OSI-TEMS

OSI Happenings

Ugo V. Re'
21 Beechwood Ave.
Metuchen, N.J. 08840

It's been a long time since I've written an article or attended the monthly
meeting.

Due to the move to my new job with American Bell Inc. and the work involved
in moving to a new house I haven't had too much time to devote to outside
activities.

I must apologize to our out of town members for the late delivery of OSItems.
Hopefully, in the future I will be able to attend the monthly meetings and
distribute the newsletter earlier.

I would like to share the following letter from Earl Morris with each member.

===

Dear Ugo,

   I was pleased to read your article in the Sept issue of Micro.
I guess I must retract my previous ststements about MICRO. They are not
accepting OSI related articles. Philip Daley, a new editor, is trying to
get Micro away from OSI articles. So spread the word around to get those
questionares back to Micro to demonstrate the size of OSI readership.
Micro seems to think OSI is now out of business.

                 Earl

===

Earl, and all members, have you sent in the Micro questionnaire that was
in the September issue?

Remember .a magazine can only publish OSI related articles that are submitted
by the public. However, if that is done and the editors don't publish them,
because they believe that no one is interested in OSI, then it behooves us to
write to Micro and other magazines and inform them that there is still a
large interest in OSI related articles and that OSI users are alive and
well.

P.O. Box 4341
Charleston, W.Va. 25304
September 27, 1982

Dear Mr. Re:

As you can tell from your membership lists, I am a member of OSUNY. I have enjoyed your articles published in the OSI Items along with the contributions of other members. About two weeks ago, I tried out the BBS using my OSI C4P Series II computer and my Radio Shack Modem I. It worked ok but I was getting two characters on my CRT each time I hit a key on the keyboard of my computer. I have been told that the problem is in my software modem program. The ~~porgr~~ program came with the OSI machine on a cassette. I do not have disc drive and I only have 8K of RAM which came with the computer.

Now I see from the lastest issue of Radio-Electronics(in their computer section) that OSI is stopping all the personal computers except the C4P MF.
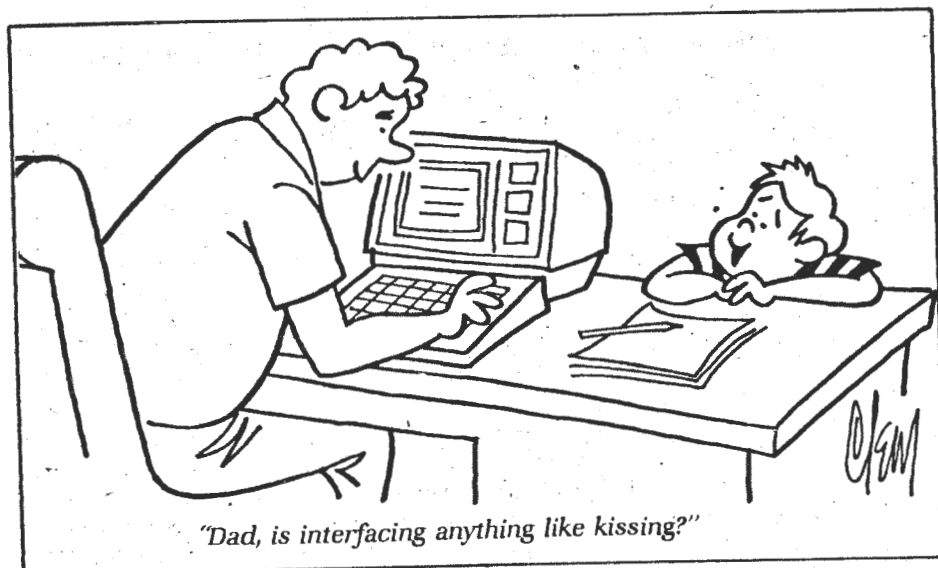
There are a couple of questions that I would like to ask and hope that you may be able to give me an answer to them.

