

CATALOGUE

*Software
Source*

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Software Source

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AUSTRALIA

AUSTRALIA

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AUSTRALIA

AUSTRALIA

A general purpose cassette data base system written in machine code for handling alphanumeric data. Allowance is made for up to 500 records which may consist of 1 to 9 fields. Each field is given a name by the user when creating the database and this is used as an aid when manipulating the file. The space available for record storage is approximately 8K less than the available RAM. The programme has a printer select routine for either Centronics or Serial printers, and you may use your own printer driver if you require. Now also available for CP/M !

LOADERS

This set of utility programmes allows you to save BASIC and Machine-language files on MDOS disks simply. The programme prompts about memory size and programme location, and automatically writes uploaders and downloaders to move the programme firstly to an area where it may be saved, and back to the area where it may be executed. The user is prompted exactly what to do. Makes it simple to save ROMPAC BASIC programmes on disk.

MICROPOLIS BASIC SPEED IMPROVEMENT

We can modify your Micropolis software to get an average 40% speed improvement to Micropolis BASIC. This really makes the BASIC move and will make it a pleasure to use. Supply us with a full MDOS system disk (as originally supplied), we will reconfigure it and return it to you. Use this new system disk to update the remainder of your disks.

CP/M 2.2 OPERATING SYSTEM

CP/M opens the door to the most extensive range of programmes available for microcomputers anywhere in the world. CP/M 2.2 is the latest update of this excellent disk operating system. We have now patched CP/M 2.2 for use on the Sorcerer with Micropolis Quad Density drives - a world first! And for the first time you will be able to read Lifeboat and Exidy format disks both in the one system! Copy a programme from one format directly to the other! Many enhancements to make full use of the Sorcerer - a link directly to the Exidy Monitor, direct use of the Sorcerer Video Speed Control, Run/Stop will enable you to pause listings, automatic cold boot direct from the keyboard, etc. Soon to be released! CP/M 2.2 for the Exidy FDS and VISTA disk drives. CP/M 2.2 is Digital Research's latest release of this excellent disk operating system, and offers many enhancements over the original 1.4 version:

Console formatting:

Console formatting for version 2.2 is considerably enhanced. Character deleting is now possible on-screen without causing the deleted character to be re-echoed to the screen. This enables fast, accurate editing of command lines. The control-X function for line deletion physically deletes the line from the screen and returns the cursor to the prompt (A>) position. The directory is displayed in three columns instead of just one, generally allowing the whole directory to be viewed in one screen.

New Functions:

Several new functions are available in the new version. These allow greater ease of programming and a resultant increase in execution speed. An inbuilt Random File Structure allows seemingly long files to be written to disk using a minimum of disk space.

File Protection:

CP/M 2.2 allows the user to divide his disk effectively into up to 16 independent and separate areas. This allows several people to use the one system, each with a separate and exclusive area on each disk. Files may be marked Read-Only to protect against accidental erasure, and may be marked System to clear them from the current directory listing, although they are always accessible. For example PIP can be on every disk, but need never clutter an overfull directory.

Utilities:

Several of CP/M's excellent utilities have been rewritten in an updated form, offering more features within themselves, and using the extra features of CP/M 2.2. These are: PIP, STAT, ED, SUBMIT. (Submit now allows the inclusion of console inputs in the submit file.)

CP/M 2.2 OPERATING SYSTEM (cont)

Programme Availability:

All CP/M 1.4 programmes are upward compatible with CP/M 2.2 and will operate without problem. There are, however, a growing number of programmes becoming available which require the enhancements of CP/M 2.2 for their operation. These programmes will not operate on CP/M 1.4.

Hardware Compatibility:

CP/M 2.2 has the capability of being configured for many different types of disk drive. These drives may be mixed in a CP/M 2.2 system. For this reason it is possible to add a hard disk to your system using CP/M 2.2, and retain your floppies as a backup system.

Sorcerer Version:

Software Source's implementation of CP/M 2.2 for Micropolis drives on the Sorcerer adds several enhancements not found in other operating systems. Both Exidy and Lifeboat disk formats can be read with equal ease, and there is a video speed control, direct key access to Exidy Monitor, direct key reboot and warm boot, as well as functions which allow CP/M programmes to be automatically started directly from a cold boot.

The system comes complete with all CP/M utilities as well as additional disk copying and formatting utilities. For programmers, or those wishing to customize their system further, the complete source of the BIOS is included on the disk.

(CP/M is a registered trademark of Digital Research)

MICROSPELL

It used to be that computers would do everything but spell. Now they can spell with MicroSpell. For whatever reason you write, you can hardly afford the negative impression misspellings instill in the reader. Microspell scans every word in your text. It stops at each dubious word, automatically prints alternatives and allows you to select the correct word with a keystroke. Its built-in 25000 word dictionary has the capacity to add over 14000 additional words to suit your application. Additionally, you may create specialised dictionaries for checking technical terms and specify which dictionary you want to check the text against. If you're unsure of the correct spelling of a word, MicroSpell will be your dictionary too. Easy for even the novice to learn and use the basic operation in a few minutes, this correction system adds the final touch to your wordprocessing system. Requires minimum disk storage capacity of 150K per drive. (See Spellcheck)



Full mailing list and merge facilities direct from disk. View, rename, erase disk files while editing a document. Create a picture of your form on the screen and then fill it in. Then print just the information onto your pre-printed form!. Ideal for cheque-writing, billing, invoicing... View right justified printing on the screen just as it will be printed. Automatic centering of titles. Multi-column printing. Save document formats on disk - that's what makes bread-and-butter typing more productive. Alternating left and right margins! Page numbering left, right or centre, top or bottom - even alternating left and right! Will handle printers up to 160 columns. Proportional printers too! Confidentiality function (include confidential notes that will not be printed). Auto line numbering/un-numbering. Global search/replace. Global search of disk files. And many more features... In fact this catalogue, including the logo above, has been formatted and printed using Spellbinder. It was printed on the NDK S-4000 wordprocessing printer. Free brochure outlining ALL of Spellbinder's outstanding features available on request. Spellbinder is quickly becoming one of Australia's best-selling CP/M Word Processors...

SPELLCHECK

*** new ***

Spellcheck is a fully interactive dictionary available for SPELLBINDER. SPELLCHECK finds spelling mistakes and typographical errors by comparing every word in the user's document with the words in one of SPELLCHECK's dictionaries (supplied with 20,000 words - expand as you use). Words not found in the dictionary are mismatches, and possible errors. These mismatched words are presented to the user one at a time. For each word, the user has three choices:

- (A) If a word is misspelled, the user can have the programme mark the word with a special character every time it appears in the user's document.
- (B) If the word is spelled correctly, the user can have the programme add the word to the dictionary. This is the easiest way for the user to automatically expand the dictionary with commonly used words.
- (C) If the word is spelled correctly, but the user does not want to add it to the dictionary, the user can choose to have the programme ignore the "mistake".

SPELLCHECK will proofread up to 50,000 words per minute! (average is around 10,000 words per minute) SPELLCHECK will operate directly from within SPELLBINDER. No need to worry about additional disk programmes. SPELLCHECK, when installed, will become an integrated part of your SPELLBINDER package.

WORDSTAR

Menu-driven wordprocessor. Text formatting performed on the screen. Edit one document while simultaneously printing another. Auto centering of lines, headings, footings, right-justify, proportional spacing, global search-and-replace etc.

WORDSTAR MAILMERGE

optional extra for above for production of personalised documents from single original. Facility for printing multiple copies of the one document, etc.

WORDMASTER

Screen oriented text editor for CP/M - in one mode has superset of CP/M's ED programme, with global search/replace forwards or backwards, while in video mode is a full screen editor. Very useful for editing source files. Will handle files larger than available memory, spooling on disk.

MASTER

The Master Directory programme. Requires two drives for operation. Simply put your "Master" disk in drive A, and run all your other disks through drive B. Master will make a complete cross-referenced index of all files on all disks. Disk names may be numeric or alpha. MASTER also allows you to add descriptions for any file on any disk. Very useful for those cryptic names! You can get an instant report on the location of any file, the disk space available on any disk at the last update, or simply a description of a programme you have forgotten how to use! Produces a hard-copy listing of your complete catalogue in any printer format. A very useful tool.

MENU

This programme will generate a sorted list of files on disk with a number next to each. To run a programme, just enter its MENU-number, and MENU will do the rest... Automatically executes even those programmes which require an interpreter to be loaded first. (e.g. CRUN2 or BASIC-80). Will operate under any version CP/M.

