

# The SORCERER'S APPRENTICE

PAGE 7

VOL.2

NO.2

JUNE 1980

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NEWS FROM EXIDY- During a phone conversation with Ray Burchard of the Exidy Marketing Department he read to me the following press releases which were made at the NCC show last week.

### Press Release Number One-

Exidy and Recortec Inc., Mountainview, CA have reached an agreement in principle to the spin off and merger of the Data Products Division (i.e. Sorcerer) to Recortec's wholly owned subsidiary Personal Microcomputer Inc. Dr. Lester Lee, president Recortec Inc. pledged to provide the 15,000 Sorcerer owners with product support. Personal Microcomputer presently produces TRS-80 add-on products, provides cassette software duplication service, and will market a \$500 imported personal computer with features comparable to the TRS-80.

Although, at the time I am writing this, the deal is not final; plans are being made for the move of the Sorcerer operation to Mountainview, California.

### Press Release Number Two-

A five volume set of programs selected from entries to the Exidy Software Contest are available from Exidy for \$140. This set of books contains listings and documentation of over 100 programs.

- Vol.1= Small Business Programs
- Vol.2= Educational and Scientific Programs
- Vol.3= Fun and Games- Part One
- Vol.4= Fun and Games- Part Two
- Vol.5= Home and Economics Programs

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## ----- USER'S CLUB NOTICE -----

The SORCERER'S APPRENTICE USERS CLUB next meeting will be June 19 at the Computer Mart, 560 West 14 Mile Road, Clawson, Michigan. Informal meeting starts at 6:30 pm; formal meeting starts at 7:15 pm. We hope to have a speaker. Everyone is welcome.

If you are one of the users we lost contact with during the switch of newsletter editors try to make it to this meeting. We would like to make plans for goals and projects for our next season which will start in September.

(CONTINUED FROM PAGE 7)

At this time the books are not being sold separately; only as a complete set. A cassette will be available in the future at additional cost.

The Sorcerer's Apprentice hopes to obtain a set of books in time to provide a review for the next issue.

#### Other Exidy Items-

A 308K byte floppy disk which will plug in to the 50 pin buss will be available about the end of July. The DP6400 unit with a CPM package will sell for \$1150. For additional drives a DP6401 unit will sell for \$795.

The project to provide extended BASIC on cassette has been delayed and probably won't be available this year. No plans are being made to provide a ROM PAC version. No other new languages i.e. PASCAL are being developed.

#### Staley's Sorcerer Software- reviews by Steven Guralnick

I have several programs to review from Staley's Sorcerer Software (22 Stayman Court, Lafayette, IN, 47905). I am very much impressed with the quality of these programs, especially the painstaking effort which has been spent on the documentation and the instructions to the user. Each costs \$9.95, postpaid. (overseas add \$1.00 for airmail delivery).

FLIP- This is Staley's answer to "Othello". I have a confession to make. I turned this program on without the slightest interest in it. After all, who wants to sit and look at a screen full of disks flipping back and forth on a 8x8 grid? Nevertheless, I gave it a try. I have come to two conclusions: first, if you think you can beat the computer at this, good luck. Second, if you think you can avoid getting addicted to this game, you probably also believe in the Tooth Fairy.

This elegant game uses full Sorcerer graphics. You can play against the computer or against another player. Each move is printed on the screen and full score-keeping is furnished. I got so intrigued, I bought the board game for my son's birthday and I am polishing up my strategy playing it with him. I cannot recommend this program highly enough.

RABBIT HUNT- This is one of those ideas that originally popped up in Martin Gardner's column in Scientific American. Utilizing full Sorcerer graphics, a network comes on the screen. In one of the squares is the rabbit and in each of three other squares appears a dog. To give the rabbit a break, the dogs can move up, down or to the right. The rabbit can move in any direction. The idea is to trap the rabbit in the far right square. The rabbit tries to go to the far left square, at which point the rabbit wins since the dogs cannot follow.

