

# THE TARGET

March/April 1980

-- an AIM65 newsletter

## HERE, THERE and EVERYWHERE

Users of the Aim 65 are continuing to snowball support. One area is Rockwell's soon to be released newsletter for the Aim 65. The newsletter will cost only \$5.00 and provide low cost support. Target will continue as an independent newsletter so Aim users should really be happy. In addition a new magazine is being formed to support Single Board Computers based on the 6502. The first issue of Compute II will be available shortly.

Hudson Digital Electronics and RNB Enterprises have announced floppy disk interfaces for the Aim. RNB is 8 inch while HDE may be either 8 or 5 $\frac{1}{4}$  inch. Cyberdyne has cassette software (see this issue). Hopefully this is just the tip of the iceberg to come.

Scitronics Inc and Connecticut Micro-Computer have or will have shortly controllers that interface with the AC control modules sold by Radio Shack, etc. These controllers and the remote modules combined with your computer allow remote operation of lights, appliances or whatever is connected to normal house wiring.

No discrete wiring is required between the computer and the remote location. All communication is over the house wiring. Even if you move the remote module it will still respond in its new location. One remote module (lamp) will turn a light off or on and may be used to control the brightness. Since these modules require a minimum of wiring a user can eliminate costly house rewiring and if you move they can go with you. This idea of remote control is not new but to have the remotes available through Radio Shack or Sears is.

## GRAPEVINE

The grapevine has some changes to zero page usage in Basic. Ø6= A delimit character, Ø7=another delimiting char, Ø8=a general counter, ØF=for determining sign of tangent, 11=position of terminal carriage, 96=pointer used in function selection, 98=pointer to a string descriptor.

Pyramid Data Systems has a cassette based operating system in the works. Thanks grapevine!!

Ron Riley has labels for Short Cut so if you would like to have a set, send a business size SASE and \$1.00 to Ron.

Have you had any problems with your Aim that you were able to fix? Why not share your answers with the rest of us! Along the same lines, would you like to be a Good Guy and offer your services to others? Just send your name and your field of expertise and we'll put out the word.

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# Short Cut-AUTONumber

Steve Sliber  
5815 Southminster  
Houston, TX 77035

This modified version of Don Clem's original Short Cut program provides for automatic line numbering in addition to automatic typing of the longer Basic statements. The first table at \$1DD0 to \$1E5D is the ASCII strings for the various Basic statements. The main difference is the addition of a five byte line number string at M1 (\$1E0E) following the carriage return.

Table two at \$1E5E to \$1E77 is just the vectors to table one, in order to be indexed by the ASCII control codes \$01-\$1B.

The main program at \$1E78 to \$1EFO operates in a manner essentially identical to the original program. The only significant difference is that after a control Z a second character is input and decoded. Control O toggles the auto-line number ON/OFF, control R resets the line number and increment, and on my system control L is echoed to provide a form feed to the line printer. Any other input results in a control Z being sent back to clear the user input function. Additional code could be added here to provide additional functions that may be desired to customize the system further.

At \$1EF1 to \$1F17 is the toggle routine. The autonumber function is disabled at two points: a zero is stored at M1 to inhibit the printing of line numbers, and the ONFLG is reset to inhibit incrementing line numbers.

The reset routine at \$1F18 to \$1F7F uses the GET routine at \$1F51 to input a new starting line number and increment. Up to five ASCII characters may be input and right justified. No testing is done to verify the legality of the input. A space or carriage return will terminate the input and cause the input data to be right justified.

Copyright © 1980 Donald Clem Jr.

.....  
6502 Assembly Language Programming by  
Lance A. Leventhal from Osborne/McGraw-  
Hill. \$12.50 plus \$1.00 handling (non-  
US or CAN-\$4.00) C/O Donald Clem

PASS 1

PASS 2

-----  
SHORT CUT

```

==0000
;THIS IS A MODIFICATION OF DON CLEM'S SHORT CUT
;PROGRAM THAT PROVIDES FOR AUTO LINE NUMBERING
;MODIFIED BY STEVE SILBER, HOUSTON, TEXAS
; JANUARY 1, 1980
;
;CONTROL Z(↑Z) IS USED AS A PREFIX FOR
; CONTROL FUNCTIONS:
;   ↑Z-↑O -TOGGLE AUTO LINE NUMBER ON/OFF
;   -↑R -RESET FIRST NUMBER & INCREMENT
;   -↑Z -EXIT SHORT CUT
;   -ANY OTHER IS ECHOED
;

```

-----  
MONITOR EQUATES

```

==0000 ON=$E6FA
==0000 OFF=$E6F1
==0000 GETCH=$F683
==0000 OUTPUT=$E97A
==0000 RDRUB=$E95F
==0000 CLR=$EB44

