

The
Schwenk
OK


Jim Unroe
#1 Fourth St.
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Arcadians
% Bob Fabris
3626 Morrie Dr.
San Jose, CA 95127

Bob,

I recently received my Arcade and accessories from Schwenk Enterprises. I thought you might like to hear a little bit about my experiences. It is a model BPA-1100, serial #5542. I originally ordered from JS&A but got tired of waiting and asked for my money back. Ron had my Arcade here in less than two weeks and my Basic was soon to follow. That's when the fun really started for me (the wife and kids have a lot of fun with the games and I guess I do too but I really got it for the computer). The only problem is that the display will go wild and the game or basic program is messed up and the only remedy I have found is turning off the Arcade and then turning it back on a couple of times and ^{then} it seems to clear up after the unit warms up. Last Friday

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(December 22) my cassette interface finally arrived and now I can relax a little more when I write long programs into memory for the first time. It seems that sometimes when I want to press  I inadvertently press RESET and all is lost. Now after I input 20 or 30 statements I tape them and then I can either ~~press~~ RESET or just continue where I left off. The taped portion of the program can be :input'ed later without bothering any later statements. Also something that's not spelled out in the interface literature but happens on the tape they supply is that after the tape loads it automatically executes the program just:input'ed. After :list'ing the tape on the screen and examining the last statements of the tape nothing was discovered so I tried my own experimenting. I was surprised I figured it out so fast. All you have to do is after the program is completely recorded press :return but don't press go yet. Press ; GOTO 10* (* the first line of the program) but that's not all! You can add any number of commands on the tape before the ;goto such ;NT=0; FC=?; BC=8 etc. and the note time will be changed and/or the background or foreground colors will be changed and the program will be immediately executed at the end of the :input. All I have to remember to do is

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turn of the tape recorder. Also something I want to work on if I get time is to hook up fire sensors and door/window switches to the pistol grip ports. The way I figure it I can hook up to 3 strings of series switches to the 2 ports so if there is a fire the Arcade can awaken us using the music synthesiser and flash on the screen the Fire Dept Phone Number so we don't have to waste time looking for it. Also if a door or window is opened it would alert us tell us which area is being disturbed and display the police phone number. Also if I can set up a resistance that varies with temperature I could use one port to read indoor temp. and the other for outdoor or use one port with a photo cell to let it tell me if it is dark or not outside. Well that's all I've got to say for now. Keep the good information coming Bob.

Sincerely,

Jim