

Spore



mini'app'les

apple computer user group newsletter

8070 Morgan Circle Drive • Bloomington, MN 55431 • (612) 884-1474

NOVEMBER 1978 ISSUE

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EDITED BY:

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*****NEXT MEETING WEDS DEC 13th 7:30pm Computerland*****
TOPIC FOR EVENING: HOW TO CREATE AND PLOT SHAPES IN HIRES...

NOVEMBER 8TH USER'S GROUP MEETING

- 1.Meeting was attended by 10 users and 2 prospective users.
- 2.Some discussion on PASCAL
- 3.Request made for volunteers to lead selected topic discussions on meeting nights.
- 4.No discussion on Business applications.
- 5.Chuck Thiesfeld made an excellent presentation on how an APPLE can communicate with other Computers.or Terminals. Using a High Resolution graphic display as a visual aid, he talked in easy to understand language about:-

- | | |
|---------------------|-----------------------------|
| -Modems | -Serial Transmission |
| -Bit representation | -Tones used in transmission |
| -Half/Full duplex | |

He then gave an actual demonstration of connecting an APPLE to a remot computer via a modem and the telephone network. The APPLE was equipped with the APPLE Communication Interface card. Chuck said that the documentation is good enough to allow the average APPLE user to succesfully communicate with other Computers or Terminals.

- 6.Bill Weldon of Computerland informed everyone that
 - (a) APPLE Disks were being delivered
 - (b) APPLE II computer demand exceeded the capability of APPLE to produce and long lead times were being quoted for delivery of systems. However Computerland expects to receive a large quantity of APPLES which were ordered before the demand build up.

ERRATUM

In the October Newsletter, page 2, Graphic Display of large letters and Numbers, the sign was inadvertantly left out of the expression

C MOD 2 > 0 which appeared as C MOD 0 0

USER CONTRIBUTED PROGRAMS - MORE DETAILS

The following is a brief overview of some of the user contributed programs as viewed by this author.

- KINGDOM You are the King of a land with certain assets such as acreage on which to grow crops. In an interactive conversation with the computer those assets are utilized as you see fit. The program then projects your efforts into the future and provides an evaluation.
- TWOVOICE An impressive demonstration of multitone music through the apple speaker. Some classical pieces are played.
- SAUCER This is very popular with my kids. Its a game for two players each controlling the movement of a 'flying saucer' . The paddles 0 & 1 allow the saucers to move up and down the left and right edges of the screen respectively. The paddle buttons fire phasars in a horizontal direction. The center of the screen is filled with randomly placed moving stars which will block the phasar beams. A hit on the opponent's saucer depletes his energy by 200 units. First player to go to zero energy, loses. Sound effects are good.
- ADVANCED DRAGON A realtime version of Dragon Maze in which the dragon advances to 'get you' without any pauses.
- MIDWAY Better than average plane v. ship battle. A LORES United States aircraft carrier (a/c) occupies most of the lower part of the screen. Plane flies across screen with bomb. Button on paddle releases bomb . Bomb knocks out a piece (one square) of carrier. The object is to make a hole through to water-line. Twist is that a/c puts up ack-ack fire at altitude of plane. One must continuously change altitude to avoid being shot down. Paddle is used for this purpose.
- BATTLESHIP Apple version of Milton Bradley game BATTLESHIP in which an enemy naval force occupies unknown positions in ocean. Ocean is represented by a grid map. You fire 'shells' at grid position at which you guess his ships to be. Computer tells you if you have a hit.
- SPELLING BEE Program written by this author-so report is biased ! This is a CAI (computer aided instruction) Spelling program. The teacher or student enters 16 words for which the spelling is to be learned. The words are voiced to the student from a tape recording or person (later by Appletalker !.). The computer checks the spelling and scores the student. On the 3rd try the student must get each letter right before the next letter may be entered. LORES graphics with extra

USER CONTRIBUTED PROGRAMS - MORE DETAILS (Continued)

SPELLING BEE(Continued) large letters and music accompanymnt
 make the spelling test interesting for the
 student. My daughter (9 years old) uses it-
 so it is KID-TESTED. NOTE MUST ENTER HIMEM:16384

SOFTWARE FOR APPLES- SUMMARY OF ADVERTISEMENTS
 IN NOV-DEC CREATIVE COMPUTING.

The following is a summary of those advertisements which pertain to
 software _____ specific to Apples. If you want more details, refer
 to the advertisements in question.

Page No.	Company Advertising	Item	Cost nearest \$
19	Southeastern Software	Demo tape with 1 game & 2 programs	6
26	Quality Software	FASTGAMMON: 16K Backgammon	20-Tape 25-Disk
47	Personal Software	Micrchess Bridge Challenger Stimulating Simulations (10 programs)	20 15 15
93	MICROTRONIX	Dimensional Maze(16K) HIRES Graphics Editor(16K) Statement renumber(8K)	45 18 10
97	CREATIVE COMPUTING	ROCKET PILOT Saucer Invasion Star Wars ? Dynamic Bouncer Baseball,,Horserace } Slalom, Darts Checker, Skunk, UFO } Blokade,Genius CAI programs:-US Maps, Spelling,Math Drills, } Add with Carry	8 8 8 8
102	SOFTAPE	APPLETALKER(More on this in next issue.Computerland can demo;so can I) SOFTWARE EXCHANGE-for membership you can exchange programs at \$2 per tape of 1 to 9 programs. 10 programs currently available.	16
133	TRANS DATA CORP	Several commercial, ed & games.	18 to 50