1. Where can I get a ~~##~~ smart terminal program for my C4P Series II on cassette? How much RAM would it probably take? (I only have 8K).

2. Do you feel that it is advisable to add RAM to my computer in light of the changes that are coming with OSI and in light of all the new machines being made by other companies who seem to care a lot more about us little guys ~~###~~ out there? If I would want to add RAM to my machine, what would you suggest from the standpoint of how to do it. Is it expensive? Or would you go to disc and try to buy up what it would take to convert since most seem to be deserting OSI? I really still like the machine.

3. Have you seen many OSUNY members going to other makes?

4. If I wanted to get a word processor on cassette for my machine, how much RAM would I need to be able to run the program and be able to edit say, a 3 or 4 page letter?

If you can help me with any of the above, I will appreciate it very much. Enclosed is a self addressed stamped envelope for your reply. Thanks very much.

Thomas Hark
304-925-6651

The above letter from Thomas Hark is an example of a problem that many of our members must be faceing now that there are so many new systems on the market. Should a member expand an OSI system or take the money required and invest in a new system?

Has any member made such a decision? Would you please reply to this letter with what you did and why?

My comment to this letter would be that each OSI user must evaluate the cost and benifits of expanding your present system vs purchasing a new equivalent system. Does the new system have features that you want and are not avable for OSI or would cost more than you care to spend? It is usually less expensive to expand an existing system than purchase a new system.

The other thing that must enter into the decision is software costs. Do you have an extensive volume of programs? Can they be converted or must they be rewritten? Can you or do you want to write all of your programs or do you or can you purchase canned programs for the system? With OSI there aren't many canned programs.

The final decision to make is what to do with your system if you don't expand it? Can you sell it? Can you use it for a dedicated purpose (i.e. intellegent terminal, word processor, home security or energy management)?

It's not an easy decision to make when you have so much time and money invested in your system. It is a decision we all will make based on our own personel preferences.

Does any member have any coments that they would like to add?

"Dad, is interfacing anything like kissing?"

