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TRS-80 DAISY PRINTER II WITH SORCERER (AUBURG)	Z80	2/10	4-5
PRINTER ON-OFF ROUTINE, BASIC(ASM)	ARE	1	5
PRINTER ON-OFF ROUTINE FOR ANY SIZE MEMORY (MALCOLM)	SCA	24	4
TTY INTERFACE FOR SALE, HILLTOP ELEC	EM	8	4
TELETYPE INTERFACE CITCUIT DIAGRAM	SCA	16	10
LOW PARTS COUNT INTERFACE FOR MODEL 33 TELTYPE (REID)	SCA	33	5-9
HOW TO CONNECT TTY TO PARRALLEL PORT, CURCUITS (BARBIER)	KLO	8/79	84-6
SELECTATERM/SORCERER, EXIDY HAS INFORMATION	SUN	1	1
INTERFACING WITH AN IBM SELECTRIC	EM	6	4-10
AJ SELECTRIC/SORCERER, EXIDY HAS INFORMATION	SUN	1	1
RS-232 PRINTER DRIVER FOR SELECTRIC	Z80	1/2	6

RS-232 PRINTER, DRIVER, BASIC	SUN	1	11,12
RS-232 PRINTER DRIVER, ASM	ARE	1	16
RS-232 DRIVER (LITTLE)	SCA	21	8
RS-232 1200 BAUD FIX(UART)	SUN	1	20
SLOW DOWN PRINTER LISTING, BASIC	SUN	1	6
SLOW DOWN PRINTER LISTING, MONITOR	ARE	2	10
EXPLANATION OF EXIDY PRINTER DRIVER ROUTINE	Z80	1/4	11-13
GRAPHICS PREDRIVER FOR CENTRONICS, ASM	TSU	1/2	10
GRAPHICS ON THE OKIDATA PRINTER (MASSEN)	SCA	24	7-8
GRAPHICS ON THE OKIDATA PRINTER (MASSEN) ERRATA	SCA	28	11
SERIAL INTERFACE ON SORCERER II WORKS	SA	2/1	1
SERIAL PRINTER FOR MDOS (LAFLAMME)	SA	3/1	6
WIDE PRINTER DRIVER, ASM	EM	5	10
WIDE PRINTER DRIVER, BASIC	SUN	1	70,71
WIDE PRINTER DRIVER, BASIC	EM	5	11
SIMPLE WIDE PRINTER DRIVER, BASIC OR MONITOR *	EM	5	12
CONNECTIONS FOR PARALLEL AJ-841	SUN	2	1
PAPER TIGER, CONNECTIONS FOR	SUN	2	1
PAPER TIGER AND MX-80, CONNECTIONS FOR	SA	3/4	67
MX-80 PRINTER, SORCERER INTERFACE FOR	SCA	25	9
WORD PAC-MX80 PRINTER DRIVER PROGRAM (HUMI)	Z80	2/6	18-20
MX-80 WITH SORCERER (VOSS)	SA	3/5	84-5
MX-80 WITH SORCERER (VOSS) ADDENDUM	SA	3/6	123
MX-80 TO SORCERER INTERFACE	TSU	2/4	10
MX-80 TO SORCERER INTERFACE (GOODWAY)	Z80	2/11	8
MX-80F/12 PRINTER SCREEN PRINT (E.S.C)	FE	182	6
PAPER TIGER AS A EXIDY SCREEN PRINTER, ASM(STUCKMEYER)	CC	7/1	102-5
PAPER TIGER AS A EXIDY SCREEN PRINTER, ERRATA	CC	7/4	8
PAPER TIGER, SCREEN PRINTER USING (KEN AIRD), ASM	TSU	1/3	9-13
PAPER TIGER, SCREEN PRINTER USING ADDENDUM TO ABOVE	TSU	2/2	3-43
TGR460- ABOVE FOR LDS 440G (DALGLIESH)	TSU	2/4	2-9
PAPER TIGER 460 PRINTER DEMO (POWER)	TSU	2/2	12
PAPER TIGER, TECHNICAL REVIEW OF IDS 460G	FE	181	2
DUMP CRT IMAGE TO PRINTER (HARRISON)	SA	3/3	52
CONNECTING TO A TELEPRINTER MODEL 15	SCA	16	8,9
IDS-125 OR-225 PRINTER CABLE TO PARALLEL PORT FOR SALE	EM	1	1
INTERFACING TO DIABLO PRINTER, DIRECTIONS	SA	1/6	6
FIX PROBLEM WITH ANADIX PRINTER	SCA	16	4
CENTRONICS 702, CONNECTIONS FOR	SUN	2	1
CENTRONICS 730 PROBLEM	SA	2/2	15
BASE 2 USER REPORT AND CONNECTIONS 3,18,19	Z80	1/5	<
BASE 2 USER REPORT AND INFORMATION	Z80	1/8	4-6
BASE 2, WORD PROC.PRINTER DRIVER (SPANGLER) 7,11-14	Z80	2/1	<

