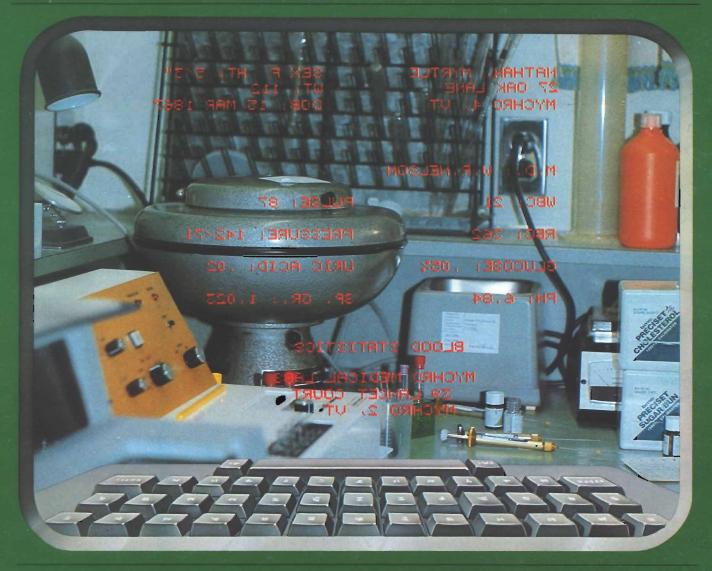
THE 6502 JOURNAL



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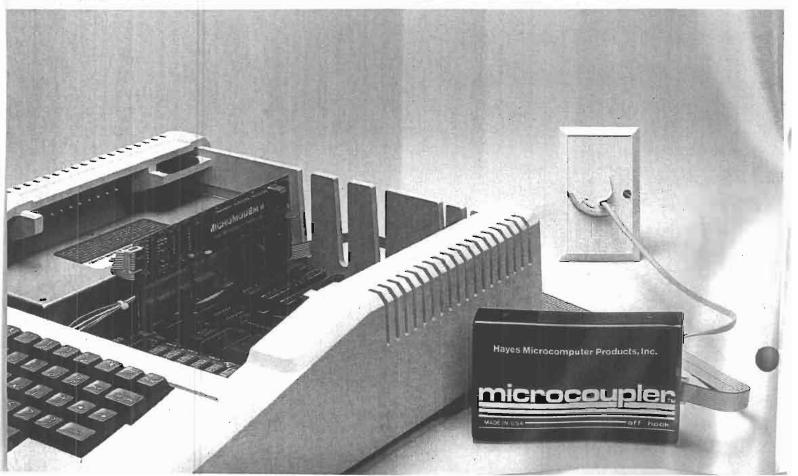
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- .What If I want to transmit a program to the other
- system?

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- Q. What type files can I read and save with DATA CAPTURE 4.0?
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- Q. Can I leave DATA CAPTURE 4.0 running on my Apple at home and use it from another system?
- Yes. If you are using the Micromodern III 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?
- 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?
- 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?
- 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
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- 10 VISMEM: CLEAR
- 20 P=160: Q=100
- 30 XP=144: XR=1.5*3.1415927
- 40 YP=56: YR=1: ZP=64
- 50 XF=XR/XP: YF=YP/YR: ZF=XR/ZP
- 60 FOR ZI=-Q TO Q-1
- 70 IF ZI<-ZP OR ZI>ZP GOTO 150
- 80 ZT=ZI*XP/ZP: ZZ=ZI
- 90 XL=INT(.5+SQR(XP*XP-ZT*ZT))
- 100 FOR XI=-XL TO XL
- 110 XT=SQR(XI*XI+ZT*ZT)*XF: XX=XI
- 120 YY = (SIN(XT) + .4*SIN(3*XT))*YF
- 130 GOSUB 170
- 140 NEXT XI
- 150 NEXT ZI
- 160 STOP
- 170 X1=XX+ZZ+P
- 180 Y1=YY-ZZ+O
- 190 GMODE 1: MOVE X1,Y1: WRPIX
- 200 IF Y1=0 GOTO 220
- 210 GMODE 2: LINE X1, Y1-1, X1, 0
- 220 RETURN

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11 plqqp

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COBOL-80

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41CROSOFT

Editorial

Copyright/Copywrong

MICRO is unconditionally opposed to the illegal copying of software listings. cassettes, diskettes or any other protected material. I am embarrassed that the need has arisen to make what should be an obvious statement of policy. Due to the publication of an advertisement in our January and February issues, a number of advertisers and readers have expressed concern that MICRO appeared to be supporting the illegal copying of protected disks. In retrospect, I believe that I made a mistake in allowing the ad to run, as will be discussed below.

MICRO could not exist if it were cheaper to copy MICRO than to buy a copy, and if it did not receive protection from being copied through the various copyright laws. This is not usually true of a disk full of software. First, the copyright laws have been very unclear about the protection afforded this type of material. Second, a \$395 program on diskette that can be quickly copied to another diskette which only costs \$3 is a bargain. Or so it appears to many microcomputer owners. There are, however, many hidden costs in illegal copies or "copywrongs."

- 1. An author or company that does not get a fair return on its work may fail in business, with the result that none of its later work will be available.
- 2. A vendor with reason to believe his product will be "ripped-off"

- may have to increase the price of the product to cover "copywrong'' losses.
- 3. If a vendor is forced to protect software through some hardware or software technique making the software difficult to copy, a legitimate user may then have unnecessary difficulties making a copy for the valid purpose of system backup.
- 4. A vendor may be forced to make an otherwise straightforward piece of software complex and devious to protect it, and may then only provide the barest operating instructions for its use. Such a presentation causes the product to lose inherent educational value for a programmer, limits the dissemination of useful programming techniques, makes the product difficult to modify and customize, and makes the software difficult for users to understand.
- 5. Many excellent programs may never be offered for sale at all.

There are certainly other economic and technologic losses besides these. The only one who profits from "copywrong" is the thief. Everyone else loses in the long run.

The advertisement referred to above was for a program that would copy "protected" diskettes. A member of the staff who thought that it should not be run brought it to my attention. I considered a number of factors and then allowed the ad to run. My reasons at the time were:

- 1. MICRO had never rejected an ad due to content and I hoped that we would not have to start censoring ads.
- 2. I thought that the ad would appear in other magazines anyway. We have since checked

with several national magazines with the result that: one would definitely not print that type of ad; a second might reject it but had not seen it; a third would have the entire editorial staff review it if there were any question in anyone's mind; and a fourth has run the same ad. So, I was partially right, but not entirely.

3. No protection scheme is really safe anyway, as this ad shows, and if an individual really wants to make a copy, he will find a

With these thoughts in mind, I approved the ad. The first calls and letters arrived after the next issue was already to press, so I could not stop the second run of the ad. Having since discussed the whole matter with the rest of the staff, and my wife who was incredulous that I approved it in the first place, I realize that I made a bad decision, and apologize to anyone who may have been injured by it. The staff of MICRO will now review every ad and, where there are problems, take appropriate steps.

We all pay the price of "copywrong", a price that can never be fully calculated since it results in a loss of software, talent, ideas and concepts whose value is impossible to measure. Unfortunately, illegal copying is similar to voting. No individual feels that his action really makes a difference, but of course it does. The numerous "copywrongs" add up to one of the most serious problems facing the microcomputer industry.

That is MICRO's position; what is

Robert M. In

Editor/Publisher

About the Cover



Our cover this month shows a medical laboratory with centrifuge and a hypothetical blood-test report on the screen. Microcomputers have already found their way into the laboratory and into medicine. "Microprocessors in Medicine: The 6502", a MICRO column by Jerry W. Froelich, M.D. (pages 63-64 in this issue), continues to address some of the biomedical applications of the 6502.

A microcomputer can be the heart of a complex of instruments, controlling the actions of each, collecting and analyzing data, and sending the collected data to other instruments for display, printout, or storage. Digital meters, frequency counters, oscilloscopes, spectrum analyzers, plotters, and printers, are just a few of the many instruments that can be interfaced to

microcomputers. Bookkeeping duties, such as generating the blood-test report, are trivial matters for the computer.

In medicine, possible uses for microcomputers are amazing, but current applications are already impressive. For example, a computer-patient interview has many advantages over conventional methods, not only saving the physician time, but also providing him with a more thorough analysis of the patient's history and symptoms. The interview program is written in consultation with experts in each medical specialty, thereby effectively providing the patient with the combined knowledge and experience of all. The attending physician has therefore more time to treat the patient or can more confidently direct him to the right specialist.

//ICRO Letterbox

Dear Editor:

Since issue number one, Micro has been presenting assembler work in a form that I could only term the "MICRO" format of mnemonics. At first, this seemed well and good, as some obvious advantages are present. There were some pros and cons on this by readers in the first few issues, then the discussion diminished, but the mnemonics remained.

I would like to ask the MICRO staff to re-consider their position. It's been 3 years, and MICRO is the only magazine espousing these mnemonics. Use by others has not caught on for one reason or another. With the exception of the assembler that MICRO uses for its articles, very few commercially available assemblers handle these mnemonics.

For programmers like myself, with assemblers that don't use the MICRO mnemonics, they are a drawback, requiring extra effort to re-write prior to entering, or tending to encourage mistakes if on-the-fly translation is attempted while entering the program. I think you may be encouraging extra work by the majority of programmers who don't have assemblers which handle these mnemonics.

I suggest a retreat from your previous position, and the use of an assembler which uses standard mnemonics and syntax, still retaining the concept of using standardized listings which is very valuable.

Frank Lawyer 126 Demott Lane Somerset, NJ 08873

We have begun to use standard mnemonics (see MICRO 33:50) and will continue to do so.

The Editor

Dear Editor:

For a quick and dirty listing of Tim Finkbeiner's ''non-listable'' program in January's ''Letterbox'', try this:

- a. Use the monitor to examine and write down the contents of bytes 0301 hex and 0302 hex which will be wiped out by the following restart.
- b. Now break and cold start your OSI C1P but answer "MEMORY SIZE" with 770 (terminal width is normal). This allows BASIC to reset pertinent pointers but prevents the destruction of your program.
- c. Use the monitor to restore 0301 hex and 0302 hex to their former values.
- d. Now break, warm start, and list.

This routine also helps recover programs which may become non-listable due to an inappropriate POKE or some other error.

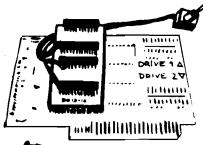
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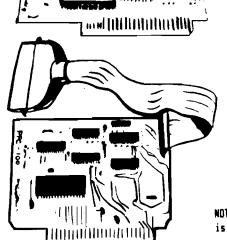
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A 6502 Assembler in BASIC

MICRO - The 6502 Journal

This article describes a 6502 assembler written in BASIC and tuned up for an OSI C2-4P computer. It is usable in a 4K machine and can be adapted to other makes and models of personal computers that use the 6502 microprocessor.

Edward H. Carlson 3872 Raleigh Dr. Okemos, Michigan 48864

The native tongue of a 6502 chip is "machine language." The native tongue of the programmer isn't. Nevertheless, you can speak to your computer in its native language. Just sit down and POKE its keyboard. Say: "AD 03 D2" and it will understand you. But it is difficult to carry on a prolonged conversation this way. Many programmers got their start in machine language by writing out programs on paper, looking up the op codes in a table, then pecking the resulting gibberish into the machine. This works. I wrote several useful programs this way shortly after getting my Ohio Scientific

The coolie labor is so great, however, that one soon urgently covets an assembler. An assembler is a longish program (about 5K for the Ohio Scientific "6500 Assembler and Editor") which does a number of onerous tasks. Some assemblers are more elaborate than others, but all will do two of the most mind-numbing tasks needed to produce machine code: the translation of mnemonic operators into op code, and the calculation of offsets in branch instructions when given the address of the target line.

Assemblers are notoriously demanding of memory space, and it usually costs several decibucks for that little cassette with its machine language incantations. So I was

```
GOTO 1990: REM *****ASSEMBLER *****
2 M1=INT(M/16):M2=M-M1+16:M1=FNH(M1):M2=FNH(M2)
3 Z=Z+1:POKE Q+Z.M1:Z=Z+1:POKE Q+Z.M2:RETURN
4 Z=Z+1:GOSUB 2:POKE AB,M:AB=AB+1:RETURN
5 HI=INT(N/256):L0=N-256+HI:BY=3
 II=INT(AD/258):JJ=AD-II+256:M=II:Z=1:GOSUB 2
8 M=JJ:GOSUB 2:M=OP:Z=Z+1:GOSUB 4
10 IF BY>1 THEN M=LO:GOSUB 4
11 IF BY=3 THEN M=HI:GOSUB 4
12 GOTO 100: REM START MAIN LOOP
20 FOR Z=1 TO LEN(C$):POKE N+Z, ASC(MID$(C$,Z,1)):NEXT:RETURN
99 C$="NO":N=Q+21:GOSUB 20
100 PRINT AD:: INPUT CS:LS-LEFTS(CS,3):L-LEN(CS)
101 IF L>4 THEN CS-RIGHTS(CS,L-4):L-L-4
102 IF LS="HEX" THEN 4000:REM MUST HAVE 4 DIGITS (NO $ SIGN) 103 IF LS="ADD" THEN AD=VAL(CS):GOTO 100
104 IF Ls-"CON" THEN CA-8: OP-VAL(CS): GOTO 200

105 IF Ls-"DIS' THEN AD-VAL(CS): OP-PEEK(AD): CA-0: GOTO 200
106 IF LS="ASC" THEN M=ASC(C$):Z=21:GOSUB 2:GOTO 180
123 REM IDENTIFY THE 3 LETTER NMEMOMIC
124 FOR I=1 TO 4:FOR J=1 TO 56:N=4*J-3
130 IF L$=MID$(C$(I),N,3) THEN II=I:JJ=J:GOTO 155
144 NEXT J, I: GOTO 99
155 N=14+(II-I)+JJ
160 REM GET OP CODE AND CATAGORY
161 CA-UAL(MIDS(ES.H.1))
163 OP=UAL(MIDS(F$(II),JJ*4-3,3))
200 BY-1: IF CA-0 THEN 7
210 IF CS='A" AND CA=3 THEN OP=OP+8:GOTO 7 213 IF CS='A" THEN 99
219 REM ABOUE: 1 BYTE CODES, BELOW: 2 BYTE ONES
220 BY-2:C1$-LEFT$(C$,1)
221 II=OP-8*(CA=1)
223 JJ-CA-1 OR CA-4 OR CA-5
224 IF C15=*** AND JJ THEN L0=UAL(RIGHT$(C$,L-1)):0P=II:GOTO 7
228 IF C15=** THEN 99
230 IF C1$<>*(* THEN 260
231 LO=UAL(MID$(C$,2,L-4))
232 IF RIGHT$(C$,3)=');Y' AND CA=1 THEN OP=OP+15:GOTO 7
240 IF RIGHT$(C$,3)=";X)" AND CA=1 THEN 7
250 IF RIGHT$(C$.1)<>*)* OR CA<>6 THEN 99
254 N=VAL(MID$(C$,2,L-2))
258 OP=OP+32:GOTO 5
260 IF RIGHT$(C$,2)<>";X" THEN 280
261 REM FOUND: 3 BYTE CODES, GO TO 7; 2 BYTES, TO S; NOT FOUND TO 99
262 N=VAL(LEFT$(C$,L-2))
264 IF N>255 THEN 274
266 LO-N: IF CA-2 THEN OP-OP+16: GOTO 7
268 IF CA-1 OR CA-3 OR CA-S THEN OP-OP+20:GOTO 7
269 GOTO 99
274 IF CA=2 THEN OP=0P+24:GOTO 5
276 IF CA=1 OR CA=3 OR CA=5 THEN OP=OP+28:GOTO 5
278 GOTO 99
280 IF RIGHTS(CS,2)()";Y" THEN 300
282 N=UAL(LEFT$(C$,L-2))
284 IF N>255 THEN 292
286 LO=N
287 IF CA=2 OR CA=5 THEN OP=0P+16-4*(CA=5):GOTO 7
292 IF CA=1 OR CA=5 THEN OP=0P+24-4*(CA=5):GOTO 5
299 GOTO 99
BIR N=UAL(CS)
304 REM GO TO 340 FOR BRANCH INSTRUCTIONS
305 IF CA-8 THEN 340
310 IF N>255 THEN 332
312 LO=N
314 IF CA-2 OR CA-7 THEN 7
316 IF CA=1 OR CA=3 OR CA=4 OR CA=5 THEN OP=0P+4:GOTO 7
332 IF CA=2 OR CA=7 THEN OP=0P+8:GOTO 5
334 IF CA=1 OR CA=3 OR CA=4 OR CA=5 THEN OP=OP+12:GOTO 5
336 IF CA=6 OR CA=9 THEN 5
                                                                      (continued)
```

delighted to see an assembler [for a PET] written in BASIC by Mark Zimmermann and published in *Personal Computing*, December 1978. I eagerly typed it into my 4K machine and hit RUN. The computer said "MEMORY OVERFLOW."

The problem is that lengthy tables are required in an assembler, and this particular one, quite naturally, put them in source code as DATA statements and then transferred them to arrays for use. Arrays are expensive of space if integers or short strings are being stored. A much more space-efficient way to enter fixed tables in a program is to put them in as strings, and to disect the strings for use by calling on functions such as RIGHT\$, MID\$, and LEFT\$.

This memory compression required extensive rewriting of the program. When done, I hit RUN again. This time the machine ran a few steps, then fell into a sort of catatonic trance. Stuck, except for a rhythmic screen flicker.

With dismay, I realized that my program had been bitten by the dreaded Screenflickerus stringarrayus bug, which infests Ohio Scientific machines using BASIC-in-ROM Version 1.0, Rev. 3.2, and attacks programs containing string arrays. I sadly set my ravaged project aside.

There now came an interlude in which my computer's memory grew to 20K and I found the bucks to purchase the Ohio Scientific Assembler and the time to learn to use it.

So what am I doing foisting a bugeaten assembler in BASIC off on you? A few weeks ago, a friend of mine who owns an Ohio Scientific Superboard II inquired about assemblers. He has only 4K of memory and so I thought of my moribund assembler in BASIC. You see, our intrepid scientific establishment, in the person of Mark Minasi, has studied the life habits of S. stringarrayus and found that she never nibbles on string arrays that have length 3*[any integer] + 2. Mr. Minasi published his results in a letter in issue 3 of PEEK(65). So I DIMensioned my string arrays at 5 instead of the otherwise suitable 4, and began a final tuneup of the program. The results are displayed in listing 1.

Writing Fast BASIC

The tune-up had 3 purposes: to gain still more room, to regain some speed, and to add some utilities which greatly ease the task of the program hacker. So

```
339 GOTO 99
340 N=N-AD-2:IF NC-128 OR N>127 THEN PRINT"CAN'T BRANCH";N:60T0 100
342 IF NO THEN N=N+256
344 LO=N:GOTO 7
1800 REM **** ASSEMBLER 1.4 ****
1802 RFM
1804 RFM
                    FOR OSI C2-4P COMPUTERS
1806 REM
1808 REM
                     EDWARD H. CARLSON
1810 RFM
                     3872 RALEIGH DR.
1812 REM
                     OKEMOS MI 48864
1814 REM
1820 REM LS IS THE 3 LETTER OF MNEMOMIC LIKE "LDA"
1822 REM C$ FIRST IS THE WHOLE INSTRUCTION, THEN JUST THE
1824 RFM
              ARGUMENT LIKE "55;Y"
1826 REM OP IS THE MACHINE LANGUAGE OP CODE
1828 REM AD IS THE CURRENT ADDRESS
1838 REM BY IS THE NUMBER OF BYTES IN THE MACHINE LANGUAGE
1832 REM
              INSTRUCTION
1834 REM N IS THE 1 OR 2 BYTE NUMBER IN THE INSTRUCTION 1836 REM ALSO A TEMPORARY VARIABLE
1838 REM CA IS THE CATAGORY NUMBER OF THE INSTRUCTION
1848 REM
              IT IS OBTAINED FROM THE TABLE ES
             LOCATES THE CODE ON THE TV SCREEN
THE REMAINDER OF THE VAR.S ARE TEMPORARY
1842 REM Q
1844 REM
1899 REM
1998 DIM C$(5),F$(5)
1992 DEF FNH(D)=D+48-7*(D)9)
1995 Q=55058
2000 C$(1)="ADC AND ASL BCC BCS BEQ BIT BMI BNE BPL BRK BVC BVS CLC"
2012 C$(2)="CLD CLI CLV CMP CPX CPY DEC DEX DEY EOR INC INX INY JMP"
2013 C$(3)="JSR LDA LDX LDY L5R NOP ORA PHA PHP PLA PLP ROL ROR RTI"
2015 C$(4)="RTS SBC SEC SED SEI STA STX STY TAX TAY TSX TXA TXS TYA"
2020 E$="113888788808800001442001200691553010000330010001220000000"
2021 F$(1)="097 033 002 144 175 240 036 048 208 016 000 080 112 024"
2023 F$(2)=*216 088 184 193 224 192 198 202 136 065 230 232 200 076*
2025 F$(3)=*032 161 162 160 066 234 001 072 008 104 040 034 098 064*
2027 F$(4)=*096 225 056 248 120 129 134 132 170 168 186 138 154 152*
2029 G$="0123456789ABCDEF"
2030 AD=546:GOTO 100:REM END OF INITIALIZATION, START AT $0222
3999 REM HEX TO DECIMAL SHBROUTINE 4000 N=0:L-4096:FOR I=1 TO 4
4020 M=ASC(MID$(C$, I, 1))-48
4040 IF M>9 THEN M=M-7
4050 N=N+M+L:L=L/16:NEXT:C$=STR$(N):N=Q+20:GOSUB 20:GOTO 100
```

extensive was the tune-up that scarcely a line remains of the original program. An unfortunate side effect is that much of the clarity of the original has also been lost. I refer you to Mr. Zimmermann's original article for an explanation of the logical flow of the assembly process. Here I want to discuss two aspects of the program: the details of the tune-up, and a manual for use.

In a BASIC program that has quite a few GOSUBs and GOTOs, one of the most time-consuming activities of the interpreter is searching for line numbers. Upon encountering "100 GOTO 2040", the BASIC interpreter starts at the first line of the program and examines each line, in turn, to see if its number is 2040. This costs 0.85 milliseconds per line examined. It can really add up unless the sought-for line is near the top of the program. To maximize running speed, I now write all my BASIC programs in an inverted order. All the initialization is done at the end of the program, reached by a GOTO in line 1. In listing 1, initialization starts at line 1800 with the REM description of the program and the preparation of the arrays. All subroutines are at the beginning of the

program, where their line numbers can be found quickly. The main loop is in the middle, starting at line 100 of listing 1.

In the same vein, the program runs faster if one can eliminate unnecessary flow-diverting statements altogether. A fruitful place to start is by looking at IF statements. The program is faster if the most probable value of the argument of an IF is "false", so that the flow continues down the stream of lines, rather than "true" so the THEN option is followed and a GOTO is exercised.

A second expensive activity of the BASIC interpreter is the conversion of numerical constants to floating point numbers. Each time the line "100 A = 53248 + B'' is encountered, the constant "53248" has to be converted to a 4-byte floating point number. The time required for conversion is proportional to the number of digits and is quite long. The interpreter never remembers that it has already done this conversion on previous encounters with line 100. So it is better to write "2000 Q = 53248" in the initialization part of the program and "100 A = Q + B" in the main loop. A conversion must also be done for the target line numbers in

GOTO statements. This is another reason for putting target lines at the front of the program, so their target addresses have fewer digits needing conversion. Line numbers at the beginning of lines do not need conversion. They are stored in source code as 2-byte binary numbers.

Putting several statements on one line, separated by colons, is another space and time saver. Finally, savings can be made by using 1-letter variable names, and by leaving out spaces when writing BASIC code. I draw the line at this however, clarity counts too!

User Manual

Now let's write a program. First punch in the assembler. If you have a 4K machine, you must leave out all REMarks in order to fit it in. This will give you over one page of memory for your machine language program, which you must reserve at the top of memory space by answering, say, 3750 to the question MEMORY SIZE? at cold start time. (You can put line "100? FRE(8)" to display how much memory is left as you run.) In addition to high memory space, you have available most of page \$02: the part above \$0222 which is unused by BASIC. This adds up to quite a lot of space since a machine language program that is 1 page long is getting on up in size. Much larger than that and you will want to be using a "real" assembler. But if you do need more room, you can get over 100 bytes more by not allowing any spaces in lines 1 to 1995.

After you hit RUN, the machine answers "546?" and waits for you to enter your line of assembly code. The assembler then POKEs its response into the remaining space on the line, increments the line counter and prints the next line number. (The number "546" is decimal for \$0222, the default start address. This address is suitable for OSI machines and prevents you from absent-mindedly POKEing a hole in your BASIC source code. You can change the starting address by using the ADD command described below.)

Regrettably, I had to make one departure from standard assembly language syntax: the use of a semicolon in place of a comma. This was necessary because on INPUT, BASIC treats the comma as a field separator and not as an ASCII character, so that an indexed command such as "LDA \$5A,Y" looks like "LDA 90;Y" in this assembler's syntax.

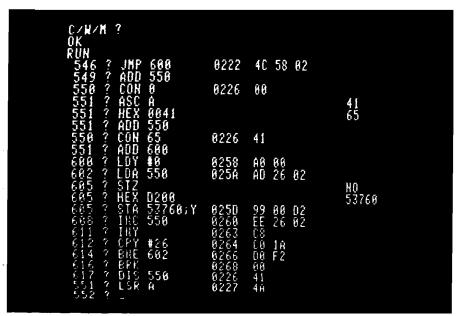


Photo 1. A machine language program written using the assembler in BASIC.

Photo 1 shows a short program that I composed "at the keyboard", without a precursor on paper. It is a realistic test of the assembler, because I made errors and recovered from them. The program writes the alphabet on the screen and photo 2 shows the results. I have used all the utilities that I added to this version of the assembler. They include ADD which starts assembly at a new address, and CON which allows a onebyte constant to be inserted at the current address. Therefore, the argument of CON must be between 0 and 255. The main use of CON is in the construction of tables of constants. DIS displays the contents of a location in memory. Unfortunately, it also sets the address one past the displayed address location. Although this feature is not at all convenient, I couldn't see any way to fix it up easily. ASC y gives the ASCII code (in hex) for the character y.

Finally, HEX gives the decimal equivalent of a 4-digit hexadecimal number. The assembler expects all numbers to be in decimal form. It converts all these to hexadecimal for use and display. The function of HEX is thus needed to supply decimal numbers from hex numbers, so you can "close the loop" in your thinking as you construct the machine language program.

As you work, you will certainly make mistakes, or at least change your mind. The machine is quite tolerant of this. Single incorrect characters can be erased by the "SHIFT/O" as usual. Incorrect mnemonics cause the computer to say "NO". If you disturb BASIC too much, it may undergo an ERROR BREAK and require you to restart the assembler with a RUN. This will do no

harm as long as you use ADD to get back to the point in memory where you were last working.

By the way, it takes a perceptible time for the assembler to massage a given input. The bottleneck is the loop starting at line 124. Codes near the end of the alphabet, such as TYA, take longer than ones near the beginning, such as BIT. It should be possible to speed up this loop by doing a preliminary search on the first letter of the 3-letter mnemonic.

When you are ready to run your program, do a BREAK to MONITOR, put in your start address, and hit "G" for go. However, you lose all that good mnemonic stuff that you had put on the screen, so copy it onto a piece of paper first.



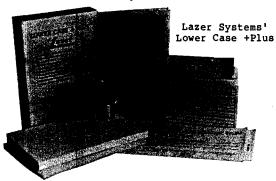
Photo 2. The run image of the program shown in Photo 1.

So there you have it: a simple assembler. Anyone who has used a more elaborate assembler will immediately miss some important features such as lables, comments, editor functions, and the ability to write the assembly language code to tape. However, anyone who has only done machine language programming on paper, with op code tables and hex arithmetic, will immmediately be grateful for the help which this assembler program gives to the programmer.

LOWER CASE + PLUS By for the Apple II Computer



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(You would probably pick the one on the bottom becuase you can see that you get well over twice as much in the package on top.)

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UnwrApple

This output pre-processor prevents words from being split by the right margin.

David Lubar 249 Loring Ave., Apt. 3 Edison, New Jersey 08817

In certain programs, such as conversational games, there is a good chance that words printed near the right margin will be bisected in strange places. One solution would be to handle printed portions as string variables which are edited before being sent to the screen. This approach, however, is slow and requires extensive changes in existing programs. Another route would be to do the work with a machine-language subroutine. This article describes such a program.

I had several goals in mind when I wrote UnwrApple:

- 1. It had to work with any setting of the text window.
 - 2. It had to be simple to use.
- 3. There had to be a minimum chance of conflict with any portion of a BASIC program.

Of the three goals, 21/2 were achieved. (The routine doesn't cope very well when the left and right margins are only one or two characters apart, but this shouldn't be much of a limitation.)

Using UnwrApple

The subroutine is activated with a CALL 881. This can be done either in immediate mode or as a line in the BASIC program, but the BASIC program should be in memory before UnwrApple is called. The subroutine is written for use with Integer BASIC.

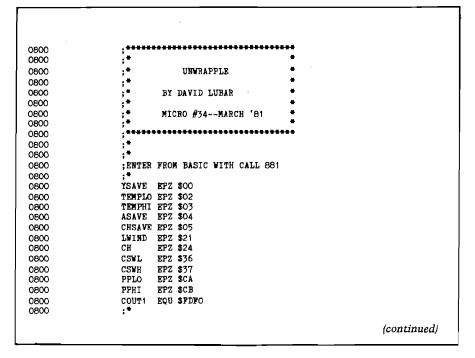
With a slight modification, it can also be used with Applesoft. (More on that later.) To turn UnwrApple off, hit RESET, or enter POKE 54,240 followed by POKE 55,253.

How It Works

The CALL 881 does two things. First, the address of the subroutine is put into CSWL and CSWH [locations \$36,37]. Most of you are probably familiar with the COUT function in the monitor. If not, see Bob Sander-Cederlof's article "A Slow List for Apple BASIC" in *The Best of MICRO*: Vol. 1, pg. 94 for a good description of COUT. After setting these pointers, an area one page [256 bytes] below the end of the BASIC program is reserved for temporary storage. This is done using the pointers at \$CA,CB, which hold the value of the last location used for program storage.

Now for the actual editing routine. First, since I wasn't sure whether BASIC used the Y register between jumps to COUT, I saved Y at the start of the subroutine. Then CH (\$24), which is the cursor displacement from the left margin, is stored in Y. The ASCII value of the character to be printed, already contained in the A register, is stored in the reserved area for later reference. A check must be made to see if this character is the last one of the current line. If it isn't, it is sent to the screen through the print routine COUT1 (\$FDF0). With the last character, there are three possibilities.

- 1. The last character is a space.
- 2. The last character isn't a space and it is followed by
 - a. A space.
 - b. Another character.



In case #1, the space is printed and the routine goes on without making any changes. In case 2a, the space is not printed, thus keeping the left margin justified. In 2b, the previous line has to be edited. For 2a or 2b, the routine first goes to FIX where it changes the COUT pointers. The first character of the new line will now be sent to CHECK instead of START. If editing is needed, the temporary storage area is searched until a space is found. Next, a backspace is printed, moving the cursor back one line. (After printing the final character of the line, the monitor moves the cursor down. The cursor has to be moved back up before the partial word can be erased. After replacing the partial word with blanks on the screen, the erased letters are reprinted. From here, there are just two more steps. The letter that originally started the new line, but which hasn't yet been printed, is sent to the screen. Finally, the COUT pointers are again set to START.