BASIC-80

Microsoft's extended Disk BASIC. Uses similar syntax to the Sorcerer Rom-Pac, making the change to this disk BASIC particularly easy. Easily the most powerful BASIC available for the Sorcerer. Supports chaining, random files, long variable names, WHILE/WEND etc. Programmes written for BASIC-80 can be compiled with Microsoft's BASIC COMPILER to produce extremely fast code. Requires 48K.

BASIC COMPILER

Language compatible with BASIC-80 and 3-10 times faster in execution. Produces standard Microsoft relocatable binary output. Includes relocatable object compiler, linking loader and extensive library with manager. Also includes MACRO-80 (see below). Code produced is linkable to FORTRAN-80 and COBOL-80 code modules.

BDS C

C is the programming language that was used to write the UNIX operating system. If that isn't enough to indicate the power of this language, consider that C itself was written in C! This Version designed specifically for CP/M supports most features of the original UNIX C including Structures, Arrays, Pointers, recursive functions, overlays etc. Includes a library manager and an extensive library including general purpose file I/O and floating point functions. Documentation includes "The C Programming Language" by Kernigan and Ritchie. Includes information on the ever-growing "C Users' Group of Australia" from whom can be obtained an excellent library of Sorcerer-related functions. We cannot recommend this language highly enough.

CBASIC-2

Disk extended semi-compiler BASIC. Source is written without formal line numbers and compiled, giving an .INT file. The .INT file is then interpreted at run-time by the interpreter CRUN2 which is included in the package.

COBOL-80

Level 1 ANSI 74 standard COBOL plus most of Level 2. Full sequential and indexed file support with variable file names, STRING, UNSTRING, COMPUTE, VARYING/UNTIL, EXTEND, CALL, COPY, SEARCH. 3-dimensional arrays, compound and abbreviated conditions, nested IF. Powerful interactive screen-handling extensions. Includes relocatable object compiler, linking loader and extensive library with manager. Also includes MACRO-80 (see below). Code produced is linkable with BASIC COMPILER and FORTRAN-80 code modules.

FORTRAN-80

ANSI 66 (except for COMPLEX) plus many extensions to FORTRAN such as indefinite continuation lines to enable FORTRAN source to be easily edited on the Sorcerer's 64-column screen. Includes relocatable object compiler, linking loader and extensive library with manager. Also includes MACRO-80 (see below). Code produced is linkable with BASIC COMPILER and COBOL-80 code modules.

MACRO-80

Z80 or 8080 Assembler. Will assemble code written in either Intel 8080 or Zilog Z80 mnemonics. Switch from 8080 to Z80 code within the same source file! Allows the use of extensive macros. Will separate data areas and code areas for producing ROM-able code. Relocatable linkable output. Includes linking loader, library manager, and Cross Reference compiler.

PASCAL MT

Subset of standard PASCAL. Generates ROM-able 8080 machine code. Symbolic debugger included. CP/M file I/O and assembly language interface. BCD of floating point variables. Will operate in 32K.

PASCAL MT+

Upgraded combination of ISO Standard Pascal compiler and symbolic debugger represents big plus in efficiency of developing and running applications programmes. Includes linker and disassembler, HEX literal numbers, transcendental and trig functions, full string capability, optional generation of Z80 instructions. Requires CP/M 2.x, although it will work under 1.4, but needs random file access. Needs 52K RAM and 200+K disk storage.

ACCOUNTS PAYABLE

The system forecasts cash requirements based on discount dates or dates and ages past-due payables. The user may examine these reports, specify vouchers or vendors to be paid or not paid, specify voucher dates through which to pay, then view the total cash needed for his/her selection and adjust as necessary to match funds available. Using this system one can often increase discounts taken and reduce the cash tied up in the operating accounts. Regular monthly notes and payments are vouchered to insure their not being overlooked. Year-to-date purchases and latest payments are summarised by vendor for management's analysis and control of buying activities. Routine calculations, printing of cheques and compilations of management reports are handled by the system while office personnel are engaged in more productive tasks. Each invoice may be vouchered as received to minimize handling and maintain right control. The accounts payable journal entry is prepared for direct posting to the book. Debits and credits by account can be passed automatically to the Peachtree "General Ledger" software. Flexible design accommodates most companies without expensive custom modifications. Instructions, prompts and helpful messages on the video screen lead the operator through the system activities. Requires Basic-80 and 56K. (48K version available soon.)

ACCOUNTS RECEIVABLE

Converting excess receivables to cash while maintaining good customer relations is the goal of this system. Timely and accurate invoices and statements, ready access to up-to-date customer information and ageing by account enable the businessman to speed collections and spot potential losses early enough to take corrective action. Open-item statements facilitate accurate posting of payments and readily justify amounts due. Customer messages may be printed on statements. Tedious calculations, postings, preparation of statements and compilations of summaries are performed by the system. The accounts receivable general ledger entries can be passed automatically to the Peachtree General ledger. Flexible design accommodates most companies without expensive custom modifications. Instructions, prompts and helpful messages on the video screen lead the operator through the system activities. Requires Basic-80 and 56K. (48K version available soon.)

GENERAL LEDGER

Timely, accurate and well organised financial information keeps the manager in full control of his business. The system produces departmental and summary income statements in an easy-to-read format showing current and year-to-date amounts, percentages by category and, optionally, comparative data with the General Ledger one year ago. An audit trail facilitates review and justification of statement amounts. System cross-checks, running balance total, prompting messages and input validity tests help the operator make correct entries the first time through and minimize time-wasting out of balance problems at the end of the month. Flexible statement and chart of accounts features make the system readily adaptable to most companies' needs. Summary transactions from other Peachtree software accounting packages are accepted automatically by the General Ledger system. Requires Basic-80 and 56K. (48K version available soon.)

MARKS

This programme is designed for teachers everywhere. The programme allows you to keep the class roll on disk, and come exam time, to enter the marks for each pupil, with each subject representing a proportion of the total term's work. MARKS will then calculate an overall mark for each student, and produce a graded list, showing the marks for each pupil as a percentage of the total.

SELECTOR III C2

Data Base Processor to create and maintain multi-key data bases. Prints formatted, sorted reports with numerical summaries or mailing labels. Comes with sample applications. Including Sales Activity, Inventory, Payables, Receivables, Check register and Client/Patient Appointments, etc. Requires CBASIC2. Supplied in full source, so you can customize EXACTLY to your requirements.

SELECTOR IV

Examine and process records on-line with programmed, interactive key-access information management system. Custom design complete library of invoices, management reports and labels; then print the data. Implement a variety of integrated applications with multi-file, conditional processing, and computational abilities. Fast, with enhancement Select and Sort, Julian date calculations, arithmetic capabilities, full global editing, page formatting and batchmode processing. More efficient entry capabilities (255 character records). Includes full screen formatting displaying a page at a time and screen editing making on-line updating more convenient. Makes forms emulation, like invoices or work orders, easy. (Requires CBASIC2.)

STOCK CONTROL

Complete stock control programme. Full data entry module allows you to enter stock items, update them or delete them. Gives continuous total value of Stock on Hand both at cost and selling prices. Stock movements module allows you to update your stock position on a daily / weekly / monthly basis. Generates full listing of all stock on hand, or stock below re-order quantity. Listing may be either on the screen or in hard copy. Automatically calculates total re-order value. Keep track of your actual stock value. Stock transactions are updated on a first-in first-out basis. As an example, if you have 3 items at an old price of say \$125.00 and 2 at a value of \$175.00, your actual stock value will be \$725.00. The first 3 transactions will be deducted at a value of \$125.00. Requires CP/M, Basic-80 and a 48K-Sorcerer.

T/MAKER

The most advanced utility for the analysis and presentation of numerical data and text material. T/MAKER is a combination of a visual calculator and a screen editor, allowing you to create, review, edit and print an entire document in a matter of minutes. T/MAKER is easy to learn and use. Just set up your data in columns and rows, define the relationship and T/MAKER Does the rest. Change any number in the model and T/MAKER will automatically adjust and recalculate the new values. The screen editor can handle text up to 255 characters wide, justify lines, format tables, move blocks of copy and perform global editing. Best of all, it allows you to see what your report will look like before you print it, A truly powerful and versatile tool.

PROGRAMMING THE Z80 - Rodnay Zacks

This book is designed as a progressive, step-by-step course with exercises to test the reader at every step. It covers the essential aspects of programming, as well as the advantages and disadvantages of the Z80, and brings the reader to the point where he/she can write complete applications programmes. For those wishing to programme their Sorcerer in machine language, this book is a must.