CENTRONICS DRIVER EXPLANATION AND HELPS (STAFFORD)	SCA	6	5
MICROLINE-80 PRINTER GRAPHICS DRIVER (TAN)	SCA	19	12
SORCERER I/O VECTOR USE, MPI (GIRAUD)	FE	1081	3-8
8 BIT PRINTER FIX (WILLIAMS)	SCA	32	14
SEIKO GP-80 GRAPHIC PRINTER REVIEW (SMITH)	SCA	33	10-11

MANUALS

SOURCE

A REVIEW OF TOLOMEIS "SOFTWARE INTERNALS MANUAL"	SA	1/5	4,5
"A SHORT TOUR OF BASIC" ERRATA AND ADDENDUM, PART 1&2	SA	1/2	9,10
"A SHORT TOUR OF BASIC" ERRATA AND ADDENDUM, PART 3	SA	1/3	4
"A SHORT TOUR OF BASIC" ERRATA AND ADDENDUM, PART 4&5	SA	1/6	3
SORCERER SOFTWARE MANUAL, SHORT DESCRIPTION	SUG	1/1	1
SORCERER SOFTWARE MANUAL, REVIEW (D.TRUSSELL)	SCA	5	8-9
SORCERER TECHNICAL MANUAL, SHORT DESCRIPTION	SUG	1/1	1
SORCERER II TECHNICAL MANUAL REVIEW	SA	2/1	3

MONITOR

SOURCE

BASIC OF MONITOR EN,DU (GOTTWALD)	SA	3/6	110
EXIDY 280 ARCHITECTURE (GOTTWALD)	SA	3/7	143
SORCERER MONITOR VERSION 1.1 (TRUSSELL)	SCA	17	11-13
SORCERER MONITOR VERSION 1.1 SAME AS ABOVE	SA	2/4	34-36
SAIVE) MACHINE LANGUAGE PROGRAM, ADD ADDRESSES	SUN	1	38
HOW TO USE THE BATCH MONTIOR COMMAND (WEIR)	SCA	16	3,4
SLOW DOWN SCREEN LISTING, MONITOR	SUN	1	6
COMMENTED LISTING OF MONITOR ROUTINES	EM	3	8
PROCEDURE FOR MERGING PROGRAMS	SA	1/3	2
SETTING ALL MEMORY LOCATIONS TO ZERO	SCA	16	9

MONITOR-DISASSEMBLED

SOURCE

DISASSEMBLED MONITOR, JOE TURNER	10000-10480	0000-	SUN	1	18
" " " "	10490-11240	E000-	SUN	1	23,24
" " " "	11250-12510	E042-	SUN	1	26-28
" " " "	12520-15750	EOED-	SUN	1	41-46
" "(TAPE)" "	15760-16560	E2DA-	SUN	1	53,54

"	"	"	"	16570-17000	E33C-	SUN	1	64
"	"	"	"	17010-23240	E361-	SUN	2	14-24
"	"	"	"	23250-33030	E85C-	SUN	2	25-38
"	"	"	"	33040-45170	ECD7	SUN	2	39-49
"	"	"	"	ALPHABETIZED	ROUTINES	SUN	2	50

