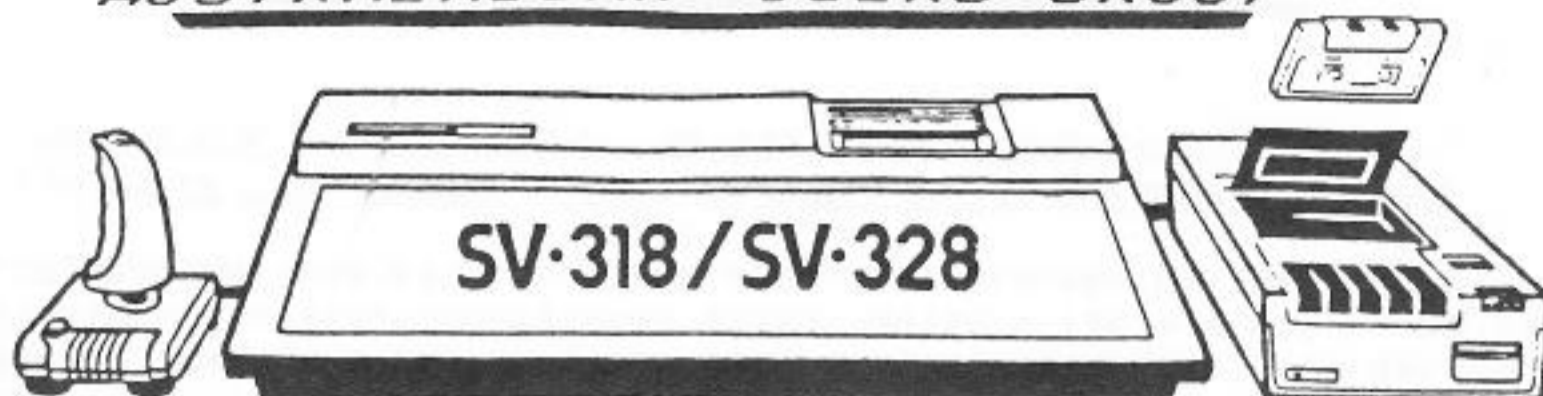


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News Letter

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ISSUE No.
1 - 10
DATE
JULY - 1984

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The INTRODUCTION BY THE E.D.

First things first WE NEED MORE ARTICLES FOR THE NEWSLETTER. I am sure you are all sick by now of reading my stuff, so lets get some life into this news letter. I dont care if you are not a computer wiz I want your articles anyway.

If you missed Mr L Dunnings articles over the past two news letters dont worry they begin again next month.

We need programs for the news letter, not only big ones, but small ones too. Space was a bit tight in this one to put some in but I am running out fast anyway and would appreciate new stuff.

I notice Rose Music are now advertising the SV 318/328 Mk II computers, they dont seem to be any different to the old model. If any body has seen one in the flesh (Plastic) lets have a Review from you.

Also if anyone attended the Computer Exhibition in Melbourne I would like to hear from you on the SPECTRAVIDEO stand and how it compared to the rest.

The BOOK is finished, but read about that later in this issue. Also the Upgrade for SV 318 computers to make them 80K is now available see below.

Thats all from me folks, The news letter is now on time again and with a bit of help from you (Lots of articles) it should stay on time.

SV 318 UPGRADE

Mr Richard Collett has kindly offered his services for the SV 318 memory upgrade. We do not know the price but a simple call to him will no doubt sort that out.

For further information you can contact Mr. Collet as follows.

ADDRESS:

Mr. R Collett,
C/O Dreamdisk Pty. Ltd.
171 Moray Street.
South Melbourne,
Vic. 3205.

