

HARDCORE

UPDATE 2.1

HARDCORE MENU CORE PROGRAM

SOFTKEY PART 3

PEEKING (-16384)

GETING A\$

BYTE CONVERSION CHART

ERRORS AND NOTES

BYTE CONVERSION CHART

HARDWARE COMPUTING MAGAZINE P.O. BOX 44549 TACOMA, WA 98444 \$20/YEAR

INVERSE		INVERSE		FLASHING		FLASHING		CONTROL		NORMAL		NORMAL	
BINARY	HEX DEC ASC	BINARY	HEX DEC ASC	BINARY	HEX DEC ASC	BINARY	HEX DEC ASC	BINARY	HEX DEC ASC	BINARY	HEX DEC ASC	BINARY	HEX DEC ASC
0000	0000 \$00	0010	0000 \$20	0100	0000 \$40	0110	0000 \$60	1000	0000 \$80	1010	0000 \$A0	1100	0000 \$C0
0000	0001 \$01	0010	0001 \$21	0100	0001 \$41	0110	0001 \$61	1000	0001 \$81	1010	0001 \$A1	1100	0001 \$E1
0000	0010 \$02	0010	0010 \$22	0100	0010 \$42	0110	0010 \$62	1000	0010 \$82	1010	0010 \$A2	1100	0010 \$E2
0000	0011 \$03	0010	0011 \$23	0100	0011 \$43	0110	0011 \$63	1000	0011 \$83	1010	0011 \$A3	1100	0011 \$E3
0000	0100 \$04	0010	0100 \$24	0100	0100 \$44	0110	0100 \$64	1000	0011 \$84	1010	0100 \$A4	1100	0100 \$E4
0000	0101 \$05	0010	0101 \$25	0100	0101 \$45	0110	0101 \$65	1000	0101 \$85	1010	0101 \$A5	1100	0101 \$E5
0000	0110 \$06	0010	0110 \$26	0100	0110 \$46	0110	0110 \$66	1000	0101 \$86	1010	0110 \$A6	1100	0110 \$E6
0000	0111 \$07	0010	0111 \$27	0100	0111 \$47	0110	0111 \$67	1000	0110 \$87	1010	0111 \$A7	1100	0111 \$E7
0000	1000 \$08	0010	1000 \$28	0100	1000 \$48	0110	1000 \$68	1000	0111 \$88	1010	1000 \$A8	1100	1000 \$E8
0000	1001 \$09	0010	1001 \$29	0100	1001 \$49	0110	1001 \$69	1000	1000 \$89	1010	1001 \$A9	1100	1001 \$E9
0000	1010 \$0A	0010	1010 \$2A	0100	1010 \$4A	0110	1010 \$6A	1000	1001 \$8A	1010	1010 \$AA	1100	1010 \$EA
0000	1011 \$0B	0010	1011 \$2B	0100	1011 \$4B	0110	1011 \$6B	1000	1001 \$8B	1010	1011 \$AB	1100	1011 \$EB
0000	1100 \$0C	0010	1100 \$2C	0100	1100 \$4C	0110	1100 \$6C	1000	1010 \$8C	1010	1100 \$AC	1100	1100 \$EC
0000	1101 \$0D	0010	1101 \$2D	0100	1101 \$4D	0110	1101 \$6D	1000	1100 \$8D	1010	1101 \$AD	1100	1101 \$ED
0000	1110 \$0E	0010	1110 \$2E	0100	1110 \$4E	0110	1110 \$6E	1000	1101 \$8E	1010	1110 \$AE	1100	1110 \$EE
0000	1111 \$0F	0010	1111 \$2F	0100	1111 \$4F	0110	1111 \$6E	1000	1111 \$8E	1010	1111 \$AF	1100	1111 \$EF
0001	0000 \$10	0011	0000 \$30	0101	0000 \$50	0111	0000 \$70	1001	0000 \$90	1011	0000 \$B0	1101	0000 \$D0
0001	0001 \$11	0011	0001 \$31	0101	0001 \$51	0111	0001 \$71	1001	0001 \$91	1011	0001 \$B1	1101	0001 \$D1
0001	0010 \$12	0011	0010 \$32	0101	0010 \$52	0111	0010 \$72	1001	0010 \$92	1011	0010 \$B2	1101	0010 \$D2
0001	0011 \$13	0011	0011 \$33	0101	0011 \$53	0111	0011 \$73	1001	0011 \$93	1011	0011 \$B3	1101	0011 \$D3
0001	0100 \$14	0011	0100 \$34	0101	0100 \$54	0111	0100 \$74	1001	0100 \$94	1011	0100 \$B4	1101	0100 \$D4
0001	0101 \$15	0011	0101 \$35	0101	0101 \$55	0111	0101 \$75	1001	0101 \$95	1011	0101 \$B5	1101	0101 \$D5
0001	0110 \$16	0011	0110 \$36	0101	0110 \$56	0111	0110 \$76	1001	0110 \$96	1011	0110 \$B6	1101	0110 \$D6
0001	0111 \$17	0011	0111 \$37	0101	0111 \$57	0111	0111 \$77	1001	0111 \$97	1011	0111 \$B7	1101	0111 \$D7
0001	1000 \$18	0011	1000 \$38	0101	1000 \$58	0111	1000 \$78	1001	1000 \$98	1011	1000 \$B8	1101	1000 \$D8
0001	1001 \$19	0011	1001 \$39	0101	1001 \$59	0111	1001 \$79	1001	1001 \$99	1011	1001 \$B9	1101	1001 \$D9
0001	1010 \$1A	0011	1010 \$3A	0101	1010 \$5A	0111	1010 \$7A	1001	1010 \$9A	1011	1010 \$BA	1101	1010 \$DA
0001	1011 \$1B	0011	1011 \$3B	0101	1011 \$5B	0111	1011 \$7B	1001	1010 \$9B	1011	1011 \$BB	1101	1011 \$DB
0001	1100 \$1C	0011	1100 \$3C	0101	1100 \$5C	0111	1100 \$7C	1001	1100 \$9C	1011	1100 \$BC	1101	1100 \$DC
0001	1101 \$1D	0011	1101 \$3D	0101	1101 \$5D	0111	1101 \$7D	1001	1101 \$9D	1011	1101 \$BD	1101	1101 \$DD
0001	1110 \$1E	0011	1110 \$3E	0101	1110 \$5E	0111	1110 \$7E	1001	1110 \$9E	1011	1110 \$BE	1101	1110 \$DE
0001	1111 \$1F	0011	1111 \$3F	0101	1111 \$5F	0111	1111 \$7F	1001	1111 \$9F	1011	1111 \$BF	1101	1111 \$DF



