

PORT FE

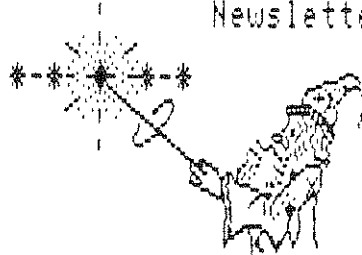
SORCERERS USERS' GROUP

(Toronto)

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Downsview, Ontario,
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SORCERER

Newsletter



The Toronto Sorcerer L Group was founded in Spring of 1979, a handful willing and eager to members

This newsletter shall a times keep in mind the go its conception. To spread seeds of knowledge.

Articles printed in newsletter shall be free all Sorcerer Users' group reprint or comment on as see fit.

Articles submitted for newsletter must be in no. than the beginning of the of every month.

AUGUST 1982

POLICY REGARDING PORT FE LIBRARY TAPES

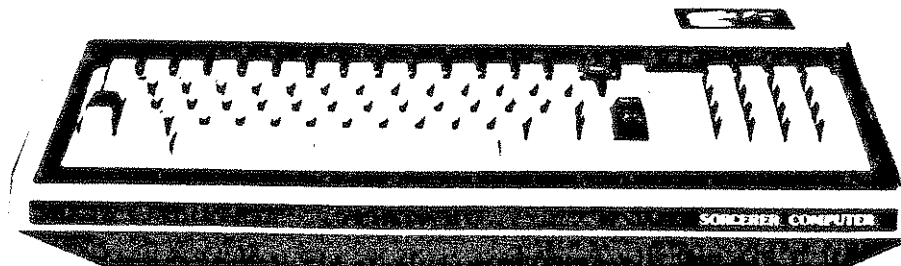
For the benefit of all our PORT FE Library Tape Users

The programs herein on the PORT FE Library Tapes #1, 2 & 3 etc. have been found to load every time. All possible attention has been made to making these tapes load first time and for the low price we offer a second-to-none value for money. With much deliberation, we feel that if a few programs fail to load for certain users, that due to the cost of the tape, mailing, packaging, instructions and preparation, that no refund or replacement policy will be entered into.

The following is to help you load the programs on the PORT FE Library Tapes #1, 2 & 3 and future library tapes. Since every program is only saved once at 1200 Baud, other adjustments may have to be implemented, the most important of which are as follows.

A. The primary adjustments that usually have been found necessary are volume and tone control on the cassette recorder.

B. Head alignment of the playback head (azimuth) may have to be screwed up/down depending on one's cassette tape recorder. The location of this screw is usually found through a hole in the top of the cassette, a little to the left of centre, and about two inches from the front of the cassette recorder. By insertion of a Phillips screwdriver and a small amount of rotation in one direction first, say 1/4 (one-quarter) turn, try reloading the program. If no satisfactory improvement is achieved, reverse the rotation and try again, up to 1.1/2 (one and a half turns) in either direction from the starting point will be, on average, more than sufficient. Please note prior to making these adjustments, to remember where your location was before making these adjustments, otherwise your own programs will begin to suffer on loads.



- 01 AVOID Steer through an accelerating meteor shower, it's hairy! (CLOAD)
Written by Stephen Cousins (ESG)
- 02 CHASE Wipe out the robots in the maze before they wipe you out. ()LOG)
Donated from Australia
- 03 EVADE Kill the enemy in the maze, then find your own way out ()LOG)
Donated from Australia
- 04 FLITE Similar program to the TRS80 Flight Simulator for Sorcerer. ()LOG)
Written by Robert Lansdale (PORT FE)
- 5a LAZER Two player game of 2 spaceships in conflict with each other. (CLOAD)
- 5b LAZER Graphic characters for LAZER This would be good in M/L!!! ()LO)
Donated from Australia
- 06 ELIZA Logically speaking, have a conversation with a computer. (CLOAD)
Written by Dave Bristor
- 07 ZAP Can you steer the robots into the highly electrified pylons. (CLOAD)
Written by R.G.Ruh
- 08 BKOUT A new era for Breakout, utilizing the Sorcerer's graphics. (CLOAD)
Written by Ray Hannon
- 09 ROSE Creates a random selection of graphic designs to the screen. (CLOAD)
Written by Ken Jackman, et al.
- 10 QUANT This unique program is fast pixel manipulation at its best. ()LOG)
Writer unknown (Pity you say)
- 11a DUMAP An adventure game with graphics. Try to get the princess - ()LO)
- 11b KEYBD and find as much treasure as you possibly can, then return - ()LO)
- 11c DUNG2 to the surface with the princess and some treasure to win. (CLOAD)
Written by Paul Taylor (PORT FE)
- 12a DTASM Now transfer programs between 2 Sorcerers via the parallel - ()LO)
- 12b DTCOM port, this will explain how. (compl.) Documentation included. ()LO)
Written by Bob Stafford / David Woodberry