In other words, whenever a word is cut off by the left margin, the fragment is removed from that line and reprinted on the next line.

Modifications

If your programs make heavy use of the zero page (for tone subroutines or whatever), you can use locations other than \$0-\$5 for storage. The area directly above UnwrApple from \$383-\$3FF could be used (keep 3F8 free if you use control-Y|. Of course, using non-zero page locations will add a few bytes to the subroutine. To use UnwrApple with Applesoft, replace the listed values of PPLO and PPHI (\$CA,\$CB) with \$6D.\$6E. Since only 40 bytes are actually used for temporary storage, TEMPLO and TEMPHI could be given values pointing to page 3 (using \$3B0-\$3FF, for example). In this case, the lines CALLed from BASIC will have to be changed.

That about covers everything. UnwrApple can be used in the direct mode. I wouldn't recommend leaving it on while entering a program since the BASIC interpreter might not appreciate some of the extra spaces. But you can see it in action by CALLing it, then typing some words on the screen. For example, when the cursor reaches a new line, try hitting the space bar. The first space won't be printed, but any following ones will be sent to the screen.

One last thought—UnwrApple could be incorporated as part of a word processing routine, but that's another story.

7			
0300	:*		
0300	• ON TH	TRY ACCUMULATOR	HOLDS ASCII VALUE
		INI ACCOMBLATOR	NODDE NECTI TREED
0300	; *		
0300 8400	START	STY YSAVE	;SAVE Y ON ENTRY INTO ROUTINE
0302 A424		LDY CH	GET DISPLACEMENT FROM LEFT WINDOW
0304 9102		STA (TEMPLO),Y	
			; SAVE CHAR. FOR DATER REFERENCE
0306 CB		INY	
0307 C421		CPY LWIND	; LAST CHAR. OF LINE
0309 F005		BEQ MARG	; YES
030B A400		TDY MANG	
1 '		LDY YSAVE	; NO. RESTORE Y
O3OD 4CFOFD		JMP COUT1	;PRINT IT
0310 C9AO	MARG	CMP #\$AO	;SPACE?
0312 D005		BNE FIX	; NO
			•
0314 A400		LDY YSAVE	; YES
O316 4CFOFD		JMP COUT!	PRINT THE SPACE
0319 A026	FIX	LDY #CHECK	RESET COUT POINTERS TO SEND
031B 8436		STY CSWL	FIRST CHAR. OF NW LINE TO CHECK
			; FIRST CHAR. OF ME BINE TO CHECK
031D A003		LDY /CHECK	
031F 8437		STY CSWH	
0321 A400		LDY YSAVE	RESTORE Y
0323 4CFOFD			PRINT LAST CHAR. OF LINE
	aura _v	JMP COUT1	PRINT LAST CHAR. OF LINE
0326 8400	CHECK	STY YSAVE	
0328 C9A0		CMP #\$AO	IS FIRST CHAR. OF NEW LINE A SPACE
032A F040		CMP #\$AO BEQ NULL	;YES
032C A421		LDY LWIND	NO. PUT WINDOW LENGTH IN Y
032E 8504		STA ASAVE	; SAVE FIRST CHAR. OF NEW LINE
0330 88		DEY	SET Y TO VALUE OF OLD CH
0331 88	COUNT	DEY	BEGIN SEARCH FOR START OF LAST WORD
			· · · · · · · · · · · · · · · · · · ·
0332 F029		BEQ CANT	; SEARCH UNSUCCESSFUL
0334 B102		LDA (TEMPLO),Y	; CHECK CHARS. OF LAST LINE
0336 C9AO		CMP #\$AO	:SPACE
0338 DOF7		BME COUNT	:NO. KEEP LOOKING
		BNE COUNT LDA #\$88 JSR COUT1	
033A A988		LDA #\$88	;YES. BACKSPACE TO LAST LINE
033C 20F0FD		JSR COUT1	USE JSR SO CONTROL WILL RETURN HERE
033F 8405		STY CHSAVE	SAVE START OF LAST WORD
0341 8424			SET CH FOR PRINTING SPACES
	77.4 777	STY CH LDA #\$AO	
0343 A9A0	BLANK		THIS LOOP ERASES THE PARTIAL WORD
0345 20F0FD		JSR COUT1	;PRINT A SPACE
0348 C8		INY	
0349 C421		CPY LWIND	; END OF LINE?
034B F003		BEQ REPR	; YES
034D 4C4303		JMP BLANK	:NO. KEEP GOING
0350 A405	REPR	LDY CHSAVE	•
	MDI M		NAME OF TAXABLE ADVAN
0352 C8		INY	; MOVE PAST FIRST SPACE
J 0353 B102	REPR1	LDA (TEMPLO),Y	GET ERASED CHAR.
0355 20F0FD		JSR COUT1	;PRINT IT ON NEW LINE
0358 C8		INY	,
0359 C421		CPY LWIND	; DONE?
O35B DOF6		BNE REPR1 LDA ASAVE	;NO.
035D A504	CANT	LDA ASAVE	YES. RESTORE ORIGINAL FIRST CHAR.
035F A000	SET	LDY #START	RESET COUT POINTERS
	DEI		ingopi coni loinibus
0361 8436		STY CSWL	
0363 A003		LDY /START	
0365 8437		STY CSWH	
0367 A400		LDY YSAVE	; RESTORE Y
0369 4CFOFD		JMP COUT1	;PRINT RESTORED CHAR.
036C A980	NULL	LDA #\$80	PRINT NULL INSTEAD OF SPACE TO
036E 4C5F03		JMP SET	JUSTIFY LEFT MARGIN
			, - 20 - 21 - 20 - 2 - 20 - 20 - 20 - 20
0371	;*	`	
0371		FROM BASIC GOES	TO HERE
0371	. *		
0371 A900	•	LDA #START	:SET COUT POINTERS
			, OEI COUL FOIRIBRO
0373 8536		STA CSWL	
0375 A5CA		LDA PPLO	GET END OF PROGRAM STORAGE
0377 8502		STA TEMPLO	ANDSET UP AN AREA ONE PAGE
			· · · · · · · · · · · · · · · · · · ·
0379 A4CB		LDY PPHI	; BELOW FOR TEMPORARY STORAGE
037B 88		DEY	OF PRINTED CHARS.
037C 8403		STY TEMPHI	
037E 60		RTS	; BACK TO BASIC
35,2 00			, BACK TO BASIC AKCRO

New Publications (continued from page 79)

articles, columns, book reviews, hardware and software reviews, etc. To provide a "current awareness" service, abstracts are arranged by periodical and issue, so that a reader can quickly scan each issue of the periodicals covered.

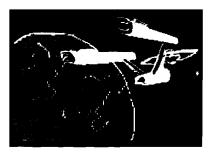
CONTENTS: 80 Microcomputing, Apple

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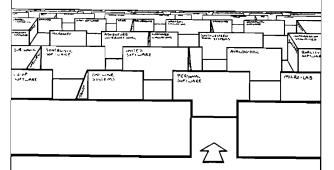
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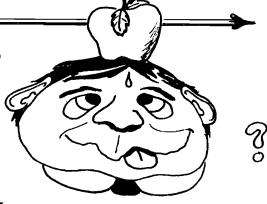
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MICRO-induced Homebrew Printer and Terminal

Shawn Spilman's excellent article "Writing for MICRO" in the September 1979 issue of MICRO (16:59), strongly advocates submission of '... a working source of the actual computer program; that is, the assembler or compiler output listing ... let the computer generate the program listing ...' Ay, there's the rub! A precondition for this is some form of hard copy device, and in some countries even a second-hand one is unobtainable or prohibitively expensive. So my son, David Green, decided to turn a junked fifty-year old, purely mechanical typewriter into a crude sort of electrical daisy-wheel printer which delivers about 2 to 3 characters per second. The idea became feasible when he discovered, in our local junk shop, a 52-contact electric rotary selector once used in telephone exchanges. Software and a VIA in SYM drive this printer. It's primitive and temperamental, but provides me with legible hard copy. However, the accompanying listings for this article were reassembled by MICRO.

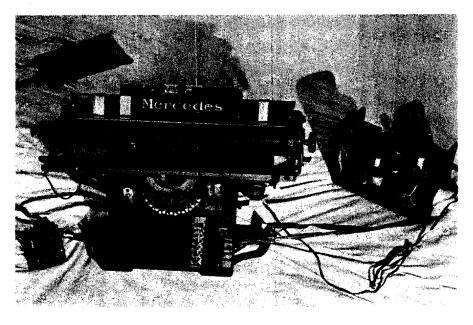
My project involved a few hundred hours of electrical, mechanical and electronic engineering, making it highly educational but not exactly practicable! However, if anyone is interested I will be glad to supply details. My present "terminal" is a cannibalized calculator keyboard which inputs all essential ASCIIs, with either SYM's six 7-segment LEDs scrolled from right to left as output display, or the onboard single-line 32-character 'scope interface. All do-it-yourself! I am shortly going to make a proper keyboard video terminal.

In USA, I understand that SIMON was, and probably still is, a very popular toy. In some other countries it is almost unknown. It is an absorbing game for 1, 2, 4 or more players, but could also be adapted for more serious educational or diagnostic purposes.

If you own a SYM-1, less than 220 bytes of RAM will give you the main facilities of SIMON and another couple in addition. No offboard hardware is needed. Some ideas about adding external audio and adapting for other microprocessors will be presented at the end of this article.

To simplify description later, keys 0 to 3 produce four different musical notes while simultaneously lighting four associated LEDs, simulating the 4 different colored lights of SIMON. Key 0 sounds the lowest pitch tone on SYM's onboard beeper and activates the extreme lefthand onboard 7-segment display LED. Key 1 produces a higher tone and activates the second LED, etc. The fifth, and extreme righthand sixth LEDs, are exclusively reserved for score display.

In case you haven't met SIMON, simply load the program and key in GO/265/CR. One of the four possible musical notes will play and its corresponding display LED will light up with a triple bar. At the same time 01 will appear in the score display, informing you that your tune is only one note long. You must then press the appropriate key from 0 to 3 in order to replay the identical "tune". If you have done this correctly, your microprocessor will respond with the original



note and displays followed by a new one, and accompanied by 02 in the score display. You must now key in the correct two-note tune. Each round, the microprocessor plays the complete preceding tune and adds one additional note at the end.

When you make a mistake, your microprocessor sounds a raspberry and displays 4 question marks (segment code = D3| together with the number of notes you have succeeded in remembering correctly. The whole process then automatically starts over again from 01 with the same tune. Inorder to add a winning target, I have arbitrarily chosen 09, which can be altered, at will, in location \$0278. When you complete nine notes successfully, the LEDs will display "H.H.H.H.09" (H. = Home = segment code, F6) and the whole game will restart again from 01 with the same tune. I have made this target autoadjusting. Each time you fail, the winning target is decremented, and each time you win, it is incremented. The score display is in hex; a few extra bytes will alter this to decimal if desired. The "?"s and "H."s can easily be replaced by slogans.

The basic parameters can all be altered according to personal taste. They are: the four tone frequencies, the duration of the notes, the pause between notes, the maximum tune length, (set arbitrarily at 70 notes), and the original target number. Their locations in the program are easily identifiable. The crude method of tone generation inevitably causes the lower frequency notes to have relatively longer duration. If considered worthwhile, this could be obviated by utilizing one of SYM's many timers. The 6 byte pseudo-random note selector routine RAND is not very scientific, but is perfectly effective here.

To check that you have keyed in the program correctly or that it has not subsequently modified itself, use SYM's onboard VERIFY command. The correct checksum from \$0200 to \$02E4 is #5F3F. The whole routine is fully and easily relocatable. Simply modify the seven addresses whose high byte is 02 in module MAIN.

This program is an incredibly powerful and versatile tool for such little RAM and is excellent, particularly for limited systems and relative beginners like me. 2K-SA imposes certain inevitable disciplines on assembly. One restriction is that absolute addressing is impossible within a module. To overcome this, I have

```
0800
                   :SYM-PLE SYM-ON SOURCE
0800
                   ; BY LEN GREEN (MICRO #34)
0200
                          ORG $0200
                          OBJ $0800
0200
0200
                   ; PAGE ZERO LABELS
                          EPZ $0007
0200
                   TUNE
0200
                   TEMP2 EPZ $0006
0200
                   TEMP1 EPZ $0005
0200
                   INDADL EPZ $0004
0200
                   INDADH EPZ $0003
0200
                   TARGET EPZ $0002
0200
                   SCORE EPZ $0001
0200
                  TNEIND EPZ $0000
0200
                   ;SYM MONITOR LABELS
0200
                          EQU $A656
                   ΤV
0200
                   DISBUF EQU $A640
                   TIMER EQU $A41E
0200
                          EQU $A403
0200
                  DDRB
0200
                          EQU $A402
                   ORB
0200
                   TTT.
                          EQU $AOO4
0200
                   ACCESS EQU $8B86
0200
                   CONFIG EQU $89A5
                  SCAND EQU $8906
0200
                   GETKEY EQU $88AF
0200
0200
                  DELAY EQU $835A
                  OUTBYT EQU $82FA
0200
0200
                  DBOFF EQU $80D3
0200
                   ;TABLES. 4(TONE) PERIOD FACTORS
0200 80
                  TABLES BYT $80
0201 40
                          BYT $40
0202 18
                          BYT $18
0203 02
                          BYT $02
                   ; WAIT. SUBROUTINE: DELAY FOR ABOUT 1 SECOND
0204
                   , VARIABLE THROUGH PARAMETERS
                   ; IN X AND Y. DBOFF IS ANY SUITABLE TRANSPA
0204
                  RENT MONITOR SUBROUTINE TO PAD
                   ; OUT TIMING PERIOD. X PRESERVED.
0204
0204 8A
                  TIAW
                          TXA
0205 48
                          PHA
                          LDX #$80
0206 A280
                         LDY #$70
0208 A070
                  LOOP1
                  LOOP2
                         JSR DBOFF
020A 20D380
020D 88
                          DEY
                          BNE LOOP2
O2OE DOFA
                          DEX
0210 CA
                          BNE LOOP1
0211 DOF5
0213 68
                          PLA
0214 AA
                          TAX
                          RTS
0215 60
0216
                   ;BLANK. SUBROUTINE: FILL LEFT-HAND 4 LOCATI
0216
                  ONS OF DISPLAY BUFFER (DISBUF TO DISBUF+3)
                  WITH BLANK SEGMENT CHARACTER
                   ; #OO. X PRESERVED.
0216
0216 A900
                  BLANK LDA #$00
0218 A003
                          LDY #$03
                  NEXT
                          STA DISBUF, Y
021A 9940A6
021D 88
                          DEY
021E 10FA
                          BPL NEXT
0220 60
                          RTS
                  :PLAY. SUBROUTINE: TRANSFER PERIOD
0221
                  ; TONE, EACH TIME SINGLE SCANNING
0221
0221
                   ; DISPLAY WITH CONTENTS OF DISBUF.
                   ; DURATION VARIABLE THRO' PARAMETERS IN TEM
0221
                  P1 AND TEMP2.
                   : (BEEP) ENABLES ONBOARD BEEPER.
0221
0221 8500
                  PLAY
                         STA THEIND
                         LDA #$OF
0223 A90F
```

```
0225 8D03A4
                           STA DDRB
0228 A903
                          LDA #$03
022A 8505
                          STA TEMP1
022C A970
                          LDA #$70
                   L00P3
022E 8506
                          STA TEMP2
0230 8A
                   LOOP4
                          TXA
0231 48
                          PHA
0232 200689
                          JSR SCAND
0235 68
                          PLA
0236 AA
                          TAX
                   :(BEEP)
0237
                          LDA #$OD
0237 A90D
0239 20A589
                          JSR CONFIG
                          LDA #$08
023C A908
023E 8D02A4
                          STA ORB
                          LDY TNEIND
Ö241 A400
0243 88
                   DEC1
                          DEY
0244 DOFD
                          BNE DEC1
0246 A906
                          LDA #$06
0248 8D02A4
                          STA ORB
024B A400
                          LDY THEIND
024D 88
                   DEC2
                          DEY
O24E DOFD
                          BNE DEC2
0250 C606
                          DEC TEMP2
0252 DODC
                          BNE LOOP4
0254 C605
                          DEC TEMP1
0256 DOD4
                          BNE LOOP3
0258 60
                          RTS
0259
                   ;FIXPLY. SUBROUTINE: NOTE - ID
0259
                   ; (OO TO O3) IN A LOADS TRIPLE BAR SEGMENT
                   CODE #49 INTO APPROPRIATE
0259
                   ; SEGMENT POSITION IN DISBUF AND
                                                        APPROPR I
                   ATE PERIOD FACTOR BACK INTO A.
0259
                   ; PERFORM PLAY.
0259 A8
                   FIXPLY TAY
                          LDA #$49
025A A949
025C 9103
                          STA (INDADH), Y
025E B90002
                          LDA TABLES, Y
0261 202102
                          JSR PLAY
0264 60
                          RTS
                   :INIT. START MAIN ROUTINE: ACCESS TO UN-WRI
0265
                   TE-PROTECT SYSTEM RAM. GENERATE
0265
                   ; AND STORE 70 PSEUDO-RANDOM NOTE ID'S (OO
                   TO 03) INTO TUNE BUFFER.
                   ; INITIALIZE TARGET#, INDIRECT ADDRESS (IND
0265
                   AD) OF DISBUF.
0265 20868B
                   INIT
                          JSR ACCESS
0268 A245
                          LDX #$45
026A AD1EA4
                   RAND
                          LDA TIMER
                          ADC TIL
026F 6D04A0
0270 2903
                          AND #$03
0272 9507
                          STA TUNE, X
0274 CA
                          DEX
0275 10F3
                          BPL RAND
0277 A909
                          LDA #$09
0279 8502
                          STA TARGET
027B A940
                          LDA #$40
027D 8503
                          STA INDADH
027F A9A6
                          LDA #$A6
0281 8504
                          STA INDADL
                   ; MAIN. CONTINUE MAIN ROUTINE:
0283
                     INIT SCORE. RUN COMPLETE ROUND OF GAME AN
0283
                  D EXHIBIT SCORES. IF TARGET
                   ; ACHIEVEDDISPLAY "H."S AND SCORE, INCREMEN
0283
                   T TARGET AND FORCE BRANCH BACK
0283
                    TO MAIN. ELSE SOUND RASPBERRY, DISPLAY "?
                   "S AND SCORE, DECREMENT TARGET
0283
                   ; AND FORCE BRANCH BACK TO MAIN.
0283 A900
                         LDA #$00
                   MAIN
                                                          (continued)
```

employed a forced relative branch instruction instead of an absolute jump instruction in 4 places in module MAIN: which also saves one byte each time. 2K-SA uses a modular approach and encourages assembly of the main routine after the subroutines and tables to which it refers. This, incidentally, is the reason for the GO/265 instead of the ubiquitous 200. Absolute program addresses are not listed; instead they are listed relative to the start address of each module in the extreme righthand field. All labels, except local module labels, are listed at the end of assembly. 2K-SA, although providing many of the highly sophisticated utilities of a full scale assembler, has no comment field, but the expanded module headings should provide ample clarification. The mnemonics are almost identical to those used by MICRO, incorporating the addressing mode information in the opcode rather than with the operand. The few extremely minor discrepancies should be very easily comprehensible.

This routine exploits SYM's 6532 RIOT to control the onboard beeper speaker. If you like, you can eliminate the 10 bytes marked * in module PLAY since they are superfluous with the beeper. If, however, the poor tone is disconcerting, a miniature offboard loudspeaker can easily be hooked up to one of the 4 onboard buffers connected to 6522 VIA #3. I tried a very cheap dynamic microphone capsule in lieu of speaker and obtained very pleasing results with no additional amplification. Alternatively, use any of SYM's three 6522's to connect up to an external audio system. If you use a 6522, the following alterations must be made to module PLAY. Disable the onboard beeper by eliminating the 5 bytes starting at (BEEP). Substitute the appropriate 6522 for the 6532 by changing the 5 bytes controlling DDRB and the 5 bytes switching on and off at ORB in two places, for their 6522 equivalents. With small changes in programming, four different colored LEDs can be driven direct from the aforementioned buffers for an improved display.

For any who may need it, here are a few guidelines for adapting the modules for KIM or other 6502 microprocessors:

WAIT: No alteration should be necessary except substituting for DBOFF.

BLANK: Use the appropriate routine for your microprocessors display.

PLAY:

Whatever routines are necessary to produce the audio frequencies and operate the display LEDs. Eliminate (BEEP).

FIXPLY: No alteration should be necessary.

INIT:

Eliminate ACCESS. RAND will doubtless need modifying to produce the pseudorandom tune.

MAIN:

Includes some specific SYM monitor routines which must be replaced by their equivalents or near equivalents in other systems. DISBUF to DISBUF+5 is SYM's 7-segment display buffer in System-RAM. DELAY displays the segment code contents of this buffer for a period of time determined logarithmically by the factor pre-stored into TV. GETKEY scans the display continuously from the display buffer while waiting to pick up the keypad input as an ASCII in the accumulator. OUTBYT pushes the segment codes of the 2 hex digits in the accumulator into DISBUF, from the right.

Only after finishing this program did I discover that Steve Ciarcia had published an article about 15 months ago in BYTE of April 1979. His program however is in BASIC, and concentrates particularly on the hardware details for the colored lights and tone generator of the player console. If you want a real professional SIMON, I strongly recommend this article.

In conclusion, can you remember and play a 70 note tune without goofing? I'm sure I can't! I'd need a "computer" for that!

Len Green was born and educated in London. He has taught physics at almost all levels in Israel, in Hebrew, for the past 30 years. He served as a UNESCO educational expert in this field from 1963 to 1967 in two West-African countries. He has written two physics text books, as well as a previous article for MICRO.

AICRO"

0285 8501		STA.	SCORE
0287 200402	RUN		WAIT
028A A601	RON		SCORE
028C E402			TARGET
028E F009			HOME
0290 E8		INX	
0290 E8		TXA	
0292 8501			SCORE
0292 6501 0294 20FA82			OUTBYT
0294 201482			PLAYON
0297 T016 0299 E602	HOME		TARGET
029B A9F6	понь		#\$F6
029D A003	MESSGE		
029F 9940A6	CHARS		DISBUF.Y
029F 9940R0	UNAND	DEY	D13B0F,1
02A2 00 02A3 10FA			CHARS
02A5 A90C			#\$OC
02A7 8D56A6		STA	••
02AA 205A83			DELAY
02AR 20)A0)			MAIN
02AF A900	PLAYON		
02B1 201602	NOTES		BLANK
02B4 B507			TUNE. X
02B6 205902			FIXPLY
02B9 200402		JSR	WAIT
O2BC E8		INX	
O2BD E401		CPX	SCORE
O2BF DOFO		BNE	NOTES
02C1 A2O0		LDX	#\$00
0203 201602	TRIES	JSR	BLANK
02C6 20AF88		JSR	GETKEY
0209 38		SEC	
02CA E930			#\$30
02CC D507		CMP	TUNE, X
O2CE DOOA		_	GOOF
02D0 205902			FIXPLY
02D3 E8		INX	
O2D4 E4O1			SCORE
O2D6 DOEB			TRIES
02D8 10AD			RUN
O2DA A9FF	GOOF		#\$FF
02DC 202102			PLAY
02DF C602			TARGET
02E1 A9D3			#\$D3
02E3 30B8		RMI	MESSGE

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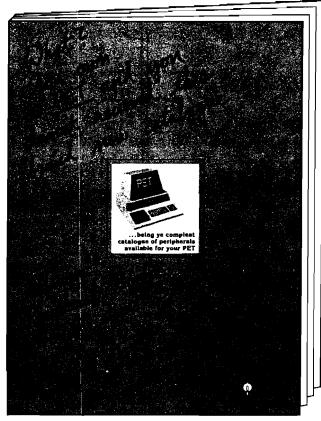
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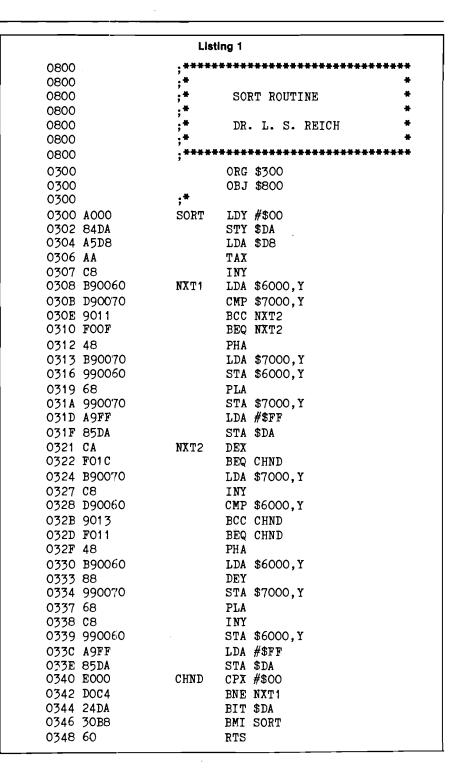
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Rapid Bubble Sort of Numerical Elements Using BASIC/ASL

The implementation of sorting routines, e.g., bubble sort, solely by means of BASIC (Applesoft) generally leads to long sorting times, especially when the amount of data is large. Using 8-bit numeric elements as data, this article shows that by using assembly language (ASL) for comparisons and swapping during sorting, as part of a BASIC program employing a bubble sort routine, sorting times are dramatically reduced even when compared with a relatively rapid Quicksort routine which employs only Applesoft.

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There is a general need to be able to sort data, and much effort has been expended in attempts to devise efficient sorting procedures. Thus, some procedures developed were: Bubble Sort, Shell Sort, and Quicksort. (See MICRO, 13:21 and 26:13. The efficiency of these methods increases as we proceed from Bubble Sort to Shell Sort to Quick Sort. For randomly generated data, the number of comparisons involved in Bubble Sort, Shell Sort, and Quick Sort is approximately proportional to N^2 , $N^{1.5}$, and $N\log_2N$, respectively. If it is further assumed that Applesoft BASIC sorting time (AST) is related to the number of comparisons made, then as the amount of data [N] is increased, AST for Bubble Sort should be greater than that for Shell Sort, and AST for Shell Sort greater than that for Quick Sort. As N becomes large, these differences should become more significant. From the preceding, it can be readily perceived that Bubble Sort becomes relatively inefficient as compared with Shell Sort or Quick Sort when N becomes large.



```
Listing 2
5 N = 500
10 DIM X(N)
   FOR J = 1 TO N:X(J) = INT (255 * RND (1) + 1): NEXT
    PRINT "UNSORTED NUMBERS ARE: ": FOR J = 1 TO N: PRINT X(J);" ";: NEXT
    IF N / 2 = INT (N / 2) THEN A = N / 2:B = N / 2: POKE 216, A: GOTO 35
33 A = INT (N / 2) + 1:B = INT (N / 2)
34 POKE 28672 + A,255: POKE 216, A
   FOR J = 1 TO A: POKE 24576 + J, X(J): NEXT
40 FOR J = 1 TO B: POKE 28672 + J, X(J + A): NEXT
50 HEX$ = " 300: AO 00 84 DA A5 D8 AA C8 B9 00 60 D9 00 70 90 11 F0 OF 48
      B9 00 70 99 00 60 68 99 00 70 A9 FF 85 DA CA FO 1C B9 00 70 C8 D9 0
     0 60 90 13 FO"
55 HEX$ = HEX$ + " 11 48 B9 00 60 88 99 00 70 68 C8 99 00 60 A9 FF 85 DA
     EO OO DO C4 24 DA 30 B8 60 ND823G"
   FOR I = 1 TO LEN (HEX$): POKE 511 + I, ASC (MID$ (HEX$,I,1)) + 128:
      NEXT
60
   POKE 72,0: CALL - 144
    CALL 768
65
   PRINT: PRINT "SORTED NUMBERS ARE: ": FOR J = 24577 TO 24576 + A - 1:
70
      PRINT PEEK (J);" "; PEEK (J + 4096);" ";: NEXT : PRINT PEEK (2457
     6 + A);"";
    IF N / 2 = INT (N / 2) THEN PRINT PEEK (28672 + A)
75
80
    END
```

LINE NUMBERS 50-60 POKE OBJECT CODE INTO MEMORY, FROM BASIC, COR

N LIMITED TO VALUES LESS THAN 511 AND LIST ELEMENTS TO 8 BITS

However, the algorithms in Bubble Sort for comparisons and swaps can be relatively easily written in assembly language. In this manner, the Bubble Sort sorting time should be dramatically reduced. The purpose of this article is to examine the AST for Bubble Sort in comparison with the sorting time for Bubble Sort using an Applesoft-assembly language program.

REM

REM

RESPONDING TO LISTING 2

4-5K BYTES REQUIRED FOR N= 510

90 REM

100

110

The Applesoft-assembly language program is depicted in listing 1. (The corresponding assembly language portion is shown in listing 2.) The sorting time for the Applesoft-assembly language program was taken as the elapsed time [sec.] from line number 30 up to, but not including, line number 70. Table 1 shows a comparison of approximate sorting times [sec.] between Applesoft and Applesoft-assembly language programs for various values of N using the Bubble Sort algorithm. From this table, it can be seen that as the value of N was increased from 100

to 500, the ratio [R] of sorting times of assembly language to Applesoftassembly language increased from 13 to 89. Also, from this table, the Applesoftassembly language sorting time is seen to be roughly proportional to N. Since, as indicated previously, AST for Bubble Sort is approximately proportional to N², the ratio of sorting times (column 4 in table 1) should be related to N, that is, R = kN. From table 1, the value of k is about 1/5. Further, it may be noted here that the Applesoft-assembly language sorting times, at N = 100 and 500, were found to be much shorter than the AST using Shell Sort and the relatively rapid Quick Sort. Thus, for N = 100, the AST for Shell Sort and Quick Sort were about 51 and 20 sec., respectively. For N = 500, the corresponding AST values were about 413 and 151 sec. From the preceding, when BASIC is being considered for sorting procedures, it is advisable that such procedures utilize assembly language, where feasible, for the comparison and swapping portions, especially for large values of N.

In the Applesoft-assembly language program N is limited to values less than 511 and the numerical elements to 8-bits. Also, at the maximum value of N, the program required 4 to 5K bytes.

<u>N</u>	AS	AS/ASL	Ratio of AS to AS/ASL
100	65	5	13
200	257	7	37
255	406	8	51
300	540	10	54
400	915	12	76
500	1423	16	89

Table 1: Sorting times (sec.) for AS and AS/ASL for various N-values using the BS algorithm.

L.S. Reich is an Adjunct Professor of Chemistry at Stevens Institute of Technology. One of his current major interests is the utilization of small computers, such as the Apple II, in the solution of problems in chemistry which were once considered to be tedious and time-consuming.

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A Relocating Loader for AIM Tape

With this routine you can assemble a program at one location and load it at another.