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Columnists Bobby

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..... BYTE CONVERSION CHART

This chart will help you convert between binary, hex, decimal and ASCII codes. Save it for future reference.

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..... SOFTKEY #3 by Bobby, of course

When Bobby's Softkey "Muffins" fails to copy files on a protected disk, it may seem that you'll have to download it using what Bobby calls "Brute Force": a sector-by-sector copy. His Special I.O.B program will accomplish this for you. This article is for 16 sectors only, but he's working on a 13 sector version. You'll need Applesoft in ROM.

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..... HARDCORE MENU by Chuck Haight

A versatile and short applesoft program that will become the core of a multi-use master catalog. This is for 48k only and has a unique machine language program that captures the entire catalog and, in this short version, PRINTs it in two columns. As a hello program, MENU will allow program selection by number. Enhanced versions will be published later.

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..... KEYS TO THE KEYBOARD

For programmers who are tired of referring to the confusing charts in the applesoft manual, here are two handy charts:

PEEKing (-16384)
GETing A\$

ROMPLUS[®] NEEDS ROMS FOR APPLES

RESIDENT FIRMWARE UTILITY PROGRAMS WILL EXPAND THE CAPABILITIES AND INCREASE THE USEFULNESS OF YOUR APPLE II OR APPLE II PLUS! *

*APPLESOFT EDITROM

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COMMANDROM

COMMANDROM is like having a resident "FD" but with more operating features and conveniences. COMMANDROM will read a disk (13 or 16 Sector) File Directory Listing and display the following: A Command Menu, current drive number, number of sectors used and left, number of pages set up to hold all file names, the first page of file names, and an identification letter next to each file name on display. Pressing any one of the command keys will load or run any file (A 'B' file load will display start and length addresses), lock or unlock a file or all files, delete a file - with verify before deletion, change from one drive to the other, read a new disk, display a Track/Sector Map, change page numbers to view all file listings without recataloging, or exit to current language or monitor. No system pointers are reset and no RAM is reserved for COMMANDROM. Requires 48K, 3.2 or 3.3 DOS and INT or FP in ROM 35.95