SIDE 3B

EUROPEAN SORCERER GEBRUIKERS GROUP

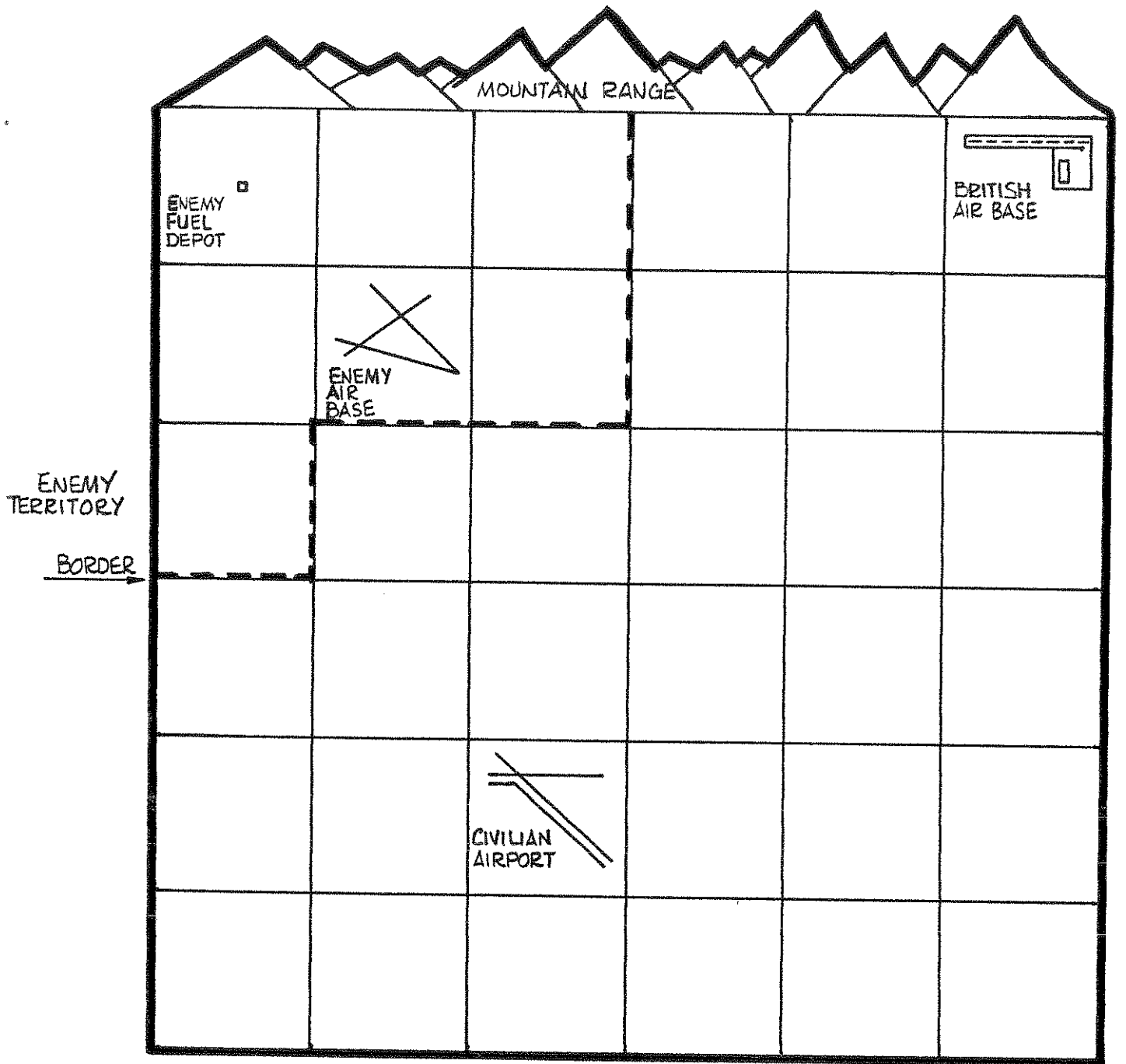
(ESGC Tape No.1 - 1982)