```

```

;
;USER INPUT LINKAGE
;
==0000

```

```

*=$100
==0100
781E .WORD INPUT
;

```

```

;FIRST THE DATA TABLES
;
==010A

```

```

*=$1DD0
==1DD0 A1
4153 .BYTE 'ASC$',00
00
==1DD5 B
52554E .BYTE 'RUN$',00
00
==1DD9 C
434F .BYTE 'CONT$',00
00
==1DDE D
4441 .BYTE 'DATA$',00
00
==1DE3 E

```

```

454E44 .BYTE 'END$',00
00
==1DE7 F
464F52 .BYTE 'FOR$',00
00

```

```

==1DEB G
474F .BYTE 'GOTO$',00
00
==1DF0 H
4C45 .BYTE 'LEFT$',00
00

```

```

==1DF7 I
494E .BYTE 'INPUT$',00
00
==1DFD J
5245 .BYTE 'READ$',00
00

```

```

==1E02 K
4348 .BYTE 'CHR$',00
00

```

```

==1E08 L
4C49 .BYTE 'LIST$',00
00
==1E80 M
00 .BYTE $0D
==1E8E M1
3030 .BYTE '00100$',00
00
==1E14 N
4E45 .BYTE 'NEXT$',00
00
==1E19 O
504F .BYTE 'POKE$',00
00
==1E1E P1
5045 .BYTE 'PEEK$',00
00
==1E24 Q
5249 .BYTE 'RIGHT$',00
00
==1E2C R
5245 .BYTE 'RETURN$',00
00
==1E33 S1
5354 .BYTE 'STR$',00
00
==1E39 T
5448 .BYTE 'THEN$',00
00
==1E3E U
5553 .BYTE 'USR$',00
00
==1E43 U
5641 .BYTE 'VAL$',00
00
==1E48 W
4D49 .BYTE 'MID$',00
00
==1E4E X1
5245 .BYTE 'RESTORE$',00

```

```

00
==1E56 Y1
474F .BYTE 'GOSUB',00
00
==1E5C Z
1A .BYTE #1A,00
00
:
:
==1E5E TAB2
00 .BYTE 00
05 .BYTE B-A1,C-A1,D-A1,E-A1,F-A1,G-A1,H-A1,I-A1,J-A1
09
0E
13
17
1B
20
27
30
32 .BYTE K-A1,L-A1,M-A1,N-A1,O-A1,P1-A1,Q-A1,R-A1,S1-A1
38
3D
44
49
4E
==1E6E
54
5C
63
69 .BYTE T-A1,U-A1,V-A1,W-A1,X1-A1,Y1-A1,Z-A1
6E
73
78
7E
86
8C
:
:

```

CONTINUED

```

0000 48 PHA
0001 A9 LDA #40
0003 8D STA A00B
0006 A9 LDA #00
0008 8D STA A004
000B A9 LDA #F0
000D 8D STA A005
0010 2C BIT A00D
0013 50 BVC 0010
0015 68 PLA
0016 4C JMP EF05
0019 EA NOP
001A 48 PHA
001B A9 LDA #00
001D 8D STA A406
0020 8D STA A407
0023 68 PLA
0024 60 RTS
0025 A9 LDA #05
0027 8D STA A406
002A A9 LDA #EF
002C 8D STA A407
002F 60 RTS

(K)*=10C
/03
010C 4C JMP 001A
010F 4C JMP 0025
0112 4C JMP 0025

```

## Slow Display

SLOW

Steve Bresson  
1302 Strawberry Lane  
Hanover, MD 21076

This program slows down the rate at which characters are displayed on the Aim-65 display. This is done through the display link vector. It is changed so that a new subroutine is executed each time a character is output to the display.

This subroutine produces a delay before jumping to \$EF05, which is the default value in DILINK. This subroutine uses the T1 timer in the user VIA. It does not affect the printer operation, and is not itself affected by a reset.

The F1 key is used to change the DILINK so that "SLOW is used. F2 changes it back to the default value.

The subroutines are located at \$0000-002F. To see it in action, load it. Then disassemble memory from \$F000. Goes sort of fast, right? Now hit F1 and again disassemble memory. The change is noticeable. The amount of delay is determined by the data loaded at \$06 and \$0B.

This may look trivial at first, but wait till you are trying to trace a long program that doesn't work, and you don't want to use the printer to slow the display down.

Note: Lest you find that I am wasteful, because the VIA is set up each time through, try moving the setup portion over to the F1 subroutine, so that it is only set up once. Put a load \$A004 to clear the interrupt each time through. Works fine!! Now hit reset.

