PORT FE

SORCERERS USERS' GROUP

(Toronto)

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SORCERER

Newsletter

The Toronto Sorcerer U
Group was founded in
Spring of 1979. a handf
willing and eager to l
members

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

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

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

AUGUST 1982

POLICY REGARDING PORT FE LIBRARY TAPES

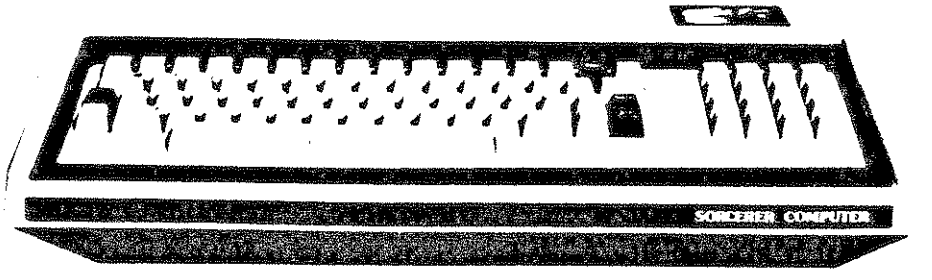
For the benefit of all our PORT FE Library Tape Users

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.



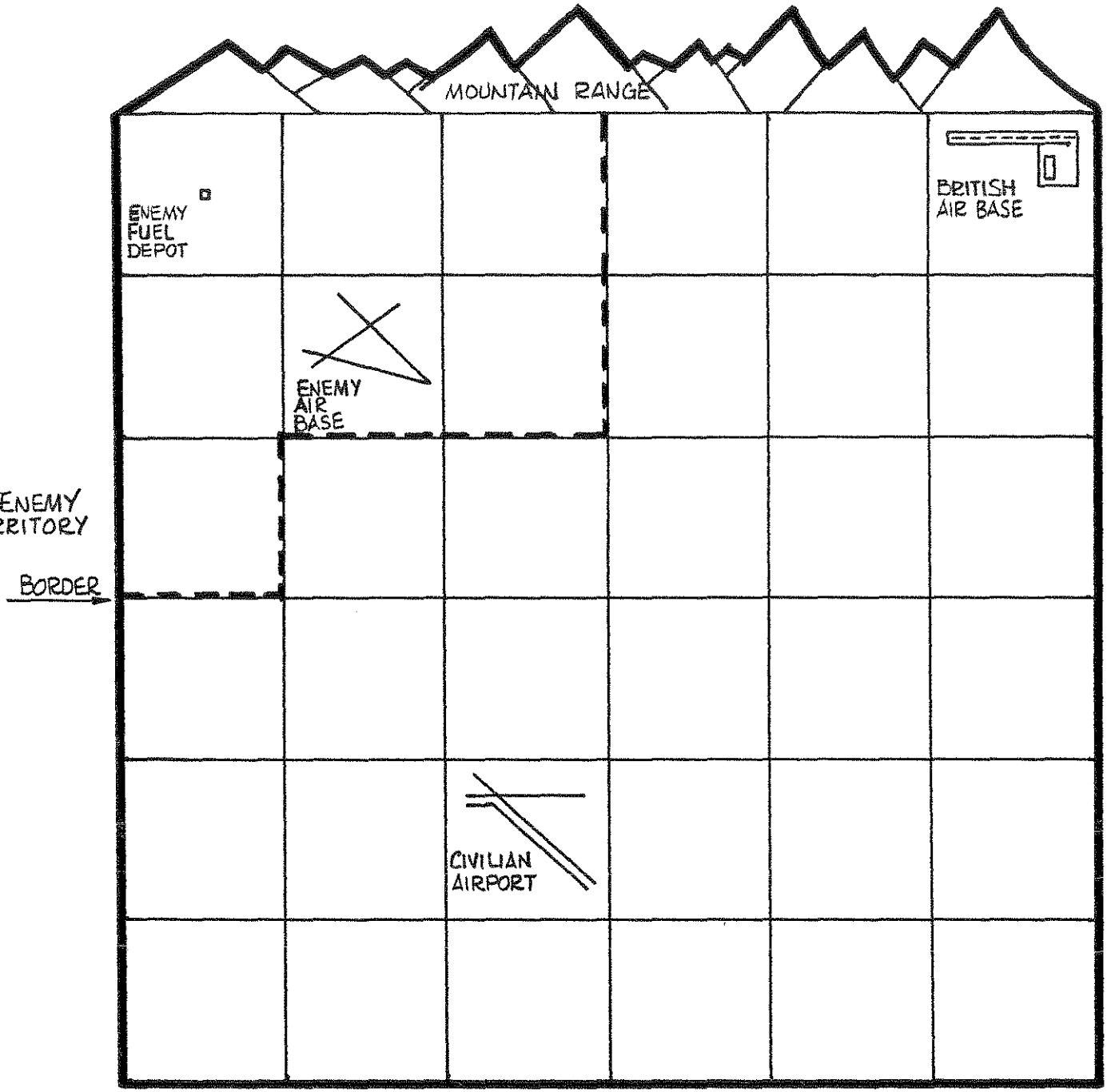
01	AVOID	Steer through an accelerating meteor shower, it's hairy!	(CLOAD)
		Written by Stephen Cousins (ESC)	
02	CHASE	Wipe out the robots in the maze before they wipe you out.	( )LOG)
		Donated from Australia	
03	EVADE	Kill the enemy in the maze, then find your own way out	( )LOG)
		Donated from Australia	
04	FLITE	Similar program to the TRS80 Flight Simulator for Sorcerer.	( )LOG)
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 Bannon	
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 GROEP (ESGG Tape No.1 - 1982)

(Dutch to English version)

01	INFO	Introduction to ESGG 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 RENBR	(CLOAD)
10	RENBR	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)


MOUNTAIN RANGE
ENEMY FUEL DEPOT
BRITISH AIR BASE
ENEMY AIR BASE
ENEMY TERRITORY
BORDER
CIVILIAN AIRPORT
N

GRID PLAN

TRS80 - SORCERER - FLIGHT SIMULATOR (16K)

NUMERICAL KEY PAD

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

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.

Dear 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 committee.

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 Machine 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-$
        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-$
        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	B	1F1C	01D5	0000
CHECK	B	07AD	01D5	0000
USWAR	B	388A	01D5	0000
HANGM	B	19D9	01D5	0000
KINGD	B	0BD5	01D5	0000
RTREK	B	706B	01D5	0000
G		0100	FE00	0000
TREK	B	1856	01D5	0000

PORT FE LIBRARY TAPE SIDE 2

NAME	FILE	BLCK	ADDR	GOADDRS
LIZZD	B	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	B	17CF	01D5	0000
INTRP		0302	0000	0000
GET		0110	0B10	0000
BRK3		01F0	0300	0000
ROOT		00D0	0300	0000
FGTR		0390	0300	0000
SCRN2		01D0	3000	0000
SNAKE	B	12CF	01D5	0000
LABY	B	11FC	01D5	0000
PLOT	B	011E	01D5	0000
SCOPE	B	0215	01D5	0000
BEDIT		0100	0000	0000
MAD	B	17BC	01D5	0000
HAMUR	B	0C84	01D5	0000
STRIN		0800	0100	0100
SUMER	B	38BD	01D5	0100
ROOT	B	0216	01D5	0100