If you think this sounds trivial, it isn't. It is a superb game; the kind of thing that will get you started at the beginning of an evening and get you to bed quite late. I recommend it highly.

ATOM- This is a variation of a submarine hunt, except that the atoms do not move. Depending on the response the computer gives you, you must determine where the hidden atoms are by the reaction you get when you shoot "x-rays" at them. It is probably the best example of the care which has been given to the instructions by Staley. There is a complete instructions format at the beginning, including graphic illustrations of the various reactions you get, depending on the proximity of the atom to the x-rays. This is a lot of fun and it can go on for hours, depending on how sharp you are in the inductive reasoning department.

This newsletter is published eight times a year by:

The Sorcerer's Apprentice Users Group  
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Howell, MI 48843

Phone (517) 546 3764

The newsletter is available without charge in the USA if self addressed stamped envelopes are furnished. Because some issues might exceed the one ounce limit for 15 cent postage, affix one stamp to the envelope and include extra stamps or contributions to help defray the publishing costs. The Users Group will maintain this policy unless it becomes a burden financially.

Back issues Vol.1,Nos.1 through 7 are available at \$.75 each.

Foreign subscriptions are \$8.00 for six months.

Advertising rates per issue are:\$30 for a full page, \$18 for a half page, \$10 for a quarter page. Classified ads are \$1.00 per line.  
Copy for ads or newsworthy items that can be submitted on Word Processing PAC tapes will expedite editing of the newsletter. Cassettes will be returned if requested.

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#### SORCERER'S APPRENTICE--RUNNING THOUGHTS

by Ed Heussner, President, The Sorcerer's Apprentice Users Group

The Sorcerer's Apprentice is really taking shape now. I am continually amazed at the level and diversity of skills amongst us. I was talking with someone the other day about the talent in this group. We suspect it has something to do with the process of selecting a Sorcerer. Put another way, those that selected the Sorcerer wanted something special (because they are extra special?)

We have some very exciting long and short term goals and objectives in the offing. Immediately, there is enough interest to hold meetings throughout the summer, so we will. All of our meetings are designed to optimize the exchange of information including program demonstrations, feature speakers, product demonstrations, etc. We are looking for your input as well.

One of our first priorities will be to set up an assembly language programming course. This is the Sorcerer's "operating system" and future expansion (like interfacing with a printer) is dependent upon understanding the inner workings of the Z-80. Also, wherever possible we will computerize our operations (eg. electronic news, automatic mailing...).

The exchange of ideas and information is the primary reason a group of this type forms. A good example of this is our library. Plans include maintaining a file of computer related books collectively owned by the members (with a "rating" on each to identify relative merits); as books become available, a book loan library; a file accumulating all existing information about the Sorcerer (including suggestions, routines...you name it...all computer accessible); an SBBS or Sorcerer's Bulletin Board Service; and reviews of products and books. It could be called a one stop Sorcerer's information center. We are always looking for ways to use our computer to its fullest and your contributions are definitely welcome.

GET SMART- a mini-review of the SMART TERMINAL program from Quality Software  
 review by Larry Stempnik

The first version of this program that I received from Quality Software could not be used for downloading BASIC programs from a timesharing computer into the Sorcerer. When I called Quality Software they informed me their latest version took care of this problem and they sent me a new tape.

The new version is compatible with either the BASIC or Word Processor ROM PAC since it is loaded into high memory below the monitor stack. BASIC programs from another computer can be entered using a modem and stored as a full ASCII file in RAM. The file can be edited if need be and then downloaded into the ROM PAC-compatible-BASIC using a single command.

The program appears to be an excellent way to exchange programs or messages using modems. Also, it can be used for editing, merging, or printing programs. Testing will continue and further results will be reported in the next issue.