THE CP/M HANDBOOK - Rodnay Zacks

CP/M - the industry standard in operating systems. This step-by-step guide makes CP/M as easy to use as ABC. The book teaches the reader to use the CP/M editor and assembler, and tells you how to create, copy and modify files. It offers a clear understanding of CP/M's BASIC operation and explores all versions of CP/M. A general overview, sample programmes, practical operating hints and numerous handy reference tables make the CP/M HANDBOOK a must for anyone using or considering CP/M - from input typists with no computer background to experienced applications programmers.

MICROPROCESSORS (Third Edition) - Rodnay Zacks

This book is a BASIC text on microprocessors for anyone with a technical or scientific background. It covers all aspects of microprocessing, from basic concepts to advanced interfacing techniques. Independent from any manufacturer, it presents 'standard' principles and design techniques, including the interconnect of a 'standard' system. It introduces the MPU, how it works internally, the system components, (ROM, RAM, UART, PIO, and others), the system interconnect, applications, programming, and the problems and techniques of system development.

BASIC AND THE PERSONAL COMPUTER

- Dwyer & Critchfield

This book gets our vote for the best book available to learn BASIC programming. It covers all aspects of BASIC, and is easily applicable to Sorcerer BASIC. Easy to read and understand, this book will give you all the information you need to write excellent BASIC programmes.

**SOFTWARE INTERNALS MANUAL
FOR THE SORCERER - Vic Tolomei**

This 64 page manual is intended as a supplement to the two books that come with the Sorcerer: "A guided tour of personal computing", and "A Short Tour of BASIC". It contains seven chapters plus an index, and includes diagrams and examples in BASIC and assembly language.

FUN & GAMES Vol. I

- University Software, Stanford CA.

Includes notes on Basic conversions from Cbasic to Micropolis or Microsoft Basic and the following games programme listings:

Reversi:	A challenging board game offering various skill levels.
Mastermind:	Players attempt to figure out each others combinations.
Kadath:	Adventure simulation game.
Combat:	Battle game, employing numbered board on screen.
A Spell of Life:	Living cells are created using computer graphics.
Spell:	Computer aided instruction for the beginning reader.
Biorhythm:	All 3 waves.
Music Machine:	Create, save and play songs.
Mastermind:	Successive guesses of secret codes.
Sorcerer Slots:	One armed bandit on your computer.
Alien:	Invasion by the U.F.O.s.
Pijanowski:	Domino game.
Life:	Living cell game.
Merchant of Venus:	Make money in outer space.
Space Race:	Command the Federation Trading Ships.

FUN & GAMES Vol. II

- University Software, Stanford CA.

Includes notes on Basic conversions from Cbasic to Micropolis or Microsoft Basic and the following games programme listings:

Scramble:	Computer scrambles words entered by players.
Black Box:	Solitaire or multiple players board game.
World War III:	War game.
Caves:	Game of exploration of a vast underground world.
Blackjack:	A card game.
Tic Tac Toe:	The classic board game, at several levels of difficulty.
Snake:	An arcade type video game.
Galactica:	You have to reach earth passing many Cylon stations.
Credit Monopoly:	Play the money game with up to eight accounts.
Yahtzee:	A dice game.
Target Practice:	One to six players throw balls.
Bridge:	Deals four hands on screen.
Secret Agent:	Control four secret agents.
Block'em:	A strategy game requiring quick decisions.
Blackjack:	A card game.
Hangman:	A puzzle game.
Space Hunt:	Space war game.
Laser Fire:	Move and rotate your ships under enemy fire.
Math Tutor &	Learn mathematics and play the tank game
Tank Game:	combined.

EDUCATION & SCIENTIFIC PROGRAMMES

- University Software, Stanford CA.

This Book has full listings in Microsoft Basic of the following programmes:

President's Quiz, English Education, Astronomical Computations, Simultaneous Equations, Dissassembler, Renumberer, HEX-DEC, Word Search, Multiple Linear Regression, Speed Reader, Define Graphics, Quantum Chemistry, Music Note Names, Pythagorean Theorem, Grafix, Truth Table, Octa-decimal, Kinematics, Cardiac Cath, Tyde Table, Program Manager, Mathematical Educational Programme, and Math Tutor.

\$49.95

SMALL BUSINESS PROGRAMMES

- University Software, Stanford CA.

This Book has full listings in Microsoft Basic of the following programmes:

Savings and Loan, Mortgage Analysis, Material Inventory, Small Business Accounting, Distribution Mapping, Network, Timer, Optimum Job Assignments, Electric Company, Touch-Typing Course, Billing System, Roundoff LP Code, Alphabetise Index, Lores, Cross Reference, Amplitude Plot, Tax, Investment Management, Time Use Analysis, PERT/CPM, Phone, Polyplot, Hi-Plot, and Graphing Quadratics.

HOME ECONOMICS

- University Software, Stanford CA.

This Book has full listings in Microsoft Basic of the following programmes:

Text Editor, Retirement, Temperature Conversion, Home Sorcerer, Word, Metric Conversion, Utilities, Recipe Book, Julia, Checking Account, Budget, Eternal calendar, Time teacher, Metric, and Microhome.

\$24.95

BASIC TUTORIAL

Partner to Machine Code Tutorial, Basic Tutorial takes you through all you need to know to start writing your first BASIC programme! Through a series of 9 graded exercises, you will learn just what each BASIC statement will do, and how to link these statements together to produce a useful programme. In fact, your Sorcerer will have you writing your first programmes right from Exercise One! You will learn how the Sorcerer uses PRINT statements to talk to you, and how you use INPUT statements to talk to it. It will tell you how to use all the BASIC statements and how to use BASIC's One Stroke Instructions, as well as giving many hints and tips on good programming practice. Excellent value. Suitable for anyone who can read, regardless of age or experience.

MACHINE CODE TUTORIAL

\$24.95

This excellent programme shows you just how your Sorcerer and Machine Code Programming works. It uses a technique called "Computer Aided Instruction" - your Sorcerer takes you by the hand and teaches you the principles of Machine Code programming from the very first steps of Monitor Commands right through to the more complex Z-80 instruction set and coding of your own programmes! Even if you never write a programme in Machine Code, this series of 8 graded exercises, written with skill and humour, will help you UNDERSTAND your computer, and how it works.

MATHS TUTOR

\$17.95

MATHS TUTOR is an educational CAI (computer aided instruction) programme to exercise you, or your children in basic arithmetic skills, addition, subtraction, multiplication or division. Select your problem area, or a random sample of all problems. Very interactive with both praise and encouragement. Good graphics, including a 'score' thermometer and normal long-hand representation of the problems help to keep interest in the exercise. All problems use simple numbers in a specific range only. Two methods of scoring, standard (one point for each correct answer) or handicapped (one point correct, less two points incorrect answer). All incorrect answers will cause generation of correct answer (in long-hand format). (Sound effects with Soundplug).

SLAPS

424.50

*** new ***

Sorcerer Language for Assembly Programming Simulation. If you have ever wondered about the marvels of the machine and just how assembly language works, SLAPS is the programme for you. It is a pseudo machine language designed specifically to teach the principles of assembly language simply and easily. It has its own simplified instruction set of 30 instructions, and the ability to key in simple programmes of up to 100 steps. See just how the Sorcerer converts your assembly mnemonic into a code that it can understand. Change a byte of your programme and disassemble it again to see how things have changed. Execute your programme step by step and see how the Sorcerer uses registers and the stack to help it compute. Comes complete with excellent documentation including many examples, enabling you to step gently and easily towards the marvels of assembly language programming. This is really a must for the first-time programmer! Requires 32K

\$18.50

TOUCH-TYPE TUTOR

*** new ***

Learn to touch-type in super-fast time by using this special Computer Aided Instruction programme. The Sorcerer screen is split in two showing your typing exercise in the lower portion, and a graphic representation of the keyboard in the upper half. Like all good touch-typing courses, you are encouraged not to look at the keyboard. Instead, you watch the screen, and as you progress through the exercise, the Sorcerer will light up the appropriate key on the screen, prompting the next finger movement. Hit the wrong key, and the Sorcerer will tell you immediately. Touch-Type Tutor teaches step by step, introducing the keys in a logical manner and indicating the correct fingering. You may set up your own exercises if you wish to reinforce problem areas, and you can switch off the on-screen prompting as you progress.