PHONE :

(03) 690 8283

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A RESET BUTTON MODIFICATION

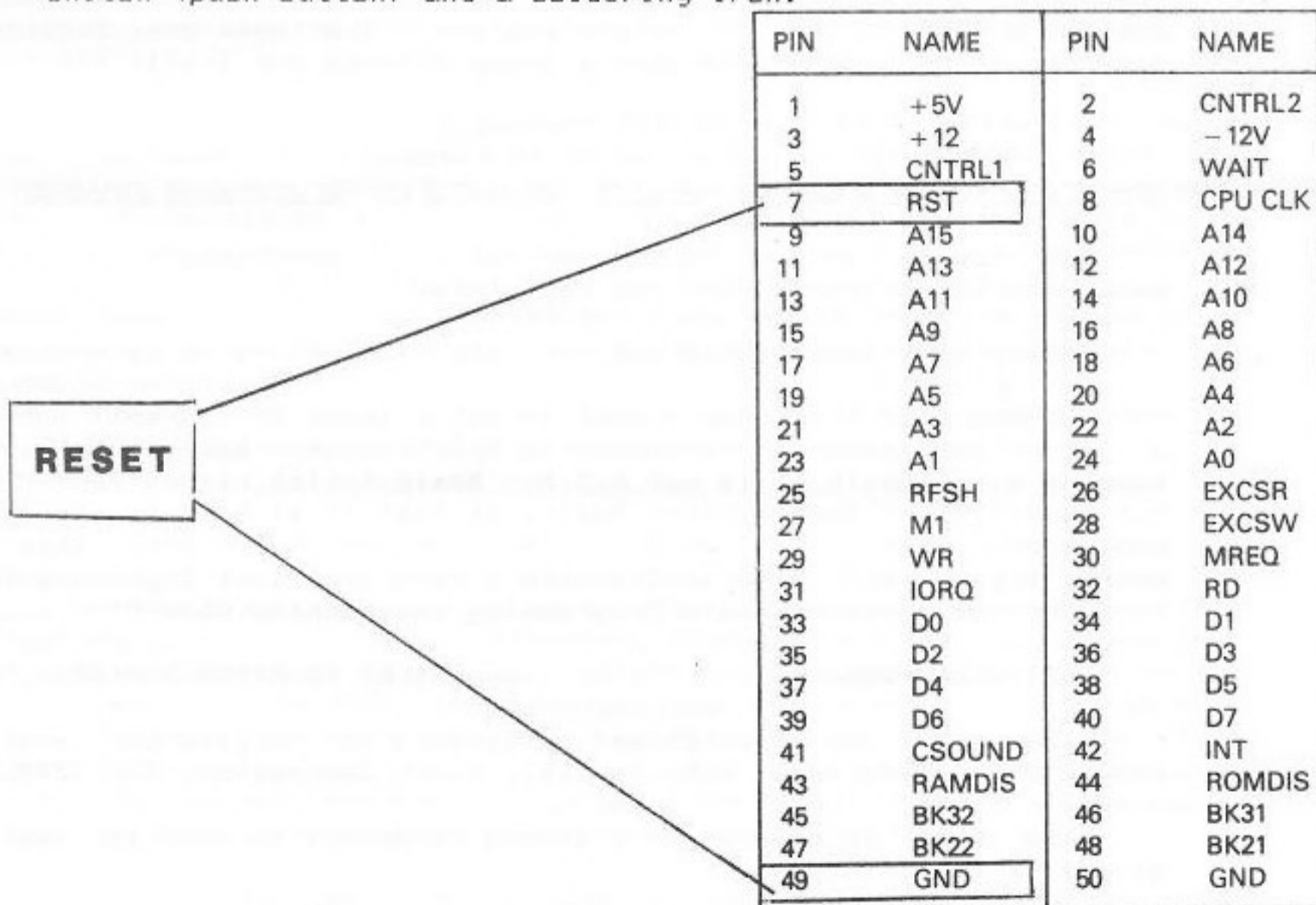
By The ED.

If you ever look at other computers (Shame on you) you will notice that most of them have a RESET Button. Well it has annoyed me ever since I have had my S.V. that such an important item is missing from the Machine.

So I made up my mind, after turning off & on the computer for the Millionth time, that if other computers could have a RESET Button so could mine.

I took out my trusty S.V. Technical Manual and started to look for a spot to connect a Button. I noticed on the expansion slot a pin marked RST (pin 7). I thought this is too easy to be true, but it was worth a try, so I shorted the pin to ground (very brave). would you believe it the computer RESET (HURRAY!!!).