-----  
 MAIN PROGRAM

```

==1E78 INPUT
98 TYA
48 PHA
B003 BCS GET
68 PLA
;NO INITIALIZATION
A8 TAY
60 RTS
;
;FIRST TEST IF DONE WITH LAST INPUT
==1E7F GET
A0B01F LDA NEXT
F01C BEQ IN
A0AB1F LDY HLDY
C8 INY
==1E88 OUTLP
C8 INY
B9D01D LDA A1,Y

8DB01F STA NEXT
88 DEY
80AB1F STY HLDY
B9D01D LDA A1,Y
==1E96 OUT
8DAC1F STA HOLDA
68 PLA
A8 TAY
ADAC1F LDA HOLDA
38 SEC
60 RTS
;
;
;INPUT NEW DATA
==1EA0 IN
ADAE1F LDA ENFLG
2DAF1F AND ONFLG
C90D CMP ##0D
D01A BNE IN1
;
;IF END FLAG(ENFLG) AND ON FLAG (ONFLG) ARE SET, THEN
;INCREMENT LINE NUMBER
A900 LDA #0
8DAE1F STA ENFLG
;RESET FLG
A004 LDY #4
==1EB1
18 CLC
==1EB2 ADDLP
B9A51F LDA INCR,Y
790E1E ADC M1,Y
C93A CMP ##3A
9002 BCC SKIP
E90A SBC #10
==1EBE SKIP
990E1E STA M1,Y
88 DEY
10EE BPL ADDLP
==1EC4 IN1
2083FE JSR GETCH
C91B CMP ##1B
B0CB BCS OUT
C90D CMP ##0D
D005 BNE ELSE
8DAE1F STA ENFLG
F015 BEQ IN2
==1ED4
;
;IF <CR> THEN SET ENFLG
;IF ↑Z THEN TEST IF CONTROL FUNCTION
;
==1ED4 ELSE
C91A CMP ##1A
D011 BNE IN2
2083FE JSR GETCH
C90F CMP ##0F
F012 BEQ TOGGLE
C912 CMP ##12
F035 BEQ RESET
C90C CMP ##0C

```

```

==1EE5
F0AF BEQ OUT
A91A LDA ##1A
==1EE9 IN2
A8 TAY
B95D1E LDA TAB2-1,Y
A8 TAY
40881E JMP OUTLP
;
;END OF MAIN LOOP
;EXPANSION POSSIBLE BEFORE IN2 TO DECODE OTHER CNTL FCNS
;
==1EF1 TOGGLE
AD0E1E LDA M1
F010 BEQ ON1
8DAD1F STA FIRST
;SAVE FIRST DIGIT AND REPLACE W/0
20F1E6 JSR OFF
A900 LDA #0
8DAF1F STA ONFLG
==1F01
8D0E1E STA M1
F090 BEQ OUT
;
;TURN BACK ON
;
==1F06 ON1
ADAD1F LDA FIRST
8D0E1E STA M1
A90D LDA ##0D
8DAF1F STA ONFLG
20FAE6 JSR ON
A900 LDA #0
==1F16
F3EC BEQ ON1-2
;
;RESET LINE # & INCREMENT
;
==1F18 RESET
8EAA1F STX HLDX
A200 LDX #0
20001F JSR MPRINT
20511F JSR GET2
A004 LDY #4
==1F25 MOULP
B9A51F LDA INCR,Y
990E1E STA M1,Y
88 DEY
10F7 BPL MOULP
A20B LDX #MES2-MES1
20001F JSR MPRINT
20511F JSR GET2
==1F36
A004 LDY #4
==1F38 DECLP
38 SEC
B9A51F LDA INCR,Y
E930 SBC ##30
99A51F STA INCR,Y

```

.....

Time to Renew- The mailing label contains the last issue that you will receive. If no date appears you have at least two issues left. This is the only method that is used to determine if your subscription is running out.