Mel Evans 1027 Redeemer Ann Arbor, Michigan 48103

Considering its size, the AIM monitor provides a surprising number of useful functions, and does each of them well. I suppose it was inevitable that, in packing all those good things into 4K of ROM, they had to leave out a few other good things that some users might consider essential. One of these is a relocating loader.

Suppose you have recorded the object of SUBA starting at \$0F00, and now want to reload it starting at \$05A2 for inclusion in another program. Or suppose you have assembled a program to tape, starting at \$B000 for use in ROM, and now want to reload it starting at \$2000 so you can burn the EPROM. KIM lets you do such a relocating load [by using ID=FF, as explained in the user manual]. So does Apple. But AIM doesn't

Ironically, the reason it doesn't is probably because of the nifty multiblock DUMP routine that it does provide. It allows you to record any number of blocks of memory, all in one cassette file, and then restore the whole thing by loading just that one file. Really fine, and well worth the extra space. But it makes a relocating loader more complicated, and there is no spare room for it (or anything else) in the monitor—that ROM is fully packed.

So how do you do a relocating load? Just load the program described below, set up your memory-block assignments in page zero, hit "F1", and it acts just like the "L" command. But instead of loading it where it came from, it puts each memory block where you assign it. Furthermore, the load blocks can be different in size from what the dump blocks were. Feel free!

0000	Number of blocks
	(hex)
0001-0002	START address,
	recorded block A
0003-0004	END address,
	recorded block A
0005-0006	TO address,
	relocated block A
0007-0008	START address,
	recorded block B
0009-000A	END address,
	recorded block B
000B-000C	TO address,
	relocated block B
000D-000E	START address.
	recorded block C
000F-0010	END address.
	recorded block C
0011-0012	TO address.
	relocated block C

and so on, up to 14 (decimal) blocks, ending at \$0054

Figure 1: Block Assignment Format for RLOAD

Memory-Block Assignments

A memory-block assignment is defined by three addresses: START, END, and TO. START and END are the starting and ending addresses of the memory block as recorded on tape (and where it would be restored, if you weren't doing this relocation). Remember, when you dumped to tape. the monitor asked you for FROM = and TO =? If you recorded a single memory block, and want it restored as a single block, those addresses are now START and END. (START can be smaller than FROM, and END can be larger than TO-just be sure that START-END covers the block, and doesn't overlap some other assignment.) The new TO address is where you want the byte at START to be relocated; the rest of the block will be shifted with this same offset (positive or negative).

Example: You recorded a block of memory from 0A00 through 0B2F, and now want to reload it starting at 0400. So START is 0A00, END is 0B2F, and TO is 0400. The byte recorded from 0A00, comes back at 0400, and the last byte, from 0B2F, ends up at 052F.

Another example: You recorded a big block, from 0200 through 0FFF. It consisted of program from 0200 through 061C and data from 061D through 0FFF. You want the program back where it was, but the data moved to higher memory, starting at 2000. This takes two block assignments. For block A, START=0200, END=061C, and TO=0200; so the program loads with no offset. For block B, START=061D, END=0FFF, and TO=2000; so the first (061D) data byte is moved to 2000, and the rest of the data follows accordingly.

Last example: You recorded three subroutines in one file from various places in memory; SUB1 [0300-033A], SUB2 [062C-0712], and SUB3 [0516-0540]. You want to bring back SUB1 and SUB2, located one after the other starting at 0400, and don't want SUB3. So the three blocks are:

Biock A: START = 0300, END = 033A, TO = 0400 Biock B: START = 062C, END = 0712, TO = 043B Biock C: START = 0516, END = 0540, TO = XXXX

Block A loads SUB1, starting at 0400. Notice that it will therefore end at 043A. So block B loads SUB2 starting at the next location: 043B. The TO address in block C should be some part of RAM you're not using at the moment, so SUB3 will load to this "trash" location. [Don't try to load it to ROM. The loader verifies each byte after storing, and so would respond with "MEM FAIL".]

The relocating memory-block assignments are set up at the bottom of page zero in the format shown in figure 1. In location 0000, store |in hex| the number of blocks to be assigned. In the next two bytes [0001-0002] store the block A START address in the usual low-high order [line number first, then page number]. Put block A END in the next pair of bytes [0003-0004] and block A TO in the next pair [0005-0006].

If you're only dealing with one block, that's it. But if you need more block assignments, just continue: block B START at 0007-0008, END at 0009-000A, and TO at 000B-000C. And so on, for as many as 14 [decimal] blocks, if you need them. Just don't get carried away and continue to \$0056 or above, because that's where the program starts! And watch out, of course, for overlapping START-END blocks. Ditto for overlapping TO blocks. [Guess how I found that out?]

How the Program Works

An AIM assembly listing of the relocating loader program (RLOAD) is shown, with comments, in figure 2. I have put it in the top half of page zero so it is out of the way of incoming loads, but you can put the program anywhere (including ROM) with no changes and it will still work. Just

Figure 2: RLOAD Assembly Listing					
OSOO ;RLOAD SOURCE					
0800			VANS (MICRO #34)		
0800 0800	•		G LOADER FOR AIM		
0800			TION OF LOAD ROU' ONITOR AT \$E2E6	TIME	
0800	;	•••	0.1.10. N.1 0.2.2. 0		
0800	; EQUATE	ES			
0800 0800	WHEREI				
0800	INALL		\$E993 \$EB4D		
0800	CHEKAR				
0800	ADDR		\$A41C		
0800 0800			\$E385		
0800	CKSUM RBYTE		\$A41E \$E3FD		
0800	STBYTE				
0800 0800	DU13		\$E520		
0800	START :ZERO F		\$E182		
0800	NBLOKS	EPZ			
0800			\$0001		
0800 0800			\$0002 \$0003		
0800			\$0004		
0800	BTOL	${\tt EPZ}$	\$0005		
0800 0800			\$0006 \$00FA		
0800			\$00FB		
0800	OFFSTL	EPZ	SOOFC		
0800	OFFSTH				
0800 0800	nchek ;	EPZ	\$00FE		
010C		ORG	\$010C		
0100			\$0800		
010C 4C 010D 5600			\$4C RLOAD	;CREATE JUMP ;FOR F1 KEY	
010F	;		N. DON. D	, TON IT NOT	
0056			\$0056		
0056 0056 2048E8			\$0804 WHEREI	GET FILENAME AND FIND FILE	
0059 2093E9			INALL	GET NEXT RECORD	
005C C93B		CMP	#\$3B	;";"	
005E DOF9 0060 204DEB			LOAD1	- OT BAD OUROVOIDE	
0060 204BE5			CLRCK CHEKAR	;CLEAR CHECKSUM	
0066 AA		TAX		;SAVE # OF BYTES	
0067 F038 0069 204BE5			BPTDN CHEKAR	;BRANCH IF LAST RECORD	
006C 85FB			RADH	;SAVE RECORD ADDRESS	
006E 204BE5			CHEKAR		
0071 85FA 0073 A500			RADL NBLOKS	;FIND BLOCK ASSIG.	
0075 85FE		_	NCHEK	, TIND BBOOK REETS.	
0077 BA		TXA			
0078 48 0079 A 900		PHA	#\$00	;SAVE X	
0079 A900 007B A5FB	BLKCHK			; CHECK NEXT BLOCK	
007D D502		CMP	BSTH , X		
007F 9016 0081 D006		BCC	NO MAYBE		
0083 A5FA			RADL		
0085 D501		CMP	BSTL, X		
0087 900E 0089 B504		BCC	NO BENH, X		
008B C5FB			RADH		
008D 9008		BCC	NO		
008F D014		BNE	YES BENL, X		
0091 B503 0093 C5FA			RADL		
0095 BOOE		BCS	YES		
0097 8A		TXA ADC!	#\$06	; BLOCK NOT FOUND YET	
0098 6906 009A AA		TAX	,, 3 00		
OO9B C6FE		DEC	NCHEK	.	
OOOF OO		BNE BRK	BLKCHK	; TRY NEXT BLOCK	
009F 00 00A0 00		BRK.		; ERROR: NO GOOD BLOCK	
OOA1 F041	BPTDN	BEQ	LOAD4		
00A5 70B4		BEQ SEC	LOAD1	BITUCK BUILD CUMDINGE UPDSDG	
OOA5 38 OOA6 B505			BTOL, X	; BLOCK FOUND, COMPUTE OFFSET	
00A8 F501		SBC	BSTL, X		
OOAA 85FC OOAC B506			OFFSTL BTOH.X		

make sure it doesn't overlap your block-assignment list in page zero, or any of the TO memory blocks defined in those block assignments. (If you change the addresses of the blockassignment list, you will have to reassemble.)

By the way, you can use the program to move itself. Load it as-is to page zero. Then rewind the tape, and use the program to reload itself to wherever you want it.

If you compare the assembly listing in figure 2 with the monitor listing of LOAD (E2E6) you will see that RLOAD is essentially a copy of LOAD, but with a patch in the middle (between LOAD 2 and JSR RBYTE). Before each byte is read from the tape buffer and stored, the patch compares its recorded address (the address it would be returned to if you weren't relocating it], stored in RADL-RADH, with each of your assigned START-END blocks in turn, until it finds the right block. (If it doesn't find that address in any of the block assignments, it breaks to the monitor, displaying "00A0 00 BRK". This means you haven't done your homework.

After finding the right block, the patch computes the block offset (between START and TO), adds the offset [positive or negative] to RADL-RADH, and stores the byte at the offset address (ADDR). That's all there is to it.

The added code is straightforward, except for one piece that might be worth adding to your bag of software tricks. Between BLKCHK and NO is a 28-byte routine that does a two-way double-precision compare. It checks if [two-byte] address RAD is greater than or equal to address BST, and then if RAD is less than or equal to address BEN. Try doing that with double-precision subtractions, and you will see that 28 bytes is a bargain.

How to Use the Relocating Loader

First, enter the program in AIM memory, using figure 2 if you want to assemble it [to tape, not memory]; otherwise, use figure 3 with the "I" command [or figure 4 with the "M" command, if you're old-fashioned] and then put it on tape with the "D" command. To use it, load it back in with

OOAE	F502		CDA :	DOM! Y	
	85FD			BSTH, X	
00B0			CLC	offsth	TOTAL CHARGE MA PROPERTY VICTOR
	A5FA				; APPLY OFFSET TO RECORD ADDRESS
	65FC			RADL	
	8D1 CA4			OFFSTL	LVD GEADD TO
	A5FB			ADDR	; AND STORE IT
	65FD		LDA 1		
	8D1DA4			OFFSTH	
	20FDE3			ADDR+1	DD12 177 2722 277
0001	2013E4			RBYTE	; READ AND STORE BYTE
0004	E6FA			STBYTE	TEARTHAN DAORD INDERES
	DOO2			RADL	; INCREMENT ROORD ADDRESS
				RSTOR	
	E6FB		INC F	RADH	
	68	RSTOR			RESTORE BYTE COUNT
OOCE			XAT		
OOCF			DEX		
0000					; DO NEXT BYTE
	20FDE3				;END OF RECORD, DO CHECKSUM
	CD1 FA4			CKSUM+1	
8000			BNE J		
	20FDE3		JSR F		
	CD1 EA4		CMP C		*
	D013		BNE J		
	FOBF				; READ NEXT RECORD
				\$05	;READ LAST RECORD
		LOAD5		RBYTE	
00E9			DEX		
	DOFA		BNE I		
	2093E9		JSR I	NALL	
	2020E5		JSR D	0013	
	4C82E1		JMP S	START	RETURN TO MONITOR
00 F 5	4C85E3	JERR	JMP C	KERR	;CHECKSUM ERROR

the "L" command. Then set up your memory-block assignments at the bottom of page zero, as in figure 1. Then hit "F1" and pretend you hit "L". If you didn't overlook something in your block assignments, it will work just like the "L" command; but when it's done, all those blocks will be where you told them to go.

If, during the load, it reverts back to the monitor with "00A0 00 BRK", it means it has found a byte with an address it can't find in any of the block assignments. Function keys, perhaps? User I/O, maybe? You have overlooked something. Look at what's in 00FA-00FB. That is RADL, RADH: the offending address. Oh, yeah, now I remember!

And In Conclusion

For a half-page program, this one does a lot. It makes AIM compatible with other 6502-based computers in its ability to shuffle code around to where it is needed. It also allows you to bypass pages zero and one (which AIM regards as its own private property) while using the AIM assembler to develop code for those pages in AIM, or code for another computer, such as KIM or Apple.

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By now, most 650x owners interested in machine language will have a dissassembler, and often an assembler as well. Unfortunately, the two usually don't talk to each other. Wouldn't it be wonderful if the disassembler's output could be sent to the assembler? Unknown programs could be studied with all the power of a good assembler. Addresses could be labelled, tables and messages could be made readable. Most important, the results could be saved to disk, so later work wouldn't have to start over from a new disassembly.

A program to do this is called a symbolic disassembler. For several months I have used one with my PET computer. It is extremely helpful in understanding machine language programs. With its help, I also alter programs, change addresses used, even add instructions. It is worth its weight in gold. Already, it has fixed and relocated my BASIC Programmer's Toolkit to work with Commodore's new BASIC 4.0.

My symbolic disassembler is called UNASSEMBLER24. It is a group effort. First, it was a disassembler, offered by the Silicon Valley Pet Users' Group of California. Then it became a symbolic disassembler at the hands of Bill Seiler of Commodore. Finally, I changed it to work with Carl Moser's MAE assembler.

Unassembler is written in BASIC. It uses two passes to do its work, and stores its results in a disk file. It should be adaptable to several other 650x computers, and other PET assemblers, such as MACROTEA and ASM/TED.

To use Unassembler, first load the program you wish to study. Then put it where BASIC can't interfere with it. I use Bill Seiler's 'Extramon' to block move the program to the top of memory. (Extramon is available from Programma International or the ASM/TED Users' Group.] Once it is moved, I lower the high memory pointer at 52-53 (decimal) below the program. Then I use the simple disassembler in 'Extramon' to locate parts of the program that do not disassemble correctly. I jot down the addresses of problem areas. If the program is large, I note stopping points for files. MAE's default text area is only able to hold about 1K of code at a time. Then I load Unassembler. Lines 3220+ are DATA statements that tell Unassembler where to work. You will need to change them for each new program studied. As listed here, they fit Carl Moser's excellent 'Rabbit' program, (with his permission). Both MAE and Rabbit are products of Eastern House Software.

The first DATA element, in line 3240, tells the number of data files to be written, not including control and label files. Then come data lines for the files, each with four elements. The first element tells where to find the program portion to study. The next gives the normal starting address. (These first two numbers may be the same.) The third number is the end address in the current file—in relation to the normal start address. Fourth, comes the name of the file. I number them sequentially, preceeded by 'm', for 'module'. Sections that would not disassemble correctly may be left in hex byte form. To do this, end the module name with '.w', as in line 3290. No labels will be invented for these word files. That cuts debugging time later, by preventing false labels. Finally, line 3350 names a label and a control file. The label file will hold all addresses used by the program that are outside the program itself. The control file, on assembly by MAE, will load each module in turn until all are assembled.

Once all the data elements are correct, run Unassembler. It will need several minutes to prepare the needed files in a large program like the Toolkit. On the screen, you will see the address being considered and the label number last used. Its capacity as listed is 1,000 labels, though I've increased that when necessary. When all the addresses have been checked once, Unassembler will begin to write disk files of disassembled source code, showing the name of each module on the screen as it works. During this second pass through the program, each instruction is checked against the array of label addresses. If one fits, it is noted in the file, and that address is checked off as internal by Unassembler. After all modules have been written, the label file defines the unclaimed labels.

To keep the program manageable, I left two tasks to the user. You must load each module into the assembler, do two things, and save the result in place of the original. First, number the file. Unassembler gives every line the number '0000'. MAE fixes this with the command 'nu 0 10'. Next, eliminate uneeded semicolons at the end of each line. They are there to signal to MAE the end of a line. Remove them with the edit command 'ed / ;//'. Every Unassembler file also appears to fill MAE's text area, regardless of the file length. That too is for convenience, to avoid having to count characters. Removing the semicolons sets the text file to its true

Occasionally, a file may refuse to renumber. If this happens, reload it, and note the end of file address listed by MAE after loading. Type 'br', to go to the monitor. Once there, list out that address. MAE recognizes end-offile when it finds \$00, three bytes after the end of a text line. Unassembler places five \$00's at the end of each file to be sure, (line 1310). The fix is to be sure that the third byte after the last

valid line is \$00. Then jump back to MAE at \$5003, and renumber.

I have yet to find a program that Unassembler can't handle. For information about the ASM/TED Users' Group and the many other programs it offers in addition to Unassembler and Extramon, send a stamped reply envelope to the address at the beginning of the article.

Jim Strasma, the original sort freak, is still recruiting for his ASM/TED user group, this time by sharing one of the group's best programs. The group has two disks of programs to exchange, mostly for the PET MAE assembler.

```
100 PRINT" DUNASSEMBLER24 FOR 650X
110 PRINT" MBASED ON A DISASSEMBLER DEVELOPED BY
120 PRINT"MTHE SILICON VALLEY PET USERS' GROUP.
130 PRINT"MORIGINAL CBM VERSION BY BILL SEILER.
140 PRINT"MALTERED FOR MAE BY JAMES STRASMA
150 PRINT"MAS OF OCTOBER 6, 1980
160 REM
170 REM WITH PROPER DISK FILES, SHOULD
180 REM WORK WITH ASM/TED & MACROTEA
190 REM
200 REM PLEASE SHARE UPDATES WITH:
210 REM
           ASM/TED USERS' GROUP
220 REM
           C/O JIM STRASMA
           3838 BENTON DRIVE
230 REM
240 REM
           DECATUR, IL. 62526
250 REM
260 PRINT"MAPUT OUTPUT DISK IN DRIVE 0 NOW.
270 REM
280 REM *** INITIALIZATION ***
290 REM
300 H$="0123456789ABCDEF":L$=CHR$(0)
310 C$=CHR$(187):MX=32767:BY=256
320 P$=CHR$(174):Q$=CHR$(167):W$=".W"
330 DIN N$(56),A(256),L$(3),T$(5)
340 DIM LB%(1000),LD%(1000),UB$(20)
350 DIM S$(20),E$(20),F$(20)
360 FOR I=0 TO 56:READ N$(I):NEXT

370 L$(0)="":L$(1)="#":L$(2)="(":L$(3)="A"

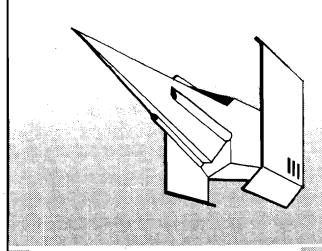
380 T$(0)="":T$(1)=",X)":T$(2)="),Y"

390 T$(3)=",X":T$(4)=",Y":T$(5)=")"

400 FOR I=1 TO 256:READ A(I):NEXT
410 LB=2:LB%(1)=-MX:LB%(2)=MX:READ FV
420 FOR I1=0 TO FY-1:READ UB$(I1),S$(I1)
430 READ E$(I1),F$(I1):NEXT:READ FF$:PRINT"D";
440 REM
450 REM *** WRITE CONTROL FILE ***
460 REM
470 OPEN 15,8,15:PRINT#15,"I0":CLOSE 15
480 READ CT$: OPEN 4,8,8, "0: "+CT$+",P,W"
490 PRINT#4, CHR$(170)L$CHR$(48)CHR$(249);
500 PRINT#4,CHR$(52)CHR$(170);:REM_MAX=1K
510 PRINT#4,L$L$"; /"CT$Q$L$L$P$;
520 PRINT#4,L$L$"; ***CONTROL FILE**";
530 PRINT#4,CHR$(170)L$L$P$;
540 PRINT#4, L$L$P$L$L$" .CT "C$;
040 PKIMI#4,L$L$P$L$L$" .01 "U$;
550 PRINT#4,L$L$" .BA $"S$(0)" "C$;
560 PRINT#4,L$L$" .MC $7800"C$;
570 PRINT#4,L$L$" .OS "C$L$L$P$£$L$P$;
580 PRINT#4,L$L$" .FI "CHR$(34)"0:";
590 PRINT#4,FF$CHR$(162);
600 FORI1=0TOFV-1:FRINT#4,L$L$" .FI ";
610 PRINT#4, CHR$(34)"0:"F$(I1)CHR$(162);
```

```
620 NEXT: PRINT#4, LaLaPaLaLa;
630 PRINT#4," .E"CHR$(206)L$L$L$L$L$L$;
640 CLOSE 4
650 GOSUB 1540:REM BUILD LABEL TABLE
660 FOR I1=0 TO FV-1:PRINT UB$(I1)"
670 PRINT S$(I1)" "E$(I1)" "F$(I1)
680 HS$=UB$(I1):GOSUB 1460:UB=DT
690 HS$=S$(I1):GOSUB 1460:S=DT
700 HS$=E$(I1):GOSUB 1460:E=DT
710 REM
720 REM *** WRITE MODULE FILE ***
730 REM
740 OPEN 4,8,8,"0:"+F$(I1)+",P,W"
750 PRINT#4, CHR$(170)L$CHR$(48)CHR$(249);
760 PRINT#4,CHR$(79)CHR$(170);:REM MAX SIZE
770 PRINT#4,L$L$"; '"F$(I1)Q$L$L$P$;
780 PRINT#4,L$L$"; "S$(I1)" TO "E$(I1);
790 PRINT#4," "C$L$L$P$L$L$P$L$L$;
800 AC=1:0F=0:PL=LB%(AC)+MX
810 REM
820 REM *** NEXT LINE ***
830 REM
840 SS=UB+OF: I=PEEK(SS): C=A(I+1)
850 IF RIGHT$(F$(I1),2)<>W$ THEN 870
860 GOSUB 2360:GOTO 1250:REM WORD FILE
870 M=INT(C/1000):REM MNEMONIC
880 B=INT(C/100)-M*10:REM LENGTH
890 P=INT(C/10)-M*100~B*10:REM FREFIX
900 Q=C-M*1000-B*100-P*10:REM SUFFIX
910 IF C=56100 THEN M=0:REM ROR A
920 IF C=1100 THEN M=0:REM BRK
930 IF B=1 THEN 1110
940 REM
950 REM *** SECOND BYTE ***
960 REM
970 D1=PEEK(SS+1):IF B=2 THEN 1050
980 REM
990 REM *** THIRD BYTE ***
1000 REM
1010 D2=PEEK(SS+2):D1=D1+D2*256
1020 REM
1030 REM *** IF BRANCH ***
1040 REM
1050 IFM=7 THEN 1110:REM NOT RELATIVE
1060 IF M<4 THEN 1110:REM *
1070 IF M>13 THEN 1110:REM *
1080 IF D1<127 THEN 1100:REM ON
1090 D1=D1-256:REM BACK
1100 D1=S+OF+2+D1
1110 GOSUB 1950: REM TEST FOR LABEL
1120 PRINT#4," "N*(M);:REM MNEMONIC
1130 PRINT#4," "L$(P); REM PREFIX
1140 IF M<>0 THEN 1170
```

```
1150 REM PRINT HEX OF UNUSED OPCODES
1160 DT=1:GOSUB 1370:P=1:GOTO 1190
1170 IF B=1 THEN 1250 REM 1 BYTE OF CODE
1180 DT=D1 GOSUB 1370
1130 DF=11:0000 1370
1190 REM P=1 MEANS IMMEDIATE MODE
1200 IF P=1 THEN PRINT#4,"$"X$;:GOTO 1250
1210 REM Z.P. MODE
1220 IF HI=0 AND B<3 AND P<>2 THEN PRINT#4,"*";
1230 PRINT#4,"Z"; : REM OPERAND LABEL
1240 PRINT#4,X$T$(Q); REM SUFFIX
1250 PRINT#4," "C#;:REM END WITH 1 )1
1260 IF MC28 AND MC41 AND MC42 THEN 1290
1270 REM SPACE AFTER JMP, RTI & RTS
1280 PRINT#4,L$L$P$L$L$P$;
1290 OF=OF+B
1300 IF S+OF<=E THEN PRINT#4,L$L$;:60T0 840
1310 PRINT#4,L$L$L$L$L$;:CLOSE 4:NEXT
1320 GOSUB 2050:REM WRITE LABEL FILE
1330 END
1340 REM
1350 REM *** DECIMAL TO HEX ***
1360 REM
1370 X≇≃"":HI≃INT(DT/BY)
1380 LO=INT(DT-BY*HI):IF HI=0 THEN 1410
1390 X$=MID$(H$,1+(240 AND HI)/16,1)
1400 X$=X$+MID$(H$,1+(15 AND HI),1)
1410 X*=X*+MID*(H*,1+(240 AND LO)/16,1)
1420 X$=X$+MID$(H$,1+(15 AND LO),1):RETURN
1430 REM
1440 REM *** HEX TO DEC ***
1450 REM
1460 DT=0
1470 L=ASC(LEFT$(HS$,1))-48
1480 IF L>9 THEN L=L-7
1490 DT=16*DT+L:IF LEN(HS$)=1 THEN RETURN
1500 HS$=MID$(HS$,2):GOTO 1470
1510 REM
1520 REM *** BUILD LABEL TABLE ***
1530 REM
1540 FOR I1=0 TO FV-1
1550 REM IGNORE WORD FILE LABELS
1560 IF RIGHT$(F$(I1),2)=W$ THEN 1610
1570 HS≉≂UB$(I1):GOSUB 1460:UB=DT
1580 HS$=S$(I1):GOSUB 1460:S=DT
1590 HS$≃E$(I1):GOSUB 1460:E=DT
1600 GOSUB 1650:REM BUILD LABELS
1610 NEXT:RETURN
1620 REM
1630 REM *** BUILD LABELS ***
1640 REM
1650 OF=0
1660 REM
1670 REM ***NEXT LINE***
1680 REM
1690 I=PEEK(UB+OF):C≃A(I+1)
1700 M=INT(C/1000)
1710 B=INT(C/100)-M*10
1720 P=INT(C/10)-M*100-B*10
1730 IF B=1 OR P=1 THEN 1900
1740 REM
1750 REM *** SECOND BYTE ***
1760 REM
1770 D1=PEEK(UB+OF+1):IF B=2 THEN 1850
1780 REM
1790 REM *** THIRD BYTE ***
1800 REM
1810 D2=PEEK(UB+OF+2):D1=D1+D2*256
1820 REM
1830 REM *** IF BRANCH ***
1840 REM
1850 IF M=7 OR MC4 OR M>13 THEN 1890
1860 IF D16127 THEN 1880
1870 D1=D1-256
                                          (continued)
```



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Sirius Software

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```
1880 D1=S+OF+2+D1
1890 GOSUB 2220 REM PUT LABEL IN TABLE
1900 OF=OF+B:IF EKS+OF THEN RETURN
1910 GOTO 1690: REM NEXT LINE
1920 REM
1930 REM *** TEST FOR LABEL ***
1940 REM
1950 TT=S+OF
1960 IF PLOTT THEN RETURN
1970 IF PLOETT THEN 2000
1980 AC=AC+1:PL=LB%(AC)+MX:GOTO 1960
1990 REM LABEL FIELD
2000 DT=TT:GOSUB 1370:PRINT#4,"Z"X$;
2010 LDM(AC)=1:RETURN
2020 REM
2030 REM ***URITE LABELS FILE***
2040 REM
2050 OPEN 4,8,8,"0:"+FF$+",P,W"
2050 OPEN 4,8,8,"0:"+FF*+",F,W"
2060 PRINT#4,CHR*(170)L$CHR$(48)CHR$(249);
2070 PRINT#4,CHR$(79)CHR$(170);:REM MAX SIZE
2080 PRINT#4, L$L$"; /"FF$;
2090 PRINT#4,Q$L$L$P$L$L$P$;
2100 PRINT#4, L$L$"; *** LABELS **";
2110 PRINT#4, CHR$(170) L$L$P$L$L$P$;
2120 REM SKIP INTERNAL LABELS
2130 FOR I=1 TO LB:IF LD%(I)=1 THEN 2170
2140 DT=LB%(I)+MX:GOSUB 1370
2150 REM DEFINE LABELS
2160 PRINT#4, L$L$"Z"X$" .DE $"X$" "C$;
2170 NEXT:PRINT#4,L$L$L$L$L$)
2180 CLOSE 4 RETURN
2190 REM
2200 REM ***** BINARY INSERT *****
2210 REM
2220 DL=D1-MX:T1=LB:L0=1
2230 T1=INT((T1)/2):IF T1=0 THEN 2270
2240 T2=LB%(LO+T1):IF DLCT2 THEN 2230
2250 IF DL>T2 THEN LO≃LO+T1:GOTO 2230
2260 RETURN
2270 IF LBX(L0><DL THEN L0=L0+1:GOTO 2270
2280 IF LBX(L0)=DL THEN RETURN
2290 FOR J=LB TO LO STEP-1
2300 LB%(J+1)=LB%(J):NEXT
2310 LB%(LO)=DL:LB=LB+1:DT=S+OF
2320 GOSUB 1370:PRINT "∭"X$LB:RETURN
2330 REM
2340 REM *** BUILD .BY IN WORD FILE ***
2350 REM
2360 PRINT#4," .BY";:M=0:B=0
2370 IF EC=S+OF+B THEN 2390
2380 IF BC2 THEN B=B+1:GOTO 2370
2390 FOR I2=SS TO SS+B:DT=PEEK(I2):GOSUB 1370
2400 PRINT#4," $"X$;:NEXT:B=B+1:RETURN
2410 REM
2420 REM *** MNEMONICS ***
2430 REM
2440 DATA ".BY", ADC, AND, ASL, BCC, BCS, BEQ
2450 DATA BIT, BMI, BNE, BPL, BRK, BVC, BVS
2460 DATA CLC.CLD.CLI.CLV.CMP.CPX.CPY
2470 DATA DEC.DEX.DEY.EOR.INC.INX.INY
2480 DATA JMP,JSR,LDA,LDX,LDY,LSR,NOP
2490 DATA ORA,PHA,PHP,PLA,PLP,ROL,RTI
2500 DATA RTS,SBC,SEC,SED,SEI,STA,STX
2510 DATA STY,TAX,TAY,TSX,TXA,TXS,TYA
2520 DATA ROR
2530 REM
2540 REM ** MNEMONIC CODES: INCLUDE **
2550 REM ***LENGTH, PREFIX, & SUFFIX ***
2560 REM
2570 DATA 11100,35221,56100,56100
2580 DATA 56100,35200,03200,56100
2590 DATA 37100.35210.03130.56100
2600 DATA 56100.35300.03300.56100
2610 DATA 10200,35222,56100,56100
```

```
2620 DATA 56100,35203,03203,56100
  2630 DATA 14100,35304,56100,56100
  2640 DATA 56100,35303,03303,56100
  2650 DATA 29300,02221,56100,56100
  2660 DATA 07200,02200,40200,56100
  2670 DATA 39100,02210,40130,56100
  2680 DATA 07300.02300.40300.56100
  2690 DATA 08200,02222,56100,56100
  2700 DATA 56100,02203,40203,56100
  2710 DATA 44100,02304,56100,56100
2710 DATA 44100,02304,56100,56100
2720 DATA 56100,02303,40303,56100
2730 DATA 41100,24221,56100,56100
2740 DATA 56100,24200,33200,56100
2750 DATA 36100,24210,33130,56100
2760 DATA 28300,24300,33300,56100
2770 DATA 12200,24222,56100,56100
  2780 DATA 56100,24203,33203,56100
  2790 DATA 16100,24304,56100,56100
2800 DATA 56100,24303,33300,56100
  2810 DATA 42100,01221,56100,56100
2820 DATA 56100,01200,56200,56100
 2830 DATA 38100,01210,56130,56100
2840 DATA 28325,01300,56300,56100
  2850 DATA 13200,01222,56100,56100
2860 DATA 56100,01203,56203,56100
2850 DATA 13200,01222,56100,56100
2860 DATA 56100,01203,56203,56100
2870 DATA 46100,01304,56100,56100
2880 DATA 56100,01303,56303,56100
2890 DATA 56100,47221,56100,56100
2900 DATA 49200,47200,48200,56100
  2910 DATA 23100,56100,53100,56100
2910 UHTH 23100,55100,53100,56100
2920 DATA 49300,47300,48300,56100
2930 DATA 04200,47222,56100,56100
2940 DATA 49203,47203,48204,56100
2950 DATA 55100,47303.454100,56100
2950 DATA 56100,47303,56100,56100
2970 DATA 32210,30221,31210,56100
2980 DATA 32200,30200,31200,56100
2990 DATA 51100,30210,50100,56100
3000 DATA 32300,30300,31300,56100
  3010 DATA 05200,30222,56100,56100
  3020 DATA 32203,30203,31204,56100
  3030 DATA 17100,30304,52100,56100
3040 DATA 32303,30303,31304,56100
  3050 DATA 20210,18221,56100,56100
  3060 DATA 20200,18200,21200,56100
3070 DATA 27100,18210,22100,56100
  3080 DATA 20300,18300,21300,56100
  3090 DATA 09200,18222,56100,56100
  3100 DATA 56100,18203,21203,56100
  3110 DATA 15100,18304,56100,56100
  3120 DATA 56100,18303,21303,56100
 3130 DATA 19210,43221,56100,56100
3140 DATA 19200,43200,25200,56100
  3150 DATA 26100,43210,34100,56100
  3160 DATA 19300,43300,25300,56100
  3170 DATA 06200,43222,56100,56100
  3180 DATA 56100,43203,25203,56100
  3190 DATA 45100,43304,56100,56100
  3200 DATA 56100,43303,25303,56100
3210 REM
3220 REM ***FILE DATA--1K LIMIT EACH***
3230 REM
  3240 DATA 7:REM # OF MODULES
  3250 REM
3260 REM
                 .MC, .BA, .EN, NAME
  3270 REM
  3280 DATA 7800,7000,707E, RABBIT.M1
 3290 DATA 787F,707F,7086,RABBIT.M2.W
3300 DATA 7887,7087,741D,RABBIT.M3
  3310 DATA 701E,741E,749A,RABBIT.M4.W
  3320 DATA 7098,7498,7466,RABBIT.M5
3330 DATA 7067,7467,7500,RABBIT.M6.W
  3340 DATA 7D01,7501,77FF,RABBIT.M7
  3350 DATA RABBIT, LABELS, RABBIT. CT
```

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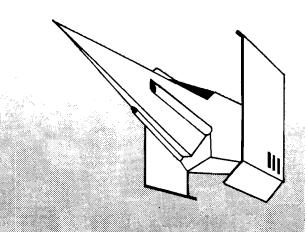
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Encryption with RND and USR

A simple text-encoding scheme in BASIC using the RND and USR functions.

Sherwood Hoyt 1924 S. 169th West Ave. Sands Springs, Oklahoma 74063

Those of you who use Microsoft BASIC know of the problem it has when inputting string variables, especially if you have ever tried to write an editor in BASIC. You have to use quotes to input commas and colons. Besides, if you're dealing with more than 72 characters, which means more than one string variable, and you want to manipulate them very much, you run into the garbage collector problem. All of which makes the possibility of switching between BASIC and machine language while executing your program, very nice.

How the USR Works

The USR function serves two purposes: to switch between BASIC and machine language programs, and to pass values between them.

When the USR instruction is executed, locations \$0A to \$0C are used to jump to your machine language program. So put the starting address of your program in \$0B (low byte) and \$0C (high byte). Normally this address points to BASIC's function call error. To get back to BASIC and continue operating where you left off, use an RTS at the end of your machine language routine.