Well here is what you can do to add a reset to your Sepctravideo. All you need are Two bits of insulated wire, a momentary contact switch (push button) and a soldering iron.



As you can see the connections are made to pin 7 and pin 49 of the S.V. expansion bus. It is up to you to decide how to do this but I will explain what I did.

I decided not to solder the switch inside my computer but to add

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it to my Super Expander. The bus enters the Expander and the RESET Button works when the computer is plugged into the Expander.

Soldering to Pin 7 and Pin 49 inside the expander requires you to remove the sheilding and unscrew the mother board to get to the correct pins, but it is not hard and only takes a few minutes.

After soldering on the wires I drilled a hole in the left of the Expander Top (much to the horror of my wife who thought I had gone mad) above the video cable inlet. I placed the push button into the hole and connected it to the other end of the cable. Leaving enough slack to be able to open the Expander when needed.

All finished I connected it all up and turned on, everything seemed normal so now for the big test, I pressed the button and the computer happily reset for me. Since then all has worked well and the ON/OFF switch on the side of my S.V. has had a well deserved rest.

If anyone wants a reset attached to their computer 318/328 and cannot bring themselves to point a live soldering iron at their computer, I will be more than happy to do the job for them. \$20 will get you a RESET button and return postage. Just send your computer or expander to me care of the user's group address and I will fix.

SPECTRAVIDEO ROM BASIC EXPLAINED

It sounds too good to be true but it is now finished and will be back from the printers when you read this.

After many late nights and two late newsletters it is written.

Please note that this manual is not a Teach It Yourself Book, but a large and accurate reference to Spectravideo Basic. It is not someone elses Basic it is not M.S.X. Basic (which has differences to our basic), but Spectravideo Basic. At last if it says in the book it will work then it will work and if it is not in the book then dont bother trying it. Also included is a very important Input and Output Port Map for Advanced Basic Programming and Machine Code Programming.

All disk commands are listed from LFILES to ATTR\$ and SETx,"n"...

The book may be purchased by sending \$19.50 plus 50c post and pack, to S.A.U.G. Book, P.O. Box 191, South Launceston, TAS 7249.

The book is covered in a strong cardboard to make it last and give it a neat finish.

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PITSTOP REVIEW

By J Collins

Review of 'PITSTOP' by Epyx for the Spectravideo Coleco Adaptor.

The second in the series of 'racing' or 'driving' type games cartridges has recently been released here. The third cartridge in the series, "DEMOLITION DERBY" has been promised for release very shortly. Anyhow, on to PITSTOP.

As is usual with Epyx software the packaging and presentation of the product is very good and the accompanying documentation is up to their usual standards also. A very unusual feature of PITSTOP is that you can use either the TURBO DRIVING MODULE or the normal Joystick Controllers or for that matter any standard joystick to completely control the game. It must be admitted here that using the TURBO MODULE certainly adds to the realism of driving but if you only have a joystick then you can quite readily get used to driving and controlling all of the features of the game with just the stick.

On start-up you are presented with the selection menu. You can have 1 to 4 players at three levels of difficulty which are listed as Rookie, Semi-Pro, and Professional. Number of laps comes next with choice of 3, 6, or 9. Then comes type of race with three options once again. You can have a single race, a mini-circuit(3 races), or Grand Circuit(6 races). If you select the single race you also have the choice of 6 different race tracks from the famous Grand Prix circuits around the world. After this process is complete the name of selected circuit appears on the screen and you're away. (A good tip for the novice here watch your speed on initial take-off or you'll be back in the pits for some new rear tyres before you go too far.)

Once out on the track all is fairly straight forward and the object is to make the fastest time while avoiding the other GP cars on the track.....some of these give the distinct impression that they are out to get you. Steering, braking, and overtaking are just as you would expect. You can collide with as many other cars as you like, or hit the track barrier fencing, but every collision takes a toll of your tyres and very soon you notice them changing color from blue to green to red and when that happens you must pit to make some tyre changes and perhaps take on some more fuel if this is necessary. (you use fuel in relation to your speed quite realistically).

