop can be suspended indefinitely by releasing the SHIFT LOCK key and you don't have to keep one finger on the keyboard.

At this point I must mention the uniqueness of the CTRL key. Due to its use with "CTRL C", 57088 may read either 190 or 255 when it is read. It seems to depend on the kind of instruction preceding the read. I mention this because in some cases WAIT 57088,1,255 will stop the loop forever if the CTRL key is depressed. Personally, I have decided not to use the CTRL key with WAIT so that unnecessary confusion is avoided.

Table 1 shows the WAIT 57088 J and K values for the four usable keys in Row 0. Values are given for both "wait until the key is depressed" and "wait if the key is depressed" applications. You can use any of these keys in the previously described subroutine, or use the values in IF statements to get real-time responses. The values shown assume the SHIFT LOCK key is depressed but according to my tests, it rarely affects operation either way.

With the above information you should be able to use WAIT in many different ways. In fact, grab your computer and try out one of these subroutines right now. Why wait?



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The Applexpander

The APPEXPANDER is the heart of the CJM MICROSYSTEM. The Applexpander plugs into the Apple Game I/O socket. Once the expander is installed there will never be another need to access the game socket. The expander buffers the input and output signals to the Game I/O. Providing the added safety needed to interface to the outside world. The two input sockets accept a Microstik, Light Pen or an assortment of input devices such as temperature, audio or light sensors.

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MICRO™

An Atari Assembler

This article describes a simple, one-pass assembler written in BASIC for a 16K Atari 400 or 800 computer system.

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4328 Nutmeg Lane, Apt. 111
Lisle, Illinois 60532

Back in the first year of MICRO, our favorite editors published an article by Michael J. McCann titled "A Simple 6502 Assembler for the PET" (6:17). When I finally broke down and bought a 6502-based Atari 800 (previously I had only used 8080 and Z-80-based machines), I also picked up all the copies of MICRO that I could find. I quickly found McCann's article and decided it would be a good way to learn the Atari BASIC, and master 6502 machine language. The program that accompanies this article is (I think) functionally identical with the original PET version. But... I'm new at 6502 and I could easily have overlooked something.

Six Functions

The assembler presented here has six functions:

1. Input and assemble source code.
2. Save object code on tape.
3. Load object code from tape.
4. Execute the object program.
5. Call the object program as a USR routine.
6. List the object program to the screen.

The careful reader will note that these functions are nearly identical with those of the McCann assembler. Their actual use has been modified only as dictated by differences between the PET and Atari. The following paragraphs describe the use of each of the six functions.

Function 1 allows you to enter your program. Since this is a one-pass assembler you are not allowed symbolic addresses or operands (that is, labels). All addresses and operands must be entered in decimal. For example 100_{16} must be entered as 256.

In addition to the standard 6502 mnemonics, three pseudo-ops have been provided. (Pseudo-ops are instructions to the assembler that do not generate any machine code.)

ORG—tells the assembler where to start putting your program.

DC—places a number from 0 to 255 in the current location.

END—tells the assembler that you are done entering code.

```
10 DIM HX$(2),SX$(1),UN$(1),MNS(1281),BY(256),
   CO$(16),T$(5),M$(5),A$(15),V$(15)
11 DIM B1$(2),B2$(2),B3$(2),ADS(4),S3$(1),
   S2$(1),S$(1),U$(1)
20 FOR E=0 TO 255
30 READ T$,T:MNS(E*5+1)=T$:BY(E)=T:T$=""
40 NEXT E
50 T$=""
60 FOR E=1 TO 16
70 READ T$:CO$(E)=T$:T$=""
80 NEXT E
90 GRAPHICS 0
100 PRINT "1. Input source code and Assemble"
110 PRINT "2. Save Object Code on Tape"
120 PRINT "3. Load Object Code from Tape"
130 PRINT "4. Execute Machine Language Program"
140 PRINT "5. Call Machine Language Program"
145 PRINT "   as USR Routine"
150 PRINT "6. List Machine Language Program"
170 INPUT T$:IF (T<=0) OR (T>6) THEN GOTO 170
180 ON T GOSUB 14000,20000,9000,10000,11000,2900
190 GOTO 90
1000 SX=INT(DC/16)
1010 UN=DC-(SX*16)
1020 SX$=CO$(SX+1)
1030 UN$=CO$(UN+1)
1040 HX$(1)=SX$:HX$(2)=UN$
1050 RETURN
```

(continued)

```

2900 GRAPHICS 0
2910 PRINT "Start address";:INPUT AD:I=0
3000 IF I=23 THEN GOTO 5050
3001 I=I+1
3005 IB=PEEK(AD)
3010 T$=M$(IB*5+1)
3015 IF T$<>"NULL" THEN GOTO 3050
3025 DC=IB:GOSUB 1000:GOSUB 13000
3030 PRINT AD$;" ";HX$;" *
3040 AD=AD+1:GOTO 3000
3050 ON BY(IB) GOTO 3060,3090,4050
3060 DC=IB:GOSUB 1000:GOSUB 13000
3070 PRINT AD$;" ";HX$;" ";T$
3075 AD=AD+1
3080 GOTO 3000
3090 DC=IB:GOSUB 1000
4000 B1$=HX$
4010 DC=PEEK(AD+1):GOSUB 1000
4011 B2$=HX$
4024 GOSUB 13000:P=DC
4030 PRINT AD$;" ";B1$;" ";B2$;" ";T$;" ";P
4035 AD=AD+2
4040 GOTO 3000
4050 DC=IB:GOSUB 1000
4060 B1$=HX$
4070 DC=PEEK(AD+1):GOSUB 1000
4080 B2$=HX$
4090 DC=PEEK(AD+2):GOSUB 1000
5000 B3$=HX$
5010 OP=PEEK(AD+1)+(PEEK(AD+2)*256)
5011 GOSUB 13000
5020 PRINT AD$;" ";B1$;" ";B2$;" ";B3$;" ";T$;" ";OP
5025 AD=AD+3
5030 GOTO 3000
5050 INPUT T$
5051 IF T$<>"*" THEN RETURN
5052 GRAPHICS 0:I=0:GOTO 3000
6000 DATA BRK ,1,ORAIX,2,NULL ,0,NULL ,0,
ORAZ ,2,ASL ,2,NULL ,0,PHP ,1
6010 DATA ORAIM,2,ASLA ,1,NULL ,0,ORA ,3,
ASL ,3,NULL ,0,BPL ,2,ORAIX,2
6020 DATA NULL ,0,NULL ,0,ORAIX,2,ASLZX,2,
NULL ,0,CLC ,1,ORAY ,3
6030 DATA NULL ,0,NULL ,0,ORAX ,3,ASLX ,3,
NULL ,0,JSR ,3,ANDIX,2,NULL ,0
6040 DATA NULL ,0,BITZ ,2,ANDZ ,2,ROLZ ,2,NULL ,0,
PLP ,1,ANDIM,2,ROLA ,1,NULL ,0
6050 DATA BIT ,3,AND ,3,ROL ,3,NULL ,0,BMI ,2,
ANDIY,2,NULL ,0,NULL ,0
6060 DATA ANDZX,2,ROLZX,2,NULL ,0,SEC ,1,ANDY ,3,
NULL ,0,NULL ,0,ANDX ,3
6070 DATA ROLX ,3,NULL ,0,RTI ,1,EORIX,2,NULL ,0,
NULL ,0,NULL ,0,EORZ ,2,LSRZ ,2
6080 DATA NULL ,0,PHA ,1,EORIM,2,LSRA ,1,NULL ,0,
JMP ,3,EOR ,3,LSR ,3,NULL ,0
6090 DATA BVC ,2,EORIY,2,NULL ,0,NULL ,0,
EORZX,2,LSRZX,2,NULL ,0
6100 DATA CLI ,1,EORY ,3,NULL ,0,NULL ,0,
EORX ,3,LSRX ,3,NULL ,0,RTS ,1
6110 DATA ADCIX,2,NULL ,0,NULL ,0,ADCZ ,2,
RORZ ,2,NULL ,0,PLA ,1,ADCIM,2
6120 DATA RORA ,1,NULL ,0,JMPI ,3,ADC ,3,ROR ,3,
NULL ,0,BVS ,2,ADCIY,2,NULL ,0
6130 DATA NULL ,0,ADCX ,3,RORX ,3,RORZX,2,NULL ,0,
SEI ,1,ADCY ,3,NULL ,0,NULL ,0
6140 DATA NULL ,0,ADCX ,3,RORX ,3,NULL ,0,NULL ,0,
STAIX,2,NULL ,0,NULL ,0,STYZ ,2
6150 DATA STAZ ,2,STKZ ,2,NULL ,0,DEY ,1,NULL ,0,
TXA ,1,NULL ,0,STY ,3,STA ,3

```

```

6160 DATA STX ,3,NULL ,0,BCC ,2,STAIY,2,NULL ,0,
NULL ,0,STYZX,2,STAZX,2,STKZY,2
6170 DATA NULL ,0,TYA ,1,STAY ,3,TXS ,1,NULL ,0,
NULL ,0,STAX ,3,NULL ,0,NULL ,0
6180 DATA LDYIM,2,LDAX,2,LDXIM,2,NULL ,0,LDYZ ,2,
LDZ ,2,LDXZ ,2,NULL ,0
6190 DATA TAY ,1,LDAIM,2,TAX ,1,NULL ,0,LDY ,3,
LDA ,3,LDX ,3,NULL ,0,BCS ,2
6200 DATA LDYIY,2,NULL ,0,NULL ,0,LDYZX,2,LDZAX,2,
LDXZY,2,NULL ,0,CLV ,1
6210 DATA LDAY ,3,TSX ,1,NULL ,0,LDYX ,3,LDAX ,3,
LDXY ,3,NULL ,0,CPYIM,2,CMPIY,2
6220 DATA NULL ,0,NULL ,0,CPYZ ,2,CMPIZ ,2,DECZ ,2,
NULL ,0,INY ,1,CMPIY,2,DEX ,1
6230 DATA NULL ,0,CPY ,3,CMP ,3,DEC ,3,NULL ,0,
BNE ,2,CMPIY,2,NULL ,0,NULL ,0
6240 DATA NULL ,0,CMPIY,2,DECZX,2,NULL ,0,CLD ,1,
CMPIY ,3,NULL ,0,NULL ,0
6250 DATA CMPX ,3,DECX ,3,NULL ,0,CPXIM,2,SBCIX,2,
NULL ,0,NULL ,0,CPXZ ,2,SBCZ ,2
6260 DATA INCZ ,2,NULL ,0,INX ,1,SBCIM,2,NOP ,1,
NULL ,0,CPX ,3,SBC ,3,INC ,3
6270 DATA NULL ,0,BEQ ,2,SBCIY,2,NULL ,0,NULL ,0,
NULL ,0,SBCZX,2,INCZX,2,NULL ,0,SED ,1
6280 DATA SBCY ,3,NULL ,0,NULL ,0,SBCX ,3,
INX ,3,NULL ,0
6290 DATA 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F
9000 GRAPHICS 0
9010 PRINT "Enter Program Name";:INPUT N$
9015 N2$="C":N2$(3)=N$
9020 OPEN #1,4,0,N2$
9030 INPUT #1,ZZ
9040 INPUT #1,EN
9050 FOR AD=ZZ TO EN
9060 INPUT #1,DA
9070 POKE AD,DA
9080 NEXT AD
9090 CLOSE #1
9100 RETURN
10000 GRAPHICS 0
10010 PRINT "Enter Address in Base 10";:INPUT AD
10015 IF AD>65535 THEN GOTO 10000
10020 T99=USR(AD)
10030 RETURN
11000 GRAPHICS 0
11010 PRINT "Enter Value to be passed";:INPUT AC
11020 PRINT "Enter Address in Base 10";:INPUT AD
11050 T99=USR(AD,AC)
11060 RETURN
13000 A=AD:S3=INT(AD/4096)
13002 A=A-S3*4096
13010 S2=INT(A/256)
13012 A=A-S2*256
13020 S=INT(A/16)
13060 U=AD-(S3*4096+S2*256+S*16)
13070 S3=COS(S3+1)
13080 S2=COS(S2+1)
13090 S=COS(S+1)
13100 U=COS(U+1)
13110 AD$(1)=S3$:AD$(2)=S2$:AD$(3)=S$:AD$(4)=U$
13120 RETURN
14000 GRAPHICS 0:AD=826:ZZ=826
14010 PRINT "(MNEMONIC)(SPACE)(OPERAND)"
14020 GOSUB 15000
14030 F=0
14040 FOR E=0 TO 255
14041 T$=M$(E*5+1)
14050 IF T$<>"*" THEN GOTO 14060
14051 B=BY(E):F=1:CD=E:E=256
14060 NEXT E
14070 IF F=0 THEN GOTO 14260
14080 ON B GOSUB 14100,14130,14180
14090 GOTO 14020

```

```

14100 POKE AD,CD
14110 AD=AD+1
14120 RETURN
14130 IF OP>255 OR OP<0 THEN PRINT "ERROR -
OPERAND":RETURN
14140 POKE AD,CD
14150 POKE AD+1,OP
14160 AD=AD+2
14170 RETURN
14180 IF OP>65535 OR OP<0 THEN PRINT "ERROR -
OPERAND":RETURN
14190 POKE AD,CD
14200 B2=INT(OP/256)
14210 B1=OP-(B2*256)
14220 POKE AD+1,B1
14230 POKE AD+2,B2
14240 AD=AD+3
14250 RETURN
14260 IF (M$="ORG ") OR (M$="END ") OR
(M$="DC ") THEN GOTO 14280
14270 PRINT "ERROR - PSUEDO-OP":STOP
14280 IF M$="ORG " THEN GOTO 14300
14290 GOTO 14340
14300 IF FO=1 THEN PRINT "ERROR - MULTIPLE
ORG":GOTO 14020
14310 FO=1
14320 AD=OP:ZZ=OP
14330 GOTO 14020
14340 IF M$="END " THEN GOTO 14360
14350 GOTO 14480
14360 EN=AD-1
14370 RETURN

```

```

14480 POKE AD,OP
14510 AD=AD+1
14520 GOTO 14020
15000 M$=""
:A$="":INPUT A$
15010 IF LEN(A$)<3 THEN PRINT "ERROR - LENGTH":
GOTO 15000
15030 S=0:FOR M=1 TO LEN(A$)
15040 U$=A$(M):IF U$=" " THEN S=M:M=LEN(A$)
15050 NEXT M
15060 IF S=0 THEN GOTO 15100
15070 FOR M=1 TO S-1:U$=A$(M):M$(M)=U$:NEXT M
15072 IF S=6 THEN GOTO 15080
15074 FOR M=S TO S:M$(M)=" ":NEXT M
15080 U$="":U$=A$(S):OP=VAL(U$)
15090 RETURN
15100 S=LEN(A$)+1
15110 FOR M=1 TO S-1:U$=A$(M):M$(M)=U$:NEXT M
15120 IF S=6 THEN GOTO 15090
15130 FOR M=S TO S:M$(M)=" ":NEXT M:GOTO 15090
20000 GRAPHICS 0
20010 PRINT "Enter Program Name":INPUT N$
20015 N2$="C":N2$(3)=N$
20020 OPEN #1,8,0,N2$
20030 PRINT #1,ZZ
20040 PRINT #1,EN
20050 FOR AD=ZZ TO EN
20060 DA=PEEK(AD)
20070 PRINT #1,DA
20080 NEXT AD
20090 CLOSE #1
20100 RETURN

```

Function 2 allows you to save your program on tape. When you select this function you will be asked for the name you wish to save the program under. The console will beep twice and when you press RETURN your program will be saved on tape. (Disk owners will find it quite simple to alter this section of the assembler to save programs on disk.)

Function 3 is the opposite of function 2; it loads your program from tape. Once again you will have to enter a program name. If the program name you have entered is not found on the tape or disk an error will result.

Functions 4 and 5 allow you to execute your machine language object program. Function 4 simply jumps to the starting address you have entered. Function 5 allows you to pass a value to your program. Rather than confuse you about how this is done I'll refer you to the *Atari BASIC Reference Manual* for details.

Finally, function 6 allows you to list your program after it has been entered. This routine is actually a disassembler and you can use it to snoop around in Atari's ROMs just as easily. This function will display a screenful of disassembled code and then halt. To continue the listing press any key and RETURN. To halt, and go back to the main menu, simply press RETURN.

to your machine's memory. In low memory it appears that these areas are free:

21-64 (All addresses are in decimal)
252-563
713-740
1664-1791

Take reasonable care with where you put things and you should be OK.

Some Changes to the Program

Since getting the listing presented here I have discovered that a couple of changes are in order.

Add line 12.

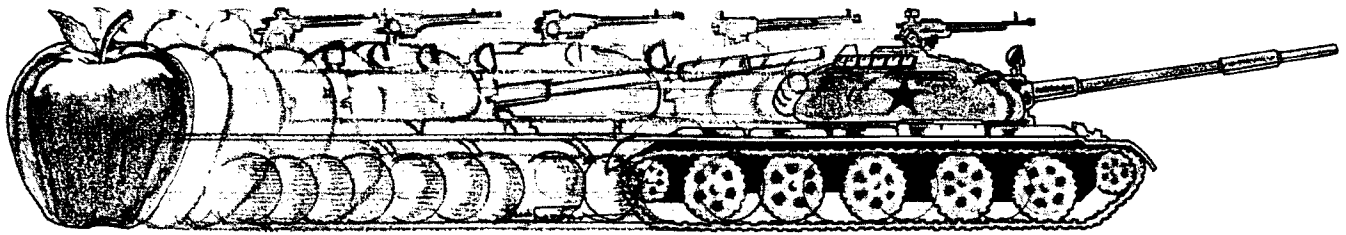
```
12 DIM N$(8),N2$(10)
```

This makes the entering of program names work correctly.

It is helpful to know where you can safely put information and programs in-

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MICRO



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the same time, caution cannot be cast aside; severe unit losses will only result in a Pyrrhic victory at best.

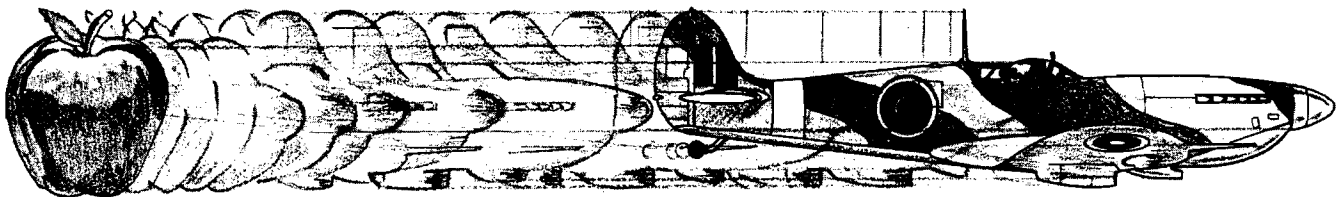
With its five levels of difficulty (plus one where you make up your own), the computer can and will stress your tactical skills to their fullest.

RED ATTACK! simulates an invasion by a mixed Soviet tank and infantry force against a defending battalion. As the defender, your task is to deploy your infantry units effectively to protect three crucial towns — towns that must not fall!

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Red Attack is a two-player computer simulation of modern warfare that adds a nice touch: At the start of each game, the computer displays a random setup of terrains and units, providing every game with a new, challenging twist.

Computer Conflict, for \$39.95, comes with the game program mini-disc and a rule book.



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Turning USR(X) Routines Into BASIC DATA Statements

This program saves machine language routines as BASIC DATA states. It also includes a hexadecimal to decimal converter.

Thomas Cheng
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New York, New York 10038

If for any reason you are writing machine language subroutines for the Ohio Scientific C1P (or any other cassette Ohio Scientific machine), the first problem which will present itself is the lack of any method of saving the routine. An alternative to spending 5 to 10 minutes for the ASSEMBLER or the EXTENDED MONITOR to load in, then save using that, is to turn the routine into a series of DATA statements in BASIC. To reload these

values, you would then load the DATA statements into program memory, then POKE them into the proper memory locations.

For example, if I add a machine language subroutine fifty bytes in length, the program would save: first, a line number followed by the DATA keyword, then the actual program in decimal format. The first such line saved will contain the two pointers for the location of the program in decimal format. I chose to output these numbers separately, so that I could easily change them.

The following is an illustration of the workings of the program.

```
FOR K=0 TO 63:POKE
  K+4096,K:NEXTK
RUN
START, END? 4096, 4157
LINENO, INC? 10,10
```

Result

```
10 DATA 4096,4157
20 DATA 0,1,2,3,4,5,6,7,8,9,10,
  11,12,13,14,15
30 DATA 16,17,18,19,20,21,22,
  23,24,25,26,27,28,29,
  30,31
40 DATA 32,33,34,35,36,37,38,
  39,40,41,42,43,44,45,
  46,47
50 DATA 48,49,50,51,52,53,54,
  55,56,57,58,59,60,61,
  62,63
```

This is what the BASIC program should do, but due to the fact that I am extremely lazy, I have added in several frills to the program.

First and most important, is a hexadecimal to decimal converter inherent in the program. This conversion routine is located at lines 140 to 160, inclusive. This little routine has turned out to be quite handy, as I have used it

```
5 REM MACHINE LANGUAGE SAVE
7 REM ***THOMAS CHENG***
10 INPUT "START, END"; B$, C$: INPUT "LINENO, INC"; ST, IN
20 IF LEFT$(B$, 1) = "$" THEN GOSUB 140: B = A: GOTO 40
30 B = VAL(B$): REM IT ALWAYS ENDS UP IN B
40 B$ = C$: IF LEFT$(B$, 1) = "$" THEN GOSUB 140: GOTO 55
50 A = VAL(C$): REM -A IS SECOND VALUE
55 SAVE: PRINT: PRINT: PRINT ST: "READN, NZ: FORK = NTONZ: READQ: POKEK, Q: NEXTK"
60 ST = ST + IN: PRINT ST: "Q = INT(N/256): POKE12, Q: POKE11, N - Q * 256"
70 ST = ST + IN: PRINT ST: "DATA"; MID$(STR$(B), 2); ", "; MID$(STR$(A), 2)
80 ST = ST + IN: C = B + 15: PRINT ST: "DATA"; : IF C > A THEN C = A
90 FORK = B TO C: LO = PEEK(K): GOSUB 170: PRINT A$: : IF K < C THEN PRINT ", ";
110 NEXTK
120 IF C > A THEN B = C + 1: PRINT: GOTO 80
130 PRINT: PRINT: PRINT: POKE 517, 0: END
140 A = 0: A$ = "0123456789ABCDEF": FORK = 1 TO LEN(B$): FORL = 1 TO 16
150 IF MID$(B$, K, 1) = MID$(A$, L, 1) THEN A = A + (16 ^ (LEN(B$) - K) * (L - 1))
160 NEXT L: NEXT K: RETURN
170 A$ = MID$(STR$(LO), 2): RETURN
```

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in several programs I have written. The routine expects the value that is to be converted to be passed in B\$. (This is the reason for so much confusion in lines 20-50. First, the value is placed in B\$, then B\$ is tested for a dollar sign. If the first character of the string is a dollar sign, the value is assumed to be in hexadecimal, then converted to decimal. The test is separate for each value, a worthwhile touch.)

The routine uses the mathematical definition of a base; that is, the sum of sixteen raised to the power of the digit's place (0,1,2,...) multiplied by the value of the digit itself, (1 for 1, 2, for 2,...10 for A, 11 for B) for all the digits of the number.

The hexadecimal number by my method would be equal to $(16^{**2})(10) + (16^{**1})(1) + (16^{**0})(11) = 2560 + 16 + 11 = 2587$ in base 10.

Other little touches are contained in lines 55-60. Line 55 will output the requisite BASIC commands to POKE the statements into memory. Line 60 will set the values of the locations 11 and 12 as a pointer to the first byte of the subroutine, in standard 6502 format. That is, least significant byte first.

Line 70 produced the beginning and ending locations of the subroutine, while the actual core of the program is located at lines 80-130, with line 170 serving as a subroutine to strip off the extra space which is usually found in front of any number being printed out.

Two Last Notes

After the inquiry in line 10 for the starting line number, the user should turn on his recorder for the following DATA statements. Secondly, this program will turn out sixteen values per line of DATA statement. Occasionally, the numbers being printed out will run over the maximum line length of 72 characters, so the statement $C = B + 15$ in line 80 should be changed. The increment of 15 should be change to the true increment minus one.

Happy computing... and take a PEEK at some machine language routines!

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Improved Dual Tape Drive for SYM BASIC

These utility routines occupy less than one page of memory. However they greatly enhance the use of two cassettes, including the ability to automatically duplicate a tape full of BASIC programs.

George Wells
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La Verne, California 91750

This article is an update to a previous article of mine which appeared in the November 1979 issue of MICRO [18:5]. If you have that issue available you might want to review it, but it's not absolutely necessary since this article presents all new material and does not require any information contained in the original article. You may be wondering why the need for an "improved" article; why didn't I do it right the first time? Basically there are two reasons: Synertek System's new monitor 1.1 ROM and their Resident Assembler/Editor ROMs, both of which became available after I wrote the original article.

MON 1.1 indicates the ID of the tape file being loaded on the left-most digit of SYM's LED display; a very minor change from MON 1.0 but one

that allows the program which called the tape load routine to determine the ID of the file just loaded. This is significant because it frees us from the drudgery of manually duplicating a tape full of BASIC programs by typing LOAD A, SAVE A, LOAD B, SAVE B, etc., as in the original article. By contrast, this article presents a program that will do this automatically, similarly to the way RAE-1 duplicates its tape files. Another advantage of this change is the ability of the calling program to provide true dual cassette control for BASIC programs. In the original article, the remote control for the write-only recorder will be turned on if the first file encountered during a load sequence is not the one asked for. Usually this won't matter since you don't normally have a tape ready to be written in the write-only recorder, but when you do, it's nice to have this added improvement.

RAE-1 provides for a second cassette control—but wouldn't you know—it requires a different port bit than the one I used originally (active low on PB7 of VIA #1 instead of active high on PB4 of VIA #3). If you have not yet implemented this second tape control, Synertek Systems Technical Note #101 describes one way to do it using relays. The program described here uses the same control as RAE-1, but since it does not require the RAE-1 ROMs, you can customize it to any control by modifying the TAPE.OFF.C and TAPE.ON.C routines.

The program presented in this article contains three entry points. The first one is used at the monitor level and approximates the .L2 command with zero, one or three parameters. It is called instead with .L3 and turns on the second recorder for loading hi-speed

tape files. It can also be called as .UO, especially from the on-board hex keypad {USR 0}. The second entry point is used while in BASIC and is called by a LOAD command. The third entry point is called from the monitor with .G 1F7B (or .G F7B for 4K) and is used to duplicate a tape of BASIC programs. Detailed instructions for each of these follows, but it is assumed that you have already loaded the OBJECT CODE into memory. If you don't have 8K of RAM then you will have to change the ten "1F" bytes to "0F" when you load it into a 4K system starting at \$0F01. This can be done easily by first Depositing and Verifying the OBJECT CODE at \$F01 and then doing a .M 1F,F01 - FFF followed by ten sets of OFG (no < CR > 's). Verify checksum should then be 6DBA instead of 6E5A. The best arrangement is to put the code in your own PROM along with the appropriate automatic initialization code (not described here).

Using the .L3 Command

Step 1: Enter the following monitor command once after every reset:

```
.SD 1F11,A66D (or .SD  
F11,A66D for 4K.)
```

Step 2: Put a tape in the read-only recorder and press the play button. Use .L3 instead of .L2 and enter the parameters just as for .L2.

Note: If you enter only one parameter, the control for the write-only recorder will be energized after the first file has passed, if it is not the one specified in the parameter ID. This is unavoidable without completely rewriting the monitor tape load routine. Just don't turn on your write-only recorder when loading tape files from the monitor.

DUAL CASSETTE TAPE DRIVE FOR SYM-1 BASIC

BY GEORGE WELLS

OCTOBER 4, 1980

HARDWARE REQUIREMENTS:

SYM-1 WITH MON 1.1 ROM.
8K RAM (CAN BE RELOCATED FOR 4K; SEE TEXT).
BASIC V1.1 ROM.
WRITE-RECORDER WITH STANDARD CONTROL.
READ-RECORDER CONTROLLED BY LOW SIGNAL ON
PB7 OF VIA #1 (SAME AS RAE-1 REQUIRES).
TERMINAL.
RAE-1 V1.0 ROM OPTIONAL.