NOTE$ FROM THE NOTEBOOK
BY SHEL SACKS

AS MANY OF YOU COURAGEOUS ENOUGH TO PUNCH IN LAST MONTH'S HASTILY
PREPARED WP-SOON, IT "SORT-OF"WORKS; WELL, IN THIS MONTH'S FEATURE
PACKED ISSUE OF OSI-TEMS, WE HAVE TWO WORKING WP'S. IMMEDIATELY FOLLOW-
ING THE WP'S, YOU WILL FIND TWO VERSIONS OF JOHN KULA'S TAC MAN REVIEW.
THE FIRST IS PRINTED IN THE "TAPE" MODE, WITH NO LINE JUSTIFICATION
WHATEVER, AND WORDS END WHERE THEY WILL; THE SECOND USES THE "PRINTER"
MODE FOR OUTPUT, AND NO WORDS ARE BROKEN. THE PROBLEM VISIBLE ARISES
FROM THE PROGRAM'S USE OF PRINT STATEMENTS TO OUTPUT TO THE PRINTER.
ALTHOUGH THE TW IS SET AT 255, AFTER 255 CHARACTERS THERE IS AN AUTO-
MATIC LF/RETURN. NEXT MONTH I WILL CHANGE LINES 39240 AND 39920, TO USE
PEEK'S AND POKES TO THE OUTPUT PORT (61441?).
THERE'S ONLY ONE MAJOR PROBLEM WITH THE WP AS WRITTEN--THE LINE FEEDS
FOR INPUT ARE VERY!!! SLOW. THIS IS DONE AT LINE 20200 IN BASIC; WHAT IS
REALLY NEEDED IS A ML ROUTINE TO PUT THE TOP LINE ON THE SCREEN INTO RAM
AND TO UPDATE ITSELF. FIRST ONE TO DO SO (IT MUST START ENTERING DATA ON
ON PAGE $A , DUE TO OTHER FACTORS IN THE PROGRAM. I'VE JUST HAD NO LUCK
(AND MANY HOURS) ATTEMPTING TO WRITE ONE. A BIG KISS TO A ROUTINE THAT
EXACTLY(!!!) REPLACES LINE 20200.
A BRIEF DESCRIPTION OF THE PROGRAM:
30000 IS INITIAL VARIABLE VALUES. CU=CURSOR CHARACTER;MD=MEMORY ORIGIN
FOR INPUT OF SCREEN DATA;ME=CURRENT MEM LOCATION FOR ENTERING NEW DATA
(LINE 20200); A=1BECAUSE THIS VALUE IS USED SO OFTEN;L=LINE ON SCREEN#;P=
SCREEN#;LS=LINES PER PRINTER SHEET;CL=CHARACTERS PER PRINTER LINE;TW=VIDEO
TERMINAL WIDTH;LI=LINES OF DATA ON SCREEN;ST=FIRST POSITION FOR FIRST CHAR-
ACTER OF DATA;UL=FIRST POSITION AT UPPER LEFT OF SCREEN;LL=ACTUAL LINE
LENGTH(32FOR 1P. 64 FOR ALL OTHERS) SL=2LINES BELOW ST.
20200-20360 IS INPUT OF TOP LINE INTO RAM, AND UPDATE OF COUNTERS.
20400IS INITIALIZATION.
20500-20700IS ACTUAL INPUT TO SCREEN. INCLUDES RUBOUT ROUTINE. ESC KEY SENDS
TO 39000 FOR OUTPUT.
39000-39260 IS OUTPUT FOR PRINTER. AVOIDS BREAKS IN LINES. 39240 NEEDS
REPAIR.
39900-39920 IS FOR TAPE OUTPUT, A STRAIGHT MEMORY DUMP FROM MO TO 8K
39940RESETS VALUES,39960 RESTARTS PROGRAM AT BEGINNING

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                 A 1257 BYTE WP FOR 24x24 1P
                      by SHEL SACKS

