Beagle Bros
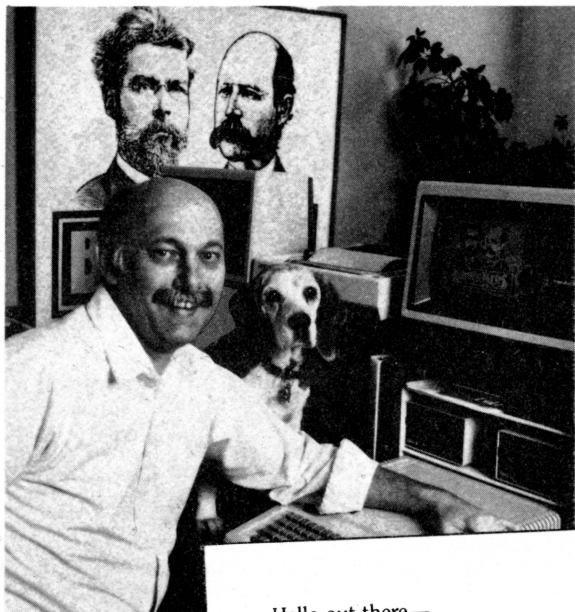## MICRO SOFTWARE

BEAGLE BROS
APPLE® SOFTWARE
CATALOG
& BEAGLE BROS BULLETIN

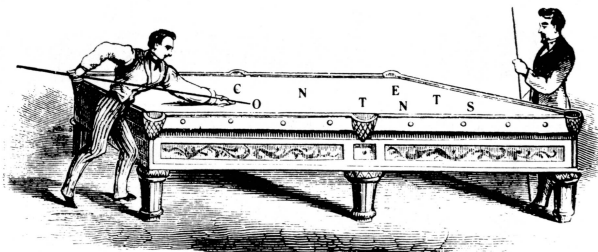VOLUME 0, NUMBER 6   ✳✳✳   WINTER/SPRING 1985

Hello out there—

October 1, 1984, officially marked Beagle Bros' fourth anniversary. In the beginning it was just Sophie and me (Sophie's the one with the bigger ears). We were armed with a 16K Apple II and a quarter-page ad offering cassette games and Tip Book #1. The back bedroom served as Beagle headquarters.

Now we've grown to become a twenty-product publisher, and we've done our best to keep the same approach and flavor we had four years ago—unprotected software that you can learn from, fair prices and good customer support.

We're featuring two new products in this issue, including _I. O. SILVER_, a great new Apple game by Brad Wilhelmsen, who spends his non-Apple hours teaching English in Japan. And Alan Bird, who can make your Apple do anything but the dishes (he's working on it though), has just put the finishing touches on _D CODE_, a fast and friendly Applesoft program compactor and de-bugger.

THANKS for your continued input and support. Keep pounding those keys, and enjoy our catalog!

Bert Kersey

Bert Kersey
President, Beagle Bros, Inc.

BEAGLE BROS SOFTWARE CATALOG
Table of Contents

Apple Mechanic

SHAPE EDITOR/HI-RES FONT DISK by Bert Kersey
$29.50, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #5

A FEATURE-PACKED DISK

Apple Mechanic's features and functions range from hi-res animation to decorative title pages to computer music. Combined with our 48-page documentation/Tip Book, this is one of the best Apple software bargains anywhere.

SHAPE EDITOR

Your Apple is capable of displaying and manipulating hi-res drawings that are stored in memory in the form of "shape tables". These drawings may be called to the screen from your programs with Applesoft's DRAW and XDRAW commands. Shape tables are excellent animation tools that may be used in a variety of applications—from games to animated titles, charts and graphic presentations.
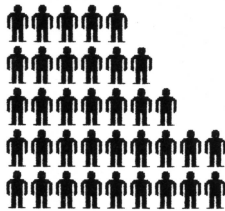
(Sample chart made with Apple Mechanic shape tables and type)

Projected Population, 1985

Apple Mechanic's Shape Editor makes shape construction a snap. You plot your drawing from the keyboard as it is simultaneously displayed in same-size and enlarged forms on the hi-res screen. Your shape is then automatically converted into shape table data and stored on disk for you. The hassle is gone and your creativity is released (that's what computers are *for*, right?).

The Shape Editor's keyboard-plotting system is simple and fast. A correcting feature lets you erase by "backspacing" over your in-progress drawing. Any shape you don't like may be redrawn. A shape may be "pre-plotted" on the screen and then traced with slight changes for animation purposes.