◆◆◆ ZERO PAGE DEFINITIONS ◆◆◆

SUP.PRINT .DE \$17 MS BIT SET SUPPRESSES PRINT
CRLF.NULLS .DE \$18 NUMBER OF CR/LF NULLS
PRINT.POS .DE \$19 CURRENT COLUMN PRINT POSITION
WIDTH .DE \$1A MAXIMUM WIDTH OF PRINT LINE
PIC .DE \$1C COPY OF PARAMETER 1 (ID)
BUFAD .DE \$FE MONITOR TAPE ROUTINE BUFFER ADDRESS

◆◆◆ I/O PORT DEFINITIONS ◆◆◆

OR1B .DE \$A000 DATA REGISTER FOR TAPE CONTROL
DDR1B .DE \$A002 DIRECTION REGISTER FOR TAPE CONTROL
DIG .DE \$A400 DATA REGISTER FOR DISPLAY DIGIT
DDRDIG .DE \$A401 DIRECTION REGISTER FOR DIGIT

◆◆◆ SYSTEM RAM DEFINITIONS ◆◆◆

TAPDEL .DE \$A630 TAPE DELAY LOCATION
P1 .DE \$A64E TAPE ID PARAMETER
P2 .DE \$A64C TAPE START ADDRESS
P3 .DE \$A64A TAPE STOP ADDRESS + 1
PARNR .DE \$A649 NUMBER OF PARMS IN MONITOR COMMAND

◆◆◆ MONITOR 1.1 ROM DEFINITIONS ◆◆◆

INCP3 .DE \$8293 INCREMENT PARAMETER 3
CONFIG .DE \$89A5 CONFIGURE DISPLAY I/O
LOADT .DE \$8C78 LOAD TAPE ENTRY POINT
EX10 .DE \$8D4E STOP TAPE EXIT
START .DE \$8DA9 INITIALIZE AND START TAPE
DUMPT .DE \$8E87 DUMP TAPE ENTRY POINT
ACCESS .DE \$8B86 UNWRITE-PROTECT SYSTEM RAM

◆◆◆ BASIC V1.1 ROM DEFINITIONS ◆◆◆

1F4A- 48 PHA
1F4B- 20 01 1F JSR TAPE.OFF.C TURN OFF READ-RECORDER
1F4E- 68 PLA
1F4F- 60 RTS

◆◆◆ TO ACTIVATE BASIC LOAD USE 7937 MEMORY SIZE AND
◆◆◆ ENTER: POKE 202,80: POKE 203,31

```

1F50- AE 4E A6      BASIC.LOAD LDX P1          GET DESIRED ID
1F53- 86 1C          STX *P1C              SAVE IT
1F55- F0 DF          BEQ LOAD.TAPE         BRANCH IF ID = 0
1F57- E8             INX
1F58- F0 DC          BEQ LOAD.TAPE         BRANCH IF ID = $FF
1F5A- 20 BA 1F      BASIC.LOOP JSR LOAD.ANY        ELSE LOAD ANY FILE
1F5D- F0 0A          BEQ BASIC.DONE       BRANCH IF "CR" ABORT
1F5F- 49 80          EOR #$80             TEST FOR "END" TOKEN
1F61- F0 06          BEQ BASIC.DONE       BRANCH IF SO
1F63- 49 80          EOR #$80             RESTORE ID
1F65- 45 1C          EOR *P1C             TEST FOR DESIRED ID
1F67- D0 F1          BNE BASIC.LOOP      BRANCH IF NOT
1F69- 60             BASIC.DONE RTS        CARRY SET MEANS BAD LOAD

1F6A- 00             ZERO.TABLE .BY 0      ;FLAG TO SUPPRESS BASIC PRINT
1F6B- 01             .BY 1      ;NUMBER OF CR/LF NULLS
1F6C- 00             .BY 0      ;COLUMN PRINT POSITION
1F6D- 48             .BY 72     ;TERMINAL PRINT WIDTH

1F6E- A2 03          DUP.INIT  LDX #3        COPY FOUR BYTES FROM
1F70- BC 6A 1F      DUP.I.LOOP LDY ZERO.TABLE,X  TABLE TO
1F73- 94 17          STY *SUP.PRINT,X    PAGE ZERO
1F75- CA            DEX                FOR BASIC PRINT CONTROL
1F76- 10 F8          BPL DUP.I.LOOP
1F78- 4C 86 8B      JMP ACCESS          ENABLE SYSTEM RAM & RETURN

;   *** TO DUP A BASIC PROGRAM TAPE ENTER .G 1F7B
;   *** SEE TEXT FOR ADDITIONAL INFORMATION

1F7B- 20 6E 1F      DUP.LEADER JSR DUP.INIT    INITIALIZE PRINT CONTROL
1F7E- A2 0A          LDX #10            FIRST FILE HAS LONG LEADER

1F80- 8E 30 A6      DUP.LOOP  STX TAPDEL    UPDATE TAPE DELAY
1F83- 20 BA 1F      DUP.LOAD  JSR LOAD.ANY    GET NEXT FILE FROM MASTER
1F86- 90 18          BCC DUP.GOOD.L     BRANCH IF GOOD LOAD

1F88- 00            BRK                ELSE BREAK TO MONITOR
1F89- 20 6E 1F      DUP.MIDDLE JSR DUP.INIT    ENTRY TO RETURN FROM BREAK
1F8C- AA            TAX                TEST FOR ID = 0
1F8D- F0 F4          BEQ DUP.LOAD        BRANCH IF SO
1F8F- 85 1C          STA *P1C           ELSE SEARCH FOR ID = ACC
1F91- 20 BA 1F      DUP.REGET JSR LOAD.ANY        GET NEXT FILE FROM MASTER
1F94- D0 04          BNE DUP.NOABRT     BRANCH IF NOT "CR" ABORT
1F96- 00            BRK                ELSE BREAK AGAIN TO MONITOR
1F97- 20 6E 1F      DUP.NOABRT JSR DUP.INIT        INITIALIZE PRINTER CONTROL
1F9A- B0 F5          BCS DUP.REGET      BRANCH IF BAD LOAD
1F9C- C5 1C          CMP *P1C           TEST FOR DESIRED ID
1F9E- D0 F1          BNE DUP.REGET      BRANCH IF NOT

1FA0- 8D 4E A6      DUP.GOOD.L STA P1          PASS ID TO SAVE ROUTINE

KEY.WORDS .DE $C089   TABLE OF BASIC KEY WORDS
PRINT.SP  .DE $C971   BASIC PRINT SPACE
PRINT.?   .DE $C974   BASIC PRINT QUESTION MARK
BASIC.PRNT .DE $C976  BASIC PRINT CHARACTER IN ACC

;   *** RESIDENT ASSEMBLER/EDITOR ROM DEFINITIONS ***
;   NOTE:
;   THE FOLLOWING TWO ROUTINES CAN BE USED
;   INSTEAD OF TAPE.OFF.C AND TAPE.ON.C
;   IF RAE-1 V1.0 IS ALSO AVAILABLE.

```

(continued)

```

TAPF.OFF .DE $E318    TURN OFF SECOND RECORDER
TAPF.ON  .DE $E32A    TURN ON SECOND RECORDER

                .BA $1F01
                .DS

1F01- AD 00 A0    TAPF.OFF.C LDA DR1B                TURN OFF READ-ONLY RECORDER
1F04- 09 80                ORA #%10000000
1F06- D0 05                BNE TAPF.CNTRL                (ALWAYS)

1F08- AD 00 A0    TAPF.ON.C  LDA DR1B                TURN ON READ-ONLY RECORDER
1F0B- 29 7F                AND #%01111111
1F0D- 8D 00 A0    TAPF.CNTRL STA DR1B
1F10- 60                RTS

;    *** .L3 COMMAND SIMULATES .L2 WITH SECOND RECORDER.
;    *** TO ACTIVATE ENTER: .SD 1F11,A66D

1F11- C9 14    L3.COMMAND CMP #$14                TEST FOR L3 HASH CODE
1F13- D0 14                BNE L3.ERROR                BRANCH IF NOT

1F15- AE 49 A6                LDX PARNR                GET NUMBER OF PARAMETERS
1F18- F0 1A                BEQ LOAD.HI.SP            BRANCH IF NO PARAMETERS
1F1A- E0 02                CPX #2                    TEST FOR 2 PARAMETERS
1F1C- F0 0B                BEQ L3.ERROR                BRANCH IF SO
1F1E- B0 0B                BCS LOAD.3PARAM            ELSE BRANCH IF 3 PARAMETERS
1F20- AE 4A A6                LDX P3                    ELSE PUT SINGLE PARAMETER
1F23- 8E 4E A6                STX P1                    WHERE IT BELONGS
1F26- E8                INX                    TEST FOR PARAMETER ID = $FF
1F27- D0 0B                BNE LOAD.HI.SP            BRANCH IF NOT

1F29- 38    L3.ERROR  SEC                ELSE SET ERROR FLAG AND
1F2A- 60                RTS                RETURN TO MONITOR

1F2B- AE 4E A6    LOAD.3PARAM LDX P1                TEST FOR PARAMETER ID = $FF
1F2E- E8                INX
1F2F- D0 F8                BNE L3.ERROR                BRANCH IF NOT
1F31- 20 93 82                JSR INCP3                ELSE INCREMENT PARAMETER 3

1F34- A0 80    LOAD.HI.SP LDY #$80                HI SPEED TAPE LOAD ENTRY
1F36- 20 A9 8D    LOAD.TAPE JSR START                INITIALIZE TAPE ROUTINE
1F39- 20 4E 8D                JSR EX10                TURN OFF WRITE-RECORDER
1F3C- AD 02 A0                LDA DDR1B                SET READ-RECORDER CONTROL
1F3F- 09 80                ORA #%10000000            BIT TO OUTPUT
1F41- 8D 02 A0                STA DDR1B
1F44- 20 08 1F                JSR TAPF.ON.C            TURN ON READ-RECORDER
1F47- 20 7B 8C                JSR LOADT+3                CONTINUE TO LOAD TAPE
1FA3- 48                PHA                    SAVE ID FOR LATER TEST
1FA4- A9 02                LDA #2                    ALL PROGRAMS START AT $0201
1FA6- 8D 4D A6                STA P2+1                TAPE START ADDRESS HI = 2
1FA9- 4A                LSR A                    CHANGE 2 TO 1
1FAA- 8D 4C A6                STA P2                    TAPE START ADDRESS LO = 1
1FAD- A0 80                LDY #$80                SET HI SPEED TAPE MODE
1FAF- 20 87 8E                JSR DUMPT                SAVE FILE ON WRITE-RECORDER
1FB2- A2 04                LDX #4                    SET TAPE DELAY TO DEFAULT
1FB4- 68                PLA                    GET TAPE FILE ID
1FB5- 49 80                EOR #$80                TEST FOR "END" TOKEN
1FB7- D0 C7                BNE DUP.LOOP            BRANCH IF NOT
1FB9- 60                RTS                RETURN TO MONITOR (CARRY=0)

```

1FBA- A9 00	LOAD.ANY	LDA #0	SET UP TO GET ANY FILE
1FBC- 8D 4E A6		STA P1	FROM TAPE
1FBF- 20 34 1F		JSR LOAD.HI.SP	HI SPEED MODE ONLY
1FC2- 90 04		BCC LOAD.GOOD	BRANCH ON GOOD LOAD
1FC4- 49 8C		EOR #\$8C	IF ABORT, RETURN ID = \$00
1FC6- F0 37		BEQ LOAD.DONE	AND TAKE BRANCH
1FC8- 08	LOAD.GOOD	PHP	SAVE CARRY
1FC9- 4E 01 A4		LSR DDRDIG	CHANGE FROM \$FF TO \$7F
1FCC- AD 00 A4		LDA DIG	GET 7 LS BITS OF ID
1FCF- 0A		ASL A	
1FD0- EE 01 A4		INC DDRDIG	CHANGE FROM \$7F TO \$80
1FD3- 0E 00 A4		ASL DIG	GET MS BIT OF ID
1FD6- 6A		ROR A	COMBINE ALL 8 BITS OF ID
1FD7- 48		PHA	SAVE ID FOR LATER
1FD8- 49 80		EOR %10000000	CHANGE MSB FOR LATER BRANCH
1FDA- 30 10		BMI LOAD.PRINT	BRANCH IF NOT TOKEN
1FDC- AA		TAX	X COUNTS THRU KEYWORDS
1FDD- A0 FF		LDY #\$FF	Y COUNTS THRU CHARACTERS
1FDF- C8	LOAD.TOKEN	INY	STEP TO NEXT CHARACTER
1FE0- B9 88 C0		LDA KEY.WORDS-1,Y	LAST CHARACTER IN EACH
1FE3- 10 FA		BPL LOAD.TOKEN	KEYWORD IS MINUS
1FE5- CA		DEX	X GOES MINUS JUST BEFORE
1FE6- 10 F7		BPL LOAD.TOKEN	PROPER KEYWORD IS REACHED
1FE8- C8	LOAD.NCHAR	INY	STEP TO NEXT CHARACTER
1FE9- B9 88 C0		LDA KEY.WORDS-1,Y	
1FEC- 20 76 C9	LOAD.PRINT	JSR BASIC.PRNT	PRINT CHARACTERS UNTIL
1FEF- 10 F7		BPL LOAD.NCHAR	LAST MINUS CHAR IS REACHED
1FF1- 68		PLA	PUT ID CHARACTER OR
1FF2- A8		TAY	TOKEN IN Y
1FF3- 28		PLP	GET CARRY
1FF4- 08		PHP	
1FF5- 90 03		BCC LOAD.SPACE	BRANCH IF GOOD LOAD
1FF7- 20 74 C9		JSR PRINT.?	ELSE, PRINT QUESTION MARK
1FFA- 20 71 C9	LOAD.SPACE	JSR PRINT.SP	PRINT SPACE
1FFD- 28		PLP	RESTORE CARRY
1FFE- 98		TYA	RESTORE Z FLAG
1FFF- 60	LOAD.DONE	RTS	RETURN WITH ID IN A
		.EN	

Using the BASIC LOAD Command

Step 1: Jump to BASIC and use 7937 in response to MEMORY SIZE? (3841 for 4K).

Step 2: Enter the following direct command:

POKE 202,80: POKE 203,31

or if you have 4K:

POKE 202,80: POKE 203,15.

Now you can use the LOAD command just as before. However, as each file is read its ID is echoed to your terminal followed by a space. If the file has a load error, a question mark is printed immediately after the ID and the search continues until the correct ID is found.

You can abort the tape load process by hitting "CR" on the hex keypad while the search sync character is being displayed. The tape load will also automatically abort if an "END" file is read. Such a file is created by entering NEW and then SAVE END. Normally, the tape ID is the ASCII equivalent of the character entered immediately after a SAVE. However, the BASIC tokens are also allowed as valid tape IDs by entering one of the reserved words listed on page 9 of the BASIC manual. (GET and GO should be added to the list.) Thus you can have a program called GO, LIST, DATA, or even SAVE. For example, type SAVE LIST and LOAD LIST. The key word END is reserved for the last program on the tape.

Using the Program Duplicator

Step 1: Rewind your BASIC program master tape and ready it in your "play" or read-only recorder.

Step 2: Rewind a blank cassette and ready it in your "record" or write-only recorder.

Step 3: From the monitor, enter the following command.

.G 1F7B (or .G F7B for 4K).

This will duplicate all of the BASIC programs from the master tape onto the blank tape. It will even use a long tape delay before the first program to get the tape off its leader and it will quit after the "END" file has been copied.

Step 4: In case an error is detected while loading a program, the program will break to the monitor and display 1F89,0 [or 0F89,0 for 4K]. At this point you should put the read-only recorder in rewind and enter a .G command. After the tape has gotten past the file which caused the error, put the read-only recorder back in play mode. You don't need to worry about rewinding too far since the program will only accept the same file ID as the one which originally caused the error. Subsequent tape errors will not cause the program to break again until the specified file has been correctly loaded and duplicated. However, you can cause a break by hitting "CR" on the hex keypad during sync search. After several attempts to load a defective file, remove your master tape cassette and substitute a backup in the read-only recorder until the file is loaded correctly and the write-only recorder turns on. Then re-install the master tape and allow the duplication process to continue.

Step 5: Any time the sync search indication is on, you can cause a break to the monitor by hitting "CR" on the hex keypad. (You may have to turn the read-only recorder off or on to make this work.) A .G command will allow you to continue, but you can also force the program to search for a specific file ID and continue duplicating by entering a .R command followed by three spaces, and changing the value of the accumulator register to the hex equivalent of the desired ID. A value of zero will allow any ID. Finally go back to the program with:

.G 1F89 (or .G F89 for 4K).

Step 6: After duplicating the entire tape, you should verify that the new copy can be loaded correctly. It is safest to keep two backup copies of your master tape which are known to be loadable, so that if for some reason while you are duplicating with any two of your three tapes and a file is impossible to load, you will still have a backup available. If you had only one master and one backup and a file became unloadable while duplicating, there is a good chance that the same file on the backup tape will be overwritten by a previous file during the duplication process, especially if you have updated an earlier portion of the master tape. The procedure I have followed, without losing any programs, is to copy the master tape onto backup number 1, then backup number 1 onto backup number 2, then backup number 2 onto the master, and finally verify the

master by jumping to BASIC and doing a LOAD END, checking that all the IDs are printed without a question mark after them.

Actually, this is an oversimplification. In reality, the original master will consist of more than one tape from which the programs will eventually be combined onto the new master. This duplicating program was specifically designed to allow updating of a master tape primarily through the technique described in *step 5*. Of course, you can still take advantage of the dual cassette control and update a master tape manually through the BASIC interpreter using a sequence of LOAD A, modify, SAVE A, etc.

Explanation of Program Operation

The ASSEMBLY LISTING contains comments which should help in understanding how the program works. However, the following additional comments may also be helpful.

You may want to modify the program slightly for your particular needs. Locations \$1F7F and \$1FB3 contain tape delay values which control the number of sync bytes at the beginning of each tape file and therefore the length of time before each file. The first of these is used only for the first file on the tape and is a large number to allow time for the tape to get past its leader before recording the actual file. With the default High Speed Tape Waveform values this time is 15 seconds. However, if you use speeded-up Waveform values, you will want to use larger tape delay values to get the same time delays. I first learned about the ability to double or triple the cassette baud rate from *SYM-PHYSIS* 3-3 and I now use HSDRY=\$1A, TAPET1=\$20 and TAPET2=\$10 which allows an 8K file to be loaded or saved in about 20 seconds, instead of one minute. I also use \$1E and \$08 for the two tape delay constants in my version of the dual cassette program which I have put into EPROM.

If your SYM-1 system also has the RAE-1 ROMs available, you can use the TAPE.OFF and TAPE.ON routines in them and save 16 bytes of program space. This requires changing the subroutine calls at \$1F45 and \$1F4C. I have piggy-backed the two BASIC ROMs into socket U21 and the two RAE-1 ROMs into socket U22 in order to fit them all onto the SYM-1 at the same time, and still have one socket left for an EPROM. This requires bending pin 20 of the top ROMs and

wiring them directly to their chip select decodes, along with two extra 3.3K pullup resistors.

Two other bytes which you may want to modify are located at \$1F6B and \$1F6D. The first one controls the number of nulls that are inserted by the BASIC print routines after each CR/LF and the second one controls the width of the print line. I have used values that are suitable for a teletype, but if your terminal has fewer characters per line you should put the hex equivalent in the second location. These values are used only by the BASIC Program Duplicator routine.

Don't try to use the Duplicator to copy machine language programs or files other than BASIC programs. The Duplicator assumes that the tape file starts at \$201 which is true for all BASIC programs, and if you try to dup a file that started somewhere else, the program would still use \$201 as the start of the file.

You should also be careful not to read a tape that contains files other than BASIC programs with the LOAD command, even if the file IDs are different from the one specified in the LOAD command. Under the original LOAD, if the ID did not match, the file would not be loaded. But with this new LOAD, every file that is encountered on the tape is loaded before the ID comparison is made.

If you have a special machine language program that vectors through the BASIC zero page jump instruction at \$C9 (decimal 201) and specifies a tape ID of either \$00 or \$FF, then the second cassette control will be activated and the load routine will behave exactly as before.

Once you get a taste for dual cassette control, it's hard to live with only one. It's really worth installing in your SYM!

George Wells has been working on several utility-type software and hardware projects for his SYM such as the one described in this article. His latest project is a hardware design to interface a light pen to Texas Instruments' new TMS9918A high-resolution color video display processor chip. One of these days he thinks he might actually have time to write some programs to put these utilities to good use!

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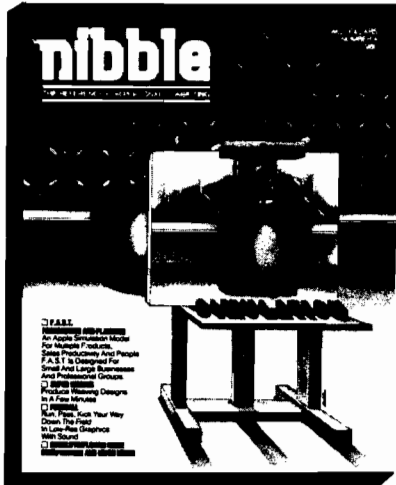
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In The Heart Of Applesoft

This article is not written to explain how Applesoft works, but to explain how to work with Applesoft, or more specifically, how and when to use (numerical) Applesoft routines. As an example, a matrix multiplication program is presented. This program runs on the average 5 times faster (depending on the numbers in the matrices) than a comparable BASIC program.

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The Netherlands

My primary motivation to buy a microcomputer was to develop a number of statistical programs which were to be used for a research project I was working on. After comparing several micros with each other, with respect to execution speed of BASIC programs and expansion possibilities, my choice fell on the Apple II. The Apple which I bought was delivered with Applesoft BASIC in ROM. After studying the manuals, I started writing some test programs in order to learn the possibilities and the peculiarities of the machine. Among others, I wrote a program to generate all the permutations of a given sequence of symbols (for instance, ABC has the permutations ABC, ACB, BAC, BCA, CAB, CBA) and a program to solve the 10 by 6 pentomino puzzle (see *BYTE*, Nov. 1979). The permutation program ran reasonably fast (20 permutations per second) but the pentomino program turned out to be a disappointment. After waiting for several hours, it finally produced the first of the 2,339 solutions, so I never bothered trying to find more solutions.

Example 1							
	Exponent	Mantissa					Sign
MFP:	\$9D	\$9E	\$9F	\$A0	\$A1	\$AC	\$A2
Hex contents	81	F3	B0	00	00	C0	70
Decimal	$2^{128.128}$	$\left[15 \times \frac{1}{16} + 3 \times \frac{1}{256} + 11 \times \frac{1}{4096} + 0 \times \dots + 12 \times \frac{1}{16^8} \right]$					= 1.90380659

Table 1: Applesoft Routines

I. General remarks

A. Notation

1. ($\rightarrow A, Y$) means: pointed to by Accumulator [low] and Y register [high].
2. ($A = Z.F. = \$X$) means: Accumulator has to contain, or contains the contents of location $\$X$. If $\$X$ equals zero, the zero flag (Z.F.) is set or must be set, otherwise the zero flag is or must be clear.

B. Remarks

1. For some routines presented below, the entry and/or exit values of the Accumulator, the X register and the Y register are given. If no entry is specified, no entry is necessary. If no exit or not all registers of an exit are specified, the registers not specified may have unpredictable values after the execution of the Applesoft routine.
2. For each routine, the memory locations that may be modified by the (error free) execution of the routine are given.

C. Warning

1. When working with m.l. programs that are called from BASIC, one may wish to use zero page locations to store temporary results. However, a number of zero page locations are initialized to certain values at the cold/warm start of Applesoft and changing the contents of these locations may lead to unexpected results. Furthermore, there are a number of locations in which Applesoft stores information during the execution of the BASIC program, such as the current line number or the pointer to the line from which data is being read. Clobbering one of these locations usually has the effect that the program will crash sooner or later.

In order to avoid problems when working with zero page addresses it is therefore recommended to consult the zero page usage map in the Applesoft manual first. (See also the memory atlas constructed by Prof. W.F. Luebbert, published in the August 1979 issue of *MICRO*.)

(continued)

Table 1: Applesoft Routines (continued)

At that time, however, I discovered that the Apple can also be programmed rather easily in machine language with the help of the mini-assembler. Since I was interested to know what speed gain could be obtained, I translated the permutation program in machine code. To my surprise, the program ran about 675 times faster (approximately 13,500 permutations per second) than the BASIC permutation program. Of course, I immediately got my pentomino program and translated this in machine code too. The 2,339 solutions now came out in less than 3 hours, which meant also a considerable gain in speed as compared to the BASIC program.

When to Use Machine Language Programs or Subroutines

Some programs, like those mentioned above, can easily be translated from BASIC to machine code. However, for the majority of the programs that I intend to write, this is not the case, since in these programs floating point variables rather than "one byte" variables have to be used. For some floating point arithmetic such as addition and multiplication, it is probably possible to write the routines yourself, but for functions such as the sine and the logarithm this would mean a lot of work. Furthermore, being busy with "trying to reinvent the wheel" is not a very stimulating idea.

However, there is a fairly easy way out of this problem. All the routines needed for floating point arithmetic, have to be somewhere in the Applesoft ROM, so all one has to do is list Applesoft and try to understand how it works. After locating the entries of the floating point routines, these routines then can be called by the machine language (m.l.) program. Although the whole process can be written down in a few lines, it took me several weeks of hard work before I knew enough of Applesoft to write, as an exercise, a matrix multiplication subroutine in m.l., which can be called from BASIC by means of the & symbol. This program runs about 8 times faster than a BASIC matrix multiplication subroutine and further has the advantage that the names of the matrices can be passed in an easy way. On the other hand, a disadvantage is that the m.l. program uses more memory space than the BASIC program. At the end of this article, the matrix multiplication program will be more extensively discussed.

Of course, this warning does not apply to (most of the) zero page locations that may be modified by the routines described below. For instance, if one uses neither the power function nor SQR nor trigonometrical functions, it will be safe to use locations \$8A-\$8E, since these locations are used by none of the other functions (routines) listed in this table.

- 2. If neither strings nor high-resolution graphics nor ON ERR statements are used, one can (probably) safely store temporary results in the following zero page locations:

\$6-\$9, \$17-\$1F, \$58-\$5D, \$71-\$72, \$CE-\$D5, \$D7, \$D9-\$EF, \$F4-\$FF

II. Description and entries of the routines

A. Charget-Charcheck

- 1. Purpose

The memory locations \$B8 and \$B9 contain—during the execution of a BASIC program—a text pointer which points to the last retrieved character of the BASIC program. The Charget routines can be used to load the next character or the current character (again) in the Accumulator. To determine whether the character equals a predetermined symbol one of the Charcheck routines may be used.

- 2. Charget routines

\$B1: Advance text pointer and load next character in the Accumulator (spaces are ignored).

Exit(A = next character, X = entry, Y = entry).

Exit Status: Carry is clear if character is a digit (hex value:30-39), otherwise carry is set. Zero flag is set if character equals 0 (= end of line sign) or 3A (= end of statement sign, i.e. ":"), otherwise zero flag is cleared.

Modifies \$B8,\$B9.

\$B7: Load current character another time in the Accumulator.

Exit(A = current character, X = entry, Y = entry).

For status see subroutine \$B1.

- 3. Charcheck routines

\$E07D: Check whether character in Accumulator is a letter.

Entry(A),Exit(A = entry, X = entry, Y = entry).

Exit Status: Carry is set if character is a letter, otherwise carry is cleared.

The following 4 routines can be used to check whether the text pointer points to a specific symbol. If the result of the check is positive, the next character is loaded in the Accumulator by means of the execution of subroutine \$B1. In the other case, the message "SYNTAX ERROR" is displayed and Applesoft returns to BASIC command level. The exits of the 4 routines are:

Exits(A = next character, X = entry, Y = 0), modify \$B8,\$B9.

\$DEC0: Check whether the character that is pointed to by the text pointer equals the character in the Accumulator.

Entry (A).

\$DEB8: Check whether the text pointer points to a right parenthesis.

\$DEBB: Check whether the text pointer points to a left parenthesis.

\$DEBE: Check whether the text pointer points to a comma.

B. Compare

1. Purpose

The compare routines can be used for comparing a real variable in the MFP with a real variable in the SFP or a real variable in memory.

2. Compare routines

\$DF6A: Compare MFP with SFP according to the status of the comparison in location \$16. The result of the comparison [1 if true, 0 if false] is converted to a real variable in the MFP. The various types of comparisons are listed below.

Type of Comparison	\$16 has to be put equal to:	Result comparison
>	1	1 if SFP > MFP, else 0
=	2	1 if SFP = MFP, else 0
<	4	1 if SFP < MFP, else 0
> =	3	1 if SFP ≥ MFP, else 0
< >	5	1 if SFP ≠ MFP, else 0
< =	6	1 if SFP ≤ MFP, else 0

Modifies \$60,\$61,MFP,SFP.

\$EBB2: Compare MFP with memory (→ A,Y).

Entry(A,Y), Exit(A=FF if MFP < memory, A=0 if MFP = memory, A=1 if MFP > memory), modifies \$60,\$61.

C. Conversion

1. Purpose

The Conversion routines can be used to convert:

- a real in the MFP to an integer
- a one or two byte integer to a real in the MFP

Unless specified otherwise, all integers are assumed to be two's complement integers.

2. Real to integer conversion routines

\$EBF2: Convert MFP to integer. The number in the MFP must be between -2^{31} and 2^{31} [notation: $-2^{31} < \text{MFP} < 2^{31}$]. Result is stored in mantissa of MFP [locations \$9E-\$A1].

Exit(Y=0), modifies MFP.

\$E752: Convert MFP, where $-2^{16} < \text{MFP} < 2^{16}$, to two byte integer. Store result in \$50 (low) and \$51 (high).

Exit(A=\$51,Y=\$50), modifies \$50,\$51,MFP.

Remark: "Wrap around" occurs if the absolute value of the number in the MFP is larger than $2^{15} - 1$.

\$E10C: Convert MFP, where $-2^{15} < \text{MFP} < 2^{15}$, to two byte integer. Store result in \$A0 (high) and \$A1 (low).

Exit (Y=0), modifies \$60,\$61,MFP.

\$E108: Same as \$E10C, except that entry-value of MFP must be: $0 \leq \text{MFP} < 2^{15}$.

\$DA65: Pack extension byte in MFP and convert MFP, where $-2^{15} < \text{MFP} < 2^{15}$, to two byte integer. Store integer (high byte first) in (→\$85,\$86).

Exit(Y=1), modifies \$60,\$61,MFP.

(continued)

An important point to note is that, as a consequence of using floating point arithmetic, there is a significant drop of the speed gain, namely from a factor 675 obtained with the permutation program to a factor 8 obtained with the matrix multiplication program. The reason is that—when multiplying matrices—a relatively large portion of the CPU time is used for the multiplication and addition of floating point numbers. Whether this is done under control of a BASIC program, or by calling the appropriate routines in Applesoft from a m.l. program, makes no difference, since in both cases the same multiplication and addition routines are used. The gain of speed that occurs in the m.l. matrix multiplication program is obtained by short-cutting the time-consuming determination of the pointers to array elements in BASIC.

It will now also be clear that it does not make any sense to calculate for instance, 1000 logarithms by means of a m.l. program. When written in BASIC, thus

```
10 FOR I = 1 TO 1000 :  
A = LOG (I) : NEXT
```

the program will run approximately 23 seconds. About 90% of this time, the computer will be busy with the calculation of the logarithms, and about 10% of the time with the parsing of the statements and the evaluation of the FOR...NEXT loop. When writing a m.l. program to calculate the logarithms, one may expect it to run no more than 10% faster than the BASIC program, since as to the calculation of the logarithms, no time can be saved.

Therefore, with respect to gaining speed, it is only profitable to write a m.l. program or subroutine if, in this way, time-consuming access to array elements can be short-cutted or iterative parts of the program can be made more efficient. Some examples where m.l. routines will be useful are: finding the largest element of an array, calculating the inverse of a matrix, sorting the elements of a vector, or calculating probabilities under a bivariate (log) normal distribution.