BASICSROM

Will boot a 13 sector disk on a system configured for 16 sector operation. The BASICSROM can be addressed on coldstart (without Auto Start ROM or warmstart (with Auto Start ROM) at any time 35.95

DISK COPY/SPACE ROM

Duplicates a disk from either SINGLE or DUAL drive, single or dual controller, 13 or 16 sector and with or without VTOC. Options include: Gross copy, active sectors only copy, DOS overwrite, auto boot of copy disk, free space on disk in sectors and kilobytes, and Init and volume number are selectable. Requires a minimum of 32K 35.95

*APPLESOFT RENUMBER/ MERGEROM

Made famous by Apple Computer Inc., this powerful utility will not disturb any part of a program in memory, when it is activated. Requires 48K, with or without Disk II 35.95

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part 3 Special I.O.B.s (input-output blocks)

by Bobby

How To Back Up Copy- Protected Disks

requirements:

blank disk
IOB program (listed)
DiskView (or another nibbler program)
DOS 3.3
48 K
Applesoft in ROM

SETTING UP THE CONTROLLER

The controller is the heart of the IOB program. It starts at line 1000 and defines the Track/Sector pairs that you wish to copy and the address and data mark values you will use to read or write them.

Two basic controllers are listed. The first assumes that only the sector numbers are changed. The second assumes that only the address and data marks are changed. They are presented as samples of what you can do with the program. The controller can be as simple or as complex as necessary.

Softkey III will deal with disks that change the address and data marks from track to track or use the standard DOS marks but change the sector numbers. None of the "MUFFIN's" will work on these disks. They require a special program to directly access the disk.

This program accomplishes the task by doing a "brute force", sector-by-sector copy of each track. On a 13 sector disk, it will cause the disk drive to recalibrate (the ratcheting sound) on any sector that doesn't contain data. This

is nothing to worry about and does not mean the program is not working.

The program calls the RMTS (Read or Write a Track/Sector) directly and uses its own IOB (Input/Output Block). The procedure for this is very well documented in the DOS manual (page 94-98).

Basically, the IOB is a list of parameters that is used by the RMTS whenever a disk access is necessary. This list includes the Slot, Drive, Track, Sector and Volume number. Each call to the RMTS will, depending on the Command code, position the Read/Write head only, Read or Write a single sector or INITIALize the disk.

Controller #1

This controller is set up to copy a disk that uses standard address and data marks but changes the sector numbers so that they step by even increments.

NOTE: Use the 4+4 Conversion Chart in Disklocks (issue 2) to convert the encoded sector bytes for each address mark to hex. Verify that the sector numbers step by even number increments (ie. 0,2,4,6,8,10 etc.)

```
1000 FOR TK = 3 TO 34
1010 DV = 1 : CD = RD : GOSUB 50 :
      GOSUB 85
1020 DV = 2 : CD = WR : GOSUB 50 :
      GOSUB 80
1030 NEXT
```

Often the checksum on the original disk will be altered. If you think this is the case then add line 200 to the IOB program.

```
200 GOSUB 55
```

This change will cause DOS to look at the start of address and start of data marks and ignore the checksum and end marks.

Controller #2

This controller is set up to copy a disk that uses different address and data marks on each track. It assumes that all six bytes (3 address/3 data) are changed. If only one or two are changed then the controller can be altered to show this. (IE. If address mark A2 is unchanged then the 'READ A2' could be omitted from line 60 and the 'POKE 47455,A2' omitted from line 70.

Both controllers set up a FOR/NEXT loop for the track numbers and GOSUBs to the appropriate routine to READ/WRITE a track.

```
1000 FOR X = 3 TO 34
1010 DV = 1 : CD = RD : GOSUB 50 : GOSUB
      60 : GOSUB 80
1020 DV = 2 : CD = WR : GOSUB 50 : GOSUB
      90 : GOSUB 80
1030 NEXT
```

When typing the data for line 63050, be sure to maintain the proper order. The routine that READs the data assumes that the address mark information is first and the data mark information is second.