```
CODE, BY SHERWOOD HOYT
2 :
  REM HIT RUBOUT TO END INPUT
3
   REM INITIALIZE USR POINTER
10
20
   POKE 11,60: POKE 12,2
25:
    REM INPUT TEXT VIA USR
30
40
    PRINT : PRINT
    PRINT "ENTER TEXT:"
60
   PRINT
70 D = USR(X)
80
   REM CODE SELECTION
   PRINT : PRINT
    PRINT "ENTER C (CODE) OR D (DECODE), AND SEED:"
100
    INPUT X$,S
115 S = -1 - ABS (S)
120
    PRINT : PRINT
125:
130 REM GET CHARACTER FROM BUFFER VIA USR
140 D = USR(X)
145 :
150
    REM CHECK FOR END OF TEXT
    IF D = 127 THEN 90
160
165:
170
    REM CHECK FOR CARRIAGE RETURN
180
    IF D = 13 THEN PRINT : GOTO 140
185 :
190
    REM RANDOM FORMULA
200 S = INT (RND (S) * 20 + 1)
205:
210
    REM GOTO CODE OR DECODE SUBROUTINE
    IF X$ = "D" THEN GOSUB 310
IF X$ = "C" THEN GOSUB 410
220
230
235
    REM PRINT CHARACTER PRINT CHR$ (D);
240
250
255 :
     REM LOOP BACK TO GET NEXT CHARACTER
260
     GOTO 140
270
275 :
    REM DECODE SUBROUTINE
300
310 D = D + S
    IF D > 90 THEN D = D - 90:D = 31 + D
320
330
335 :
    REM CODE SUBROUTINE
400
420 IF D < 32 THEN D = 32 - D:D = 91 - D
430
    RETURN
```

Passing Values

USR(A) is used like RND(A) or ASC(A); i.e. B=RND(A), B=USR(A); or, PRINTRND(A), PRINTUSR(A). USR(A) is also like RND(A) or ASC(A) in that the value of the variable in the parentheses (after execution) is different from the value of the formula. The variable in the parentheses contains a value that can be picked up by your machine language program. But the formula USR(A) is assigned the value that you sent back to BASIC from your machine language program. How do you send values back and forth?

When BASIC executes the USR function, the value of the variable in the parentheses is put in the FPA [floating point accumulator] at \$AC-

\$AF. Your machine language program can pick up the value there if you want to work with it in floating point format, otherwise you must do a JSR to INVAR at \$AE05, which converts the floating point representation to a fixed point representation, and puts the result in \$AE and \$AF, where your program can pick it up.

If you wish to send a value back to BASIC, you can do that again by sticking a floating point number in \$AC-\$AF. But, again, if you don't want to work with floating point, just jump to OUTVAR at \$AFC1 with your 16-bit value in A [high byte] and Y [low byte], and the value will be converted and put in the FPA, where BASIC will pick it up and assign its value to the expression USR|A].

Obviously the USR function can be used for much more than just inputting strings. You can use it for any subroutine you might find easier or faster to do in machine language than in BASIC.

The BASIC Program

I've written an encoding and decoding program which will provide an example of how the USR can be used. The program encodes and decodes the ASCII characters from decimal value 32-90; from blank to capital z. I imagine we've all tried to make a code at one time or another, although most of them were probably rather simple. It's pretty easy to make a sophisticated code using the RND function, a code which probably wouldn't

-						
	0800		. CODE E	יים דרבי	OR SOURCE	
						#7 a \
	0800		,	IERW	OOD HOYT (MICRO	774)
	0800		;			
	0800		INPUT			
	0800		LF	EPZ		
	0800		OUTPUT			
	0800		MEMPT	EPZ	\$D8	
	0800		MEMPT1	EPZ	\$D9	
	0800		BCKSP	EPZ	\$5F	
	0800		RUBOUT	EPZ	\$7F	
	0800		RETURN			
	0800		USRPT			
	0800		USRPT1			
	0800		OUTVAR		• •	
				EQU	PALCI	
	0800		;		****	
	023C		•	ORG	\$023C	
	023C		;			
	023C	205D0		JSR	STPT	SET MEMORY POIN
						TER
	023F	20EBF	GETCH	JSR	INPUT	GET CHARACTER
	0242	C90A		CMP	#LF	CHECK FOR LINE
						FEED
	0244	FOF9		BEQ	GETCH	
1	0246	20EEFF	DSPCH	JSR	OUTPUT	:DISPLAY CHARACT
	0240	COBIN.	DO. 0			ER
	0249	COOM		CMP	#LF	:CHECK FOR LINE
	0243	CJON		0	<i>" 24</i>	FEED
	0040	EO EO		חשם	GETCH	1 222
		FOF2	CEODE		#\$00	STORE CHARACTER
	0240	A200	STORE	PDX	# \$00	STORE CHARACTER
					/ -	
	024F				(MEMPT,X)	
	0251	C97F		CMP	#RUBOUT	; CHECK FOR END OF
						TEXT
	0253	DO11		BNE	BKSP	
	0255	A995		LDA	#\$95	
i	0257	850B		STA	USRPT	:SET USR POINTER
	02.71	0,00				TO
	0259	A 902		LDA	#\$02	:2ND PART OF PRO
	02)7	n , , , , ,		220	# * * *	GRAM
	ODER	DEAC		STF.	USRPT1	~
	025B		CUDU		#\$10	SET MEMORY POIN
	025D	AYIU	STPT	LUA	πψι∪	TER
						I DI

025F 85D9	;	STA	MEMPT1	;TO \$1000
0261 A900		LDA	#\$00	
0263 85D8	;	STA	MEMPT	
0265 60		RTS		; DONE
0266	;			
0266 C95F	BKSP	CMP	#BCKSP	;CHECK FOR BACKS PACE
0268 DOOD		BNE	NEXT	
026A C6D8		DEC	MEMPT	; DECREMENT
O26C A9FF		LDA	#\$FF	; MEMORY POINTER
026E C5D8	1	CMP	MEMPT	
0270 D01F		BNE	LOOP	
0272 C6D9			MEMPT1	
0274 4C3F02		JMP	GETCH	
0277 E6D8	NEXT	INC	MEMPT	; I NCREMENT
0279 D002		BNE	CHRET	; MEMORY POINTER
027B E6D9	•	INC	MEMPT1	
027D C90D	CHRET	CMP	#RETURN	; CHECK FOR RETURN
027F DO05		BNE	CHMEM	
0281 A90A		LDA	#LF	GIVE LINE FEED
0283 404602		JMP	DSPCH	;TO DISPLAY
0286 A91F	CHMEM	LDA	#\$1 F	;CHECK FOR END
0288 C5D9		CMP	MEMPT1	OF MEMORY
028A D005		BNE	LOOP	
028C A97F			#RUBOUT	;STORE A
028E 4C4D02			STORE	; RUBOUT
0291 4C3F02			GETCH	GET CHARACTER
0294 00		BRK		
0295 A200	RETREV		,	; PULL OUT CHARAC TFR
0297 A1D8		LDA	(MEMPT,X)	;FROM MEMORY
0299 A8		TAY		
029A PA		TXA		
029B CO7F	,	CPY	#RUBOUT	CHECK FOR END OF I
029D F008			INIPT	
029F E6D8		INC	MEMPT	;INCREMENT POINT ER
02A1 DO07		BNE	RTN	
02A3 E6D9		J NC	MEMPT1	
02A5 DOO3		BNE	RTN '	
02A7 205D02	INIPT	JSR	STPT	;SET POINTER BACK
OZAA 4CC1AF	RTN	ЈМР	OUTVAR	; RETURN CHARACTER

give any clues for decoding even if you wrote a book on it, and even those who know of the RND function won't know which one of the indefinitely many ways you used it to write your code.

This program needs some method of storing text, and I wanted to get around the problem of having to use quotes when inputting commas and colons. I used the USR function to go to my machine language program, which stores the text in memory and pulls it out when it's needed.

A few things about the BASIC and machine language programs need to be explained. Line 60 of the BASIC program sets the USR pointer to the start of the machine language program. Line 100 asks for "D" for decode and "C" for code. If you want to print the text as it is, just type in any letter besides D or C.

Line 100 also asks for a seed. The seed must be a negative number: -1, -2, etc. It provides the basis for the random numbers, and allows you to have a standard key to encode or decode text. In other words the RND function isn't really random, otherwise you couldn't use it for decoding. In line 200 you may wonder how I'm getting different random numbers, since the same negative argument, RND(-A), always produces the result. I start the random sequence with a negative number, S, as the seed. After the first random number is produced, S is assigned this random value, which is a positive number and is then used as the seed to generate the next random value.

In the decode and encode subroutines at 310 and 410 I add or subtact the random formula number; a number from 1-20, to or from the ASCII

value for the particular character I'm working on. This can be visualized as a circle of characters, one of which is moved out of position in a clockwise direction or a counter-clockwise direction, and takes the value of the character it lands on. The alphabet is shifted by a new random value for each character of text. In line 70 we go via the USR to the machine language program and input text, and in line 140 we use the USR again to go to the machine language program. But this time the USR address is changed to point to the second part of the program which pulls characters of text out of memory and sends them to BASIC. Let's take a look at the machine language program.

The Machine Language Program

At \$023C, the first line, we jump to a subroutine that sets the memory pointer to \$1000 where text is stored. \$023F jumps to the INPUT routine to pick up a character. That character is displayed by jumping to the OUTPUT routine, \$0246. Line-feeds are ignored by jumping back to the INPUT line at \$023F, so that the return character can be used both as a return and line-feed. Next the character is stored in memory: \$024D and \$024F. Then we check to see if the character is a rubout character signaling the end of text. If it is, the pointers are set to their proper values, from \$0255 to \$0265, and we return to BASIC. Then we check for a back-space character and if it is one, we decrement the memory pointer, and jump back for another character; \$0266 to \$0274. If the character wasn't a back-space character then we increment the memory pointer; \$0277 to \$027B. From \$027D to \$0291 we check for a return. If it is a return we go back to display a line-feed, if not we check

for the end of memory, which I've put at \$1F00. If we've run out of room, we store a rubout at the end of memory, set the pointers, and return to BASIC. Otherwise we loop back to get another character.

The second part of the program pulls out characters from memory one-by-one and sends them back to BASIC. \$0295 to \$0297 pulls a character out. \$0299 to \$029A transfers the character to Y and transfers \$00 to A, to prepare for sending the character to OUTVAR; the low byte must be in Y. In \$029D we check for the end of text. If it is the end of text we do a JSR to set the pointers back, if not we increment the memory pointer, and jump to OUTVAR.

RUN

Now what does this code look like when printed? About as senseless as a monkey typing on a typewriter. Here's an example. Type this in:

And tell the program to encode it with a seed of -1.

GA@:H#IQC4;42I3. J5EDHFHX1@8CMTOAOL /5)+24(06,9-*'-&03 8;CS8??:QCEJ;"U+*'

If you wish to decode it, just type the monkey characters in, and tell the program to decode it with a seed of -1.

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Automatic Keyboard

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Theo Schijf Noorddammerweg 50 1187 ZT AMSTELVEEN The Netherlands

The automatic keyboard can be used for program-writing programs—for instance, a program that plots mathematical functions. In time it can be taught how to plot more and more different functions. All functions will be part of the BASIC program, but still the person who takes care of the input, does not have to be familiar with BASIC.

It can also be used for computeraided programming. Anyone can write his own compiler (in BASIC, to BASIC). Also, BASIC could easily be translated into any language with no increase in execution time, as the internal representation would be the same.

You may also want to use the automatic keyboard to create programs that will update or change existing programs. For instance, an accounting program-writing program could give anyone the capability of writing his own accounting program. One would begin with this accounting programwriting program and no knowledge of BASIC, and the result would be an accounting program specified to one's own needs.

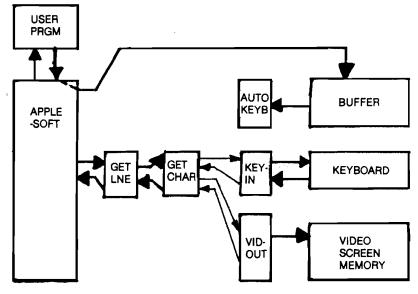


Figure 1: Normal Mode

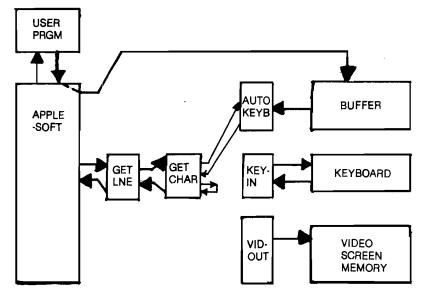


Figure 2: AK Switched On

A BASIC program could be transferred easily from one personal computer to another. One would only have to take care of the 'clear from the outside' differences. The complex operation of the different BASIC interpreters, of different types of personal computers, would not have to be considered.

How?

Let's consider AB [Applesoft floating point BASIC]. AB prompts a ']' and waits for input. It continues as soon as it gets a < RETURN>. Then it does whatever it is asked to do and it prompts the ']' again. The KEYIN routine [and thus the GETCHAR ROUTINE] loops until a keyentry is detected, the GETLINE routine loops until a < RETURN > is received from GETCHAR. (See figure 1.)

The AK-INIT routine (see listing Automatic Keyboard) replaces the keyin pointer, so that any input request will be dealt with by the AK routine (keyin pointer: zero page: 56,57). (See figure 2.)

From this moment on, the GET-CHAR routine gets its characters from AK, and AK gets them from a buffer. Data can be entered into this buffer from a BASIC program, also the switching on and the switching off can be done from a BASIC program. The AK-OFF routine switches the KEYIN pointer back to normal.

Subroutine 900 loads the AK into memory. AK uses locations 768-862, while the buffer uses 512-767. No HIMEM or LOMEM adjustments are necessary; the DATA statements should be the last ones in the program.

Subroutine 500 puts A\$ into the buffer. It is important that:

- 1. Characters like 'return', " " etc. are included in A\$.
- 2. The last part of A\$ should be:
 - "RUN", "RUN 110", etc. or
 - "GOTO 110" or
 - "CALL 842"
- 3. After 'GOSUB 500' there must be a 'CALL 795' to switch on AK and an 'END' to get back to programming mode.

```
100 REM
101
     REM CHANGE NAME (TS800415)
102 REM
     GOSUB 900: REM LOAD AK
GOTO 120: REM DON'T SWITCH OFF BEFORE SWITCH ON
105
107
110
    CALL 842: REM AK-OFF
120 NMS = "NONAME"
     HOME : PRINT "MY NAME IS ":NM$
125
130
     PRINT : LIST 100,125: PRINT
140 PRINT: INPUT "NEW NAME PLEASE"; NM$
150 IF LEN (NM$) - O OR LEN (NM$) > 28 THEN 140
160 A$ = "120 NM$=" + CHR$ (34) + NM$ + CHR$ (34) + CHR$ (141)
170 A$ = A$ + "RUN 110" + CHR$ (141): REM TO RESTART PROGRAM
180 GOSUB 500: REM TO PUT AS INTO BUFFER
     CALL 795: REM AK-INIT
200
     END : REM FROM NOW ON KEY-INPUT FROM BUFFER, NO OUTPUT TO VIDEO
500
     REM
501 REM AS INTO BUFFER
502
     REM
510
    FOR N = 1 TO LEN (A$)
520 ADS = 511 + N: POKE ADS, ASC ( MID$ (A$,N,1))
530
    NEXT N
540
     RETURN
900 REM
901
     REM
          LOAD AK
902
     REM
910 RESTORE
     READ H$: IF H$ < > "#AK#" THEN 920
930 FOR N = 768 TO 862
940
     READ H: POKE N, H
950
    NEXT N
960
     RETURN
965
     DATA
     DATA 173,0,2,72,173,1,3,24,105,1,141,1,3,173,2,3,105,0,141,2,3,104,
970
     DATA 0,0,0,0
     DATA 165,54,141,23,3,165,55,141,24,3,165,56,141,25,3,165,57,141,26,
     3,169,2,141,2,3,169,0,141,1,3,169,3,133,57,169,0,133,56,169,3,133,55
      ,169,22,133,54,96
    DATA 173,23,3,133,54,173,24,3,133,55,173,25,3,133,56,173,26,3,133,5
```

