

Spin Brough



mini'app'les

apple computer user group newsletter

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 ***** IMPORTANT ANNOUNCEMENT *****

 ***** NEXT MEETING JAN 10TH *****

 ***** A MAN FROM APPLE *****

 ***** ROGER CUTLER *****

 ***** MARKETING STRATEGIST *****

 ***** WILL GIVE A TALK AND *****

 ***** ANSWER QUESTIONS.... *****

MEETING WILL BE HELD AT COMPUTERLAND AT 7: 30 PM .
 We thank Ken Brumbaugh of MEC for arranging the Apple meeting for us.

OTHER ANNOUNCEMENTS: THE FEBRUARY MEETING ON FEB 14th will have a program by Stan Brooks on :
 INTERFACING TO THE GAME I/O PORT. THIS WILL INCLUDE AUTOMATIC STARTING AND STOPPING OF THE TAPE RECORDER.

NOVEMBER NEWSLETTER: Due to the Christmas rush, we were unable to mail out copies of the November Newsletter. For those of you who missed it, ask for a copy at the Computerland store. Contained therein was:
 User Contributed Programs-More details(also discussed in this edition)
 Software for Apples-Summary of amny advertisements depicting Apple Software.
 More on Flash & Inverse in INTEGER BASIC
 Microchess(more in this newsletter)

DECEMBER 13th USERS MEETING:

17 Users attended the monthly user's meeting.

- 1) Discussion on possibility of damage to chips, particularly memory chips and PROMS. Try and discharge yourself(electrically that is) before coming in contact with chips of conducting surfaces. A discharge mat may be made or purchased. Either the equipment is placed on the mat and one uses it as a discharge path, or, one stands on the mat to discharge oneself. In an event great care must be exercised in handling sensitive components particularly during the dry Minnesota winters.
- 2) Discussion on Mountain Hardware Clock-board. 2 have been shipped to local users but no information on how they perform is available yet.
- 3) Disks- Questions on reliability. Some reports of unexplained problem that required Initialization of the disk. It was noted that if one requires compatibility between 2 disks- i.e read a disk written on one disk on the other: then try and buy them together. Computerland will sell disks that are within a few numbers in serial numbers.
- 4) Our users group was honoured by the presence of two gentlemen from MEC who have recently purchased a large number of Apples for use in several Twin City area school districts. These gentlemen, Kent Kearburg and Ken Brumbaugh had recently visited Apple in Cupertino where some rumours were heard as follows:
 - Apple are looking at some Music cards for possible sale and support.
 - They have 3 or 4 versions of Pascual compilers in house. These are being evaluated with the intent of selecting one for release.
 - The founder of PET, Chuck Pedale(spelling ?) now works for Apple
 - Apple are planning to release a new MONITOR with better edit capability

These Gentlemen also visited a Los Angeles area users meeting at which there were alot (100s ?) of attendees. Many of these had copies of the WOZ Pack. This is a collection of notes compiled by Wozniak which are supposedly extremely valuable to anyone programming the Apple particularly in machine code. We are attempting to obtain a copy which we will then have copied and make available to local users at cost. (If anyone thinks they would like a copy please contact this editor- estimated cost of 200 pages is \$4.00)

- 5) It was noted that only early (before about Sept purchasers of Apple systems are receiving distribution of the Apple newsletter Contac. Apple admit to having a problem and are trying to catcg up.) Again if anyone wants zeroxs of back issues contact this editor.

Program: D.Buchler gave a demonstration of Appletalker- the actual utility software- not the demo. D.Buchler gave a short talk and demo on using the shape routine in Integer Basic.

MICROCHESS

A short report appears on page 5 of the November newsletter. This writer has some more experience with it which may be of interest

- 1) If you play at level 1 (the easiest setting) the computer will not think ahead but will often do the correct move so it will not miss a mate in one! It plays at this level very rapidly
- 2) This writer succeeded in beating the computer playing at level 8- I am probably a little better than average. However I played an unconventional game which I think caused the computer to have problems in the opening game. It contains a library of conventional openings. The biggest problem with Microchess is that at level 8, the computer is agonizingly slow at deciding its move. I am slow player- but its slower !