The Target- an Aim 65 newsletter is published bimonthly with an annual subscription rate of \$5.00 in the US and CAN. \$12.00 elsewhere(US Funds). First Class and Air Mail respectively. Contact Donald Clem RR#2 Spencerville, OH 45887.

```

88      DEY
10F4    BPL DECLP
ADAA1F  LDA HLDX
A90D    LDA #00
==1F49
8DAF1F  STA ONFLG
A900    LDA #0
4C961E  JMP OUT
;
;GET2 INPUTS UP TO 5 CHAR. INTO INCR BUFFER
;AND ALLOWS FOR DEL. IT WILL RIGHT JUSTIFY LESS THAN 5 CHAR
;
==1F51  GET2
A000    LDY #0
==1F53  GETLP
205FE9  JSR RDRUB
C90D    CMP #00
F00E    BEQ EXIT
C920    CMP #20
F00A    BEQ EXIT
99A51F  STA INCR.Y
C8      INY
C005    CPY #05
==1F64
D0ED    BNE GETLP
F015    BEQ CLEAR
==1F68  EXIT
88      DEY
A204    LDX #4
==1F68  SHFLP
89A51F  LDA INCR.Y
9DA51F  STA INCR.X
CA      DEX
88      DEY
10F6    BPL SHFLP
A930    LDA #30
==1F77  FILLP
9DA51F  STA INCR.X
CA      DEX
10FA    BPL FILLP
==1F7D  CLEAR
4C44EB  JMP CLR
;
;SIMPLE MESSAGE PRINTER
==1F80  MPRINT
BD901F  LDA MES1.X
3006    BMI EX
207AE9  JSR OUTPUT
E8      INX
D0F5    BNE MPRINT
==1F8B  EX
297F    AND #7F
4C7AE9  JMP OUTPUT
;
==1F90  MES1
4649    .BYTE 'FIRST LINE',#A0
A0
==1F9B  MES2
494E    .BYTE 'INCREMENT',#A0

A0
==1FAS  INCR
00      .BYTE 0,0,0,1,0
00
00
01
00
==1FAA  HLDX
      ***+1
==1FAB  HDY
      ***+1
==1FAC  HOLDA
      ***+1
==1FAD  FIRST
30      .BYTE #30
==1FAE  ENFLG
00      .BYTE 0
==1FAF  ONFLG
00      .BYTE #00
==1FB0  NEXT
00      .BYTE 0
      .END
      ERRORS= 0000

00035

```

# 6502 BOOKS

If you are in need of a book on programming the 6502 here is a partial listing.

- 6502 Assembly Language Programming  
Osborne/McGraw-Hill \$12.50
- 6502 Games  
Sybex \$12.95
- 6502 Programming and Interfacing the,  
Sam's \$13.95
- 6502 Software Design  
Sam's \$10.50
- 6502 Programming the,  
Sybex \$12.95
- 6502 Applications Book  
Sybex \$12.95
- Microprocessor Systems Engineering  
Matrix \$16.00
- 6502 Software Cookbook  
Scelbi \$10.95

Shipping and handling are approximately \$1.50 (UPS) for domestic and \$4.00 for foreign.

Osborne/McGraw-Hill  
630 Bancroft Way  
Berkeley, CA 94710

Sybex  
2344 Sixth St.  
Berkeley, CA 94710

Howard W. Sams & Co, Inc  
4300 West 62nd St.  
PO Box 7092  
Indianapolis, IND 46206

Matrix Publishers, Inc  
207 Kenyon Rd.  
Champaign, IL 61820

Scelbi Publications  
20 Hurlbut St.  
Elmwood, CT 06110

MAR/APR

TARGET

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# Assembler

Michael R. Corder  
Vice President  
Compas Microsystems  
224 S.E. 16th Street  
Ames, IA 50010

In the Jan/Feb 1980 issue a reader was interested in a comparison of the AIM and ARESKO assemblers. Since our company was indirectly responsible for both these products, I thought I would respond.

We started working with MOS/Technology as a software support group in Jan. 1975 when the 6502 was still a dream. One of the products we produced for them was the software for their MDT 650 development system. This was a very fine, two processor system which never saw wide acceptance due to financial problems at MOS/Technology which are commonly known. Incidentally, the MDT hardware was produced by COM LOG in Phoenix. The MDT assembler served as the basis for the ARESKO product.

When it became evident that the MDT was going nowhere, we started development of a simpler system. Rockwell then became another source of the 6500 and was looking for a development system. We eventually licensed them to build our system which they sell under the name SYSTEM 65. The SYSTEM 65 features an improved version of the MDT assembler. The SYSTEM 65 software was used as the basis as the AIM. Users who have had a chance to use both the AIM and SYSTEM 65 will note that they are identical from a command standpoint. The SYSTEM 65 assembler requires about 5.25K of memory. ROCKWELL took this product and squeezed it into 4K so it would fit into a single ROM. In doing so, they had to reduce its functionality as well as alter its output format to fit the 20 column AIM printer. The other major differences are that most of the .OPT options no longer exist and the sorted symbol table is not printed. Hence, the major difference most users will notice is in the listing format.

To continue our history lesson one step further. Our firm took the basic mini-floppy disk controller design and software from the SYSTEM 65 and turned it into the DAIM disk system for the AIM. We also took the assembler and turned it into A/65.

A/65 is designed to be loaded from disk into RAM and has all the features of the SYSTEM 65 assembler. Thus it is designed

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TARGET

# Kim-4

George Sellers  
1033 Bishop Walsh Rd  
Cumberland, MD 21502

I have just finished adding a Kim-4 motherboard and 8K of RAM from Hudson Digital Electronics, Inc. (HDE-DM816-M8). I bought my Kim-4 and the 8K memory board from Falk-Baker Associates. One week delivery from the time I mailed my order.

The Kim-4 has to be modified somewhat and the Rockwell document No R6500N11 which covers this interfacing is incorrect in several spots.