Apart from gaining speed, there may however be other arguments for writing m.l. routines. For instance, one may wish to extend tape or disk versions of Applesoft with some self-written BASIC commands or functions. Also, it can be attractive to make frequently used subroutines more independent of

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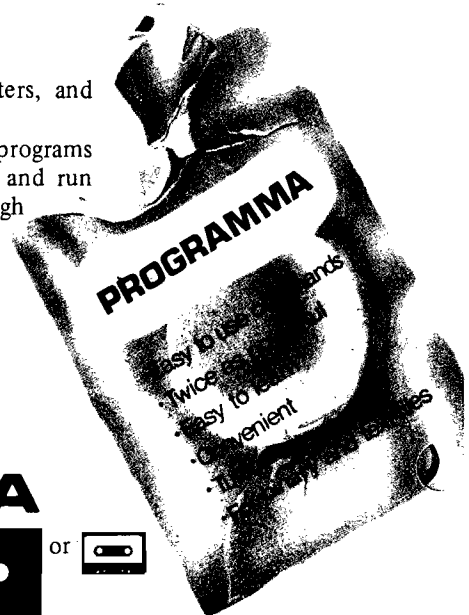
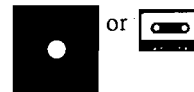
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Table 1: Applesoft Routines (continued)

3. Integer to real conversion routines

- \$E2F2:** Convert two byte integer in A (high) and Y (low) to real in MFP.
Entry(A,Y), Exit(Y=0), modifies MFP, puts \$11 equal to zero.
- \$E301:** Convert one byte integer in Y to positive real in MFP. (The integer in Y is thus not interpreted as a two's complement integer.)
Entry(Y), Exit(Y=0), modifies MFP, puts \$11 equal to zero.
- \$EB93:** Convert one byte integer in Accumulator to real in MFP.
Entry(A), Exit(Y=0), modifies MFP.
- \$DEE9:** Pull integer (%) variable from memory (\rightarrow \$A0,\$A1) into A (high) and Y (low). Next, convert integer to real in MFP.
Exit(Y=0), modifies MFP, puts \$11 equal to zero.

D. Copy

1. Purpose

The Copy routines can be used to

- a) pull data (from memory) into the MFP or the SFP
- b) pack the MFP and store the MFP in memory
- c) copy the MFP into the SFP and vice versa
- d) push the MFP on stack or pull the SFP from stack

The Copy routines are for real variables only. For routines that handle integer (%) variables see Conversion.

2. MFP routines

- \$EAF9:** pull memory (\rightarrow A,Y) into the MFP and put the extension byte equal to zero.
Entry(A,Y), Exit(A=Z.F.= \$9D,X=entry,Y=0), modifies \$5E,\$5F,MFP.
- \$EAFD:** Pull memory (\rightarrow \$5E,\$5F) into the MFP and put the extension byte equal to zero.
Exit(A=Z.F.= \$9D,X=entry,Y=0), modifies MFP.
- \$DE10:** Pack extension byte in MFP and push MFP on stack (6 bytes).
Exit(A=Z.F.= \$9D), modifies \$5E,\$5F,MFP.

The following four routines pack the sign and the extension byte in the MFP, store the MFP in the locations indicated and put the extension byte equal to zero.

For all four routines the exits are:

Exits(A=Z.F.= \$9D,Y=0), modify \$5E,\$5F, MFP.

- \$EB1E:** store MFP in \$98-\$9C
- \$EB21:** store MFP in \$93-\$97
- \$EB27:** store MFP in (\rightarrow \$85,\$86)
- \$EB2B:** store MFP in (\rightarrow X,Y)

3. SFP routines

- \$E9E3:** Pull memory (\rightarrow A,Y) in the SFP and determine \$AB (= the exclusive OR of the signs of the numbers in the MFP and the SFP).
Entry(A,Y), Exit (A=Z.F.= \$9D,X=entry,Y=0), modifies \$5E,\$5F,SFP,\$AB.
- \$E9E7:** Pull memory (\rightarrow \$5E,\$5F) in the SFP and determine \$AB.
Exit(A=Z.F.= \$9D,X=entry,Y=0), modifies SFP,\$AB.

(continued)

the main program, so that parameters can be passed by value rather than by name, which in BASIC is only possible by means of a lot of PEEKs and POKEs. Last but not least, one may like the challenge involved in writing m.l. programs.

The Main and Secondary Floating Point Accumulator

Before presenting the Applesoft routines that can be of help when writing m.l. programs, the main and secondary floating point accumulator, (henceforth to be abbreviated as MFP and SFP respectively), will shortly be discussed. Almost all the arithmetical and mathematical routines use the MFP and/or the SFP. The MFP occupies the memory locations \$9D-\$A2 and \$AC. The exponent of the floating point number is in \$9D (in excess 80 code), the mantissa is in \$9E-\$A1, and its sign is in \$A2. Location \$AC is used in most floating point routines as an extra mantissa byte, to increase the precision of the calculations. This location will further be called "the extension byte." An example of how one can convert the contents of the MFP to a decimal number is given in example 1 (page 31). The sign of the number is positive, since the first bit of \$A2 is zero. In case this bit equals one, the sign of the number in the MFP will be negative. The exponent is calculated by converting the hex number 81 in \$9D to decimal, which gives 129, and by subtracting the excess (=80 (hex) or 128 (decimal)) from it. The method that is used to convert the mantissa to decimal is essentially the same as the method used to convert a normal hex number to decimal, except that instead of the multiplicands 16, 256, 4,096, etc., the reciprocals of these numbers have to be used.

The number zero forms an exception to the rules mentioned above. Applesoft considers a number to be zero if the exponent (\$9D) equals zero, independent of the value of the mantissa.

The results from arithmetical operations and mathematical functions in Applesoft are, in general, placed in the MFP. Next, the MFP is usually normalized and pushed on the stack or stored in memory. The normalizing of the MFP means that the bytes of the mantissa are rotated to the left (zeros enter at the right) until the left-most bit of \$9E equals one. At every rotation the exponent is decreased by one, since rotating the mantissa one bit to the left means multiplying the number in the MFP by two, and this number must, of course, remain the same.

If, after the normalizing process, the MFP has to be stored in memory, it must be packed because the MFP occupies 7 bytes of memory, whereas Applesoft reserves only 5 bytes for the storage of real variables. In the packing routine, first the mantissa is rounded off by considering the left-most bit of the extension byte. If this bit equals one, the mantissa is increased by one, otherwise the mantissa remains the same. Then the sign is packed into the floating point number. If the sign is positive, the left-most bit of \$9E is put equal to zero, otherwise it remains equal to one. Note that the sign can be packed in this way because the first bit of \$9E contains no information since it always equals one after normalizing.

The SFP occupies the memory locations \$A5-\$AA. The exponent is in \$A5, the mantissa in \$A6-\$A9, and its sign in \$AA. The SFP has no extension byte. For the arithmetical and mathematical operations requiring two operands, the first operand has to be put in the MFP and the second operand in the SFP. Thus, loading the SFP and the MFP with two numbers and doing a JSR to, for instance, the multiplication routine, leaves the product of the numbers in the MFP. For some arithmetical routines it is necessary to determine—before the routine is executed—the exclusive OR of the signs of the numbers in the MFP and the SFP. The result must be stored in location \$AB. This implies that the first bit of \$AB must be one if the signs differ, otherwise the first bit has to equal zero. However, in most cases the user does not have to bother about determining the value of \$AB, since it usually is not necessary to load the MFP and/or the SFP "by hand." Applesoft provides us with a lot of routines that can be used to get floating point numbers from memory, unpack them, and place them in the MFP or the SFP. All the routines that pull memory in the SFP also set \$AB to the right value.

The Use of Applesoft Routines

The Applesoft subroutines that are, in my opinion, the most useful for m.l. programmers are listed in table 1. A distinction has been made between various types of subroutines, such as Copy, Errors, Conversion and Mathematical routines, etc. Rather than discussing each of the routines separately, a (very) simple example will be given to illustrate how to work with them. For a good understanding of this example, it is advisable to read the general remarks in table 1 first.

Table 1: Applesoft Routines (continued)

\$DE47: Pull stack in the SFP and determine \$AB. This routine will usually be used in combination with subroutine \$DE10. In that case it is for a successful execution of routine \$DE47 necessary to push the return address of \$DE47 on stack (high order byte first) before executing \$DE10. Contrary to most other routines described here, \$DE47 must be executed by means of a JMP instruction.

Exit[A = Z.F. = \$9D, X = entry, Y = entry], modifies SFP, \$AB.

4. SFP/MFP routines

\$EB53: Copy SFP into MFP, put extension byte equal to zero.

Exit[A = \$9D, X = 0, Y = entry], modifies MFP.

\$EB63: Pack extension byte in MFP and copy MFP into SFP, put extension byte equal to zero.

Exit[A = \$9D, X = 0, Y = entry], modifies MFP, SFP.

\$EB66: Copy MFP (without extension byte) into SFP, put extension byte equal to zero.

Exit[A = \$9D, X = 0, Y = entry], modifies MFP, SFP.

E. Errors

1. Purpose

If an error is detected in a m.l. program, one of the error routines may be used to print an error message.

2. Error messages

To print an error message, load the X register with the code of the message and execute a JMP to \$D412 or execute a JMP to one of the locations listed behind the error messages. After printing the error message, Applesoft returns to BASIC command level (unless an ON ERR statement has been executed).

Code	Error message	JMP location
00	NEXT WITHOUT FOR	\$DD0B
10	SYNTAX ERROR	\$DEC9
16	RETURN WITHOUT GOSUB	\$D979
2A	OUT OF DATA	—
35	ILLEGAL QUANTITY	\$E199
45	OVERFLOW	\$E8D5
4D	OUT OF MEMORY	\$D410
5A	UNDEF'D STATEMENT	\$D97C
6B	BAD SUBSCRIPT	\$E196
78	REDIM'D ARRAY	—
85	DIVISION BY ZERO	\$EAE1
95	ILLEGAL DIRECT	\$E30B
A3	TYPE MISMATCH	\$DD76
B0	STRING TOO LONG	—
BD	FORMULA TOO COMPLEX	\$E430
D2	CAN'T CONTINUE	—
E0	UNDEF'D FUNCTION	\$E30E

F. Expressions

1. Purpose

The Expressions routines can be used to evaluate expressions in an & statement. When calling an expression evaluation routine, the text pointer in \$B8 and \$B9 must point to the first character of the expression. After control is returned from the evaluation routine, the text pointer points to the first character behind the expression. In the evaluation routines below, this character is called the terminal sign. The terminal sign might, for instance, be a comma, but also a special character such as a "#". The locations that are modified by the routines are not specified here, since these depend on the type of the expression.

2. Expression evaluation routines

\$DD67: Evaluate expression to next terminal sign, store result in MFP.

\$E105: Evaluate expression to next terminal sign and convert result, which must be non-negative, to two byte integer in \$A0 (high) and \$A1 (low).

Exit(Y = 0).

\$E6F8: Evaluate expression to next terminal sign and convert result, which must be non-negative, to a one byte integer in \$A1.

Exit(A = terminal sign, X = \$A1, Y = 0).

G. Init

1. Purpose

Initialize mantissa of the MFP or the SFP.

2. Initialization routines

\$EC40: Init mantissa MFP (except extension byte) and Y to value in Accumulator.

Entry(A), Exit(A = entry, X = entry, Y = A), modifies MFP.

\$E84E: Put MFP (\$A2 and \$9D) equal to zero.

Exit(A = Z.F. = 0, X = entry, Y = entry), modifies MFP.

H. Mathematical I (routines with one operand)

\$EBAF: MFP = ABS(MFP)

Exit(A = entry, X = entry, Y = entry), modifies MFP.

\$F09E: MFP = ATN(MFP)

Modifies \$5E, \$5F, \$62-\$66, \$92-\$9C, MFP, \$A3, SFP, \$AB, \$AD, \$AE.

\$EED0: MFP = -MFP

Exit(X = entry, Y = entry), modifies MFP.

\$EFEA: MFP = COS(MFP)

Modifies \$D, \$16, \$5E, \$5F, \$62-\$66, \$92-\$9C, MFP, \$A3, SFP, \$AB, \$AD, \$AE.

\$EF09: MFP = EXP(MFP)

Modifies \$D, \$5E, \$5F, \$62-\$65, \$92, \$98-\$9C, MFP, \$A3, SFP, \$AB, \$AD, \$AE.

\$EC23: MFP = INT(MFP)

Modifies \$D, MFP.

\$E941: MFP = LOG(MFP)

Modifies \$5E, \$5F, \$62-\$66, \$92-\$9C, MFP, \$A3, SFP, \$AB, \$AD, \$AE.

\$DE98: MFP = NOT(MFP). This routine returns MFP = 1 if MFP = 0, else routine returns MFP = 0.

Modifies MFP, puts \$11 equal to zero.

\$EB90: MFP = SGN(MFP)

Exit(Y = 0), modifies MFP.

\$EB82: Accumulator = SGN(MFP)

Exit(A = FF if MFP < 0, A = 0 if MFP = 0 and A = 1 if MFP > 0, X = entry, Y = entry).

\$EFF1: MFP = SIN(MFP)

Modifies \$D, \$16, \$5E, \$5F, \$62-\$66, \$92-\$9C, MFP, \$A3, SFP, \$AB, \$AD, \$AE.

(continued)

Suppose one wishes to translate a BASIC subroutine to m.l. In that case the m.l. routine can be called from BASIC by means of the & symbol. The & symbol causes an unconditional jump to location \$3F5 where the user can insert a JMP instruction to the start of the m.l. program.

After the execution of the & symbol, the text pointer of BASIC, which is in the locations \$B8 and \$B9, points to the next character of the line (spaces are ignored). Thus, if we have the line

10 & A1, BQ, C

where A1, BQ and C are reals, the text pointer points—after the execution of the & symbol—to the A. Suppose we wish to multiply A1 and BQ and store the result in C. We then first have to determine the starting location of the storage area of the value of A1 in memory. This can be done by making use of the subroutine \$DFE3, listed under the heading Names in table 1. A JSR to \$DFE3 in the m.l. program executes an Applesoft routine which puts the name of the variable (in this case A1) in \$81 and \$82; the status of the variable (in this case real) in \$11 and \$12; the pointer to the location of the variable in \$9B and \$9C; and, most important, the pointer to the value of the variable in \$83 and \$84, as well as in the Accumulator and the Y register.

Now that the starting location of the value of A1 is known, the value of A1 can be pulled into the MFP. For this purpose, the Copy routine \$EAF9 can be used. Since the entry of this routine corresponds with the exit of \$DFE3, the subroutine call to \$EAF9 can be placed directly behind the subroutine call to \$DFE3.

Now that we have stored A1 in the MFP, we can proceed to analyzing line 10. After the execution of subroutine \$DFE3, the text pointer points to the first character behind the name of the variable, which is—in our example—a comma. If one plans to write a serious m.l. program, it might be useful to check whether there is indeed a comma behind the name.

For checking purposes, various routines are listed under the heading Charget-Charcheck. For instance, to check whether a comma is present, a JSR to \$DEBE can be executed. In case the character is not a comma, the "SYNTAX ERROR" message is displayed and Applesoft gives a warm

start on BASIC. If, on the other hand, a comma is present, the text pointer is advanced and points now to the letter B.

To obtain the starting location of the storage area of the value of BQ, again a JSR \$DFE3 is executed. Since A1 and BQ have to be multiplied, BQ must be stored in the SFP. To accomplish this, subroutine \$E9E3 is used, which also can be placed directly behind the JSR \$DFE3 instruction, because the exit of \$DFE3 corresponds with the entry of \$E9E3. Note that it is necessary to fill the MFP before the SFP, because \$AB is set when BQ is pulled in the SFP.

As can be seen, the entry of the multiplication routine \$E982 corresponds with the exit of \$E9E3. So after the JSR to \$E9E3, the multiplication can be carried out by means of a JSR \$E982. Note that the m.l. program can be reduced by several bytes by using JSR \$E97F instead of the last two mentioned subroutine calls.

Finally, the result of the multiplication, which is in the MFP, has to be stored in C. Before this is done, a JSR to \$DEBE is executed to check whether the text pointer points to a comma. Next, the starting location of the storage area of the value of C is determined by means of a JSR \$DFE3 instruction. To store the value of C in memory, the Copy routine \$EB2B can be used. Since the entry of this routine is (X,Y), whereas the exit of \$DFE3 is (A,Y), the instruction TAX must be inserted before the instruction JSR \$EB2B.

After the last execution of \$DFE3, the text pointer points to the end of line 10, so a RTS instruction in the m.l. program returns control to the BASIC program which will restart execution at the line number following line 10. The complete m.l. program is given in example 2 (page 40).

The routine \$DFE3 can also be used to find the start of the storage area of integer [%] variables, elements of arrays, and arrays. If one wishes to use matrix expressions in the & statement, it is necessary to store the hex value 40 in \$14 because otherwise Applesoft will interpret the matrix names in the & statement as names of simple variables. Be sure you don't forget to put \$14 back on zero before returning to BASIC, because otherwise strange things may happen.

Table 1: Applesoft Routines (continued)

- \$EE8D: $MFP = SQR(MFP)$
Modifies \$D,\$5E,\$5F,\$62-\$66,\$8A-\$8E,\$92-\$9C,MFP,\$A3,SFP,\$AB,\$AD,\$AE.
- \$F03A: $MFP = TAN(MFP)$
Modifies \$D,\$16,\$5E,\$5F,\$62-\$66,\$8A-\$8E,\$92-\$9C,MFP,\$A3,SFP,\$AB,\$AD,\$AE.
- \$EFAE: $MFP = RND(MFP)$. See Applesoft manual for argument RND function.
Modifies \$5E,\$5F,\$62-\$65,\$92,MFP,SFP,\$C9-\$CD.

I. Mathematical II (routines with two operands)

Add

- \$E7C1: $MFP = SFP + MFP$, \$AB must be determined before subroutine call.
Entry[A=Z.F.= \$9D], modifies \$92,MFP,SFP.
- \$E7BE: Pull memory ($\rightarrow A, Y$) in SFP, determine \$AB, add: $MFP = SFP + MFP$.
Entry(A,Y), modifies \$5E,\$5F,\$92,MFP,SFP,\$AB.

AND

- \$DF55: $MFP = SFP AND MFP$. Routine returns $MFP = 1$ if MFP and SFP are both unequal to zero, else routine returns $MFP = 0$.
Modifies MFP, puts \$11 equal to zero.

Divide

- \$EA69: $MFP = SFP/MFP$, \$AB must be determined before subroutine call.
Entry[A=Z.F.= \$9D], modifies \$62-\$66,MFP,SFP.
- \$EA66: Pull memory ($\rightarrow A, Y$) in SFP, determine \$AB, divide: $MFP = SFP/MFP$.
Entry(A,Y), modifies \$5E,\$5F,\$62-\$66,MFP,SFP,\$AB.

Multiply

- \$E982: $MFP = SFP \times MFP$, \$AB must be determined before subroutine call.
Entry[A=Z.F.= \$9D], modifies \$62-\$65,MFP.
- \$E97F: Pull memory ($\rightarrow A, Y$) in SFP, determine \$AB, multiply: $MFP = SFP \times MFP$.
Entry(A,Y), modifies \$5E,\$5F,\$62-\$65,MFP,SFP,\$AB.
- \$E2B6: Multiply two byte integer in \$AD (low) and \$AE (high) with two byte integer in \$64 (low) and Accumulator (high). Store product in X register (low) and Y register (high).
Entry(A), Exit(X=low byte product,Y=high byte product), modifies \$65,\$AD,\$AE, puts \$99 equal to zero.

Or

- \$DF4F: $MFP = SFP OR MFP$. Routine returns $MFP = 0$ if $MFP = SFP = 0$, else routine returns $MFP = 1$.
Modifies MFP, puts \$11 equal to zero.

Power

- \$EE97: $MFP = SFP^{MFP}$.
Entry[A=Z.F.= \$9D], modifies \$D,\$5E,\$5F,\$60-\$66,\$8A-\$8E,\$92-\$9C,MFP,\$A3,SFP,\$AB,\$AE,\$AD.

Subtract

\$E7AA: Determine \$AB, subtract: MFP = SFP - MFP.

Modifies \$92,MFP,SFP,\$AB.

\$E7A7: Pull memory ($\rightarrow A, Y$) in SFP, determine \$AB, subtract: MFP = SFP - MFP.

Entry[A,Y], modifies \$5E,\$5F,\$92,MFP,SFP,\$AB.

J. Names

1. Purpose

The Names routine can be used—during the evaluation of the & statement—to find the name, the status and the starting location of the storage area of simple variables, array elements and arrays.

2. Name routine

\$DFE3: At the start of the execution of \$DFE3, the text pointer must point to the first character of the name. After the execution of \$DFE3, the text pointer points to the first character behind the name and the name and status locations are filled according to the table below.

	Name variable or array (el.)		Status variable or array (el.)	
	\$81	\$82	\$11	\$12
Real	pos	pos	0	0
String (\$)	pos	neg	FF	0
Integer (%)	neg	neg	0	80

For example, if a variable has the name AB, \$81 and \$82 will contain the hex values 41 and 42 respectively, whereas if a variable has the name AB%, \$81 and \$82 will be loaded with the hex values C1 and C2. In the latter case, \$12 is put equal to the hex value 80, to indicate that the variable is integer valued.

Furthermore, Applesoft loads the pointer to the start of the storage area of the variable or the array in \$9B (low) and \$9C (high). The pointer to the start of the storage area of the value of the variable or the array element is loaded in A=\$83 (low) and Y=\$84 (high). If an array element is evaluated, the pointer to the first element of the array is stored in \$94 (low) and \$95 (high).

In case one wishes to use matrix expressions in the & statement (for instance & A = A - B, where A and B are matrices), the hex value 40 must be stored in \$14 before executing \$DFE3. Before returning to BASIC, \$14 has to be reset to zero again.

Under the assumption that no strings are used in the BASIC program (which may lead to house cleaning activities), the following locations may be modified by the execution of \$DFE3.

1. At the evaluation of simple variable names: \$10, \$11, \$12, \$81-\$84, \$94-\$97, \$9B, \$9C, \$B8, \$B9.
2. At the evaluation of array elements: \$F, \$10-\$12, \$81-\$84, \$94-\$97, \$9B, \$9C, MFP, \$AE, \$AD, \$B8, \$B9. In addition, other locations may be modified, depending on the expressions in the subscripts.
3. At the evaluation of (already dimensioned) array names which have to be interpreted as matrix names: \$10, \$11, \$12, \$81, \$82, \$9B, \$9C, \$B8, \$B9.

(continued)

Apart from using names in the & statement, one can also insert expressions. For instance, & SIN(1) + SQR(B). To evaluate such an expression, subroutine \$DD67 can be executed in the m.l. program. The result of the expression is stored in the MFP. If the result has to be converted to an integer value, a JSR \$E105 or a JSR \$E6F8 instruction can be used instead of the JSR \$DD67 instruction.

It might be possible that a wrong input to the m.l. program, or an error during the execution of the m.l. program, is detected. This will, for example, be the case if a matrix that is to be inverted turns out to be not a square matrix. In that case, one may want to let Applesoft print an error message—indicating the kind of the error—with the line number of the & statement that caused the error. For this purpose, the routines listed under the heading Errors may be used. In the case of the wrongly dimensioned matrix, a JMP \$E196 instruction, for instance, displays the message "BAD SUBSCRIPT IN XX." After displaying the message Applesoft returns to BASIC command level.

Although there are more routines in table 1, it seems superfluous to discuss them here, since it will now be obvious how to use them. Instead, an example will be given to show how to integrate some of the routines in a matrix multiplication program.

A Matrix Multiplication Program

When written in BASIC, a matrix multiplication subroutine consists of the statements

```
499 REM MATRIX MULTIPLICATION : C(R,P) = A(R,S) x B(S,P)
500 FOR I = 1 TO P
510 FOR J = 1 TO R
520 LET D = 0
530 FOR K = 1 TO S
540 LET D = D + A(J,K) x B(K,I)
550 NEXT K
560 LET C(J,I) = D
570 NEXT J
580 NEXT I
590 RETURN
```

To execute this subroutine, the following main program can be used:

```

10 INPUT "DIMENSIONS
   MATRICES P,R,S ? ";P,R,S
20 DIM A(R,S),B(S,P),C(R,P)
30 FOR I = 1 TO R
40 FOR J = 1 TO S
50 LET A(I,J) = I + J
60 NEXT J
70 NEXT I
80 FOR I = 1 TO S
90 FOR J = 1 TO P
100 LET B(I,J) = I * J
110 NEXT J
120 NEXT I
130 GOSUB 500
140 STOP

```

In the main program, the matrices A and B are dimensioned and initialized. Next, the matrix multiplication subroutine is called to put C equal to the product of A and B. If a m.l. program is written to multiply two matrices, the subroutine call at line 130 can be replaced by

130 & C = A * B

Although the matrix names in the & statement can be chosen freely, we will use in the sequel the names C, A and B to denote the respective matrices. The dimensions of the matrices will be denoted by the same letters as in the BASIC program (i.e. P, R and S).

The m.l. program can be split up into a main program and several subroutines. The main program performs the evaluation of the & statement. The first subroutine, called FNAME, takes care of the calculation of the pointers to the storage areas of the matrices C, A, and B in memory. The second subroutine, called MATMULT, is used for the actual matrix multiplication. Two other subroutines, ADD and ADD5, are called by FNAME and MATMULT to do some frequently occurring additions. A discussion of the functions of the various routines—which are listed in table 2— follows.

1) The main program (\$4000-\$4022)

The main program is written solely to control the multiplication of two matrices. Therefore it has to be replaced by another main program if the number of matrix operations is extended (with, for instance, add, subtract and inverse). The comment inserted in the listing shows how the program works.

Table 1: Applesoft Routines (continued)

K. Normalize

\$E82E: Normalize MFP
Exit(Y = 0), modifies MFP.

L. Pack

\$EB72: Pack extension byte in MFP.
Exit(X = entry, Y = entry), modifies MFP.

Example 2

\$3F5 : JMP \$5000	Jump to multiplication program
\$5000 : JSR \$DFE3	Find starting location of value of first variable
\$5003 : JSR \$EAF9	Pull first variable into the MFP
\$5006 : JSR \$DEBE	Check on comma in & statement
\$5009 : JSR \$DFE3	Find starting location of value of second variable
\$500C : JSR \$E9E3	Pull second variable in the SFP, and
\$500F : JSR \$E982	JSR \$E97F Multiply MFP with SFP, store product in MFP
\$5012 : JSR \$DEBE	Check on comma
\$5015 : JSR \$DFE3	Find starting location of value of third variable
\$5018 : TAX	Prepare entry store routine
\$5019 : JSR \$EB2B	Store product in third variable
\$501C : RTS	Return to BASIC

Table 2: Listings of Machine Language Programs

A. The main program

Purpose

The evaluation of the & statement: & C = A * B, where C, A and B are matrices.

Listing

Comment

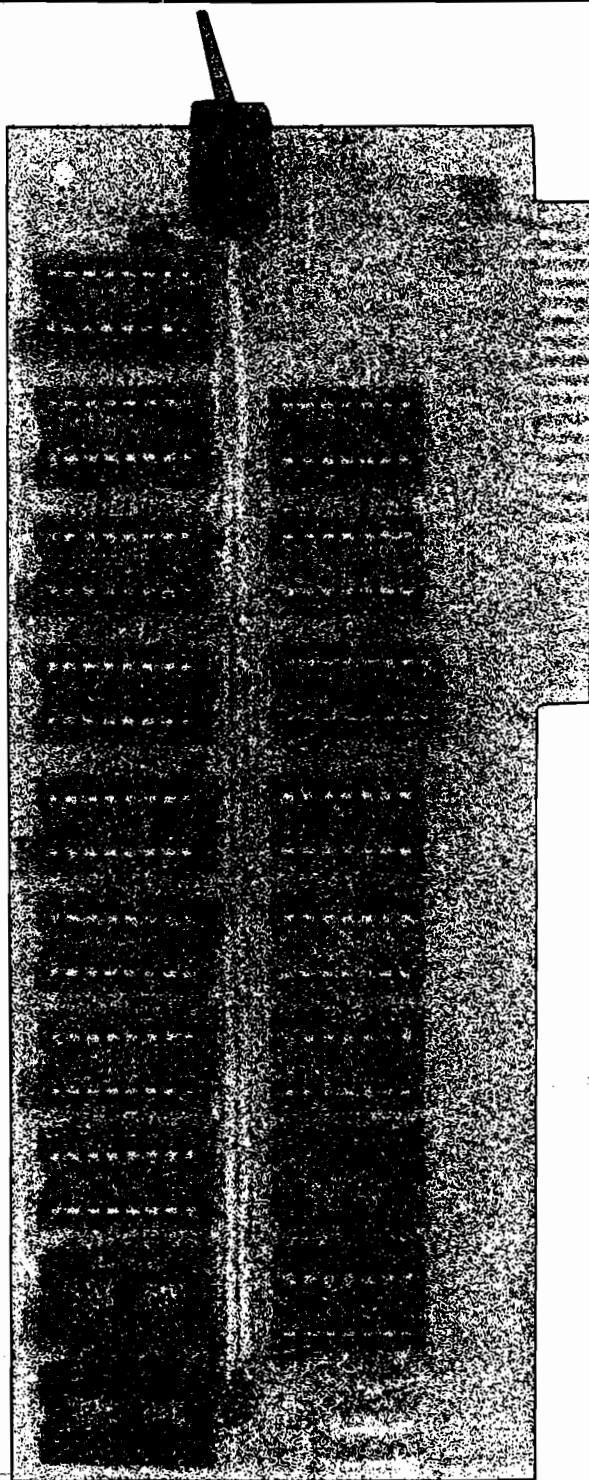
\$3F5 : JMP \$4000	Init jump location for & statement.
\$4000 : LDX #F8	Init location \$08 for FNAME.
\$4002 : STX \$08	
\$4004 : JSR \$4025	Execute FNAME on first matrix (C).
\$4007 : LDA #D0	Check on "=" in & statement.
\$4009 : JSR \$DEC0	
\$400C : JSR \$4025	Execute FNAME on second matrix (A).
\$400F : LDA #CA	Check on "x" in & statement.
\$4011 : JSR \$DEC0	
\$4014 : JSR \$4025	Execute FNAME on third matrix (B).
\$4017 : LDA \$06	
\$4019 : STA \$71	Restore column length of A (= column length of C) in \$71 and \$72.
\$401B : LDA \$07	
\$401D : STA \$72	
\$401F : JSR \$40A5	Execute MATMULT.
\$4022 : RTS	Return to BASIC.