ADVENTURE

\$19.95

The most popular game for the Sorcerer. You are the master and your Sorcerer is the slave. You can tell it to get things, go places, look at things - in short, you talk to the Sorcerer in English, and the Sorcerer talks back in English - sometimes even gets a bit cheeky! If you have never tried Adventure and you value your spare time, don't ever buy one. Be warned. They're addictive. Now there are nine Adventures -

**** Adventureland** - You wander through an enchanted world trying to recover the 13 lost treasures. You'll encounter WILD ANIMALS, MAGICAL BEINGS, and many other perils and puzzles. Can you rescue the BLUE OX from the quicksand or find your way out of the maze of pits? Happy adventuring...

**** Pirate Adventure** - "Yo ho ho and a bottle of rum..." You'll meet up with the pirate and his daffy bird along with many strange sights as you attempt to go from your London flat to Treasure Island. Can you recover LONG JOHN SILVER'S lost treasures? Happy sailing matey...

**** Mission Impossible** - "Good morning, Mr Phelps. Your mission is to..." and so it starts. Will you be able to complete your mission in time? Is the world's first automated nuclear reactor doomed? This one's well named, challenging, and radiates with plenty of suspense. Good luck...

**** Voodoo Castle** - Count Christo has had a fiendish curse put on him by his enemies. There he lies, with you his only hope. Will you be able to rescue him or is he forever doomed? Beware, the Voodoo Man...

**** The Count** - You wake up in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here, and WHY did the postman deliver a bottle of blood? You'll love this adventure - in fact you might even say it's love at first Byte!(!?)

**** Mystery Fun House** - Once you manage to get past the ticket counter, you will find days of fun in this Fun House Adventure. Luna Park had nothing on this little number. But beware - this is one of the most difficult in the series to date! Are you a master of mystery...

**** Strange Odyssey** - Marooned at the edge of the galaxy, you've stumbled on the ruins of an ancient alien civilization, complete with fabulous treasures and unearthly technologies. Can you collect the treasures and return, or will you end up MAROONED FOREVER...

**** Pyramid of Doom** - On a trek through the vast uncharted center of the Sahara Desert in search of a missing explorer, you come upon a pyramid recently exposed by the shifting sands. Will you be able to collect its treasures and escape? Or will you join its denizens for that long, eternal sleep...

**** Ghost Town** - Explore a deserted Western mining town in the search for treasures. Just remember, partner - they don't call 'em GHOST TOWNS for nothin'...

AUDIOTREK

\$29.95

SOUND EFFECTS! The complete Graphics Trek written specially for the Sorcerer. Plug the motor-control jack of your tape cable into the audio unit supplied, and you have **full sound effects** of the battle you fight with the Klingons. You pit your skills against a moving enemy. If you can respond faster than the enemy, you have a chance of beating him! Excellent graphics, and real excitement. Requires minimum 32K Sorcerer and cassette motor control. Comes complete with audio unit. (9v battery required)

AIR TRAFFIC CONTROLLER

\$11.95

You assume the responsibility for the safe flow of air traffic within a 15x25 mile area up to 5000 feet in altitude. Jets and Prop-engined planes travel at different speeds and at different altitudes. You must issue all commands to each of 26 aircraft - when to land, when to take off, when to hold, when to descend. A fascinating and reaction-testing game played in REAL-time - you must get all 26 aircraft safe before the clock ticks away your last minute, or your aircraft run out of fuel. Certainly an addictive game.

ARROWS AND ALLEYS

\$17.95

One of the best arcade games for the Sorcerer. You drive your car in a maze of alleys. Your task is to eliminate a gang of arrows that constantly pursues you. You have an advantage over the arrows because you have a gun and they don't. But they're pretty smart arrows and they like to stay well hidden unless, of course, they are trying to attack - usually from behind or the side. When you eliminate the first gang, there are more, and more gangs hunting you faster and faster. There are four levels of play. (QS).

ARTILLERY

\$12.95

This game utilises routines from the Graphics package above. Across a randomly generated windy hill, two players fire cannon balls at each other's castle by selecting the cannon's angle and powder load. With 128 X 90 resolution, you watch the cannon ball arch smoothly across the sky. You must allow for wind drift and elevation angles if you are to destroy your enemy. Requires "Graphics".

BIOCHART

\$11.95

Biorhythms govern our daily lives, our moods, and our health, it has been said. This programme allows you to study your biorhythms quickly and efficiently from the day you were born until many years into the future. Calculates the day of the week for any date. Produces a fast, clear, easy-to-read Biochart for any month in the Twentieth century. One key gives you the next month - or, for that matter, any other month in any other year!

BULLS AND COWS

\$17.95

Very competitive version of that old logic favourite also known as 'Mastermind'. You have a set number of moves (varies for different levels of play) in which to uncover the hidden 4 digit code. Differing levels also allow both repeating and non-repeating digit codes. Start with the non-repeating and advance as you improve. Excellent graphics with a full screen playing board. See how good your logic really is...

CRIBBAGE PLAYER

\$17.95

The Sorcerer challenges you to a game of Cribbage. An excellent video display shows the cribbage board and all the playing cards. The Sorcerer pegs the score and computes all the counts. The instruction booklet includes the rules of cribbage for those wishing to learn or brush up on the game. Cribbage is a fascinating game, easily learned, providing hours of enjoyment.

FASTGAMMON

\$19.95

THE Backgammon for the Sorcerer. Uses the Sorcerer's graphics capabilities to he full. Draws a complete Backgammon board on the screen. Each throw of the dice, and every move is graphically displayed. If you are learning, you can repeat the same sequence of dice rolls over and over to see if you can improve your score against the computer! But be warned - the Sorcerer plays pretty well! (QS).

GALACTIC WAR

\$19.95

Not just the ordinary 'Startrek'. In Galactic War you have control of the Starship 'Enterprise' in a 100 x 100 sector Galaxy. Move freely around the WHOLE Galaxy not just in the current Quadrant. Facing you are the formidable opponents 'The Klingons' on a hunt and kill mission. They don't just hang around - these Klingons will seek and destroy both you and the Starbases. Three classes of Klingons exist to torment you in your quest to free the Galaxy of their oppression. Battle Cruisers (750 energy units), Fleet Commanders (1500 units), Super Commander (3000 units). Use you phasers, heavy & light torpedoes and missiles to destroy the enemy. Get them or they will get you. Excellent use of Sorcerer Graphics. Use the numeric keypad to steer your starship through the hostile galaxy. Version available for use with joysticks.

GRAPHIC GAMES-II

\$11.95

This package contains 6 Basic games:

- Pie Lob Splatter your opponent with pie filling by choosing the correct angle and strength of your throw over a computer generated hill.
- Dodgem Choose the dimensions of the grid, then apply your best strategy to get all your pieces off the board before your opponent does.
- Bounce An intriguing graphics demonstration which traces the path of a ball as it bounces around the screen.
- LEM! Use information provided by the computer to execute a perfect landing on the surface of the moon.
- Nuclear Reaction Wipe out your opponent's pieces by causing explosive chain reactions.
- Checkers Pit your skill against the computer version of this all time favorite.

GROTNIK WARS

\$19.95

*** new ***

A breathtaking, 3-dimensional arcade game for the Sorcerer. Real-time animation allows you to actually SEE the galaxy around you just as though you were piloting your craft through 3-dimensional space. You must destroy the Grotniks and Enemy Fighters in all of 8 galaxies. It's a real dogfight as you strain to keep on the tail of the fast-moving Fighters while all the while avoiding asteroids and other space debris floating past you. Never before has there been a game like this for the Sorcerer!

\$14.95

HEAD-ON COLLISION

You are driving a car clockwise round an oval track, and the Sorcerer is driving a car anti-clockwise. The Sorcerer is playing "Chicken" and trying to hit you head-on. With skill, you can avoid being hit by changing lanes and adjusting your speed. At the same time, you must try to pick up points by driving over dots or diamonds on the roadway. Three levels of play. Requires at least 16K of memory. (QS).

LIFE

\$11.95

John Horton Conway developed a Mathematical game to simulate cell regeneration using very simple rules governing the birth, death or survival of a cell in a subsequent generation. This fascinating game can be played as a mathematical exercise of probability and prediction (there have been many articles written on Life by some of the world's leading scientists), or as a fascinating graphics generator. It will generate a seemingly endless variety of complex shapes and patterns as you watch the generations go by. Simple to use - you need no knowledge of maths to play.