A HI-RES LEARNING TOOL

The Apple Mechanic disk features three Demo programs that teach a ton about using shape tables and hi-res graphics in your Applesoft programs. The documentation gives you a complete rundown of Apple's hi-res and shape table commands, including some not covered in your Applesoft manual. TIP BOOK #5 has many tips and educational articles like "More Room for Hi-Res Programs", "Hi-Res Flix", "560-Plot Hi-Res", and more.

BLOCK: ABCabc
WESTERN: KLMN
apple: ABCDEFG
STENCIL: ABCDE

(Sample type from the Apple Mechanic Disk)

HI-RES CHARACTER EDITOR

Apple Mechanic lets you create and edit hi-res "shape fonts" which may be typed directly on the screen or be accessed from your Applesoft programs. Six 96-character fonts are included on the Apple Mechanic disk (see *Apple Mechanic TYPEFACES*, next page, for more).

Shape Font benefits are many. Proportional spacing (more characters per line, easier to read); fast printing speed; no Vtab or Htab restrictions (characters may be placed *anywhere*, rotated if you want); and the ability to "Xdraw" words over multi-colored backgrounds.

NO CHARGE FOR USING OUR ROUTINES IN YOUR PROGRAMS.

Apple Mechanic will professionalize your programs. If you are writing programs for sale, you may use Apple Mechanic's routines and type fonts WITHOUT CHARGE. Just give Bert and Beagle Bros credit on your disk title page and in your documentation—
"HI-RES TYPE—COPYRIGHT © 1982 BERT KERSEY, BEAGLE BROS INC."

BEAGLE BROS / 3990 Old Town Avenue, Suite 102C / San Diego, California 92110

26 SHAPE FONTS FOR APPLE MECHANIC by Bert Kersey

$20.00, Compatible with any Apple II and DOS 3.3—Requires Apple Mechanic disk

Here are more hi-res fonts for Apple Mechanic's *Xtyper* and *Hi-Writer* programs. There are 26 fonts total, both large and small, all proportionally-spaced and positionable anywhere on either hi-res screen (page 1 or 2).

Most are fully-editable 96-character fonts, ranging from Ordinary to *Artistic*, many with special graphic characters.

Each character (from "!" to "□") of every font (from "Ace" to "Zooloo") is editable with Apple Mechanic's Font Editor. You may add or alter special characters (arrows, boxes, etc.) to a font, and re-save it under a new name.

Note: The programs from the Apple Mechanic disk are required to access these fonts—

Use Apple Mechanic and A.M. Typefaces in your programs without paying a licensing fee! Just credit Beagle Bros on your disk and documentation.

See page 4 for more details.

Apple Mechanic TYPEFACES sampler (26 fonts total)

(Printer dump software not included. See Triple-Dump.)

Alpha Plot

STANDARD HI-RES GRAPHICS PROGRAM by Bert Kersey and Jack Cassidy
$39.50, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #4

TWO PAGES, TWO DRAWINGS

Alpha Plot lets you work on and compare two hi-res drawings at once. The two hi-res pages can be instantly switched, putting Page One's image onto Page Two and vice versa.

Alpha Plot self-portraits dumped to dot-matrix printer using Triple-Dump (page 8).

TYPE A PICTURE

Alpha Plot is a program that lets you draw and label an endless variety of hi-res pictures, charts and graphic displays. It also lets you manipulate, copy, compare and even combine pictures. All hi-res images may be saved to disk, to be retrieved by your Applesoft programs (no royalty fee required if you sell your programs).

With Alpha Plot's easy-to-use keyboard plotting system (paddles/joystick optional, not required), you can quickly create images on the screen, plotting in any hi-res color or reverse (the background opposite at any point).

Color Mixes too. Lines, circles, ellipses and boxes (outlined or filled with color) may be plotted with one or two keystrokes.

HI-RES TEXT

Alpha Plot lets you type upper and lower case directly onto the hi-res screen in four sizes, from normal to giant (4-times normal size). No extra hardware is required. No Htab or Vtab restrictions either. Type all kinds of color titles and labels *anywhere on the screen,* even SIDEWAYS if you want— an effective feature for graphs.

TRACEABLE, ERASABLE LINES

Alpha Plot's optional "Rubber-Band" Cursor projects a line between two points so you can make visual adjustments before you draw. "Reverse" lines may also be drawn and then, if you want, be completely erased without disturbing background details.

IMAGE MANIPULATORS

Two drawings may be superimposed in four different ways (opaque, transparent, etc.). Any rectangular segment of a hi-res drawing can be *moved* to any location on either hi-res screen. You can, for example, center finished images on the screen, or imprint your trade mark or name on all of your hi-res pictures.

An instant Negative of any section of the screen is a useful feature. Hi-res images can even be converted to Lo-Res and back!