B. Subroutine FNAME

Purpose

Find name of array, check whether array has two dimensions, each less than 256. Store dimensions in \$FC,X [second dimension] and \$FD,X [first dimension]. Calculate column length of array (in bytes) and store it in \$71 [low] and \$72 [high]. Calculate pointer to storage area of first element of second column of array, and store pointer in \$0,X+2 and \$1,X+2. FNAME can be called successively three times (or less). Before the first call, the hex value F8 must be stored in location \$08. At the start of FNAME, the X register is loaded with the value in location \$08. During the execution of FNAME the X register is incremented by two and stored in location \$08 so that the contents of location \$08 are incremented by two each time FNAME is called.

(continued)



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2) Subroutine FNAME (\$4025-\$4083)

Contrary to the main program, FNAME is constructed in such a way that it can be used for other matrix operations too. The main purpose of FNAME is to calculate the pointer to the first element of the second column of the array being evaluated. The second column is taken because it is customary to use—when working with matrices—non zero values of the subscripts only, whereas Applesoft reserves—when it encounters a DIM X(P,R) statement—P+1 rows and R+1 columns for the array because it allows zero subscripts. As an example, suppose that a DIM X(2,3) instruction is executed in a BASIC program. Applesoft stores the X-array column-wise (example 3, page 46).

When multiplying the X matrix with another matrix, only the underscored elements have to be taken into account. Since the first column contains no underscored elements, it can be skipped.

Subroutine FNAME can be called successively (at most) three times. At the first call, location \$08 must contain the hex value F8, being the start of the storage area, plus 4 of the matrix information. Consulting the memory map of FNAME in table 2, it can be seen that the dimensions of the C array, P+1 and R+1, are stored in \$F4 and \$F5 and the pointer to the first element of the second column of the C array (i.e., the pointer to C(0,1) in \$FA and \$FB. Since location \$08 is automatically incremented by 2, each time FNAME is called, the dimensions of the next array (i.e., the A array) will—at the second call of FNAME—be stored in \$F6 and \$F7 and the pointer in \$FC and \$FD. The information of the B array is stored in \$F8, \$F9, \$FE and \$FF.

Apart from the calculation of the pointer, FNAME also checks whether the array being evaluated has two dimensions, and whether the size of each dimension is less than 256. The latter check is necessary because MATMULT can handle matrices with dimensions less than 255 only, which will be sufficient for almost all practical purposes.

Finally, at each call of FNAME, the column length of the array being evaluated (which equals 5 times the number of column elements, since reals use 5 bytes of memory) is calculated and stored in \$71 and \$72.

Table 2: Listings of Machine Language Programs (continued)

Memory Map of FNAME

\$06]	Column length (in bytes) of first array (C).
\$07		
\$08		Pointer to storage area of array information.
\$71]	Column length (in bytes) of third array (B).
\$72		
\$F4		Second dimension of first array (C).
\$F5		First dimension of first array (C).
\$F6]	Idem for second array (A).
\$F7		
\$F8]	Idem for third array (B)
\$F9		
\$FA		Pointer to first element of second column of first array (C).
\$FB		
\$FC		Idem for second array (A).
\$FD		
\$FE]	Idem for third array (B).
\$FF		

Listing FNAME

Comment

\$4025 : LDA #\$40]	Put \$14 equal to 40 for search of matrix name.
\$4027 : STA \$14		
\$4029 : JSR \$DFE3		
\$402C : LDX \$08		Determine pointer to start storage area of array. X is loaded with pointer to storage area array information.
\$402E : LDA \$12]	Check whether array contains reals.
\$4030 : ORA \$11		
\$4032 : BEQ \$4037		
\$4034 : JMP \$DD76		If not, display "TYPE MISMATCH".
\$4037 : STA \$14		Put \$14 back on zero.
\$4039 : LDY #\$04		
\$403B : LDA #\$02		
\$403D : CMP (\$9B),Y		Compare number of dimensions of array with 2.
\$403F : BEQ \$4044		
\$4041 : JMP \$E196		If not equal, display "BAD SUBSCRIPT".
\$4044 : INY		
\$4045 : LDA(\$9B),Y]	Check whether dimensions of array are both less than 256. If not, display "BAD SUBSCRIPT". If yes, store second dimension in \$FC,X and first dimension in \$FD,X.
\$4047 : BNE \$4041		
\$4049 : INY		
\$404A : LDA(\$9B),Y		
\$404C : STA \$FC,X		
\$404E : INX		Note that at the first call of FNAME, the X register is loaded with F8. The dimensions of the first array are thus stored in \$F4 and \$F5.
\$404F : INY		
\$4050 : CPY #\$09		
\$4052 : BNE \$4045		
\$4054 : TYA		Accumulator contains 9 here.
\$4055 : CLC]	To obtain the pointer to the storage area of the first element in the array, 9 is added to the pointer in \$9B and \$9C. The result is stored in \$00,X (low) and \$01,X (high).
\$4056 : ADC \$9B		
\$4058 : STA \$00,X		
\$405A : LDA \$9C		At the first call of FNAME X equals FA here, so the pointer is stored in \$FA and \$FB.
\$405C : ADC #\$00		
\$405E : STA \$01,X		
\$4060 : LDA \$FB,X]	Calculate the column length of the array by multiplying the size of the first dimension (which was stored in \$FB,X) with 5. The column length is stored in \$71 and \$72.
\$4062 : LDY #\$00		
\$4064 : STY \$72		
\$4066 : ASL		
\$4067 : ROL \$72		
\$4069 : ASL		
\$406A : ROL \$72		
\$406C : ADC \$FB,X		
\$406E : STA \$71		
\$4070 : BCC \$4074		
\$4072 : INC \$72		

\$4074 : CPX #F6A Is it the first call of FNAME?
 \$4076 : BNE \$407E
 \$4078 : STA \$06
 \$407A : LDY \$72
 \$407C : STY \$07
 \$407E : JSR \$4087
 \$4081 : STX \$08
 \$4083 : RTS

If yes, save column length of the array in \$06 and \$07.
 Add column length to the last calculated pointer to obtain the pointer to the storage area of the first element of the second column of the array. Store X in \$08 for next calls of FNAME and return to main program.

C. Subroutines ADD and ADD5

Purpose ADD

Add two byte integer in \$71 [low] and \$72 [high] to two byte integer in \$00,X [low] and \$01,X [high]. Store result in \$00,X [low] and \$01,X [high].

Entry(X), Exit(A = \$01,X, X = entry, Y = entry).

Purpose ADD5

ADD 5 to two byte integer in \$00,X [low] and \$01,X [high]. Store result in \$00,X [low] and \$01,X [high].

Entry(X), Exit(A = \$00,X, X = entry, Y = entry).

Listing ADD

\$4085 : LDA \$71
 \$4087 : CLC
 \$4088 : ADC \$00,X
 \$408A : STA \$00,X
 \$408C : LDA \$72
 \$408E : ADC \$01,X
 \$4090 : STA \$01,X
 \$4092 : RTS

Listing ADD5

\$4095 : CLC
 \$4096 : LDA \$00,X
 \$4098 : ADC #05
 \$409A : STA \$00,X
 \$409C : BCC \$40A0
 \$409E : INC \$01,X
 \$40A0 : RTS

D. Subroutine MATMULT

Purpose

Multiply matrix A(R,S) (dimensions in \$F6 (S + 1) and \$F7 (r + 1), pointer in \$FC and \$FD)

with matrix B(S,P) (dimensions in \$F8 (P + 1) and \$F9 (S + 1), pointer in \$FE and \$FF)

and store result in matrix C(R,P) (dimensions in \$F4 (P + 1) and \$F5 (R + 1), pointer in \$FA and \$FB)

where P,R, and S each have to be less than 255.

Memory map of MATMULT

\$06 cr : Row counter for C.
 \$07 cs : Multiplication counter for row/column multiplication.
 \$17] hp_A : pointer to first element of current row of A.
 \$18]
 \$19] p_B : pointer to first element of current column of B.
 \$1A]
 \$71] k = 5(R + 1) : Column length of A (in memory).
 \$72]
 \$F4 P + 1 at entry. Used as column counter for C.
 \$F5 R + 1 = number of elements per column of C (in memory)
 \$F6 S + 1 : S equals the number of multiplications necessary to multiply a row of A with a column of B.
 \$F8] pc_A : pointer to current element of A.
 \$F9]
 \$FA] pc_C : pointer to current element of C.
 \$FB]
 \$FC] p_A : pointer to first element of second column of A.
 \$FD]
 \$FE] pc_B : pointer to current element of B.
 \$FF]

(continued)

The column length of the C array, which equals the column length of the A array, is saved in locations \$06 and \$07, because the latter column length is needed later for MATMULT.

3) Subroutine MATMULT (\$40A5-\$4124)

Before the matrices are multiplied, the dimensions are checked to determine whether they satisfy the conditions for multiplication. Next, the multiplication is carried out as indicated by the flow diagram in figure 1. The flow diagram shows that the pth column of C (p = 2, ... P + 1) is obtained by multiplying the R rows of A (i.e., row 2, ... R + 1) each with the pth column of B (p = 2, ... P + 1). Note that at a row/column multiplication, the product of the first element of a row and the first element of a column is omitted since these elements have zero subscripts. The elements of the rows of A are separated by a distance of k (= 5(R + 1)) bytes from each other in memory, so that each time a next row element of A is needed, k has to be added to pc_A. After a row of A, not being the last row, has been multiplied with a column of B, the hp_A pointer is incremented by 5 and pc_A is put equal to hp_A, so that pc_A now points to the second element of the next row of A. If a column of C, not being the last column, has been filled, hp_A is put equal to its starting value. That is, p_A and p_B is put equal to pc_B, which at that time points to the first element of the next column of B.

The flow diagram further shows how the multiplication of a row with a column is performed. The stack is used to store the sum of the products obtained so far, and each time a row element is multiplied with a column element, the stack is pulled into the SFP and the newly-obtained product is added to it. The result is then pushed on the stack again. This process is continued until the row/column multiplication is ready. The row/column product is then stored in memory.

Note that the subroutine address pushed on the stack at locations \$40CE-\$40D3 is the address minus one of the instruction following the JMP instruction at location \$40E5. If the MATMULT subroutine is relocated to another part of memory, this subroutine address must be adjusted.

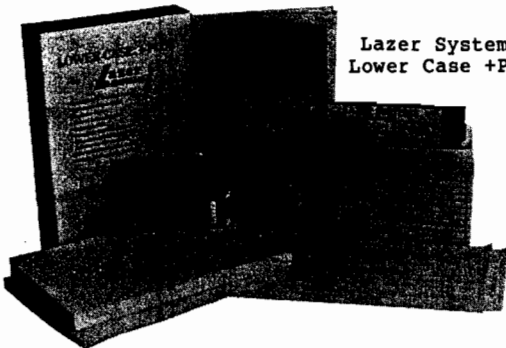
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Table 2: Listings of Machine Language Programs (continued)

Listing MATMULT	Comment
\$40A5 : LDA \$F4	Check dimensions for multiplication. If an error is detected, display "BAD SUBSCRIPT".
\$40A7 : CMP \$F8	
\$40A9 : BEQ \$40AE	
\$40AB : JMP \$E196	
\$40AE : LDA \$F5	
\$40B0 : CMP \$F7	
\$40B2 : BNE \$40AB	
\$40B4 : LDA \$F6	
\$40B6 : CMP \$F9	
\$40B8 : BNE \$40AB	
\$40BA : DEC \$F4	
\$40BC : BNE \$40BF	
\$40BE : RTS	
\$40BF : LDA \$F5	cr = R + 1 : init row counter for C.
\$40C1 : STA \$06	
\$40C3 : LDX #\$03	hp _A = p _A p _B = cp _B
\$40C5 : LDA \$FC,X	
\$40C7 : STA \$17,X	Always taken.
\$40C9 : DEX	
\$40CA : BPL \$40C5	Push subroutine address for routine \$DE47 on stack.
\$40CC : BMI \$4100	
\$40CE : LDA #\$40	
\$40D0 : PHA	
\$40D1 : LDA #\$E7	Push MFP on stack.
\$40D3 : PHA	
\$40D4 : JSR \$DE10	Load (pc _A) in MFP.
\$40D7 : LDA \$F8	
\$40D9 : LDY \$F9	
\$40DB : JSR \$EAF9	Load (pc _B) in SFP and Multiply MFP with SFP. Store product in MFP. Pull stack into SFP. Add MFP and SFP. Store sum in MFP.
\$40DE : LDA \$FE	
\$40E0 : LDY \$FF	
\$40E2 : JSR \$E97F	
\$40E5 : JMP \$DE47	pc _A = pc _A + k
\$40E8 : JSR \$E7C1	
\$40EB : LDX #\$F8	pc _B = pc _B + 5
\$40ED : JSR \$4085	
\$40F0 : LDX #\$FE	cs = cs - 1 If cs equals zero, row/column product is ready.
\$40F2 : JSR \$4095	
\$40F5 : DEC \$07	Store MFP in (pc _C).
\$40F7 : BNE \$40CE	
\$40F9 : LDX \$FA	
\$40FB : LDY \$FB	
\$40FD : JSR \$EB2B	pc _C = pc _C + 5
\$4100 : LDX #\$FA	
\$4102 : JSR \$4095	cr = cr - 1 Is column of C filled? If yes, init hp _A , p _B and cr.
\$4105 : DEC \$06	
\$4107 : BEQ \$40BA	hp _A = hp _A + 5
\$4109 : LDX #\$17	
\$410B : JSR \$4095	pc _A = hp _A
\$410E : STA \$F8	
\$4110 : LDA \$18	pc _B = p _B : restore column counter for B.
\$4112 : STA \$F9	
\$4114 : LDA \$19	
\$4116 : STA \$FE	
\$4118 : LDA \$1A	cs = S + 1 : init multiplication counter.
\$411A : STA \$FF	
\$411C : LDA \$F6	Initialize MFP to zero. Always taken.
\$411E : STA \$07	
\$4120 : JSR \$E84E	
\$4123 : BEQ \$40F0	

Some Final Remarks

Probably not all Apple owners will have Applesoft in ROM. However, since the disk and tape versions of Applesoft which I have seen do not differ by more than a few bytes from the ROM version, it will be no big problem to convert the entries of the routines listed in table 1 to these versions. The easiest way to do this is to find someone who has Applesoft in ROM, so that the differences can readily be traced back by comparing the versions with each other. In case no ROM version is available, one can use the subroutine entry locations, which are found at the beginning of the Applesoft program. The sequence of the first 64 subroutine entry locations* corresponds with the listing of the tokens in the Applesoft manual (#A2L0006 on page 121). Next, the entry locations of the routines for SIGN to MID\$ follow. The rest of the entry locations* are for +, -, x, /, O, AND, OR, unary minus, NOT and comparison. Before each of the latter entries, a code, indicating the order of the operation, is inserted.

Looking at table 3, where the entries of the routines for the ROM version are listed alphabetically, with the entries found in tape or disk versions of Applesoft, it will become apparent what differences there are. After that, the entry locations of the routines in table 1 can be converted accordingly.

As a last point I wish to express my admiration for the ingenuity of the writers of Applesoft. During my study of Applesoft, I often searched for hours for what was happening, in a seemingly endless sequence of (recursive) subroutines, which taught me a lot about m.l. programming. Apart from a few errors that were made (for instance, a zero byte forgotten between \$E101 and \$E102, so that the program

```
10 A% = -32768.00049 :
PRINT A%
```

gives a surprising result) I came to the conclusion that Applesoft is a very good interpreter.

I also wish to express my gratitude to Mr. F. Curvers of the Erasmus University in Rotterdam, for providing me with an excellent cross reference of Applesoft, without which my work would have been far more difficult.

*Add one to the location found in the listing because the subroutines are executed via the RTS instruction.

Cornelis Bongers is an assistant professor of statistics at the Erasmus University in Rotterdam. He uses his Apple II for solving statistical problems (for instance, likelihood maximalization). Another important field of application is finding the solution of standardization problems,

which in essence means: finding the set of sizes that minimizes the overall costs caused by the standardization of a product. As a hobby, he develops utility programs for the Apple, such as an assembler cross reference program and a disk-to-tape dump utility.

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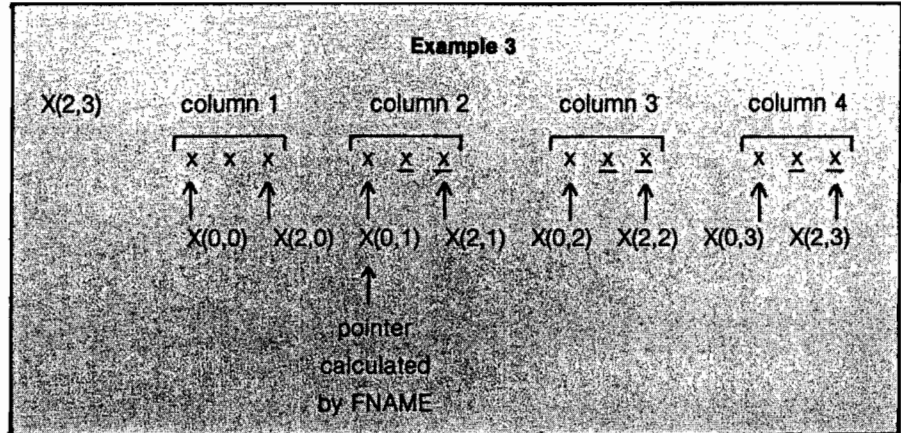


Table 3: Applesoft (ROM) Entry Locations

Entry	Dec token	Key-word	Entry	Dec token	Key-word	Entry	Dec token	Key-word
\$3F5	175	&	\$F3D8	144	HGR2	\$F3BC	167	RECALL
\$E982	202	x	\$F286	163	HIMEM:	\$D9DC	178	REM
\$E7C1	200	+	\$F232	142	HLIN	\$D849	174	RESTORE
\$E7AA	201	-	\$FC58	151	HOME	\$F318	166	RESUME
\$EA69	203	/	\$F6FE	147	HPLOT	\$D96B	177	RETURN
	209	<	\$F7E7	150	HTAB	\$E686	233	RIGHT\$
\$DF65	208	=	\$D9C9	173	IF	\$EFAE	219	RND
	207	>	\$F1DE	139	IN#	\$F721	152	ROT =
\$EBAF	212	ABS	\$DBB2	132	INPUT	\$D912	172	RUN
\$DF55	205	AND	\$EC23	211	INT	\$D8B0	183	SAVE
\$E6E5	230	ASC	\$F277	158	INVERSE	\$F727	153	SCALE =
-	197	AT	\$E65A	232	LEFT\$	\$DEF9	215	SCRN(
\$F09E	225	ATN	\$E6D6	227	LEN	\$EB90	210	SGN
\$F1D5	140	CALL	\$DA46	170	LET	\$F775	154	SHLOAD
\$E646	231	CHR\$	\$D6A5	188	LIST	\$EFF1	223	SIN
\$D66A	189	CLEAR	\$D8C9	182	LOAD	\$DB16	195	SPC(
\$F24F	160	COLOR =	\$E941	220	LOG	\$F262	169	SPEED =
\$D896	187	CONT	\$F2A6	164	LOMEM:	\$EE8D	218	SQR
\$EFEA	222	COS	\$E691	234	MID\$	-	199	STEP
\$D995	131	DATA	\$D649	191	NEW	\$D86E	179	STOP
\$E313	184	DEF	\$DCF9	130	NEXT	\$F39F	168	STORE
\$F331	133	DEL	\$F273	157	NORMAL	\$E3C5	228	STR\$
\$DFD9	134	DIM	\$DE98	198	NOT	\$DB16	192	TAB(
\$F769	148	DRAW	\$F26F	156	NOTRACE	\$F03A	224	TAN
\$D870	128	END	\$D9EC	180	ON	\$F399	137	TEXT
\$EF09	221	EXP	\$F2CB	165	ONERR	-	196	THEN
\$F280	159	FLASH	\$DF4F	206	OR	-	193	TO
\$E354	194	FN	\$DFCD	216	PDL	\$F26D	155	TRACE
\$D766	129	FOR	\$E764	226	PEEK	\$A	213	USR
\$E2DE	214	FRE	\$F225	141	PLOT	\$E707	229	VAL
\$DBA0	190	GET	\$E77B	185	POKE	\$F241	143	VLIN
\$D921	176	GOSUB	\$D96B	161	POP	\$F256	162	VTAB
\$D93E	171	GOTO	\$E2FF	217	POS	\$E784	181	WAIT
\$F390	136	GR	\$F1E5	138	PR#	\$F76F	149	XDRAW
\$F6E9	146	HCOLOR =	\$DAD5	186	PRINT	\$EE97	204	^
\$F3E2	145	HGR	\$DBE2	135	READ			

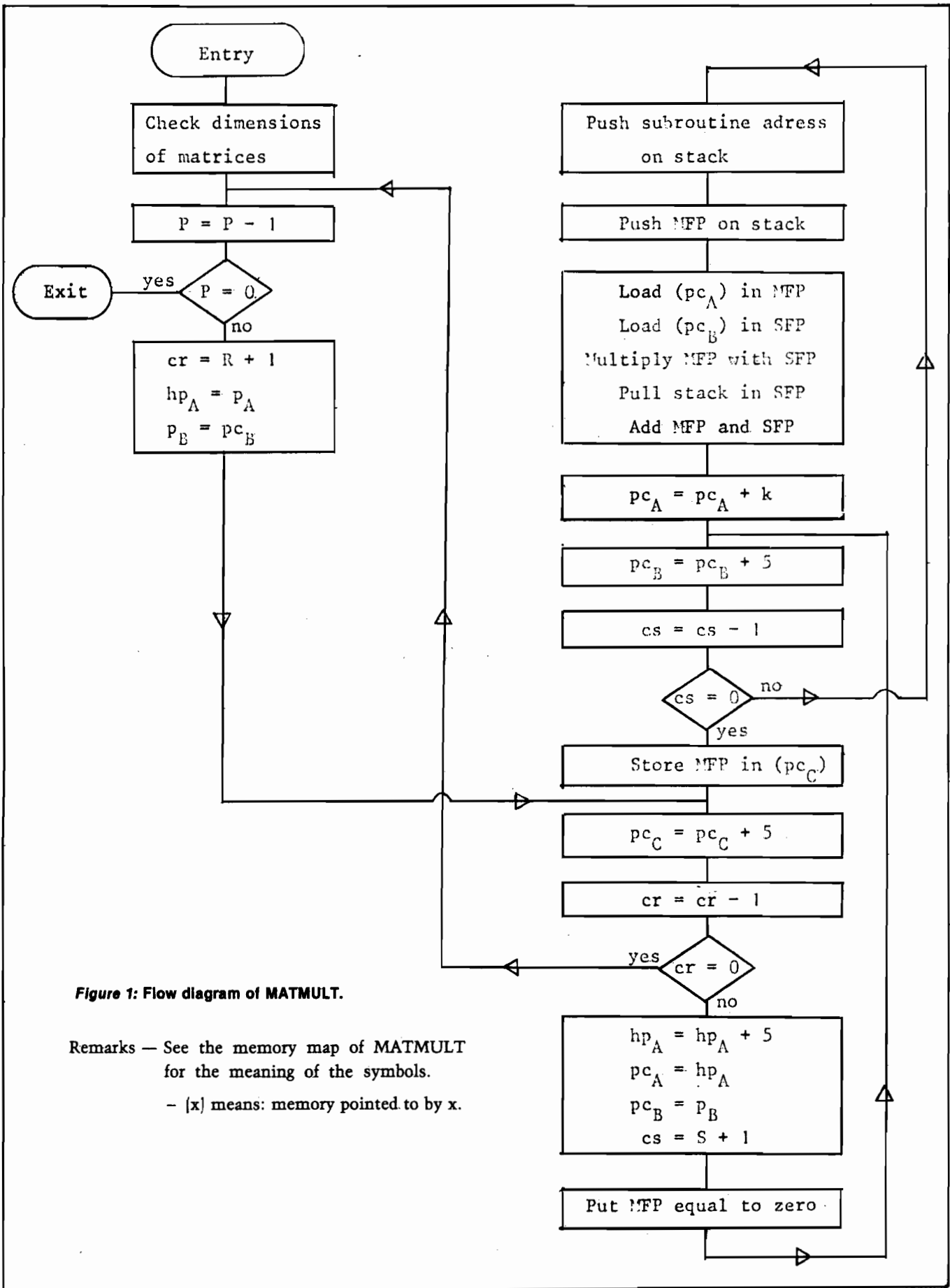


Figure 1: Flow diagram of MATMULT.

Remarks — See the memory map of MATMULT for the meaning of the symbols.

— (x) means: memory pointed to by x.



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RENAME^{B80} SCRATCH^{B80} DIRECTORY^{B80} INITIALIZE^{BS} MERGE^{BS} EXECUTE^{BS}
SCROLL^{ed} OUT^{ed} SET^{ed} KILL^{ed} EAT^{ed} PRINT USING^{BS} SEND^{BS} BEEP^{BS}**

```
RUN
?DIVISION BY ZERO ERROR IN 500
READY
HELP
500 J = SQR(A*B/9)
READY
```

```
APPEND "INPUT"
PRESS PLAY ON TAPE #1
OK
SEARCHING FOR INPUT
FOUND INPUT
APPENDING
READY
```

```
RUN
READY
DUMP
A1 = 10
BW = -6.1
CS = "HI"
READY
```

NOTES:

ed — a program editing and debugging command
B80 — a BASIC command also available on Commodore CBM™ 8016 and 8032 computers.
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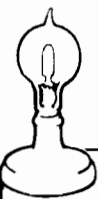
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```
100 GOSUB 180
105 PRINT USING CS, A, BS
130 INPUT "TIME", DS
131 INPUT "DAY", ES
160 IFB: <C THEN 105
180 FOR X=1 TO 9
183 PRINT Y(X):NEXT
184 RETURN
200 I=X/19
READY
RENUMBER 110, 10, 105-184
READY
LIST
100 GOSUB 150
110 PRINT USING CS, A, BS
120 INPUT "TIME", DS
130 INPUT "DAY", ES
140 IFB: <C THEN 110
150 FOR X=1 TO 9
160 PRINT Y(X):NEXT
170 RETURN
200 I=X/19
READY
```

```
MERGE D1 "BUY NOW"
SEARCHING FOR BUY NOW
LOADING
READY
RENUMBER 100, 10
READY
FIND BS
110 PRINT USING AS, SS, SS - CS - DS
280 SS "NOW IS THE TIME"
READY
```

```
580 BA=BA 1
590 RA 123*5X/92 - BA*10
600 IF BA > 143 THEN 580
610 RETURN
620 CS "PROFIT $#, #### DAILY"
630 PRINT USING CS, PI
640 DS "LOSS $#, #### DAILY"
650 PRINT USING DS, LI
RUN
PROFIT $1, 238.61 DAILY
LOSS $ 0.00 DAILY
READY
```

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One Dimensional Life on the AIM 65

This adaptation for the AIM 65 of Millen's "One-Dimensional Life," takes advantage of the AIM's 20-character LED display and its thermal printer.

Larry Kollar
257 W. Wadsworth Hall, MTU
Houghton, Michigan 49931

Thumbing through some back issues of *BYTE*, I came across Jonathan K. Millen's "One-Dimensional Life" (December 1978, pgs. 68-74). This article was particularly interesting, since I own a Rockwell AIM 65 microcomputer and I had been planning to write a two-dimensional Life game which would display each generation on the little printer. Dr. Millen's idea looked much easier to write and would certainly use less paper, since I could simply use the AIM's 20-character alphanumeric display.

Listing 1 is an assembly language listing of the One-Dimensional Life program. The program uses a 20 cell universe, with spaces outside this area being barren. My algorithm differs somewhat from that suggested by Dr. Millen in that two complete arrays are used in calculating each generation; Dr. Millen used a temporary storage space three cells in width, which follows the line of march as each cell is recomputed. I decided that I could write a simpler program by using the extra array.

Listing 1

0200		ORG	\$0200	
0200 A9 20		LDA	#\$20	FILL WORK AND
0202 A2 2B		LDX	#\$2B	DISPLAY ARRAYS
0204 95 00	LBLA	STA	\$0000,X	WITH
0206 CA		DEX		
0207 10 FB		BPL	LBLA	ASCII SPACES
0209 A2 00		LDX	#\$00	CLEAR X.
020B 20 93 E9	LBLB	JSR	INALL	GET A CHARACTER
020E C9 0D		CMP	#\$0D	CARRIAGE RETURN?
0210 F0 0F		BEQ	LBLD	YES--START LOOPING
0212 C9 2A		CMP	#\$2A	IS IT A '*'?
0214 F0 02		BEQ	LBLC	YES--STORE IT
0216 A9 20		LDA	#\$20	NO--ASSUME A SPACE
0218 95 00	LBLC	STA	\$0000,X	AND STORE IT
021A 95 16		STA	\$0016,X	IN BOTH ARRAYS
021C E8		INX		GO TILL 20 CHARS
021D E0 14		CPX	#\$14	DONE YET?
021F 30 EA		BMI	LBLB	NO--GET MORE CHARS
0221 A2 14	LBLD	LDX	#\$14	START COMPUTING GEN.
0223 18	LBLE	CLC		SETUP FOR ADDITION
0224 B5 14		LDA	\$0014,X	ADD BOTH
0226 75 15		ADC	\$0015,X	BEFORE
0228 75 16		ADC	\$0016,X	THE MIDDLE,
022A 75 17		ADC	\$0017,X	AND THE TWO
022C 75 18		ADC	\$0018,X	FOLLOWING
022E 48		PHA		AND SAVE IT
022F B5 16		LDA	\$0016,X	SEE WHAT WE HAVE
0231 C9 20		CMP	#\$20	IS IT A SPACE?
0233 D0 14		BNE	LBLI	NO--THE CELL IS LIVE
0235 68		PLA		TEST DEAD CELLS
0236 C9 B4		CMP	#\$B4	2 NEIGHBORS?
0238 F0 0B		BEQ	LBLH	YES...
023A C9 BE		CMP	#\$BE	3 NEIGHBORS?
023C F0 0B		BEQ	LBLI	YES...
023E A9 20	LBLF	LDA	#\$20	NO--IT REMAINS DEAD
0240 95 00	LBLG	STA	\$0000,X	PUT IN DISPLAY AREA
0242 4C 54 02		JMP	LBLJ	AND GO FOR MORE
0245 A9 2A	LBLH	LDA	#\$2A	BIRTH....
0247 D0 F7		BNE	LBLG	
0249 68	LBLI	PLA		LIVING CELLS--TEST
024A C9 BE		CMP	#\$BE	2 NEIGHBORS?
024C F0 F7		BEQ	LBLH	YES, IT SURVIVES
024E C9 D2		CMP	#\$D2	4 NEIGHBORS?
0250 F0 F3		BEQ	LBLH	YES....
0252 D0 EA		BNE	LBLF	NO--THIS ONE DIES

(continued)

To run the program, type [* = 200], [G], [space]. Set up the first generation by using asterisks for living cells; spaces, or any other characters, will be considered dead and will be entered as spaces. The program will begin executing if RETURN is hit or 20 cells have been typed in. If the program is stopped, it can be restarted at [* = 0221] and it will continue executing. See table 1 for other locations.

Comments

Obviously, a 20 cell universe is going to have some restrictions. The pattern shown in Photo 1 of Dr. Millen's article runs out of space on my display after the last generation shown on the video screen. Many other patterns quickly run out of space. But the program gives one a good flavor for what can and cannot be done in One-Dimensional Life, and there is enough room for discoveries, such as a period 3 glider eating the period 1 glider (see figure 1).

Also, the boundaries may help some patterns stabilize more quickly. Filling the entire display with living cells yields an oscillator with period 12. Gliders, no matter what stage they are in when they hit the edge, become flip-flops or oscillating patterns. Some oscillators will continue undisturbed when close enough to the edge for a part to extend into barren territory, others will mutate into blinkers or flip-flops.

Like conventional Life patterns, One-Dimensional Life patterns tend to mutate to more symmetrical patterns. However, one-dimensional patterns show a tendency to fight harder to survive than their conventional counterparts.

Figures 2 - 4 show some other results.

Listing 1 (continued)