(Dutch to English version)

- 01 INFO Introduction to ESGC tape No.1 (CLOAD)
- 02 CONTS Contents of this tape No.1 (CLOAD)
- 03 INFO1 Information about program CRC ()LO)
- 04 CRC Tuning the tape-recorder (CLOAD)
- 05 INFO2 Information about program COPIE (CLOAD)
- 06 COPIE Program for copying tapes (CLOAD)
- 07 INFO3 Information about program LINK ()LO)
- 08 LINK Linking two programs (CLOAD)
- 09 INFO4 Information about program RENER (CLOAD)
- 10 RENER Renumber program (CLOAD)
- 11 INFO5 Information about program EDIT ()LO)
- 12 EDIT Basic line editor (CLOAD)
- 13 GRAPH Making graphic characters (CLOAD)
- 14 HISTA Making histo- or bar-diagrams (CLOAD)
- 15 CHRDS Making diagrams (CLOAD)
- 16 HELP Calculations for conversions (CLOAD)
- 17 NRNOT Conversion to other number notations (CLOAD)
- 18 DEHEB Conversion of number notations (CLOAD)
- 19 ENLAR Enlarging characters (CLOAD)
- 20 LITEP Light-paper (CLOAD)
- 21 LITPP Another light-paper program (CLOAD)
- 22 LOGTA Logarithm-table (CLOAD)

PRICE \$8.00 U.S. + \$1.50 Postage for each tape sold. Payable to the following:-
Sorcerer Users' Group (TORONTO) - by Cheque, Money Order, Visa & MasterCard.

(Card holders please supply expiry date and signature)



GRID PLAN



TRS80 - SORCERER - FLIGHT SIMULATOR (16K)

GEAR UP COARSE DATA BASE	REDUCE THROTTLE	DOWN ELEVATOR	INCREASE THROTTLE
GEAR DOWN FINE DATA BASE	LEFT RUDDER	CENTRE RUDDER	RIGHT RUDDER
FRONT VIEW		UP ELEVATOR	
BOTTOM VIEW	BRAKES		DROP BOMB

NUMERICAL
KEY PAD

W = Declare War.

RETURN = Simulated Reset.

SPACE BAR = Machine Gun Fire Button.

1. After take-off, press the GEAR UP key, which will switch to the COARSE DATA BASE.
2. Press GEAR DOWN for detailed FINE DATA BASE of British Air Base only.
3. To replenish supplies of fuel, ammunition and bombs, you must return to the British Air Base, land and taxi to the hanger, stop using the brakes, then take-off again.
4. After pressing "W" for WAR mode the goal is to knock out the ENEMY FUEL DEPOT, by using the RADAR screen format.
5. When approaching enemy fighters are spotted, turn towards them, press the FRONT VIEW (windshield display) key, stand by the space bar to fire when the IN RANGE command momentarily appears on the screen.

Gear PORT FE Members:

In light of your comments on transfer of data at high speed using the parallel port which appeared in Feb 1982 PORT FE, I thought you might be interested in the following which was developed by myself for use in connection with a program to enable transfer between two Sorcerers with dis-similar disk systems connected via the parallel port.