MORE PICTURES PER DISK

With Alpha Plot's *Scrunch* routine, you can store hi-res images in as little as one-third normal disk space (11 sectors, for example, instead of the normal 34), depending on the complexity of each image.

HI-RES TIPS

With Alpha Plot, you get a 40-page documentation book, which includes a nice collection of Apple Tips— shape table and animation tricks, a collision graphics demo, and hi-res program listings, all designed to help you make the most of your Apple's amazing graphics capabilities.

Beagle Graphics

16-COLOR DOUBLE HI-RES GRAPHICS by Mark Simonsen
$59.95, Compatible with Apple IIc or 128K Apple IIe, DOS 3.3 and ProDOS
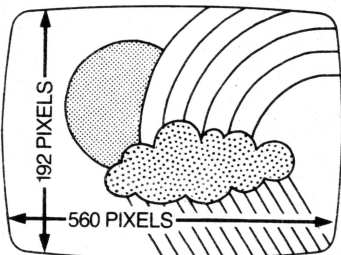

Twice the resolution of normal Apple graphics.

DOUBLE HI-RES FOR THE ARTIST

Beagle Graphics makes the most of the best features of your Apple *IIc* (or 128K *IIe*)—
16 Hi-Res Colors and a 560 x 192-pixel screen—*twice the resolution* of normal hi-res. All standard hi-res functions, including shape tables, are supported and enhanced.

MANY WAYS TO DRAW

Beagle Graphics lets you draw or "paint" directly on the double hi-res screen using 16 different paintbrushes. Hi-res ICONS (pencil, scissors, etc.) make drawing and editing pictures a snap.
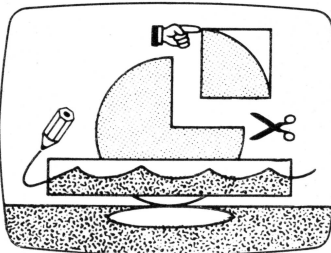
FAST ICON-ASSISTED DRAWING WITH "CUT & PASTE" FEATURES Move or duplicate any image section.

CUT & PASTE

Beagle Graphics' "Cut and Paste" feature speeds up screen layouts by letting you move or duplicate any section of an image anywhere on any picture. Plus, any portion of a picture may be inverted or flipped in any direction.

MOUSE-CONTROL OR...

Beagle Graphics' "Double Plot" drawing program supports keyboard control (no extra hardware required), *or* the **AppleMouse II™**, Joystick, KoalaPad™ or Apple Graphics Tablet.

DOUBLE HI-RES FOR THE PROGRAMMER

Beagle Graphics lets you enhance your Applesoft programs with new commands that draw fast circles, lines and shapes.

33 new commands are included to give you and your 128K Apple incredible double-resolution graphics power!

SCRUNCH AND SAVE

Double hi-res picture data may be "compressed" to save disk space. (Most pictures end up taking less than 50% of their original space on the disk.) Plus, any rectangular part of an image may be SAVED and LOADED.

CONVERT PICTURES & PROGRAMS

Beagle Graphics lets you convert your existing hi-res programs (including *Apple Mechanic*) so they work in double hi-res. Convert normal hi-res pictures to double hi-res too (half- or full-screen width).

DOUBLE LO-RES TOO

Beagle Graphics supports double lo-res graphics too, with its 80 x 48-pixel screen.

CHANGEABLE TYPE STYLES

Add normal or wide type to your double hi-res images in various typestyles, including those from the DOS Toolkit™ disk (included on the Beagle Graphics disk). Redefine any character with Beagle Graphics' character editor, so that any character may be any symbol you like.
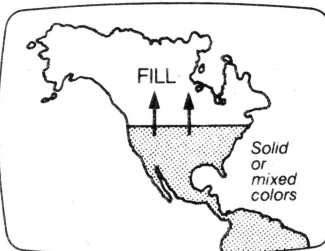
DRAW AND FILL SHAPES FAST! All draw and fill routines are usable in your Applesoft programs.

FILL SHAPES FAST

Beagle Graphics lets you "fill" double hi-res shapes in 16 solid colors. Or choose from over 200 color mixes for a wide range of effects.

Triple-Dump

PRINT-ANYTHING UTILITY by Mark Simonsen and Rob Renstrom
$39.95, Compatible with any Apple II, DOS 3.3 and ProDOS

PRINT ANYTHING ON YOUR PRINTER

Hard copy made easy— Triple-Dump lets you transfer anything from the Apple's screen to any dot-matrix ("graphics-capable") printer. To do it, simply run the programs on the Triple-Dump disk, OR add Triple-Dump's print routines to any Applesoft program. A simple "Call" command will then transfer the image from the screen to the printer.

