

SO CAL.
SORCERER
USER'S
GROUP



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213/843-1101
September 2, 1983

Dear Sorcerer User,

The next meeting of the S.C.S.U.G. on Thursday, September 8, 1983 will be held as is our custom, in the Community Room of Allstate Savings and Loan, located at 8809 So. Sepulveda Blvd. in Westchester. The nearest cross street is LaTijera, from which you enter the building. The door will be open about 7:00 P.M. for conversation and equipment set-up. The more-or-less formal meeting begins about 8:00 P.M. The S.C.S.U.G. meets on the second Thursday of each month.

At the June meeting we had a pretty good discussion on the idea of a graphics seminar proposed in the June newsletter. The general response was positive, but not overwhelming.

The July 14 meeting was held as usual inspite of the lack of a newsletter. About 15 souls attended. Walt brought a system and demonstrated a program using graphics which worked the puzzle, "The Rings of Hanoi" with, as I recall, ten rings. The program was written in FORTH. Walt is working on a ROM PAC version of FORTH 79 (?) and it may be ready for the September meeting. The "Rings" puzzle was interesting to watch.

The August 11 meeting was also held inspite of no newsletter with about 12 in attendance. Talk was general about some hardware and software problems. One member brought a book for show-and-tell which should be of interest to most Sorcerer users. My appologies to the gentleman who brought it - I can't remember his name. The book ---

"25 Graphic Programs In Microsoft BASIC"
by Timothy J. O'Malley
1983, Tab Book Inc. (TAB No. 1533)
Paper Back ISBN 0-8306-0533-0
Hard Cover ISBN 0-8306-0133-3
Library of Congress Cataloging:
T385.043 1983 001.55/3 82-19368

--- is somewhat tutorial in nature and has some very useful routines and demonstrations for graphics and animation. Source listings are included. All source listings are written in Sorcerer ROM PAC BASIC! I think the price was \$12.00 in paper back.

While we are on the subject of books, I have one that is also written in Sorcerer BASIC.

"32 BASIC Programs for the Exidy Sorcerer"
1981, by Tom Rugg, Phil Feldman, Kevin McCabe
Dilithium Press

Papter Back ISBN 0-918398-35-5
Price was \$20.00 - - a bit steep

This book has a broad spectrum of programs with source listings. Each program has an opening explanation called Purpose and additional sections called How To Use It, Sample Run, Program Listing, Easy Changes, Main Routines, Main Variables and Suggested Projects. The book is written well and is well organized. It would make a good suppliment text for anyone learning BASIC.

At the September meeting, Walt Hendrickson hopes to bring a system and the Juki 6100 daisy wheel printer for demonstration. The Juki prints at 20 cps, uses Triumph-Adler print wheels (good selection of fonts) and IBM selectric ribbon cartridges. Walt says that there is a tractor feed "kit" which also includes a primitive sheet feeder. Walt has been working this printer for several months and says it is reliable. The interface is Diablo (630 ?) compatible and can run with either Centronics or serial. For those of you looking for a good daisy printer at a very reasonable price, be sure and come to see this demo. He also may have the FORTH ROM PAC ready now.

In the Sorcerer hardware department for this newsletter, I have included CCP Technical Tip #2 and a method of getting a full 8 bit parallel interface for MX-80 series printers by Karl Gibbs. Karl passes these out at a meeting about two years ago, but for the new members with us, I have reproduced it in the newsletter for the first time.

Joe Silvia, 4734 W. 163rd St., Lawndale, CA 90264, 213/542-1242 after 5 P.M., has his Sorcerer system for sale. The system consists of:

- 48K Sorcerer, WP PAC, BASIC PAC, DEV PAC.
- Dual Stringy Floppy drive system (Australian) with many tape wafers.
- Epson TX printer (predecessor to MX series that prints SORCERER graphics)
- Motorola OEM Green phosphor Monitor (no case)
- Joy sticks, 2716 EPROM programmer
- All documentation, much software, many games
- Asking \$1000.00 for the whole sheebang.

See you at the meeting.