To go into the pits you must wait till the pit sign appears on the right side of the track and then steer your car to the right until you enter the pits. Once there you move a cursor around to select either of two tyre handlers who will remove your worn tyres and replace them from a stack of new tyres just as fast as you can manoeuvre them around. You can if you like, also have a fuel handler refill your tank while you change the tyres but this is tricky because if you forget and overfill your tank the whole thing explodes and sets you back to zero fuel and you have to start to fill up the tank all

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over again. Once the tyres are changed and the tank is full you move the cursor to a flag marshall who then signals when the track is clear for you to re-enter the race, and you're off again. All of this is very realistic and you are timed from entering the pits to leaving again, this time is added to your total race time at the end and each drivers' time is compared on the final scoreboard which announces the winner with margins and prizes etc.

There is a "Radar Map" shown on the left bottom of the screen while you are racing....this shows the track layout with all the curves etc and also shows the start/finish line and your location on the track at any time. You can see from this map exactly where you are, where the pits are, and what type of curve is coming up next....this is a big help and lets you plan your driving strategy ahead of time. Of course the map does not show any of the other cars....these all appear quite randomly and they all want the best line through any given corner so beware.

The other modes all add extra difficulty and require more skill and daring and good driving practices. Every level can be enjoyed and up to 4 drivers can take part. Sound effects are very good though not overdone.....Graphics are excellent as is usual and the action in the pits is really well done and can raise a sweat when you're looking for that last second of elapsed time.....!

I would rate PITSTOP from Epyx as Five Star or nine out of ten. Very good value for around \$45.00 depending on where you do your shopping.

More reviews soon.....



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PROGRAM OF THE MONTH

```
10 REM ***By W.Szapirko ***
20 ' Hungry snake is a game where
30 ' you use a joystick to control the
40 ' dot which is the head of the snake.
50 ' when the dot hits the box(snake's
60 ' food) the tail grows.
70 ' As you move the snake on the
80 ' screen you can not hit the boarder
90 ' or the tail of the snake
100 ' To change from joystick to keys
110 ' on the keyboard change line 160
120 ' to JO=0
130 DIM A(220),B(220)
140 W=4:X=20:Y=20:S=3:NUM=4:SO=10
150 RESTORE
160 JO=1
170 DL=2:OOO=0:D$="":F$=""
180 FOR T=1 TO 7 STEP 2
190 READ PO(T),IN(T)
200 NEXT T
210 DATA 2,-2,6,2,2,6,-2,2
220 COLOR 14,1,5
230 SCREEN 1,2
240 SPRITE ON
250 ON SPRITE GOSUB 630
260 FOR T=1 TO 3
270 READ A
280 D$=D$+CHR$(A)
290 NEXT T
300 SPRITE$(0)=D$
310 DATA 24,60,126,126,126,126,60,24
320 FOR T=1 TO 32
330 F$=F$+CHR$(255)
340 NEXT T
350 SPRITE$(1)=F$
360 FOR T=1 TO 7 STEP 2
370 READ X(T),Y(T)
380 NEXT
390 DATA 0,-1,1,0,0,1,-1,0
400 GOTO 740
410 CLS
420 LINE(16,5)-(13,170),12,BF
430 LINE(16,5)-(240,9),12,BF
440 LINE(240,5)-(243,170),12,BF
450 LINE(16,170)-(240,167),12,BF
460 LOCATE 10,176:PRINT"SCORE ";OOO
470 LOCATE 140,176:PRINT "SCORE TO BEAT:";FFF
480 PUT SPRITE 1,(128,96),2,1
490 FOR T=2 TO DL
500 Z=STICK(JO):IF Z=0 OR Z=2 OR Z=4 OR Z=6 OR Z=8 THEN 520
510 S=Z
520 X=X+X(S)*W:Y=Y+Y(S)*W
530 LINE(A(T)-0,B(T)-0)-(A(T)+3,B(T)+3),1,BF
540 A(T)=X:B(T)=Y
550 IF POINT(X+PO(S),Y+IN(S))=12 THEN W=0
```