"SOPHIE" digitized tv picture

1: HI-RES & DOUBLE HI-RES

Dot-for-dot reproductions of hi-res pictures may be printed "as is" or enhanced with special effects. Print new 560-pixel DOUBLE HI-RES pictures on paper too.
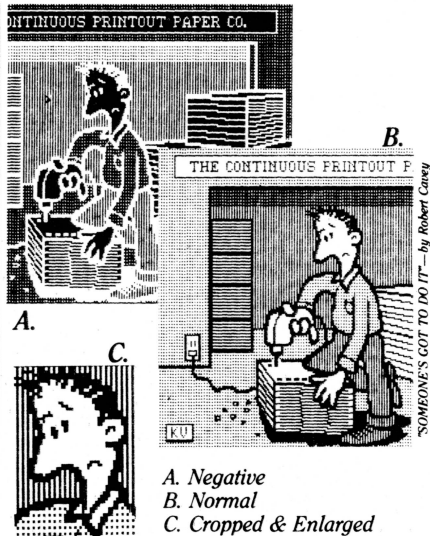
2: LO-RES & DOUBLE LO-RES

Triple-Dump converts lo-res colors into shades of grey, making those previously "unprintable" pictures printable.

3: 40 & 80-COLUMN TEXT

Both 40- and 80-column screen dumps are easy with Triple-Dump—and fast!
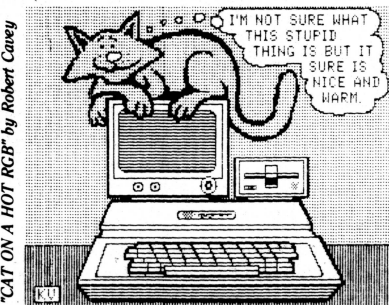
"CAT ON A HOT RGB" by Robert Cavey

*"SOMEONE'S GOT TO DO IT" — by Robert Cavey*

A. Negative
B. Normal
C. Cropped & Enlarged

SPECIAL EFFECTS

Pictures may be cropped, rotated, reversed (negative), magnified and printed in a variety of densities (depends on your printer). All Triple-Dump options appear on the screen in menu format for easy selection and adjustment.

WHICH PRINTERS?

If you are using a DOT-MATRIX, GRAPHICS-CAPABLE printer, Triple-Dump will undoubtedly work with it. If it won't, we'll either make it work or refund your money.
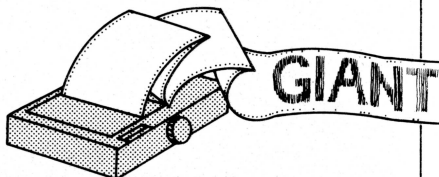
BONUS BANNER MAKER

Triple-Dump's Banner Printer lets you put *any* printer to work making GIANT SIGNS (8"-high characters) for the home or office. Just type the words you want (no length limit) and let your printer go to work printing your signs!

Flex Type

COMBINED HI-RES AND TEXT WITHOUT SPECIAL COMMANDS

Our favorite Flex Type feature is that you can HPLOT and PRINT on the *same screen* with no unusual commands. With Flex Type booted, it's just as simple as...

```
10 VTAB 1: HTAB 20
15 PRINT "DOGFOOD"
20 HPLOT 0, 10 TO 279, 10
```

Here, Lines 10 and 15 print "DOGFOOD" on the hi-res screen (looking identical to the text screen). Line 20 draws a hi-res line under the word; a few more commands could draw a box around the word, or a graph.

Type directly on Bloaded pictures too, with normal Applesoft PRINT statements.

With Flex Type, you are no longer restricted by Apple's four-lines-of-text limit at the bottom of your hi-res pictures.

NORMAL APPLESOFT DOES THE JOB

Flex Type understands normal Applesoft commands, including HOME, INVERSE, NORMAL, VTAB 1-24 and (hooray!) HTAB 1 through HTAB 70.

Flex Type also supports top and bottom text window pokes and has smooth hi-res scrolling (in both directions with Double-Take), so you can program as you normally would, but with the ability to add text to graphics, or graphics to text.

You can even run your existing Applesoft programs with Flex Type features. (Note: Some of your larger programs may over-write the hi-res screen. Instructions are included for getting around this problem.)

AN ENDLESS CAST OF CHARACTERS

Upper and Lower Case may be typed in any width on any Apple. And every keyboard character may be redefined as any symbol you like with Flex Type's Text Character Editor.

Apple's DOS TOOL KIT© fonts are supported too, letting you switch between up to NINE FONTS in memory at once with simple control-character commands.