Sincerely,

Cary Stewart

P.S. The reason we have not had a July or August newsletter, is because my company is in lay-off mode with a total 40% cutback. My group has lost 8 engineers with probably more to go. The work load has not diminished, so long hours prevail for the survivors. I have also been concerned with Resume writing and interviewing, a small vacation, and some virus problems. These have contributed to a shortage of time. Sorry about that fellows, but first priorities first. (Also, Ed.#2 worked part time 2300 - 0700, which raised havoc with child care and sleep!!!!)

CCP Technical Tip # 2

6/24/83 Creative Computer Products, Inc. 2313 W 181st St, Torrance, CA. 90504

Correcting Model I video 'Tearing':

The Model I Sorcerer computers had a bad habit of causing 'tearing' of the top several video lines when displaying high density graphics screens. This is shown up most often when running your favorite game programs. The 'tearing' is caused by horizontal overdrive. The condition is easily fixed with the addition of a single resistor to the sorcerer's video circuitry.

Proceed as follows:

1) Open the computer by removing the 5 screws holding the top and bottom case halves together.

2) Locate the video circuits...they are on the rear edge of the circuit board, near the video output jack.

3) Locate the video output transistor, Q1. Now look to the left for resistor R5, a 2.2K (Red, Red, Red) unit.

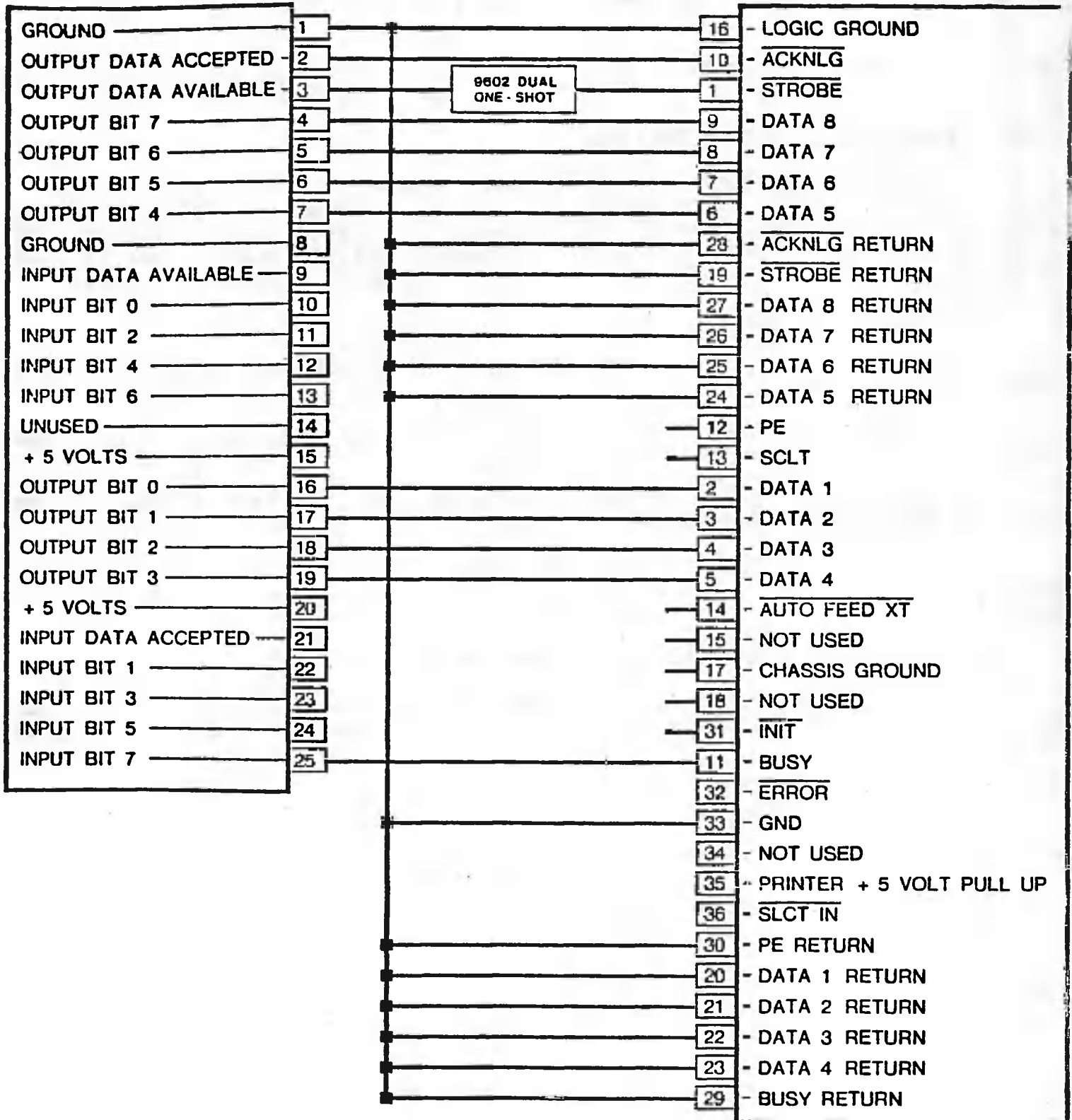
4) Parallel a 1.5K, 1/4 watt, 10% resistor with R5. As an alternate, you may replace R5 with a 910 ohm, 1/4 watt 10% resistor, but this will be more work.....