FLASH & INVERSE IN INTEGER BASIC

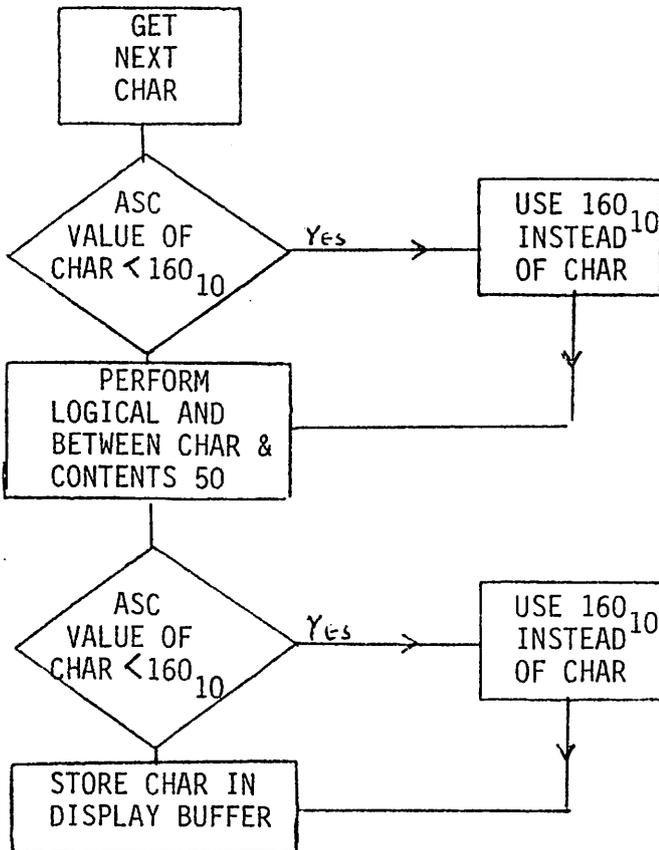
In the Sept newsletter, the use of location 50 was explained. The following are details of what happens in the BASIC I/O and how the information to be printed reacts with the contents of location 50.

This is what happens to each character in a string when it is about to be printed using an INTEGER BASIC 'PRINT' statement.

The determination of whether a character is to print in NORMAL , INVERSE , or FLASH depends on the setting of the 2 high-order bits of each character as it resides in the print buffer. The character displayed is entirely controlled by the value of the low order 6 bits of each character. In CONTACT #3, a table of ASCII values was published. The displayed value is determined by using those ASCII values modulus 64:

Bit 6 & 7	Function
00	Inverse
01	Flash
10)	Normal
11)	

Apple chose to implement a software function to control the mode of the displayed letters.



The following BASIC statements would perform the same function:

```

10 CHAR = ASC(A$)
20 IF CHAR<=159 THEN CHAR = 160
30 CHAR = CHAR AND PEEK(50)
40 IF CHAR<=159 THEN CHAR = 160
50 POKE BUFFERADDR,CHAR
  
```

Continued on page 5.

MEETING NIGHTS:

Meetings have been scheduled for the 2nd Weds of each month. If a persons desire a different day of the month- please let the editor or Computerland know.

*****NEXT MEETING WEDS DECEMBER 13th 7:30 pm*****

If you put characters directly in the print buffer with POKE commands or STA s, the software will be bypassed. Using the PRINT statement, the above described logic results in characters being treated as summarized below

INPUT CHAR VALUE	RESULTING OUTPUT ASCII VALUE					
	LOC 50	63	127	191	255	
	BITS 6&7 OF OUTPUT CHAR	00	01	10	11	
0 TO 160	Chars created by normal key- board action	160	160	160	160	Blank
160 TO 191		32 to 63	32 to 63	160 to 191	160 to 191	Numbers & Special Characters
192 to 223		0 to 31	64 to 45	160	192 to 223	Letters
224 to 255		32 to 64	96 to 127	160 to 191	224 to 255	Numbers & Special Characters
EFFECT	INV	FLASH letters INVERSE numbers	BLANK letters	NORMAL		

An example of the application of this table is as follows:

Say you want to FLASH a number.1. It is necessary to create an ASCII 255 and store in a string using the technique described in CONTACT #1. Then
POKE 50,127

MICROCHESS

MICROCHESS is a chess playing program recently advertised in BYTE and other magazines. It is supplied in versions for the APPLE, PET and Radio Shack TRS-80. It is available mailorder or from Computerland (who can supply it faster and you save the cost of postage) for \$19.95. This writer and 7 other local users have already ordered it from Computerland after having seen the game in action.

The chess board is displayed in high resolution graphics and is very realistic. However the game is even more realistic! Unless you are close to being a Chess Master- be prepared to lose! If that hurts your ego, there are 8 user selectable degrees of difficulty which can be set into the program!

LOCAL-USER CONTRIBUTED PROGRAM BANK

The bank now contains the following programs: **

KINGDOM
COLOREATER
SHAPEMAKER
FLY
TWOVOICE
POET
SAUCER
ADVANCED DRAGON
CHRISTMAS WREATH
MIDWAY
I DARE YOU
BATTLESHIP
EVIL (previously called RAMP)
CREATE SHAPE (Oct Newsletter)
SPELLING BEE

THESE PROGRAMS ARE
ALL AVAILABE FOR A
COPY CHARGE OF \$1
PER PROGRAM.

THIS MONEY IS USED TO DEFRAY
COST OF PRINTING AND MAILING
NEWSLETTER. PLEASE GET YOUR
PROGRAM COPIES NOW.
WE NEED YOUR SUPPORT TO KEEP
THE NEWSLETTER GOING.

** Reviews will appear periodically in this newsletter.

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TO