LUNAR MISSION

\$14.95

Your mission is to land your spacecraft softly on the moon by controlling your craft's three propulsion engines. Making the task more difficult is the requirement that you cannot land inside a crater, and so you must maneuver from side to side until you are over a safe landing spot. Each time you fire one of the engines, you use up precious fuel. The video display shows both a profile view of the spacecraft coming down and a view looking down on the moon's surface. If you land successfully, you see an animated walk on the moon. If not... Nine levels of play. Requires 16K of RAM. (QS)

MAGIC MAZE

\$11.95

This is a maze game that is fun for puzzle solvers of all ages. You begin by selecting the size of the maze you want the computer to construct. Then select from 10 levels of difficulty. The computer constructs the pitfalls based on the level of difficulty. Finally, you have two options: you can leave the maze on the screen, or you can erase the walls of the maze and attempt to guide your man by memory. If you choose to erase the walls, they will reappear as you bump into them. But just how long they stay visible depends on the level of difficulty you have chosen. (QS).

\$14.95

MARTIAN INVADERS

This is Quality Software's answer to the ever-popular "Space Invaders" played on amusement machines. Twenty-eight Martians descend on you, dropping fiery bombs. You must dodge their bombs and destroy them before they can land. If you are successful, another force arrives lower than the first. As exciting as the arcade game, and doesn't require the usual 20 cents in the slot!

MUSIC

\$54.95

The system includes software and assembled hardware for playing four-part harmony on your Sorcerer. Simply connect a cable from the music board supplied in the package to your stereo, and your Sorcerer will play music in four-part harmony. The graphic editor allows you to enter melodies directly from sheet music, or to write your own. Draws the sheet music directly on the Sorcerer screen so you can see just what you've done. Allows you hear single notes if you are composing tunes, or to repeat a whole refrain easily. Transpose your melodies instantly up or down, change tempos etc. Save or load melodies directly from tape. Comes complete with sample tunes. Highly recommended.



NIKE II

\$11.95

You command a missile base and you must protect your factories and hangars from a squadron of bombers. The bombers you miss will first unload their bombs on your city and then come back with a vengeance. Nine levels of play. (QS).

PIANO PLAYER

\$15.95

This programme is a graphics addition to the MUSIC programme above. It draws the entire piano keyboard on the screen, and graphically displays the keys as they are played, while a small animated figure tinkles the ivories on top.



\$17.95

RUBIX

*** new ***

The craze that's sweeping the world now on the Sorcerer! This excellent programme uses the Sorcerer's Graphics to the limit as it brings you a full 3-D presentation of the world-famous Rubik's Cube. You can manipulate the cube just as though you were holding it in your hands! Using the numeric keypad on the Sorcerer, you can move the cube around layer by layer to eventually match all the "colours" (graphically represented by easily-recognisable patterns) on each side. Flip any side toward you, or flip it around to see what's on the back. Save the position of the cube on tape, and continue where you left off another day! You'll get hours, weeks, or even months of enjoyment from this superb brain-teaser! Also Available for CP/M!

SMART ALEC TEST

\$11.95

Seven Programmes based on the GENIUS quiz programme. This quiz is a time-limited multi-choice answer style. Answer the question in the limited time, the quicker the correct answer the more points that are scored for that question. Five questions are fired at you per round. Current topics for the quizzes are Science, Geography, History, Computers, T.V. & Movies, English and Trivia. No need to stop there, rewrite the programme adding your own database of questions on your favourite subject (or the one that you need drilling on).

SORCERER GALAXIANS

*** new ***

Just like the arcade game, the Galaxians dive at you from above with ever increasing fury. You will need all your skills to be able to defeat them. The Sorcerer's graphics are used to the full. With the addition of an audio unit (see SOUNDPLUG), or some hard-wired wizardry, you have exciting sound effects as well!

\$17.95

STARBASE HYPERION

An original space simulation of a war in the future. Defend a front line Star Fortress against invasion forces of an alien empire. You create, deploy, and command a fleet of space ships and manage ground support at the same time. Your mission is to hold out until friendly forces from other Starbases can come to your rescue. Survival demands wise allocation of your resources, which include power generators, shields, and sensors, as well as various classes of spacecraft. To improve your chances of survival, you can study the STARCOM battle manual which contains the latest intelligence concerning the alien empire. Requires 16K of RAM. (QS).

SUPER SPACE BATTLE

This is the American version of the ever popular 'Startrek', written in Exidy Basic. Your mission is to defend mankind by eliminating the 'Xkloids' robots. Several Galaxies have to be searched for all the enemy ships. But, once you've met, be sure to keep your cool (CC)

STRATEGY GAMES

\$14.95

Four games of strategy on the one tape! Includes:

PRIZE	That well known T.V. game 'Concentration'.
BREAKOUT	Control the bouncing ball to break through the barrier.
DEFLECTION	Drop deflectors to deflect your piece to collide with and destroy computer's pieces.
SWEEP	Control the direction of your piece to collide with and destroy the computer's pieces. They must be destroyed in the correct order.

ACCOUSTIC COUPLER

see MODEM.

CASSETTE INTERFACE CABLE

Enjoy the Sorcerer's ability to switch cassette units on and off. Gone are the days of forgetting to turn your cassette unit on or off. A must for every serious computer buff. Add sounds to your programmes with our "Soundbox". (see Soundbox).

DIGIPILOT WX4671

Now your personal microcomputer can produce graphic output. Digiplot draws characters and straight lines with simple commands, connects with a single cable to your computer and has the following features: Solid and broken lines, character generator for letters, numerals and symbols which can be enlarged and rotated to four orientations. Coordinate axes can be drawn by simply specifying the graduation interval and number of repetitions. The Digiplot uses any hard fibre-tip pen. Ideal for graphical representation of mathematics and statistics, drafting and designing, research and development as well as administrative or productivity reports. Also available in 6-pen multicolour version. Accepts up to A3 paper size.

DISKBUS

*** new ***

DiskBus, pioneered and developed in Australia by Software Source Pty Limited is the new, low-cost way to expand your Sorcerer to its full capabilities. DiskBus is a simple alternative to the S-100 Expansion Unit for the Sorcerer, providing 8K of additional user memory, and full interface to a Micropolis floppy disk drive subsystem - the most popular disk drive for the Sorcerer. DiskBus automatically expands your Mark II Sorcerer to its full 56K of memory, and allows the addition of up to four Micropolis disk drives. Three choices of drive is available - low cost single units - 315K, the ever-popular dual drive system - 630K, or the amazing double-sided dual drive giving an incredible 1.2 Megabytes of on-line storage. At its maximum configuration, you will have 56K of internal memory, and 2.4 Megabytes of on-line floppy-disk storage! Its low-profile attractive styling is designed to provide a handy plinth for your video monitor, raising it into your eyeline by about 3 inches. A flat-cable connects directly to the Sorcerer's 50-pin expansion bus, and another flat cable leads to your disk drives. Available for either 240v or 110v 50/60Hz mains power. See disk drives

DISK DRIVES

A ever increasing diversity of disk drives are appearing on the market, making the process of choosing one's system more and more complex. The following table lists some of the drives available through Software Source. The table shows comparisons from drive to drive, ignoring all the technical jargon normally associated with disk drives. "K" stands for Kilo-bytes (thousands), "Mb" stands for Mega-bytes (millions). Call us for more detailed information.

HARDWARE	CAPA CITY	CP/M Ver.	MAXIMUM ON-LINE	S - 100	Maximum Sorcerer Memory	use of ROMPAC
Micropolis II	315K	2.2	4 drives (1.2Mb)	Yes	55 K	Yes
Micropolis II with DiskBus	315K	2.2	4 drives (1.2Mb)	No	55 K	Yes
Micropolis IV with DiskBus	630K	2.2	4 drives (2.4Mb)	No	55 K	Yes
Vista V200E 10 or 20	200K	1.4	4 drives (800K)	No	47 K	Yes
Vista V200E 22	400K	1.4	3 drives (1.2Mb)	No	47 K	Yes
Exidy FDS	300K	1.4	3 drives (900K)	No	47 K	Yes
YE DATA 8 inch	1200K	2.2	4 drives (4.8Mb)	Yes	55 K	No

DISK DRIVE HEAD CLEANING KIT

The information on your disk is of vital importance to you. Loss of information can be frustrating and costly. Regular maintenance of your disk drives is one way of reducing the risk of accidental loss or damage to your data. This "Scotch" brand kit makes cleaning your disk heads easy.

EPSON MX-80 PRINTER

Truly an amazing little printer for the money. Less than \$1000, but with more printing power than you would imagine. Full seven-wire disposable printhead gives upper and lower case characters with descenders. Switch selectable character sets, with a built-in chunky graphics set. Logic-seeking head (no waiting pass by pass for those ultra-short lines to be printed). Prints 40, 66, 80 or 132 characters per line on standard paper up to 10 inches wide. Has the ability to print expanded characters, or to emphasised characters (printed twice in the one spot).