USING THE SOFTKEY I.O.B. PROGRAM

Perform the following steps:

1. RUN DiskView
2. Remove the DiskView disk and insert the back-up copy of your program disk.

NEVER USE THE ORIGINAL DISK

3. READ track 3 and look for the start of address and the start of data marks. The normal values are DS AA 96

(address) and DS AA AD (data). Write down the values that you find.

NOTE: See Disklocks (issue 2) for more information on address and data marks. Practice on a normal DOS disk until you are familiar with the disk format and can easily find the address and data marks.

4. Repeat step 3 for each track (3 to 34).

5. Use the Byte Cross-reference Chart to convert the hex bytes to decimal.

6. Load the IOB program.

7. Make the appropriate changes in the controller (lines 1000 thru 2000) Insert the decimal values from step 5 into the data statement(s) at line 63050.

8. Run the program.

Listing

```

    >> set LOMEM above buffer <<
10  TEXT : HOME : LOMEM : 16385 : GOSUB
    63000 : GOTO 100

    >> print track and sector info <<
20  HOME : VTAB 12 : HTAB 12 : PRINT
    "TRACK "TK" SECTOR "ST : RETURN

    >> center text on screen and print <<
30  HTAB 20 - ( LEN (A$) / 2) : PRINT A$
    ;; RETURN

    >> wait for key press then return <<
40  HOME : VTAB 12 : GOSUB 30 : VTAB 14
    : A$ = "PRESS ANY KEY TO CONTINUE "
    : GOSUB 30 : GET AN$ : RETURN

    >> poke variables into IOB <<
50  POKE BUF,32 : POKE CMD,CD : POKE
    TRK,TK : POKE SCT,ST : POKE DRV,DV :
    POKE VOL,VL : RETURN

    >> don't use checksum or end marks <<
55  POKE 47405,24 : POKE47406,96 :
    POKE 47497,24 : POKE47498,96

    >> get address and data marks <<
60  READ A1 : READ A2 : READ A3 :
    READ D1 : READ D2 : READ D3

    >> poke the info into DOS <<
70  POKE 47445,A1 : POKE 47455,A2 :
    POKE 47466,A3 : POKE 47335,D1 :
    POKE 47345,D2 : POKE 47356,D3 :
    RETURN

    >> read/write a track <<
80  FOR ST = 0 TO DOS : POKE SCT,ST :
    GOSUB 20 : CALL IO : POKE BUF, PEEK
    (BUF) + 1 : NEXT : RETURN

    >> read a track by even no. sectors <<
85  FOR ST = 0 TO DOS & 2 STEP 2 : POKE
    SCT,ST : GOSUB 20 : CALL IO : POKE
    BUF, PEEK (BUF) + 1 : NEXT : RETURN

    >> restore normal DOS values <<
90  POKE 47445,213 : POKE 47455,170 :
    POKE 47466,150 : POKE 47335,213 :
    POKE 47345,170 : POKE 47356,173 :
    RETURN

    >> get original disk <<
100 A$ =
    "INSERT ORIGINAL DISK IN DRIVE 1."
    : GOSUB 40

    >> read sector zero <<
110 CD = RD : DV = 1 : GOSUB 50 : CALL
    IO

    >> reset IOB variables for INIT <<
120 VL = PEEK (OVL) : DV = 2 : CD = IN
    : GOSUB 50

    >> INITIALize destination disk <<
130 A$ =
    "INSERT BLANK DISK IN DRIVE 2. " :
    GOSUB 40 : CALL IO : VL = 0

    >> CONTROLLER portion of program <<
-----
    INSERT APPROPRIATE CONTROLLER HERE.
-----

    >> end routine <<
62990 A$ = "COPY COMPLETED" : GOSUB 40
    : END

    >> poke machine subroutine <<
63000 FOR X = 768 TO 796 : READ A :
    POKE X,A : NEXT
63010 DATA 169,3,160,8,32,217,3,96,1,96
    ,1,0,0,0,25,3,0,32,0,0,1,0,0,96,1
    ,0,1,239,216

    >> initialize variables <<
63020 TK = ST = VL = CD = DV
63030 TRK = 780 : SCT = 781 : CMD = 788
    : RD = 1 : WR = 2 : SLT = 777 :
    DRV = 778 : BUF = 785 : ERR = 789
    : VOL = 779 : IO = 768 : INIT =
    4 : OVL = 790
63035 DOS = 15
63040 RETURN

    >> address and data mark information <<
63050 DATA 0

```

MENU

requirements:
DOS 3.3
48 K
Applesoft in ROM

Need a program which lists all those small programs in a double column format a page at a time?