The corrections which were found by Vern Wolodkin are: on page 1 figure 2 add "cut these two traces" to two traces at top between U7 and U8. On page 2 in paragraph 1 add "cut the two traces on the top end between U8 and U7". These traces connect; U7-1 to Expansion Module Connector Pin J (AB6) and U7-4 to Expansion Module Connector Pin H (AB5).

In paragraph "2." reverse the position of L and M. Also jumper U8-5 to Expansion Connector H and U8-3 to Expansion Con. J.

- To connect Tape Control Lines;
1. Cut trace (BRDY) coming from Pin E of Kim-4 Application connector.
  2. Jumper;

Aim Appl	Kim-4 Appl
E	E
F	F
H	H
J	J

On page 3 in the Signal Table the following signals are redefined under Kim-4 Application Conn. (column 4).

- 17-21 are now PB6, CB1, CB2, CA1, CA2
- 22 is not used
- E -J are now Tape 1B rtn, tape 1B, Tape 2B rtn, tape 2B
- K the last is not connected.

to be used with a terminal and give a full width listing and offers the other features described.

There is ~~one~~ more SYSTEM 65 product which has converted to the AIM that may be of interest to your readers. Our group offers a high level language for the SYSTEM 65 (or PDP-11) that is sold by us as CSL/65 and by ROCKWELL as PL/65. We have developed a subset of this language that will shortly be available from ROCKWELL as a two chip ROM set that plugs into the locations occupied by BASIC (\$B000 to \$CFFF).

MAR/APR 1980

The AIM 65 has some very useful programs within its Monitor for reading the keyboard. However, this reading process requires your program to stop and wait for you to press a key. You may prefer to just "scan" the keyboard. The scanning process checks to see if a key is pressed and if it is, then gets the key and responds to it. If, however, no key is pressed, the scanning process is terminated. This scanning process is given in the program below as the SCAN Subroutine. SCAN makes use of the Monitor Subroutine ONEKEY (\$ED05). ONEKEY checks for a key depression. If a key is depressed, the Y Register will return with the row value (1-8). If no key was depressed, the Y Register will contain a 0. Upon returning from ONEKEY, the Y Register is decremented. If no key was depressed, the contents of the Y Register will be negative and execution will return to the calling program. If a key was depressed, the contents of the Y Register will be a 0 or plus (both considered positive) and the key pressed will be decoded by Monitor Subroutine GETK2 (\$ED2C). Actually, the first line in GETK2 is skipped since it is a debounce delay. In the SCAN Subroutine shown in the listings at the right only the A, B, and ESC keys are checked. If A is pressed, pseudo Program A is executed (CRLF); if B was depressed Pseudo Program B; and if ESC is pressed the program uses the Q command from the Editor STOP Subroutine (\$F870) to neatly return to the Monitor Program. If none of the keys are pressed, execution returns to the calling program. A sample calling program is included so something interesting is happening while SCAN is looking for a key closure. The calling program (CPROG) outputs the contents of TIMER 1 LOW (A004) as well as going to the SCAN Subroutine. In the example program the only keys that will cause the scanning process to hang up and execute improperly are the PRINT and the LF keys. You may wish to change the keys which are checked by SCAN or expand to additional keys. Both of these changes may be done quite simply and easily by changing or expanding the instructions shown in the program listings. To run the SCAN Program as shown, load the program as shown in the disassembly (K) listing or, if you are using the Assembler ROM, the source listing provided. The SCAN Subroutine begins at \$0200; the Calling Program (CPROG) at \$0250; and the called Program A at \$0227 and Program B at \$022B. The F1 Users Key (010C) is used to start the execution of the calling program.

This program is one which I've found very handy in many applications. It can be used in many game programs which require a specific key closure as a player response to some portion of the game. Its applications in the many industrial uses of the AIM 65 are too numerous to mention. I hope that you find many uses for it and that it will save you programming time and solve some problems for you. I would appreciate hearing some of the uses which you may find for it.

```
(K)*=10C
/01
010C 4C JMP 0250
(K)*=200
/24
0200 48 PHA
0201 20 JSR EB9E
0204 20 JSR ED05
0207 88 DEY
0208 30 BMI 021B
020A A2 LDX #00
020C 20 JSR EC85
020F C9 CMP #41
0211 F0 BEQ 0227
0213 C9 CMP #42
0215 F0 BEQ 022B
0217 C9 CMP #1B
0219 F0 BEQ 0220
021B 20 JSR EBAC
021E 68 PLA
021F 60 RTS
0220 20 JSR EBAC
0223 68 PLA
0224 4C JMP F870
0227 20 JSR E9F0
022A 00 BRK
022B 20 JSR E9F0
022E 00 BRK
022F EA NOP
```

```
(K)*=250
/04
0250 20 JSR 0200
0253 AD LDA A004
0256 20 JSR E97A
0259 4C JMP 0250
```

```
PHXY=$EB9E
PLXY=$EBAC
ONEKEY=$ED05
GETK2=$EC82
ESC=$1B
STOP=$F870
CRLF=$E9F0
UT1L=$A004
OUTPUT=$E97A
;
*=$200
SCAN PHA
JSR PHXY
JSR ONEKEY ;KEY?
DEY ; IF MINUS, NO
BMI RETURN
LDX #0
JSR GETK2+3
CMP #'A
BEQ PROGA
CMP #'B
BEQ PROGB
CMP #ESC
BEQ LEAVE
RETURN JSR PLXY
PLA
RTS ; TO CALLING PROG
LEAVE JSR PLXY
PLA
JMP STOP ; TO MONITOR
PROGA JSR CRLF
BRK
PROGB JSR CRLF
BRK
NOP
;
;CALLING PROGRAM
;
*=$10C
JMP CPROG ; F1 KEY
*=$250
CPROG JSR SCAN ; CHK
LDA UT1L
JSR OUTPUT
JMP CPROG
```