CHARACTER WIDTH CONTROL

Just as a dot-matrix printer produces compressed and expanded type, Flex Type creates the same effect on the screen—Display text in normal 40 columns, or produce 20-column Expanded or 56-and 70-column Condensed characters (that's 7/8ths of 80-columns on *any Apple* without any extra hardware.

Type sizes may be mixed on the same screen (or even on the same line) for copyfitting or emphasis. Simple control-character commands trigger the different character widths.

Programmers use **FLEX TYPE** to mix type **SIZES** and type STYLES ON THE SAME SCREEN.
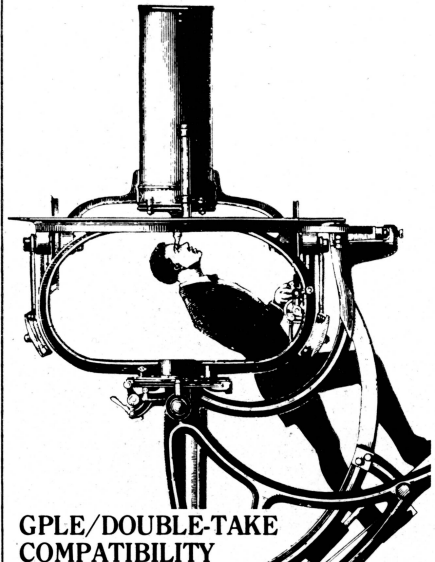
GPLE/DOUBLE-TAKE COMPATIBILITY

Flex Type is compatible with most features of most Beagle Bros' utilities, including GPLE's global editing and Double-Take's two-way scrolling capabilities.

Frame-Up

APPLE PRESENTATION PROGRAM by Tom Weishaar
$29.50, Compatible with any Apple II and DOS 3.3

APPLE "SLIDE PROJECTOR"

Frame-Up is our high-speed "slide projector" utility that lets you create professional displays of intermixed hi-res, lo-res and text frames on any Apple. Frame-Up is easy-to-use and *fast,* allowing you to load hi-res pictures from disk to the screen in just 2½ seconds! Text and lo-res frames load even faster, providing you with interesting animation possibilities.

NEXT "SLIDE" PLEASE...

You may use the Apple keyboard (*or* paddles or joystick) to change frames in forward or reverse order, skipping images if you want. Or presentations may be left *unattended,* with each frame individually timed to appear and remain on the screen from 1 to 99 seconds! The order and timing of your graphics and text images may be easily (and instantly) arranged and rearranged.

A sophisticated Text Screen Editor is included on the Frame-Up disk that lets you create and format black-and-white text frames that can be used in your presentations.

You can even add text screen type "live" on the screen during your shows.

Note: Frame-Up is for *displaying* graphics only, not for *creating* graphics (See *Alpha Plot* on page 6 and *Apple Mechanic* on page 4). Frame-Up will not display double hi-res graphics created with *Beagle Graphics.*
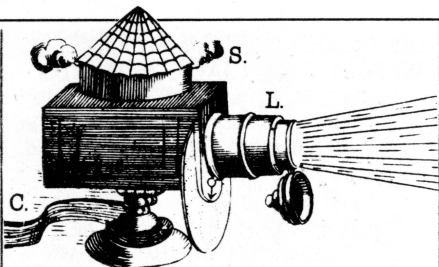
MORE PIX PER DISK

Up to 17 hi-res or 136 lo-res/text pages may be stored per disk. With two drives, you can double these figures without touching a disk.

MAILABLE PRESENTATIONS

Frame-Up includes a "Display Module" which may be copied and distributed to your associates (or mailed home to Mom), so they can run your display, as you designed it, on their Apple or *any* Apple!

EASY TO USE

Frame-Up features one-key commands, a bi-directional scrolling catalog, onscreen menus and a handy reference chart, which all work together to make Frame-Up simple to operate.

Frame-Up is ideal for store displays, presentations to the boss, club programs, trade show booths, product demos, promotions, seminars, conventions, classes, and just plain showing off your Apple.

FREE PEEKS & POKES

In case you're new around here, every Beagle Bros disk comes with a free 11"x17" chart of the most useful Apple Peeks, Pokes, Pointers and Calls. On the back is a handy list of ASCII values and a double hi-res color chart.

CURSOR KILLER?

Tired of seeing that flashing checkerboard cursor on your IIe or IIc monitor? Press the Delete key, then the Left-Arrow key. (Assumes GPLE isn't loaded)

GPLE RUB

A big benefit of having GPLE in memory is that your Delete key acts as an easy-to-reach backspace key. Nice improvement.