Here is one that shows you how and can be moved from disk to disk without changes. If you don't find the program you want, slip in a new disk and press return, it takes care of itself.

In order to use the program, you will need an Apple II or Apple II+ with 48K and Applesoft in ROM. The program will only run under 16 sector DOS 3.3.

Coming in the next issue will be an expanded version which will accommodate 13 or 16 sector DOS and other sizes of memory.

DOUBLE your DISKETTES

The only reasons your Apple][cannot use the back side of your diskette are:

1. There is no notch.
2. The diskette manufacturer did not test the back side, or worse, put the flawed front to the back.

A nibbling tool will solve problem number 1.

DISK PREP will solve problem number 2.

DISK PREP formats and tests your disk. Sectors with flaws are left so that they cannot be used. Your disk is left ready to boot, complete with a flaw report program saved on it.

\$25.00

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by Charles R. Haight

```
10 TEXT : HOME : GOTO 63000
    >> print 40 dashes <<

20 FOR X = 1 TO 40: PRINT "="; NEXT :
   RETURN
    >> print left column of names <<

30 PRINT X;: HTAB 5: PRINT MID$(
   (NAME$(X),8,30): RETURN
    >> print right column of names <<

40 PRINT "X" ";: HTAB 6: PRINT MID$(
   (NAME$(X),8,15): RETURN
    >> print dashed lines / reset window <<

60 VTAB 1: GOSUB 20: VTAB 22: GOSUB 20:
   POKE 34,1: VTAB 2: RETURN
    >> change width of text window <<

80 POKE 33,21: POKE 32,19: VTAB 1: HTAB
   1: PRINT : RETURN
85 POKE 33,40: POKE 32,0: VTAB 23: HTAB
   1: PRINT : RETURN
    >> check if program is listed <<

90 GOSUB 85: VTAB 23: PRINT
   "IS YOUR PROGRAM LISTED HERE? Y/";:
   INVERSE : PRINT "N";: NORMAL : PRINT
   " ";: GET A$: PRINT
    >> set maximum file number <<

100 IF A$ = "Y" THEN MAX = N - 1:N =
   105: POP : GOTO 2000
    >> clear window and home cursor <<

110 VTAB 23: CALL - 958: POKE 34,1:
   POKE 35,21: HOME : POKE 35,24:
   RETURN
    >> entry point to format screen <<

1000 GOSUB 60:X = 0
1010 FOR N = 1 TO 105
    >> check if last file name <<

1020 IF LEFT$(NAME$(N),2) = " " THEN
   MAX = N - 1:N = 105: GOTO 2000
    >> select appropriate print routine <<

1030 X = X + 1: IF X < 21 THEN GOSUB
   30: GOTO 2000
1040 IF X = 21 OR X = 61 OR X = 101
   THEN GOSUB 80
1050 IF X < 41 THEN GOSUB 40: GOTO
   2000
1060 IF X = 41 OR X = 81 THEN GOSUB 90
1070 IF X < 61 THEN GOSUB 30: GOTO
   2000
1080 IF X < 81 THEN GOSUB 40: GOTO
   2000
1090 IF X < 101 THEN GOSUB 30: GOTO
   2000
1100 GOSUB 40
2000 NEXT
    >> reset text window <<

2005 GOSUB 85: POKE 34,22
    >> clear prompt area <<

2010 VTAB 23: CALL - 958
    >> ask user to select a file <<

2020 INPUT "SELECT A FILE BY
   NUMBER -->";A$: A = VAL (A$):
   IF A > MAX THEN 2010
    >> if none selected, start over again <<

2025 IF A = 0 THEN RUN
    >> get file type and file name <<

2030 X = ASC ( MID$( NAME$(A),2,1)):
   B$ = MID$( NAME$(A),8,30)
    >> set up correct DOS command <<

2040 IF X = 194 THEN A$ = "BRUN "
2050 IF X = 212 THEN A$ = "EXEC "
2060 IF X = 193 OR X = 201 THEN A$ =
   "RUN "
```

```

>> print command to screen <<
2065 VTAB 23: PRINT A$B$
    >> send command to DOS <<
2070 VTAB 23: PRINT D$A$B$
62999 END

>> dimension NAME$ array <<
63000 DIM NAME$(105)
    >> B$ = 38 spaces <<
63010 FOR X = 1 TO 38: B$ = B$ + " ":
    NEXT

>> fill array from top to bottom <<
63020 FOR X = 105 TO 1 STEP -
    1: NAME$(X) = B$: NEXT
63030 NAME$(0) = LEFT$(B$,19)
63040 D$ = CHR$(4)
    >> keep user informed <<
63045 VTAB 12: HTAB 12: PRINT "READING
    CATALOG ": VTAB 12: HTAB 29
    >> poke machine subroutine <<
63050 FOR X = 768 TO 813: READ XZ: POKE
    X,XZ: NEXT X
63060 DATA 169,34,141,83,170,169,3,141
    ,84,170,169,45,141,85,170,169,3
    ,141,86,170,160,8,177,107,141,35
    ,3,200,177,107,141,36,3,96,141,0
    ,3,238,35,3,208,3,238,36,3,96

63065 ONERR GOTO 63075
    >> call machine subroutine to fill <<
    >> array with catalog names <<
63070 CALL 768: PRINT D$"CATALOG"
    >> reset normal pointers <<
63075 POKE 216,0: PRINT D$"PR#0": PRINT
    D$"IN#0": PRINT
    >> check if no file names !ERROR! <<
63080 IF LEFT$(NAME$(0),1) = " " THEN
    VTAB 12: CALL - 868: PRINT
    "!!! ERROR - UNABLE TO READ
    DIRECTORY !!!": END
63100 HOME : GOTO 1000