# AIM 65 Software



\* DISCOVER 6502 POWER \*

## HELP!!

9 Super utility programs for all AIM 65 programmers. **HEX INPUT:** Long and short versions, used for entering hex bytes into memory. **DUMP & HEXOUT:** Print out your memory in two formats for easy checking or location of individual bytes. **FIELD SORT:** A field sorting routine that finds usage in many tasks including helping you organize your programming. **RESTORE:** A program which automatically restores your editor after you've re-entered it improperly. This has been a real time saver for us. **ONE STEP:** Allows you to step thru the disassembly (K listing) one line at a time. **SYMBOL TABLE:** Is for use with the assembler ROM (How can you do without one?). It prints the beginning and ending addresses of your symbol table along with each label in your program and its address, all in a handy format. **RELOCATE:** Is a powerful program which allows you to move or relocate programs or data in memory. All who write, adapt or pirate programs or subroutines will appreciate this. It allows you to place them wherever you'd like. You can even open up spaces right in the middle of a program for inserting missing, new, or additional data or instructions. A programmers dream.

## GAIMS PAK I

5 Exciting games of skill for 1 or several players, using the full capabilities of the AIM 65 keyboard, display, and printer. **HANGMAN:** A challenging word game for 2 players. The AIM does the work and keeps score. **SCORE 4:** A challenging game in 3 dimensions. The printer shows the positions of the 2 players after each move. **REACT:** Your reflexes are tested in thousandths of a second. The display and keyboard are turned into a reaction timer. **GOL-LUMS CAVERNS:** Places you into the underground kingdom of the evil Wizard. You must move thru secret tunnels and cavern rooms avoiding traps, mysterious mist, and the Wizard's spell. To capture the Wizard you have only a few poison darts and your Magic computer to warn you when Evil is near. **BINHEX:** Teaches and tests your ability to convert Binary numbers into their Hexadecimal equivalents. Fun for budding programmers, and helps you to perfect a needed skill for fast and efficient programming.

## MATH WHIZ

6 Programs dealing with numbers & math & the AIM 65. **ADD & SUBTRACT:** This powerful utility program turns your AIM 65 into a multiple precision calculator. **TOTAL:** Adds up to four decimal or hexadecimal numbers at a time. **TEST MEMORY:** Lets you really check out your RAM memory. **FIBONACCI:** You learn about these important numbers as your AIM generates them in a series. **DEC TO HEX:** A multi-use program and algorithm for changing decimal numbers into their hex equivalents. **TIMER:** Makes your AIM 65 into a timer or a 12 or 24 hour clock, displaying or printing hours, minutes and seconds. A super demo of the power of the AIM 65.

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## GAIMS PAK II

6 Value packed games of skill and chance at less than \$1.75 each. Created for maximum enjoyment of the AIM 65 by you and others. **BRICKS:** This program is unique because it learns from your mistakes and successes, while you play. It actually becomes "smarter" as you and the computer compete in a series of games. A real challenge to your skills of logic, deduction, and memory. **TIC-TAC-TOE:** Need we say more than the AIM 65 is a fair and impartial scorekeeper. **CARDS:** Gives you practice in when to hold-em and when to fold-em as your AIM 65 deals 5 CARD STUD from an unmarked and randomly shuffled deck. **LOGICAL ORDER:** Tests your skills as a Master-Mind of reason and logic as you try to deduce a random 4 number sequence in the fewest number of tries. **STARWAY 090:** Places you at the controls of a crippled spacecraft. You must successfully pilot your craft back to the mothership for a soft rendezvous. Your supply of fuel is limited and must be used with care to avoid disaster. **ESP:** Even computers can have ESP (or seem to). You mentally pick a number, answer a few questions (without disclosing the number), and your AIM 65 will guess the number correctly every time.