```
0800
0800
0800
                        AUTOMATIC KEYBOARD
0800
0800
                          BY THEO SCHIJF
0800
0800
                        MICRO #34-MARCH 1981
0800
                 . *****************************
0800
0800
0800
                 BUFFER EQU $200
0800
0300
                        ORG $300
0300
                        OBJ $800
0300 AD0002
                 ENTRY LDA BUFFER
                                            GET CHARACTER FROM BUFFER
0303 48
                        PHA
0304 AD0103
                        LDA ENTRY+1
                                            ; LOW-BYTE BUFFER ADDRESS
0307 18
                        CLC
0308 6901
                        ADC #$01
030A 8D0103
                        STA ENTRY+1
030D AD0203
                        LDA ENTRY+2
                                            ;HIG-BYTE BUFFER ADDRESS
0310 6900
                        ADC #$00
0312 8D0203
                        STA ENTRY+2
0315 68
                        PLA
0316 60
                 NOPR
                        RTS
                                            RETURN FROM ENTRY
                        BYT -
0317 17
                 R1
```

0740					-
0318		R2	BYT		
0319		R3	BYT		
031A		R4	BYT		•
	A536	INIT	LDA	-	
	8D1703		STA		
0320			LDA		
	8D1803		STA		
0325			LDA		-
	8D1903		STA		
032A				\$ 39	
-	8D1A03		STA		; POINTERS SAVED
032F				/BUFFER	
	8D0203			ENTRY+2	RESET HIGH-BYTE BUFFER ADDRESS
0334			LDA	#Buffer	
	8D0103			ENTRY+1	
0339			LDA	/ENTRY	
033B			STA		;SET HIGH-BYTE NEW KEYIN POINTER
033D				#ENTRY	
033F			STA	\$ 38	SET LOW-BYTE NEW KEYIN POINTER
0341	A903		LDA	/NOPR	
0343			STA	\$37	;SET HIGH-BYTE NEW VIDOUT POINTER
0345	-			#NOPR	
0347			STA	\$ 36	;SET LOW-BYTE NEW VIDOUT POINTER
0349	60		RTS		RETURN FROM INIT
	AD1703	OFF	LDA	R1	
034D	8536		STA	\$36	
034F	AD1803		LDA	R2	
0352	8537		STA	\$37	
0354	AD1903		LDA	R3	
0357	8538		STA	\$38	
0359	AD1 AO3		LDA	R4	
035C	8539		STA	\$39	;ALL POINTERS RESTORED
035E	60		RTS		RETURN FROM OFF
					•

AK should never be switched off before it has been switched on. If AK is switched on, there will be no video output at all, and also if an 'INPUT' or a 'GET' statement is encountered, it will receive a lot of nonsense from the buffer and then anything can happen.

Subroutines 500 and 900 can be copied (and renumbered) and used in any other program. Note that problems might occur when 'renumber' is used—line numbers between quotes (see line 160) are not affected.

During execution of the AUTO-MATIC KEYBOARD program, the video output is suppressed in order not to disturb BASIC program execution.

Theo Schijf is currently studying electronics in Delft. He has interfaced his Apple to an IBM Selectric via the game paddle interface. He has also written some software programs in Dutch.

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EDIT 6502 TM.LJK

Two Pass Assembler, Disassembler, and Editor Single Load Program DOS 3.3., 40/80 Columns, for Apple II or Apple II Plus*

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TAKE A LOOK AT JUST SOME OF THE EDITING COMMANO 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 "string!" Search line # n1 to n2 "string!".

LJK Enterprises Inc. P.O. Box 10827 St. Louis, MO 63129 (314) 846-2313 *Edit 6502 T.M. of LJK Ent. Inc., — *Apple T.M. of Apple Computer Inc. LOOK AT THESE KEY BOARD FUNCTIONS: Copy to the end of line and exit: Go to the beginning of the line: abort operation: delete a character at cursor location: go to end of line: find character after cursor location: non destructive backspace: insert a character at cursor location: shift lock: shift release: forward copy: delete line number: prefix special print characters. Complete cursor control: home and clear, right, left down up. Scroll a line at a time. Never type a line number again.

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For PET/CBM 2001-8, -8N, -16N/B, -32N/B, 3016 and 3032

BASIC Programmers Toolkit[®] commands

AUTO^{ed} DELETE^{ed} RENUMBER^{ed} HELP^{ed} TRACE^{ed}
STEP^{ed} OFF^{ed} APPEND^{ed} DUMP^{ed} FIND^{ed}

BASIC Programmers Disk-O-Pro®

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BACKUP^{B80} COPY^{B80} APPEND^{B80} DSAVE^{B80} DLOAD^{B80} CATALOG^{B80}
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}







NOTES:

ed — a program editing and debugging command

B80 — a BASIC command also available on Commodore CBM® 8016 and 8032 computers.

BS — a Skyles Electric Works added value BASIC command.

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AVAILABLE: USA/CANADA: Please contact your local dealer

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GERMANY: Unternehmensberatung, Axel Brocker Lennebergestr 4, 6500 Mainz

Japan: Systems Formulate, 1-8-17 Yaesu Shinmaki-cho Bldg. 11F Chuo-ku, Tokyo JAPAN 103
Phone or write for information. We'll be delighted to answer any questions
and to send you the complete information package.



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Mike Rowe Club Circuit P.O. Box 6502 Chelmsford, MA 01824

The following club announcements are presented in zip code order.

Amateur Computer Group

This New Jersey personal computer users group has a membership of approximately 1,300 with Sol Libes as President/Secretary. They hold three meetings per month on the first, second and fourth Friday of each month. Contact:

Amateur Computer Group UCTI 1776 Raritan Road Scotch Plains, New Jersey 07076

Apple Group — N.J.

This club meets the 4th Friday of each month at 7:00 p.m. at U.C.T.I., 1776 Raritan Road, Scotch Plains, N.J. The approximate number of members is 100-150. The aim of the club is to exchange information, help beginners, and distribute user contributed software. Contact:

Steve Toth, President 1411 Greenwood Drive Piscataway, New Jersey 08854

SARDEGNA Computers

The purpose of this club is to introduce microcomputers to the Italian Culture. President is Blake Etem. Meetings are held each Wednesday at 11 a.m. at Decimomannu AFB in Caguari-Sardinia, Italy. For more information, contact:

Dave Kaufman Box 3, DET 4 40th TACG APO New York, New York 09161

Apfelsaft

This group of approximately 20 members consists of servicemen and locals in Germany. They meet the third Tuesday of each month to exchange programming ideas, programs and information about the Apple. For more information contact:

SP6 David Lee Powell 270th Sig. Co., Box 1157 APO New York, New York 09189

OSIO

OSIO is a nonprofit organization of owners of Ohio Scientific computers with over 350 members, some in countries other than the U.S. There is a monthly Newsletter and exchange of nonproprietary software. Objectives: "To study, advance, and promote the application of computers; to sponsor conferences, workshops, symposia, demonstrations, and publications...' Central group, with about 120 members in Virginia, Maryland and the District of Columbia, meets at 7:30 p.m. on the first Tuesday of each month, usually at the Walter Johnson High School in Rockville, Maryland. Contact:

Wallace Kendall 9002 Dunloggin Rd. Ellicott City, Maryland 21043

Carolina Apple Core, Inc.

Joe Budge is president of this club with the purpose of education on applications for Apple computers. Meetings are held in Durham, NC in odd numbered months, and in Raleigh, NC in even numbered months. This club supports approximately 78 members. Frank Barden is their newsletter editor. Contact:

> Carolina Apple Core, Inc. P.O. Box 31424 Raleigh, North Carolina 27622

Behavioral Sciences AIM-65 Users Group

Workers in the behavioral and biological sciences who are currently using, or are interested in using the AIM-65, are invited to participate in a users group now forming. Areas of interest include hardware and software for experimental control, data acquisition, statistical analyses, and other applications. If interested, please write, outlining areas of interest, current and planned projects, etc., to:

Dr. J.W. Moore, Jr. Box 539 MTSU Murfreesboro, Tennessee 37132

Louisville Apple Users Group

Mike Finn is president of this group which meets the 1st Sunday and 3rd Tuesday of each month. The 80+ members exchange knowledge about the Apple so all users may get the maximum benefit from their machines. The club is willing to exchange newsletters with other clubs. For further information contact:

Patrick J. Connelly 3127 Kayelawn Drive Louisville, Kentucky 40220

Central Ohio Apple Computer Hobbyists

Meets the 3rd Saturday of each month. Thomas Mimlitch is president. There are 35 members. The purpose of this group is self education and to promote interest in home computers. For more information, contact:

David Reinoehl 1357 Bernhard Rd. Columbus, Ohio 43227

Apple-Sider's Club of Cincinnati

Meets the 2nd Tuesday of each month at 7:30 p.m. at the University of Cincinnati Medical Center, Cincinnati. "POKE-APPLE" is published the first week of each month. The purpose of the group is to share Apple experiences. President is Gary Johnston. Membership is 178. For more information, contact:

W.M. Fowee 1074 Brooke Ave. Cincinnati, Ohio 45230

The CCC1P'ers

Located in Upper Michigan, Copper Country, this group's aim is experimentation, programming hardware modifications, amateur radio. Meetings are held at the Dollar Bay High School in Dollar Bay the 1st and 3rd Tuesday of each month at 7:30 p.m. Membership is at 12 with Scott Anderson as president. Please contact:

Gregory S. Anderson 119 South Iroquois Laurium, Michigan 49913

Iowa City Apple Users Group

The purpose of this group is to provide mutual support, information and encouragement to Apple users in the Eastern Iowa area. Meetings are held at Westinghouse Data Score Systems, I-80 and Iowa Rt. 1 in Iowa City the third Tuesday of the month. (Executive Committee meets the second Tuesday.) There are approximately 35 members. For more information, contact the president evenings.

David B. Thomas 134 Ravencrest Drive Iowa City, Iowa 52240 319/351-3368

Chicago Area Computer Hobbyist Exchange

CACHE meets monthly on the third Sunday at 11:00 a.m. at the DeVry Technical Institute, Belmont Avenue at Campbell in Chicago. There are 50 members. Jeff Fisher is president. CACHE also has special interest groups for other types of processors (total membership is over 400). The purpose

of the group is to advance knowledge of the Apple computer, available hardware and software, etc. There is also an extensive program library. For further information contact:

> Timothy Clark (Librarian) 18w145 Belair Court Darien, Illinois 60559

Central Illinois Apple

The 50 members of this club meet the 2nd Tuesday of each month at 6:30 p.m. at the Peoria Public Library, Peoria. Mike Still is president of the club which puts out a monthly newsletter. The purpose of the group is to share experiences, information and software among new and old Apple users in the business, personal and educational fields. For information contact:

David M. Crull, Secretary 1824 Hoover Drive Normal, Illinois 61761

Micro & Personal Computer Club of St. Louis

Rick Connoly is president of this group which meets to gather and diffuse knowledge of software development by members and commercials. There are approximately 25 members. For more information contact:

Kunihiro Tanaka, Secretary 3268 Watson Road St. Louis, Missouri 63139

Santa Barbara Apple User's Group

This group, formed to exchange information and provide user support, has a membership of 60. Ed Adams is club President, Maisie Cohen, Secretary. Their meetings are held on the first Wednesday of each month, 7:30 p.m., at The Computer Shop. For further information, contact:

Santa Barbara Apple User's Group 2007 State Street Santa Barbara, California 93105

Forth Interest Group

Meets on the fourth Saturday at Noon. Membership is over 1200. The club puts out a publication called "Forth Dimensions." For more information, contact:

Jim Flournay Ancon 17370 Hawking Lane Morgan Hill, California 95037

Apple Sac

This club consists of approximately 160 members with meetings on the first Tuesday and third Wednesday of each month. Ken Gray is President, Jim Henry, Secretary. Their purpose is to

provide a common meeting place to exchange ideas and techniques, and to provide guest speakers. A newsletter and program library are provided with membership. For more information contact:

Apple Sac 8074 Ruthwood Way Orangevale, California 95662

Salem Area Computer Club

This club, with 70 members, meets at the Salem Academy Library the first Monday of each month. Kenneth Ernst is President, Leonard Oswald, Secretary. The purpose of the club is fellowship, enrichment, and assistance. For further information contact:

Salem Area Computer Club P.O. Box 7715 Salem, Oregon 97303 393-1173

NW PET User Group

This club of approximately 45 members meets the 2nd Tuesday of the month at 7:30 p.m. at the U of W Academic Computer Center, 3737 Brooklyn, Seattle. President is Richard Ball. The purpose of the group is to share and aid members with knowledge of programming, hardware and all PET/CBM uses. For more information write:

NW PET User Group 2564 Dexter N. #203 Seattle, Washington 98101

The Apple Cobblers

This user group is comprised mostly of educators, and is an associate member in the International Apple Corps. Presently they meet in Lacey, Washington at the North Thurston High School, 600 Sleater Kinney Road, NE. This group began with approximately ten members and is steadily growing, sharing their ideas on uses of the Apple in the classroom. For more information, contact:

Rodney Taylor 3920 56th Avenue NE Olympia, Washington 98506

London Apple Corps

Members meet the first Tuesday of the month at 7:30 p.m. at Lyons Logic, 296 Horton St., London, Ontario. There are approximately 20 members who meet for the purpose of making more beneficial use of personal computers through idea sharing and improved programming. Contact:

John Forristal (President) 296 Horton St. London, Ontario Canada N6B 1L4

CEBUSTACK

The Central Bureau of Statistics Computer Klub is located in Voorburg, the Netherlands. Hardware meetings are on the 2nd and 4th Thursday of the month. Other meetings are once a month at 7:30 p.m., CBS, pr. Beatrix-loan 428, Voorburg. Publication: Stackpointer. For further information, contact:

J. de Jong Hordykstr. 111 25g3 HC Den Haag The Netherlands

OSI Users Group (Auckland)

This group of 53 members meets the 3rd Tuesday of each month at 7:30 p.m., V.H.F. Clubrooms, Mt. Roskill, Auckland. The purpose of the group is hobby and general applications of OSI microcomputers, and general and technical information exchange. For more information, contact:

Brian Wilson 88 Stanley Road Glenfield, Auckland, New Zealand Ph. 4443123

PTC Update

Membership consists of 120 people from all over Germany, Austria, and Switzerland. There are no general meetings, but many members hold local gatherings for their own interests. Their club newsletter, the "PTC-info" is published quarterly, in German. Their PET/CBM program library contains nearly 500 programs. For more information, contact:

Dietmar Severitt Gutenbergstr 20 D-6052 Muhlheim, West Germany

Computer Programs for Investment Management

If you're an investor, how do you obtain professional-quality investment management programs? One way is to belong to a professional, nonprofit group called the MicroComputer Investors Association [MCIA]. Since 1977 the Association has published a journal, The MicroComputer Investor. Their journal contains a wealth of information and programs for investors who use microcomputers. If you would like to obtain a membership application and an index of all programs and articles published to date, send \$3.00 for an information packet to:

Jack Williams, MCIA 902 Anderson Drive Fredericksburg, Virginia 22401





Challenges

By Paul Geffen

This column will appear regularly and contain news of interest to the community of Ohio Scientific users.

The M/A-COM Connection

On December 5, Ohio Scientific, Inc. was bought by M/A-COM of Burlington, Mass. Since its founding in 1975, OSI has grown into a \$30 million-a-year operation employing about 250 people at five sites.

M/A-COM is a holding company, formed in 1978 when Microwave Associates bought Data Communications Corporation. M/A-COM has since bought six other companies and has agreed to buy three more in the near future. These companies include: Lawrence Laboratories, a casting house; Omni Spectra, a maker of microwave connectors; LINKABIT, a producer of digital signal processors; Valtec, a supplier of coaxial cable to the CATV industry; Prodelin, a maker of antennas and waveguides; and now Ohio Scientific, a leading producer of microcomputers and systems. Future acquisitions may include Microwave Power Devices, Alanthus Data Communications and Power Hybrids, Inc.

M/A-COM is pursuing a policy of vertical integration, buying out suppliers in the field of microwave communications. M/A-COM's interests also include cable TV, satellite ground stations and, with the addition of Ohio Scientific, an office of the future with distant locations tied together by satellite. Other M/A-COM acquisitions have been more closely related to its original field of interest.

OSI has done some work in data communications; its C2 and C3 business systems are designed to allow networks of multiple processors and work stations, but these are limited to telephone lines and other forms of hard wire. Nevertheless, this was seen by M/A-COM as a step in the right direction. The OSI purchase is a step into a new market for M/A-COM.

As of the first of January, 1981, OSI has a new president named Harvey P. White. Mr. White comes to OSI from LINKABIT where he was Executive Vice President. OSI is currently building new facilities, including offices, and I expect that new management posts will be created and filled this year. In addition, OSI is looking forward to an influx of new ideas from the engineering departments of other M/A-COM companies, presumably along the lines of networks and communication. OSI has been testing systems in Ohio, Virginia and elsewhere, with a home computer and cable TV hookup for home comparison shopping, stock market reports, etc.

The purchase also provides OSI with new opportunities for growth by supplying a source of capital for research and development. OSI is now part of a publicly-held corporation whose annual sales total about \$322 million.

I called OSI because I was concerned about the future of the home computers they have pioneered. I was assured that no changes in product line or marketing strategy would result from the take-over. OSI's founder, Mike Cheiky, is now Chairman of the Board, Director of Marketing and Director of Research and Development. It has been M/A-COM's practice in past acquisitions to leave top management in place at these companies, and OSI is no exception. In this case, the policy makes especially good sense since OSI is more consumer-oriented than any other M/A-COM division. OSI aims at three markets: small systems, educational, and business/scientific, whereas M/A-COM sells to industry and government.

In sum, the M/A-COM connection does not mean bad news for any user or potential user of Ohio Scientific small systems. In fact, it is probably good for everyone, but especially for the high end or business market. I expect no dramatic improvement in low end support-like documentation or application notes as M/A-COM expertise does not lie in that direction. Low end application support does come from journals like MICRO and from local user groups.

More Connection

In another example of vertical integration, last November Ohio Scientific bought, for an undisclosed sum, the Hard Disk Division of Okidata.

This means that OSI now owns the California plant which produces its CD-74 hard disk systems. The same plant will soon produce a CD-37 system, which has half the memory and sells for \$8,500—a little more than half the price of the CD-74.

The main reason for the Okidata Hard Disk Division purchase was to ensure a supply of these systems. Also, most of the plant's output was going to OSI and most of OSI's disks were coming from that plant.

User Groups

One of the most active OSI user groups is in Maryland. It is known as OSIO and produces two separate monthly publications, PEEK[65] and the OSIO newsletter. PEEK[65] is the younger journal and has at least one staffer in common with the newsletter, OSIO president Wallace Kendall.

PEEK(65) ran sixteen pages last November, including six pages of ads. Article topics included: better random numbers, Superboard expansion, C1P display format modification, 65U file header explained, and password file protection. Many letters from users nationwide provided answers to those annoying little questions.

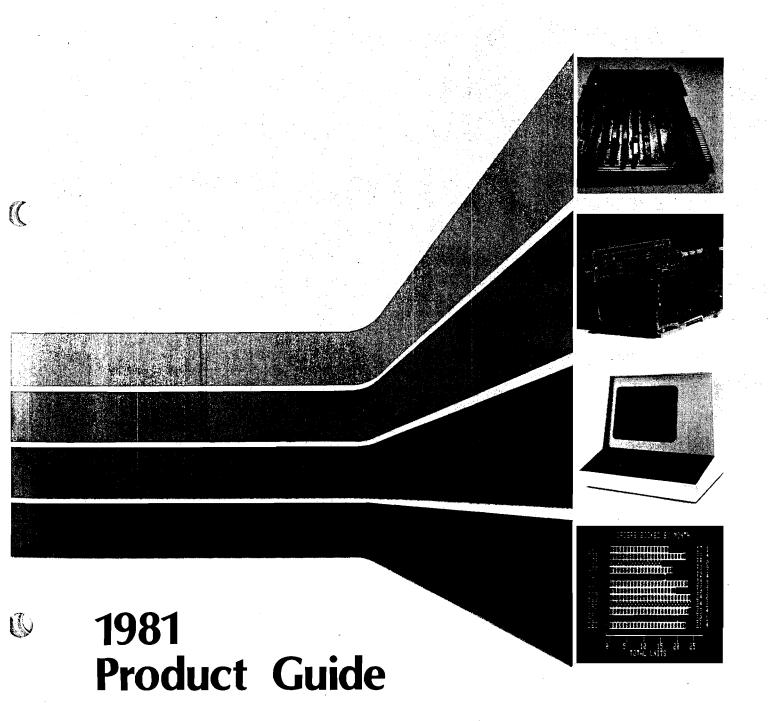
OSIO Newsletter carries no advertising and is oriented more toward software than PEEK(65]. Topics include: telephone communications, real time clock, line printer driver, modem software, Hi-Res graphics, indirect ASCII files and so on. OS-65D notes are a regular feature. Subscriptions are \$12 for a year [12 issues] of PEEK[65]. Membership in OSIO, which includes a subscription to the Newsletter, is \$15 a year. Last fall OSIO offered both subscriptions for \$25, but this may no longer be available. Back issues are available and form a good, if unorganized, reference library.

> PEEK(65), The Unofficial OSI User's Journal 1819 Bay Ridge Ave., Suite 220 Annapolis, Maryland 21403

OSIO 9002 Dunloggin Rd. Ellicott City, Maryland 21043

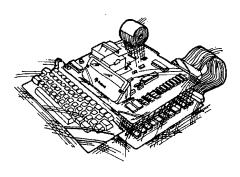
I want to encourage OSI user groups to let us know about their activities, especially foreign groups. I urge all OSI groups interested to register with the MICRO Club Circuit, and to feel free to send newsletters, etc. to my attention.





The Capability Company...

The Computerist offers a complete line of integrated microcomputer products, from expansion boards to single-board microcomputers to complete systems. Our extremely versatile boards are well designed and documented in order to allow easy expansion and customization. They provide a convenient and reasonably priced solution to your microcomputer system needs.



The Computerist has been providing support for 6502-based systems since 1976. Our milestones include:

- First commercial software package for the KIM-1.
- First power supply custom-designed for the KIM-1.
- First multi-purpose expansion board for AIM, SYM and KIM with RAM, EPROM, EPROM Programmer and I/O on a single board.
- First AIM enclosure with built-in power supply.
- First high-quality, 6502-reference journal — MICRO — now published by Micro Ink, Inc., a sister corporation.

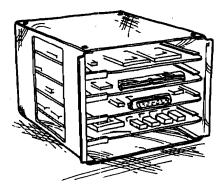
The ComputerIst has developed a complete line of integrated sub-systems designed around the 6502 microprocessor. These modules form the basis of our current product line. Each board is a second-generation product incorporating years of development and testing. Thousands of our boards are currently working in a wide range of environments and applications.

Each of **The Computerist**'s boards — Dram Plus, Video Plus and Proto Pius — may be used as an expansion board for ASK family (AIM, SYM and KIM) microcomputers. We have adapted our popular Dram Plus to run with the PET/CBM and Ohio Scientific Superboard as well.

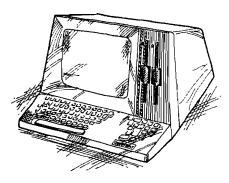
All of **The Computerist**'s boards include provision for customization and configuration in the field. Our Mother Plus allows multi-board systems to be neatly and economically packaged.

The Computerist supports customers by providing all the necessary software to run its boards; and each program runs on any ASK family micro.

With the addition to our product line of Micro Plus, a complete single-board microcomputer, **The Computerist**'s boards may now be used to create complete microcomputer systems tailored to user specifications.



The ComputerIst will bring out a number of additional products in 1981, including the Floppy Plus disk controller, additional software packages for Micro Plus, as well as complete systems. The complete systems will include a basic terminal package, a group of intelligent terminal emulators, a word processing system, an editing/assembly/teaching system and business systems. These will be built around the Micro Plus board with other modules from our standard product line.



The ComputerIst can build unique systems from the standard products listed in this guide plus a virtually unlimited selection of enclosures, monitors, keyboards, disk drives, and so forth. This versatility permits a user to obtain exactly the system he requires. A number of special packages are available for particular interests.

OEM/Systems Integration Houses — Customization support, extended warranties and direct end-user service plans.

Education — Systems with teachingoriented software and student-oriented features.

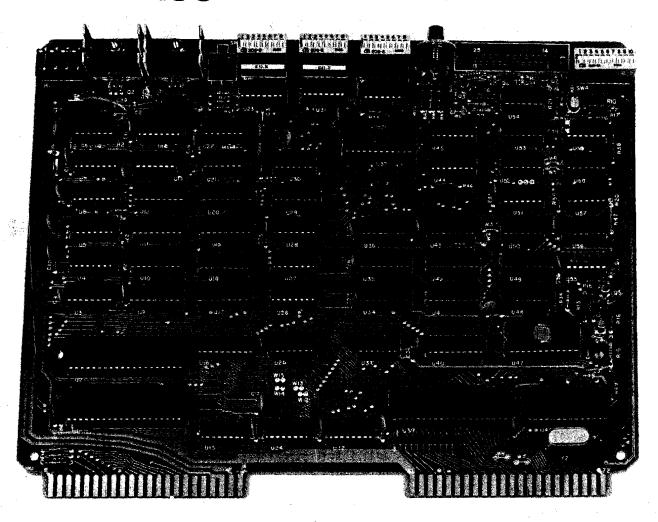
Terminals — Terminal emulators and customized terminals.

Turnkey Systems — Complete systems to service specialized applications.

If you have an interest or application requirement in one of these areas, please contact us for additional information.



MICRO PLUS™



A Microcomputer with Sophisticated Video and Communications Capabilities

Complete Enough to be Used Alone in Some Applications
Flexible Enough to be Used as a Building Block for Custom Systems

The Micro Plus TCB-111 is a 6502-based microcomputer with built-in controllers for video, communication and keyboards. The microcomputer contains a 6502 microprocessor, RAM, EPROM and I/O capability. The video controller supports programmable screen format, user-defined character sets, cursor control and other functions. The communications controller supports RS232 and 20-mA current loop service, programmable baud rates, and other communication functions. The keyboard controller services most ASCII keyboards. A choice of software monitors in EPROM allows system customization.

features

6502-based microcomputer system:
 Up to 7K RAM and 4K EPROM;
 6522 VIA for basic I/O.

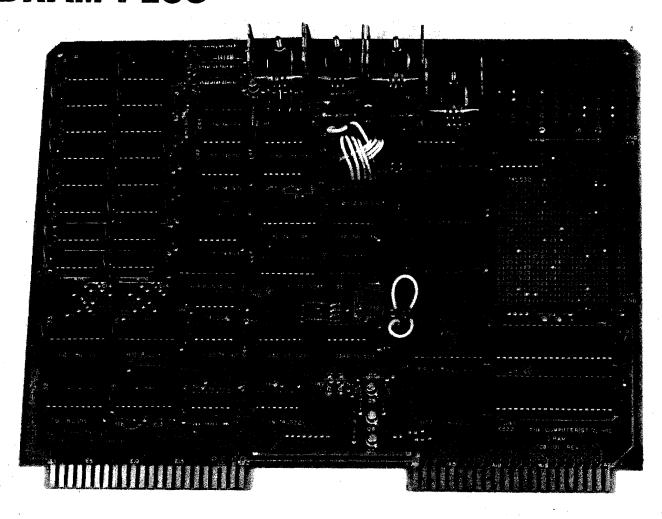
- 6845-based video controller includes: Programmable screen format up to 132 columns by 30 lines; EPROM character generator with standard upper/lower case ASCII or any other user-defined 8-by-16 character set; Cursor control and editing functions; Reverse video, blanking, and special effects; RAM character generator (see Video Plus for details).
- 6551-based communications controller with:
 RS232 with modem controls; 20 mA current loop; Programmable baud rates to 19.2K; Parity generation/ testing.
- 6522-based keyboard controller: Supports ASCII keyboards with pos/neg strobe and data.

- Several monitors to choose from: MicroMon 1: Video editing, simple communications and basic debugging. AIM, KIM, SYM expansion support.
 - MicroMon 2: Enhanced editing, modem communications and advanced debugging.
 - MicroMon 3: Full source editor and assembler plus all MicroMon 2 features.
- Easy to Expand: Dram Plus adds 16/32K RAM, 16K EPROM, I/O; Floppy Plus adds 51/4-and 8-inch disks.

specifications

Micro Plus hardware is identical to Video Plus with the addition of the 6502 microprocessor (see Video Plus).

DRAM PLUS™



The Dram Plus TCB-101 system expansion board includes 16K or 32K dynamic RAM, 16K EPROM or ROM and EPROM programmer on a single board. 2K EPROMs may be addressed on 2K boundaries, allowing efficient utilization of available address space. Two VIA devices provide four 8-bit parallel I/O ports or 40 independently programmable I/O lines. Prototyping area allows additional address decoding or memory management circuitry to be added. Dram Plus interfaces to ASK computers through simple expansion cable or Mother Plus board.

features

- 16K or 32K dynamic RAM addressable in 4K segments
- Transparent refresh
- Up to 16K ROM or EPROM
- EPROM programmer

- 2716, 2532 and 2732 EPROMs and 2332 ROM
- Two versatile interface adapters
- Prototyping area for custom circuits
- On-board voltage regulators
- Flexible address selection
- Adaptable to PET (1st Mate) and OSI Superboard (Super Mate)
- All IC's are socketted

specifications

Power Requirements

- +5 volts @ 1 amp
- +12 volts @ 150 milliamps
- +27 volts @ 50 milliamps for EPROM programming

All voltages may be regulated on board from higher supply voltage

Read/Write Access Time: 375 nS

Bus Signals

Address Bus: Inputs are fully buffered presenting one TTL/LS load Data Bus: Three-state, TTL-compatible, buffered inputs/outputs Control Signals: All signals and clocks are buffered to present one TTL/LS load

Operating Temperatures

0° to 70° C

Physical Characteristics

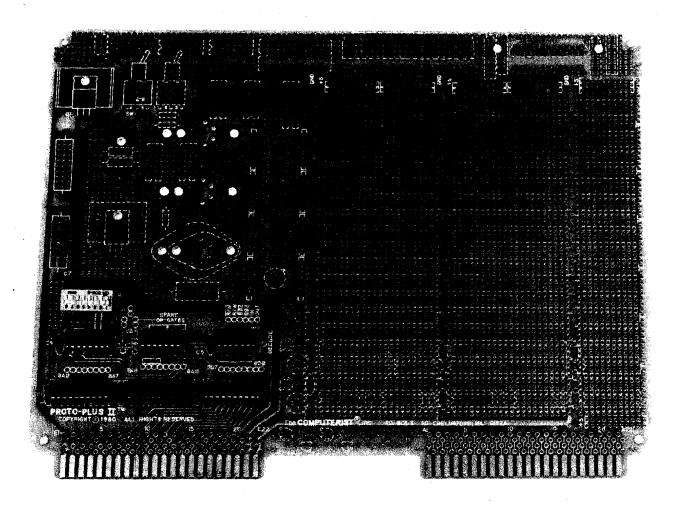
Length: 7.875 in. Width: 10.75 in.

Board thickness: .0625 in.

Connectors

Edge Connectors: Dual 22/44 .156 centers (Winchester HCA 2250 or equivalent)

PROTO PLUS™



The Proto Plus TCB-115 simplifies custom system expansion and prototype construction. It includes etched patterns for address, data, and control-line buffers, as well as address decoding circuitry required by most system expansion boards. Proto Plus is available as a bare board or assembled and tested.

features

- Room for over 60 16-pin DIPs
- Universal grid pattern
- Power and ground bus with locations for decoupling capacitors
- Buffer and decoder circuit provided
- Special patterns for many discrete components
- Pattern supports wire-wrap and solder connections
- Double-sided etch
- Silk-screened
- Gold-plated fingers
- Plated-through holes

specifications

Length: 7.875 in. Width: 10.75 in.

Board thickness: .0625 in.

Edge connectors:
Dual 22/44, .156 centers
(Winchester HCA 2250 or equivalent);
Identical to AIM, SYM, or KIM edge connector.



VIDEO PLUS™

The Video Plus TCB-112 provides intelligent video, keyboard and communication capabilities for 6502-based systems. Its video features may be customized for specific applications and include programmable character sets, programmable screen formats, reverse video, and more. It interfaces to most ASCII keyboards.

The Video Plus may be used as direct expansion for the ASK microcomputer family. It may be interfaced directly via a cable and software is provided which will instantly support the monitors, editors, assemblers and BASICs of these systems.

The Video Plus includes many configuration options which allow an OEM or end user to easily adapt the board to his specific requirements. The display format is determined by a hardware controller driven by software parameters and these parameters may be changed at any time. Some operating modes are switch selectable including low-bandwidth (TV) output, reverse video, PCG characters, keyboard data and strobe polarities. Additional unassigned control switches, which may be read by the software, allow further customization and configuration control.

The communications option provides full RS232 support with programmable baud rate, parity generation and checking, and more.

features

Video Features

- MCM6845 programmable CRT controller
- Programmable screen format up to 132 characters by 30 lines
- Complete cursor control
- Television and CRT monitor modes
- Composite or separated video outputs
- Reverse video on character-bycharacter basis
- EPROM character set for userdefinable characters
- RAM character set for dynamically changing characters under program control
- Light pen input
- Programmable character width
- Up to 4K display memory

This display illustrates the features agailable on the Video Flus II in a text processing application. First, the standard 7 by 9 matrix characters are disclayed in a 9 by 14 area, leaving more space catteen characters thus encarcing legibility. These characters can elembe ousclayed in prevense video. In addition, a originanticle character generator allies any special characters to be displayed.

The ABP (see Eoftware succents all of these modeshoothout economical user chagnering, Construct economic solub, down, left, night ero note to well as automatic sonalling make text editing easy. Coden and lover base prehabitants allow the user to see text on the spream exactly as on well access in the final vension. The theretier generation to the losed Flus II is in a E718 EPFIM, allowing the user to program any character set, foreign languages, scenial forts on graphics.

Additional Wina Endessing features may be eaded by the user to funther enhance this model insent delete therester and line, string search and reclade, and so forth. Sine of this software will be a pulable from The COMPUTERIST later this year.

Word Processing — 80 Columns by 20 Lines $[7 \times 9]$ Character Set on 9×14 Display Grid]

Communication Features

- SY6551 ACIA asynchronous communications interface adapter
- Programmable baud rates from 50 to 19.2K baud
- Parity generation and checking
- Programmable word length and stop bits
- Data set and modem control signals provided at TTL levels
- 5-, 6-, 7-, 8- and 9-bit transmission
- Full-duplex or half-duplex operation
- Both RS232C and 20-milliamp current loop interfaces provided
- Standard RS232C-D connector

Keyboard Interface

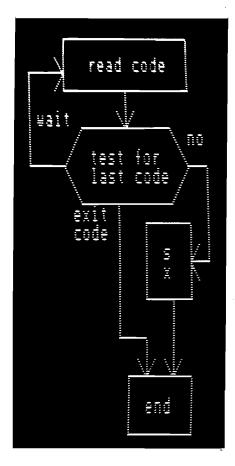
- Direct interface for most ASCII keyboards
- Switch selectable strobe polarity
- Switch selectable data polarity
- 8-bit input including parity

MicroMon 1 Software Features

- Resident in 2K EPROM
- Fully supports AIM and SYM software: monitors, editors, assemblers and BASICs
- Supports AIM keyboard in upper and lower case in BASIC
- Page zero use transparent to host microcomputer programs
- Automatically relocates in memory
- Automatically determines type of host microcomputer
- Supports basic ACIA communications
- Screen editing features: cursor control, screen erase, upper case mode, scrolling, delete, etc.

Dense Mode — 132 Columns by 30 Lines [5 \times 7 Character Set on 6 \times 9 Display Grid]

There are a num dosplay is used in-ormanion in



System Features

- Up to 7K RAM: 4K display RAM, 2K programmable character generator RAM (which may be used for program RAM), 1K program RAM
- Up to 4K EPROM: Normally used with 2K 2716; may be easily upgraded to use 4K 2532 EPROM
- Provision for addition of 6502 for complete stand-alone system (See Micro Plus)
- DIP switches for selecting major options
- Jumper blocks for selecting minor options
- All IC's socketted
- Gold-plated edge connectors

specifications

Power Requirements

+5 VDC @ 1.2 amps (maximum). On- board regulators permit use of unregulated +8 to +12 VDC in place of regulated +5 VDC.

Bus Signals

Address bus: Inputs are fully buffered presenting one TTL/LS load Data bus: Three-state, TTL-compatible, buffered inputs/outputs
Control signals: All signals and clocks are buffered to present one TTL/LS load

Simple Line Graphics [8 × 8 Character Set on 8 × 8 Display Grid]

Operating Temperatures

0° to 70° C

Physical Characteristics

Length: 7.875 in. Width: 10.75 in.

Board thickness: .0625 in.

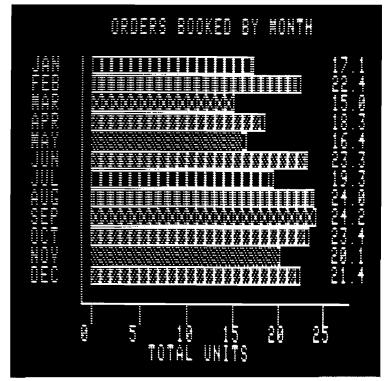
Connectors

Edge connectors: Dual 22/44, .156 centers (Winchester HCA 2250 or equivalent); Identical to AIM, SYM or KIM connector

RS232C-D with communications option (Cinch Jones DB25s or equivalent)

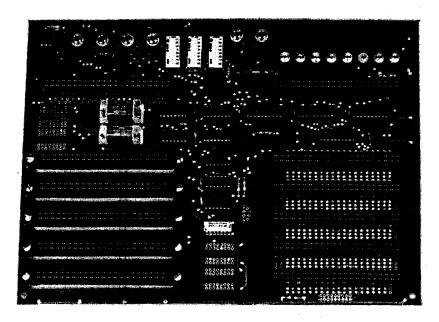
12 posts with .10 spacing (Waldom 22-01-2121 or equivalent) for keyboard

Graphic Characters
in a Business Application
[8 × 8 Characters on 8 × 8 Display Grid]



of applications which can make good use of this very dense display mode. Examples are any system in which the format data to be output to a wide, normally 132 character, line printer. The capability of having the same same format on the screen as on the line printer can greatly simplify the entire job.

MOTHER PLUS™



The Mother Plus TCB-113 provides practical support for AIM, SYM and KIM system expansion. It includes buffered address, data and control lines, configuration switches, power and I/O connections. In conjunction with Card Cage Plus, it allows peripheral boards to be added to form a complete system in a small package.

features

- Room for five expansion boards
- Works with AIM, SYM and KIM
- Fully buffered address, data and control lines
- Switches select expansion board addresses

- Convenient terminal strip power connections
- Phono jacks for TTY and cassette connections
- Cassette control relays
- Cassette input monitor LED
- Application connector solder eyelets
- Standard KIM-4 bus expansion connections
- Compact vertical orientation
- Generates decode signal for KIM
- Host ports A and B brought to DIP socket

specifications

Power: +5 volts at 100 milliamps

Dimensions: Length: 8 in. Width: 11 in.

Board thickness: .0625 in.

Microcomputer connections follow

KIM-1 standard

Expansion connections follow

KIM-4 standard

Spacing between host and first

expansion board: 2 in.

Spacing between expansion

boards: .875 in.

CARD CAGE PLUS™

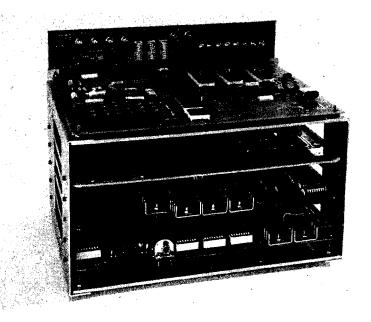
The Card Cage Plus TCE-303 is designed to support an ASK microcomputer and from one to five expansion boards in a compact package.

Simple assembly consists of bolting to Mother Plus, bolting on two cross members, snapping the card guides into place, and adding stick-on insulation and feet.

specifications

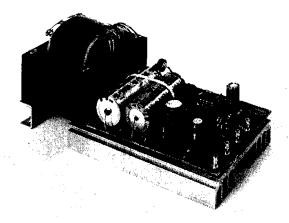
Length: 8.25 in. Width: 11 in. Height: 6 in. Weight: 1 lb.

Composition: Gold anodized aluminum



POWER PLUS"

AIM PLUS™







An Enclosure with Built-in Power Supply

110 or 220 VAC @ 50 or 60 Hz

Output:

+5 VDC @ 5.0 amps with protection

+ 12 VDC @ 0.5 amps

+24 VDC @ 1.0 amp/1.5 amp surge

-5 VDC @ 0.5 amps (optional)

Compact:

Length: 7 in. Width: 3.25 in. Height: 3 in.

Weight: 3 lb. 10 oz.

Complete: Includes a fuse holder, ON/OFF switch and a heavy-duty, three-wire grounded power cord.

features

- Functional packaging: This unit protects the AIM while providing access to all switches, the LED display, keyboard and printer.
- Easy assembly: All fasteners are provided; absolutely no alteration of the AIM is required, and the nonconductive, thermoformed plastic can be cut with a knife if any special alterations are desired. The edge connectors are accessible from the rear.
- System expansion: The enclosure has room in the bottom for one expansion board, such as a Video Plus or Dram Plus, with direct access to the edge connectors.

Power supply: The Power Plus supply, built into the enclosure, provides +5 VDC and +24 VDC to run the AIM, and enough power to spare for an expansion board. The line cord and fuse holder are positioned at the rear of the case. The ON/OFF switch is mounted to the right of the LED display on the front of the case. Louvers provide air flow for cooling the power supply which is bolted to the top of the case. For specifications, see Power Plus specifications below.

specifications

Dimensions: Length 16.25 in.; width 14 in.; height 6.25 in.

Weight: 6 pounds, including power

vlagus

Color: grey and black

Power Plus Input Specifications

105-125 VAC, 50 - 60 Hz, 1.5 Amperes or 210-250 VAC, 50 - 60 Hz, 0.8 Amperes

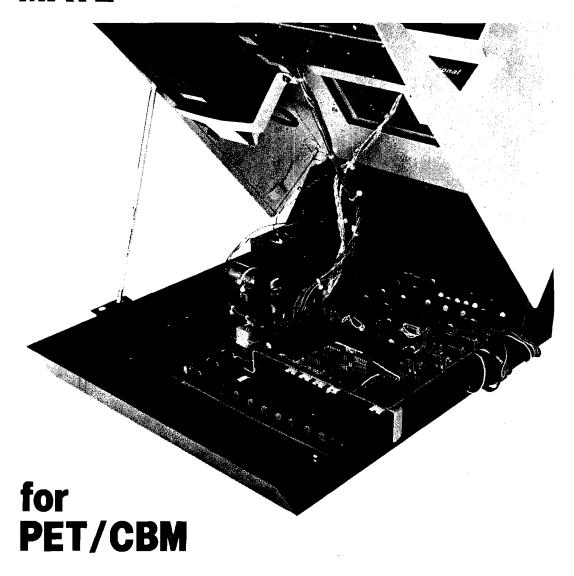
ı	Power	Plus	Output	Specif	ications
Ć	Output			_	

Output	Ripple and Noise	Regulation
+5 VDC @ 5 Amps	10 mv max. @	(Voltage fixed to within 1%) $\pm 0.1\%$ line and
Overvoltage protection	0.0 to 4.5 Amps	load with \pm 10% line change or 50%
Current foldback short circuit protection	25 mv max. @	load change in 0.0 to 4.5 Amp load range
Reverse voltage protection	4.5 to 5 Amps	
+ 12 VDC @ 0.5 Amp	15 mv max. @	(Voltage fixed to within 5%) \pm 1%, line and
(-5 VDC @ 0.5 Amps Optional)	0.0 to 0.5 Amp	load with ± 10% line change or 50%
Thermal shut down overload protection	<u> </u>	load change in 0.0 to 0.5 Amp load range
+24 VDC @ 1.0 Amps*	24 mv max. @	±2% line or load reg. 0 to 1 Amp
(1.5 Amp surge)	0.0 to 1.0 Amp	••
Thermal shutdown overload protection		
Reverse voltage protection.		

*If 12 volt output is 0.5 Amp. continuous, derate 24 volt output to 0.5 Amps

Thermal Specifications (Derate linearly) 100% output @ 80° C (176°F) heat sink temp./50% output @ 90° C (203°F) heat sink temp.

1ST MATE™



1st Mate , TCB-110, is a memory and I/O expansion board for all PET and CBM computers. It includes 16K or 32K dynamic RAM and up to 16K ROM or EPROM. RAM is independently addressable in 4K segments. A programmable address controller allows different RAM and/or ROM resources to be switched to the same address space. Two 6522 VIAs provide forty programmable I/O lines, shift registers and timers. EPROM programmer includes BASIC software.

features

- 16K or 32K dynamic RAM
- ■. Up to 16K EPROM/ROM
- Complete EPROM programmer
- Programmable address controller
- Two versatile interface adapters
- Two-button reset support
- Mounts inside PET/CBM
- Includes connecting cable
- May draw power from PET supply

specifications

Length: 7.875 in. Width: 10.75 in.

Board thickness: .0625 in.

Edge connectors: Dual 22/44, .156 centers

(Winchester HCA 2250 or equivalent); Identical to AIM, SYM, or KIM edge

connector.

(For complete specifications, see Dram Plus)

AIM 65 by Rockwell International



AIM 65 in Card Cage with Mother Plus and several expansion boards.

- The full-size, typewriter-style keyboard makes it easy to enter data, programs, edit files, and so forth
- A twenty-character LED display can display all normal alphanumeric characters in an easy-to-read format
- A twenty-column thermal printer provides hardcopy
- The 8K ROM monitor includes a mini assembler, disassembler, and editor, plus other important support functions
- Expandable on-board to 20K ROM and 4K RAM
- BASIC and an assembler/editor are available in ROM to plug directly into the basic system
- Expandable with Dram Plus, Video Plus, Proto Plus, Mother Plus
- Works with Power Plus and AIM Plus

Floppy Plus"

The Floppy Plus TCB-108 is a controller for 8-inch and 51/4-inch floppy disk drives. It will handle one to four Shugart-compatible drives and IBM and other formats. Floppy Plus will include on-board support software in EPROM, on-board RAM, 6522 VIAs and a cassette controller. It may be connected directly to Micro Plus or to ASK family computers. With the addition of a 6502 processor, it will run as a stand-alone disk controller/formatter and interface to any computer through a standard I/O port.

features

 Based on WD 1791B-01 Floppy Disk Controller Chip:

 Handles variety of formats including IBM
 Handles both 8-inch and 51/4-inch drives
 Controls up to four drives

On-board RAM

FLOPPY PLUS TCB-108

- On-board support software: disk formatter read/write/allocate routines file management system
- Additional I/O devices including 6522 VIAs and cassette interface

Available Second Quarter 1981

Expansion Cable

The Computerist's Expansion Cable, TCX-922, may be used to directly connect an AIM, SYM or KIM to a Dram Plus, Video Plus or Proto Plus.

Warranty

The Computerist provides a one-year limited warranty on all of its products. AIM 65 is covered by Rockwell's 90-day warranty.

Literature

The Computerist provides extensive documentation for its major products. Documentation includes schematics, component layouts, parts lists, installation and operating instructions, program listings and all of the information required to effectively evaluate and use the boards. Documentation may be purchased separately in order to assist the evaluation process.

Documentation Packages:	
TCB-101-D Dram Plus	\$10
TCB-108-D Floppy Plus*	\$10
TCB-109-D SuperMate	\$10
TCB-110-D 1st Mate	\$10
TCB-111-D Micro Plus	\$10
TCB-112-D Video Plus	
TCB-113-D Mother Plus	
TCB-115-D Proto Plus	\$ 5
*(2nd Quarter)	

Price includes shipping in US only. Foreign: add \$2.00 surface postage. Air mail — write for rates!

Ordering Information and Price List

CB-101-16	3 3 3
TCB-101-16 Dram Plus with 16K RAM for AIM/SYM/KIM \$325.00 TCB-101-32 Dram Plus with 32K RAM for AIM/SYM/KIM 395.00 TCB-108 Floppy Plus (Available second quarter) * TCB-109-16 SuperMate with 16K RAM for OSI superboard 375.00 TCB-109-32 SuperMate with 32K RAM for OSI Superboard 445.00 TCB-110-16 1st Mate with 32K RAM for PET/CBM 395.00 TCB-110-32 1st Mate with 32K RAM for PET/CBM 475.00 TCB-111 Micro Plus with 3K RAM 325.00 TCB-112 Video Plus with 3K RAM 325.00 TCB-113 Mother Plus 125.00 TCB-115-A Proto Plus assembled and tested 75.00 TCB-115-B Proto Plus bare board 50.00 CPtions TCX-910 4K Memory Option for Micro/Video Plus 50.00 TCX-911 Communications Option for Micro/Video Plus 50.00 TCX-922 Expansion Cable for AIM/SYM/KIM 20.00 Power Plus Triple Voltage Supply 85.00 TCP-213 AIM Plus Power Supplies and Enclosure 5	3 3
TCB-109-16 SuperMate with 16K RAM for OSI superboard 375.00 TCB-109-32 SuperMate with 32K RAM for OSI Superboard 445.00 TCB-110-16 1st Mate with 16K RAM for PET/CBM 395.00 TCB-110-32 1st Mate with 32K RAM for PET/CBM 475.00 TCB-111 Micro Plus with 3K RAM 375.00 TCB-112 Video Plus with 3K RAM 325.00 TCB-113 Mother Plus 125.00 TCB-115-A Proto Plus assembled and tested 75.00 TCB-115-B Proto Plus bare board 50.00 Options TCX-910 4K Memory Option for Micro/Video Plus 50.00 TCX-911 Communications Option for Micro/Video Plus 50.00 TCX-922 Expansion Cable for AlM/SYM/KIM 20.00 Power Plus Triple Voltage Supply 85.00 TCP-212 Power Plus Triple Voltage Supply 85.00 TCE-302 AlM Enclosure 50.00 Card Cage Plus for use with Mother Plus 25.00 Software EPROMs TCM-601 MicroMon 1 basic Micro Plus	3
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TCP-213 AIM Plus Power Supply and Enclosure 150.00 TCE-302 AIM Enclosure 50.00 TCE-303 Card Cage Plus for use with Mother Plus 25.00 Software EPROMs TCM-601 MicroMon 1 basic Micro Plus 35.00	4
Software EPROMs TCM-601 MicroMon 1 basic Micro Plus 35,00	8 3
TCM-601 MicroMon 1 basic Micro Plus 35,00	2
TCM-602 MicroMon 2 advanced Micro Plus 35,00 TCM-603 MicroMon 3 editor/assembler	1/2 1/2 1/2
TCM-620 ASK Video Software for old Video Plus 35,00 TCM-621 ASK Video Software for new Video Plus 35,00 TCM-622 Character Generator for Micro/Video Plus 35,00	1/2 1/2 1/2
	·/2
Documentation (included with purchase of boards) TCB-101-D Dram Plus 10.00	1/2
TCB-108-D Floppy Plus* 10.00	. 72 1/2
TCB-109-D SuperMate, Dram for OSI Superboard 10.00	1/2
TCB-110-D 1st Mate, Dram for PET/CBM 10.00	1/2
TCB-111-D Micro Plus 10.00	1/2
TCB-112-D Video Plus 10.00	1/2
TCB-113-D Mother Plus 5.00 TCB-115-D Proto Plus 5.00	⅓ 2 ⅓ 2
AIM 65 by Rockwell	
TCS-403-1 AIM 65 with 1K RAM 425.00 TCS-403-4 AIM 65 with 4K RAM 475.00	5 5

^{*}Note: Floppy Plus and MicroMon 3 will be available second quarter 1981.

The prices in this catalog are effective 1 March 1981 and supersede any and all other prices and are subject to change without notice. The price listed is for US/Canada only. All other countries must add 10% to the total price to cover costs incurred in processing overseas orders.

All products, with the exception of the AIM 65, carry a limited one-year warranty.

Quantity discounts available on all products except the AIM 65. Dealer inquiries invited. Shipping Table

Country	First Pound	Additional Pounds
United States	\$ 2.00	\$.40
Canada	\$ 4.00	\$1.00
Europe & South America	\$10.00	\$4.00
Other Countries	\$10.00	\$6.00

Any overpayment in excess of \$5.00 will be refunded.

For documentation packages, prices include shipping in the U.S. For foreign documentation shipments, add \$2.00 surface postage. Air mail — write for rates!

Order these fine products directly from:



34 Chelmsford Street Chelmsford, MA 01824 617/256-3649

or from your local dealer.



PET Vet

By Loren Wright

Commodore Shows

Commodore's idea for public shows seems to be a great success. As I write this in early February, there has already been one in Philadelphia, December 13-14, 1980. By the time this issue reaches you there will have been another in Boston, February 7-8, 1981. A third is planned for New York, but a definite date has not yet been set.