```

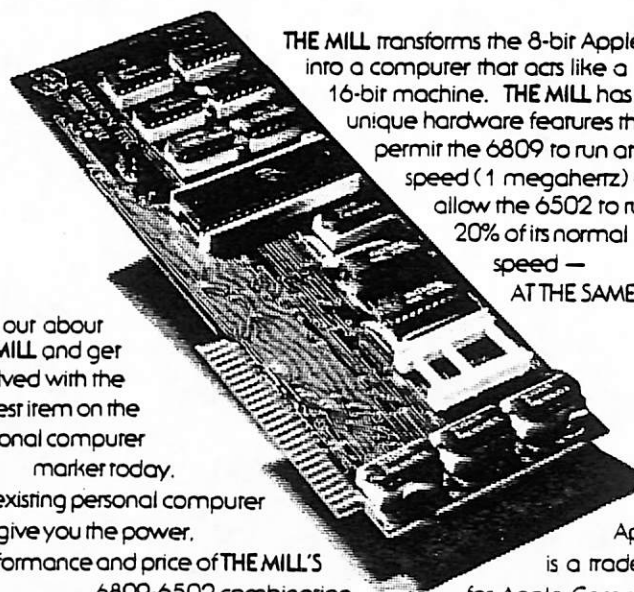
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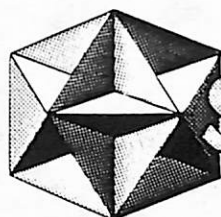