20000 REM-WPsoon-COPYRIGHT 1982 SHEL SACKS. VER1P1
20100 GOSUB30000:FORI=1TO50:PRINT:NEXT:PRINT"LOADING
20120 FORI=MOTO8191:POKEI,32:NEXT:GOTO20400
20200 FORJ=0TOTW-A:ME=ME+A:Y=PEEK(UL+J):POKEME,Y:NEXT
20220 PRINT:IFP<2THENME=MO
20240 IFL/LI=INT(L/LI)THENL=0:P=P+A
20260 L=L+A:POKESL+7,INT(L/10)+48:POKESL+8,L-10*INT(L/10)+48
20280 POKESL+21,INT(P/10)+48:POKESL+22,P-10*INT(P/10)+48
20300 IFP<2THENME=MO
20340 IFP=7ANDL=15THEN39000
20360 RETURN
20400 FORI=0TO50:PRINT:NEXT:FORI=0TO23:READX:POKESL+I,X:NEXT:LN=LL-TW
20500 POKE11,0:POKE12,253:FORI=0TOTW-A
20560 POKEST+I,CU:X=USR(X):X=PEEK(531):II=I+LN
20600 IFI(0ANDX()127ANDII/LL=INT(II/LL)THENPOKEST+I,32:I=I+LN
20640 IFX=127THEN21000
20680 IFX=27THENPOKEST+I,32:GOTO39000
20700 POKEST+I,X:NEXT:GOSUB20200:GOTO20500
21000 POKEST+I,32:I=I-A:IF(I+A)/LL=INT((I+A)/LL)THENI=I-LN
21020 GOTO20560
30000 POKE15,255:CU=95:MO=2560:ME=MO:A=1:L=A:P=A:LS=55:CL=72
30020 TW=24:LI=24:ST=54085:UL=53317:LL=32:SL=ST+2*LL:RETURN
31000 DATA32,108,105,110,101,35,32,48,49,32,32,32,32
31020 DATA115,99,114,101,101,110,35,32,48,49,32
39000 POKEST+I,32:FORE=ATOLI+A:GOSUB20200:NEXT:PRINT"OUT OF RAM...
39020 INPUT"OUTPUT TO TAPE(1) OR PRINTER(2)";OU
39140 IFOU=1THEN39900
39160 INPUT"HIT 1 WHEN PRINTER READY";R:SAVE
39200 M=MO+A:FORE=ATO(ME-MO+99)/CL:FORF=CLTOASTEP-A
39220 IFPEEK(M+F)=32THENLE=F-A:F=A
39240 NEXTF:FORG=MTOM+LE:PRINTCHR$(PEEK(G));:NEXTG:M=M+LE+2:PRINT:NEXT
39260 PRINTCHR$(12):GOTO39940
39900 INPUT"HIT 1 WHEN RECORDER READY,";R:SAVE
39920 FORK=MOTO8192:PRINTCHR$(PEEK(K));:NEXTK:
39940 POKE517,0:FORI=ATO10:PRINT:NEXT:RESTORE
39960 INPUT"OUTPUT FINISHED. HIT 1 TO CONTINUE OUTPUT";R:GOTO20100
OK
```

A 1257 BYTE WP FOR 24x24 1P
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```
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20200 FORJ=0TOTW-A:ME=ME+A:Y=PEEK(UL+J):POKEME,Y:NEXT
20220 PRINT:IFP<2THENME=MO
20240 IFL/LI=INT(L/LI)THENL=0:P=P+A
20260 L=L+A:POKESL+7,INT(L/10)+48:POKESL+8,L-10*INT(L/10)+48
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20640 IFX=127THEN21000
20680 IFX=27THENPOKEST+I,32:GOTO39200
20700 POKEST+I,X:NEXT:GOSUB20200:GOTO20500
21000 POKEST+I,32:I=I-A:IF(I+A)/LL=INT((I+A)/LL)THENI=I-LN
21020 GOTO20560
30000 POKE15,255:CU=95:MO=2560:ME=MO:A=1:L=A:P=A:LS=55:CL=72
30020 TW=24:LI=24:ST=54085:UL=53317:LL=32:SL=ST+2*LL:RETURN
31000 DATA32,108,105,110,101,35,32,48,49,32,32,32,32
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39960 INPUT"OUTPUT FINISHED. HIT 1 TO CONTINUE OUTPUT";R:GOTO20100
OK
```

A REVIEW OF TAC MAN by JOHN KULA.