\* \* \* \* \* ADVERTISEMENT \* \* \* \* \*

RGR Software Company  
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NEW SORCERER SOFTWARE  
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\* POOR MAN'S WORD PROCESSOR  
 \* by THOMAS E. BASSETT

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 \* user to benefit from those features of a full-fledged word processor  
 \* that are most useful for everyday letter writing, report writing, and  
 \* general text work. At a price considerably below that of more powerful  
 \* word processors, it offers those features most often used and most  
 \* useful.

\* The PMWP will run in a 32 or 48K SORCERER. It allows input of any  
 \* alphanumeric text, including commas, colons, and other BASIC  
 \* delimiters. The program is complete as delivered except for printer  
 \* driver routines, which are very simple to insert. In view of large  
 \* number of printers, both serial and parallel, that have been interfaced  
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-----  
 \* The price for this fine program is just \$20.00 plus \$1.00 postage and  
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 -----

\* Master Charge and VISA orders welcomed.  
 \* Please allow three weeks for delivery on personal checks.

\* \* \* \* \* SAY YOU SAW IT IN THE SORCERER'S APPRENTICE \* \* \* \* \*

Mini-review of SYSTEM 2 by System Software (see ad in this issue)  
 review by L.Kobylarz

I received a copy of SYSTEM 2 just before the deadline for this issue. I really haven't had a chance to work with it but I have received several inquiries about BASIC editors so I tried it out and these are my impressions.

Loading the program is more involved than normal but is not too complicated. You must key in an 8 byte machine language routine, move a block of memory, call the routine, and load the program. This is documented in well written instructions. Once in the machine the features start working for you right away. RUB does not need the SHIFT key held down; CLEAR does not produce a SN ERROR. How many times did you wish the machine worked that way?

Once you key in a BASIC program SYSTEM 2 really goes to work. If you needed to use RUB frequently you still get to use the full line length without a premature CR. Editing commands include REPLACE, INSERT, DELETE, RUB, CURSOR RIGHT, CURSOR LEFT. Hit a key and the program is renumbered. Want to see the listing? Type LIST and CLEAR (not CR); the screen is cleared and the listing starts on a 'new page'. To stop the listing hit RUNSTOP but now you don't have to hold it down. Hit any key and the listing continues.

I didn't have time to try out some of the other features but after experiencing the above they would be 'frosting on the cake'. This seems to be a well conceived, professionally done piece of software. It works as advertised.

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## PRINT@

A PROGRAM TO DESCRIBE AND DEMONSTRATE A WAY TO  
SIMULATE THE 'PRINT@' STATEMENT

from a description by Joseph R Power  
copyright (C) 1980 by Joseph R Power

The PRINT@ statement used in some forms of BASIC specifies where printing is to begin. The cursor moves to a point specified and will print there if programmed to do so. Because it is awkward to use the @ symbol the statement will hereafter be referred to as PRINT AT.

To simulate the PRINT AT statement in a BASIC program requires the following:

1. Add the subroutine in lines 1010-1070 somewhere in your program.
2. Set X= to the line number the cursor should move to (1-29). NOTE: using line 30 scrolls the screen one line, so don't use line 30.
3. Set Y= to the position (0-63) on that line that the cursor should move to.
4. Call the subroutine.
5. Print the desired message.

If you examine the subroutine (lines 1010-1070) you will see the technique used to do this is:

1. R\$ is defined as a 'cursor home' character followed by 29 'cursor down' characters.
2. C\$ is defined as 63 'cursor right' characters.
3. X & Y in the PRINT LEFT\$ statement modify these strings to position the cursor.

NOTE: You must CLEAR at least 100 bytes to use this routine safely.

These are the non-destructive cursor moves used:

```
cursor home= CHR$(17)
cursor down= CHR$(26)
cursor right=CHR$(19)
```

The following character codes can be used to produce different results:

```
cursor home, clear= CHR$(12)
line feed=CHR$(10)
space=CHR$(32)
```

Two demonstration programs follow which show you ways this technique can be used.