```

0254 CA      LBLJ   DEX      GENERATION FINISHED?
0255 10 CC          BPL   LBLE   NO--CONTINUE CHECKS
0257 20 F0 E9      JSR   CRLF   OUTPUT CR & LF
025A A2 00          LDX   #$00   DISPLAY GENERATION
025C B5 00      LBLK   LDA   $0000,X GET NEW GENERATION
025E 95 16          STA   $0016,X COPY INTO WORK ARRAY
0260 20 BC E9      JSR   OUTALL AND DISPLAY IT
0263 E8          INX
0264 E0 14          CPX   #$14   UNTIL ALL FINISHED,
0266 30 F4          BMI   LBLK   KEEP GOING
0268 A0 00          LDY   #$00   DELAY LOOP--CLEAR Y
026A A9 71      LBLL   LDA   #$71   SET UP FOR
026C 8D 08 A8      STA   TTWOL A 3/4 SECOND
026F A9 0B          LDA   #$0B   DELAY...
0271 8D 09 A8      STA   TTWOH
0274 20 1B EC      JSR   TIMER  CALL INNER TIMER
0277 C8          INY          AND DO IT AGAIN
0278 D0 F0          BNE   LBLL   UNTIL 3/4 SEC. BURNS
027A 20 07 E9      JSR   RCHEK  DROP OUT ON ESCAPE
027D 4C 21 02      JMP   LBLD   AND GO TO NEXT GEN.

```

Table 1: Locations of external subroutine calls and entry points.

Location of call	Subroutine description
020B	INALL Input an ASCII character into A
0257	CRLF Output a carriage return and a line feed
0260	OUTALL Output ASCII character in A to display
0274	TIMER Count a delay in microseconds. The delay time is stored in hexadecimal in locations A808 and A809 hex. These locations must be reloaded everytime DE2 is called.
027A	RCHEK Scans the keyboard, returns to Monitor on ESC, caller on no entry, wait on (space) until another (space) is entered.

Table 2: Author's names for various patterns.

Pattern	Name	Period
__**__	Blinker	2
__**_*	Railroad crossing	2
__**__*	Long RR crossing	2
*_****	Glider	1
*_*****	Spaceship	3
_***	Heavy spaceship	3
*****	Blinker seed	—

An asterisk (*) denotes a live cell.

A space (__) denotes a dead cell.

I am using more or less conventional Life terms to denote these patterns. Dr. Millen named the glider in his article.

GLIDER EAT GLIDER

12345678901234567890

```
* **      * * * * * *
* **      * * * * *
* * * * * * * * *
*          * * * * * *
          * * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
```

Figure 1

THE INFINITE BLINKER

12345678901234567890

```
** ** ** **
* ** ** ** *
** ** ** **
* ** ** ** *
** ** ** **
* ** ** ** *
** ** ** **
```

Figure 2

FLIP-FLOPS

12345678901234567890

```
* **      ** *
** *      * **
* **      ** *
** *      * **
* **      ** *
** *      * **
** *      ** *
```

Figure 3

PERIOD 6 OSCILLATOR

12345678901234567890

```
* * * * *
** * **
* * * * * *
* * *
** **
* * * *
* * * *
* * * *
** * **
```

Figure 4

For those unfamiliar with One-Dimensional Life, the rules are as follows:

Rule 1: Birth

Cells that are off but have either two or three neighbors on, go on.

Rule 2: Survival

Cells that are on and have two or four neighbors on, stay on. Those with zero or one neighbors on, die from loneliness; those with three neighbors on, die from overcrowding. What keeps a cell with four neighbors on from dying is not clear. Maybe there is just not enough room to lie down [sic].

It is easy to see that there are no still lives in One-Dimensional Life, and while not ruling out their existence in larger universes, I seriously doubt that glider guns or related "infinite" patterns can be constructed in 20 spaces.

Implementation on Other Systems

Any 6502-based system with 1K or more programmable memory should be able to run this version of One-Dimensional Life with very minor modifications. Table 1 shows the addresses of the jumps to external subroutines used for I/O and the 3/4 second delay between generations. Users with video terminals can run a larger universe by changing the number of locations each array needs, limited only by available zero page space. [Remember to change the index values.] I would estimate that an n -length One-Dimensional Life could support as relatively complex patterns as an $n \times n$ array of a conventional Life universe, so this version can be just as interesting in a far shorter program.

A logical variant would be an 80 cell universe, say, with a moveable window to inspect parts of the pattern. I have not had the time to write such a program, since most of my time must be spent in studies and other activities. I will try to answer any questions or comments pertaining to patterns or program bugs. If anyone has a better scheme for determining generations, I would like to know. Remember, exploration is wide open in this field and anyone could discover that glider gun.

References

- Jonathan K. Millen Ph.D., "One-Dimensional Life," *BYTE* November 1978, pgs. 68-74.

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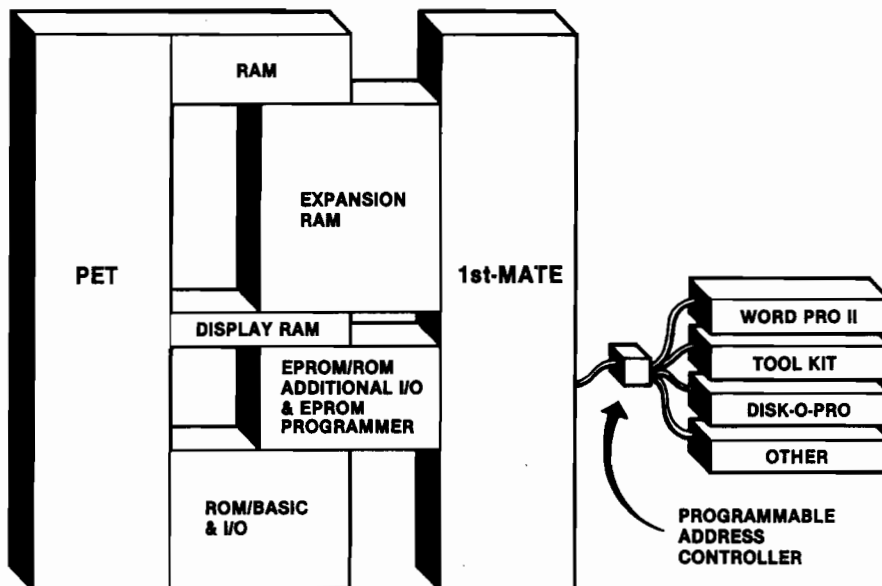
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New Publications

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This column lists new publications received for review and also reports on pertinent publication announcements received from book and periodical publishers. Some works mentioned here may be reviewed by MICRO at a later date.

General 6502

Microcomputer Systems Principles Featuring the 6502/KIM by R.C. Camp, T.A. Smay, and C.J. Triska. Matrix Publishers, Inc. [30 NW 23rd Place, Portland, Oregon 97210], 1978, viii, 548 pages, illustrated, 6 x 9, paperbound.
ISBN: 0-916460-27-4 \$15.95

A computer engineering textbook introducing microprocessors and emphasizing hands-on experience with the KIM-1 microcomputer.

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computer Interfacing and System Design—Introduction; Guidelines for System Design; Miscellaneous Advice on System Design; Interfacing Examples; Input/Output—TTL, Speed, Bits, Serial/Parallel Conversions; Address Maps and Organization—Memory and I/O Selection; System Design Examples. *Introduction to the M6800 Microprocessor*—Introduction; Principal Characteristics; Some MCS6502 and M6800 differences; M6800 Programming; Electrical Characteristics of the M6800; M6800 Microcomputer Example; Example Problems. *Introduction to the I8080 Microprocessor*—Characteristics; I8080 Architecture and Programming Model; Data Paths; I8080 Instruction Set; I8080 Example Program; Electrical Characteristics of the I8080. *An MCS6502-Based Microcomputer—The KIM-1*—Introduction; What is a KIM-1; The KIM-1 System: (A micro versus a mini); An Example Program; KIM-1 Memory Map and Table; Machine Code Example; Entering Example Code into KIM-1; Execution of Example from the Keyboard; Decimal or Binary Code; KIM-1 Keyboard Key Functions; Operating the KIM-1 via Teletype; Adding an Audio-tape Recorder to the KIM-1; The KIM-1 Display. *Appendices: A. User's Guide to the MDT 650; B. Operating Principles of the KIM-1 Monitor and On-Board I/O hardware.*

The Best of MICRO, Volume 3 by MICRO: *The 6502 Journal*. The Best of MICRO Series (ISSN: 0271-8189), Micro Ink, Inc. (P.O. Box 6502, Chelmsford, Massachusetts 01824, 1980, 320 pages, illustrated, 8 3/8 x 10 7/8, paperbound.
ISBN: 0-938222-03-1 \$10.00

A selection by MICRO's editors of articles appearing in the magazine's volume 3 (June 1979-May 1980).

CONTENTS: *AIM/SYM/KIM*—(26 articles). *Apple*—Programmers' Aids (6 articles); Graphics Programs (4 articles); Useful Utilities (5 articles); Fun, Games, and Projects (5 articles); Reference and Educational (7 articles); *Ohio Scientific*—(14 articles). *PET/CBM*—(15 articles). *General*—(9 articles). *Author Index*.

General Microcomputer

Funding Report for Microcomputers by Bell & Howell Audio-Visual Products Division (7100 N. McCormick Road, Chicago, Illinois 60645), issued 1980 (undated), 44 pages, 8 1/2 x 11, paperbound.
\$5.00

A booklet designed to help U.S. educational institutions identify sources of public and private funding for the acquisition of microcomputer technology applied to instruction. The information provided covers conditions as they existed in the fall of 1979.

CONTENTS: Introduction. The Appropriate Federal Titles for Microcomputer Funding. Comments from State Departments of Education. Local Funding and Local Budgets. Proposal Development. Successful Proposals. Recommendations. Federal and State Contacts for Additional Information. Publications. Definitions. Other Sources of Funds.

Son of Cheap Video by Don Lancaster. Howard W. Sams & Co., Inc. (4300 West 62nd St., Indianapolis, Indiana 46268), 1980, 224 pages, paperbound.
ISBN: 0-672-21723-6 \$8.95

A sequel to the author's *Cheap Video Cookbook*, *Son of Cheap Video* (and its predecessor) shows low cost ways of getting alphanumeric and graphics video out of a microcomputer and onto an ordinary television set.

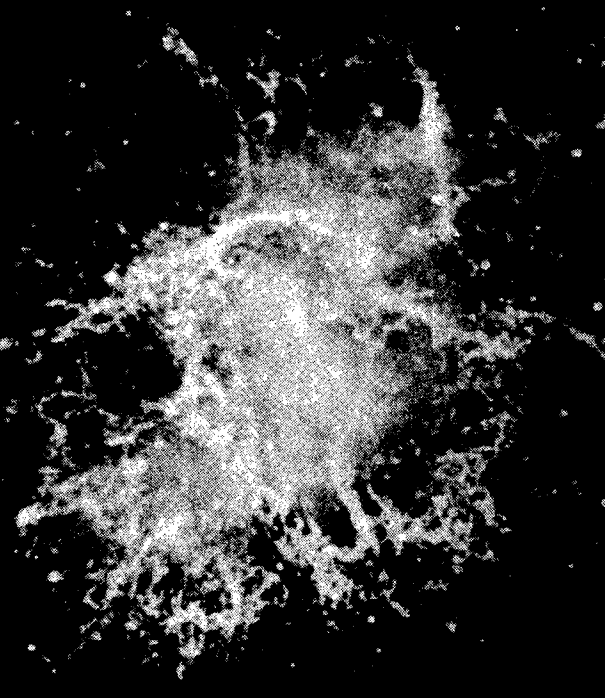
CONTENTS: *Scrungy Video*—How Video Works; A Bottom Line Scrungy Video System. *The Snuffler*—Super Simple Transparency—The Method; Building the Snuffler; A Snuffler Demonstration; Alternate-Field Snuffling; The Best of Both Worlds; Some Perspective. *Custom Characters*—EPROMs as Character Generators; Graphics Chunks; Using EPROMs; Designing a Character Set; Building EPROM Adaptor Module "E"; Checkout. *A Music Display*—The Display Plan; A Character Set; Music Software; Test and Debug; Polyphony. *8080 Cheap Video*—*Heath H8 Hardware*—Hardware; Speed Doubling Via A9 Switching; Front-panel Interaction; A Keyboard Serial Adaptor. *8080 Cheap Video*—*Heath H8 Software*—Test Software; Self-Modifying Versus Brute-Force Scans; 1 x 56 Scan Programs; TV Retrace Hassles; More Characters; 12 lines of 80 Characters; 8080 Cursor Software. *Lower-Case Hardware For Your Apple II*—Some Details; Hardware Changes; Initial Checkout. *Lower-Case Software For Your Apple II*—Direct Entry; Four Utility Sequences; A Lower-Case Tester; A Useful Display Program; A Full-Performance Lower-Case Editor; A Full Dual-Case Editing System; Further Hardware Mods. *APPENDIX A: More Character Generator Details; APPENDIX B: Pinouts of selected IC's; APPENDIX C: Printed Circuit Patterns.*

General Computer

Computer Dictionary by Charles J. Sippl and Roger J. Sippl. Howard W. Sams & Co., Inc. (4300 West 62nd St., Indianapolis, Indiana 46268), 3rd edition 1980, 5 3/8 x 8 1/2, paperbound.
ISBN: 0-672-21652-3 \$12.95

The authors call this a "browsing" dictionary, with long definitions and explanations designed to teach users about products, procedures, problems, and applications.

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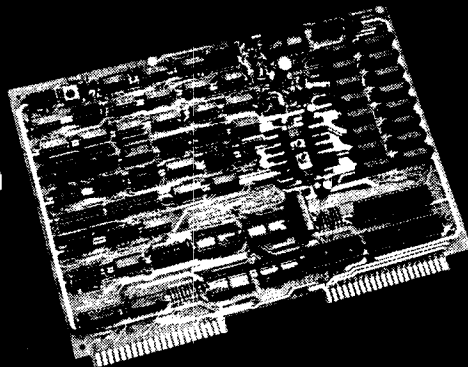


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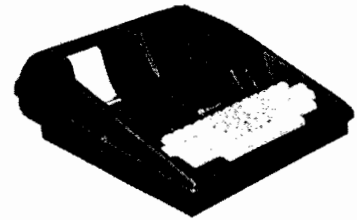
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Increase KIM-1 Versatility at Low Cost

If KIM's primary address decoder is moved off-board to a small expansion board, it becomes possible to add other I/O devices in page 5 without developing bus contention with KIM's regular I/O ports. Also, further expansion is made easier, and KIM's whole memory map is more efficiently used.

Ralph Tenny
P.O. Box 545
Richardson, Texas 75080

I/O PORT	START ADDR.	END ADDR.	ADDR. LINES
0	1400	147F	K0/8, A0-A7
1	1480	14FF	K1/8, A0-A7
2	1500	157F	K2/8, A0-A7
3	1580	15FF	K3/8, A0-A7
4	1600	167F	K4/8, A0-A7
5	1680	16FF	K5/8, A0-A7

Table 1: The new decoder chip allows addition of six more I/O ports, each 128 bytes wide. Any 6502 family programmable peripheral device can be used, as well as 128 x RAM or 128 x PROM.

The KIM-1 memory map is fairly well organized for those who need a 5K+ system, provided no additional I/O channels are needed (see figure 1). However, the area presently dedicated to I/O (1400-177F) is not exclusively decoded. That is, devices enabled by K5 will encounter bus contention from the 6530 I/O registers without further decoding. At first, it is almost obvious that any additional decoding must result in trace cutting on the KIM board, as a minimum.

If U4 (74LS145) is moved off-board and addressed by the same lines as before, it is possible to add another 74LS145 or 7445 (same pinout, same truth table) driven by A7, A8 and A9 and enabled by K5 (see figure 2). The eight outputs (shown as K0/8 through K7/8) each decode 128 bytes of the 1K bytes enabled by the previous connection of K5. The new K5 is made up of K6/8 and K7/8 connected together and connected to KIM via pin H of the Application connector. The pull-up resistor which served the original K5 now serves the new K5.

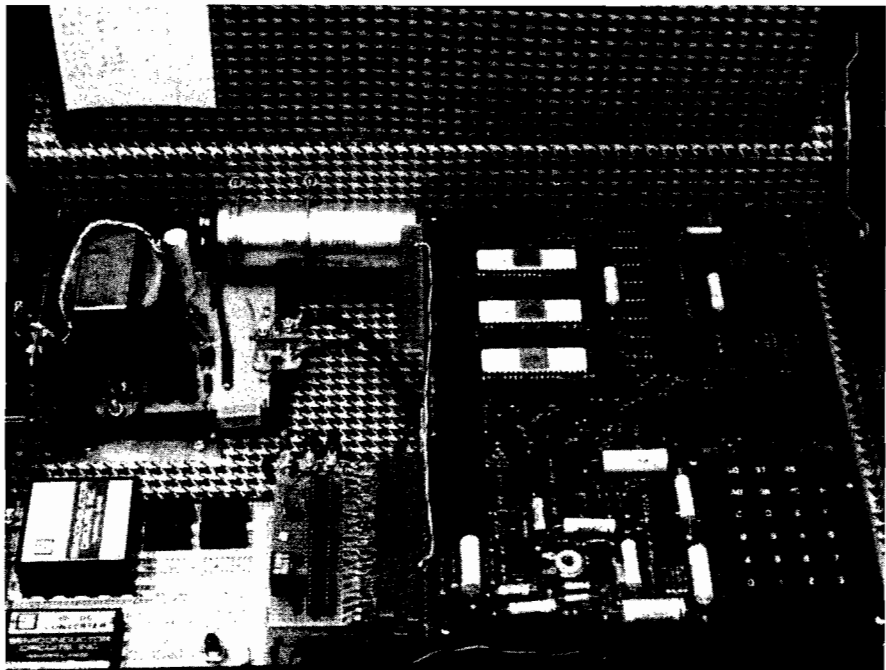
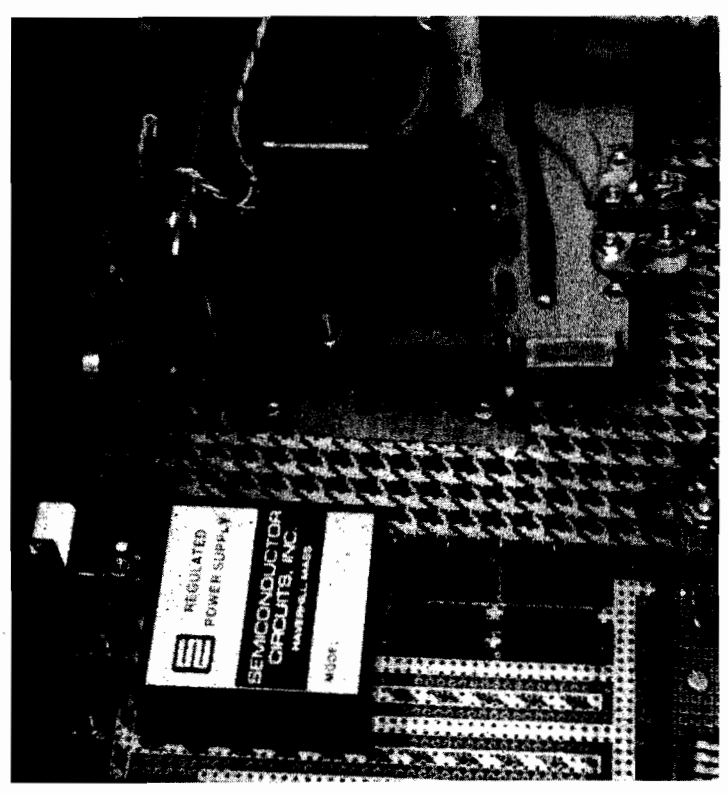
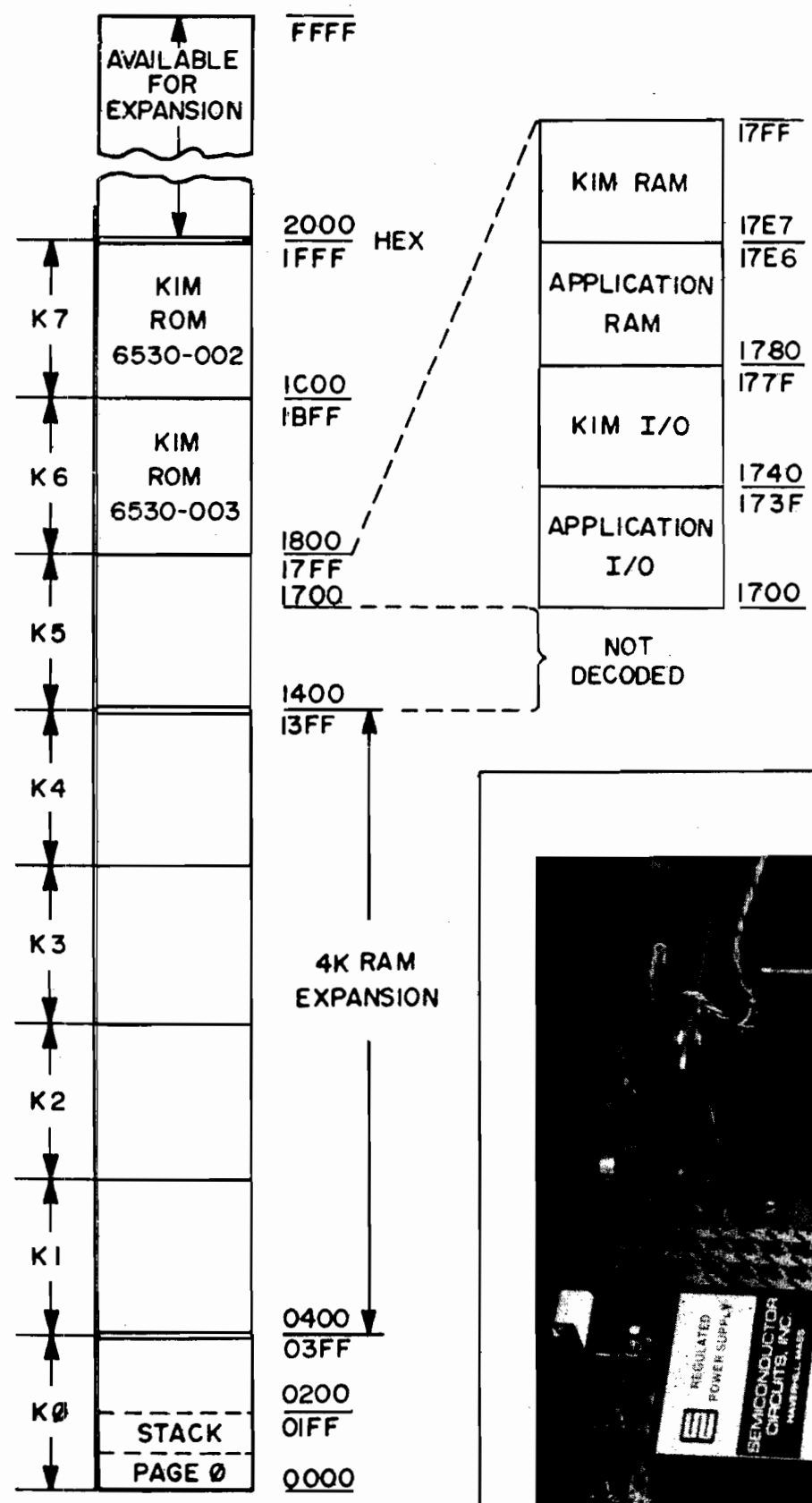


Figure 1: KIM-1 Memory Map; note that the memory area decoded by K5 is not totally decoded so that any other ports in the same area will conflict with existing KIM ports.



Since K1, K2, K3 and K4 are needed off-board for memory expansion, they do not need to be returned to KIM. K0 and K7 (from the re-located U4) are connected to their original exit point from KIM (pins B and J), respectively, on the Application connector). Since K6 originally did not exit on the Application connector, use K4's old home (pin F). At the old U4 socket, jumper pin 5 to pin 7 so that K6 is routed over its old path.

At this point, KIM's memory map has not really been changed. However, there are now six 128 byte blocks which are decoded for whatever may be needed. If you need more I/O, it is very easy to add up to 96 additional I/O lines by using six 6522's, 6520's, etc.

Table 1 summarizes the connections for these devices, along with the addresses they will respond to. Note that so many additional devices will probably cause overload on the processor address lines, so address buffers on the lower seven lines would be needed. If all 16 address lines are buffered at the expansion connector, there will be adequate drive for almost any desired expansion.

If additional memory expansion is needed, simply follow the guidelines in the *KIM-1 User Manual*, Chapter 6. That scheme is completely compatible with the circuitry shown here except that U4 has been moved off-board and the total drive load on the processor is less than before.

MICRO

Microbes and Updates

Mike Rowe
Microbes & Updates
P.O. Box 6502
Chelmsford, MA 01824

In our listing of Roger C. Crites' "Stuffit" (MICRO 31:45), we inadvertently omitted line 340 and have a correction to line 90:

```
90 GET A$:IF A$=" " GOTO 90
340 ?"STRIKE ANY KEY TO
CONTINUE"
```

Lines 415 and 465 (not 15 and 65) are the ones that are ineffective on new PETs.

Also, the following abbreviations were used in the BASIC listing:

?	PRINT
cs	clear screen
ch	cursor home
cl, cr, cd, cu	cursor left, right, down and up
[10 cd]	10 successive cursor downs
rv	reverse field
of	off

John P. Hill of Greenville, South Carolina, discovered that we omitted two lines from listings in Brooke W. Boering's "Multiplying on the 6502" (31:71). In figure 2, the portion starting at RMUL4 should read:

```
1032 66 53 RMUL4 ROR XTNDH
1034 66 52 ROR XTNDL
1036 66 51 ROR ACH
1038 66 50 ROR ACL
103A 88 DEY
103B D0 E3 BNE RMUL2
103D 60
```

In figure 3, the portion beginning at MUL3X should read:

```
104D A5 50 MUL3X LDA ACL
104F 4A LSR A
1050 90 0E BCC MUL4X
```

The addresses are all incremented by two and the next to last line now should read:

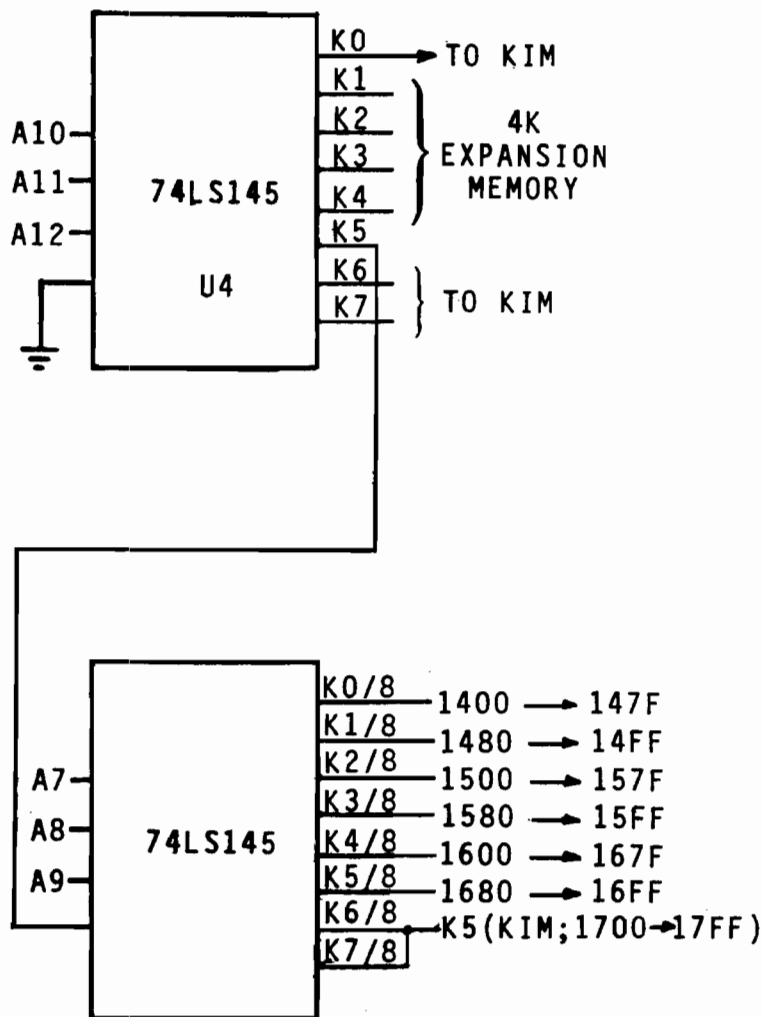
```
1068 D0 E3 BNE MUL3X
```

Eugene Weiner (Weiner, DeJong and Lenth), "A Random-Character Morse Code Teacher for the Aim 65 (31:21), has pointed out two errors in the listings that were not in the original:

```
0F77 B9 00 0F LDA $0F00,Y
instead of
0F77 AD 00 0F LDA $0F00
```

In the BASIC listing, line 151 should read: Z = S:X = 0, not Z = S:X + 0.

Figure 2: With U4 moved off-board so that K5 can enable a second decoder, it is possible to create six new I/O ports, each with 128 bytes of address space.





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Minimum system requirements are an Apple II or Apple II Plus computer with 32K of memory and one minidisk drive. Mimic requires Applesoft in ROM, all others run in RAM or ROM Applesoft.

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Solar Energy for the Home: It's a natural for architects, designers, contractors, homeowners... anyone who wants to tap the limitless energy of our sun.

Minimum system requirements are an Apple II or Apple II Plus with one disk drive and 28K of RAM. Includes AppleDOS 3.2.

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Spellbinder—You are a magician battling a computerized wizard. In order to cast death clouds, fireballs and other magic spells on him, you must correctly answer problems involving fractions.

Whole Space—Pilot your space craft to attack the enemy planet. Each time you give a correct answer to the whole number problems, you can move your ship or fire. But for every wrong answer, the enemy gets a chance to fire at you.

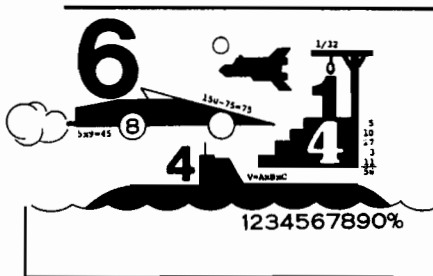
Car Jump—Make your stunt car jump the ramps. Each correct answer will increase the number of buses your car must jump over. These problems involve calculating the areas of different geometric figures.

Robot Duel—Fire your laser at the computer's robot. If you give the correct answer to problems on calculating volumes, your robot can shoot at his opponent. If you give the wrong answer, your shield power will be depleted and the computer's robot can shoot at yours.

Sub Attack—Practice using percentages as you maneuver your sub into the harbor. A correct answer lets you move your sub and fire at the enemy fleet.

All of these programs run in Applesoft BASIC, except Whole Space, which requires Integer BASIC.

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Welcome to the province of Santa Paravia. As your steward, I hope you will enjoy your reign here. I feel sure that you will find it, shall we say, profitable.

Perhaps I should acquaint you with our little domain. It is not a wealthy area, signore, but riches and glory are possible for one who is aware of political realities. These realities include your serfs. They constantly request more food from your grain reserves, grain that could be sold instead for gold florins. And should your justice become a trifle harsh, they will flee to other lands.

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it, you can see how much land you hold, how much of it is under the plow and how adequate your defenses are. We are unique in that here, the map IS the territory.

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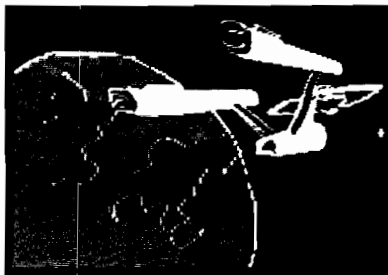
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WAR1 is played between Apple and a player or between two players. You may play with total knowledge of each others fleet or only ships sensor knowledge of the opponents fleet. Each player builds his starting fleet and adds to it during the game. This building process consists of creating the size and shape of each ship, positioning it, and then allocating the total amount of energy for each ship.

During a player's turn he may dynamically allocate his ships total energy between his screen/detection and attack/move partitions. The percentage of the total energy allocated to each partition determines its characteristics. The screen/detection partition determines how much energy is in a ship's screens and the detection sector range of its short range sensors. The attack/move determines the amount of energy the ship can attack with, its attack sector range, and the number of sectors it can move in normal or hyperspace.

When an enemy ship is detected by short range sensors, it is displayed on the universe and a text enemy report appears. The report identifies the ship, its position, amount of energy in its screens, probable attack and total energy, a calculated detection/attack/move range, and size of the ship. Also shown is the number of days since you last knew these parameters about the ship. When a ship's long range sensor probes indicate the existence of an enemy presence at a sector in space, this sector is illuminated on the universe.

An enemy ship is attacked and destroyed with attack energy. If your attack energy breaks through his screens, then his attack energy is reduced by two units of energy for every unit you attack with. A text battle report is output after each attack. The program maintains your ship's data and the latest known data about each enemy ship. You may show either data in text reports or display the last known enemy positions on the universe. You can also get battle predictions between opposing ships. The text output calculates the amount of energy required to destroy each ship for different energy allocations.

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Jeff Holtzman
6820 Delmar-203
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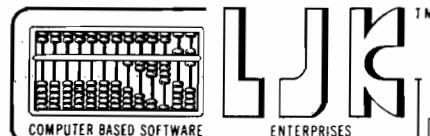
TAKE A LOOK AT JUST SOME OF THE EDITING COMMAND FEATURES. Insert at line # n Delete a character Insert a character Delete a line # n List line # n1, n2 to line # n3 Change line # n1 to n2 "string1" Search line # n1 to n2 "string1".

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PET String Flip

This routine solves the problem of upper and lower case inversion when using CBM 2022 and 2023 printers with OLD ROM PETs. The method is to invert the characters in the string area of RAM.

James Strasma
120 West King Street
Decatur, Illinois 62521

PET owners with old ROMs [2.0] and a Commodore CBM 2022 or 2023 printer have a problem. The printers do a fine job with lowercase and uppercase printing. However, what appears on the screen as uppercase comes out on the printer in lowercase, and vice versa. This is due to the non-standard ASCII codes used by the old ROM PET. Some new ROM PET owners may have the same problem, if they use a printer interface that was designed to correct the output of an old ROM PET.

According to Commodore's *PET Users Club Newsletter* (issue #9), the recommended solution for this problem is to order upgrade ROMs [3.0]. This is a good solution. It gives the user a monitor in ROM, and access to the non-maskable interrupt (for a warm start after a "crash"). However, it costs close to a hundred dollars to upgrade. Also, many PET owners are fiercely loyal to their old ROMs, and would rather fight than switch. For those owners, and for those with new ROMs and a printer interface designed for old ROMs, STRING FLIP offers another solution.

```

STRING FLIP
OLD ROM PET'S WITH CBM PRINTERS

036C      BTMSTR *      $0082  BOTTOM OF STRING SPACE
          ($0030 WITH 3.0 ROM'S)
036C      HIMEM  *      $0086  TOP OF RAM MEMORY
          ($0034 WITH 3.0 ROM'S)
036C      POINTR *      $0001  INDIRECT POINTER

033A      ORG      $033A  SECOND CASSETTE BUFFER

033A A0 00      LDY      #$00  CLEAR INDEX
033C A5 82      LDA      BTMSTR COPY BOTTOM OF
033E 85 01      STA      POINTR STRINGS ADDRESS
0340 A5 83      LDA      BTMSTR +01 INTO POINTER
0342 85 02      STA      POINTR +01 LOCATION.

0344 A5 02      DONE    LDA      POINTR +01 CHECK WHETHER
0346 C5 87      CMP      HIMEM  +01 THE POINTER HAS
0348 30 07      BMI      NOTDON REACHED THE
034A A5 01      LDA      POINTR TOP OF RAM
034C C5 86      CMP      HIMEM  MEMORY YET.
034E D0 01      BNE      NOTDON IF SO,
0350 60          RTS       RETURN TO BASIC.

0351 B1 01      NOTDON  LDA      (POINTR),Y LOOK AT THE
0353 AA          TAX       NEXT STRING CHARACTER.
0354 29 7F      AND      #$7F  IGNORE ITS CASE FOR NOW.
0356 C9 41      CMP      #$41  IS IT A LETTER?
0358 90 09      BCC      UPPNTR
035A C9 5B      CMP      #$5B  IF NOT,
035C B0 05      BCS      UPPNTR DON'T CHANGE IT.
035E 8A          TXA       REMEMBER THE CASE.
035F 49 80      EOR      #$80  FLIP CASE, & PUT BYTE
0361 91 01      STA      (POINTR),Y BACK IN STRING AREA.

0363 E6 01      UPPNTR  INC      POINTR UP THE POINTER
0365 D0 DD      BNE      DONE   & LOOP BACK.
0367 E6 02      INC      POINTR +01
0369 D0 D9      BNE      DONE
036B 00          BRK       CAN'T GET HERE!

```

This is a short program, just 50 bytes long. It is entirely relocatable. It inverts the bit of each byte that indicates uppercase or lowercase. It does this throughout the part of memory known to hold string data. However, it only changes those values within the range of the alphabet. This allows the user to invert most data before sending it to the printer. After printing, the routine may be called again to flip the data back to the normal screen form.

I use STRING FLIP this way: load STRING FLIP, alone or within a program as data; define a variable, flip, to remember we've flipped; before each printer routine, have a line such as

```
300IF FLIP < 1 THEN SYS(826):  
FLIP = 1:REM INVERT  
CASE
```

Then on return to screen mode, have a similar line:

```
100IF FLIP > 0 THEN SYS(826):  
FLIP = 0:REM NORMAL  
CASE
```

This routine should correct most of your printouts. If you find a string that still prints incorrectly, most likely it is defined within the BASIC program, rather than in the string area. You can correct this by redefining it, as in this example:

```
200a$ = "Sorry, Try Again"  
:a$ = a$ + " "
```

Enjoy STRING FLIP in all your word-processing and data-handling programs.

Jim Strasma is an associate pastor at a large United Methodist Church in central Illinois. He developed an interest in personal computers when he accidentally wandered into one of the very first computer stores in New York City, in January 1977. Currently, he is developing church-related software. He is also organizing a users group for persons with any of the assemblers by Carl Moser. MICRO readers interested in either effort are welcome to contact him.

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MATHPACK - global +, -, x, ÷, by another field or a constant, or zero a field. Sum fields in each record or running sum of single field in all records. Extract information or effect permanent change. Replace in same field or place in a waiting field.

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MICRO

PET Vet

By Loren Wright

First, I would like to revive the "Panic Button" routine by Michael Riley (*PET User Notes*, Vol. I, #7). On the OLD PET, it allows you to recover from a crash without losing memory. Since it is a machine language routine that has to be loaded in, it is certainly less convenient than pressing a reset button. However, we all know that PETs don't have reset buttons. 2.0 ROM PETs can't even support them. Operation is simple. Load the program in, and initialize with SYS 826. Now run your suspect program—BASIC or machine language. If it crashes, just press the RUN/STOP and RVS/OFF keys together and you're alive again. Before running again, the Panic feature must be reinitialized with SYS 826. While initialized, normal cassette operation is not possible, so be sure to deactivate the "Panic Button" by pressing the two keys, before attempting any cassette maneuvers.

Briefly, the way it works is to divert the program flow to a routine that checks for the two keys. Even when the PET is crashed, it must pass through the hardware interrupt vector at \$0219,\$021A. When the keys are pressed, the vector is restored to its original condition. You probably wouldn't want to load this in every time you want to play a game, but it could save a lot of frustration during program development.

```

033A 78      INIT      SEI
033B A9 47      LDA #47
033D 8D 19 02      STA $0219
0340 A9 03      LDA #03
0342 8D 1A 02      STA $021A
0345 58          CLI
0346 60          RTS
0347 A9 F9      PANIC  LDA #$F9
0349 8D 10 E8      STA $E810
034C AD 12 E8      LDA $E812
034F C9 EE      CMP #EE
0351 FO 03      BEQ RSTORE
0353 4C 85 E6      JMP $E685
0356 A9 85      RSTORE LDA #85
0358 8D 19 02      STA $0219
035B A9 E6      LDA #E6
035D 8D 1A 02      STA $021A
0360 6C 1B 02      JMP ($021B)

```

3.0 and 4.0 ROM PETs can support a two-button reset device that will restore control without losing RAM

contents. To implement a warm reset, pin 5 of the parallel user port must first be grounded. Then the reset line (Memory Expansion J4—pin 22) is momentarily grounded, and pin 5 of the user port can now be released. This will put you in the monitor. You must first exit the monitor, and then re-enter it, to restore normal operation. One commercial unit available is the Uncrasher from International Technical Systems (Woodbridge, Virginia, \$14.95). Also, the new 1st MATE memory expansion board from The Computerist (Chelmsford, Massachusetts) supports this feature with switches and debouncing circuitry. Others are sold by Gord Reithmeyer in Canada and Qwerty Computer Services in Great Britain.

Avoid Accidental INPUT Exit

This is one easy way to prevent exiting an INPUT statement with an accidental RETURN. My favorite character to use for this is a shifted '?' (ASCII 191), but any can be used.

```

10 INPUT "crcrcr█crlcl";X$
20 IFX$ = "█" THEN 10

```

An escape is still possible by moving the cursor off the INPUT line and hitting return, but this is more difficult to do accidentally.

Commodore's Computer Shows

Commodore's own computer show in Philadelphia (November 13 and 14, 1980) was attended by more than 16,000 people. Commodore literally brought a truckload of computers, so that all of the exhibitors had the equipment they needed. In addition there were many computers available to the public for trying out programs and playing games. Based on the success of this show, Commodore will take the show to Boston, February 7-8, 1981, at the Boston Sheraton. The next location is New York, probably by the end of February.

Publications

In contrast to the U.S., Commodore occupies the dominant position in Europe in the personal computer market. As a result, there are many Commodore-oriented companies producing good software and hardware. *Printout Magazine* is a 48-page publication covering the PET and CBM

exclusively. A sample issue can be had for \$3.00 postpaid, or a subscription for \$36.00.

Printout Magazine
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The Central Illinois PET Users has established a free publication called *The Midnight Software Gazette*, to fill the need for short, timely reviews of hardware and software products for the PET. Send a self-addressed, stamped envelope (2 oz.—\$.28 U.S. and Canada) for the current issue. When you get it, be sure to make copies and distribute them to your friends!

Central IL PET Users
c/o Jim Strasma
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Decatur, Illinois 62526

To Authors and Would-be Authors

MICRO has still not been overwhelmed by PET manuscripts, so it is time to point this out to any hesitant authors. Articles do not need to be on the most advanced topics. Good treatment of an elementary subject is as good, or better. Articles describing a particular computer application, in business, industry, home, education, and others, are encouraged. Also, remember, there is room on the PET Vet page for your short items, and for me to answer your questions.

One of my continuing objectives is to make all PET programs published in MICRO usable by owners of all three sets of BASIC ROMs. Authors can help by keeping this in mind when submitting manuscripts. In some cases, this means writing the program a little differently, so it will run on all machines. In other cases, it will mean providing a separate list of the alternate page zero and PET subroutine addresses.

Programs that can run on more than one manufacturer's computer are especially sought by MICRO, but it is not enough to say your program can be easily modified—include the modifications!

Another way authors can help is by submitting tapes or diskettes with manuscripts. This not only aids in testing and evaluation of programs, but in most cases, allows us to produce letter-quality listings directly from our PETs, without adding the time-consuming and error-prone procedure of keying programs in by hand.



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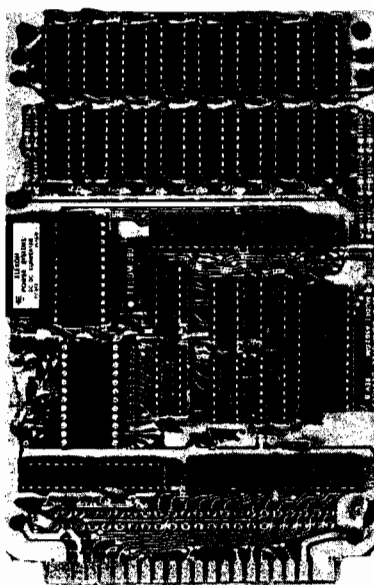
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A C1P Sound Idea

This hardware addition creates a bell tone for the C1P or Superboard II.

David A. Ell
19926 N.E. Halsey
Portland, Oregon 97230

Ohio Scientific Superboard II and C1P users, does the idea of a bell tone to keep you company while you are programming your C1P or Superboard appeal to you? I have found the bell tone to be quite useful while I am programming. It sounds when I have a line feed or a return on my video, therefore I don't need to look at the screen to see if I have hit my return key. The tone also sounds when I am loading to, or listing from, my cassette, giving me time to relax or do something else, while the machine does its own monitoring. When the tone stops sounding I know the program is loaded or listed, whichever the case may be.

The time it takes to install this bell tone to your C1P or Superboard is very minimal and is quite inexpensive. Here is what you will need:

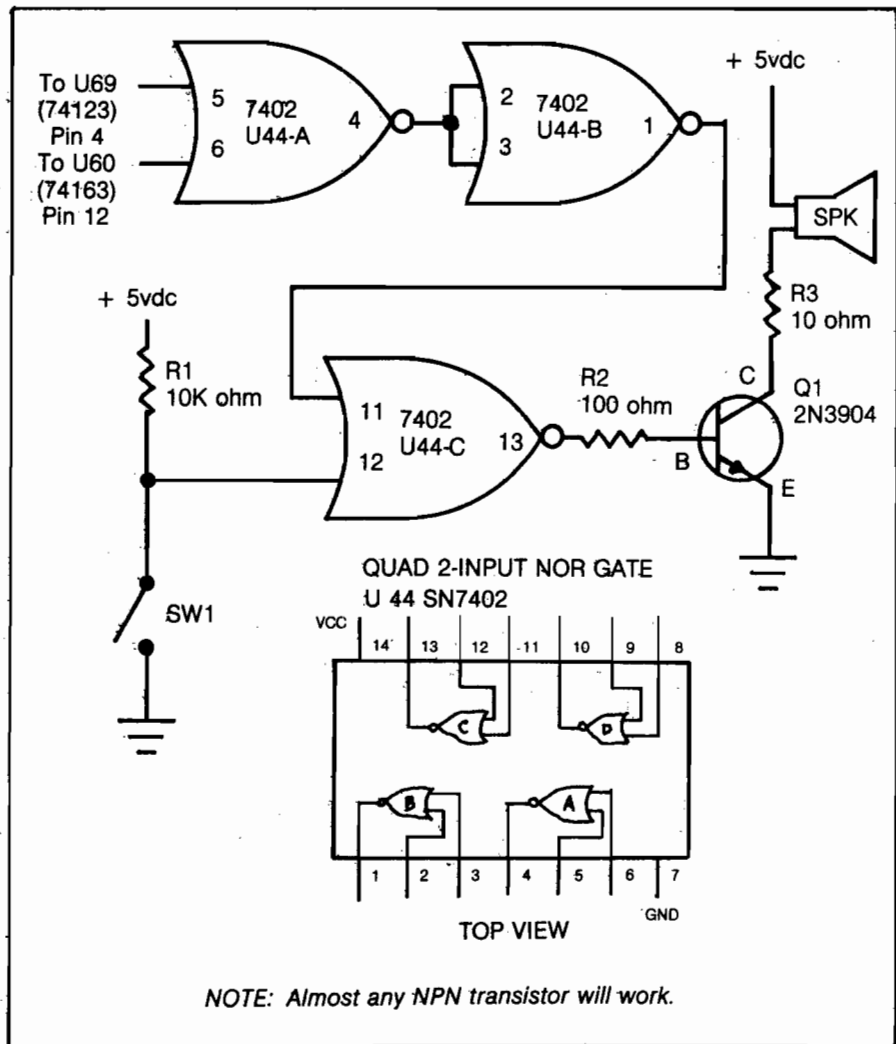
- 1 - 14 pin IC socket (optional)
- 1 - 7402 IC
- 1 - 3904 NPN transistor
- 1 - small speaker
- 1 - 100 ohm resistor
- 1 - 10 ohm resistor
- 1 - 10K resistor
- 1 - 10K resistor
- A soldering iron, solder, and some hook-up wire.

The 7402 IC should, if possible, be a regular TTL gate, since lower powered gates don't have as much drive power. You will need the higher drive power, because gate C of the 7402 is used to drive a 3904 NPN transistor, which is used as an audio output transistor.

One input on gate A of the 7402, a two input NOR gate, is connected to the systems clock at U60, pin 12. The second input of gate A is connected to a one shot in the video system, at U69, pin 4, which holds it high. The high at this input keeps the output low. When you receive a video line feed or return, the one shot goes low momentarily, putting the clock divider frequency from U60, on the output, then going high again ending tone.

Gate B is used as a buffer, to eliminate unwanted noise. Both inputs of gate B are tied together to the output of gate A.

Gate C is used to re-invert the output of gate B and can also be used to switch the audio tone off when it is unwanted. One input of gate C is connected to the output of gate B. The second input is pulled high through a 10K resistor. Pulling this input low, through a switch, turns on the audio tone.



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I found that the easiest way to put the 7402 gate on the CIP is to use the proto position just next to the crystal, which is listed as U44. I used the 14 pin DIP socket, which I placed in the U44 proto position. There are two extra holes, which can be used as connection points for the transistor or for the resistors.

I used wire-wrap wire wherever hook-up wire was needed in the following connections. Pin 5 of the 7402, gate A, connects to pin 4 of U69. Pin 6 connects to the clock chain at U60, pin 12. The output of gate A, pin 4, connects to gate B, pins 2 and 3. The output of gate B, pin 1, connects to pin 11, one input of gate C. The second input of gate C, pin 12 is pulled to five volts, through the 10K resistor. The switch, SW1, is connected between pin 12 and ground. The output of gate C, pin 13, is fed through a 100 ohm resistor to the base of the transistor, to amplify the output for the speaker. R2 is connected from 5 volts to the collector of the transistor and the emitter is connected to ground.

The transistor can be mounted at any point. I put a connection strip on my speaker and connected the transistor on the speaker itself. The circuit is not critical, therefore almost any general purpose NPN transistor will work.

Pin 7 of the 7402 is the power ground, and pin 14 is the +5 volt supply. The remaining pins need not be connected to anything.

If you do not wish to use the on-off switch in the circuit, you can eliminate the pull-up resistor, R1, and pin 12 can be jumpered to pin 11.

After you carefully check your connections for solder bridges, you are ready to run.

David Ell is a technical serviceman, who recently moved to Portland, where he is currently employed at Western Skyways in the instrument service division. He is a member of the Ohio Scientific Users Group Northwest. He is also involved with amateur radio. Dave's computer is an Ohio Scientific Superboard II with various modifications, working in hand with a Sperry Univac DCT 500 ASR printer terminal system.

Some of the other things Dave has come up with are a 16 line I/O port, reverse video, selectable baud rate, piggy-backed memory, and a number of other usable ideas.

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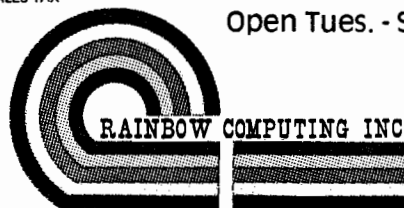
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Does Anybody Really Know What Time it is?

Add a real time, non-interruptable hardware clock/calendar to your 6502 system using a new clock chip and you will be as close to knowing as anyone can be.

Randy Sebra
54 Krouse Court
Aberdeen, Maryland 21001

A hardware real-time clock has several advantages over a software real-time clock. First, keeping time does not require interrupt driver software, thereby saving machine time overhead and RAM space. Next, the circuit described here can generate its own interrupts to the microprocessor if regularly spaced interrupts are needed. Finally, and perhaps most significant is that being non-interruptable with its battery backup, the time only has to be set when starting up the first time. Neither turning off the microprocessor system nor power outages affect the keeping of time.

The MSM5832

The MSM5832 from OKI Semiconductor is a CMOS clock/calendar chip made especially for bus-oriented microprocessor applications. Due to its special design, it offers many advantages over other types of conventional clock circuits when used with a microprocessor as a non-interruptable clock/calendar.

The MSM5832 keeps track of seconds, minutes, hours, day of the week, date, month, and year. Data is read and written by using a four bit bi-directional bus, when addressed by a four bit address bus. Table 1 shows the function of each address. Notice that in

ADDRESS INPUTS				INTERNAL COUNTER	DATA I/O				DATA LIMITS	NOTES
A0	A1	A2	A3		D0	D1	D2	D3		
0	0	0	0	S 1	*	*	*	*	0-9	S1 or S10 reset to zero whenever write is executed
1	0	0	0	S 10	*	*	*	0-5		
0	1	0	0	MI 1	*	*	*	0-9		
1	1	0	0	MI 10	*	*	*	0-5		
0	0	1	0	H 1	*	*	*	*	0-9	D2="1", PM D3="1", 24 Hour D2="0", AM D3="0", 12 Hour
1	0	1	0	H 10	*	*	†	†	0-2	
0	1	1	0	W	*	*	*	*	0-6	
1	1	1	0	D 1	*	*	*	*	0-9	D2="1", 29 days in month 2(2) D2="0", 29 days in month 2
0	0	0	1	D 10	*	*	†	†	0-3	
1	0	0	1	MO 1	*	*	*	*	0-9	
0	1	0	1	MO 10	*	*	*	*	0-1	
1	1	0	1	Y 1	*	*	*	*	0-9	
0	0	1	1	Y 10	*	*	*	*	0-9	

(1) * Data valid as "0" or "1".
Blank does not exist (unrecognized during WRITE and held at "0" during READ).
† Data bits used for AM/PM, 12/24 Hour and leap year.
(2) If D2 previously set to "1", upon completion of month 2 day 29, D2 will be internally reset to "0"

Table 1: Functions

CONDITIONS	OUTPUT	REFERENCE FREQUENCY	PULSE WIDTH
HOLD = L	D0(1)	1024 Hz	duty 50%
READ = H	D1	1 Hz	122.1 us
CS = H	D2	1/60 Hz	122.1 us
A0-A3 = H	D3	1/3600 Hz	122.1 us

(1) 1024 Hz signal at D0 not dependent on HOLD input level.

Table 2: Reference Signal Outputs

addition to being able to program through software either a 12 or 24 hour format, leap years are handled quite easily. Leap years are controlled by bit D2 of address 8. When set, it gives the second month of the year a 29th day, and after the 29th day has elapsed, the bit is automatically cleared. The bit may be set any time after the second month of the previous year, and before the end of the second month of the leap year.

Another feature is a manual ± 30 second correction input. Perhaps the most unique and useful feature is the HOLD control which allows read/write operations to occur with the counters being held static, without disturbing the accuracy of the real time. Additionally, four different interrupt outputs are available to the microprocessor, as shown in table 2. Finally, the chip will operate on a battery back up as low as 2.2V with a power dissipation of less than 90uW, making long term backup quite attractive and economical.

Functions

The functions of the clock/calendar are best described on an individual basis as follows.

Oscillator (XT,XT̄)

A 32.768KHz(2¹⁵) crystal is connected to an internal, stable oscillator to form an accurate time base. The two parallel capacitors, one of which is a trimmer, allow the oscillator to be tuned quite precisely.

A0-A3

These are the address inputs which are used to select the internal counters to be set or read on a read or write operation.

D0-D3

These are data inputs or outputs, depending on whether a read or write operation is being done. They are tri-state bi-directional ports controlled by the READ and WRITE controls.

Chip Select

This determines whether the inputs and outputs are active or inactive. Connecting the CS to Vcc activates the inputs and outputs, while connection to ground disables them. In the circuit in figure 1, the CS is permanently connected to +5V from the microprocessor system for battery backup configuration. When the main system is turned off, this disables all

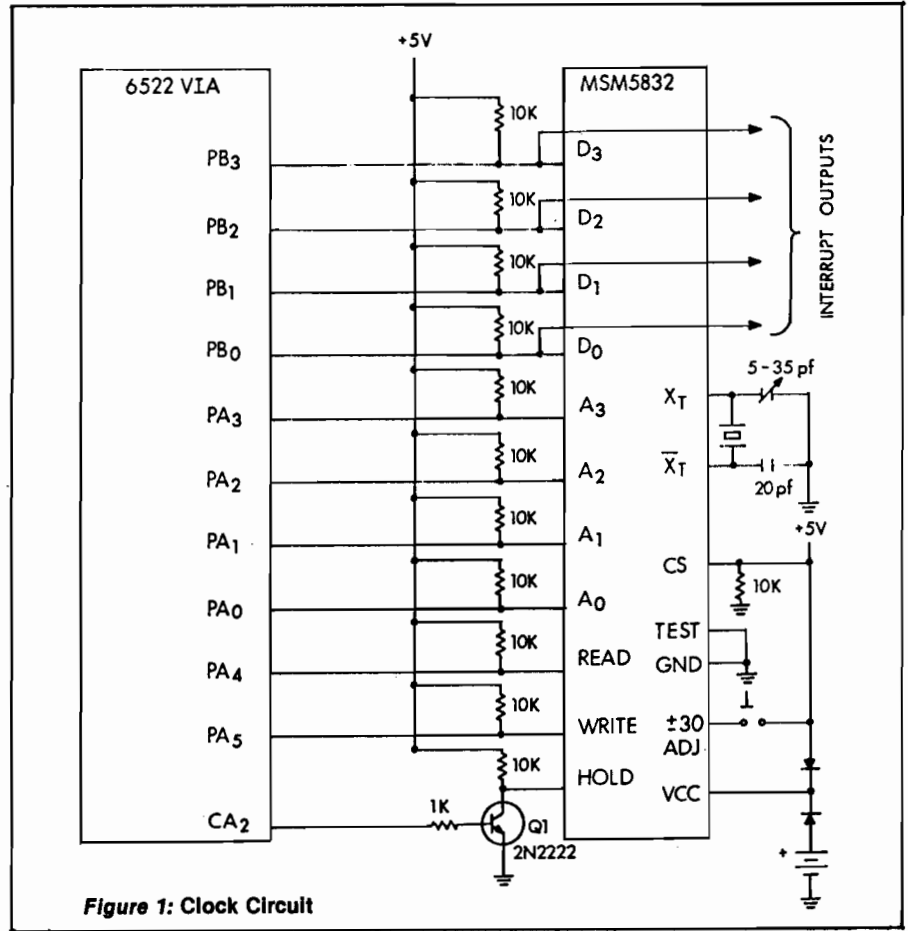


Figure 1: Clock Circuit

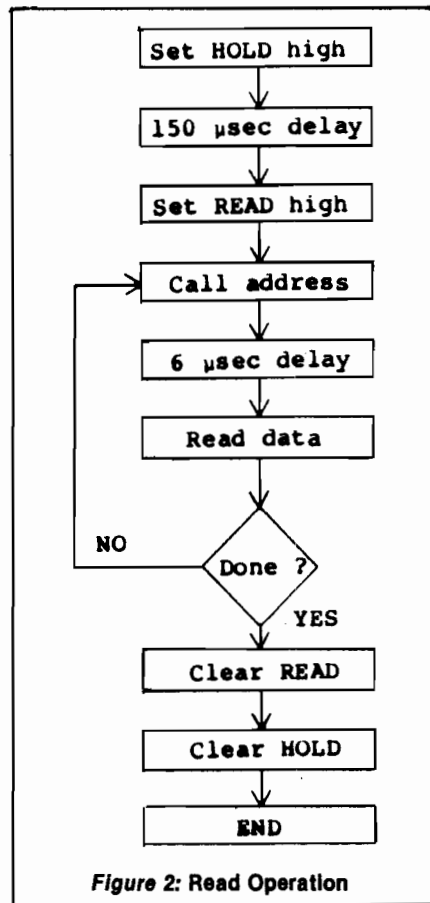


Figure 2: Read Operation

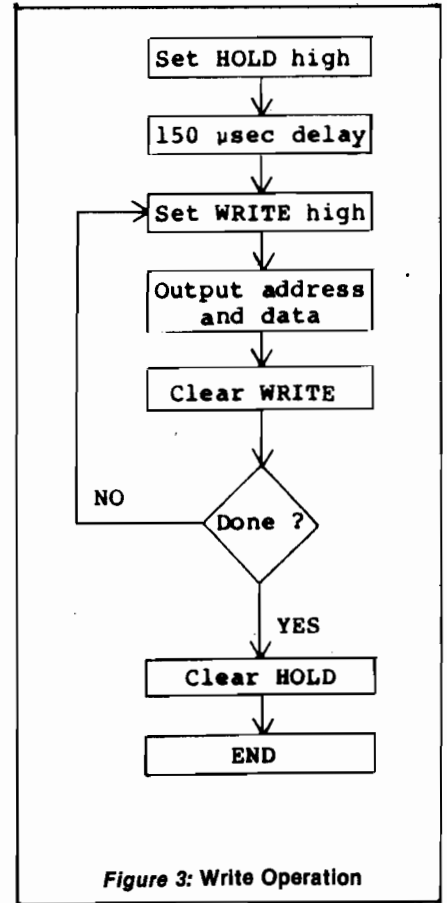


Figure 3: Write Operation

functions except the counting circuits, allowing very low power consumption while still keeping time by the battery backup.

Hold

A high on this line keeps the seconds counter from being incremented by the 1Hz clock output. After the initial set up time (150 microseconds), all counters will be in a static state, allowing error-free read and

write operations as long as the HOLD time is less than one second. Other clock circuits do not have this feature, and operations have to be done twice and compared to assure no error has been made.

Consider the following example with a conventional clock circuit. Suppose you are reading a time of 12 hours and 59 minutes. If the seconds count should be 59, and after the hours

(and before the minutes) are read, the seconds counter clears and sends a carry pulse, the time is then 13 hours, 0 minutes and 0 seconds. But the read operation has resulted in 12 hours, 0 minutes and 0 seconds—a full hour off. It is for this reason that with conventional clock circuits two reads have to be made to insure proper information has been received.

Read

This input, when taken to Vcc, signals a read operation.

Write

This input, when taken to Vcc, signals a write or set operation. This method of being able to directly set the time is far easier to use than conventional circuits in which pulses must be directed to either a fast set or slow set input, and the clock must read between pulses until the desired time has been set.

± 30 Adjust

Momentarily taking this input to Vcc will reset the seconds count to zero. If the seconds count was 30 or more before this action, a carry is sent to the minutes counter. If less than 30, the minutes count remains unchanged. This means that keeping the time accurate is a very simple matter. If the switch in figure 1 is momentarily pressed at the start of a minute, this will automatically reset the time to the correct value as long as the clock is less than 30 seconds either fast or slow.

Test

This input allows testing of the operation of the clock. Pulses to this input will directly clock the S1, MI10, W, D1, or Y counters, depending on which one is addressed by A0-A3.

Reference Signal Outputs

Outputs are available from D0-D3 when READ, CS, and A0-A3 are at Vcc. These can be used as interrupts to the microprocessor. Table 2 presents the conditions for these signals.

Operation

Figures 2 and 3 present the flow diagrams for read and write operations. Although self-explanatory, there are several aspects of the operations which should be emphasized, especially for applications other than the specified one given in this article. First, the HOLD control must always be given at least 150 microseconds set up time, and *must* be used for WRITE operations. Next, since the read access time

Listing 1: Machine Language Routines

Machine language routines for MSM5832
Clock/Calendar circuit
Randy Sebra July, 1980