        TAC MAN IS A PAC-MAN VARIATION PUBLISHED BY SWANY'S OSI SOFTWARE, 2652 37TH
ST WEST, SEATTLE WA. 98199 FOR 8K 1P'S AT $9.95.
        IT IS AN AMAZINGLY FAITHFUL REPLICATION OF THE UBIQUITOUS MAN-OF-THE-YEAR.
  BECAUSE IT'S IN basic IT is A BIT SLOW AND CERTAIN COMPROMISES WERE REQUIRED. F
OR EXAMPLE, THERE IS ONLY ONE GHOST OUT TO GET YOU (INSTEAD OF 4); BUT THE HUNTE
R-KILLER ALGORY
THM IS VERY EFFECTIVE. LET'S REORT ON IT METHODICALLY.
        THE MAZE IS NOT IDENTICAL, BUT HAS CAPTURED THE FLAVOUR OF THE ORIGINAL, AS
 WELL AS SOME OF THE IDIOSYNCRACIES. THERE ARE DOTS TO BE EATEN, AS WELL AS FOU
R ENERGY PILLS (WITH SIMILAR EFFECTS TO THE ORIGINAL). AND PERIODICALLY A HEART
APPEARS WHERE T
HE ORIGINAL HAS FRUIT, ALTHOUGH THE BONUS POINTS ARE RANDOM AND VARY CONSIDERABL
Y.
        ONCE YOU FEEL AS THOUGH YOU'VE CLEARED AS MUCH OF THE SCREEN AS YOU WANT, O
R JUST NEED A REST, GET YOURSELF INTO HOME BASE IN THE CENTRE; EVERYTHING STOPS
WHILE THE REMAINING DOTS ARE COUNTED (THESE BECOME PENALTY POINTS TO BE DEDUCTED
 FROM YOU FINAL
 SCORE), AND YOU PROGRESS UP ONE LEVEL.
        AS I SAID, THERE'S ONLY ONE MONSTER, BUT IT HOMES CUNNINGLY. TO "MAKE UP"
FOR THE LACK OF PURSUIT, A LITTLE MAN PERIODICALLY APPEARS AT RANDOM AND REPLACE
S AN UNEATEN DOT. IF YOU DON'T GET TO HIM FAST ENOUGH (NOW YOU BEGIN TO UNDERST
AND THE IMPLICA
TIONS OF "LEVELS") HE TURNS INTO A BARRICADE WHICH YOU CAN'T GET THROUGH, BUT TH
E MONSTER CAN. THE BIGGEST PROBLEM IS THAT THE LITTLE MAN IS VERY HARD TO NOTIC
E AT FIRST, SO IT IS NECESSARY TO BE ETERNALLY VIGILANT. EVENTUALLY THE BARRICA
DES MAKE IT VER
Y TRICKY TO GET AROUND, EVEN IN SLOW MOTION.
        GIVE IT IT'S DUE... IT'S NO that SLOW! ALTHOUGH THE MONSTER'S SPEED IS NO
DIFFERENT THAN TAC MAN'S, THE MONSTER IS MUCH MORE ADEPT AT GETTING AROUND CORNE
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summary: A GOOD INTERPRETATION OF WHAT IS BECOMING AN OLD CLASSIC. DEFINITELY A
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        BY ALL MEANS, BUY IT

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     ONCE YOU FEEL AS THOUGH YOU'VE CLEARED AS MUCH OF
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     BY ALL MEANS, BUY

48 Character Video for CEGMON

By Mike Cohen

This program will copy the CEGMON video driver into RAM and
modify it to take advantage of the 48 character video mode of a
C1P Series II. With this simple fix, however, the full screen
editor will not work properly. To return to normal video, poke the
original values back into 546-550 and POKE 55555,0.

```
10 REM VIDEO SWITCH
20 M=PEEK(134)-1:POKE134,M:CLEAR:P=PEEK(134)
30 V=63488:W=P*256:PRINT"LOADING...":FORI=0TO255
40 X=PEEK(V+I):POKEW+I,X:NEXTI
50 READX:IFX=999THEN100
60 IFX<0THENA=W+(-X):GOTO50
70 IFX=0THENPOKEA,P:A=A+1:GOTO50
80 POKEA,X:A=A+1:GOTO50
100 FORI=1TO5:READX:POKE545+I,X:NEXTI
110 POKE538,234:POKE539,P
115 POKE55555,1
120 PRINTCHR$(26);CHR$(12);" Video Driver Ready."
125 PRINT"POKE 538, 234: POKE 539,";P
130 END
135 DATA -25,64,-153,227,0
140 DATA -164,32,227,0
150 DATA -176,32,227,0
160 DATA -181,32,227,0
170 DATA -216,76,216,248
180 DATA -224,76,224,248
190 DATA -227,24,169,64,76,241,253
195 DATA -234,32,54,0,76,158,255
200 DATA 999
210 DATA 47 :REM SCREEN WIDTH
220 DATA 139,208 :REM TOP OF SCREEN
230 DATA 139,211 :REM BOTTOM OF SCREEN
```