To *print* the Delete character (□), you can PRINT CHR$(127), or, in Edit mode, replace a character with a "Delete" after finding it with control-F.
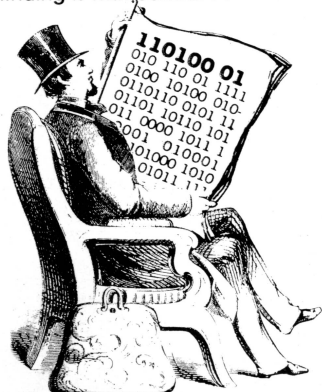
WHERE'S SOFTALK?

We don't know. They just disappeared without a word. We miss them; that was a *great* Apple magazine. We also miss the $5000 we pre-paid them for the two-page spread that was supposed to appear in their September issue.

80-COLUMNS OR 40?

If PEEK(49925)+PEEK(49927)=80 then an 80-column card is installed. To discover if the user is looking at 80-columns or 40, clear the screen (HOME) and print a period. If PEEK(1024) (upper-left screen character) is equal to 160 (a space) then 80-columns is in effect.

PRINTER ON?

If your printer is off and a program does a PR#1, everything will screech silently to a halt until someone turns on the printer or does a control-Reset. The problem is, there is *no message* on the screen to tell you what to do. WHY doesn't more software (like *AppleWorks*, for example) use this simple trick?

```
100 FLASH: PRINT "FIX PRINTER"
110 NORMAL
120 PRINT CHR$(4);"PR#1": PRINT
130 PRINT CHR$(4);"PR#0": HOME
```

(Program continues)

MOO CALL

Did you know that under DOS 3.3, typing "**CALL 985**" will make your Apple moo like a cow? Sometimes once, sometimes twice, sometimes not at all.

LOCKED OR UNLOCKED?

So you're writing a software program, and you're afraid everyone is going to copy it? Here are just a few ways to protect disks, in order of effectiveness:

1. Put off marketing your disk for a while longer. As long as you do, *no one* will make bootleg copies. This method works best and is very popular.

2. Call *Computer Media Products* (619-565-7803) in San Diego. They reproduce all Beagle Bros disks (unprotected) and we highly recommend them. They also offer duplication with copy-protection.

3. Contact Apple Computer, Inc. They offer a semi-protected version of DOS. In case you didn't know, you *must* license DOS from Apple if you are selling disks with DOS on them.

DiskQuik

DISK DRIVE EMULATOR by Harry Bruce and Gene Hite
$29.50, Compatible with Apple IIc or 128K IIe—DOS 3.3
Note: DiskQuik cannot be used with copy protected software that requires booting.

AN IN-MEMORY "DISK DRIVE"
DiskQuik is easy to describe— It makes your Apple IIc or 128K Apple IIe think a disk drive is connected to Slot 3. But DiskQuik is much faster, quieter and more reliable. Enjoy many of the benefits of a second (or 3rd or 4th...) disk drive at less than 1/10 the price.

DiskQuik uses your Apple's extended memory, which holds *about half* as much data as a 5¼" floppy disk.

NORMAL COMMANDS AND PROCEDURES
All normal Applesoft and DOS commands, except INIT*, are in effect once DiskQuik is loaded. For example, "CATALOG, S3" catalogs files in RAM (Slot 3). "CATALOG, S6" displays your normal disk catalog. Files may be transferred between RAM and normal Apple floppy disks with FID or normal DOS 3.3 commands.

*INIT is temporarily replaced by a DiskQuik "WIPE" command which, in effect, clears Slot 3's memory. INIT may be re-instated at any time.

SILENT AND FAST
Since no moving parts are involved, DiskQuik operates silently and at super-high speeds. For example, **Brunning FID takes 2 seconds** instead of the normal 6. A catalog will fill the screen in under a second. See it to believe it.

READY WHEN YOU ARE
DiskQuik has many uses. For example, load often-used files like FID into memory when you boot, so they are always available when you need them. Access these files just as you

Notice! DiskQuik stores files in memory instead of on a disk!
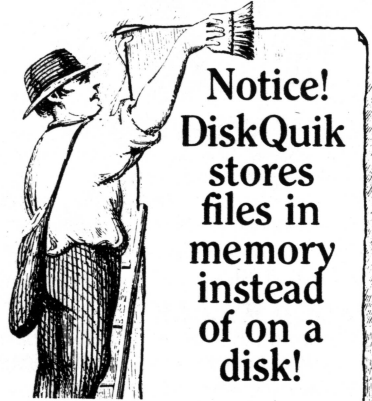
would from disk ("BRUN FID, S3" for example). Swap files from RAM onto disk and vice versa, just as if a disk drive were connected to your Apple's Slot #3.