HIMEM ON THE FLY. by Keith Madonna & Bob Wentworth

Are you tired of typing in HIMEM:8192 for all of your HIRES graphic programs ? The following technique allows automatic setting of HIMEM and LOMEM. In the case of HIMEM it also relocates the program to the right place.

Step 1: Determin current program pointer by displaying contents of location 202₁₀ and 203₁₀ (CA₁₆ & CB₁₆). Its easier if you use the monitor since you need the answer in hex.

* CA.CB c/r

Step 2: Subtract 13 from the hex address displayed for location CA & CB. This will be the new program start address after the statement with the HIMEM and LOMEM information has been entered .

Step 3: Enter in, using the monitor, the following 'token' code format statement:

0D 00 00 10 B1 00 20 03 11 85 00 08 01 starting at address determined above.
 where:
 0D is the length of the statement in hex (13₁₆)
 00 00 means statement number 0
 10 B1 means HIMEM:
 00 20 is a HIMEM in this example of $2000_{16} = 8192_{10}$
 03 means :
 11 85 means LOMEM:
 00 08 is a LOMEM of $0800_{16} = 2048_{10}$
 01 means end of statement

The effect of all this is to enter a statement which is equivalent to

0 LOMEM:2048 : HIMEM:8192 c/r

This would be a SYNTAX error if you tried it under BASIC. Substitute different values of LOMEM and HIMEM as required. If you are familiar with tokens the information may also be made part of another statement

COMPUTERLAND

NEW HIRES SOFTWARE:

Computerland have been demonstrating a set of programs which make excellent use of HIRES graphics. These are now for sale. They are

- PHASAR ZAP 3 enemy spacecraft are trying to line up their PHASARS on you(get to center of screen. You must destroy them before they do that or they will get in a shot and heavily deplete your energy supply. The paddles control the elevation and direction of your PHASARS (you shoot from the hip, i.e. no sights)
- DEPTH CHARGE You get 3 passes to drop depth charges. Only one on screen at a time but you may drop more than one per pass.

DOCKING MISSION We are awaiting shipment of a new version- current version has problems

PASCUAL

As reported in minutes of last meeting, Apple will probably release a compiler soon. I suspect it will be of the P-code type described in recent editions of Byte magazine. This writer is therefore dropping any attempt to develop one independently- thats like re-inventing the wheel.

APPLETALKER

This writer purchased a copy of Appletalker. The package allows you to perform the following functions:

1. Input through the taperecorder input jack audio information which is digitized and stored in memory. Any tape recorder with a 'monitor' switch will allow you to record and output at the same time. If you don't have that one can record and then play the audio back into the Computer. The Apple will store the audio in the digitized form in memory. It uses about 1000 bytes per second of recording but depends on average frequency of information being recorded as to exact amount of storage required.
2. Clear the tables in which the digitized inf. is stored. Following the clearing, each recording session is identified and one can therefore select which recording is to be played back
3. Play back: All recordings in the tables, or select which session.
4. Save to tape the recordings (in digitized form of course)
5. Read from tape the digitized data

The subroutines which are in machine language are small and can be added to a BASIC programs and CALLED at will to speak a phrase or word. The main problem is that the tables in which the digitized voice is stored take alot of space, so unless you have lots of memory, forget it for any practical use. The quality of the voice is fair. Special effects sound much better.