PROGRAM DISPLAY

SOURCE

STORE SCREEN DISPLAY FOR LATER RETRIEVAL (PEARCE)	SCA	30	3-5
FLASH SCREEN ON AND OFF (GODING)	SCA	9	12-13
MOVESQ, MOVING RECTANGLE , BASIC (GODING)	SCA	6	4
KALEIDOSCOPE, BASIC (GODING)	SCA	6	4
LITTLE PLANES ON SCREEN, BASIC	ARE	0	6
LITTLE PLANES ON SCREEN, BASIC(ALSO SHOWS OUTPUT)	ARE	4	3
MUSICAL WALLPAPER, BASIC	EM	3	11
MOVE DOT AROUND SCREEN, BASIC	SA	1/1	3,4
"ANTS IN SUGAR", BASIC	ARE	2	5
"ANTS IN SUGAR II-TESTS SCREEN AND GRAPHICS RAM,BASIC	EM	7	4
WORM, CRAWLING ON SCREEN, BASIC (GRIMSHAW)	SCA	13	11
"FRUSTRATED MINER", BASIC	EM	7	4
SIMPLE PATTERN GENERATOR	SA	1/4	11
PATTERN MAKER, BASIC (HUENI)	Z80	2/2	20
SIMULATING INKEY\$(USE SCREEN AS EASEL)	TSU	1/2	10
MYSTERY PROGRAM (PAUL GRIMSHAW)	SA	2/2	17
UPSIDE DOWN CHARACTERS, BASIC (SPANGLER)	Z80	1/7	13
BANNER PROGRAM (POWER)	TSU	1/5	9

PROGRAM GAME

SOURCE

RANDOM ROSCHACH, BASIC	FE	1181	9
CRYONIC SOCIETY ORGANIZER, BASIC	SA	3/6	122-3
MOUSE CHEESE CONTEST (AFRIAT)	FE	781	5-6
PIRANHA, PART 1 ASM (BAGSHAW)	FE	281	6-8
PIRANHA, PART 2 ASM (BAGSHAW)	FE	381	7-8
PIRANHA, CORRECTION (BAGSHAW)	FE	481	8
TWO PLAYER PURSUIT GAME, BASIC	ARE	1	6-8
BLACKJACK LAS VEGAS SYTLE, BASIC	ARE	1	9-16
RACETRACK, BASIC (PP 6,11,12)	SA	1/2	<
LUNAR LANDER, BASIC (PP 6,13,14)	SA	1/2	<

CRAPS, BASIC (PP 6,15,16)	SA	1/2	<
MASTERMIND, BASIC	SA	1/3	3-5
CODEBREAKER (STUCKMEYER)	TSU	2/2	13-15
AUTO RACE	TSU	2/2	15
CORRECTION TO GRT ROULETTE PROGRAM	SA	1/3	3
LIFE (5 GENERATIONS A SECOND), ASM	TSU	0/0	3-5
LIFE (7 GENERATIONS A SECOND), ASM	TSU	1/2	3
LIFE III LATEST VERSION , ASM	TSU	2/3	22-26
LIFE, BASIC (RIED)	SCA	8	6-7
LUCAS PUZZLE(**** 0000) (GREG ROWE), BASIC	TSU	1/3	16
A MODIFIABLE OTHELLO PROGRAM (ROWE), BASIC	TSU	1/4	15-16
GOMOKU OR BLUTO (ROWE), BASIC	TSU	1/4	17-18
GOMOKU, ANOTHER APPROACH (ROWE), BASIC	TSU	1/4	19-20
BREAKOUT (K. BEAN) ASM	TSU	1/4	5-10
BREAKOUT (J. POWER) BASIC	TSU	1/4	11-20
BRIDGE HAND PROGRAM (D. TRUSSELL)	SCA	2	4-5
MUCH FASTER CARD SHUFFLE FOR ABOVE, BASIC (ALDERTON)	SCA	13	4
LABYRINTH, GET OUT OF A 63*25 MAX SIZE MAZE (GRIMSHAW)	SCA	13	8-11
TACHISTOSCOPE, TESTS YOUR ABILITY TO PERCEIVE (GODING)	SCA	12	14
DISPLAYS FAKE CURSOR AND READS POSITION (TRUSSELL)	SCA	21	10
STAR WRECK, DROP BOMBS (REEVES)	SA	3/3	47
3D TIC TAC TOE (CP/M LIBRARY DISK #29)	FE	681	7,8