5) Re-assemble the computer and test the modification.

The value paralleled with R5 can be adjusted if needed, but don't go below 910 ohms, as the video output level will be decreased as the resistance drops.

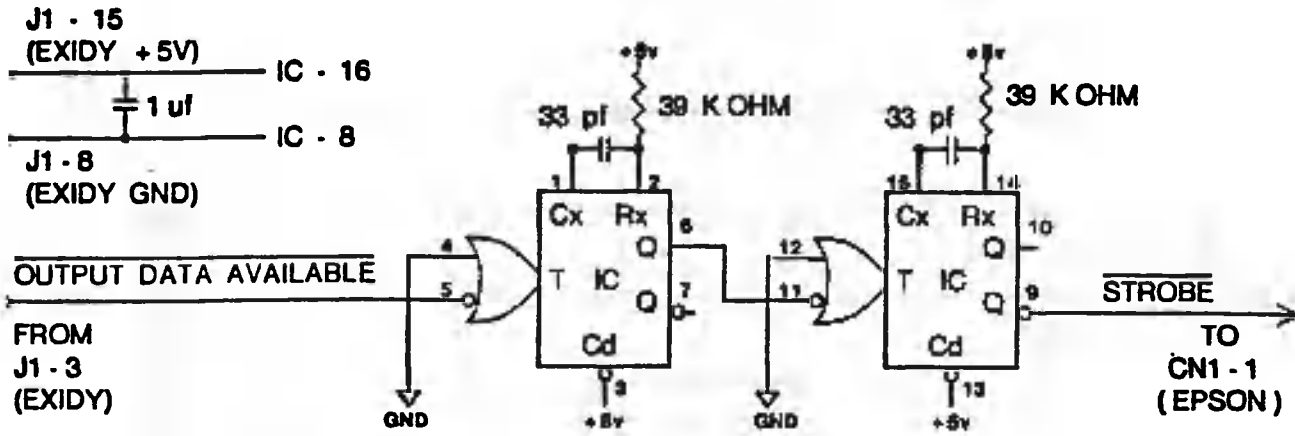
**EXIDY PARALLEL
INTERFACE PINOUT
(LEFT HAND 25 PIN CONNECTOR)**