An abbreviated demo can be achieved by typing lines 900 to 1070.

```

100 CLEAR 300
200 :      REM- A program to describe and demonstrate a
202 :      REM- way to simulate the 'PRINT AT' statement.
204 :      REM-
206 :      REM- from a description by Joseph R Power
490 PRINT CHR$(12);
495 PRINT "DEMO 1"
500 FOR I=1 TO 4
501 :      REM- The next line is the one that sets up
502 :      REM- and calls the PRINT AT subroutine.
503 READ X,Y: GOSUB 1000: PRINT "SORCERER'S"
504 NEXT
510 FOR I=1 TO 4: IF I=3 THEN 530
520 READ X,Y: GOSUB 1000: PRINT "APPRENTICE"
530 NEXT
532 :      REM- Notice in the next line you can use this
534 :      REM- routine with the INPUT function.
540 READ X,Y: GOSUB 1000
545 INPUT "DO IT AGAIN";Q$
550 IF LEFT$(Q$,1)="N" THEN 610
552 RESTORE: GOTO 490
560 PRINT CHR$(12): FOR I=1 TO 5: PRINT: NEXT
570 PRINT "To start the program again type 'RUN' & RETURN"
575 PRINT: PRINT: PRINT
580 STOP
590 DATA 28,30,14,5,1,30,14,50,28,30,15,5,15,50
600 DATA 29,5
610 PRINT CHR$(12);
615 ER$=CHR$(32): FOR J=1 TO 63: LET FR$=FR$+ER$: NEXT
620 INPUT "DEMO 2- Type in a short message, like your name";N$
621 GOTO 630
625 PRINT "Print your message in another position. To quit ";
626 PRINT "enter 0 for line"
630 INPUT "PRINT AT which line (1-29)";X
632 IF X=0 THEN 560
635 INPUT "Which position (0-63)";Y
640 GOSUB 1000: PRINT N$
643 PRINT CHR$(17);
644 PRINT FR$: PRINT FR$: PRINT FR$: PRINT CHR$(17);
650 GOTO 625
660 STOP
900 CLEAR 200
905 PRINT CHR$(12)
910 INPUT "MESSAGE";M$
920 INPUT "LINE";X
930 INPUT "POSITION";Y
940 GOSUB 1000: PRINT M$
945 STOP
1000 :      REM- SUBROUTINE TO SIMULATE 'PRINT AT'
1010 FF$=CHR$(17): LF$=CHR$(10): SP$=CHR$(19)
1020 R$="": C$=""
1030 FOR J=1 TO 29: LET R$=R$+LF$: NEXT
1040 LET R$=FF$+R$
1050 FOR J=1 TO 63: LET C$=C$+SP$: NEXT
1060 PRINT LEFT$(R$,X); LEFT$(C$,Y);
1070 RETURN
READY

```

Dear Larry,

Received your letter and was happy to hear that the Software Exchange is still in business. Yes, I have been receiving a pretty good response from the members, however the offering of new programs from members has been very slim. We sure could use a new influx of programs for the library. You might mention in the next newsletter, the members should not feel that their programs are not good enough to submit, as everything is welcome, as long as it is documented in REM or PRINT statements in the program.

Best regards,



Ralph G. Ruh

THE SORCERER'S SOFTWARE EXCHANGE  
BY  
RGR SOFTWARE COMPANY

## TERMS:

\$2.00 FOR THE FIRST PROGRAM AND \$1.00 FOR EACH THEREAFTER. THERE IS NO LIMIT ON THE NUMBER OF PROGRAMS PER TAPE, ONLY TO THE LIMIT OF THE TAPE. PROGRAMS MAY BE EXCHANGED ON A ONE FOR ONE BASIS, IF THEY ARE FULLY DOCUMENTED IN REM OR PRINT STATEMENTS WITHIN THE PROGRAM.

MAKE ALL CHECKS AND M.O. PAYABLE TO RGR SOFTWARE CO.  
CHECKS MAY DELAY SHIPMENT BY 3 WEEKS.