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KEY	ALONE		SHIFT		CONTROL		BOTH	
====	=====	=====	=====	=====	=====	=====	=====	=====
====	VALUE	CHR\$	VALUE	CHR\$	VALUE	CHR\$	VALUE	CHR\$
1	!	177	1	!	177	1	161	!
2	"	178	2	"	178	2	162	"
3	#	179	3	#	179	3	163	#
4	\$	180	4	\$	180	4	164	\$
5	%	181	5	%	181	5	165	%
6	&	182	6	&	182	6	166	&
7	'	183	7	'	183	7	167	'
8	(184	8	(184	8	168	(
9)	185	9)	185	9	169)
0		176	0	0	176	0	176	0
:	*	186	:	*	170	*	170	*
-	=	173	-	=	189	=	189	=
;	+	187	;	+	171	;	171	+
,	<	172	,	<	188	<	188	<
.	>	174	.	>	190	.	190	>
/	?	175	/	?	191	/	191	?
<--		136			136		136	
-->		149			149		149	
SPACE		160			160		160	
RETURN		141			141		141	
ESC		155			155		155	
A	A	193	A	A	129	> <	129	> <
B	B	194	B	B	130	> <	130	> <
C	C	195	C	C	131	see a	131	see a
D	D	196	D	D	132	> <	132	> <
E	E	197	E	E	133	> <	133	> <
F	F	198	F	F	134	> <	134	> <
G	G	199	G	G	135	bell	135	bell
H	H	200	H	H	136	see b	136	see b
I	I	201	I	I	137	> <	137	> <
J	J	202	J	J	138	see c	138	see c
K	K	203	K	K	139	> <	139	> <
L	L	204	L	L	140	> <	140	> <
M	M	205	M	M	141	see d	157	> <
N	N	206	N	N	142	> <	158	> <
O	O	207	O	O	143	> <	143	> <
P	P	208	P	P	144	> <	128	> <
Q	Q	209	Q	Q	145	> <	145	> <
R	R	210	R	R	146	> <	146	> <
S	S	211	S	S	147	> <	147	> <
T	T	212	T	T	148	> <	148	> <
U	U	213	U	U	149	see e	149	see e
V	V	214	V	V	150	> <	150	> <
W	W	215	W	W	151	> <	151	> <
X	X	216	X	X	152	> <	152	> <
Y	Y	217	Y	Y	153	> <	153	> <
Z	Z	218	Z	Z	154	> <	154	> <

=====	=====	=====	=====
VALUE	CHR\$	VALUE	CHR\$
=====	=====	=====	=====
128	>@<	176	0
129	>A<	177	1
130	>B<	178	2
131	>C<	179	3
132	>D<	180	4
133	>E<	181	5
134	>F<	182	6
135	>G< bell	183	7
136	>H< <--	184	8
137	>I<	185	9
138	>J< line feed	186	:
139	>K<	187	;
140	>L<	188	<
141	>M< RETURN	189	=
142	>N<	190	>
143	>O<	191	?
144	>P<	192	@
145	>Q<	193	A
146	>R<	194	B
147	>S<	195	C
148	>T<	196	D
149	>U< -->	197	E
150	>V<	198	F
151	>W<	199	G
152	>X<	200	H
153	>Y<	201	I
154	>Z<	202	J
155	ESCAPE	203	K
156	>backslash<	204	L
157	> <	205	M
158	>^<	206	N
159	>underscore<	207	O
160	SPACE	208	P
161	!	209	Q
162	"	210	R
163	#	211	S
164	\$	212	T
165	%	213	U
166	&	214	V
167	'	215	W
168	(216	X
169)	217	Y
170	*	218	Z
171	+	219	***
172	,	220	***
173	-	221	
174	.	222	^
175	/	223	***

- PRINTing the CHR\$() of CTRL C will end Applesoft Program.
- CTRL H and Shift CTRL H are the same as the back space (<--).
- CTRL J and Shift CTRL J are a line feed (drops down a line).
- CTRL M is the same as RETURN.
- CTRL U and Shift CTRL U are the same as -->.