**EPSON MX-80 PARALLEL
INTERFACE PINOUT
(36 PIN FEMALE CONNECTOR)**



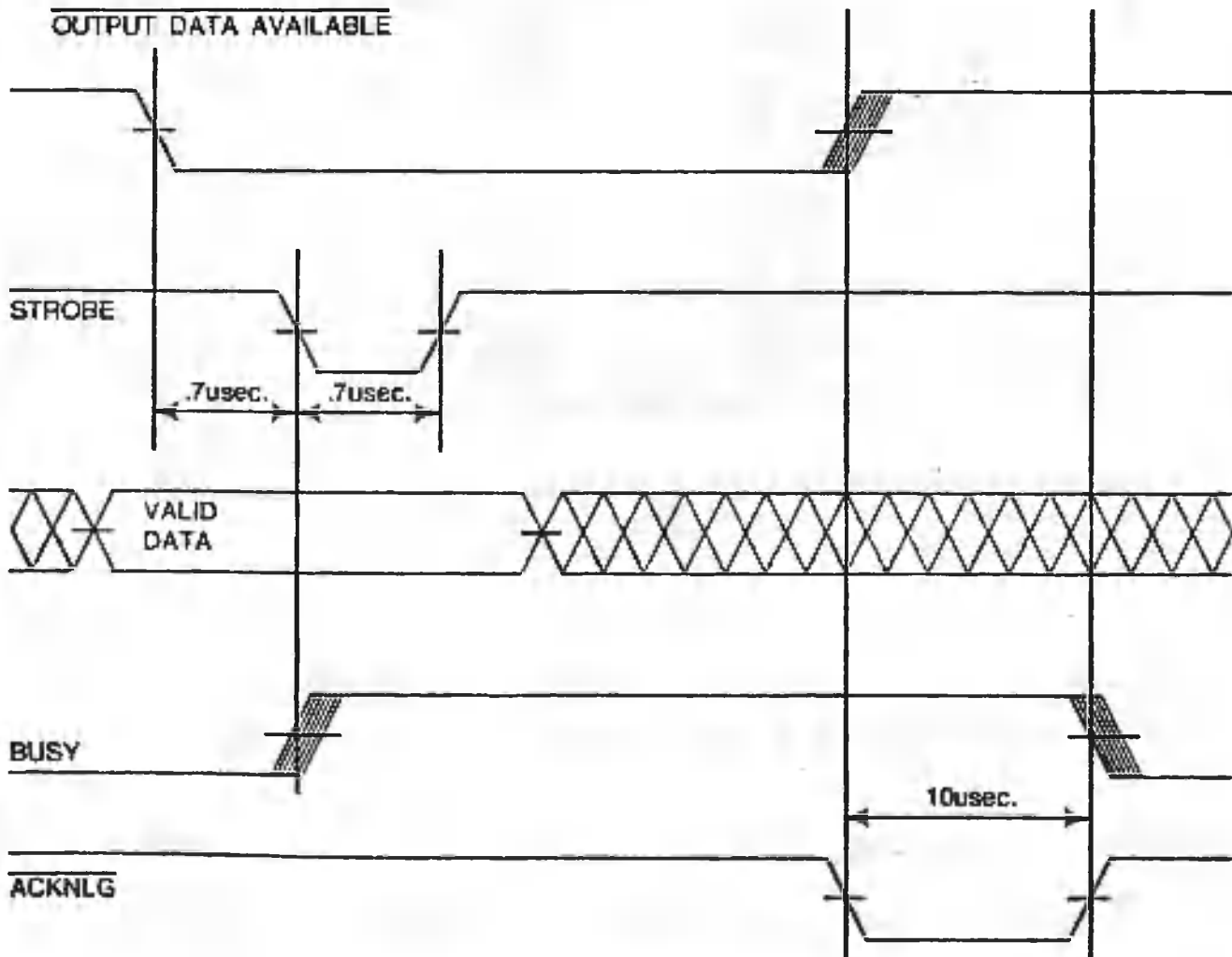
NOTE: ALL SIGNALS HAVING A RETURN PIN SHOULD BE RAN IN A TWISTED PAIR WITH ITS PROPER RETURN SIGNAL. I RAN MINE IN A STANDARD FLAT CABLE (WITH NO TWISTED PAIRS) WITH A LENGTH OF 8 FEET WITH NO 1