## CATALOG

NUMBER	NAME	AUTHOR	DESCRIPTION
S001	AMLOG	R.RUH	AMATEUR LOGGING PROGRAM
S002	ZAP	R.RUH	ROBOT EVASION GAME
S003	EXPENSES	R.RUH	HOUSEHOLD EXPENSE RECORD
S004	BILLIARDS	R.RUH	BUMPER POOL GAME
S005	ALIEN	R.RUH	CAPTURE THE ALIEN GAME
S006	WAMPUS	R.RUH	MAZE GAME
S007	HORSERACE	R.RUH	RACETRACK GAME
S008	JOUST	R.RUH	MEDIEVAL JOUSTING GAME
S009	LUNAR	B.BACHMAN	SPACESHIP LANDING GAME
S010	GET	B.BACHMAN	USER FUNCTION DEMO
S011	CRAPS	D.BRISTOR	GAMBLING GAME
S012	DBASE	D.BRISTOR	DATA BASE MANAGEMENT
S013	DATA	T.BASSETT	ENHANCED VERSION OF DBASE
S014	MMIND	E.BRISTOR	TWO LEVEL GUESSING GAME
S015	AMORT	T.BASSETT	LOAN AMORTIZATION PROGRAM
S016	CHECKING	T.BASSETT	CHECKBOOK BALANCE AND RECORD
S017	PATTERN	J.PALEVICH	PATTERN GENERATOR
S018	RENUMBER	D.TRUSSELL	LINE RENUMBERING PROGRAM
S019	MERGE	T.BASSETT	MERGE TWO OR MORE PROGRAMS
S020	HEXD	P.WILKINSON	HEX, OCTAL, DEC, BIN CONVERTER
S021	EDIT	P.WILKINSON	TEXT EDITOR - NO INSTRUCTIONS
S022	GSSR	P.WILKINSON	CHILDRENS LETTER GUESSING GAME
S023	RGRS	P.WILKINSON	MULT. REGRESSION PROGRAM
S024	SERCH	J.LINK	DEBUGGING PROGRAM IN BASIC
S025	BLACKBOX	J.LINK	DEDUCTIVE REASONING GAME
S026	AUCTION	J.LINK	BUYING AND SELLING ART GAME
S027	CLUE	C.C	MURDER GAME
S028	LABEL	R.JOHNSON	MAILING LABEL PROGRAM

Centronics Printer Problem- A microprocessor problem in Centronics model 730 miniprinter was reported in an article in the May 1980 issue of Mini-Micro Systems magazine. Centronics had to shut down their assembly line for six weeks starting in mid-January to correct a runaway microprocessor problem attributed to static electricity. Centronics does not plan to recall the 15,000 printers they shipped nor do they intend to notify customers. If you bought or intend to buy a Centronics 730 I can send you a copy of this article.

Word Processor PAC for sale- Ralph Ruh, 623 Medill Ave., Lancaster, OH, 43130 has an extra (one) WP PAC for sale at \$199.

\* \* \* \* \* ADVERTISEMENT \* \* \* \* \*

## SYSTEM 2 for SORCERER

\* SYSTEM 2 by Richard Swannell, loads into the top of available RAM and becomes an integral part of the BASIC language. All commands are single keystroke. SYSTEM 2 is about 1K long and provides the following features;

\* SCREEN EDITOR. Use the editor to insert, replace, delete or rubout characters in your BASIC program. Watch the line change on the screen! Gone are the days of typing in a whole line to change one character!

\* FUNCTION KEYS. SYSTEM 2 allows 12 keys to be programmed to represent one or more characters or up to several lines of text each! This feature is handy for lengthy and/or often used commands and may include multiple statements.

\* RENUMBERING ROUTINE. With a single keystroke your program is renumbered.

\* REVIVAL ROUTINE. If NEW or CLOAD is typed, or RESET is hit by mistake, your program may be recovered. This is a safety device.