PROGRAM MISC

SOURCE

REVERSE POLISH NOTATION DEMONSTRATOR (WONG)	SCA	26	13-14
ADDER, ONE OF TWO DIGIT ADDITION (SCHEFFELN)	SCA	1	3-4
SOLAR HOT WATER SYSTEM, BASIC, AUTHOR	ARE	1	3-4
AMATEUR RADIO LOG, BASIC	SA	1/4	11
PROGRAMMABLE TIME LAPSE PROGRAM	SCA	6	4-5

PROGRAM SUBROUTINE

SOURCE

TRANSFERRING DUMMY VARIABLES TO A BASIC SUBR (DICKSON)	SCA	31	11
GIVES BLINKING MESSAGE TO USER, BASIC	ARE	2	6,7
SCREEN BLINKER (METCALF)	Z80	1/6	3
FLASHER, HIGHLIGHTING TEXT (HARKIN)	FE	1181	10
STRING SEARCH, BASIC	ARE	2	18,19
ADDRESSING SCREEN RAM BY ROW & COL, BASIC	EM	5	3

CURSOR CONTROL COMMAND ... OUT X,Y (TRUSSEL)	SCA	28	2
DRAWING A BORDER, BASIC	SUN	1	38
PRINT FORMAT("PRINT USING")	SA	1/6	7
ADDITIONAL GEOMETRIC FUNCTIONS(SECANT ETC.), BASIC	Z80	1/3	7,9
PLOTTING ROUTINE 128X60 RESOLUTION (MCKEON)	SCA	9	10-12
PLOTTING ROUTINE 128X60 RESOLUTION (MCKEON)	KLO	781	116-8
PLOT ON A 128 X 60 GRID, BASIC (GASS)	CC	7/1	94-95
3-DIMENSIONAL PLOTS (LION)	SCA	26	9-10
POINT PLOTTING AND BEST LINE FIT (POWER)	TSU	2/2	5-10
CP/M SECTION QUARTER SQUARE PLOTTING PART 1 EXBASIC	FE	581	3-7

PROGRAM UTILTY

SOURCE

SORT CHOICES (AUBURG) 14-16,22	Z80	2/7	<
BUCKET SORT (DUNN)	Z80	2/7	8-9
SORT ROUTINES (DUNN)	Z80	2/6	2-7
SHELL METZNER STRING SORT, BASIC (DENNIS)	SCA	29	3
CURVE FITTING ROUTINES (SPANGER)	Z80	2/6	9-10
EXTENDED PRECISION DIVISION, BASIC (DENNIS)	SCA	29	3-4
SOME UTILITIES IN BASIC AND MACHINE LANG (HAGAN)	Z80	2/6	13-16
DATALINE...A SELF WRITING PROGRAM (MAC MILLIAN)	SCA	21	11-13
SCREEN *TYPEWRITER* MINI-WORD PROCESSOR (VOSS)	SA	2/3	33
DISAS, Z-80 DISASSEMBLER (REID) PP 8-11,16	SCA	6	<
DISAS, USING AS A RELOCATOR (REID)	SCA	7	14-15
DISAS, ADDING A HEX ADDRESSING FACILITY (ENGLEMAN)	SCA	11	10-11
RELOCATING BASIC PROGRAMS (HELMICK)	SCA	18	10
RELOCATING ROM PAC BASIC	FE	1281	6
MOVER, MOVE MACHINE CODE ROUTINES	FE	1281	6-8
MICROMONITOR PROGRAM	SCA	32	8-11
Z-80 RELOCATOR MOVE AND RUN PROGRAMS IN OTHER LOCATION	SA	3/4	78-79
USING MACH. LANG. ROUTINE FROM THE BASIC PAC(BOUCHER)	SUN	2	51-52
RUN/STOP FIX, ASM (DOLSON)	Z80	1/8	12,13
EDITOR FOR BASIC (SUG-SYDNEY,AUSTRALIA)	SA	2/3	28,29
EDITIN, INTRALINE EDITING PROGRAM, ASM (HENNE)	KLO	581	142-7
HOWTO PREVENT ERR. WHEN PROG WANTS NUMERIC INPUT,BASIC	TSU	1/3	4
USE YOUR EXIDY AS A SMART TERMINAL,ASM(BERGMAN)	KLO	780	142-6
PIXEL BY PIXEL PLOTTING ROUTINE (M. ROWE), BASIC	TSU	1/4	13
PLOT, DATA PLOTTING PROGRAM(BRZEZUWSKI), BASIC	ARE	4	17-23
2-DIMENSIONAL PLOT PROGRAM, BASIC & ASM (SPANGLER)	Z80	2/2	20-23
CURVE TRACING PROGRAM, BASIC (PETT)	SCA	15	7-8
MENU PROGRAM SELECTION (MACMILLIAN)	SCA	16	6,7