Also available:

Mark II (with graphics)
 FT with friction as well as tractor feed.
 MX-100 takes 15 inch paper.

EXIDY FDS DISK DRIVES

see disk drives.

EXIDY S-100 EXPANSION UNIT

This unit simply plugs into the back of your Sorcerer and allows you to add any S-100 compatible equipment directly to your system. The sort of equipment available includes: music synthesizer boards, additional memory boards, real-time clocks, floppy disk controllers, interface boards, analogue/digital converters etc, etc.

32K EXIDY SORCERER MK II

The Sorcerer is one of Australia's most popular Micros, and is continuing to be so. Full 32K of RAM, expandable on board to 48K, and externally to 56K. Dual cassette interface at either 1200 or 300 baud, serial, parallel and centronics interfaces. Fully expandable to the industry-standard S100 bus. 30x64 video display with high resolution graphics to 240x512 resolution. Full upper and lower case keyboard with numeric keypad standard. This catalogue was prepared on a Sorcerer with dual Micropolis floppy disk drives, using Spellbinder.

EXPANSION MEMORY

We can supply fully assembled and tested 8K or 16K TCT RAM boards for Sorcerer Memory Upgrades. These boards are manufactured in Australia under license and have been fully tested with the Sorcerer under operational conditions. Offers bank select and write protect in 4K blocks. These boards can be supplied as separate units or installed and tested in your machine.

FAN for S100 unit

This low noise fan keeps your S100 unit at normal working temperatures. No more worries about "cooked" chips or boards. No more data loss due to overheating of RAM or ROM.

NDK S4000 WORDPROCESSING PRINTER

The NDK S4000 has a heavy duty 16-wire printhead producing single-pass high quality 17x16 matrix characters at 150-200 characters a second in draft mode, or 75 characters a second in wordprocessing quality mode. Spellbinder will drive this printer FULLY PROPORTIONALLY. This catalogue was printed entirely using the NDK S4000, including the graphic on page 8. Need we say more?...

MICROPOLIS MEGAFLOPPY DISK DRIVES

Micropolis has long had the reputation for quality disk drives. Micropolis brought out a Quad Density disk drive when the rest of the industry said it was impossible, and they have been running with incredible reliability ever since. Available in either single or dual units. Each drive has an incredible 315K of formatted storage. And 5 1/4-inch floppy disks are so convenient for storage and handling. The ideal and recommended Floppy system for the Sorcerer. Now available in MOD IV, double-sided version with 630K per disk! (See disk-drives)

MODEMS

\$399
 This modem allows you to access the world's biggest data banks, including OTC's MIDAS. On the other hand, you can plug into your friends home computer. The modem is fully approved by Telecom and meets the CCITT specification V24. It connects to the standard RS232 interface and suits all standard data terminals, including the System-80, TRS-80 or the Sorcerer. Transmission speed is at 300 Baud selectable at full or half duplex.

MOTOR CONTROL ON MICROPOLIS

The latest model Micropolis controllers switch the disk drive motors off approximately four seconds after the last disk access. As you can imagine, this considerably enhances media life and increases head-wear immeasurably due to the fact that the disk does not spin when the drive is not being accessed. We can modify your early-model controller to give full motor control. Will operate normally with MDOS, Exidy CP/M or Software Source CP/M. Some minor modification will have to be done to Lifeboat CP/M to allow disks to reach full speed before access.

PHANTOM MODIFICATION

Modification is required to your 48K Mark II Sorcerer if you want to use the full facilities of Micropolis Disks and ROMPAC together. We require your S-100 unit, your Sorcerer and your Micropolis Disk Controller card to carry out this relatively inexpensive modification. Allows you to switch-select your disk-boot address at either BC00 or DC00. DC00 gives you full use of 48K of RAM (or 55K if you have an additional board), and BC00 drops your available RAM to 47K, but allows full use of ROMPAC. This gives you the ability to store all your ROMPAC BASIC programmes on disk, and to use the Wordprocessor ROMPAC with disks installed.

PARALLEL PRINTER CABLE

These fully tested and assembled printer cables are ready to plug into your computer and printer.

SANYO 12 MHZ GREEN PHOSPHOR MONITOR

The display on this monitor has to be seen to be believed. If you are currently using a converted "TV" as a video display unit, you owe it to your eyes to look at the Sanyo Data Display Unit. Every character is crisp and clear. Will operate with any Mark II Sorcerer. (Mark I Sorcerers need a small mod to the Video Board before connection)

SEIKO PRINTER

This dot-matrix fanfold printer is the lowest priced printer yet. A single hammer printhead and software selectable graphics are just some of it's amazing features. Accept up to 204mm wide sprocketed paper. This printer is fitted with a standard Centronics parallel interface and is compatible with most computers.

SOUNDBOX

Soundbox is supplied free of charge when buying "Audiotrek". You can add sound to your programmes with this utility. Simply plugs into your cassette motor control (unit 1 or 2). Add that special touch to your games programmes or add an audible prompt to your data input programmes. Comes fully assembled including a machine language programme accessible with Exidy Basic and documentation.

SOUNDPLUG

This fully assembled sound generator plugs into the Sorcerers Parallell port. Simply connect a speaker to it. "Galaxians", "Grotnik Wars" and "Touchtype Tutor" use this sound system.

STRINGY FLOPPY

With Stringy Floppy you can record your data or programmes at 7200 baud, 6 times faster than the Sorcerer's default recording speed. Stringy Floppy wafers, the recording medium, contain an endless loop of special chromium dioxide tape ranging in length from 1.6 to 23 meters. Tape speed is at 25 centimetres per second. There are no controls to fiddle with, just a light indicating that the drive is in operation and another one indicating that data is being written onto the wafer. Wafers can be write-protected to avoid accidental overwriting of data. Stringy Floppy use a digital recording technique similar to floppy disks, not fluctuating audio tone. The result: reliability.

TEC FP1500-25 DAISYWHEEL

Full precision daisywheel wordprocessing printer. Spellbinder or WordStar will drive this printer fully proportionally at 25 characters per second. Or you can use its own internal proportionality to produce beautiful quality printing. The ideal printer where letter-quality is premium, but a low price is important.

VISTA V200-E for Sorcerer
see disk drives.

MOD 1.01 to EXIDY STANDARD BASIC

There is a better way to write programmes for the Sorcerer with a new "extended" version of the EXIDY BASIC ROMPAC.

The new BASIC comprises a hardware modification to an existing ROMPAC and the exchange of two ROM chips. It makes the language into a considerably more powerful package that includes:

Line editing

Alter any part of any line WITHOUT having to retype the whole line. Change a few characters, insert a word, delete a statement, or repeat the line in a different place in the programme. Lines that exceed one screen width are allowed and editable, (lines may be up to 64 Tokens long, where BASIC keywords are single Tokens).

Block deleting

Remove completely from your programme any group of sequential redundant lines. Not only one at a time, but as a Total Block.

Fully selective renumbering

This renumberer is more powerful than many available in Extended and Disk based BASICs. Specify the beginning AND END of the block to be renumbered. References to non-existent lines are reported, and duplicated line numbers are allowed, but are flagged.

Full crash recovery

No more swearing and cursing when a power glitch resets your machine. The programme will be still intact and can be recovered instantly.

PLUS:

- * FULL INPUT CHECKING to eliminate unseen syntax errors and line overflows
- * REDO FROM START if type mismatch in INPUT statements
- * SAVE NUMERIC ARRAYS with confidence (CSAVE* and CLOAD*)

*** AVAILABLE ONLY FOR EXIDY STANDARD BASIC VERSION 1.0 ***

Same day service: Simply send your original BASIC ROMPAC to us. We will modify your pac and return it by the very next post.

DEVELOPMENT PAC

This Exidy Rom-Pac allows you to write symbolic ASCII files which can be saved to tape. Files can be assembled and linked/loaded. Use our "UTIL3" (see utilities section) in conjunction with the Development Pac and learn the marvels of Z-80 assembly language programming.

DISK PAC

Our own "PAC" to plug into your Sorcerer, specially written by us for nontechnical disk users. Disk Pac automatically boots your disk when you press RESET or switch on your Sorcerer. Disk Pac works with CP/M or MDOS. A warm-start from Exidy Monitor (PP) gets you back to disk. Disk Pac checks if disk is up and warns you if not. Let your secretary use Disk Pac and forget the worries of explaining the disk start-up procedures. Ask for a demonstration in our new showroom.