### OTHER FEATURES.

- \* - RUNSTOP stops execution until another key is hit.
- \* - CLEAR clears screen then sends a (CR). Hit CLEAR to start on 'new page'.
- \* - RUB doesnt require the SHIFT key to be depressed. This quickens editing.
- \* - Includes a Real Time Random Number Generator.
- \* - Returns automatically to BASIC after TAPE CRC ERROR while CLOADing
- \* - Generates a (CR) when BASIC buffer is full. This prevents BASIC from crashing if the BASIC buffer overflows.

## SYSTEM SOFTWARE

1 Kent St. BICTON, 6157. AUSTRALIA

* Program comes on cassette and includes full	list price \$35.50
* documentation. Specify size of RAM (8K, 16K,	special price to
* 32K, or 48K)	APPRENTICE readers
* * SORCERER is a trade mark of EXIDY INC.	\$29.00 plus add
	\$2 for postage

\* \* \* \* \* SAY THAT YOU SAW IT IN THE SORCERER'S APPRENTICE \* \* \* \* \*

STEVEN GURALNICK  
 15 Southgate Avenue  
 Daly City, California 94015

## THE WORD PROCESSING CORNER

(#6)

Here I am again. Missed an issue when the reins of power switched from Dave Bristor to Larry Kobylarz. Incidentally, it was a pleasure to chat with some of you who call in response to this column. My home phone number is (415) 991-0155, here in Daly City. Rates are cheaper at night and if any of you are having a problem, ring up and I'll try to be of help.

This time out, I want to address the issue of salvaging what seems to be lost text. Obviously, if someone pulls the plug before you can write your text to tape, it's tough luck. But, there are two other possibilities where it may seem like the text is lost and it really isn't.

The first is when the computer resets itself, as though you had punched the two power-on reset keys. This happens occasionally and for no apparent reason, especially when you know the power hasn't failed. Anyway, there you are, looking at a fresh power-on logo and then a blank screen with the edit cursor blinking at you. Do not despair. Go to the COMMAND mode and then exit to the monitor by pressing "X" (CR). When the monitor prompt comes on, key in the following MOVE instruction:

MO 800 8C0 801

You will then get another prompt. Type "PP" (CR) and control will be transferred back to the Word Processor. At this point you should be looking at the text again, minus about the first two lines and maybe with a little garbage in it. Try this a few times when you don't have to and if this emergency does come up, you will know what to do. Incidentally, this resuscitation will not restore any text which was sitting in the holding buffer.

The other scenario is when you accidentally zap the computer electrically (maybe by turning off the printer in mid-print or some other type of electrical surge is created). The first thing you will probably notice is that the cursor (either one) will freeze. As you sit there in mute horror, the screen starts to fill with garbage, resembling a Star Trek game gone mad. Again, do not despair. Quickly, press the escape key and hold it down firmly. Then, with the escape key still down, press both power-on reset buttons, once, and firmly. Hang on to the escape key for dear life until the program restores you back to the top of text and then, and only then, let go of the escape key. I have had this work when the screen was totally filled with garbage. The trick is to be patient after you press the reset buttons and not to let go of the escape key until you have control of the text. Depending on what went wrong in the first place and how much text there is, this can take a half-minute. Incidentally, you can punch the reset buttons more than once if you're getting nervous, just don't let go of the escape key.

I have had a lot of comments on the data manager material that was published recently. We are still using it for our timekeeping in the office and it works very well.

If any of you would like back copies of what I have written in this corner, send a 9x12 self-addressed, stamped envelope.

MYSTERY PROGRAM- This machine language program was taken from the S.P.E.C. Newsletter, Formby nr. Liverpool, England. It was written by Paul Grimshaw. I present it to you as a mystery program for you to type in and run for entertainment. It is simple but cleverly done with good graphics. The program requires your participation; so when you run it be ready to go. Use the Numeric Pad Keys 1-9.