FRIENDLY AND COMPATIBLE
DiskQuik is compatible with Apple 80-column display, ProntoDOS, GPLE, Double-Take, and all normal Applesoft and DOS 3.3 commands and procedures. DiskQuik will not interfere with Double Hi-Res graphics.

BONUS UTILITIES
DiskQuik comes fully equipped with a set of menu-selectable utilities for mass transfer of files between RAM and floppy disk, "write-protecting" RAM, toggling DiskQuik's sound effects (an optional click that acts as an "In Use" signal), and more.
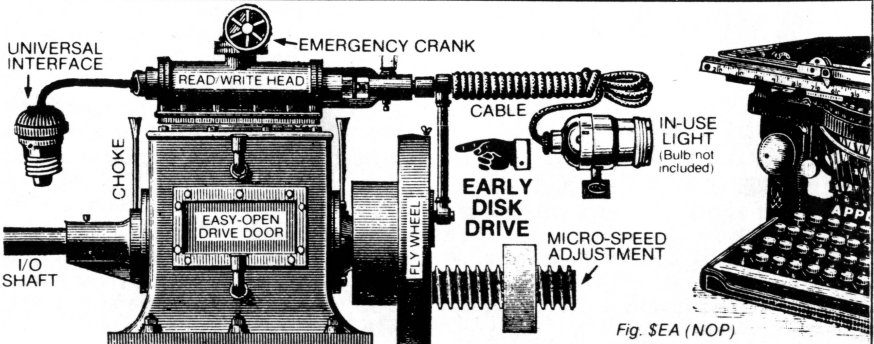
Fig. $EA (NOP)

Fatcat

DISK LIBRARY DISK by Alan Bird
$34.95, Compatible with any Apple II and DOS 3.3 (Reads both DOS 3.3 and ProDOS disks)

ORGANIZE YOUR DISK LIBRARY
Fatcat will read all of your DOS 3.3 and Pro-DOS™ file names into one or more "Master Catalog" files, for sorting, searching and printing. A Master Catalog may be updated at any time by simply reading in new or altered disks.

FIND FILES FAST
For example, find and print out all file names containing the letters "APPLE", or find and list all of the *Text* files or *Applesoft* files in your entire library. Search by file description or disk title too. For example, have Fatcat print an alphabetized list of all your "Game" disks or all of your "Financial" files.

ALPHABETIZE FILE NAMES
Fatcat's "Sortcat" program alphabetizes DOS 3.3 and ProDOS catalogs, and moves any file name to *any position* in that catalog. Files of all types become much easier to find.

FILE COMPARER
Quickly compare any two Applesoft files in your library. Non-matching program lines are called out, so you will know which of your programs is the latest version. Compare Text, Binary and ProDOS files too.

FATCAT reads all of your DOS 3.3 & Pro-DOS file names into one or more "Master Catalogs" so you can sort and search by file name or file type.

DISK VOLUME NUMBERER
Fatcat lets you change the (almost) useless "Disk Volume" number that appears at the top of your DOS 3.3 catalogs. Now each of your disks will have a unique (0-255) number when it is cataloged.

MULTI-COLUMN CATALOGS
Fatcat's "Verti-Cat" program will print DOS 3.3 catalogs on your printer in multiple *vertical* columns, so that file names read in order, from top to bottom, in as many columns as you like.
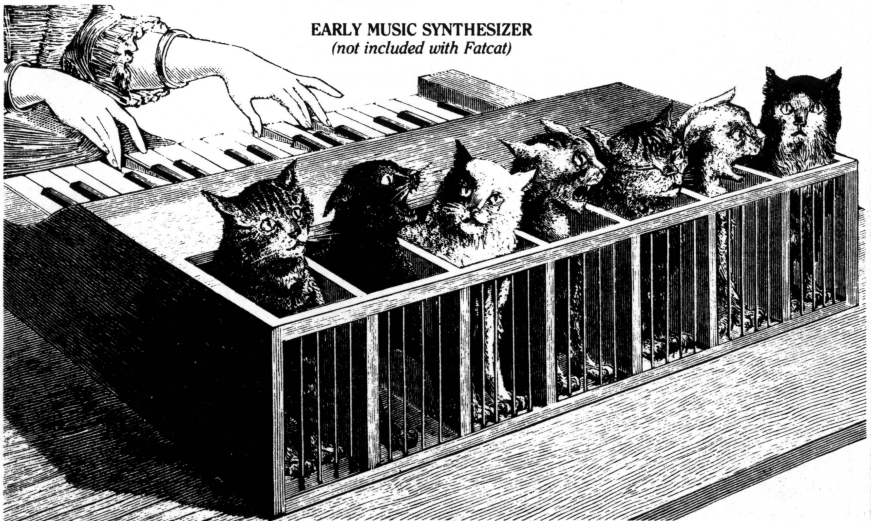
EARLY MUSIC SYNTHESIZER
(not included with Fatcat)

ProntoDOS

HIGH-SPEED DOS 3.3 UTILITY by Tom Weishaar
$29.50, Compatible with any Apple II and DOS 3.3

TRIPLE SPEED!