```
ACCESS EQ  $8B86  Un-write protect system RAM
ORB EQ     $A800  Output register B
IORA EQ    $A801  Input/output register A
DDRB EQ    $A802  Data direction register B
DDRA EQ    $A803  Data direction register A
PCR EQ     $A80C  Peripheral Control Register
```

```
ORG $0FA7  Start of routines
```

Routine to configure Port B and
set HOLD high

```
OFA7- 20 86 8B SETUP JSR ACCESS Remove write protect
OFAA- A9 3F LDA #3F Set up PA0-PA5 as outputs
OFAC- 8D 03 A8 STA DDRA for address and control
OFAF- A9 0C LDA #0C Set CA2 low for high
OFB1- 8D 0C A8 STA PCR input to HOLD
OFB4- A0 25 LDY #25 Delay 150 microsec for
OFB6- 88 DELAY DEY DEY HOLD time set up
OFB7- D0 FD BNE DELAY
OFB9- 60 RTS Return
```

Read routine

```
OFBA- 20 A7 0F READ JSR SETUP Set up HOLD
OFBD- A9 00 LDA #00 Configure PBO-PB3 as data
OFBF- 8D 02 A8 STA DDRB inputs for read
OFC2- A2 0C LDX #0C Initial address
OFC4- 8A RDLOOP TXA Transfer to accumulator and
OFC5- 09 10 ORA #10 combine with READ high
OFC7- 8D 01 A8 STA IORA Issue RFAD
OFCA- EA NOP Small delay
OFCB- EA NOP for read access time
OFCC- EA NOP
OFCD- AD 00 A8 LDA ORB Read data
OFD0- 29 0F AND #0F Mask off high 4 bits
OFD2- 95 E9 STA E9,X Store to Page Zero
OFD4- CA DEX Decrement address
OFD5- 10 ED BPL RDLOOP Loop until through
OFD7- A9 0E LDA #0E Then set HOLD low
OFD9- 8D 0C A8 STA PCR by CA2 high
OFDC- 60 RTS Return
```

Write routine

```
OFDD- 20 A7 0F WRITE JSR SETUP Set up HOLD
OFE0- A9 0F LDA #0F Configure PBO-PB3 as
OFE2- 8D 02 A8 STA DDRB data outputs for write
OFE5- A2 0C LDX #0C Set initial address
OFE7- B5 E9 WRLOOP LDA E9,X and fetch data
OFE9- 8D 00 A8 STA ORB Write data
OFEC- 8A TXA Combine address with
OFED- 09 20 ORA #20 WRITE high and
OFEF- 8D 01 A8 STA IORA issue write
OFF2- 29 0F AND #0F Toggle WRITE control
OFF4- 8D 01 A8 STA IORA
OFF7- CA DEX Decrement address
OFF8- 10 ED BPL WRLOOP Loop until through
OFFA- A9 0E LDA #0E Set CA2 high for
OFFC- 8D 0C A8 STA PCR low on HOLD
OFFF- 60 RTS Return
```

of the chip may be as long as 6 microseconds, a delay must be built in before reading data. Additionally, notice that although the READ control may be held high for as many read operations as desired, the WRITE control must be pulsed between each write operation.

Interfacing

There are many ways which the MSM5832 can be interfaced with a 6502 or other microprocessor. The only requirement is eleven I/O lines, with four being bi-directional. For myself, the most convenient method was through the use of the #2 6522 VIA on my SYM-1. Figure 1 shows this configuration. If you do not have a 6522 available on your system, it is a relatively simple matter to add one. See "An Additional I/O Interface for the PET", by Kevin Erler, MICRO, December 1979 (19:40). This is also applicable for Apple.

Transistor Q1 in figure 1 at the HOLD pin is used to invert the CA2 input to HOLD. The reason for this is as follows. On power up and reset, all registers in the 6522 are cleared. This causes all I/O lines to be configured as inputs with a high voltage on the pins, and the HOLD would be held high. When using a battery back up, this would cause the clock to stop until the HOLD is pulled low, since the hold time would always be longer than one second. With the HOLD being control led separately by the CA2 output and inverted, this will always keep HOLD low unless intentionally taken high by software.

For battery back up, the chip select is connected to +5V from the 6502 bus, which disables all inputs and outputs when the system is off and the clock is on back up. The batteries used here are dry cells and the setup is a rather simple battery back up. A more elaborate setup could be used with NI-CADs and with the +5V trickle charging the batteries when the system is up. This could give many years of continuous operation before having to replace batteries. The battery life in both cases, of course, is a function of how frequently (or infrequently) the main system is used.

Listing 2: Basic Routine and Sample Run

```

100 REM
110 REM      MSM5832 CLOCK/CALENDAR
120 REM      SET/READ PROGRAM
130 REM      RANDY SEBRA JULY,1980
140 REM
150 DEF FNS(X)=INT(X/10)
160 DEF FNT(Y)=Y-FNS(Y)*10
170 INPUT"SET(S) OR READ(R) ? ";I$
180 IF I$<>"S" THEN 430
190 REM
200 REM      GET INPUT AND STORE INTO LOCATIONS $E9-$F5
210 REM
220 INPUT"MONTH, DAY, YEAR(2 DIGITS) ? ";M2,D,Y
230 POKE 245,FNS(Y)
240 POKE 244,FNT(Y)
250 POKE 243,FNS(M2)
260 POKE 242,FNT(M2)
270 POKE 241,FNS(D)
280 POKE 240,FNT(D)
290 INPUT"DAY OF THE WEEK(1-7) ? ";W
300 POKE 239,W-1
310 INPUT"HOURS, MINUTES(24 HOUR TIME) ? ";H,M
320 POKE 238,FNS(H)+8
330 POKE 237,FNT(H)
340 POKE 236,FNS(M)
350 POKE 235,FNT(M)
360 REM
370 REM      CALL MACHINE LANGUAGE WRITE ROUTINE
380 REM
390 S=USR(&"OFDD",0)
400 REM
410 REM      CALL MACHINE LANGUAGE READ ROUTINE
420 REM
430 R=USR(&"OFBA",0)
440 DIM D$(6),M$(11)
450 DEF FNR(I)=PEEK(I)*10+PEEK(I-1)
460 DATA SUNDAY, MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY, SATURDAY
470 DATA JANUARY, FEBRUARY, MARCH, APRIL, MAY, JUNE, JULY, AUGUST, SEPTEMBER
480 DATA OCTOBER, NOVEMBER, DECEMBER
490 FOR I=0 TO 6
500 READ D$(I)
510 NEXT I
520 FOR I=0 TO 11
530 READ M$(I)
540 NEXT I
550 REM
560 REM      CONVERT PAGE ZERO DATA INTO APPROPRIATE UNITS
570 REM
580 Y=FNR(245)+1900
590 M2=FNR(243)
600 D=FNR(241)
610 W=PEEK(239)
620 REM
630 REM      CONVERT HOURS, MINUTES, AND SECONDS INTO A
640 REM      STRING FOR "CLEANER" OUTPUT"
650 REM
660 T$=""
670 FOR I=0 TO 4
680 T$=T$+RIGHT$(STR$(PEEK(237-I)),1)
690 NEXT I
700 T$=RIGHT$(STR$(PEEK(238)-8),1)+T$
710 T$=LEFT$(T$,2)+" ":"+MID$(T$,3,2)+" ":"+RIGHT$(T$,2)
720 PRINT"TODAY IS ";D$(W);" ";M$(M2-1);D;Y;T$
730 END
OK
RUN
SET(S) OR READ(R) ? S
MONTH, DAY, YEAR(2 DIGITS) ? 7,18,80
DAY OF THE WEEK(1-7) ? 6
HOURS, MINUTES(24 HOUR TIME) ? 13,8
TODAY IS FRIDAY JULY 18 1980 13:08:00
OK
RUN
SET(S) OR READ(R) ? R
TODAY IS FRIDAY JULY 18 1980 13:09:10

```


Machine Language Routines

Listing 1 presents machine language routines to set the clock/calendar and read the time. As shown by figure 1, PA0-PA3 go to address lines A0-A3, PA4-PA5 go to the READ and WRITE, PB0-PB3 go to data lines D0-D3, and CA2 is inverted and goes to the HOLD input.

Data to be written to the clock, and the data received from a read are stored in Page Zero locations \$E9-\$F5. These are "safe" Page Zero locations which are not used either by BASIC nor by the SYM monitor. For computers other than the SYM, other locations may have to be used, but virtually all 6502 computers will have Page Zero locations available.

The routines themselves are general routines which may be used for any 6502 computer since they do not use any monitor routines, except the routine necessary to remove the write-protect from system RAM. Of course, the locations for the 6522 will probably be different. The machine language is located so as to occupy the highest part of memory in a 4K system. They can be easily relocated, with the only changes required being the JSR's at locations \$0FBA and \$0FDD in listing 1.

Applications

The obvious use for the clock/calendar interface is setting the time and getting the time output upon request. Using the machine language routines in listing 1 in conjunction with a BASIC driver is perhaps the most convenient method of accomplishing this. Listing 2 is an example of one such BASIC program, along with two typical resultant runs. The program, in order to set the clock/calendar, merely requests the necessary data and stores it into the proper Page Zero locations and then calls the machine language routine to do the actual setting. To insure that the input data was correct, a read is done after the setting as a check. For the read operation, the program calls the machine language to do the actual reading, and then merely arranges the data obtained from \$E9-\$F5 to be output in a convenient manner.

The memory size of 4006 is for a 4K system. The dummy tape save, SAVE D, is needed to overcome a bug in SYM BASIC. The program is loaded in as file "C". The machine language routines were saved as file \$4D, so that they can be loaded by the LOAD M command.

As mentioned previously, the clock can generate interrupts to the microprocessor. Since we are using a 6522 VIA in the interface, either of the two on-board timers can be used to generate precise interrupts of up to 0.65 seconds apart. With the MSM5832, we then can generate interrupts at one second, one minute, or one hour apart [see figure 1 and table 2].

Listing 3 presents a machine language routine to use any one of these three interrupts. Although the D1, D2 or D3 outputs could be tied directly to the IRQ line of the 6502 system, in this example one of the outputs goes to the CB2 input of the 6522. The routine has been set up so that the interrupt occurs on the negative-going edge of the 122.1 microsecond pulse. If setting on the positive edge is desired, merely write a \$20 in the PCR register of the 6522. In whatever interrupt routine used with this setup, the IFR register bit can be cleared, either by directly writing into the IFR, or by reading or writing to Port B. This may be accomplished by reading the time with the routines in listing 1. Note, however, that reading the time re-configures Port A, and this must be reset to the configuration in listing 3.

An obvious use of this type of operation would be to use an interrupt of one second when using a video display or terminal with an addressable cursor, to continually write the time in the upper right hand corner of the screen. A much more effective use would be in a polled environment where it would be desirable to get data from input ports or status of peripherals every second, minute, or hour.

Special note: The MSM5832 is a fairly new chip, first introduced in the first quarter of 1980. For this reason, it is not commonly available, except in quantity from the manufacturer. If there is sufficient reader interest in using the circuit described in this article, I can supply the chip and the 32.768 KHz crystal for \$17 plus postage. Delivery may take 4 to 6 weeks.

Listing 3: Interrupt Set-up Routines

Machine language routines for
Setting up interrupts from the MSM5832
Randy Sebra July, 1980

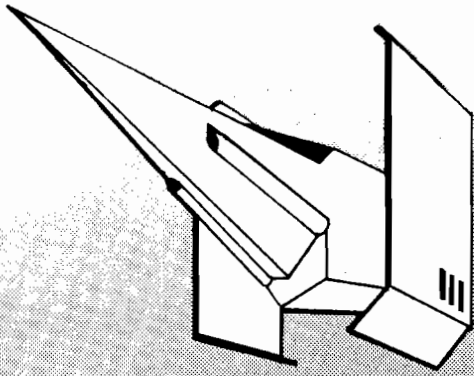
```

ACCESS EQ  $8B86  Un-write protect system RAM
ORA EQ     $A801  Input/output register A
DDRB EQ   $A802  Data direction register B
DDRA EQ   $A803  Data direction register A
IFR EQ    $A80D  Interrupt flag register
IER EQ    $A80E  Interrupt enable register

ORG $0F8C  Start of routine

OF8C- 20 86 8B SETUP JSR ACCESS  Remove write protect RAM
OF8F- A9 00          LDA #00    Set up B0-B3 (data
OF91- 8D 02 AB      STA DDRB   lines) as inputs
OF94- A9 1F          LDA #1F    Set up A0-A4 (address
OF96- 8D 03 AB      STA DDRA   lines and READ) as
OF99- 8D 01 AB      STA ORA    outputs and set all high
OF9C- A9 08          LDA #08    Set up IFR for interrupt
OF9E- 8D 0D AB      STA IFR    from CB2
OFA1- A9 88          LDA #88    Enable interrupt for
OFA3- 8D 0E AB      STA IER    CB2
OFA6- 60           RTS      Return
    