DECIMAL POINT ALIGNMENT (MACMILLIAN)	SCA	16	5
FIX FOR PARITY PROBLEM WITH "DUMBT", ASM	EM	3	9
USING SORCERER WITHOUT VIDEO, ASM	EM	7	5
DIRECT CURSOR ADDRESSING, BASIC	ARE	2	8
INVERSE VIDEO CHARACTERS, BASIC	ARE	2	9
ADDING INVERSE FONT (WILSON) BASIC	SA	3/8	171
PRINTING INVERSE OR INVERTED CHAR, BASIC	EM	5	4
REVERSE ASCII CHARACTERS (THOMAS)	SCA	23	6
CHARACTER GENERATOR PROGRAM, BASIC	SA	2/1	4,5
USER DEFINE CHARACTERICS IN BASIC	TSU	0/0	6-8
USING BASIC TO INPUT A MONITOR COMMAND (MACMILLAN)	SCA	3	4
SETTING MONITOR PARAMETERS FROM BASIC (MACMILLAN)	SCA	3	6-7
READ CHARACTER MEMORY STORAGE, BASIC	ARE	3	9,10
VISUAL REPRESENTATION OF GRAPHIC CHARACTERS	ARE	4	32
POKING SCREEN, BASIC	SUN	1	30
PRINTING CHR\$(ANY), BASIC	SUN	1	30
USE PRINT CHR\$(17) TO PREVENT SCROLLING (MACMILLAN)	SCA	3	7
GET RID OF UNWANTED SCOLLING, BASIC	ARE	3	5
SCROLL/CLEAR SMALL FRACTION OF SCREEN (PEARCE)	SCA	32	3
X,Y SCREEN DISPLAYER	SUN	1	30
USEFUL POKE COMMANDS (COHEN)	SUN	2	52
REMOVING THE "?" PROMPT FROM 'INPUTS' (LITTLE)	SCA	18	8
INPUT WITHOUT PRINT, BASIC (HUANG)	Z80	2/1	2
KEYBOARD INPUT, BASIC	ARE	3	17
KEYBOARD INPUT, BASIC	SUN	1	31-33
KEYBOARD INPUT, BASIC	EM	1	3
KEYBOARD INPUT, ASM	SA	1/1	2
KEYBOARD FAST INPUT GET ROUTINE (LANSDALE)	FE	681	1
KEYBOARD INPUT AND STORAGE, BASIC(ASM)*	EM	7	13-16
KEYBOARD INPUT AND STORAGE, BASIC(ASM)*(HARFORD)	ARE	4	14-16
A BETTER KEYBOARD INPUT ROUTINE(J.POWER), ASM	TSU	1/4	21-25
'GET' SIMULATING THE BASIC 'GET' COMMAND, ASM	ARE	2	10
'GET' COMMAND FOR SORCERER, BASIC(MC CABE)	KLO	4/80	46-7
'GET' A CONTINUOUS (GRIMSHAW)	SCA	21	9
RANDO, A BETTER RANDOM NUMBER GEN., BASIC OR ASM (REID)	SCA	7	5-7
'RANDOMIZE' SIMULATING THE BASIC COMMAND, BASIC	SCA	13	3
RANDOMIZE A SET OF INTEGERS (PP 13,16,17)	EM	8	<
SINGLE CHARACTER INPUT WITHOUT RETURN, BASIC(ASM)	ARE	1	5
A SECOND USR() FUNCTION, INP, GET OR RANDOMIZE)	SCA	16	8-10
LOCATING SCREEN CURSOR POSITION, BASIC	SUN	1	37
MAKE THE CURSOR DISAPPEAR (MORLE)	SA	2/4	39
TWO HEX CHARACTER SEARCH ROUTINE, ASM	SUN	1	37,38
CHANGING DEFUALT LINE LENGTH OF 64	SUN	1	52