EPROM PAC

"Burn" your own programmes and create your very own pac. We can burn the Eproms for you with your very own programmes. Ask us for details.

WORD PROCESSOR PAC

Exidy's programmable video word processor. Allows you to write your files with full video editing capabilities. Then, print them or save them to tape. An easy way to enter the world of word processing. When ready, update to disk system and the ultimate word processor "Spellbinder". Spellbinder uses similar commands to the word processor pac, reducing retraining costs drastically.

CASSETTE FILES

This programme is designed to allow the user to save strings on tape. All tape I/O is done through a buffer. When this buffer fills, the contents are written to tape automatically. These strings may later be read into a string variable in your programme one at a time. Well documented.

DEBUG

This programme will help you debug machine language programmes, stepping through programme execution one step at a time. All registers and flags are displayed at each step. Option to set as many as five breakpoints. View/alter any memory location while stepping through a programme. Ideal for learning machine language. SEE exactly what your computer is doing and just how it goes about doing a task! A must for machine-language programmers, or those wishing to know more about how their machine operates. (QS).

DISASSEMBLER

This BASIC programme goes to work on your MACHINE-LANGUAGE programmes and produces a complete disassembly in Z80 assembly mnemonics. See just how a machine-language programme is written, and understand its workings. Makes an ideal pair with DEBUG to give you an insight into the workings of machine-language. Of course a good DEBUG and DISASSEMBLER programme are the base tools of any machine-language programmer. (QS).

FORTH

FORTH is a language that builds on itself. You actually expand the language by defining new words (commands) that consist of a set of previously defined FORTH words. FORTH is much easier to work with than assembly language, yet its execution speed is much faster than higher-level languages like BASIC. FORTH for the Sorcerer is based on FIG-FORTH, the popular model from the Forth Interest Group that has become a standard for microprocessors throughout the world. FORTH for the Sorcerer uses simulated disk memory in RAM and does not require a disk drive. Extensive documentation includes a full tutorial on the FORTH language, and many examples of FORTH programming. Requires 32K. (QS)

GRAFIX

Tape-based machine-language programme allows fast definition of graphics characters. Powerful Macro command allows you to define 24 graphics characters as a block! Numeric keypad becomes special keypad for drawing lines and curves inside a character or inside the 8-character by 3-character macro area. Inverse, flip, rotate, tilt, mirror or translate any character or any group of 8 characters, or all 24 characters. Move characters from one area to another. To give you some idea of its incredible power, you could move standard characters into defined graphics area, inverse the characters (black on white) and turn them all on their sides - all with just three keystrokes! Will give hard copy of character definitions and will save defined graphics characters on tape for later use. Now also available for CP/M, incorporating disk storage of graphic characters.

GRAPHICS

This programme approaches Sorcerer graphics from a new point of view and for the first time allows you to draw a graphic representation on the **whole** of the Sorcerer screen. The programme divides the Sorcerer screen up into 11,520 dots, any one of which it can turn on or off. This machine-language routine is accessible from BASIC via the USR(x) function and will enable you to draw lines between two points, overlay a 'screen' in memory to produce animated effects and to move the entire screen up, down, left or right. Comes with an impressive 4 minute demonstration programme which will draw circles, stars, 3-D figures, bar charts and plots. Well documented. Highly recommended for anyone wishing to use the Sorcerer's graphics capability to the full.

GRAPHICS ANIMATION

Enables you to plot, move or erase a shape directly from BASIC. Enables you to move a shape across a background without destroying the background. Includes a keyboard routine to detect simultaneous keypresses without requiring a 'return'. Also includes a routine to clear screen without destroying defined graphics. Separate programme (included in package) helps you define graphics characters and save them for use in your BASIC programme. (QS).

PLOT

\$14.95

Plot provides easy access to the Sorcerer's outstanding graphics capabilities. Written in machine language, PLOT contains both low and high resolution modes that can be accessed from BASIC with simple well-documented commands. With low resolution mode you can rapidly plot points and horizontal and vertical lines anywhere on the 64x30 point low resolution video screen using any character. The high resolution mode gives you the capability to plot points or curves anywhere on the 512x240 point high resolution video. Both programmes on the cassette come with demonstration programmes written in BASIC. Includes an eight-page instruction booklet. (QS).

SMART TERMINAL

\$19.95

Convert your Sorcerer into a smart terminal. Used with an acoustic coupler or modem such as many now available (see hardware section), this programme permits you to communicate easily and efficiently with other computers. The programme formats incoming data that exceeds the 64 character per line available for the Sorcerer video. No characters are lost and words are rarely broken. Incoming data may be stored in any one of nine files in RAM. Files, including text, data, or programmes may be saved to or loaded from cassette, listed on the video, printed, transmitted out through the modem or edited with an onboard text editor. Provides interface for either serial or Centronics printers. Allows you to specify exactly the communications protocol required. Sorcerer word processor files can be transmitted as ASCII and Basic programmes can be converted to ASCII for transmission and ASCII files can be converted back to BASIC when received. Comes with full documentation. Will run in any Sorcerer down to 16K. Don't leave your Sorcerer lonely. give it the chance to talk to other computers! (QS)

STRING SAVER

\$29.95

This tape-based machine-language programme allows you to save BASIC string arrays on tape. Simple to use, with complete programmer control. One of our biggest sellers. Ideal for business programmers. Enables you to select the tape drive to write/read to/from. Saves the array of your choice, and writes a header on the tape to identify the array name, size, and no. of characters. You may select the number of CRC errors to accept. Allows you to readily repair arrays saved on tape that develop CRC errors. Has excellent reliability - better even than CSAVED programmes. Now you can save names, addresses, descriptions etc. onto cassette tape. Really enhances the power of your BASIC programmes. No need to always change DATA statements and then resave all of your programme. This programme resides in the USER GRAPHICS section of Sorcerer memory and runs under EXIDY STANDARD BASIC ver 1.0 or Software Source MOD 1.01.

SYSTEM 3

\$29.95

Widely acclaimed as the BEST tape-based programmer's tool for writing programmes in EXIDY BASIC! This programme occupies approximately 4K of programme memory and extends the usefulness of EXIDY BASIC immensely. The following commands are at your fingertips immediately SYSTEM3 is loaded:

EDIT	Edit lines on the screen - insert characters, delete or alter characters within the line.
AUTO	Automatically numbers the lines for you as you are entering them.
REN	Renumbers programme lines within your programme.
MERGE	Merges a programme on tape with one in memory.
DEF	Defines up to 10 keys of your own choice to contain any string up to 1000 characters long!
TRACE	Traces the execution of your BASIC programme line by line!
HELP	Helps you to find the syntax errors in BASIC programme statements!
FIND	Finds any string, or any variable within your programme quickly and easily.
CLOAD?	Verifies that a BASIC programme was saved correctly to tape.
VAR	Lists the values of all numeric or string variables currently defined in your BASIC programme.
DEL	Deletes a block of lines from your programme.
LIST	Lists FROM one line TO another (inclusive).
CLOSE	Eliminates all un-necessary spaces from your programme.
OLD	Will generally resurrect a BASIC programme after a NEW or accidental RESET.
ALSO:	SYSTEM3 has a print routine to allow you to list programmes on your printer without having to go to the monitor to SE O=L. Customise the routine for your serial printer if you like.

UTIL3

\$29.95

This programme allows fast and easy use of the EXIDY DEVELOPMENT-PAC. Includes the following functions:

- * Automatically sets vectors on entry and exit of Development Pac Editor and Assembler. Simple commands: E E to edit a file; E A to assemble it (and so on).
 - * Allows the option of listing only the errors during assembly - a useful function when an entire source file listing is not required. This function considerably speeds assembly time.
 - * Allows the suspension of Assembly Listings at any time during assembly (to enable the operator to take note of errors or comments etc.), and will allow the operator to abort an assembly at any time.
 - * Provides a utility for the insertion of strings into a source file. The operator enters a string, and UTIL3 converts it to the correct assembler syntax.
 - * Provides a direct link to the Exidy Monitor.
 - * Saves and loads a source file in approximately 1/3 the time of the PAC. It will set up all memory divisions exactly as they were when the programme was saved.
 - * One simple command (E G) continues execution from the instruction following a breakpoint to the next breakpoint. Maintains register integrity. (The Rom-Pac does NOT!).
- ** THIS PROGRAMME IS A MUST FOR DEVELOPMENT-PAC PROGRAMMERS ****
(see ROM PACS)

CROSS REFERENCE

Gives you a cross reference listing of Standard Exidy Basic variable names, as well as all branching statements. Can be linked with Arrington's Basic Editor. As an example: If lines 100 and 120 contain a GOTO 80, then Cross Reference lists GOTO 80 100 120. Makes finding variables a dream.