## SHOW OFF

7 Programs (less than \$1.50 each) which show off all the features of the AIM 65. **SIGNS:** Lets you print 2 sizes of letters edgewise on the AIM 65 printer & make large banners. **ROTATING BILLBOARD:** Shows your messages as they rotate along the display. **PRINTER WAVE:** A good demo of user control of the AIM 65 printer. Starts you into graphics printing. **PAPER ADVANCE:** Gives you software control of the printer paper advance. See those last few lines printed for a change. **LINE FEED:** This time it is hardware control of the paper advance. **CURSOR DEMO:** You can light all 16 segments of the displays or type in different display patterns. **KEYBOARD INTERRUPT:** Gives you hardware control of the keyboard. Scans the keyboard for key closures without interrupting program execution. ALL PROGRAMS in this section may be used in your own programs as subroutines or run on their own as demos. Full instructions included.

## AIM 65 & 6502 RELATED PRODUCTS

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EXTERMINATING SOME INVISIBLE BUGS (They can crawl down the power lines). by Gary Peterson

A perfectly good program bombs out; data stored in memory changes quite unexpectedly; one bit of a memory, buffer, or select chip quits working. Hours are spent trying to determine why. All of these problems and more can many times be traced back to high voltage "glitches" being passed thru our power supplies. There are usually many other devices attached to the same power line as our power supply. Many of these can and do produce high voltage "spikes" which are not fully filtered out by our power supply circuits. This is especially true of the hobbyist or non-industrial power supplies to which most of the AIM's I've seen are attached. After experiencing a costly bout of 2114 RAM failures I decided to solve this problem. Using a high speed oscilloscope to watch these "transients" zip right thru my supplies, I applied some new solid state "bug traps" and got rid of them once and forever. The solution was easy and inexpensive. You will need to get a GE-MOV Varistor, Model V130LA10, from your local General Electric components dealer, for each power supply. This two lead device, which looks like a large red disc capacitor, should be soldered directly across the 117 volt power input line where it enters your power supply, right inside the case. If you are using 220 volt power (overseas) use a model V250LA20. At this same point should be connected, in parallel, a 0.001 mfd. 1500 volt disc ceramic capacitor. If your supply has a fuse in the input circuit, then the above connections should be made so that the fuse would blow if the Varistor should short circuit. The next step involves a tiny but very potent "glitch eater." One of these devices, in parallel with a 0.001 mfd. 1000 volt disc ceramic cap., should be soldered directly across the output leads of each of the low voltage supplies. This device is polarized so you must be careful to insert it into the circuit properly. The end of the device with a band of color around it should be connected to the positive terminal. These devices are made by UNITRODE Corp. of Watertown, Mass. (580 Pleasant Ave.) 02172. For the 5 volt supply you should use a Type UZS306 and for the 24 volt supply a Type UZS330, if your 24 volt supply is regulated, and a Type UZS336, if it is not regulated. If you are using Dynamic memories or A/D or D/A converters which use  $\pm 12$  or  $\pm 15$  volts, use type UZS314 on the 12 volt supplies and UZS318 on the 15 volt supplies. These devices present a near infinite impedance until their breakdown voltage (last two digits of type number) is exceeded. When this voltage is exceeded, they change, in one pico second, to a nearly dead short. When the voltage returns to normal, they revert to their prior state. 8