LINEINPUT ROUTINE	SUN	1	66
WRITE BASIC PROGRAMS IN ASCII FORMAT INTO MEMORY	SUN	1	66-70
REPLACEMENT FOR STD VIDEO AND KEYBRD ROUTINES, ASM	SUN	2	6
10 LINE VIDEO ROUTINE (LITTLE)	SCA	24	9-13
SIMPLE ASM DATABASE CREATION,BASIC (EMMERSON) 3,17,18	Z80	1/5	1 <
DATA BASE MANAGEMENT, BASIC (PP 3,5,6)	SA	1/3	<
DATA BASE MANAGEMENT(ERRATA), BASIC	SA	1/5	1
BINARY-DECIMAL-HEXADECIMAL CONVERSION (LYONS)	SCA	7	7-9
CONVERT NUMBERS BETWEEN BASES, BASIC (GRIMES)	SCA	33	11-14
SUMMING 16 BIT HEXADECIMALS (MERCER)	SCA	23	7-8
CHAINING DATA WITH THE SORCERER,BASIC(DAILEY)	KLO	8/80	165-6
RENUMBERING A BASIC PROGRAM,BASIC (TRUSSELL)	SCA	3	12,13
RENUMBERING A BASIC PROGRAM(AUSTRALIA),BASIC	SA	1/4	4,5
RENUMBERING A BASIC PROGRAM(AUSTRALIA)ENHANCED,BASIC *	SA	1/5	2
RENUMBERING A BASIC PROGRAM(AUSTRALIA) ADDENDUM *	SA	1/7	1
AUTO LINE NUMBER PROGRAM (HELMICK)	SCA	23	13-14
MERGING IN BASIC, BASIC	SA	1/5	11
MERGING BASIC PROGRAMS BY MONITOR (TRUSSELL)	SCA	2	6-8
MERGE AND RENUMBER (MCCABE)	KLO	6/81	76-82
BIT AND BYTE TEST, BASIC (MACMILLAN)	SCA	7	14
'NEW' PROGRAM FOR RESTORING A BASIC PROGRAM AFTER,	SA	1/6	2
'NEW',*RESET*,*CLOAD*, RECOVERY FOR, ASM (LYONS)	SCA	11	9-10
'NEW', WHAT HAPPENS WHEN YOU HIT (LYONS)	SCA	16	14
'NEW', PROCEDURE FOR RECOVERING PROGRAM AFTER	SA	1/3	2
'NEW', PROCEDURE FOR RECOVERING PROGRAM AFTER (ERRATA)	SA	1/4	5
VARI DISPLAY LIST OF VARIABLES IN A PROGRAM, BASIC	SA	1/6	4,8
CLEARING THE SCREEN	SA	1/6	4
CLEARING THE SCREEN, ASM	FE	281	2
CLEARING THE SCREEN BETWEEN TWO MARKS,ASM (DENNIS)	SCA	29	2
MEMORY SEARCHING ROUTINE ,ASM (B. LEWIS)	SA	2/5	45-47
SCREEN BACKGROUND GRID, BASIC (L. STEMPNIK)	SA	2/5	58
HEXDUMP, BASIC (BARENDREGT)	FE	1181	11
AN IMPROVED ASCII DUMP PROGRAM, BASIC	TSU	1/1	5
AN EVEN BETTER ASCII DUMP PROGRAM, BASIC*	TSU	1/2	9
GREATEST COMMON DIVISOR & LEAST COMMON MULTIPLE, BASIC	TSU	1/1	8
PRIME FACTORS OF A NUMBER	TSU	1/1	8
SINGLE STROKE KEY PROGRAM	Z80	1/3	6,7
SIMULATE PRINT@ STATEMENT (JOSEPH POWER)	SA	2/2	12,13
TOOL MAKING, ASSEMBLY LANG (POWER)	TSU	1/5	8
ELEMENTARY PROGRAM CHAINING (LEWIS)	SUN	2	55-56
HEXPAD OR MEMORY CHANGE(NUM PAD TO HEX PAD)(GRIMSHAW)	SCA	18	12-14
HEXPAD OR MEMORY CHANGE(NUM PAD TO HEX PAD)(ERRATA)	SCA	19	14
HEXPAD - REPRINTED FROM SCA	SA	3/2	26-28