BACKUP

*** new ***

Backup will copy programmes from one disk to the next, as long as the programme does not exist on the destination disk. Since backup accepts ambiguous file names, the task of backing up files is considerably eased. No more worries about overwriting a file by mistake or missing another file by accident. Makes backup copies of files present on destination disk and the copies file if desired. Verifies files if required. Etc. etc... Includes 10 page manual.

CASSDISK

*** new ***

Have you saved all your old tape programmes on your CP/M disk yet? This used to be a time-consuming procedure! This programme simplifies the task by automatically setting the Go-address on disk, inserting up- or downloaders if required and saving the right amount of memory. Ideal for new CP/M users. Read the CP/M manual while the programme does the work, while changing cassettes from time to time, then start enjoying the full benefits of your disk systems without the hassles of moving cassette files to disk.

COMPARE

Compare any two files on disk. Reports all differences in both HEX and ASCII. You can specify just where you want to start comparing, and where you want to leave off. Ideal for comparing for version differences or to see if a file has been updated and exactly WHERE the changes lie! If you need to patch your faulty programme, COMPARE will give you a direct address where to find the offending byte in a DDT image.

DIRECTORY-SORT

*** new ***

Imagine an alphabetically sorted listing of your disk directory. At a glance you'll be able to find the information you are looking for. Sort the directory according to your requirements. BASIC, SPELLBINDER or CP/M-directory formats are available. Set file status at record speed. Move files to different user levels. Resurrect accidentally erased files. Get statistics on files and disk. Requires CP/M 2.x and Z-80 processor.

DISK TO TAPE

*** new ***

Easy transfer of CP/M files from disk to Sorcerer cassette. Ideal for backup purposes or transfer of CP/M files via cassettes. Don't let your disk get bend in the mail, send a cassette instead. Comes with a tape to disk programme as well!

DISZILOG

Super CP/M disassembler will disassemble any programme and generate a 280 source file complete with labels and a cross-reference table. Full encodement of labels to indicate whether a label is internal of external, or whether the reference is to data or to code. Will also generate markers to show where incorrect or hidden code may appear.

DZX

*** new ***

Our extension to DISZILOG. DZX allows you to write an ASCII file containing all input requirements of DISZILOG. DZX will load DISZILOG, and read/execute all commands nominated in the ASCII file. Allows you to comment and update your files of data areas, etc.

FIX

Enables you to read any record from any file on disk, and to alter any byte or block of bytes within that record. You may then write it back to disk without disturbing the rest of the disk. Allows you to alter in HEX mode or ASCII mode, and will allow you to keep a second file open for reference purposes. Excellent for repairing corrupt files and for general development work.

LIST

List an ASCII file to screen, printer or disk. Select lines to be listed, and include line numbers if desired. Accepts heading on listing. Ideal for proof listing with line numbers for easy reference, then omit the numbers and print final document. Will format files with page headings and page numbers.

Q

A fully sorted and formatted disk directory programme. Displays a sorted list of all files in disk directory. Will search for ambiguous file names. Gives accurate totals of the length (in K) of every file.

Q II

Designed specifically for CP/M 2.0+. Can be forced to give a sorted and formatted directory of another user level, or of all user levels. Will not show system files unless required. Gives R/O status of files and full statistics of file sizes and available disk space. Password security to other user levels.

REFORMAT

No matter how careful you handle your disks. Sooner or later you'll have a "bad sector" error. REFORMAT will rescue that disk as long as the error is not a permanent i/o error. All sectors will be verified, affected sectors are listed upon completion of the programme. The perfect solution for those panic-stricken moments!

SAVBAS

*** new ***

CP/M Support utility which greatly simplifies the saving of EXIDY Standard Basic programmes onto CP/M disks. Once programmes have been transcribed to disk they may then be loaded and executed from CP/M as normal CP/M commands. A must for putting all of those games tapes up onto your disk for fast loading. Requires disk controller at an address that does not conflict with the ROMPAC. (generally BC00)

SCREEN-SAVE

*** new ***

This programme saves the Sorcerer screen to disk as an ASCII file, which can later be printed or viewed. Automatically generates a backup file in case the name you supply already exists. Can be used as a means to print the data on screen. Give this programme to your secretary. Next time she crashes a programme while your at lunch, tell her to save the screen exactly as it was at the time of her troubles.

STATPAK

Professional statistics and probability calculation library programme for the analyst to handle data in almost every conceivable manner including capabilities found in large time-share systems. Utilities provided can rapidly and easily handle large numbers of data items, expedite file creation, provide file editing and merging and select data subsets and data scaling. Features include probability calculations, discrete distribution functions, continuous distribution functions, regression analysis, means testing, survey data and contingency tables, nonparametric statistics, analysis of variance and more. Written with a consistent structure, programme subsections are accessible and largely self-documenting with screen prompts presented in an informative conversational mode that rapidly takes the user through the procedure. Requires Basic-80.

SUPERSORT

Sort, merge, extract utility. Sorts fixed or variable records with data in binary, BCD, Packed Decimal, EBCDIC, ASCII, floating point, fixed point, exponential, field-justified, etc, etc. Will even sort files with variable number of fields per record!

QSORT

Fast sort/merge programme for files with fixed record-length, variable field-length information. Up to 5 ascending or descending keys. Full backup of all input files.

ZSID

Symbolic debugger for Z80 code. Has full trace, pass-counting and breakpoint utilisation. Has backtrace and histogram capabilities. Can access object code through addresses contained in a symbol table in memory. Operates like a super Z80 version of DDT, but with many, many more features. For example, the backtrace routine will list the last 256 instructions traced before reaching a breakpoint. When used with a symbol-table, listings appear just like your original source file (without the comments, of course). And if you use the inline assembler, you can very simply debug and correct a faulty programme.

BACKUP SERVICE

All products are backed up with full service warranty, both hardware and software. We can repair your faulty disk drives and solve any hardware problems. We write application software to our client's specifications

BASIC PROGRAMME LOCKING

Going commercial? We can lock up your EXIDY BASIC programmes in such a way that they cannot be copied, listed or modified. Locking algorithm changes from programme to programme to ensure complete security. Once a programme is locked, not even we can unlock it. Be sure you have a master copy in safe-keeping!

DISK TRANSLATION

As a service to our customers, we will translate programmes between Standard IBM format single-density 8-inch diskettes and Micropolis quad density 5 1/4 inch diskettes, FDS or Vista formats for a moderate fee. Programmes can be copied in either directions.

EXPANSION

When adding disks and other peripherals to your system, it is imperative that all units are integrated and matched. As well as supplying Micropolis Quad density drives, printers and other peripherals, we offer an advisory service regarding the compatibility and suitability of peripherals for the Sorcerer.

POLICY

Software Source are specialists in the Sorcerer. We are one of the few companies in the world specialising in software and technical backup for this machine. If there is any product that can be fitted into or onto the Sorcerer, we make it our business to know of it, and if we don't carry it in stock, we will be happy to order it on your behalf. If you need to know anything about the Sorcerer, or if you are looking for a particular piece of Software, either "off-the-shelf" or customised or specially written, please contact us.

We know about the Sorcerer. Ask us first.

No enquiry is too small,
and none too large. We'd
be delighted to help you.

SOFTWARE

If you are looking for a market for software which you feel would be of use to other Sorcerer owners, send us a copy for evaluation. As software writers, we respect the copyright nature of programmes, and guarantee that your work will not leave our workshop without your prior written consent and an agreement as to royalty payments.

CASSETTES

Quality C10 cassettes, especially manufactured to our specifications, are now available. Cassette labels come separately, allowing you to type them neatly on your typewriter.

FLOPPY DISKETTES

We supply diskettes for Micropolis drives, FDS drives, Vista drives as well as 8 inch drives. Be sure to specify your requirements when ordering.

FLOPPY DISK BOX

The ideal way to store your 5 1/4 inch diskettes is in this metal box. Holds up to 50 diskettes.

PRINTER PAPER

We carry a wide range of fanfold paper, including labels. We can arrange customised printing of your computer stationary.

PROGRAMMING PADS

Specifically designed for the Sorcerer Programmer, makes programme designing a dream.

VIDEO WORKSHEETS

Contains the Sorcerer's video addresses, ideal for development work of video oriented programmes.

SPELLBINDER KEYTOPS

Change the numeric keypad keytops to show the individual functions of SPELLBINDER.