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```
560 IF W<>0 THEN 590
570 SOUND 8,8: SOUND 0,SO: DL=DL-1
580 SO=SO+1: IF DL<1 THEN SOUND 8,0: GOTO 740
590 PUT SPRITE 0, (X-2,Y-3),2,0
600 LINE (X,Y)-(X+3,Y+3),12,BF
610 NEXT T
620 GOTO 490
630 SPRITE OFF
640 BEEP
650 IF DL>200 THEN NUM=NUM+2: GOTO 960
660 SPRITE OFF
670 OOO=OOO+10
680 DL=DL+3
690 PUT SPRITE 1, (RND(-TIME)*210+15,RND(-TIME)*140+18), INT(RND(-TIME)*13+2),1
700 LINE (41,175)-(100,185),1,BF
710 LOCATE 42,176: PRINT OOO
720 SPRITE ON
730 RETURN
740 CLS
750 FOR LL=0 TO DL+2
760 A(LL)=0: B(LL)=0
770 NEXT LL
780 SO=10: DL=1: X=20: Y=20: S=3: W=4
790 IF OOO>FFF THEN FFF=OOO: NEM$=""
800 NUM=NUM-1
810 IF NUM=0 THEN 890
820 SPRITE ON
830 LOCATE 50,50: PRINT "YOUR SCORE IS: ";OOO
840 LOCATE 50,70: PRINT "SNAKES LEFT: ";NUM
850 LOCATE 50,89: PRINT "SCORE TO BEAT: ";FFF;NEM$
860 LOCATE 50,110: PRINT "PRESS SPACE TO CONTINUE"
870 HH$=INPUT$(1): IF HH$<>" " THEN 870
880 GOTO 410
890 SCREEN 0
900 LOCATE 10,6
910 PRINT "GAME OVER"
920 IF OOO=>FFF THEN INPUT "TYPE IN YOUR NAME";NEM$: FFF=OOO
930 INPUT "PRESS <ENTER> FOR NEXT GAME";K$
940 IF FFF=OOO THEN NEM$=" BY "+NEM$
950 GOTO 140
960 CLS : COLOR 9
970 LOCATE 50,30: PRINT "EXTRA SNAKE"
980 COLOR 15: GOTO 750
```

LITTLE BIT