9-DIGIT INTEGERS ON THE SORCERER (BRIFFA)
DITTO, HOW IT WAS DEVELOPED (BRIFFA)

SCA 9 8-10
SCA 10 7-9

SOFTWARE

SOURCE

Z80 LIBRARY EXCHANGE	Z80	1/4	4,7-9
IMPROVEMENT IN TOLOMEIS Z80 DISASSEMBLER	TSU	1/2	11,12
SOFTWARE VENDORS	ARE	1	2
SATELLITE TRACKING PROGRAM FOR SALE	ARE	4	9
DESCRIPTION OF SORCERER SOFTWARE FOR SALE 7,10,13	Z80	1/8	<
STALEY PROGRAMS FOR SALE	SA	3/4	64
MENTZER ELECTRONICS(SPELLBINDER, 1.1 MONITOR, CP/M 2.2)	SA	3/4	71
ARRINGTON PROGRAMS FOR SALE	SA	3/8	161-8
BUSINESS SOFTWARE FOR SALE, COMPU-MAX	EM	2	1
MONITOR PROGRAMS FOR SALE, COMPUTER MART	EM	4	4
COMPUTER MART PROGRAMS FOR SALE, 1/15/80	EM	8	20
CHB SOFTWARE FOR SALE	SA	1/4	2
ADVENTURE PROGRAMS FOR SALE	SA	1/6	8
NORTHAMERICAN PROGRAMS FOR SALE(CAUTION SEE SA 1/7 1)	SA	1/4	3
NORTHAMERICAN PROGRAMS FOR SALE	FE	481	9
NA PROGRAMS COPY AND LIST FIX (SAGGERS)	SCA	11	8-9
SORCERER PROGRAMS EXCHANGE	SA	1/7	4
QUALITY SOFTWARE FOR SALE	SA	1/7	1
SCA SOFTWARE FOR SALE	SCA	30	12-13
RGR SOFTWARE(POOR MANS WORD PROCESSOR)	SA	2/2	10
SYSTEM 2 (SYSTEM SOFTWARE) FOR SALE	SA	2/2	15
REVIEW AND FIX TO GALAXIANS (LAFAMME)	SA	3/2	36
EDITOR/TOOLKIT FOR SALE (REEVES)	SA	3/3	46

TAPE OR CASSETTE

SOURCE

OHIO CHALLENGER TAPE READ BY SORCERER, ASM (MACMILLAN)	SCA	11	5-7
OHIO CHALLENGER LOADER FOR EPROM PROGRAMMER (DENNIS)	SCA	29	12
MOD TO PROVIDE 2400 BAUD CASSETTE INTERFACE (PETT)	Z80	2/9	13-4
BUFFERED INPUT FOR A TAPE FILE SYSTEM (LOMMEL)	SCA	25	3-4
COPY ANY TAPE (MILLER-S.P.E.C)	SA	3/1	16
COPY ANY TAPE (MILLER-S.P.E.C)	Z80	2/3	17-18
BUILD A SPEAKER TO LISTEN TO YOUR TAPE (MACMILLAN)	SCA	3	9
TAPE HEADER INFORMATION (TRUSSELL)	SCA	2	14