*** cannot be directly keyed:
219 left bracket
220 backslash
223 underscore

GETting AS

HARDCORE COMPUTING
P.O. BOX 44549
TACOMA, WA 98444

KEY	ALONE		SHIFT		CONTROL		BOTH	
	ASC	ASC(AS)	ASC	ASC(AS)	ASC	ASC(AS)	ASC	ASC(AS)
1 !	1	49	!	33	1	49	!	33
2 "	2	50	"	34	2	50	"	34
3 #	3	51	#	35	3	51	#	35
4 \$	4	52	\$	36	4	52	\$	36
5 %	5	53	%	37	5	53	%	37
6 &	6	54	&	38	6	54	&	38
7 '	7	55	'	39	7	55	'	39
8 (8	56	(40	8	56	(40
9)	9	57)	41	9	57)	41
0	0	48	0	48	0	48	0	48
: *	:	58	*	42	:	58	*	42
- =	-	45	=	61	-	45	=	61
; +	;	59	+	43	;	59	+	43
, <	,	44	<	60	,	44	<	8
. >	.	46	>	62	.	46	>	62
/ ?	/	47	?	63	/	47	?	63
<--		8		8		8		8
-->		21		21		21		21
SPACE		32		32		32		32
RETURN		13		13		13		13
ESC		27		27		27		27
A	A	65	A	65	> <	1	> <	1
B	B	66	B	66	> <	2	> <	2
C	C	67	C	67	> <	3	> <	3
D	D	68	D	68	> <	4	> <	4
E	E	69	E	69	> <	5	> <	5
F	F	70	F	70	> <	6	> <	6
G	G	71	G	71	>bell<	7	>bell<	7
H	H	72	H	72	see a	8	see a	8
I	I	73	I	73	> <	9	> <	9
J	J	74	J	74	see b	10	see b	10
K	K	75	K	75	> <	11	> <	11
L	L	76	L	76	> <	12	> <	12
M	M	77	M	93	see c	13	see c	13
N	N	78	N	94	> <	14	> <	14
O	O	79	O	79	> <	15	> <	15
P	P	80	P	80	> <	16	see d	16
Q	Q	81	Q	81	> <	17	> <	17
R	R	82	R	82	> <	18	> <	18
S	S	83	S	83	> <	19	> <	19
T	T	84	T	84	> <	20	> <	20
U	U	85	U	85	see e	21	see e	21
V	V	86	V	86	> <	22	> <	22
W	W	87	W	87	> <	23	> <	23
X	X	88	X	88	> <	24	> <	24
Y	Y	89	Y	89	> <	25	> <	25
Z	Z	90	Z	90	> <	26	> <	26

ASC	AS	ASC	AS	ASC	AS
1	>A<	33	!	65	A
2	>B<	34	"	66	B
3	>C<	35	#	67	C
4	>D<	36	\$	68	D
5	>E<	37	%	69	E
6	>F<	38	&	70	F
7	>G<	39	'	71	G
8	see a	40	(72	H
9	>I<	41)	73	I
10	see b	42	*	74	J
11	>K<	43	+	75	K
12	>L<	44	,	76	L
13	see c	45	-	77	M
14	>N<	46	.	78	N
15	>O<	47	/	79	O
16	>P<	48	0	80	P
17	>Q<	49	1	81	Q
18	>R<	50	2	82	R
19	>S<	51	3	83	S
20	>T<	52	4	84	T
21	see d	53	5	85	U
22	>V<	54	6	86	V
23	>W<	55	7	87	W
24	>X<	56	8	88	X
25	>Y<	57	9	89	Y
26	>Z<	58	:	90	Z
27	ESCape	59	;	91	***
28	***	60	<	92	***
29	>J<	61	=	93	J
30	>^<	62	>	94	^
31	***	63	?	95	***
32	SPACE	64	@		

*** cannot be directly keyed:
219 left bracket
220 backslash
223 underscore

a. CTRL H and Shift CTRL H are the same as the backspace key (←).

b. CTRL J and Shift CTRL J are line feeds (moves down one line).

c. CTRL M is the same as a RETURN (goes to beginning of next line).

d. Trying to get the ASC() of a Shift CTRL P will end up in an ERROR.

e. CTRL U and Shift CTRL U are the same as the → key.

GETting a CTRL C will not end the program.

> < indicates that, when PRINTed to the screen, nothing appears, not even a space.

E r r o r s

DiskView 1.0

There is an extra comma at the end of line 55. Delete the comma from your listing.

DiskEdit 2.2 (listed in issue 2 as 2.1)

The variable T0% came out looking like a TQ%. "TQ" is a reserved word in Apple soft. The correct variable name is T0% (Tee Zero percent). It is used to hold the old track value in case you change your mind and press <ESC>. To avoid further confusion, change the variable name to a single letter "T%". The variable is used in line 18, 116 and 162. All of these lines must be corrected.

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NIBBLE magazine rejected this ad, saying that it was "too suggestive", but added that it was not a rejection of the product, only the ad. We believe them, and we've redone the ad. If it is acceptable, it should appear in their MAY/JUNE issue.