```
0 COLOR 1,1
1 SCREEN 1
5 CIRCLE (100,100),50,6,-3,2
6 CIRCLE (100,100),50,6,-2,4
7 CIRCLE (100,100),50,6,-6.28,6.28
20 GOTO 20
```

Run this little program, To find out how it is done buy the book.

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NEWGAMES FOR THE SPECTRAVIDEO *By the ED.*

It has finally happened. SPECTRAVIDEO has released 7 new games for the Spectravideo Computer. All I can say is WOW!!! they are the best software I have seen in a long time. That includes Colecovision Games. The company who created these games is a Japanese Firm called MASS TAEL (Which I am told translates to "Worth it's Weight in Gold").

We have the good news and we have the bad news!

First the good news : The programs come on Cassette which means they are good value for money They Retail for \$29.00. I would not mind paying \$40 to \$50 for these games they are that good!

Now for the bad news : All you 318 users have a problem the games WILL NOT WORK on a standard 318 computer you will need to buy the SVI-803/807 16k/64k Ram cartridge. Either one will do.
(See the 64K expansion offer in this issue)

Now to business : All the games are in machine code making them very fast and of very high quality graphics (I cant get my son off the computer) and good sound effects (with background music). I have given all the games a rating in stars next to there headings. NOTE this is my taste only and you should see the programs for your own opinion.

*****	Excellent
***	Above Average
*	Good

All the programs are worth the money and if you think SPECTRON is good then the one star (*) games will blow your mind.

KUNG FU MASTER (<*>)

Kung Fu Master is a one player Fighting game with 2 pages. The main character of this game is the Kung Fu Master who can kill the wooden dummies by his side-kick(s) and punch(es).

In the first page, the Master must try to kill a number of dummies and finish by passing through a wooden pole tunnel. After finishing this job, he can go to page 2.

The game play of the second page is different from the first page. He searches for parts of a broken key stored behind big cups. After he finds a key part, he should move it to the appointed position and try to combine it. Moreover, he must kill a number of wooden dummies. After finishing this he can go back to page 1 and play again.

TURBOAT (<***>)

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TURBOAT is basically a one player shooting game with three stages. The mission for the main character, TURBOAT, is to pick up enemy secret radars for our scientists to analyse.

On the first stage, turboat is armed with unlimited bullets to penetrate the enemy's perimeter. The enemy head-quarter ordered Jetfoils and side Forts armed with missiles to prevent TURBOAT from passing. TURBOAT must destroy 10 Jetfoils to pass this stage.

TURBOAT enters the central waters on the second stage. It loses all its firing power. The purpose of TURBOAT here is to pick up the enemy secret radars. Jet Aeroplanes armed with bombs and Torpedoes will attempt to stop TURBOAT.

When 5 radars have been obtained, TURBOAT completes the second stage and enters the final stage of the mission. In this stage, enemy guided missiles and torpedos prevent TURBOAT's escape. TURBOAT must stay alive and escape to a friendly zone.

SASA

<*****>

SASA is basically a one player shooting game with four pages. The main character is a robot, named SASA, who has been assigned to complete a mission. SASA is armed with a gun which has limited bullets, it can be recharged from certain types of energy sources. Due to the reaction of shots, SASA can move to different areas instead of only walking on the ground.

The mission requires SASA to obtain enough energy to fight with astro-monsters in an astro-ring.

In order to obtain enough energy SASA must firstly enter an arsenal. The arsenal has only one entrance with a thick door. Moreover, helicopters armed with missiles flying to and fro near the entrance protect the arsenal.

After entering the arsenal SASA should try to destroy the power generators. This will not be an easy task since flying saucers in the arsenal will chase SASA and will try to capture him.

Destroying all the power generators will cause the arsenal to explode into pieces and drop all energy bottles into the sea. However these energy bottles will always be eaten by octopi. Thus SASA has to shoot the octopi and pick up the bottles left by them.

When enough energy bottles have been obtained, SASA can enter the final stage of its mission, namely, fighting with astro-monsters in the astro-ring. In this stage SASA has unlimited bullets and should try to shoot down as many astro-monsters as he can in a certain period of time. During this period, astro-beatles will appear and fly across the astro-ring. These creatures harm both astro-monsters and SASA. Therefore whenever the beatles appear astro-monsters will fly out of the ring. However SASA will stay and try to kill these harmful astro-beatles.

TELEBUNNY

<*****>

The object of this game is to help the turtle to get out of the maze. The turtle must cross a certain amount of fruit in order to get out of the maze.

Chasing snakes appear in the maze. They try to catch you, but do no harm to the turtle. You, the rabbit must stay away from the snakes.

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OLD MAC FARMER (X)

To survive O'Mac must clear the "Bug eggs" from his land to grow crops. The big bugs will not give up protecting their eggs. They attack O'Mac if given a chance. With his little resources, O'Mac purchased a limited supply of super insecticide shots to fight back.

After clearing the field, O'Mac must avoid nasty birds. Watch out for the ducks. They will destroy his valuable crop.

Another season! This year the birds and bugs seem to cooperate. O'Mac can't afford insecticide. Life is hard for a farmer. So gather your tools and help O'Mac get through the years.

NINJA (***)

NINJA is basically a one player game with four pages. The main character is a NINJA. His purpose is to get diamonds placed inside an underground castle. NINJA is armed with a sword and darts which are used in different pages.

Firstly, NINJA has to pass through a tunnel which leads to the castle. In the tunnel are many bats. They fly up and down and drop stones randomly. Also a Knife-car which passes from right to left is a dangerous weapon.

To gain the diamonds NINJA has to kill all his opponents in the castle. A diamond will appear when its protecting opponent is killed.

After gaining all 8 diamonds, NINJA must escape from the castle. The tunnel which is the same as the first, except for 8 keys hanging from the roof, leads to the exit of the castle. To open the door NINJA has to get all 8 keys.

The exit is built on the top of a well. There is a string in the middle of the well, NINJA can use it for climbing up. Also NINJA must avoid the bats and attackers on the left and right.

TETRA HORROR (*****)

TETRA HORROR is a one player game with 3 pages. The main character is an adventurer (temporarily named TAMO) who has got a treasure map of an old city, TETRA, which existed many thousand years ago in the middle of South America.

TAMO is armed with a fire gun (Flame thrower) with no fuel at first. He must go to a place in FROG-STEP to get enough fuel before entering TETRA CASTLE to find the great treasure.

When TAMO enters the outer part of TETRA CASTLE, he must try to destroy all the skulls floating at the holes. When TAMO destroys the "Golden Skull" which appears at the top of the castle, he can enter the inner part of TETRA CASTLE to hunt for his treasures.

In the inner part TAMO will encounter attacks from some monsters. This time TAMO has to avoid the monsters and destroy more skulls. Finally the treasure will appear at the top of the castle and TAMO has to climb up there to take it back.

TETRA CASTLE has been constructed with stairs and narrow roads. So one mistake will cause TAMO to fall into a deep deep hole and another nightmare begins.....

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ZCPR INFO

ZCPR - A Z80 Replacement for the CP/M CCP

Documentation on ZCPR - A Z80 Replacement for the CP/M CCP

ZCPR is a replacement for the CP/M Console Command Processor (CCP) which is designed to run as part of CP/M on Z80-based microcomputers. In most cases it is upward-compatible with the original CP/M Version 2.2 CCP.

ZCPR, however, provides many extensions to the CP/M CCP. Included in these extensions are the following features:

- . The TYPE function can be made to page or not page its output at the user's discretion

- . A LIST function is available which sends its output to the CP/M LST: Device and does NOT page

- . The DIR command has been extended to allow the display of the system files or all files

- . The ERA command now prints out the names of the files it is erasing

- . The current user number may be included as part of the command prompt; if the user is under a number other than 0, the prompt is of the form 'du>' (like 'A2>' or 'B10>'), and, if the user is under 0, the prompt may be 'd>' or 'd0>' as per his choice

- . The SUBMIT facility has been changed in two basic ways:

- the prompt changes to 'du\$' or 'd\$' when the SUBMIT command is printed

- the \$\$\$SUB is executed from drive A: (note that the original SUBMIT problem now exists, but the new SUB.COM facility corrects it); the CCP-GROUP definition of an Indirect Command File now applies, and this definition is that any sequence of commands which may be issued from the console is also a valid sequence of commands for execution from an Indirect Command File; hence, the sequence:

```
DIR
B:
DIR
A:
```

may be issued from either the console or an Indirect Command

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File, and the results of the execution of this sequence are the same. Basically, this says that Indirect Command Files are upward-compatible to the console input (but not necessarily that the contents of an Indirect Command File may be issued at the console without modification).

. A command-search hierarchy is now implemented which is executed roughly as follows:

- the user's command is checked against the CPR-resident commands and executed immediately if a match is found

- failing that, the current user number on the current disk is scanned for the COM file; the COM file is loaded and executed if found

- failing that, a default user number (initially 0 but can be reset with the DFU CPR-resident command) on the current disk is scanned for the COM file; the COM file is loaded and executed if found

- finally, failing that, the default user number on disk A: is scanned for the COM file; the COM file is loaded and executed if found or an error message (COMMAND?, when COMMAND was the user's command name) is printed

. The numeric argument for the SAVE command can be specified in hexadecimal so that the user may employ the values presented by tools such as DDT exactly as they are given

. A GET command which loads a file at a specified memory address and a JUMP command which "calls" the subroutine at a specified memory address have been added; a GO command which "calls" the subroutine at 100H (subset of the JUMP capability) has also been added

This document provides the user of ZCPR with the following information:

- Part A: Installation Instructions
- Part B: Usage Instructions and Explanation of Commands
- Part C: ZCPR Command Levels and How to Use Them

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RANDOM FILE DEMONSTRATION

By R Price

This routine demonstrates how to open, put and get from a random file on the SPECTRAVIDEO using a disk drive. I hope it helps a few users as the manual only vaguely refers to opening random files.