The program transfers data at a speed comparable with that achieved with PIP on a single machine. Note that the operation of these routines does not require any hardware modification to the Sorcerer. I am also including for your convenience a copy on tape of the transfer program (ASM file) which has been used successfully on a number of occasions. The program includes a CRC check routine and error control in the rx-tx direction which will allow the receiving program to be restarted on a new disk if it runs out of space. File specification is PIP type with ? and * specs allowed for multi-file transmission.

I am not a member of your group but I do have access to your newsletter by virtue of my position on the SCUA ommittee.

DOCUMENTATION ON CABLE FOR TRANSFER PROGRAMS

The parallel port is used on both the send and receive computers and these are connected by a 20 wire cable as follows:

Send Mahine Pin	Receive Machine Pin
1	8
25-2	4
3	9
4	25-2
5	13
6	24
7	12
8	1
9	3
10	16
11	18
12	7
13	5
16	10
17	22
18	11
19	23
22	17
23	19
24	6

NOTE: Pins 14,15,20,21 are not used at either end.

Pins 25 and 2 are commoned at either end and connected with a single cable to pin 4 of the other.

The connections are 'mirror-image' and may be read either way.

This routine is the parallel driver for the sending side:-

```
SENDIT: PUSH  AF
SNDT1:  IN    A,(0FEH)    ;check to see if receiver ready
        BIT   6,A
        JR    Z,SNDT1-5
        POP  AF
        OUT   (0FFH),A    ;send it.
        RET
```

```
;
;
```

This routine is the parallel driver for the receiving side:-

```
GETIT:  IN    A,(0FEH)    ;check to see if data available
        BIT   7,A
        JR    Z,GETIT-5
        IN    A,(0FFH)    ;get it
        PUSH AF
        XOR   A            ;this bit is the data accepted
        OUT   (0FFH),A    ;signal from the receiver to
        LD   A,080H      ;the sender
        OUT   (0FFH),A
        POP  AF
        RET
```

The sending side routine is capable of sending 8 bits in parallel (contents of A register) to the receiving side (contents of A register). Because of the nature of the connection it is only possible to send 7 bits of data in the reverse direction. This can typically be used for control information and would need additions to the simple drivers shown here. Note further that since the connection between the two machines is symmetrical either can act as sender and receiver.

NOTE: with the program DT.COM the receiving side program should be started before the sending side program to avoid initialization problems.

This feedback was submitted by David Woodberry of Australia.

PORT FE LIBRARY TAPE SIDE 1

NAME	FILE	BLCK	ADDR	GOADDRS
LIFE		0B00	0100	0100
QUEST	H	1F1C	0105	0000
CHECK	H	07AD	01D5	0000
USWAR	B	388A	01D5	0000
HANCM	B	19D9	01D5	0000
KINGD	B	0BD5	01D5	0000
RTREK	H	706B	01D5	0000
C		0100	FE00	0000
TREK	H	1856	01D5	0000

PORT FE LIBRARY TAPE SIDE 2

NAME	FILE	BLCK	ADDR	GOADDRS
LIZZD	H	0604	01D5	0000
ZROAD	B	04E6	01D5	0000
GETT		0090	0000	0000
WP8K	B	0A03	01D5	0000
AMB		0370	1010	1010
PUZZL	B	0DF3	01D5	0000
BLBOX	H	17CF	01D5	0000
INTRP		0302	0000	0000
CET		0110	0B10	0000
BRK3		01F0	0300	0000
ROCT		00D0	0300	0000
FGTR		0390	0300	0000
SCHN2		01D0	3000	0000
SNAKE	B	12CF	01D5	0000
LABY	H	11FC	01D5	0000
PLOT	B	011E	01D5	0000
SCOPE	H	0215	01D5	0000
BEDIT		0100	0000	0000
MAD	H	17BC	01D5	0000
HAMUR	B	0C84	01D5	0000
STRIN		0800	0100	0100
SUMER	B	38BD	01D5	0100
ROOT	H	0216	01D5	0100