While Commodore obviously sponsors these shows to attract new customers, particularly business customers, the shows can be very useful to Commodore's old customers. New products, such as the VIC 20, OZZ, and Wordcraft 80 are on display.

Many Commodore-supporting companies, particularly those from the show's local area, have displays. In Philadelphia, there were hourly drawings for Commodore watches, calculators, thermostats, and even a PET. A magician entertained the children, while they weren't playing computer games. Philadelphia Phillies' shortstop Larry Bowa made an appearance, signing autographs and participating in one of the drawings. I was particularly impressed with the great number of computers Commodore provided for its co-exhibitors and for public use.

PET and the GPIB

The PET continues to be one of the least expensive IEEE-488 bus controllers available, if not the least expensive. Most PET owners are unaware of its full capability. Devices compatible with the bus [which is also called GPIB and HPIB] continue to increase in number and decrease in cost. Hewlett-Packard, Tektronix, and Fluke, are some of the better-known companies that manufacture GPIB devices. These include meters, frequency counters, timers, plotters, spectrum analyzers, and many others.

Communication with GPIB devices is as easy as using the Commodore cassettes, printer, and disk units. The BASIC commands are essentially the

Function	ASCII	Reverse Field Character	Keyboard Combination
BELL	7	g	
DELETE LINE	21	u	ESC, RVS, K
ERASE to	150	V	LS, ←, 3
BEGINNING of line			
ERASE to			
END of line	22	v	←, Q, 4
GRAPHICS screen	142	N	LS, ←, 3
INSERT line	149	Ŭ	SH, ESC, RVS, K
SCROLL DOWN	153	Y	LS, ESC, K
SCROLL UP	25	У	
SET BOTTOM	143	0	SH, Z, A, L
SET TOP	15	o	Z, A, L
SET TAB/CLEAR TAB	137	I	, ,
TAB	9	i	
TEXT screen	14	n	

SH = either shift

LS = left shift

All digits are on the main keyboard, not the numeric keypad.

same. If the PET's machine language subroutines are used properly, bus transactions can be faster and more efficient.

Commodore BASIC Version 4.0: User's Reference Manual, published by Commodore, is a worthwhile addition to your library, if only for its "Appendix H", covering the various GPIB machine language routines and how to use them. PET and the IEEE-488 Bus (GPIB), mentioned in an earlier column, is probably a better starting point, though.

Readers who have had experience using the PET with GPIB devices are encouraged to write about their particular applications and experiences. Shorter contributions will be combined in a future PET Vet column, while longer ones will be considered for publication as articles.

Other topics I'm considering for future columns are:

- Memory expansion—what is the potential and what is commercially available?
- Character set substitution—yes, it is possible, there are commercial substitutes available, and you can design and make your own!
- 3. Fixing an Old PET—they're great machines, once you fix a few things, and more and more are becoming available used at attractive prices.

I would like reader comments on these topics and suggestions for others. Please address correspondence to:

> Loren Wright MICRO, The 6502 Journal P.O. Box 6502 Chelmsford, MA 01824

8032 Screen Functions

At least three articles have been published describing the various features of the CBM 8032: "Butterfield Reports: The 8032" by Jim Butterfield, Compute #5, July/August, 1980; "New Additions to the Commodore Line" by Robert W. Baker, Kilobaud Microcomputing, July, 1980; and "Programmer's Notes for the CBM 8032" by Roy Busdiecker, Compute #7, November/ December, 1980. I have been using an 8032 for the last three months (thanks to Commodorel and have found the new screen features very useful. However, I find it difficult to remember which characters go with which functions.

There are three ways to implement the 8032 screen functions:

- 1. Print the appropriate ASCII characters using PRINT CHR\$(xx).
- Include the appropriate reverse field character in a string by preceding it with the ESC and RVS keys.
- Some of the functions can be accessed directly from the keyboard by pressing the right three or four keys simultaneously.

No. 34 - March 1981

GALAXY SPACE WAR I

Galaxy Space War 1* (WAR1) is a game of strategy in which the player has complete control of his space fleet's tactical maneuvers. Each fleet battles its way toward the opponents galaxy in an attempt to destroy it and win the war. WAR1 simulates the actual environment encountered in a space war between two galaxies. Optimum use is made of Apple's high resolution graphics (HIRES) and colors in displaying the twinkling stars universe, the colored ships of each fleet, long range sensors colored illuminations, and the alternating blinking colors used in battles between ships. Complementing HIRES are the sounds of war produced by Apple's speaker.

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 dynamcially 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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*Software Reviews: Apple Orchard (12/80); The Book (1/81); Creative Computing 4/81

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UTIL-DS is a set of routines for use with Applesoft to format numeric output, selec-UTIL-DS is a set of routines for use with Applesoft to formal minimals object, some tively clear variables (Applesoft's CLEAR gets everything), improve error handling, and interface machine language with Applesoft programs. Includes a special load routine for placing machine language routines underneath Applesoft programs.

SPEED-DS is a routine to modify the statement linkage in an Applesoft program to speed its execution, Improvements of 5-20% are common. As a bonus, SPEED-DS speed in Seachtine language routines to speed string handling and reduce the need for garbage clean-up. Author: Lee Meador. \$15 Disk, Applesoft (32K, ROM or Language Card).

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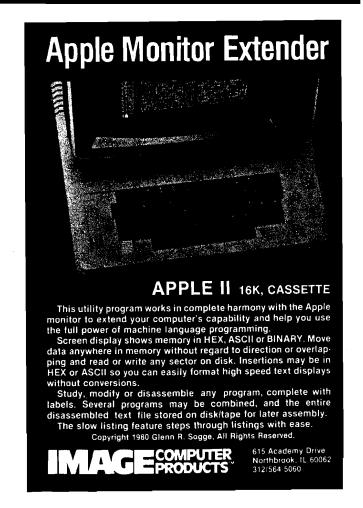
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Robert Babcock of McKeesport, Pennsylvania tells us: In the "Microbes and Updates" section of the September 1980 issue of MICRO, page 48, Mr. Wendall Malpass suggested variations to two of the programs, "Clear" and "Mover" which were contained in my article "Sharpen Your Aim" [19:37]. The suggested variations can cause unwanted additions to the prompting messages in the operation of the programs.

The prompt generation routines from "Mover" shown below are taken from the AIM monitor and depend upon the most significant bit of the last character in a message having a 1 value to terminate the message.

02B8 B9 LDA 02C6,Y 02BB 48 PHA 02BC 29 AND #7F 02BE 20 JSR E97A 02C1 C8 INY 02C2 68 PLA 02C3 10 BPL 02B8 02C5 60 RTS (M) = 02C6 4F 4C 44 A0 () 02CA 4E 45 D7 00

In the sequence starting at 02CA (4E 45 D7) (N E W), the D7 signifies both the letter W and also the fact that it is the last character in the string.

Operation of the routine to generate the word "NEW" would be as follows. First, the value of the Y register would be set at 04 prior to calling the subroutine starting at 02B8. The first entry [4E] is obtained and placed on the stack. The MSB is stripped by the AND 7F, the character is displayed and Y incremented. The original entry is then pulled from the stack and tested by the BPL 02B8 step. Since the MSB is 0, then the program returns to load the next value 45. The process is repeated and returns to obtain the third entry

D7. Stripping the MSB yields 57 to generate the correct display character, but this time when pulled from the stack and tested the 1 in the MSB causes a drop out of the loop and consequently a termination of the message.

Changing the D7 to a 57 as suggested leaves the end of the message at the mercy of following entries until an entry containing a 1 in the MSB is found.

This is a compact method of generating messages since no additional locations are needed to indicate end of message and no counting of steps for that purpose is required.

From Baldwin L. Troutman of Bedford, Massachusetts: Refer to Mr. Charles W. Hall's letter in the December 1980 issue of MICRO; he is quite correct in saying that Applesoft will accept commas in strings if they are inclosed in quotation marks. However, if you write these strings into a disk file, when you try to read them back using the input statement, you get the familiar "extra ignored" message, and Applesoft does just that, and doesn't input anything after the comma into memory from the disk. So if one is inputting strings into a disk file, the quotation marks won't work with commas.

Phil Burcher of Alexandria Virginia sent this update to his article: Your sharp-eyed readers have noted some minor omissions in my article "Biorhythm, An AIM BASIC Programming Exercise", in MICRO Issue No. 29, October 1980.

In the short program to check the days between dates calculation on page 29:52, line 585 was omitted. Here's the way it should have been.

LIST585 – 610 585 PRINT! 'THERE AR E'';53 590 PRINT! ''DAYS BET WEEN'',M1; ''/'';D1''/''; Y1; ''AND'' 600 PRINT!M2; ''/ 1/'' ;Y2 610 GOTO10 In lines 1252 and 1251, the program checks for zero crossings, "critical days". It does this by checking for dots (periods). Unfortunately, the dots were lost in reproduction. Using the program as printed makes every day a critical day printing "C" rather than the date. Lines 1251 and 1252 should read:

LIST1251 - 1252 1251 IFI\$ = ".."THENI \$ = STR\$(J):GOTO1290 1252 IFRIGHT\$(I\$,1) = "."THENI\$ = "C":LC = -1 :GOTO1260

Louis K. Bell of Augusta, Georgia sent this update: R.M. Mottola's program in your August issue [27:53] was too good to modify—but I did!

My modifications (mostly) are lines 182-199 (which I added). I "discovered" CALL-418, which disassembles 20 instructions in Applesoft.

You may wish to share with your readers my modification and my use of CALL-418.

ILIST 182,199

182 POKE 58,0: REM LO 183 POKE 59,3: REM HI

184 HOME

185 CALL - 418: REM DISASSEMBLER

186 VTAB 14: CALL — 958: REM CLEAR LINES AFTER RTS

187 HTAB 10: VTAB 16: IN-VERSE : PRINT "CONVER-SION ROUTINE": NORMAL

189 HTAB 1: VTAB 23: GET R\$

190 POKE 58,249: REM LO

191 POKE 59,234: REM HI

192 HOME: CALL - 418

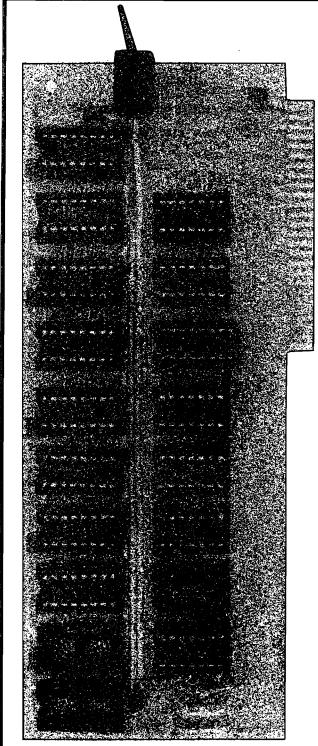
193 PRINT: HTAB 12: INVERSE : PRINT ''MONITOR ROUTINE'': NORMAL : HTAB 1: GET R\$

199 GOSUB 600

JLIST 600

600 HOME: PRINT: PRINT TAB(7)"FLOATING POINT CON-VERSIONS ": RETURN





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Microprocessors in Medicine: The 6502

By Jerry W. Froelich, M.D.

Information Transfer— Introduction

One of the principle reasons for the length, and thus the cost, of hospitalization is the time it takes to diagnose. The vast quantity of laboratory and radiological data acquired must be rapidly relayed to the managing physician before the data can be utilized to make the diagnosis. This column and the one to follow will describe how microprocessors rapidly distribute radiological data.

Rapid Telephone Access System

Rapid Telephone Access System (RTAS) was developed by Sudbury Systems Incorporated of Sudbury, Massachusetts. The system resulted from studies of the critical delays which occurred in obtaining radiological reports. RTAS provides the physician with rapid access to a dictated radiological report from any location via the public telephone network.

The report is dictated in the usual manner, permitting the radiologist to concentrate on films with minimal mechanical distractions (figure 1). Each report is stored on its own recorpak, a modular tape unit (figure 2 and figure 3, R), and is available for the referring physician to hear immediately after dictation. The physician simply dials the system and hears the actual dictation instantly; thus, the delay between dictation and transcription/distribution is minimized. A typist can also access the record to produce a permanent copy of the report for the patient's chart.

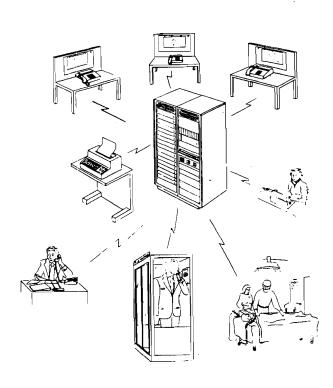
Description of RTAS

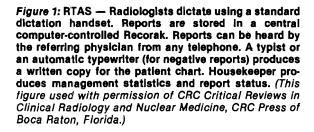
Hardware—Two versions of RTAS exist. The initial system is based on the 6502 microprocessor. The newest version, being installed now, will be discussed at the end of this article.

Like any information system, RTAS coordinates three basic operations: input, output, and storage.

Dictation—The radiologist dictates the report in the usual manner using a dictation handset with direct hardwire connections to the computer. The radiologist's dictation unit can record, play back, stop, and review, as in a standard dictation machine. A keyboard is used to enter the patient's identification code and to specify the mode of operation (e.g., dictation or recall).

Storage—Reports are stored in a central memory consisting of recorpaks: separate, independently controlled, miniature tape recorders which





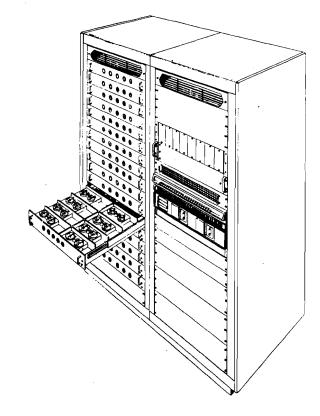
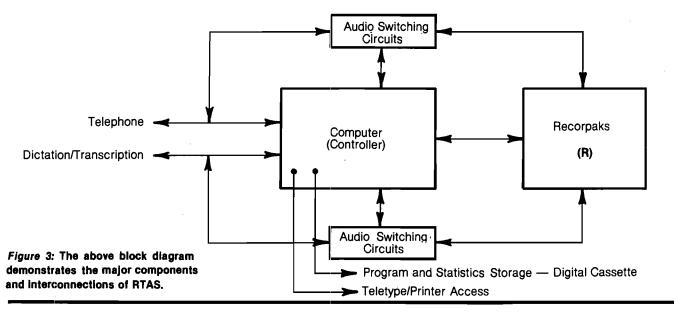


Figure 2: System Recorak on left and Compurak on right. Recorak consists of multiple independently controlled audio tape Recorpaks with a separate report on each Recorpak. This allows for simultaneous dictation and telephone access for multiple reports. Compurak contains computer controller, interfaces, and associated electronic circuits. (This figure used with permission of CRC Critical Reviews in Clinical Radiology and Nuclear Medicine, CRC Press of Boca Raton, Fiorida.)



are capable of holding five or more minutes of recorded information. Each report is contained on its own recorpak, thus allowing simultaneous and multiple access. Sets of eight recorpaks are assembled in a single, slideout drawer, as shown in figure 2. A full unit contains 16 of these drawers or 128 recorpaks.

Access—The referring physician can access RTAS through a standard touchtone phone. Once the phone is connected to the computer, the patient identification number is entered via the phone pad and the proper recorpak is connected to the phone line, via an audio switching unit.

A transcriptionist retrieves reports for typing through a dictation unit equipped with a conventional footpad and earphone. RTAS keeps track of every report with three parameters: (1) access by transcription unit, (2) an end-of-dictation marker placed on the tape at the end of the dictated report, and (3) termination notice (to computer) when transcription is complete.

Control—The input, output, and storage of RTAS is monitored by a controller, comprised of an audio switching unit and a computer, the 6502 microprocessor.

The switching unit channels the signals it receives from one of the access units (including telephones) to the appropriate recorpak (figure 3). The microprocessor directs operations and stores the information needed to locate the reports. The program is stored on a magnetic tape cassette. This allows reloading the program in case of power failure or mechanical problems.

When the input unit signals RTAS that the radiologist is about to enter a new report, the computer assigns an empty recorpak to the patient's identification code. As long as a report is stored in the system, a file is maintained within the computer.

The computer keeps track of the date and time of a report and its dictation status. If the supply of empty recorpaks becomes short, the system will erase old reports, replenishing the reservoir of recorpaks.

When an output signal is received by the controller, it first searches its file of stored data for the recorpak location. If several reports are listed under the same ID code, the computer arranges their access in chronological order, the most recent first and then plays them sequentially. Only one person can access any particular recorpak at one time.

Future of RTAS

A new version of RTAS is being dveloped. The new RTAS will digitize [A/D conversion] and compress the voice/report and store it on an 80-megabyte disk. A typical system will have four 80-megabyte disks with 360 minutes of report on each disk.

When the reports are replayed, the voice is decompressed and converted to an analog signal [D to A conversion]. This allows a high signal-to-noise ratio and eliminates wow, flutter, and tape hiss. By digitizing the voice and storing it as digital data, any report can be accessed at any time by any number of users. The new RTAS no longer needs switching devices and mechanical recorders to record or play back the reports.

Summary

RTAS provides rapid access to dictated reports. Although its use to date has primarily been in radiology, it is by no means limited to this field. Other potential applications include: pathology, cardiology, hospital administration, business information retrieval, and flight information for airline companies.

Correspondence

Please send correspondence to me c/o 9 Brown Place, Woburn, MA 01801.

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The author is grateful to Gerald Kolodny and Sudbury Systems Incorporated (Sudbury Massachusetts), for providing the above information.

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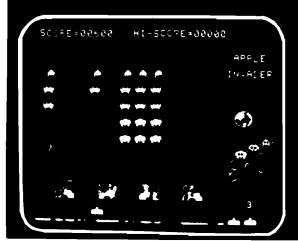
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The 6502 Dream Machine

The new generation of 16-bit microprocessors includes upgraded versions of currently popular processors with one important exception. Here is a proposal for a super-6502 as imagined by a software expert.

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My first experience with a microcomputer was the Zilog Z-80. After all the hype surrounding the chip I was quite disappointed in it. My problem, you see, was that I was used to a somewhat larger computer, such as a PDP-11. I then took a job which required me to work on an Apple II microcomputer. The Z-80 was bad enough, but now I was restricted to 8-bit registers! Needless to say, the powerful 6502 zero page addressing modes more than made up for the lack of 16-bit registers. Still I couldn't help but think, "It sure would be nice to have an HL register pair on this thing." Compromise seems to be the mainstay of chip manufacturers—each chip has its own features, both good and bad.

Lately, however, semiconductor manufacturers have begun listening to the users of their products. The results have been quite encouraging. Intel with their 8086/8088/IAPX286/IAPX432 microprocessors, Motorola with the 6809 and 68000 microprocessors, and Zilog with the Z8000 are definitely paving the way for the new breed of microcomputers. These chips are designed with software development costs in mind. This means the new processors are easier to program and lend themselves to code generation by compilers and other systems rather well.

One nice thing about these new processors is the fact that they are loosely based on their 8-bit brothers which preceded them. The user of an Intel 8080 can view the 8086 as an extremely upgraded 8080 with considerable power. The same holds true for the users of Motorola's 6800 and Zilog's Z-80. It's a real shame that the 6502 user cannot look forward to the 6516 or a "65000" but will have to adapt to the 6809 or 68000 instead. Even though the 6800 family and the 6500 family are quite similar to one another, the change over is not trivial. For example, the zero page indexed addressing modes which give the 6502 much of its power are not available on the Motorola parts. Obviously a 16-bit or pseudo 16-bit 6500-type machine would be highly desirable.

Simple expansion of the 6502's instruction set can be done without going to a new chip. It is possible to add instructions to the 6502 by trapping out invalid opcodes using external decoding ROMs and microcontrollers. In fact, Apple Computer has done exactly that with their new Apple III computer. But adding instructions to the instruction set isn't nearly as useful as adding addressing modes, as well as an orthogonal instruction set. An orthogonal instruction set means that all of the instructions (if applicable) can use all of the available addressing modes. Most manufacturers now realize this and support an orthogonal instruction set on their newer processors. By far the best improvement which can be made to the 6502 is providing it with an orthogonal instruction set.

To begin the discussion of a "dream machine" one must first start with the processor model. My processor model is loosely modeled after the 6516 processor model described in tech notes #34 and #36 from Synertek. My processor model appears in figure one.

This model contains ten registers, a 16-bit accumulator which can be split into two 8-bit registers (AH and AL), a 16-bit accumulator extension (AX), three general purpose/index registers, a hardware stack pointer [SP], the program counter (PC), a direct page register (DP), a mode register (Q) and the processor status word (PSW). Additionally each bit in the PSW can be treated as a 1-bit register. The X, Y, Z, SP, and PC registers are all sixteen bits long, the DP, Q, and PSW are eight bits long, and the accumulator can be treated as two 8-bit registers, one 16-bit register, or one 32-bit register [including the accumulator extension).

The X, Y, Z, SP, and PC registers can be used as index registers. In fact this is the primary purpose of the X, Y, and Z registers. SP is the hardware stack pointer where return addresses, etc. are kept. PC is the omnipresent program counter. The accumulator can be broken up into 5 registers. AL is an 8-bit register corresponding to the low order eight bits of the accumulator. AH is an 8-bit register corresponding to bits 8-15. AC is the 16-bit register comprising both AL and AH. AX is the accumulator extension which is a 16-bit register. ACX, or extended accumulator, is the 32 bits made up of AC and AX. AL corresponds to the accumulator in the 6502 register set.

DP is the direct page register. Remember zero page addressing? It only takes two bytes for instructions using this addressing mode. The only problem is that the zero page addressing mode can only refer to 256 bytes. In the 6516 the term "zero page addressing" was changed to "direct page addressing." The direct page register is used to specify which of the 256 pages in memory are to be used for the "direct page addressing mode." This means that all locations in memory can be referred to as a zero page location if the direct page register is properly set up.

The "Q" register is a collection of bits, much like the PSW, which controls the mode of some of the registers. Since compatability with the 6502 is highly desirable, some method of using the X, Y, and SP registers as 8-bit registers must be provided for (remember, some algorithms executing on the 6502 rely upon the 8-bit wraparound effect). The accumulator can already be treated as an 8-bit register (e.g., AL) so it does not have to be handled specially. The O register contains a bit for the X, Y, and SP registers as well as memory. If this bit is set, then the corresponding register will be treated as a 16-bit register. If the corresponding bit is reset, then the register will be treated as an 8-bit register. The memory bit is used for such instructions as INC, DEC, ASL, etc. In the 8-bit mode the high order bytes of the X and Y register are ignored.

The stack pointer's high order byte specifies the page in which the stack is to reside (similar to the direct page register for the zero page addressing mode). A fifth bit in the Q register specifies the direction used for autoincrement/decrement. This feature will be described later. The remaining three bits in the Q register are undefined. If a chip of this design ever hits the layout boards I will leave it to the designers to dream up applications for these bits.

The PSW is almost identical to the 6502's PSW except that the undefined bit in position five will be defined to be a user flag/boolean accumulator. In addition, the PSW can be treated as a normal 8-bit register: it can be loaded, stored, transferred, exchanged, etc. Additionally, each bit in the PSW can

be treated as a 1-bit register. For example, if the accumulator were loaded from the carry flag, the current contents of the carry flag would appear in bit position zero and all other bits in the accumulator would be set to zero. Likewise, if the accumulator were stored in the carry flag, the current value in bit position zero would be transferred to the carry flag and all other bits would be ignored. This scheme would also allow any condition code flag to be transferred to any other. For example transferring the Z flag [ZF] to the decimal flag is a valid operation.

Now that the processor model is defined, the instruction set can be likewise defined. Basically the only way to get data out of the 6502 is with a store instruction. Data can be brought into the 6502 with a large variety of instructions. For example, LDA, ADC, AND, SBC, ORA, XOR, etc. All take data from main memory, bring it into the 6502, operate on it, and leave the modified data in the 6502. Since we want an orthogonal and consistent instruction set there should be just as many ways of storing data into main memory as there is to load data into the 6502.

This brings up the concept of providing both a destination operand and a source operand in an instruction. On the 6502 the destination (for a load type operation) is usually the accumulator. The new processor should be capable of loading and storing data for most operations. And that brings us to the first "new" instruction: MOV. MOV uses the syntax:

MOV < SOURCE > , < DESTINATION >

The source operand specifies where the data is coming from, and destination specifies where the data is going to. LDA and STA are easily simulated using this instruction.

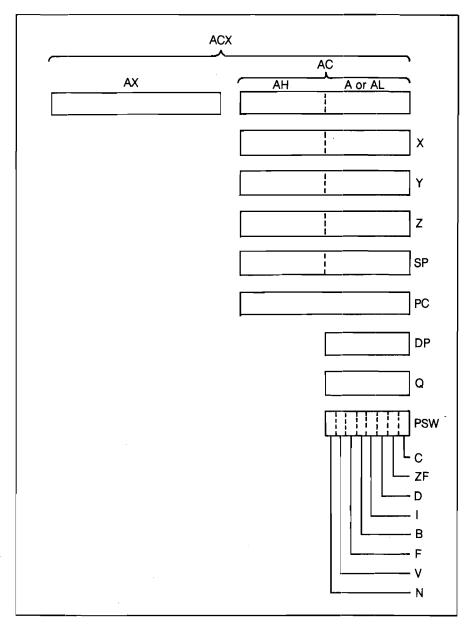
MOV AL,MEM STORES ACC (8-BITS) INTO MEMORY

MOV MEM,AL LOADS THE ACC (8-BITS)

FROM MEMORY

The 6502 transfer instructions can also be simulated as follows:

MOV A,X SAME AS TAX MOV X,A SAME AS TXA MOV A,Y SAME AS TAY MOV S,X SAME AS TSX



The MOV instruction also replaces all of the set and clear flag instructions:

MOV #1,C SEC MOV #0,C CLC MOV #0,V CLV MOV #1,D SED MOV #1,I SEI

Plus all kinds of combinations not possible on the 6502 are valid (see example 1):

simulates the 6502 BIT instruction (sort of). When the condition code flags are specified, interesting things can happen:

OR C,ZF OR CARRY AND ZERO FLAGS, LEAVE RESULT IN THE ZERO FLAG

AND ZF,F LOGICALLY AND Z AND F XOR N,V CHECK FOR SIGNED

OVERFLOW

Group One: ADC ADD AND CMP EOR/XOR EXC OR SBC SUB

Group Two: ASL/LSL ASR LSR ROL ROR RRC RLC INC DEC

Group Three: BRA BCC/BLT BCS/BGE BEQ BNE BMI BPL BVS BVC BGT BLE BSB

Group Four: NOP BRK SW0 SW1 LOCK ESC SYNC

The instructions which have no 6502 counterparts are: ASR [arithmetic shift right], RRC [rotate right circular], RLC (rotate left circular], BRA [branch always], BGT (branch if greater than, i.e., C=1, ZF=0], BLE (branch if less than or equal, i.e., C=0 or ZF=1], BSB (branch to subroutine), SWO (system routine zero), SW1 (system routine one), LOCK (bus lock), ESC (Coprocessor call), SYNC [Coprocessor synchronization]. The last three instructions are useful for multi-tasking situations as well as future instruction set expansion. The effect of these instructions is shown in figure two.

MOV #1,B SET BRK FLAG MOV #0,B CLEAR BRK FLAG MOV #1,F SET USER FLAG/BOOLEAN ACC MOV #1,V SET OVERFLOW FLAG MOV #80,PSW SET N FLAG, CLEAR ALL OTHERS MOV X,Y TRANSFER X TO Y MOV S,A TRANSFER S TO ACC MOV AC,Z TRANSFER Z REGISTER TO AC MOV C,A TRANSFER CARRY TO LSB A, ZERO ALL OTHER BITS (1-7) MOV ZF,C TRANSFER CARRY FLAG TO ZERO FLAG MOV AC,AX TRANSFER AC TO AX MOV PSW,A TRANSFER PSW TO AC	Exam	npie 1	
MOV #\$FDED,PC JUMP TO LOCATION \$FDED ETC. AD INFINITUM	MOV MOV MOV MOV MOV MOV MOV MOV MOV MOV	#1,B #0,B #1,F #1,V #80,PSW X,Y S,A AC,Z C,A ZF,C AC,AX PSW,A	CLEAR BRK FLAG SET USER FLAG/BOOLEAN ACC SET OVERFLOW FLAG SET N FLAG, CLEAR ALL OTHERS TRANSFER X TO Y TRANSFER S TO ACC TRANSFER Z REGISTER TO AC TRANSFER CARRY TO LSB A, ZERO ALL OTHER BITS (1-7) TRANSFER CARRY FLAG TO ZERO FLAG TRANSFER AC TO AX TRANSFER PSW TO AC JUMP TO LOCATION \$FDED

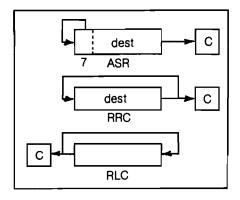
Note that it is possible to load the PSW all at once. This will prove to be very handy. The MOV instruction can transfer any register to any other register [with a memory location being treated as a register]. Obviously typing "MOV #\$FDED,PC" is much more tedious than "JMP \$FDED", but that's what macro expanders and extended mnemonics are for.

The source/destination concept applies to several instructions, not just MOV. These other instructions include: ADD (add w/o carry), ADC, AND, SUB (subtract w/o carry), SBC, OR, XOR/EOR, CMP, and EXC. Three new instructions are ADD, SUB, and EXC. ADD and SUB allow you to perform arithmetic without first setting or clearing the carry flag. EXC exchanges the data contained in the two operands (obviously which is the source and which is the destination is of no consequence here. A few examples will probably show the versatility of these instructions (see example 2).

The last example looks somewhat weird; how can you specify immediate data as the destination? Well, whenever immediate data is specified as the destination, the results obtained are discarded. Only the condition code flags are affected. The last example

The last example is particularly useful because it allows you to simulate the signed branches available on the 6800 family devices.

At this point it would be wise to present the instruction set before considering addressing modes. The instruction set is divided into four groups. The first group requires two operands, the second group requires one operand, the third group is the relative branches, and the fourth group comprises several miscellaneous instructions.



Example 2	
ADD MEM,A	EIGHT BIT ADD MEMORY TO ACC
ADD A,MEM	ADDS ACC TO MEMORY LOCATION, ACC IS LEFT UNCHANGED
ADD #2,A	ADD IMMEDIATE (8-BIT) TO ACC
ADD #2,MEM	ADD IMMEDIATE (n BIT, DEPENDS UPON MEMORY FLAGIN Q REGISTER) TO MEMORY
ADD A,X	ADDS A (8-BIT) TO X REG (16-BIT)
ADD AC,X	ADDS AC (16-BIT) TO X REG (16-BIT)
ADD X,AC	ADDS X REG (16-BIT) TO AC (16-BIT)
ADD X,A	L.O. X ADDED TO A (8-BIT)
CMP MEM,A	COMPARE MEMORY TO ACCUMULATOR
CMP A,MEM	COMPARE ACCUMULATOR TO MEMORY
OR #\$80,A	OR ACC WITH #\$80
OR #\$80,MEM	OR MEMORY WITH #\$80 (I.E., BIT SET)
AND #\$FE,MEM	AND MEMORY WITH #\$FE (I.E., BIT CLR)
AND MEM,#\$80	BIT TEST

Even if the phrase gets overused, one thing which I must reiterate is the fact that an orthogonal instruction set is all important. The 6502 is woefully lacking in this respect. Some instructions allow one addressing mode but not others, while other instructions allow different addressing modes but not the same as the former instruction. Obviously the first 6502 fix-up is to allow all applicable instructions (i.e., groups one and two) to use all available addressing modes. The next fix is to add several new and useful addressing modes. The addressing modes I propose are:

REGISTER
ABSOLUTE
DIRECT PAGE
REGISTER INDIRECT
INDIRECT INDEXED
INDEXED INDIRECT
INDIRECT
AUTO-INCREMENT
AUTO-DECREMENT
IMMEDIATE
INDEXED
IMPLIED
RELATIVE

Many of these addressing modes could be combined to obtain hybrid addressing modes. For example ABSOLUTE and INDEXED could be combined to obtain the 6502 ABS,X addressing mode. Two special modes, auto-increment and auto-decrement must be used in conjunction with the indexed or register indirect modes. In the auto-increment mode, the specified index register is normally incremented after the index operation takes place. In the auto-decrement mode, the index register is decremented before the index operation takes place. If you're familiar with the way the 6502 stack works, you'll notice that this algorithm is identical. Which brings us to an interesting point.

I forgot push and pull instructions! Or did I? Since the stack pointer can be used as a normal index register and since the register indirect/autoincrement/auto-decrement modes can be used with any index register, the MOV instruction becomes our push and pull instruction. Simply tell the processor to MOV the contents of the accumulator to the location pointed at by the stack pointer, using the autoincrement mode which simulates a PLA instruction. The PHA instruction can be simulated by MOVing the data pointed at by the stack pointer after it has been decremented by one, using the register indirect/auto-decrement mode. The big advantage of going to all this trouble to push and pop the accumulator is the fact that you are no longer forced to push just the accumulator or PSW. Any register can be pushed, any memory location can be pushed, any immediate value can be pushed, and any single condition code can be pushed. Furthermore, any one of these values can be popped as well. More information on pushes and pops as the utility of the addressing modes unravels.

The Q register contains a bit which affects how the auto-increment and auto-decrement feature works. If the bit is clear, then the autoincrement/auto-decrement feature works exactly as was just described. In this mode the hardware stack pointer is completely compatable with the 6502 stack pointer. If the autoincrement/auto-decrement bit in the Q register is set, however, the autoincrement mode causes the specified register to be incremented before the indexing operation. For the autodecrement operation, the register is decremented after the indexing operation takes place.

One last detail on the autoincrement/decrement modes: since the processor works with both 16- and 8-bit quantities, a double increment and double decrement mode are provided.

Now that we have all of these wonderful addressing modes, how do we specify them in an assembly language program? The register addressing mode is obtained by specifying one or two registers. For example "MOV A,X" uses the register addressing mode, as does "ASL A". The defined registers follow.

8-bit operation specifiers:

A or AL	Specifies the L.O. 8-bit
	accumulator
AH	Specifies the H.O. 8-bit
•	accumulator
P	Specifies direct page register
Q	Specifies Q register
PSW	Specifies program status word

16-bit operation specifiers:

AC	Specifies L.O. 16-bit
	accumulator
AX	Specifies accumulator
	extension
X	Specifies 16-bit X register
Υ	Specifies 16-bit Y register
PC	Specifies 16-bit program
	counter
SP	Specifies 16-bit stack pointer

32-bit operation specifier:

ACX Specifies 32-bit accumulator

The Immediate Addressing Mode

Instructions in this class would probably range from two to as many as six bytes in length. This addressing mode is best handled on an example basis (see example 3). If the X, Y, or SP register is programmed to act as an 8-bit register, the high order byte is still loaded with the immediate data. In the case of the X and Y index registers, the high order byte is ignored; in the case of the stack pointer, the high order byte specifies in which page the stack is to reside.

Example 3		
MOV	#\$80,A	2-3 BYTE INSTRUCTION. LOADS \$80 INTO BITS 0-7 OF THE ACCUMULATOR.
MOV	#\$80,AX	2-3 BYTE INSTRUCTION. LOADS \$80 INTO BITS 8-15 OF THE ACCUMULATOR.
MOV	#\$800,AC	3-4 BYTE INSTRUCTION. LOADS \$800 INTO BITS 0-15 OF THE ACCUMULATOR.
MOV	#\$800,ACX	4-5 BYTE INSTRUCTION. LOADS \$800 INTO BITS 0-31 OF THE ACCUMULATOR.
MOV	r,#n	CONDITION CODE FLAGS ARE SET ACCORDING TO DATA TRANSFER. DATA IS IGNORED. NOTE: r IS ANY SOURCE. n IS ANY VALUE.
MOV	#\$80,X	3-4 BYTE INSTRUCTION WHICH LOADS \$0080 INTO BITS 0-15 OF THE X REGISTER.
MOV	#\$80,Y	3-4 BYTE INSTRUCTION WHICH LOADS \$0080 INTO Y REGISTER.
MOV	#1,C	2 BYTE INSTRUCTION WHICH LOADS \$1 INTO THE CARRY FLAG.

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The Indexed Addressing Mode

To specify the indexed addressing mode simply follow an address with the desired index register enclosed within the square brackets. For example:

MOV LBL [X],A SAME AS "LDA LBL,X" MOV A,LBL [X] SAME AS "STA LBL,X" ADC LBL [Y],A SAME AS "ADC LBL,Y" FTC.

To use the auto-increment mode simply specify "+" after the index register. To specify the double auto-increment mode use a "++" after the index register. The auto-decrement mode is specified by using "-" instead of "+". Examples:

MOV LBL [X+],A MOV LBL [X++],A MOV A,LBL [X+] MOV A,LBL [X++] MOV A,LBL [X-] MOV A,LBL [X-] ETC.

The indirect indexed and indexed indirect addressing modes would be specified:

MOV A,(LBL [X])
(6502 = "STA (LBL,X)")
MOV A, (LBL)[Y]
(6502 = "STA (LBL),Y")
MOV (LBL [Y]),A
MOV (LBL) [X],Z
MOV (LBL [Z]),A
MOV A,(LBL) [Z]

Note that there are no restrictions on the usage of the registers as with the 6502. In fact you could have the strange looking but perfectly valid:

> MOV X,(LBL [X]) MOV (LBL) [X],X MOV A,(LBL [SP]) MOV A,(LBL) [SP]

Also, both the direct page and absolute addressing modes should be supported.

A special addressing mode has been included to handle the special case "MOV A,\$0 [X]". This addressing mode is known as "register indirect" addressing mode. It is specified as follows:

MOV A,[X] MOV [X],A MOV [Z],X MOV [Y],[X] ETC. Note that both the source and destination can take advantage of all addressing modes at all times.

Any form of the indexed addressing mode can include the auto-increment or auto-decrement mode simply by specifying "+", "++", "-", or "--" within the "[" and "]".

The Indirect Addressing Mode

At any time you can use the contents of two consecutive memory locations as an indirect address. Simply enclose the address of the first memory location in parentheses and the indirect addressing mode will be used. Examples:

MOV A,(ADDRS)
MOV (ADDRS),A
MOV (ADDRS),PC
(6502 = JMP (IND))
ETC.

The indirect indexed and indexed indirect addressing modes have already been considered.

The Relative Addressing Mode

As with the 6502, the relative addressing mode is used with the branch instructions. The jump to subroutine (JSR) also has a relative addressing mode (for when the BSB is out of range). Many readers will groan because a 16-bit relative jump has not been provided. After all, it would be nice to have relocatable code. But fear not, a relocatable jump has been provided—you just probably did not realize it.

ADD #LABEL - + PC

does just the trick. This adds the displacement to the address "LABEL" to the program counter, thus giving you a jump relative instruction. Combined with all the other addressing modes possible, you wind up with an incredibly powerful JMP relative instruction. This concept can also be used to load relative effective addresses into any of the registers.

The Implied Addressing Mode

The implied addressing mode is only used with seven instructions. They are: NOP, BRK, SW0, SW1, ESC, and LOCK. These instructions will be discussed next.

The New Instructions

The new instructions provided in this instruction set are MOV, EXC, LSL, ASR, RLC, RRC, INC, DEC, BRA, BGT, BLE, SW0, SW1, LOCK, ESC, and SYNC. MOV has already been beaten into the ground so it will not be discussed any further here.

The EXC (exchange) command allows you to exchange data between any two operands. Besides its obvious programming benefits, such as applications in sorting, etc., this instruction is absolutely required for operating system Semaphore operations. Any multi-tasking system with device arbitration requires an instruction such as EXC.

The LSL, ASR, RLC, and RRC instructions perform the operations shown in figure two. These instructions complete the 6502 shift and rotate group. These instructions are group two instructions, requiring only one operand.

INC and DEC are used to increment any of the registers or memory. If one of the sub-accumulator registers is specified, then that register [however large) gets incremented. If the Z register is specified, then a 16-bit increment always occurs. If memory, the X, Y, or SP register is specified, then an 8-bit increment/decrement is performed if the corresponding bit in the Q register is clear, and a 16-bit increment/decrement is performed if the corresponding bit is set. At this point, unfortunately, our orthogonal instruction set breaks down as the processor cannot increment or decrement the program counter, direct page register, O register, or PSW. Fortunately (with the possible exception of the direct page register) there is no need for this type of instruction.

BRA, BGT, BLE, and BSB are additional branches added to the basic 6502 instruction set. BRA is a branch always instruction, BGT is a branch if greater than |C=1| and ZF=0|, BLE is a branch if less than or equal |C=0| or |ZF=1|, and BSB is an 8-bit relative branch to subroutine.

SWO and SW1 are system software calls. They are very similar in operation to the BRK instruction, except that the PSW is not pushed onto the stack automatically, and they vector through locations \$FFF6 and \$FFF8.

The LOCK instruction causes a pin on the processor to go low throughout the execution of the following instruction. Peripheral devices and other processors on the bus must check this line and not perform any DMA or interrupt operations until the pin goes high again. This allows the EXC instruction to function as a Semaphore set, and test instruction without fear of being voided by a DMA operation.

The ESC instruction is an instruction stolen directly from the Intel 8086/8088. This instruction is basically a NOP to the processor. But an external "Coprocessor" can recognize this opcode and provide a sequence of instructions external to the processor. This allows the expansion of the instruction set with outside hardware. Uses include a hardware floating point instruction set, the missing multiply and divide instructions, or any other user-definable instruction sequence. The SYNC instruction is executed to synchronize external processors.

Instruction Set Deficiencies and Other Problems

Despite the obvious advantage of an orthogonal instruction set, some problems do surface. Group two instructions (the read/modify/write instructions cannot operate on the PC, DP, Q, and PSW registers. Also the ACX (32-bit accumulator) can only be accessed via the MOV instruction. Other operations are undefined for this register. Additional operations are not supported, due only to the current size of the instruction set. Adding 32-bit operations would double the size of the instruction set, making this computer impractical from a hardware point of view.

The 32-bit moves are quite useful since floating point operations are typically handled via "floating point accumulators" kept in page zero. The 32-bit move instructions allow the user to easily move data into the zero page floating point accumulators from external memory. The immediate addressing mode has not been fully defined in this paper because of the problems concerning 6502 compatability with the 8/16-bit X and Y registers. I leave that problem to the microprocessor designer to solve. Ultimately there will have to be an 8-bit MOV instruction for the X and Y registers, as there is for the accumulator. Users of the Zilog Z-80 chip will probably moan the absence of the block move and compare instructions, as well as the bit set, test, and clear instructions. Well, the set, test, and clear instructions are provided with the AND and OR instructions.

Simulating a bit set instruction:

OR #%011,MEM SETS BIT TWO AND THREE

Simulating a bit clear instruction:

AND #\$FE,MEM CLEARS BIT ZERO OF MEM

Simulating a bit test instruction:

AND MEM,#\$FE TEST BIT ZERO OF MEM

The block move and compare instructions can easily be simulated using the auto-increment/decrement addressing modes. While block move and compare instructions are very useful, they are specialized instructions which do not fit into an orthogonal instruction set. As such they are not included in my instruction set. They are, however, perfect candidates for inclusion in a coprocessor instruction set.

The floating point operations, as well as multiply and divide instructions, are not provided because their utility is not high enough to warrant their inclusion in the basic instruction set. Once again, though, these instructions are so useful that their inclusion in a coprocessor's instruction set is almost mandatory. Since these operations are not required in many applications (such as controllers, word processors, etc. | forcing all users to bear the cost of the added instructions is not practical. The users who require these instructions will gladly bear the additional cost of the coprocessor.

I can say that my instruction set is totally complete, because if you have some "pet" instruction which I have not implemented you can always create a coprocessor to implement the desired instruction. This gives this processor a totally universal appeal. In fact, the first coprocessor (hypothetically) designed for this processor would simply be a unit with a writable control store, allowing users to load in their own microcode, thereby defining the applications as their current needs dictate.

About all you would really need to make this processor perfect is 20 to 24 lines of address bus, a memory manager, and possibly a BASED addressing mode. But of course, with all these features you are talking about a gigantic chip which would be very expensive to manufacture.

Ah Yes! What About the Hardware?

Obviously a chip with the software power described in this paper is going to require more hardware sophistication than is provided on the 6502 chip. First of all the ESC, LOCK, and SYNC instructions require special pins on the processor. A pin is required to inform a coprocessor that its services are required. This pin, defined as an output signal, would become active whenever the processor determined that the ESC opcode had been encountered. At this point, the address bus would contain the address of the byte immediately following the ESC code, the R/W line would be in the READ state, and the data bus would contain the value of the byte immediately following the ESC instruction. The coprocessor(s) would look at the data on the data bus to determine a course of action.

Another pin, LOCK, would go active throughout an instruction execution if the LOCK instruction were the previously executed instruction. Peripherals and other processors on the bus would look at this signal. If active, DMA and interrupts would not be allowed. This allows Semaphore operations to occur with the proper arbitration. LOCK is an output only signal. Another pin, DMA, stops the processor whenever a bus cycle is requested from an external device. The two pins. LOCK and DMA, in conjunction with a DMA ACK signal, allow the processor to be used in a multi-processor configuration.

Another nice feature to have is the ability for external hardware to access all of the registers (eight bits at a time) on the processor chip. This would allow coprocessors to operate on the accumulator, use the indexed addressing modes, set program status, etc. A single pin, when active, would cause the processor to look at the address bus (which is now bi-directional). The low order four bits would contain a register number. If a read operation were requested, the value of the desired register would appear on the data bus; if a write operation were requested, the data on the address bus would be placed in the desired register.



High Level Language Support

All modern processors have been designed with the execution of high level languages in mind. My processor has been designed with making the task of assembly language programming much simpler. As a by-product, this processor that I have defined allows the efficient compilation of high level languages as well. The orthogonal instruction set, the auto-increment/decrement modes, and especially the ability to treat the condition codes as 1-bit registers are the main reasons high level languages are easy to support on this processor. Consider the Pascal segment:

```
If (M = N) and (L > = J) OR (R < >S)
THEN BEGIN
    L:= I + K;
    M: = 0;
END
ELSE M: = 1;
```

If this short segment were coded up using 6502 assembly language, quite a bit of code would be required. Using the processor I've just defined, the code sequence becomes (with macros to make it look more like the 6502):

```
JMP MACRO ADDRS
    MOV
            #ADDRS.PC
    MEND
; IF (M = N) AND (L = J) OR (R)
THEN BEGIN
    CMP N,M
    MOV ZF,F
    CMP J,L
    AND C,F
    CMP S.R
    EOR #1,ZF
    OR ZF,F
    BFC LBL
; L := I + K;
    MOV I,L
    ADD K,L
: M := 0:
    MOV #0,M
    JMP LBL0
; ELSE M := 1;
LBL MOV #1,M
```

Notice how the orthogonal instruction set improves the efficiency tremendously. Since all addressing modes are available for both the source and destination operands, memory-tomemory operations are possible. Thus register usage is avoided altogether here. I cannot give you a byte count for the above sequence since I have no idea how long the opcodes are for the above instructions.

The processor I've defined can simulate a register machine as well as a memory-to-memory machine. It can also simulate a stack machine such as the P-code machine used by the UCSD Pascal System. Since the auto-increment/decrement modes allow all of the index registers [X, Y, Z, SP, and PC] to be used as stack pointers, a very powerful push down automata can be simulated. In a stack machine there is usually a stack pointer which points to the evaluation stack. All operations on a stack processor usually affect only the top one, two, or three elements of the stack. For example, an ADD instruction on a stack machine would pop the two top elements off the top of the stack, add them together, and then push the result back onto the stack. Other binary operations (AND, OR, EOR, etc.) would function in an identical manner. Monadic functions (such as negate, the shifts and rotates, etc.) operate only on the element on the top of the stack.

Thanks to the auto-increment/decrement modes and the programmable bit in the Q register, it is very easy to simulate a stack machine on the processor I have defined. First, the bit in the Q register must be programmed so that the auto-increment mode performs the indexed operation, and then increments the index register. The auto-decrement mode first decrements the index register and then performs the indexed operation. This causes the stack pointer (or other index register) to always point at the element on the top of the stack, not to the next available element. Now, to simulate a stack machine ADD instruction, one would use the instruction "ADD [SP + +], [SP]''. This instruction would take the element on the top of the stack, increment the stack pointer by two, and add the value to the new top of stack, leaving the result on the top of the stack. This example assumes that the memory bit in the Q register was programmed for 16 bits. If it were programmed for eight bits the "ADD [SP+],[SP]" instruction would be used. To push data onto the stack you

would use the MOV instruction. For example: "MOV #\$800,[SP - -]" pushes the 16-bit constant \$800 onto the stack (assuming memory is programmed for 16 bits). Generally, one would use a register other than the hardware stack pointer for the evaluation stack. The Z register (since it has no equivalent on the 6502) is probably a good choice. Simply substitie "Z" for "SP" in the previous examples; e.g., "ADD [Z++], [Z]".

Dreaming vs. Reality

I feel that I have defined quite a nifty little processor here. Unfortunately it has been simply a mental exercise, since there are no plans in the works for implementing the 6516 or a 65000 at this time. Remember, the 6502 was originally designed as a "powerful and inexpensive" microprocessor. For its time it filled that application rather well. The 6502 was released with a \$20 price tag when the 6800 was going for \$60-\$80 and the 8080 was still \$100 +. The reason the 6502 became so popular was due to its application in video games such as the Atari home video unit, etc. The 6502 "cult" which developed is probably responsible for less than 400,000 microprocessors (and that figure includes all Apples, PETs, KIMs, AIMs, SYMs, OSIs, etc. whereas the game and low-cost controller market has been responsible for several million processors. The processor I have just defined is really overkill for the larger application, and the 500,000 or so "hobby" applications (assuming that everyone would switch to this processor—which is unlikely) simply isn't worth the effort. The semiconductor manufacturers are much better off supporting the existing line and making even more money on a

Still it would be nice to have a couple of million dollars for development and Chuck P. working for me!

Randall Hyde is a software/hardware engineer and partial owner of Lazer Systems in Riverside, CA. He wrote the highly popular LISA interactive assembler for the Apple II and is the author of the book *Programming the Apple II Using 6502 Assembly Language*. Randy is also a consultant to Programma International, in charge of hardware development and production.

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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.

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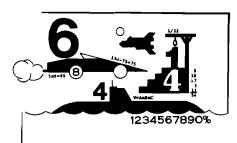
Car Jump—Make your stunt car jump the ramps. Each correct answer will increase the number of buses your car must jump over. These problems involve calculating the areas of different geometric figures.

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.

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Flying a bombing mission over that innocent looking mountain is no milk run. The opposition's aircraft can fire missiles at you or you may even be destroyed by the bombs as they drop. Desperate pilots may even ram your plane or plunge into your blockhouse, suicidally.

Flight personnel are sometimes forced to parachute from badly damaged aircraft. As they float helplessly to earth, they become targets for enemy missiles.

The greater the damage you deal to your enemy, the higher your score, which is constantly updated at the bottom of the display screen.

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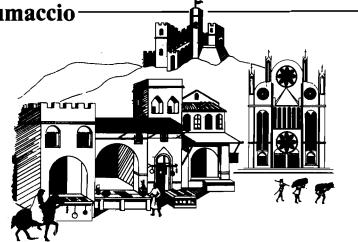
Yet another concern is the weather. If it is good, so is the harvest. But the rats may eat much of our surplus and we have had years of drought when famine threatened our population.

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General Computer

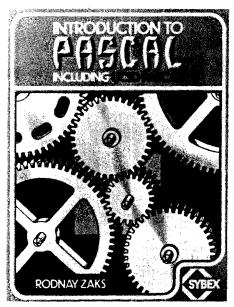
An Introduction to Pascal (Including UCSD Pascal) by Rodnay Zaks. Sybex Inc. (2344 Sixth Street, Berkeley, California 94710], 1980, xviii, 422 pages + errata sheet, 131 illustrations, 7 × 9 inches, paperbound.

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Units; UCSD Segment Procedure; System-Related Routines; Summary. Program Development—The Program Development Process; The Five Steps of Program; Development; Writing a Pascal Program; Programming Style; Conclusion. Appendices: Pascal Operators; Reserved Words; Standard Functions and Procedures; Standard Identifiers; Operator Precedence; Syntax Diagrams; USual UCSD Limitations; UCSD Intrinsics; References; Answers to Selected Exercises. Index.

Computers and Education

Classroom Computer News is a bimonthly magazine founded in 1980 by Intentional Education (Allston, Massachusetts). It is written by and for teachers and administrators who use or intend to use computers in education, from kindergarten through graduate school. The publisher describes the magazine as covering "educationally significant computer applications, products, research, grants, and governmental programs." A one-year subscription (six issues) is \$9.00 from Classroom Computer News, Box 266, Cambridge, Massachusetts 02138.

Educational Electronics is a newsletter which will appear monthly beginning March 1981. The publisher states that it will deal with the broad field of technology in education but "focus on the development of computer hardware and software for instructional and administrative purposes". Specific subjects to be covered: information retrieval systems, voice synthesis, speech control, audio-visual equip-ment, materials for training the handicapped, technology in school and library systems, grants, legislation, and government trends affecting technology. A one-year subscription (twelve issues) will be \$50.00 through May 31, thereafter \$60.00, from Educational Electronics, One Lincoln Plaza, New York, New York 10023.

General Microcomputer

Microcomputer Index (including abstracts) by Microcomputer Information Services (3070 Adams Way, Santa Clara, California 95051), 8½ × 11 inches, paperbound, issued quarterly. First issue published: January-March 1980. Annual subscription, \$22.00.

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(continued on page 12)

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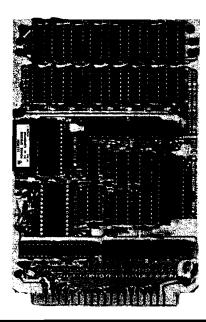
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A Second Cassette for PET

This article contains a description of "how-to" modify a standard cassette recorder to function as a second cassette for the PET. Detailed pictures help in making the necessary modifications easier.

Jerry W. Froelich 9 Brown Place Woburn, Massachusetts 01801

An inexpensive second tape cassette with a tape counter has been a dream of mine, but at \$80 to \$100 this was out of my reach. Since I have wondered about using my portable cassette recorder, I decided to interface it to my PET. The following is a description of such an interface and helpful hints for carrying out the implementation.

Interface Hardware

The second tape drive on the older PET is connected to the J3 connector. Although the specifications are in the PET manual I will review the pin connections.

Pin 1 = Ground

Pin 2 = +5 volts, on when the PET is turned or.

Pin 3 = +6 volts, under software control to control cassette motor.

Pin 4 = READ line from cassette recorder.

Pin 5 = WRITE line to cassette recorder.

Pin 6 = SENSE line which is normally open but goes to ground when any button is depressed on the cassette.

Pins 1 and 2 are self-descriptive. Pin 3 is the motor control line and is under software control. This line will not be activated unless the SENSE switch is closed (grounded).

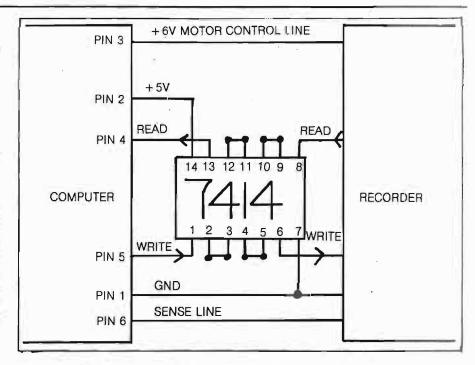


Figure 1: Schematic representation of the interface connections.

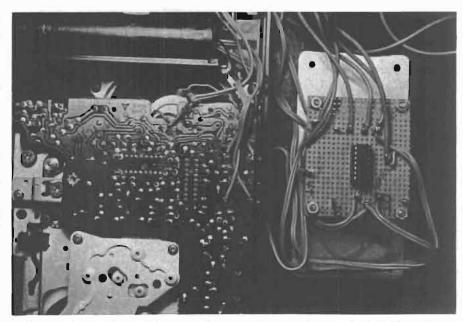


Figure 2: Back side of the unmodified cassette recorder and the PERF board containing the 7414 IC.

Pins 5 and 6 are the READ/WRITE lines. The signals on these lines are square waves. The write line comes directly from the 6522 VIA, inverted in a 7414 Hex-schmitt trigger inverter, and then written onto the tape. The signal coming from the recorder is a sine wave which is shaped and inverted by the second half of the 7414.

Pin 6 is the "SENSE" line. When any button is depressed on the cassette recorder, this closes an internal switch and drops this line to ground.

I chose the PANASONIC RQ2765 cassette recorder for interfacing for a variety of reasons: availability, reasonably priced (\$39 to \$49 in the Boston area), good electrical specifications, internally controlled by 6 volts (same as PET), has a built-in tape counter and has an internal switch which can be converted into the "SENSE" switch.

Interfacing the recorder to the PET is relatively simple. First, remove the screws that hold the cassette case together. Carefully separate the halves of the case, but be aware that there are short wires connecting the printed circuit (PC) board to the speaker and battery pack. Figure 1 contains the schematic representation of the interface. Figure 2 shows the rear electronic on the PC board of the recorder and the 7414 chip. Figures 3 and 4 contain the pre- and post-wiring changes to the PC board and will be described in detail.

The following discussion refers to figure 3. On the unmodified PC board point A is the +6 volt connecting area for both the motor and the SENSE

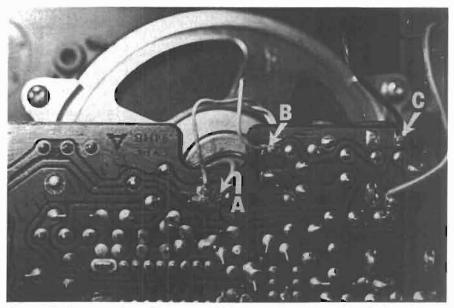


Figure 3: Blown-up view of the unmodified cassette PC board with key points identified.

switch. Point B completes the circuit for the sense switch by turning the motor on. Point C is the ground terminal. Gently desolder the wire at the left-most aspect of point A. The wire at point B should be disconnected and reconnected at point C. The sense line from the computer should be attached to the free end of the wire which was removed from point A. Figure 4, point A illustrates the completed connection between the sense switch and the sense line from the computer.

The following description refers to figure 4. Points labeled g are the ground lines and should be run to the ground pin 1 of the computer. Point B is the +6 volt software controlled line from

Point 3 of the computer. Points C and D are the READ/WRITE lines and are wired to the 7414 Hex-schmitt trigger inverters as drawn in figure 1. I disconnected the speaker wires which are located on the under-side of the PC board.

The 7414 was mounted on a small piece of PERF board and placed in a small external box, with wires connecting to both the computer and recorder. With redesigning the wiring and locating the 7414 on a small board inside the battery area the external box can be eliminated.

Using the Recorder

The converted recorder can be used like the standard PET cassette. The tone and volume controls should be set at "10". Although I did not have trouble with the head alignment between the standard cassette and the interfaced cassette, the potential still exists. To test the new cassette, first record and read on the interfaced cassette, and only after debugging the hardware should you read/write on the standard PET cassette.

Conclusion

The following is a description of how to modify an inexpensive cassette recorder to run on the PET computer. The advantages of this configuration are described above and are quite obvious. The hardware approach is definitely easier than the software approach for locating files on tapes.

Happy Recording!



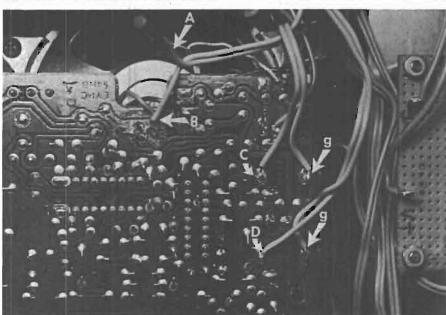


Figure 4: Modified PC board of the recorder with key labels. (See text for explanation.)



for his life to the planet of Farside, where he and a small bank of adherents prepare to make their last stand. Extreme solar conditions have isolated Farside from the rest of the galaxy, and so it remains to Benthi, leader of the local insur-rectionists, to press the final assault on Tawala

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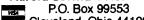
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MASTER CHARGE

OHIO SCIENTIFIC'S

In this issue of the Ohio Scientific Small Systems Journal we conclude last month's discussion of Artificial Intelligence. Additionally, we are presenting a chart detailing the 6502 opcode structures and a method for implementing a BASIC trace function under OS-65D.

The Use of Microcomputers in Artificial Intelligence Research Part Two: The OSI Language Processing Programs

In part one of this article (see reference II) we surveyed the general field of artificial intelligence and examined the problem of understanding written natural language in some detail. We conclude now with a description of experimental language processing work undertaken at Ohio Scientific.

Two experimental programs have recently been written that use some of the techniques described. in the previous sections to achieve limited language-processing ability. The first program includes all of the dictionary and grammar features mentioned in part one. The basic dictionary includes about 450 root words, but functionally it is much larger because of several embellishments. First, the "snipping" algorithm of Winograd (see reference 8) has been expanded and implemented in the program. It now extracts root words from words with the following endings: n't, 's, ', s, ly, ing, ed, en, er, est, 'll, and 've. Of course, irregularities such as "won't" must be entered separately. However, the program is sophisticated enough to process the two distinct uses of the "er" ending. Thus, "runner" would be analyzed as "one who runs", while "faster" is recognized as the comparative form of fast. The dictionary also augments its basic entry list by prompting the user for part of speech information when it encounters an unfamiliar word. The program determines four sentence types (two question types, a command, or a declarative sentence) and, for certain sentences, performs an augmented transition network analysis (see part one of this article) to extract actor, action, and object information. The result is a routine that provides a complete analysis of each word of the input sentence and begins to assemble important semantic information that is needed for response generation.

The second OSI experimental program uses a table-driven key word analysis to extract semantic information from an input sentence. This program then focuses on the response generation phase of language processing. Three elementary knowledge bases are implemented: a personal appointment calendar, a checking account record, and remote control of various home appliances.

The techniques used result in a program similar to a data management system in which the query langauge is extremely flexible and "forgiving." This program was developed on OSi's OS-65U operating system. The CPU speed and disk access speed of the C3 systems have resulted in response generation that is approximately real time.

The program must find a key word to get into one of its "knowledge modes", or to change to another mode. Once there, the program will respond correctly to a variety of inputs. For example, "break", "cancel", "delete", "remove", and "forget" can all be used to delete an appointment in the personal calendar. The program recognizes the type of a sentence and responds properly in a variety of situations. For example, the sentence

Is there an appointment with John on Friday

would be recognized as a question (because of its structure; the program ignores punctuation) and the appointment file would be searched to answer correctly. On the other hand, the sentence

There is an appointment with John on Friday

which contains the exact same words as the previous sentence, would be properly recognized as a declarative sentence and the program would respond by adding the specified appointment.

Of course, the dependence on key word recognition limits the program's actual utility in its present form. The sentence

Make an appointment for John on Friday

would not be processed properly because the person's name must be preceded by the preposition "with" to be properly identified. In spite of such limitations, the development of this program still yielded a great deal of insight on many aspects of response generation in understanding natural language.

Obviously, the next step is to put the two experimental programs together into a comprehensive language processor. Much additional development must be done on the semantic analysis phase of the first program. Many of the necessary steps are cumbersome to implement in BASIC. The preferred language for this research, LISP, is presently unavailable.

The ultimate application of the comprehensive language processing capability comes when the computer system also has full real time voice recognition and generation capability. A computer with these communicating abilities brings to mind

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the famous computer, HAL, from the movie 2001: Space Odyssey. OSI demonstrated an experimental computer at the All conference at Stanford this past summer. This computer featured true parallel processing, Winchester Technology, Votrax-synthesized voice output and a real time speaker-dependent voice recognition system.

Although the work is very incomplete at this point, our efforts have convinced us that natural language processing can be done on microcomputers. Developmental work in this area need not be restricted to the enormously expensive mainframe system.

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6502 Op-Codes

Sooner or later, nearly every serious microcomputer experimenter begins to experiment with machine code—the fundamental building block of any microcomputer program. To aid in the understanding of the 6502's machine code we are presenting the following op-code structure chart. A brief study of the chart immediately reveals that this is not the typical op-code chart! This chart is set up as the 6502 evaluates its op-codes, a sort of "reverse" octal.

Rather than a laborious explanation of the chart, let's look at an example. Consider the opcode (hex) A9. Most people familiar with the 6502 will recognize this as the op-code for Load Accumulator, Immediate. When the 6502 "sees" this op-code, it sees the binary equivalent of A9—10101001. By regrouping the binary symbols, we may easily place this op-code in the structure chart.

Bit# 765 432 10 Code 101 010 01

Referring to the chart, we find that bits 1 and 0 define the op-code type, in this case Type 01. Bits 7, 6, 5, and bits 4, 3, 2 define the operation and the addressing modes, respectively. So, (hex) A9 equates to Type 01, Operation 5 (LDA) and Addressing Mode 2 (Immediate).

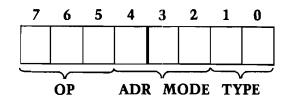
There are obviously several exceptions to the regularity of the chart. These op-codes are shown individually wherever they occur. An interesting note is the apparent absence of Type 3 (11) opcodes. Actually, there are several Type 3 op-codes that behave as a combination of Type 1 and Type 2 op-codes. An example of this is the binary "opcode" 101 001 11. This is a Load X and Load A operation in the Zero Page addressing mode.

Although it is interesting to experiment with these Type 3 op-codes, they should never be used in actual programs. They are "undocumentable" and may not exist in future revisions of the 6502 mask.

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6502 OP-CODE STRUCTURE



TYPE 01

MODE	[(- , X]	ZP	IMM	ABS	$ (-), \mathbf{Y} $	ZP,X	ABS,Y	ABS,X
OP	0	1	2	3	4	5	6	7
ORA 0	X	X	X	X	X	X	X	X
AND 1	X	X	X	X	X	X	X	X
EOR 2	X	X	X	X	X	X	X	X
ADC 3	X	X	X	X	Х	X	X	X
STA 4	X	X	-	X	X	X	X	X
LDA 5	X	X	X	X	X	X	X	X
CMP 6	X	X	X	X	X	X	X	X
SBC 7	X	X	X	X	X	X	X	X

TYPE 10

MODE	(-,X)	ZP	ACC	ABS	[-],Y	ZP,X	ABS,Y	ABS,X
OP	0	1	2	3	4	5	6	/
ASL 0	_	X	X	Х	-	X	-	X
ROL 1	-	X	X	X	-	X	_	X
LSR 2	-	X	X	X	-	X	-	X
ROR 3	-	X	X	X	_	X	-	X
STX 4	-	X	TXA	X	-	ZP,Y	TXS	-
LDX 5	IMM	X	TAX	X	-	ZP,Y	TSX	ABS, Y
DEC 6	-	X	DEX	X		Χ̈́	-	X
INC 7	-	X	NOP	X	-	X	-	X

TYPE 00

MODE	0	- ZP 1	2	ABS 3	4	ZP,X	6	ABS,X
0	BRK		PHP		BPL			
	ISR	BIT	PLP	BIT	BMI	<u>-</u>	CLC SEC	_
1 2	RTI	-	PHA	JMP	BVC	_	CLI	_
3	RTS	-	PLA	(IMP)	BVS	-	SEI	_
4		STY	DEY	STY	BCC	STY	TYA	-
•	LDY							
5	IMM	LDY	TAY	LDY	BCS	LDY	CLV	LDY
	CPY							
6	IMM	CPY	INY	CPY	BNE	-	CLD	-
7	CPX IMM	СРХ	INX	СРХ	BEQ	-	SED	-

X = op-code valid- = op-code not valid

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65D BASIC Trace

In this article we describe a routine that can be used for debugging and tracing a BASIC program written under the OS-65D operating system. This routine, when enabled, will monitor LET statements in a BASIC program. That is, when any statement of the form

LET Y = (formula)

or simply

Y = (formula)

is executed, the line number of the statement will be printed, followed by the value of the formula. Hence the programmer can follow the progress of a running program and obtain lots of output for debugging purposes. Only floating point variables will be monitored.

Lines 380-430 of the assembler program are only to give the output a nice appearance. Deleting these lines will not affect the function of the routine, although the output will be a little harder to read. Lines 190-230 are necessary to avoid a syntax error which would result if this code were used in a program with a FOR statement. When a FOR statement is executed, the code for LET is called, and the subroutines called here destroy some pointers used by FOR.

We have written the assembler program to be assembled to addresses \$5000 through \$5039. If the machine code is put at another place in memory, the only changes necessary are in the address portions of the two "JSR RESTOR" lines.

If each of lines 460 and 480 are replaced by lines 580 through 620, then the machine code can be placed anywhere in memory.

The following is an assembler listing and a sample BASIC program with the enabling and disabling POKEs.