If you are a new owner or haven't entered machine language code; try it!

```

type- BYE (CR)
type- EN 1010 (CR)  --monitor shows 1010:--
key in each hex code with a space after each. To make it look like the
listing (not necessary but easier to follow) after the 16th entry, hit
(CR). The monitor will show 1020: Continue with listing. After the last
code type / (CR).
type- GO 1010 (CR)  --to run--
    
```

You can use the RUB key to make corrections; however if you want to correct something further back in the listing hit / (CR) to stop listing. EN XXXX(CR) - (address where correction is to be made). Monitor shows XXXX: ; make correction; hit / (CR); use EN YYYY (CR) to get back to where you left off. If you happen to delete a code you must go back to that point and retype everything from there.

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
1010:	21	00	FE	06	08	36	FF	23	10	FB	CD	56	11	CD	77	11
1020:	79	E6	F0	0F	57	0F	0F	5F	0F	32	01	10	79	E6	0F	32
1030:	00	10	82	83	1E	00	B7	28	E4	1F	CB	1B	CD	6B	13	57
1040:	ED	53	02	10	ED	53	04	10	21	D5	12	CD	77	11	79	2F
1050:	C6	0C	26	00	07	07	07	07	6F	29	22	06	10	CD	56	11
1060:	CD	E8	E9	3E	04	11	43	12	21	DE	F3	CD	9D	11	21	46
1070:	F7	11	BF	FF	36	89	23	36	89	19	06	14	36	C0	23	36
1080:	C0	19	10	F8	36	B0	23	36	B0	22	08	10	CD	B6	11	01
1090:	00	3C	CD	F1	11	3A	02	10	E6	07	47	07	07	5F	AF	04
10A0:	37	17	B7	10	FC	32	0A	10	50	21	53	12	19	5E	23	56
10B0:	23	7E	23	66	6F	E5	19	36	84	E1	36	B1	E5	D5	ED	4B
10C0:	06	10	CD	FA	11	3A	0A	10	A2	20	3B	0B	78	B1	20	F2
10D0:	D1	E1	36	20	19	36	20	E5	19	19	7E	E1	FE	20	28	D5
10E0:	11	73	12	21	9D	F3	3E	06	CD	65	13	21	E3	12	FD	36
10F0:	68	C0	FD	36	69	06	CD	BA	E1	CD	30	E0	28	FB	FE	4E
1100:	C2	1A	10	C3	B1	E9	D1	E1	36	20	19	36	2A	CD	5D	13

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
1110:	11	BF	FF	19	3E	03	11	97	12	CD	9D	11	CD	5D	13	11
1120:	C3	FF	0E	03	19	06	03	2B	36	20	10	FB	0D	20	F5	2A
1130:	00	10	2D	F2	39	11	25	2E	09	22	00	10	E5	CD	B6	11
1140:	E1	7D	B4	21	17	13	28	A6	3A	02	10	E6	0F	07	07	07
1150:	47	03	C3	92	10	00	CD	B1	E9	00	00	00	06	1B	CD	D2
1160:	E2	21	B0	12	CD	BA	E1	23	06	1B	CD	D2	E2	06	0B	3E
1170:	8C	CD	45	E0	10	F9	C9	E5	CD	BA	E1	CD	3A	E1	CD	57
1180:	13	EB	E1	28	F2	0E	00	1A	FE	30	D8	FE	3A	30	E8	07
1190:	07	07	07	06	04	07	CB	11	10	FB	13	18	EA	F5	4F	47
11A0:	1A	13	77	23	10	FA	F1	F5	47	2F	C6	41	85	6F	30	01
11B0:	24	0D	20	EC	F1	C9	3A	01	10	21	AE	F1	CD	C8	11	3A
11C0:	00	10	21	B6	F1	C3	CS	11	E5	11	80	F9	63	6F	29	29
11D0:	29	19	EB	E1	0E	08	1A	06	08	36	20	07	30	02	36	C0
11E0:	23	10	F6	13	D5	11	38	00	19	D1	0D	20	E9	C9	01	00
11F0:	08	CD	FA	11	0B	78	B1	20	F8	C9	C5	3A	09	10	FE	F7
1200:	20	06	06	32	10	FE	18	22	21	A0	12	ED	5B	02	10	06