STROBE GENERATOR CIRCUIT

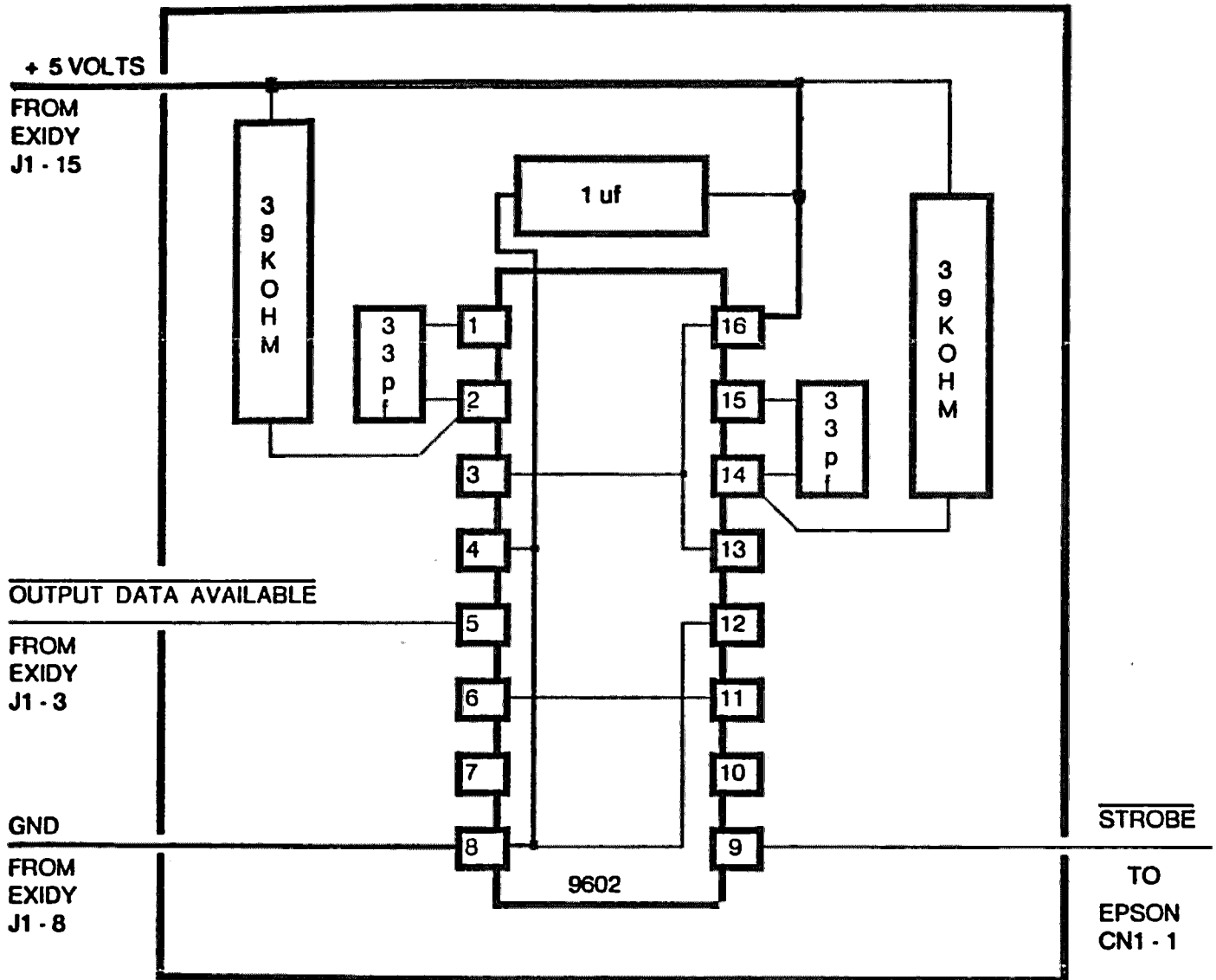


PARTS LIST	
1	9602 DUAL RETRIGGERABLE RESETTABLE MONOSTABLE MULTIVIBRATOR
2	39 K OHM RESISTORS
2	33 pf CAPACITORS
1	1uf CAPACITOR
1	SMALL PIECE OF VECTOR BOARD

CENTRONICS PARRALLEL OUTPUT TIMING



SUGGESTED LAYOUT OF STROBE GENERATOR CIRCUIT



NOTES

THE 33 pF CAPACITORS SHOULD BE PLACED AS CLOSE TO THE IC AS POSSIBLE.

THE 1 uF CAPACITOR SHOULD BE PLACED AS CLOSE TO THE IC AS POSSIBLE.

— ~ 16 AWG. WIRE

— ANY SIZE WIRE AVAILABLE THATS EASY TO WORK WITH