COMPARISON OF TWO CHECKER PLAYING GAMES(HARDWARE) by Jim Jirousek

Move NO	CHECKER CHALLENGER LV 4	VIDEO BRAIN (DORTHY)	
1	24-19	11-15	
2	22-17	15-24	
3	27-20	10-15	The Checker Challenger is currently being considered by American Checker Federation for entry in Checkers Championships. (hey Jim;How about a Checkers Game for Apple in the user bank--- ed)
4	17-13	8- 11	
5	21-17	11-16	
6	20-11	7-16	
7	31-27	15-18	
8	23-14	9-18	
9	25-22	18-25	
10	29-22	16-19	
11	27-24	3- 7	
12	24-15	4 -8	
13	22-18	7-11	
14	32-27	2- 7	
15	27-24	7-10	
16	24-19	5- 9	
17	26-23	11-16	
18	28-24	10-14	(bad ! Video Brain missed 16-20)
19	17-10	16-20	(saw it too)
20	10- 7	20-27	
21	7- 2	27-31	
22	30-25	31-26	
23	25-21	12-16	(tricky)
24	19- 3	26-10	
25	2- 7	10-15	
26	18-11	9 -14	
27	2- 9	Loses by Default	(played 10-28-78)

BOOK REPORT or LIST

MICRO is a magazine devoted to 6502 microprocessor based machines and software. They have just published a book called "BEST OF MICRO". It sells for \$6. Computerland have 50 on order !

In this book 43 pages are devoted to KIM, 27 to PET and 30 to Apple. The Apple articles are as follows.

Inside the Apple II by Feruzzi
 A Worm in the Apple by Mike Rowe
 Apple II by Bob Bishop
 Apple Power Supply Revisited by Rod Holt
 Printing with the Apple II by Chuck Carpenter
 The Apple II Printing Update
 A Slow List for Apple Basic by Bob Sander & Cedrelof
 An Apple II Programmers Guide by Rick Avricchio
 Apple Integer Basic Subroutine Pack and Load by R.F.Suitor
 Apple II Variables Chart by C.R.Carpenter
 Ludwig von AppleII(How to write music for Apple II) by Mark Swartz
 Machine used in Ludwig von AppleII by C.R.Carpenter
 Apple Applayer Music Interpretation by R.F.Suitor
 AppleII Starwars Theme
 Shaping up your Apple by Michael Faraday
 Brown & White and Colored Allover by R.F.Suitor

The magazine MICRO may had on subscription or from your local friendly Computer dealer

DIRECTORY OF SOFTWARE FOR APPLE II

Computerland have available for your perusal a book which includes all known commercially available software for the Apple II. The list includes

Program Name
 Short Description
 Cost
 Availability

MEETING NIGHT:

This was brought up in last month'S newsletter too: Meetings have been scheduled for the 2nd Weds of each month. If persons desire a different night, please let the editor or Computerland know.

LOCAL USER CONTRIBUTED BANK:

An update on new programs in the bank is not available in this issue due to shortage of lead time. However it should be pointed out that several programs, which were listed last month as being in the bank, have been deleted. These programs should not have been submitted to the bank as they were copyrighted. Included are SAUCER and TWOVOICE, and some others. Please do not submit programs which you have purchased or obtained from a copyright source. Programs which you have developed yourself or which are extensive modifications of ones published in news articles are OK.

Note Saucer and TWoVoice, etc may be purchased from Computerland but not as user contributed programs. For example Saucer is available from Creative Computing.

LOCAL USER CONTRIBUTED BANK
CONTINUED.

I 036 MINIBANK
 I 043 APPLESOFT
 A 036 KINGDOM
 I 004 COLOR EATER
 I 003 SHAPE MAKER
 I 024 EVIL
 I 008 FLY
 I 008 T.E. INSTRUCTIONS
 I 026 APPLESTAND
 I 003 COLOR MAGIC
 I 022 CREATES H8192
 I 057 SPELL H16384
 A 012 LUNAR LANDER
 I 016 I DARE YOU
 I 007 AIRCRAFT GUNNER
 I 024 TEXT EDITOR
 I MATH GAMES

This is the current list of Programs on the MINI'APP'LES User Contributed Program disk. The deleted programs as mentioned above are no longer listed.

Copies of any of these programs may be obtained for a copy charge of \$1 per program. This money is used to defray the cost of printing and mailing the newsletter.

Note CREATES is CREATE SHAPE
 SPELL is SPELLING BEE

Programs were deleted. New programs added since last month are LUNAR LANDER, AIRCRAFT GUNNER, TEXT EDITOR and MATH GAMES.

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