Mystery Program- continued from page 17

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
1210:	08	7E	23	D3	FE	DB	FE	A6	23	20	06	1B	7A	B3	28	0C
1220:	37	CB	11	10	EC	ED	53	02	10	51	C1	C9	E5	2A	08	10
1230:	11	3F	00	19	ED	5B	04	10	36	80	23	36	87	22	08	10
1240:	E1	18	DD	20	9F	9E	20	9F	A5	A6	9E	92	91	92	91	86
1250:	81	86	81	40	00	20	F1	C0	FF	E0	F7	01	00	0D	F4	FF
1260:	FF	32	F4	41	00	91	F0	BF	FF	EE	F7	3F	00	AE	F0	C1
1270:	FF	D1	F7	AC	20	9F	9E	20	AB	9F	A5	A5	A6	A6	9E	97
1280:	42	41	4E	47	97	92	A6	A6	A5	A5	91	AB	20	91	92	20
1290:	AC	20	20	20	20	20	20	AC	A2	AB	97	B1	97	AB	A2	AC
12A0:	0D	02	0E	10	0F	10	0D	10	0E	08	0D	04	0E	02	0D	08
12B0:	41	20	4D	20	42	20	55	20	53	20	48	0D	00	0D	0A	4E
12C0:	6F	2E	20	6F	66	20	61	74	74	61	63	6B	73	28	31	2D
12D0:	39	39	29	3F	00	0D	0A	53	70	65	65	64	28	30	2D	39
12E0:	29	3F	00	0D	48	61	72	64	20	6C	69	6E	65	73	2D	79
12F0:	6F	75	27	76	65	20	6C	6F	73	74	21	20	0D	44	6F	20
1300:	79	6F	75	20	77	61	6E	74	20	74	6F	20	74	72	79	20
ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
1310:	61	67	61	69	6E	3F	00	0D	43	6F	6E	67	72	61	74	75
1320:	6C	61	74	69	6F	6E	73	2D	79	6F	75	27	76	65	20	73
1330:	75	72	76	69	76	65	64	21	0D	57	6F	75	6C	64	20	79
1340:	6F	75	20	6C	69	6B	65	20	61	6E	6F	74	68	65	72	20
1350:	67	61	6D	65	3F	00	00	FD	E5	E1	C3	25	E2	E5	D5	CD
1360:	EE	11	D1	E1	C9	CD	9D	11	C3	EE	11	1F	CB	1B	1F	CB
1370:	1B	C9	00	00	00	00	00	00	00	00	00	00	00	00	00	00

BASIC Editor Programs- "EDITOR FOR BASIC" along with other software items is available from Howard Arrington, 9522 Linstock, Boise, Idaho, 83704. Price is \$25. If anyone has used this program let me know what you think of it.

"SYSTEM 2 FOR SORCERER" from System Software, Australia edits BASIC programs and provides other operating features. See review and ad in this issue.

A BASIC editor scheme using the Word Processor PAC was promised in the latest edition of the Users of Australia newsletter. We have a reciprocal agreement with them and I will pass this information along as soon as it is published.

Selectric Printer for sale- Steve Guralnick has an IBM Selectric II typewriter with the Escon interface for sale. This printer was maintained by Escon and they will package and ship the unit. Call Steve in Daly City, California- home phone (415)991-0155.

CP/M Software Index- An index of 304 CP/M programs and 101 CP/M software vendors is available for \$1.00 from Small Systems Group, Box 5429, Santa Monica, CA, 90405

Exatron Stringy Floppy- A magnetic tape drive which uses a wafer for the recording media was featured in an article in Personal Computing magazine, June 1980 issue. This unit transfers data at a rate of 7200 baud and includes a controller to allow files to be accessed quickly. The unit including power supply and controller sells for \$302.50. Has anyone interfaced one of these units to a Sorcerer? If someone has, please send a review or information on how it was done.