```
1 REM RANDOM FILE HANDLING
2 '*****
3 '* C. J. COMPUTER SYSTEMS      *
4 '* 190 FAIRY STREET            *
5 '* WARRNAMBOOL 3280  Vic      *
6 '*                              *
7 '*****
10 GOSUB 1000
20 CLS:PRINT "          MENU          No on FILE "LR
25 LOCATE 5,4:PRINT"1. DISPLAY RECORD"
30 LOCATE 5,6:PRINT"2. ADD RECORD"
40 LOCATE 5,8:PRINT"3. CHANGE RECORD"
50 LOCATE 5,12:PRINTCHR$(5):PRINT"ENTER No of CHOICE";:
60 INPUT";A$:A=VAL(A$):IF A<1 OR A>3 THEN PRINTCHR$(7):GOTO 50
70 A$="":ON A GOTO 100,200,300
80 KEY 7," cload"
90 KEY 8," cont "+CHR$(13)
100 REM LOOK AT A RECORD
110 CLS:LOCATE 5,8:INPUT"ENTER RECORD NUMBER ";A$:RN=VAL(A$):IF RN<1 OR RN>LR
120 GET #1,RN                                     THEN 110
130 PRINT:PRINT NM$ PH$
140 PRINT:PRINT:INPUT"Press any key to continue";A$:GOTO 20
200 REM ADD TO FILE
210 CLS:LOCATE 5,5:INPUT"ENTER NAME          ";N1$
220 LOCATE 5,7:INPUT" // PHONE No.";P1$
230 LOCATE 5,10:PRINT CHR$(5);:INPUT"'A' TO ABORT <CR> TO ACCEPT ";A$
240 IF A$="A" GOTO 20
250 IF A$="" THEN GOTO 280
270 GOTO 230
280 LR=LR+1:RN=LR:GOSUB 400:GOTO 20
300 REM MODIFY RECORD
310 CLS:LOCATE 10,5:INPUT"ENTER RECORD NUMBER ";A$:RN=VAL(A$):IF RN<1 OR RN>LR
320 GET #1,RN                                     THEN 310
330 PRINT:PRINT:PRINT NM$ PH$
340 :LOCATE 5,12:INPUT"ENTER NAME          ";N1$
350 LOCATE 5,14:INPUT" // PHONE No.";P1$
360 A$="":LOCATE 5,16:PRINT CHR$(5);:INPUT"'A' TO ABORT <CR> TO ACCEPT ";A$
370 IF A$="A" GOTO 20
380 IF A$="" GOTO 390
385 GOTO 360
390 GOSUB 400
399 GOTO 20
400 REM PUT TO FILE
410 LSET NM$=N1$:LSET PH$=P1$
420 PUT #1,RN
490 RETURN
1000 REM OPEN FILE REM MAX 128 BYTES PER RECORD
1010 OPEN "1:TEST" AS #1
1020 LR=LOF(1)
1030 FIELD #1,20 AS NM$,15 AS PH$
1040 RETURN
```


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USER LIBRARY

After a long break the library is back in action. Following is the list of current programs. Remember add \$3 if you do not send a cassette and \$6 if you do not send a disk.

METEOR STORM	Shooting	\$10.00
SPACE PILOT	Shooting	\$10.00
3D MAZE	Graphic Maze	\$ 5.00
MORMAR	Adventure	\$ 5.00
PACMAN	Chomp Chomp	\$10.00
ELIZA	Word Response	\$ 7.00
RESCUE	Shooting	\$10.00
SKYBASE	Shooting	\$10.00
DISASSEMBLER	Utility	\$ 2.00
UNERA.COM	Utility (CPM)	\$10.00
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