```
10 5000
                                *=$5000
  20
30
                            external addresses
  40
                                                         the floating accumulator used by BASIC a place for us to save the FAC
  50 00AE=
                                    FAC = SAE
  40
70 00F0=
                                TMPFAC = $FG
TXTPTR = $C7
                                                          this page zero address
contains a pointer into
  80 00C7=
                                                           the line currently being
100
110
                                                           executed
120 2343=
130
                                 OUTCH = $2343
                                                       ;DOS routine to output the
                                                          character currently in the
140
                                                          accumulator
150
                          ;first see if we are in the middle of a LET statemen
                         ; if so, exit immediately
180
190 5000 A000
200 5002 B1C7
                                      LDY #6
LDA (TXTPTR),Y
210 5004 C99D
                                      CMP #157
                                                               is it the token for TO
220
230 5006 F024
                                                               in a LET statement
240
260
270
                         save the FAC, the subroutine called next will
                          ;destroy it
                         SAVE LDX #5
LOOPSA LDA FAC, X
STA TMPFAC, X
280 500B A205
290 500A B5AE
300 500C 95F0
310 500E CA
320 500F 10F9
                                      BPL LOOPSA
320 500F 10F9 BPL LODFS/
330 ;
340 5011 20DB1C PRTLIN JSR $1CDB
350 ;
360 ;
370 sprint a few char:
                                                               call the routine to print
                                                               the line number
                         print a few characters
380 5014 A920
                                     LDA #
390 5016 204323
400 5019 A93A
410 501B 204323
420 501E A93D
                                      JSR OUTCH
                                     LDA #':
JSR OUTCH
                                      IDA #'=
420 501E H73D
430 5020 204323
440
450
                                      JSR OUTCH
460 5023 202F50
470 5026 20510A
480 5029 202F50
                                                               bring back the FAC
print the FAC
lost it again
jump to the routine which
                                      JSE RESTOR
490 502C 4CCB1A RETURN
                                     JMP $1ACB
                                                               stores the FAC. (This is
line that was replaced by
                                                               a jump to this code.)
530
540
                         routine to restore the FAC after it is destroyed
560
                         ; by some called subroutines
580 502F A205
590 5031 B5F0
600 5033 95AE
                         RESTOR LDX #5
                        LOOPRE LDA TMFFAC, X
STA FAC, X
610 5035 CA
620 5036 10F9
630 5038 60
                                     DEX
OK
LIST
  100 PI=3.14159
200 DISK!"CA 5000=06,3
300 L=2520
                                                   :REM we saved the machine code here
                                                   :REM the enabling POMEs. The values
POMEd are the two hales of
entry address of the tracing
  400 POKE L.O: POKE L+1,80
  500 REM
600 REM
  700 REM
                                                             routine.
 700 REH

800 FOR N=1 TO 8

900 Y=N*N-9%N+19

1000 IF Y>O THEN X=SOR(Y)

1000 NEXT N

1200 POKE L,203: POKE L+1.26
                                                  :REM disabling POKEs.
RUN

900 := 11

1000 := 3.31662479

900 := 5

1000 := 2.23606798
  1000 := 1
  1000 := 1
  900 := 5
1000 := 2.23606798
  1000 := 3.31662479
```

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Reset Protection for the Apple II

Avoid the frustration of accidentally hitting your Apple's RESET with this easy-to-install override switch.

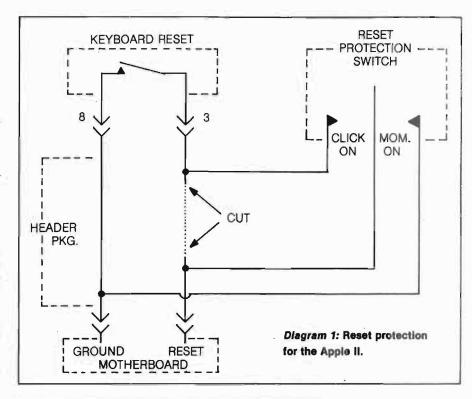
Joe Brady 1004 Breezewick Rd. Towson, Maryland 21204

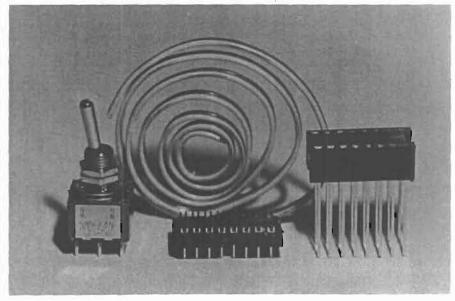
If you're like I am, you probably occasionally hit reset in the middle of a program. While your own BASIC programs can usually be re-entered by CTRL-C or 3DOG, what do you do if you blow a game of chess, or reset while entering a large data base? Well, if this has happened to you, read on and see what I did to protect myself.

- I made my switch for less than \$6.00. The parts needed are: [see photo 1]
- 1. A single pole, double throw, center-off, one side momentary switch. (What all this means is that down is on, center is off, up is on but returns to center when released.)
 - 2. A 16 pin header package.
 - 3. A 16 pin wire wrap socket.
 - 4. A length of 3 conductor wire.

The idea of the switch is to disable the keyboard reset when the protect switch is in the center (off) position, enable it when the protect switch is in the locked down [on] position, and perform a reset when the protect switch is placed in the up [momentary on] position and released. All this is easier than it sounds, [see diagram 1].

What we are building is an intercept plug to be placed between the keyboard cable and the motherboard connector (see photo 2).





To begin construction, the socket must be soldered to the header plug (photo 3). Due to the heat involved, it is recommended that the header plug be placed in another socket to act as a heat sink and keep the pins straight. After connecting the socket to the header, clip the leads connecting pins three, leaving enough lead to solder the multi-conductor wire. Connect two wires as shown in the photo, being careful not to form a solder bridge with adjacent pins. Connect the third wire to pin 8 (ground) This completes the plug end. Check for flaws and then construct the switch end.

Leaving enough wire to reach from the motherboard connector to the back of the Apple, connect the wire from the motherboard side of pin 3 to the center connector of the switch. Connect the keyboard side of pin 3 to the 'click on' side of the switch and the wire from pin 8 (ground) to the 'momentary on' side of the switch.

NOTE, the switch connectors are in the opposite direction from the switch movement.

The switch is mounted in the rightmost cable slot in the Apple with no drilling required (photo 4). The momentary side of the switch faces up. With power off, mount the header/socket package between the cable and motherboard socket (photo 2).

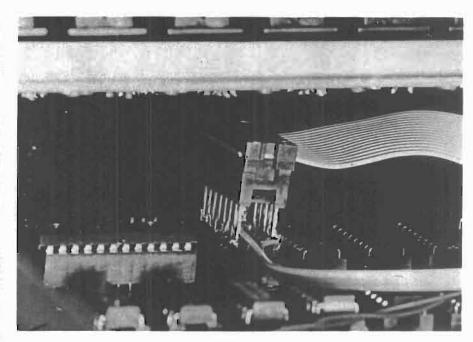
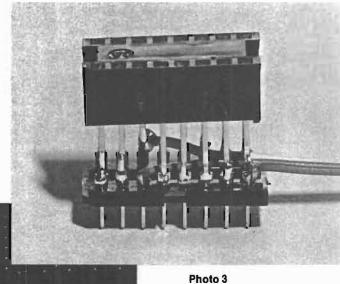


Photo 2



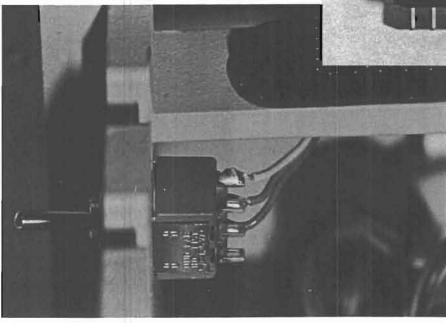


Photo 4

To use the keyboard reset normally, place the switch in the down position. To protect from accidental reset, place the switch in the center position and reset by pulling the switch up and releasing.

The nice thing about this addition is that it requires no modification of the Apple itself and can be removed at anytime.

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Author: Russell A. Grokett, Jr. Available:

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System: Memory:

48K

Language:

Applesoft and 6502

Assembler

Hardware: 1 Disk

Description: Statistical and econometric programs; stepwise regression, factor analysis, correlation, discriminant analysis, univariate statistics, t-tests on means, cross tabs with Chi Square. Handles all Applesoft transformations. Can 'select if'. Standard statistics reported for each technique. Prompts user for answers. Data bank.

Copies:

New release

Price:

\$150 includes program, manual (40+ pages), 1

year maintenance and updates

Author: Available: Eric Weiss, Ph.D. The Winchendon

Group

P.O. Box 10114 Alexandria, Virginia

22310

Name:

Accounts Receivable

System: Memory: Apple II 48K

Applesoft or Language Language:

System

Dual 5" drives, any 130 Hardware:

column printer

Description: A quality program, structured around the Osborne Accounts Receivable software, with several added enhancements. Can be used alone or integrated with existing General Ledger program. Features open invoicing, credit and debit memos, full or partial payments, progress billing, invoice aging, and printing of statements. System is available on DOS 3.2, DOS 3.3, or 8" drives, if additional capacities are required. A flexible, easy to use program with an exceptional combination of speed and high performance.

Price: Author: Available:

\$180.00 each package David A. McFarling **Small Business**

Computer Systems 4140 Greenwood Lincoln, Nebraska

68504

pns-FORTH Name: System: Atari 400/800 Memory: 16K minimum

Forth Interest Group Language: Forth, with extensions

1 Disk, minimum

Hardware: Description: Forth is an operating system, an interpreter and a compiler. You can define new command words to make full use of the hardware resources of the Atari. A full screen editor is provided; source code is edited from disk. Provision has been made for the implementation of floating point math. Future versions will include music and graphics editors.

Price:

\$50.00, ver. 1.2 on diskette — includes documentation customization guide

Bob Gonsalves Author: Available: Pink Noise Studios

1411 Center St. Oakland, California

94607

(415) 465-1212

Name:

A-la. Stock Market

Analysis

System: Memory:

PET 8K **BASIC**

Language: PET/CBM Hardware:

Description: Analyzes a time series. such as a stock price or market average giving equations for the long-term trend, major cycle and next shorter cycle. Prints individual curves or composite and/or tables projected to future times.

Price:

\$15.00 for cassette and

documentation

Claud E. Cleeton Author: Claud E. Cleeton Available:

122-109th Ave., S.E. Bellevue, Washington

98004

Name:

DQ MAIL -- I All OSI

System: Memory:

32K

BASIC, Machine Language:

8" Disk Hardware:

Description: A system which selects data from DMS (OSI Data Base Management System) files and formats them for access by the WP6502 word

processor. Any DMS file can be accessed such as Mailing List, General Ledger, Accounts Payable/Receivable, etc. The user may also specify up to four items of record selection criteria (amount due greater than \$1000, etc.).

Copies: 100 +Price: \$50

Author: Hal Pollenz

Available: Dwo Quong Fok Lok

Sow

23 E. 20th St.

STAT TUTOR

New York, New York

10003

Name:

System: Apple II Plus

16K Memory: Language: **BASIC**

Applesoft in ROM Hardware: Description: Disk based (16 or 13 sec-

tor). Quiz mode tutorial - descriptive statistics - choose from mean - median -variance - standard deviation problems randomly generated, answers given and hints available—work is tabulated. Tape version also available (needs 4K

plus].

Available:

Copies: New release Price: Author:

\$18.00 Bill Stanton STANTECH

Box 19123 Cincinnati, Ohio

45219

Mighty Mite Name:

System: Apple II/Apple II+ 32 + KMemory:

Applesoft Language:

Hardware: Disk drive, printer (optional)

Description: An affordable word processor simply commanded by control characters. You can insert lines and spaces, edit, command auto words, delineate errors plus access to any one of the 20 CRT pages with a single control character. It comes fully documented. Now you will affordably love letter writing, memo notation, file information and listings. And, of course, you can save and edit it for later use as well as run multiple copies.

Copies: As needed

Price: \$24.95 shipped USA

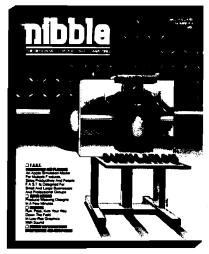
(specify 3.2 or 3.3)

Author: BDI

Available: R. Sherman, PCSE

52 Jackson Drive So. Poughkeepsie, New York 12603

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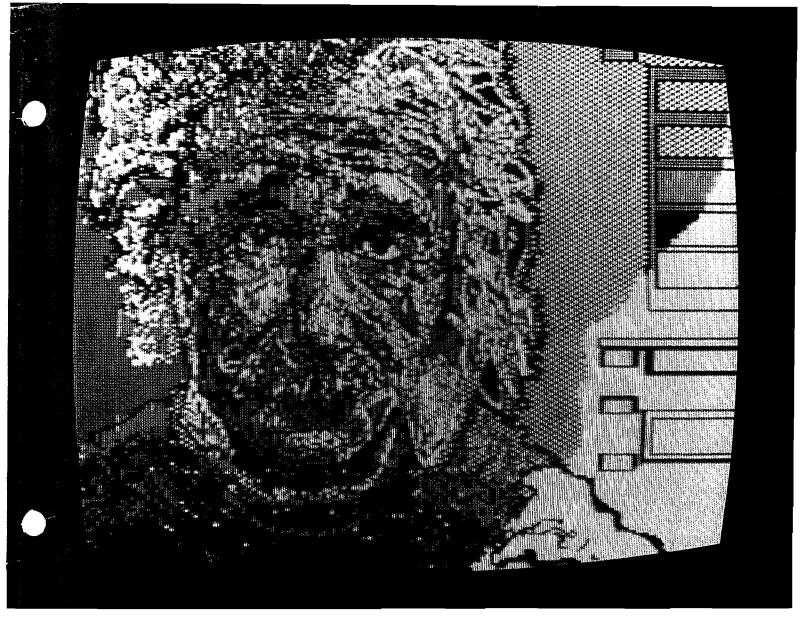
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