```

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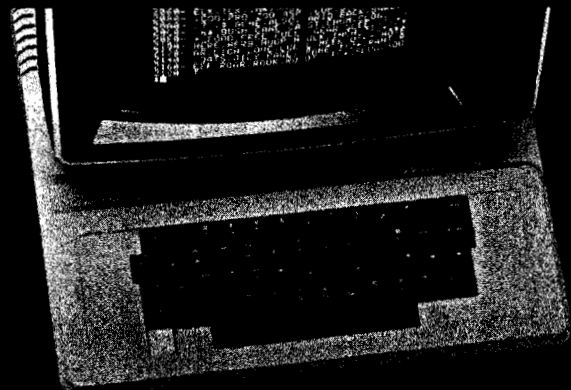
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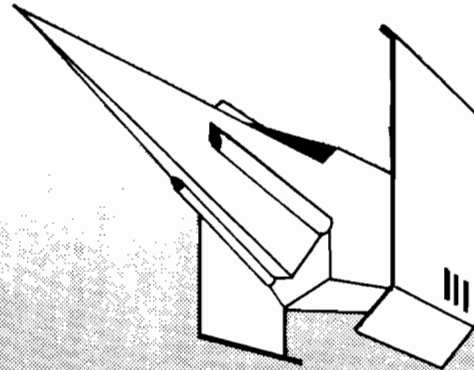
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This February issue of the *Ohio Scientific Small Systems Journal* consists entirely of an introduction to the world of Artificial Intelligence (AI). We hope that you enjoy it.

The Use of Microcomputers in Artificial Intelligence Research

INTRODUCTION

In the first issue of *AI Magazine* (see reference 1), a publication of the newly-founded American Association for Artificial Intelligence (AAAI), Artificial Intelligence is defined as "that part of Computer Science concerned with the symbol-manipulation processes that produce an act or decision that is goal-oriented, arrived at by an understandable chain of symbolic analysis and reasoning steps, in which knowledge of the world informs and guides the reasoning."

A simpler definition is offered by Phillip C. Jackson in his book *Introduction to Artificial Intelligence* (see reference 2): "Artificial Intelligence is the ability of machines to do things that people would say require intelligence." This definition does not specify how to tell that a machine has intelligence on a human level, but that problem was solved nicely by A.M. Turing in 1947 (see reference 3). In Turing's classic test, a human interrogator is allowed to question two sources, one human and one machine, on a particular topic of intellectual endeavor. The responses of the two sources are presented through a common, neutral medium such as a teletype, to mask their origin. If the interrogator is unable to determine which source is responding (with accuracy significantly greater than 50%) and this result continues to hold as the experiment is repeated with various human sources and human interrogators, then the machine has exhibited artificial intelligence.

Now, there is widespread and justifiable doubt that a machine will ever exhibit human-like intelligence in a general sense. But this is not required by the preceding definitions. In Turing's test the interrogation takes place in a particular, restricted area of human endeavor. If a machine passes Turing's test, then it has simulated human intelligence, but only in this restricted area. In some areas there has been a good deal of success. But in other areas, natural language, for example, machine simulation of even a child's ability seems to be extremely difficult. Therefore, rather than debate the existence of artificial intelligence in general, it is more fruitful to concentrate on particular aspects of human intellectual ability.

When an artificial intelligence research project seeks to program a machine to imitate expert human behavior in a specific intellectual area, it is called knowledge engineering. The specific area is called the task domain of the project. In the next section, we will survey some of the most active task domains. The discussion there is intended to be illustrative, not comprehensive. We will concentrate below (see *Natural Language Process-*

ing) on the very complex task domain of natural language. The final section contains a description of recent progress made at Ohio Scientific on the development of language understanding programs for Ohio Scientific microcomputers.

EXAMPLES OF AI TASK DOMAINS

Writing a program that plays "perfect" Tic-Tac-Toe is a relatively simple exercise. The goal states or winning positions in this game are relatively few and the number of ways a player can reach one of the winning positions is also quite limited. The program can be constructed so that the computer makes each of its moves based on a complete analysis of all possible moves.

Unfortunately, most task domains are far more complicated than Tic-Tac-Toe. Games such as chess simply have too many states to make feasible a brute force approach—one that requires sequential consideration of all possibilities. Other activities of the human mind, such as theorem-proving, visual perception, and natural language processing, involve cognitive processes that are only partially understood. Here, AI research goes hand in hand with work in cognitive psychology. As we learn more about how humans resolve ambiguities, fill in missing details, and make judgments and decisions on intuitive levels, we will be better able to create computer simulations of these mental processes. This will surely be enormously difficult, but it would be a mistake to be overly pessimistic about the limitation of artificial intelligence. If the human mind possesses awesome powers that we are just beginning to understand, then it probably has the power some day to train a computer to do things that are presently unimaginable. Indeed, in many task domains, AI researchers have made progress that has greatly exceeded what was thought possible only a generation or so ago. This progress can be attributed partly to advances in hardware and partly to advances in the modelling of cognitive processes.

A good example is the task domain of chess. Just twenty years ago, the fact that computers could not be programmed to play any better than a beginner's level was used by many as "proof" of the limitations of artificial intelligence. The number of different chess games that could be played, approximately 10^{120} (see reference 4) was thought to be an impossibly large number. Today, of course, there are many outstanding chess-playing programs available (a very good one, SARGON II, is available for Ohio Scientific computers). There are several competitions for chess-playing programs and the winners usually play at close to championship levels. Sophisticated search techniques, that reduce the number of moves the computer must consider and techniques that allow the computer to "learn" from previous mistakes, are generally features of these programs.

Another active task domain is problem solving and decision making. One of the earliest programs was the classic General Problem Solver (GPS) of Newell, et al. (see reference 5). This program, with

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later refinements, was able to solve a wide variety of problems that had a well-defined goal or solution state and list of actions that could possibly modify present states. This restriction on the kind of problems that GPS would accept is an example of the modelling assumptions that must be made on how a human thought process takes place before it can be computer-simulated. The program SAINT is an example of a symbolic manipulation problem solver. More specifically, it solves integration problems at about the level of a first-year calculus student.

Pattern perception is the task domain in which we seek to make order out of apparent disorder. The kinds of patterns we hope to discern might be based on sounds, symbols, or even forms of reasoning, but artificial intelligence has been especially concerned with visual patterns (see reference 6). One of the most important applications is the development of machines with limited "reading" ability (e.g., the ability to read zip codes for the postal service). Another area of current activity is the development of special-purpose remote visual sensors ("seeing-eye robots") for certain medical procedures and industrial operations. In April of 1981, the first international conference on Robot Vision and Sensory Controls (ROVISEC) will be held.

The final task domain we will discuss is that of natural language. There are really two aspects to consider. The first, spoken language, involves a decoding, or pattern-matching, of sound to language symbols (voice input) or the generation of sound from language symbols (voice output). Much progress has been made on voice output. Ohio Scientific currently offers a complete package, that includes the Votrax voice synthesizer, that is useful for experiment or development in this area. Because of the range of human voices and language dialects, the problem of voice input is much more complicated. One way of simplifying this problem is to restrict greatly the context of the voice input message. For example, systems are currently being developed that will "understand" a user's spoken request for airline flight information or reservations.

The second aspect of natural language is written language. Here we assume we have the actual specific language representation of a message and we seek somehow to understand it and properly respond. In the next section, we will focus on the difficulties faced by artificial intelligence researchers who try to develop computer simulations of this process.

NATURAL LANGUAGE PROCESSING

Complexity of the General Problem

There are two extreme opinions on the solution of the natural language problem. The first is that it can't be done, usually based on the premise that human intelligence is so complex that we'll never fully understand it. The second attitude is that it can be done, and the only problem is to string together enough hardware and software.

Most probably, neither of these extreme views is correct. The more likely and a somewhat more

reasonable view is that certain aspects of natural language processing can be accomplished by a computer. Note that the word "processing" has been used rather than "understanding" or "comprehension." This more neutral term avoids ascribing consciousness to machines and comparing it with human consciousness.

In the past ten years much progress has been made in the field of artificial intelligence. Several systems have been demonstrated (see Green's and Lindsay's papers, reference 7; also, reference 8) which will handle natural language input. Many theoretical systems have been suggested to process the large corpus that is natural language. While the theoretical systems exist, only small portions of them have been implemented to any degree. Winograd's theoretical system for understanding natural language (see reference 9) is relatively complete but it has been demonstrated only for a small block manipulation environment. There are a number of similar examples from major research centers operated by Stanford University, Carnegie-Mellon University, Massachusetts Institute of Technology, Bolt, Baranek, and Newman, Inc., and International Business Machines Corp. Why is it that the accomplishments of those interested in natural language processing have not matched their ambitions? It is certainly not due to lack of resources or talent. Rather it can be attributed to the enormous complexity of the task. There is a finite set of words, but the set of sentences that can be generated is theoretically if not practically infinite. Even with severe restrictions on vocabulary size and grammatical form, the problems of natural language processing are still substantial.

Rather than attempt to solve the whole problem, which is the usual approach, the approach used at Ohio Scientific has been to construct a system which would handle a small domain of natural language usage. This approach allows us to deal with a smaller vocabulary and to analyze a smaller number of syntactic forms. While semantic analysis remains a complex problem, response generation, the ultimate test of success, can be evaluated in this limited context.

The following sections will discuss the construction of characteristics of the dictionary or vocabulary, the syntactic or parsing analysis, the semantic analysis, and finally the response generation.

Construction of a Limited Understanding System

The Dictionary: The task of the dictionary is to provide a vocabulary which will form the basis for a series of functions that the machine will perform. The bulk of a dictionary should consist mainly of nouns and verbs, the content words. The selection of adjectives and adverbs depends upon the particular domain that is to be considered.

While the vocabulary may be of limited size, it is functionally much larger, because many words have multiple usages. The most difficult category to select is that of verbs. Frequency of usage is the easiest criterion to employ. Since many verb

forms are irregular, care must be taken to include these as separate entries. All the common modal or linking verbs can be included, even in a vocabulary of limited size. Pronouns, adverbs, prepositions, and conjunctions are relatively few in number. Thus, all the common ones can be included.

The dictionary developed for the Ohio Scientific programs satisfies all of the above conditions. It also has the following features:

Grammatical Usage and Function: Each word entered has a part of speech tag and a function tag attached. The first tag indicates the part of speech. The second tag indicates its usage. For example, the noun JOHN would be classified as Animate, Person, Proper Name. While the word CUSTOMER would be classified as Animate, Person, Generic.

Verb classifications include information as to whether the verb is modal (could, would) or linking. Regular and irregular forms are distinguished as are verbs of action, cognition, identity and part-whole relations. A tense indicator is included for irregular forms. The part of speech and function information will be used in the parsing section of the program.

Multiple Usage: One characteristic of English is that one word may serve as several different parts of speech. For instance, the word AVERAGE can be a noun, a verb, or an adjective. Compute the AVERAGE, AVERAGE these numbers, and AVERAGE rainfall show these multiple usages.

Words that have multiple usages are given additional tags. The word AVERAGE has three different tags. Where possible, these tags are in terms of frequency of usage.

Root Word Approach: For the most part, only root words appear in the dictionary. Plural forms, possessive forms, tense forms are determined by information derived from a "snipping" routine. This approach accomplishes two things. First, the vocabulary can be kept relatively small. Second, the information from the ending can be used to determine the part of speech and function that is to be applied to the root word.

Irregular verb forms and certain contractions require a separate dictionary entry. Separate entries are also required for irregular forms of adjectives.

It is not possible to develop a list of functions for all the words that lead to an exhaustive set of categories. A less than exhaustive category list results in certain anomalies. If the words WEAK and GREEN are treated as adjectives indicating quality, then there may be no provision for determining the illegal form GREENLY.

As the vocabulary is currently constituted, it is relatively easy to add new entries. If new entries involve no modification of the category identifiers, they can be inserted into the dictionary with little difficulty. Words currently in the dictionary can be deleted or their tags can be altered to fit current usage.

Syntactic Analysis (Sentence Parsing): The goal for a sentence parsing program is to decompose

the string of words or phrases and to determine the relationships between these various parts. The most popular approach to this task in the psycholinguistic literature has been the transformational grammar approach of Chomsky (see reference 2). This method involves taking all forms of a sentence and applying transformational rules to yield the basic or kernel sentence. This approach, while simple to describe, is difficult to do. Also, several authors (see references 8 and 10) have suggested that the transformational approach is more suited to sentence production than recognition. There are also several other approaches to syntactic analysis.

Word Serial Position: The ordering rules in English are not as regular as in many languages. For most simple dialogue, word serial position can give much information about the relationships between words. The Simple Active Declarative (SAD) form usually consists of Noun-Verb-Noun. Word serial position, along with the part of speech and function tag, can be used to assign sentences to various general types. For example, a verb in position one usually signals an imperative mode. A WH pronoun (e.g., Who, What, Where, Why) in position one usually signals a question.

Word serial position and the grammatical tags may be used to develop a network to determine permissible and non-permissible sentences. This could also be used to assign the program to the appropriate response mode.

Phrase Boundary Analysis: This approach to parsing attempts to divide the sequence of words into its constituent structure, primarily noun and verb phrases. The constituent structure is then represented by a tree diagram or a series of brackets showing the relationship between the constituent parts. The classical example is the sentence "They are eating apples" which has two distinct meanings. Constituent analysis allows one to determine how structure points to one or the other.

(They^{NP}) (are eating^{VP}) (apples^{NP}.)

(They^{NP}) (are^{VP}) (eating apples^{NP}.)

The advantage of the phrase approach is that it deals with larger units than words and can eliminate a number of parsing steps that add little information. The disadvantage of this approach is that many sentences cannot be disambiguated using this approach. For example, the sentence "Flying planes can be dangerous" does not parse out into the two possible meanings.

Examples like the above are used to point out the weakness of a phrase boundary approach but the response is that this sentence would be clearly perceived if the context were known.

Clark and Clark (see reference 9) provide some strategies for determining the phrase structure of a sentence. These rules are relatively clear cut and can be adopted into a parsing program. As with the Word Serial Order, there are relatively stable patterns that occur in the constituent structure, and these can yield information about sentence type.

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Sentence Frame: A good deal of information about sentence structure can be gathered from the endings that are attached to words. A sentence frame approach makes use of this information and the position of the function words.

The _____s have _____en the _____s

The foxes have eaten the chickens

This frame can be used to determine that the second word is a noun and the fourth word a past participle and the last word a noun used in the objective case.

Another approach that would utilize the sentence frame would be to limit the types of frames that would be accepted. This might be a good approach for a small demo project, but it obviously limits the generality of the program.

osi cont again
1st run

Augmented Transition Networks: One approach developed in the early 70's sought to reduce the complexity by using a system called Augmented Transition Networks (ATN). The basic task of the ATN is to reduce the sentence to a set of relationships indicating Action, Actor, and Object. Augmented Transition Networks can handle conditional statements, relative clauses, and passive transformation.

The analysis of a sentence using ATN's proceeds in a left to right fashion. The contents of each register can change as the analysis proceeds. Thus, each register has a state description, but this description can change the state of another register. For the example of "The man was bitten by the dog," the initial state of man as actor is changed to object as a result of the detection of "by the dog." The ATN approach has sufficient strength to handle alternative sentence structures but, at the same time, is simple enough to be processed quickly.

One of the most complete models that has used the ATN approach is one developed by Winograd (see reference 8). The demonstration part of the system consists of an artificial robot whose response to commands is shown on a video display. The robot manipulates a number of objects with different shapes and can report upon their status. The program is written in LISP and runs on a PDP-10 and requires 80K of core. The system consists of a dictionary, grammar, semantic analyzer and several specialized subprograms such as Planner and Programmer. The system accepts typed input and carries out commands and answers questions in 5-20 seconds.

Semantic Analysis: The previous section on syntactic analysis has focused on the decomposition or parsing of a sentence. The next step is to use this information to determine the semantic relations or the "meaning" of the sentence.

Implicit in any approach to semantic analysis is the concept of a knowledge base. The form and use of the knowledge base are particularly sticky problems. Let us use a particular example to introduce this topic. Suppose we input the question,

"Is John taller than Mary?" This sentence could be paraphrased as "Male person greater (height) than female person?" Even a more general form might be "Object A possesses more (quantity) Object B." If there is specific information about John and Mary in our knowledge base, the question can be easily answered. If our knowledge base contains only a fact that shows males are usually taller than females, an inference can be drawn in response to the question. If Object A and Object B have some attributes in common, a comparison can be made and a response derived. The crucial question then becomes how to structure the knowledge base. This is a very complicated problem that is intertwined with the problem of response generation.

Response Generation: ELIZA (see reference 2), a program that simulated a psychotherapist, solved the response generation problem quite easily by simply responding "that's interesting; tell me more", "I understand" or something similar whenever the input sentence contained none of a limited number of key words. But any practical language processing system (including human beings) cannot respond meaningfully to every input sentence. Basically, response generation involves a mapping of the meaning of the input sentence to some capability of the machine. Thus, a declarative statement such as "I ran three miles today" might be "understood" quite thoroughly by a language processor but no meaningful response can be generated unless, for example, the program also has the capability of storing the input sentence's content in, say, the exercise log of the user's personal health data base.

Next month, we will expand upon the response generation problem in a description of experimental language processing work undertaken at Ohio Scientific.

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ABACUS Software makes available its version of TINY PASCAL for the users of two of the most popular personal computers.

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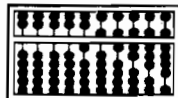
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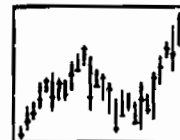
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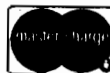
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Software Catalog: XXIX

Name: **What's That Song?**
System: Apple II or Apple II Plus
Memory: 16K
Language: Machine
Hardware: No special hardware required.

Description: The Apple II begins playing a song from its repertoire of well-known melodies using its built-in speaker. The melodies included cover a wide range of musical selections. The computer asks the first player who recognizes the song to type in the title. The program has a unique comparison algorithm that eliminates the necessity of typing the song title exactly; but it will not accept just anything! It also keeps score for one to three players. The Apple knows 151 songs; how many do you know?

Price: \$24.95 includes cassette, operating instructions.

Author: **Daniel J. Hughes**
Available: **JDeL LectricWare, Inc.**
P.O. Box 9140
St. Louis, MO 63117

Name: **Applesoft Renumber/
Merge in ROM**
System: BASIC Apple II or Apple II Plus
Memory: 48K
Language: Assembly (ROM Chip)
Hardware: Mountain Hardware's ROMPLUS Board

Description: Plug this ROM into your ROMPLUS board and this utility will be a keyboard command away from your immediate use. This invaluable program, made famous by Apple Computer, needs no explanation for the serious programmer. It will renumber all or part of an existing program with any size increment. It will move portions of a program within itself. It will also hide an existing program to allow another program to be loaded and reviewed or it will merge the two into one. When activated, it will not disturb any part of a program which may already be in memory.

Copies: Many
Price: \$49.95 includes user documentation and ROM chip

Author: **Frank D. Chipchase**
Available: **Soft CTRL Systems**
P.O. Box 599
West Milford, NJ 07480

Name: **Adress**
System: OSI C8P DF/C3 Series
Memory: 32K
Language: BASIC OS65U
Hardware: 8" floppy disk
Description: Beyond the valley of the OS-DMS address program—extremely quick access—prints labels, finds names by first or last names—DMS compatible file. Also other goodies. Write for details.

Copies: Available now
Price: \$10 — your diskette;
\$20 — my diskette

Author: **Blake Etem**
Available: **Blake Etem**
Box 3, Det 4, 40th TACG
APO New York, NY 09161

Name: **6502 Cross Assembler in
8080 Language**

System: SOL or CUTER 8080 with Processor Tech Software #1
Memory: 8K

Language: 8080 Assembler
Description: Permits development of programs for KIM or other 6502 systems too small to support an assembler. Uses editor and many subroutines in the Processor Technology Software #1 self-contained system. Object code may be downloaded to KIM in paper tape or cassette format.

Copies: New
Price: Write for Details
Author: **Albert S. Woodhull**
Available: **A.S. Woodhull**
RFD2 33 Enfield Rd.
Amherst, MA 01002

Name: **Board Games 1**
System: OSI C1,C2,C4,C8 BASIC-in-ROM

Memory: 8K
Language: BASIC and Machine
Hardware: None special
Description: Board Games 1 consists of two games: Cubic and Mini-Gomoku. Cubic, written in BASIC, is a game of three-dimensional tic-tac-toe, with graphics. Mini-Gomoku is a gomoku game, written in machine language, also with graphics.

Copies: Just Released
Price: \$15
Author: **Terry Terrance & Danny Schwartz**
Available: **Orion Software Assoc.**
147 Main Street
Ossining, NY 10562

Name: **Appointments**
System: Apple II or Apple II Plus
Memory: 48K RAM
Language: Applesoft - 3.2.1 DOS
Hardware: Applesoft firmware card, 1 disk drive, optional printer

Description: The Appointments package allows you to create your own appointment system with user definable starting and ending times, appointment separation and entry sizes. Enter, change and erase editing with AM-PM and day to day viewing at a touch of a key. Form messages, activate-deactivate schedule dates. Full search, phone, treatment/meeting code options and many more easy to use features. For the busy professional or businessman. 7500+ appointments per disk.

Copies: Just Released
Price: \$60 includes manual, tutorial program, disk.

Author: **Guy Lyle**
Available: **Andent Inc.**
1000 North Ave.
Waukegan, IL 60085

Name: **WP6502 V1.2**
System: ALL OSI
Memory: 8K Tape, 20K Disk
Language: Machine

Description: An easy to use word processing system. Editing features include line editing, Global search and replace with echo check, and ability to view text on either the screen or the printer. All commands are a single letter selected from a menu. Embedded commands include changing margins and spacing, both standard and dotted tabs, and Keyboard insertion. Blocks of text, numbered from 01 to 99, can be of unlimited length and may be inserted anywhere in the main text. WP6502 also has a unique AP feature which prevents paragraphs from being broken at the end of a page.

Copies: Many
Price: \$50 Tape, \$100 Disk (5", 8" 65D or U)

Author: **Dwo Quong Fok Lok Sow**
Available: **Dwo Quong Fok Lok Sow**
23 E. 20th St.
New York, NY 10003

Name: **COPY/1**
 System: OSI C4P
 Memory: 24K
 Language: Machine Code
 Hardware: One minifloppy drive
 Description: An efficient copier that can copy a fully loaded 40 track disk onto a blank disk with only four mountings of each disk, in two minutes from a cold start. Includes track zero, disk initializing, start and end on any tracks, multiple (0-255) copies, track/sector/page count listing following each read or write action. In full color with sound cuing. Needs no printed instructions or typed input.
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 Price: \$20 (MD residents add 5% tax) includes diskette and mailing
 Author: **Hugh Tornabene**
 Available: Box 928
 College Park, MD 20740

Name: **Recall**
 System: Apple II Plus
 Memory: 48K
 Language: Applesoft
 Hardware: Apple II Plus, Disk Drive, Printer Optional
 Description: An Arbitron ratings analysis package for radio stations. Compares up to four radio stations on a single display. Allows printer output and features color bar graphs. The program computes and displays audience turnover, time spent listening, audience re-cycling to day-parts, cume and quarter-hour analysis, and mutual exclusive cumes.
 Price: \$750, includes manual
 Author: **Dr. Roger Skolnik**
 Available: **Media Service Concepts**
 Box 10682
 Chicago, Illinois 60610

Name: **Drill Skill (Math)**
 System: Apple II
 Memory: 48K (Fits 16K+)
 Language: Integer BASIC
 Hardware: Disk or Tape
 Description: Lo-Res Educational mathematics which randomizes your questions and lets you decide the amount of permissible errors. Program is open-ended so that it can be customized and changed in its operational functions (see REM). When completed it counts correct amount vs. amount of errors.
 Copies On Demand
 Price: Disk \$10.95, Tape \$6.95 plus .50 s/h
 Author: **R. Sherman**
 Available: **PCS Electronics**
 52 Jackson Dr. So.
 Poughkeepsie, NY 12603

Name: **Budget Estimator**
 System: Apple II or Apple II Plus, printer optional
 Memory: 32K
 Language: RAM or ROM Applesoft plus machine code
 Description: This program allows user to estimate small business operating budgets before they are generated in detail. It is very useful for creating ballpark estimates. The program is based upon entering average pay/employee/period, # of days/period, non-labor costs # of employees/period, plus entries for extraordinary expenses. Data base can be stored on disk for future recall and comparison with 'actuals'. Supports printer with machine code formatting routines.
 Price: \$24.95 includes DOS #3.3 diskette, description, plus example.

Author: **Neil A. Robin**
 Available: **Tech-Digit Co.**
 21 Canter Lane
 Sherwood, Oregon 97140

Name: **Coil Design**
 System: PET computer.
 Memory: 6K
 Language: BASIC
 Hardware: 1.0 or 2.0 ROM PET
 Description: Design your own R.F. chokes and tank coils to a specified inductance or inductive reactance on a coil form of your choice. Coil inductance may be from 0.2 to 75 microhenries using wire sizes from #8 to #40 with a special section for tubing. Designs include using 1/2, 1, or 2 watt resistors as forms, or you may choose a form having dimensions meeting your requirements.
 Copies Just released (SASE for catalog)
 Price: \$3.95 ppd.
 Author: **Harry L. Rosier**
 Available: **Kinetic Designs**
 401 Monument Rd. #171
 Jacksonville, FL 32211

Name: **FORM-DS**
 System: Apple II
 Memory: 32K, ROM Applesoft
 Language: Applesoft
 Hardware: Disk
 Description: FORM-DS is a system of programs and routines that assist in the entry, editing and display of data. Simplifies the use of sophisticated I/O, in your programs. Describe screen formats by simply typing them on the screen. Automatic range tests of

numeric input data. Displays edited numeric values with commas inserted, etc. Dump the text screen contents at any time to a printer. Routines are easily incorporated into Applesoft programs.

Price: \$25 includes system diskette (DOS 3.2) with sample program and documentation manual.
 Author: **Robert F. Zant**
 Available: **Decision Systems**
 P.O. Box 13006
 Denton, Texas 76203

Name: **'DUSC' — Disk Utility Sorted Catalog**
 System: Apple II, or Apple II Plus
 Memory: 32K
 Language: 6502 machine code
 Hardware: Apple II with Disk II
 Description: A machine language utility for sorting the disk catalog. Works with any version of DOS (3.1/3.2/3.2.1/3.3). Physically reorders the catalog entries on the disk into ASCII collating sequence. Fast, can sort full catalog in less than 10 seconds. Preserves delete indicator integrity and forces deleted files to sort last. Complete error handler. Interfaces to user in a manner similar to UPDATE 3.2.
 Copies Just Released
 Price: \$15.95 includes disk and documentation.
 Author: **Richard E. Rettke**
 Available: **RER Software**
 1757 Acorn Ct.
 Menasha, WI 54952

Name: **Mind Beggles I**
 System: Atari 400 or 800
 Memory: Cassette version 16K, Disk 24K
 Language: BASIC
 Hardware: Atari 400 or 800 with 410 cassette recorder or 810 disk drive
 Description: Consists of 3 strategy games: Capture (based on Othello™), Mystery Box and Simon Says. Capture is a strategy game in which you and your computer fight for control of the board. In Mystery Box the player shoots rays into the box to find the hidden atoms. Simon Says is a memory teaser in which you must repeat the computer's pattern.
 Price: \$15.95 cassette, \$19.95 disk
 Author: **Gary R. See**
 Available: **Versa Computing, Inc.**
 887 Conestoga Circle
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Moshell, J.M., "Assembly Language Programming with UCSD PASCAL," pg. 52-57.

Tutorial including a program to make low-resolution 16-color graphics available to Pascal.

Victor, John, "Adding a Voice Track to Atari Programs," pg. 59-61.

Discussion and Listing for the Atari.

Fortner, Charles G., "The Basics of using POKE in Atari Graphics," pg. 62.

Discussion with a simple program and an expanded program by Robert Lock.

Harris, Neil, "Color Wheel for the Atari," pg. 64.

A simple graphics program for the Atari system.

Lindsay, Len, "Choose Your Joystick," pg. 64.

It takes only a few lines in BASIC to allow you to use whatever joystick plug you wish.

Isaacs, Larry, "Input/Output on the Atari," pg. 65-68.

A tutorial on how to use BASIC commands to communicate with your peripheral devices.

Butler, Brett, "Un-New," pg. 81.

While NEW erases a program from memory, UN-NEW will help you recover that program, by rebuilding the chain and restoring the variable pointers, for the PET.

Poirier, Rene W., "Disk ID Changer," pg. 83.

A PET listing for changing either the name or the ID number on a diskette.

Butterfield, Jim, "Shift Work," pg. 85.

Tricks with the PET's shift key.

Wollenberg, Robert H., "Machine Language Code for Appending Disk Files," pg. 86.

A useful tool for the PET DOS to help in appending programs.

Butterfield, Jim, "Mixing BASIC and Machine Language," pg. 89-90.

Put BASIC and Machine Language together on your PET, with several examples: Universal ROM Test; RAM Test; Tape Test; Leader Write.

Busdiecker, Roy, "After the Monitor's Moved," pg. 92-93.

An instructional article for the PET.

Butterfield, Jim, "Fitting Machine Language into the PET," pg. 94-95.

A tutorial article on the PET memory management.

Herman, Harvey B., "Joystick Revised," pg. 99-100.

A machine language for the PET that allows one to use joysticks, without any changes in programs.

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Butterfield, Jim, "Interfacing AIM BASIC," pg. 2-3.

An instructional article on marrying AIM BASIC to machine language.

Hall, Dale, "BASIC Bandid," pg. 4.

Improvements in the AIM 65 tape loading routine.

Rathbun, Michael, "AIM Display," pg. 7.

A quick-and-dirty slow display for AIM systems not using a teletype.

Silber, Steve, "Directory," pg. 8-9.

A program for the AIM designed to inventory the contents of AIM 65 format tapes.

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Howard, Clifton M., "Directory Title Formatting," pg. 7-23.

A major directory utility for the Apple II.

Reynolds, Lee, "Types of Memory Moves," pg. 25-27.

A tutorial on moving machine language programs around in the Apple II memory.

Anson, Christopher P., "Trix to PEEK and POKE in Pascal," pg. 28-29.

A utility to allow Pascal programmers to PEEK and POKE at a location without the need for an assembly language program linked to the primary program in the Apple.

Huelsdonk, Bob, "Making BASIC Behave, Part IV," pg. 33-35.

Continuing the development of a program to enter and store data on the Apple disk.

Anon., "Converting 'Reconstruct VTOC' for Apple II Plus," pg. 35.

This useful utility for the Apple II has now been converted for use on the Apple II Plus.

Golding, Val, "A Subroutine Becomes a Program," pg. 43.

An alphabetizing program for the Apple.

DeGroat, Ron, "Inverse and Flashing Modes for Apple Pascal," pg. 46.

An assembly language listing for Pascal Users.

Golding, Val J., "Applesoft Input Nearly Anything Subroutine," pg. 47-48.

This program allows inputting a string in Applesoft which contain items like a semicolon or quotation marks.

Huntress, Wes, "Hi-Res Screen Switch," pg. 48-49.

An Apple machine language program to move a scene from one Hi-Res page to another.

Golding, Val J., "How to Have Your Cake and Eat It Too," pg. 50-52.

A group of Integer BASIC programs for the Apple.

Carner, Douglas, "Beyond Integer BASIC," pg. 52-53.

Applesoft functions duplicated in Integer BASIC for the Apple.

Boody, Charles, "Comparing Applesoft Programs for Differences," pg. 54-56.

Two listings that will assist you in ferreting out the changes that have been made in a modified program.

Flanagan, Dale, "Adding Cursor Control to Aptype," pg. 58.

Four added lines will make your Aptype program more versatile.

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Brady, Virginia Lee, "Data Statements Revisited," pg. 7-11.

The fundamentals of the technique and examples of a program to update program statements (for Applesoft).

MacCluer, C.R., "Satellite Tracking with the AIM-65," pg. 13-14.

An astronomy program for the AIM 65, but easily adapted to other 6502 systems.

Chipchase, Frank D., "Better Utilization of Apple Computer Renumber and Merge Program," pg. 17-18.

Here is a technique to enhance the utility of the useful Renumber and Merge program.

Cadmus, Ray, "Variable Lister," pg. 19.

This program will extract the variable names from your Basic Apple program and sort and list them.

Golla, Lawrence R., "Nth Precision Add and Subtract with Adjusted Processor Status," pg. 27-29.

A general utility program for the 6502 family.

Partyka, David A., "Solar System Simulation With or Without an Apple II," pg. 33-39.

Apple Graphics and the laws of the universe combine to make a super demonstration.

Taylor, William L., "Interface of OSI-CIP with Heath Printer," pg. 47-51.

Hardware and Software to implement the Heath H-14 printer with OSI machines.

Motola, R.M., "Applesoft Floating Point Routines," pg. 53-55.

A discussion of some important Applesoft routines and their use.

Beamsley, Jeff, "Up From the Basement," pg. 59.

Discussion of OSI microcomputer information resources.

Finn, Kenneth, "Son of Screen Print," pg. 61-63.

A mini-word processor for the PET.

Bauers, Barton M., Jr., "Business Dollars and Sense in Applesoft," pg. 65-67.

Rounding and Formatting business data.

Soltero, Richard, "BCD Input to a 6502 Microprocessor," pg. 68-70.

A basic program for inputting data to 6502 machines like the SYM-1 or AIM-65.

Rowe, Mike (Staff), "The MICRO Software Catalog; XXIII," pg. 71-73.

Seventeen new software items for 6502 micros are reviewed.

Dial, William R., "6502 Bibliography: Part XXIII," pg. 75-77.

About 120 new references for the 6502 users.

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Kruse, Richard M., "ZX65: Simulating a Micro," pg. 4-10.

An assembly language program which simulates a 6502 using a Z-80 board.

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Black, David C., "Pascal Tutorial-Lesson 2," pg. 5-8.

Continuation of a tutorial started several months ago. With several demo listings, for the Apple.

Meador, Lee "DOS Disassembly," pg. 11-16.

A continuation of this series on the DOS 3.2 for the Apple.

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Discussion plus decoding table for OSI users.

Curley, Charles, "Clear and Color Screen Routine," pg. 3.

A quick screen clear routine for the OSI user.

Geoffroy, John, "File Directory Re-Creation Utility," pg. 5-6.

A program to restore zapped directories on OSI systems.

841. The Harvest 1, No. F (August, 1980)

Pump, Mark, "Mark Pump's DOS Patches," pg. 1-5.

Changes in DOS 3.2, 3.2.1 to allow faster INIT and other functions and lots of other useful mods.

Stadfeld, Paul, "Space Exploration," pg. 8.

All about the little known SPC function on the Apple.

Lundeen, Rich, "Character Poking," pg. 12.

Experiment with poking characters to the Apple screen.

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McBurney, N.B. II, "Apple Pie," pg. 110-113.

Understanding pie charts and the Apple high resolution graphics in plotting charts.

Mechner, Jordan, "Translating Into Apple Integer Basic," pg. 124-125.

All about the differences between an Integer basic and floating point type basics.

Wolff, Bruno B. Jr., "Apple II: Reading Data From Tape," pg. 126-127.

A tutorial for the Apple II.

Carpenter, Chuck, "Apple Cart," pg. 148-152.

Discussion of Disk Drives, Apple III, Super-Text word processor, and a Pascal program and an integer string program.

Blank, George, "Outpost: Atari," pg. 154-156.

Differences between Atari Basic and various Microsoft Basics, Sound programs, Text Handling, Jumps and Subroutines, I/O routines, etc. on the Atari.

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An interface under software control that puts your OSI micro on the telephone line.

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Blank, George, "Converting Graphics from One Computer to Another," pg. 22-23, 88.

A comprehensive look at the graphics of the Apple, Atari and TRS-80 computers.

Smith, Bill, "ROM the ROBOT," pg. 42-44.

Part 3 of a continuing graphics program for the Apple.

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Listings for Apple, Atari and TRS-80.

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Fourteen programs on an Apple Disk.

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An easy way to read files on the Apple.

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Tricks with the Parallel Printer Card for the Apple, Apple tricks with the DOS, a Gasoline price conversion program, etc.
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A description of Joystick interfacing to the PET.
- Moore, Robin B., "Graphics Character Generator," pg. 106-117.
Mix text and graphics anywhere on the Apple II screen with this CHAR-GRAF program.
- Moore, William R., "Let PET Design Your Next Power Supply," pg. 130-133.
Make your PET an Engineer/Draftsman with this program.
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Let your PET clear up confusion in your lists.
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How to create an empty file designation on the Apple Catalog.
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A simple method to change the Volume No. on the Apple Disk.
- White, Harry C., "Russian Roulette with RND," pg. 10.
All about Random numbers on the Apple.
- Smith, W.B., "A Shape Maker for Apple II Lo-Resolution Color Graphics," pg. 14.
Create shapes for your games.
- Wise, Bruce, "REM Stripper," pg. 17-18.
A routine for the Apple which removes all REM statements from a program for faster operation.
- Hance, E., "Apple Tape Beeps Translated," pg. 19.
Explanation of those beeps on the Apple Tape format.
- Crossman, Craig, "Fun With Assembler," pg. 20-22.
An assembly Language tutorial for the Apple II.
- Rivers, Jerry, "Sorts," pg. 23-26.
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MacDougall, John, "Put a Daisy on Your Apple," pg. 76-78.
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A machine language routine for the Apple.
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A short routine for the Apple.
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A program for OSI Micros.
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A hardware article for The Superboard II user.
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A Hardware Mod for OSI 600 boards.
- Badger, Robert, "Modified Garbage Collector," pg. 19-20.
A compact version of a method of correcting string handling problems on the OSI system.
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DeGroat, Ron, "Inverse & Flashing Modes for Apple Pascal Text Display," pg. 3.
Assembly Language Listings for Pascal.
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Two demonstration listings for Apple Hi Res.
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A science grading program and administrative aid, for the Apple.

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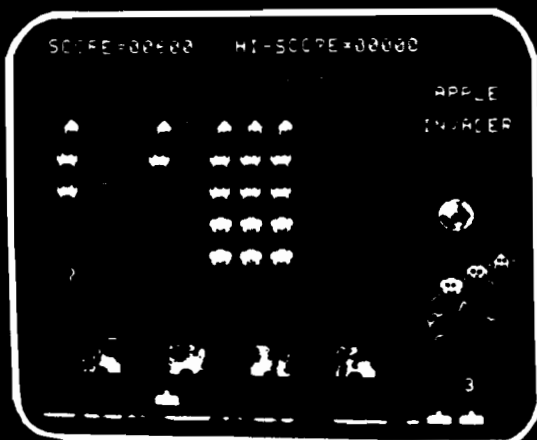
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ADVERTISERS' INDEX

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Advertiser's Name	Page
Aardvark Technical Services.....	14
Abacus Software.....	86
Andromeda, Inc.....	41
Aurora Software Associates.....	22
Avant-Garde Creations.....	86
Beta Computer Devices.....	69
Broderbund Software.....	22
Byte Books.....	62
CJM Industries.....	16
Computers-R-Us.....	96
The Computerist, Inc.....	53, 56
Creative Computing.....	94
Datasoft, Inc.....	Inside Back Cover
Decision Systems.....	93
Dr. Daley.....	29
Dr. Dobb's Journal.....	89
D.R. Jarvis Computing.....	66
Eastern House Software.....	1
E & I Technical Services.....	22
Galaxy.....	63
M.G. Hill.....	66
Image Computer.....	80, 93
Instant Software.....	60-61
Jini Micro Systems.....	67
Lazer Systems.....	44
LJK Enterprises.....	64
MICRO Classifieds.....	64
MICRO Ink, Inc.....	46, 63, 72, 74, 81
MICRO Software.....	86
MicroSoft Consumer Products.....	Inside Front Cover
Micro Technology Unlimited.....	2, 55
Mittendorf Engineering.....	63
Nibble.....	30
Nikrom Technical Products.....	80
Ohio Scientific.....	Back Cover
OS Small Systems Journal.....	82-85
Omega Software Systems, Inc.....	69
Orion Software Associates.....	81
Pegasus Software.....	70
Perry Peripherals.....	63
Powersoft, Inc.....	72
Programma International.....	34
Progressive Computing.....	70
Rainbow Computing.....	73
RTR Software.....	86
Sirius Software.....	80, 81
Skyles Electric Works.....	48-49
Soft CTRL Systems.....	52
Software Technology for Computers.....	95
Southeastern Software.....	4
Strategic Simulations, Inc.....	20
Sunset Electronics.....	70
Versa Computing.....	62

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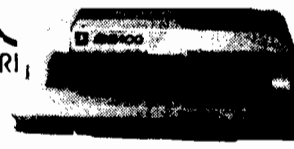
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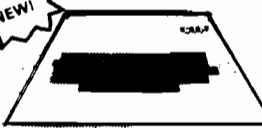
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Ohio Scientific's top of the line personal computer, the C8P DF. This system incorporates the most advanced technology now available in standard configurations and add-on options. The C8P DF has full capabilities as a personal computer, a small business computer, a home monitoring security system and an advanced process controller.

Personal Computer Features

The C8P DF features ultra-fast program execution. The standard model is twice as fast as other personal computers such as the Apple II and PET. The computer system is available with a GT option which nearly doubles the speed again, making it comparable to high end mini-computer systems. High speed execution makes elaborate video animation possible as well as other I/O functions which until now, have not been possible. The C8P DF features Ohio Scientific's 32 x 64 character display with graphics and gaming elements for an effective resolution of 256 x 512 points and up to 16 colors. Other features for personal use include a programmable tone generator from 200 to 20KHz and an 8 bit companding digital to analog converter for music and voice output, 2-8 axis joystick interfaces, and 2-10 key pad interfaces. Hundreds of personal applications, games and educational software packages are currently available for use with the C8P DF.

Business Applications

The C8P DF utilizes full size 8" floppy disks and is compatible with Ohio Scientific's advanced small business operating system,

OS-65U and two types of information management systems, OS-MDMS and OS-DMS. The computer system comes standard with a high-speed printer interface and a modem interface. It features a full 53-key ASCII keyboard as well as 2048 character display with upper and lower case for business and word processing applications.

Home Control

The C8P DF has the most advanced home monitoring and control capabilities ever offered in a computer system. It incorporates a real time clock and a unique FOREGROUND/BACKGROUND operating system which allows the computer to function with normal BASIC programs at the same time it is monitoring external devices. The C8P DF comes standard with an AC remote control interface which allows it to control a wide range of AC appliances and lights remotely without wiring and an interface for home security systems which monitors fire, intrusion, car theft, water levels and freezer temperature, all without messy wiring. In addition, the C8P DF can accept Ohio Scientific's Votrax voice I/O board and/or Ohio Scientific's new universal telephone interface (UTI). The telephone interface connects the computer to any touch-tone or rotary dial telephone line. The computer system is able to answer calls, initiate calls and communicate via touch-tone signals, voice output or 300 baud modem signals. It can accept and decode touch-tone signals, 300 baud modem signals and record incoming voice messages.

These features collectively give the C8P DF capabilities to monitor and control home functions with almost human-like capabilities.

Process Controller

The C8P DF incorporates a real time clock, FOREGROUND/BACKGROUND operation and 16 parallel I/O lines. Additionally a universal accessory BUS connector is accessible at the back of the computer to plug in additional 48 lines of parallel I/O and/or a complete analog signal I/O board with A/D and D/A and multiplexers.

Clearly, the C8P DF beats all existing small computers in conventional specifications plus it has capabilities far beyond any other computer system on the market today.

C8P DF is an 8-slot mainframe class computer with 32K static RAM, dual 8" floppies, and several open slots for expansion.

Prices start at under \$3,000.

Computers come with keyboards and floppies where specified. Other equipment shown is optional.

For literature and the name of your local dealer, CALL 1-800-321-6850 TOLL FREE.

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