MODIFICATION TO SERIAL PORT TO SELECT TAPE OR KEYBRD	SA	1/6	6,7
DUAL TAPE CONTROLLER MOD., CREATIVE COMPUTING	SUN	1	48
CASSETTE RECORDER HINTS (TRAVIS)	SCA	11	7-8
SOME REASONS FOR DATA RECORDING PROBLEMS	Z80	1/4	2
DISCUSSION AND SOLUTIONS FOR CASSETTES (MILLICER)	SCA	29	4-6
ON RECORDING PRACTICES (LEONARD)	Z80	1/8	3,12
MODS TO SORCERER CASSETTE INTERFACE (GOTTWALD)	SA	3/4	66
IMPROVING CASSETTE PERFORMANCE	SUN	1	55
IMPROVING RECORDER RELIABILITY (CALVERT)	SUN	6	56
ADJUSTING HEAD ALIGNMENT	FE	281	4
LIVING WITH CASSETTES (BERNARD)	KLD	6/80	182-4
CASSETTE, WORK AROUND A CRC ERROR	ARE	2	16
NON CRC TAPE READER METHOD (TRAVIS)	SCA	15	6-7
BYPASS CRC ERRORS (NORTHROP) SA REPRINT	SCA	24	6
TAPE LOADING PROBLEM WORKAROUNDS	SUN	1	3
PROGRAM SAVER - MD PROGRAM BEFORE CLOAD (STRONELL)	SCA	16	14
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TAPE COMPATABILITY TO KANSAS CITY AND SOL	SUN	1	6
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WORD PROCESSING PAC

SOURCE

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WORD PROCESSOR EXPLANATION, TRICKS, ETC	PART 3	SA	1/6	1
WORD PROCESSOR EXPLANATION, TRICKS, ETC	PART 4	SA	1/7	2,3
WORD PROCESSOR EXPLANATION, TRICKS, ETC	PART 6	SA	2/2	16
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LISTED= 738 ENTRIES= 738

NOTES: BASIC(ASM) = ASM PROGRAM POKE BY BASIC

NAME VOL/NO DATE

FE ISSUES 181 THRU 1281 JAN 81 TO DEC 81

182 JAN 82

SCA ISSUES 1 THRU 7 JUN 79 TO DEC 79
8 THRU 19 JAN 80 TO DEC 80

20 THRU 31

JAN 81 TO DEC 81

32 JAN 82

33 FEB 82

SA ISSUES 1/1 THRU 1/7
2/1 THRU 2/5 MAY 79 TO FEB 80
APR 80 TO NOV 80

3/1 JAN 81

3/2 MAR 81

3/3 APR 81

3/4 JUN 81

3/5 JUL 81

3/6 SEP 81

3/7 OCT 81

3/8 NOV 81

*** SENT DEC 15 UPDATE

CC JUNE 79 TO DATE

KLD JUNE 79 TO DATE

ARE ISSUES 0 THRU 5 FEB 79 TO SPRING 80 (TAKEN OVER BY SA)

EM ISSUES 1 THRU 9 FEB 79 TO APR 80 (ENDED)

SUG ISSUES 1/1 THRU 1/2 SEP 79 TO NOV 79

SUN ISSUES 1/1 THRU 1/12 JAN 79 TO DEC 79

SUN 2/1 THRU 2/7 JAN 80 TO JUL 80 (TAKEN OVER BY SA)

TSU ISSUES 0/0 DEC 79

TSU 1/1 THRU 1/5 JAN 80 TO NOV 80

TSU 2/1 THRU 2/4 JAN 81 TO AUG 81 (ENDED)

Z80 ISSUES 1/1 THRU 1/9 JAN 80 TO DEC 80

Z80 2/1 THRU 2/11 JAN 81 TO NOV 81 (ENDED)

ARE	ARESCO SORCERERS SOURCE	
CC	CREATIVE COMPUTING	
EM	EXIDY MONITOR	(COMPUTER MART)
KLO	KILOBAUD MICROCOMPUTING	
SA	SORCERERS APPRENTICE	(DAVE BRISTOR)
SCA	SORCERER COMP USERS OF AUSTRALIA	(H. REYNOLDS)
SUG	SO. CAL. SORCERERS USER GROUP	(RON MIRANDA)
SUN	SORCERERS USERS NEWSLETTER	(STEVEN LONG)
TSU	THE SUN AROUND MICHIGAN	(JOSEPH POWER)
Z80	Z-80 MICROFANS	(DOUG AUBURG)
FE	PORT FE (TORONTO)	(LAUTENBACH)

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