

5-28-79

BOB -

A FEW QUESTIONS -

HAS ANYONE COME UP WITH A WAY
TO CHANGE A "LINE" IN A RUNNING PROGRAM,
FOR THE GAME "SIMON" IF YOU COULD
LOAD IT FOR 1 OR 2 PLAYERS AND SOME HOW
CHANGE LINE 120 SO 2 PEOPLE CAN PLAY.

MY CHECKERS GAME CHEATS - IT
WONT REMOVE MEN THAT HAVE BEEN JUMPED
AND I HAVEN'T BEEN ABLE TO COMPLETE A GAME
WITHOUT THE "SORRY" STATEMENT COMING UP.

✓ CALL 6639 BRINGS UP GUNFIGHT (1 GAME)
ON MY MACH.

THE PROGRAM "CLOCK" -

LINE 90 HAD TO BE CHANGE TO I=170138
TO SLOW IT DOWN ?? WHY ?? AND WHERE
DOSE THE AM + PM COME FROM ?

COULD THE DIFFERENCE IN ALL THE
MACH. HAVE ANYTHING TO DO WITH -
CONVERTING HEX TO DECIMAL,
BINARY OUTPUT \ HEX MEMORY LOCATION

SOME FRIENDS OF MINE GAVE ME 2
GAMES "STARTRUCK & WOMPUS" BOTH
HAVE READ & DATA STATEMENTS
CAN WE SOME HOW GET AROUND THESE.

YOU ARE DOING ONE HELL OF A JOB,
I HAVE LEARNED MORE ABOUT COMPUTERS
THAN I THOUGHT I EVER WOULD -

THANKS

R M Munten

Thank for your letter of 5/28 with some WOT questions:

Martin

The only thing I know of to change a line is to stop the program with HALT, change the line, and put a GOTO to a suitable line number.

BUT ...

On checks, there is an error in line 120: change $((S+R)+2)$ to $((S+R)\div 2)$

CALL 6639 works for me too. One more to add to the list

CLOCK - line 90 uses ~~the~~ ^{an} internal counter. If the counter is your

some increment of machine goes faster/slower than Cousins', then the increment has to be

'adjusted'. ~~It's not really a clock, but he is using it as one. It's speed~~

~~The counter is~~ This is probably due to tolerances in the parts.

is controlled by an LC circuit instead of a quartz — probably

Regarding the AM and PM, ~~revis~~ ^{the} TV sound (p. 16)

Check line 210 for TV. From 190 you see that $A = \phi$. In 200 $A = A + 65$ or $A = 65$. Therefore

in 210 $TU = 65$; $TU = 77$. From p. 16 you see that 065 equals A &

077 equals M.

For the P, back up to 180 where $A = 15$ then the IF statement of

190 does not operate and 200 says $A = A + 65$ or $A = 80$ and in 210

$TU = 80$ or $080 = P$ from the table on p. 16.



80
65
15

READ and DATA statements generally allow you to ~~put~~ enter data in a wholesale way - one line can have a lot of DATA items. In the Tj BASIC, you have to enter each item by itself. That is,

→ Tj BASIC says you have to enter $A=5; B=10; C=32; E=481, \text{ etc.}$

where the bigger Basic may say `10 READ A, B, C, E`

`50 DATA 5, 10, 32, 481` and it

automatically puts 5 into A, 10 into B, etc.

Tj BASIC does not allow the use of the ~~code~~ $R+D$, found in the bigger BASICs, but ~~does~~ you can perform the same feat at a slow rate.

In the bigger units,

READ and DATA statements do not work in TYPED BASIC. They allow the user to save bytes ^{when} inputting data. Where the bigger units are 10 READ A, B, C
20 DATA 10, 4, 32

the TYPED BASIC requires you to A=10, B=4, C=32 etc.