# Lunar Lander

```

1 REM V1E.7.18.79.S
LB/WS
2 REM REAL TIME LUN
AR LANDER!
3 REM BY STEVE BRES
SON AND BILL SEMANCI
K
5 REM LUNAR LANDER
7 PRINT"YOUR RATING
=";:INPUT RATE
8 C1=150-10*RATE
9 FUDGE=40
10 CF=20:CF$="C"
11 FUDGE=FUDGE-2*RA
TE
12 RATE=1
15 GOTO 100
20 PRINT"#";:INPUTZ
$:RETURN
24 GOSUB 25
25 GOSUB 30
30 FOR Z=0 TO FUDGE
:Z1=SIN(.1):NEXTZ:RE
TURN
40 FUDGE=2*FUDGE:GO
SUB 30
41 FUDGE=FUDGE/2:RE
TURN
98 REM START PROG
100 PRINT"LUNAR LAN
DER":GOSUB 25
110 PRINT"YOU ARE O
N MANUAL":GOSUB 25
130 LET ALT=120:VEL
=3600:MC=32500:MF=16
500
140 LET FS=3600*360
0/5280:G=5*FS
141 REM ALT:MI,VEL:
MPH,TIME:SEC,ACC:MI/
HR**2
150 C2=3600/5280: T
T=0
151 PRINT"YOUR CONT
OLS":GOSUB 25
152 PRINT"THRUST:1-
0=20-200#":GOSUB 24
153 PRINT"NO KEY= 0
THRUST":GOSUB 25
154 PRINT"YOUR READ
OUT":GOSUB 25
155 PRINT!"ALT SPE
ED FUEL":GOSUB 25
156 REM START TIMER
157 POKE 40971,224:
POKE 40964,244:POKE
40965,1
158 POKE 40968,255:
POKE 40969,255: TL=6
5535
159 REM PRINT STATU
S
160 AA=10:IF ALT<10
0 THEN AA=100:IF ALT
<10 THEN AA=1000
161 A$=STR$(INT(ALT
*AA)/AA)
162 IF LEN(A$)<6 TH
EN A$=A$+" ":GOTO 16
2
165 C$=STR$(INT(VEL
)):D$=STR$(MF)
170 PRINT CF$:A$:
174 PRINTSPC(5-LEN(
C$));C$:
180 PRINTSPC(6-LEN(
D$));D$
200 GOSUB 800
240 LET T=TI
250 IF MF<=0 GOTO 5
00
260 IF T<.01 GOTO 1
60
270 LET S=T
280 IF S*BU<=MF GOT
0 300
290 S=MF/BU
300 REM DO CALC!!
310 THRUST=C1*BU:F1
=INT(MF-BU*S)
320 IF BU>.001 GOTO
340
330 AT=0:AG=0:GOTO
360
340 AT=LOG((MF+MC)/
(MC+F1))
350 AT=AT*TH: AG=FS
*AT/S
360 MF=F1
370 VX=VEL+(G-AG)*S
/3600
380 ALT=ALT-(VEL+VX
)*S/7200
390 VEL=VX
400 T=T-S
410 TT=TT+S
420 IF ALT<.001 GOT
0 550
430 IF MF>0 GOTO 16
0
500 REM OUT OF FUEL
!
510 PRINT!"FUEL OUT
AT";INT(TT)
520 LET S=(-VEL+SQR
(VEL*VEL+2*ALT*G))/G
530 LET VEL=VEL+G*S
540 S=S*3600:TT=TT+
S
550 PRINT!"ON MOON
AT";INT(TT);"SEC"
570 PRINT!"IMPACT V
EL=";INT(VEL)
580 PRINT"FUEL LEFT
=";INT(MF)
590 IFVEL<5THENPRIN
T!"GOOD LANDING!!"G
OTO700
600 IFVEL<=15THENPR
INT!"SO-SO LANDING":
GOTO700
610 IFVEL<=30 THENP
RINT!"POOR LANDING":
GOTO700
615 IFVEL<=50THENPR
INT!"CRAFT DAMAGED!"
:GOTO700
620 IFVEL<100THENPR
INT!"LICENSE REVOKED
!":GOTO700
630 PRINT!"SORRY,NO
SURVIVORS!"
640 PRINT!INT(3*VEL
);"FT CRATER"
700 PRINT"PLAY AGAI
N??(Y/N):";
710 INPUT Z$:IF "Y"
=LEFT$(Z$,1) THEN RU
N
720 PRINT"---CONTROL
OUT---":GOSUB 40
730 END
800 REM CALC TIME F
ROM TIMER
810 T3=PEEK(40969):
T4=PEEK(40968):TN=T4
+256*T3
820 TI=TL-TN:IF TI<
0 THEN TI=TI+65536
830 TI=TI/1000:TL=T
N
832 TI=TI*RATE
840 H$=CHR$(0)
845 GET I$: IF LEN(
I$)=0 GOTO 860
846 IF I$>="0" AND
I$<="9" GOTO 870
848 IF I$="D" THEN
RA=RA-1:PRINT"RATE="
;RA:GOSUB 30
849 IF I$="U"THEN R
A=RA+1:PRINT"RATE=";
RA:GOSUB 30
850 IFI$="S"THENCF=
3:CF$="S"
851 IF I$="F"THENCF
=10:CF$="F"
852 IF I$="C" THEN
CF=20:CF$="C"
853 IF I$="V"THENCF
=5:CF$="V"
860 BU=0:GOTO 895
870 BU=ASC(I$)-48:I
F BU=0 THEN BU=10
890 BU=BU*CF
895 POKE 42111,254
900 RETURN
?"SAMPLE GAME WITH
THE PRINTER ON
RUN
YOUR RATING=? 4
LUNAR LANDER
YOU ARE ON MANUAL
YOUR CONTOLS:
THRUST:1-0=20-200#
NO KEY= 0 THRUST
YOUR READOUT:
ALT SPEED FUEL
C 120 3600 16500
C 119.3 3602 16500
C 118.5 3605 16500
BREAK IN 180
ENOUGH OF THAT!

```

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Newsletter Editor  
Rockwell International  
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Compute II  
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