ProntoDOS triples the speed of Apple's DOS 3.3 Disk Operating System, adds many optional DOS features, and lets you load high-speed DOS into the Language Card for 10 Extra K of valuable memory space.

Here are sample ProntoDOS timings compared with normal Apple DOS 3.3:

Function	Normal	Pronto
Bload a Hi-Res image	10 sec.	3 sec.
Bsave a Hi-Res image	12 sec.	6 sec.
Load 60 Sectors	16 sec.	4 sec.
Save 60 Sectors	24 sec.	9 sec.
Bload Language Card	13 sec.	4 sec.
(Text Files: no change)		

INIT NEW DISKS
OR UPDATE OLD ONES

New, unprotected, high-speed disks (as many as you want), are created with the normal INIT command. Or your existing disks may be updated, with all data remaining intact. Booting ProntoDOS *or* any of your updated disks will automatically install high-speed DOS in your Apple.

PRONTO DOS-MOVER

ProntoDOS's "DOS-Up" program moves DOS to your Apple II or II+'s Language Card (RAM Card) or your Apple IIc or IIe's standard high-memory, freeing up a whopping 10,000 extra bytes (that's 10K) of usable memory space.

TYPE YOUR TEXT FILES

Want to know what's in all of those sequential text (T) files on your disks? ProntoDOS offers a handy new TYPE command that instantly prints text files on your screen or printer. For example, the command "TYPE INFO" will print all text (to screen or printer) stored in the Sequential Text file named "INFO".

MORE DATA PER DISK

ProntoDOS gives you *15 extra sectors* of disk storage space— almost one full track of data! This is space normally wasted by DOS 3.3.

NEW DOS FEATURES

With ProntoDOS in memory, all disk catalogs will optionally feature a Free-Space-On-Disk display, every time you Catalog—a great benefit. ESC can be designated to escape from a file being Read or Exec'd. Control-C will cleanly exit from the middle of a long catalog...

ProntoDOS is compatible with *all* DOS Commands, GPLE and most of your (and our) unprotected programs.
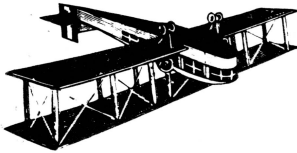
FLY NOTES

This has nothing to do with Apples; please don't write and complain.

A couple of Bulletins back, inspired by our *Fly Menu* program on Utility City, we asked if anyone knew exactly how a fly landed on the ceiling (a quick flip, or gradual roll, or...?). Well it turns out the U. S. military has done *extensive* research on this matter, and has determined that a fly flies straight up at the ceiling, grabs on with his front feet and then "cartwheels" over, grabbing on with the other four.

This research reportedly cost $750,000. It seems like buying 1500 hammers would have been a better use of the money.

```
10 A$="JACKZIP": FOR
H=1 TO 7: CALL-198:
FOR S=1 TO 16 *
(ASC(MID$(A$,H))
-64): NEXT S,H
```

HOME CAT

From Leif Rudd of Lincoln, Nebraska:
POKE 44457,88: POKE 44458,252 will clear the screen before every DOS 3.3 Catalog.

```
1 HOME: LIST: BUZZ=49200
2 A$="!/-"+CHR$(92): FOR A=1
TO 48: B=PEEK(BUZZ): FOR
C=1 TO A: NEXT: X$=MID$
(A$,A-INT(A/4)*4+1,1): VTAB
3: HTAB 9: PRINT X$X$X$:
NEXT: GOTO 2
```
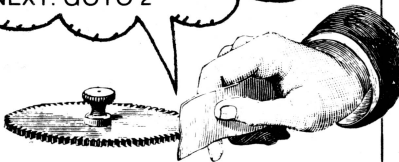
25 WAYS TO BOOT A DISK

More useless Apple info from Kevin Barr:

1. Turn your Apple off and back on.
2.]PR#0000000000000006
3.]PR$6
4.]IN#6
5. *C600G
6. *6 (control-P)
7. *300: 4C 00 C6 N 300G
8.]CALL 50688
9.]POKE 1012,0
   ](control-Reset)
10. *300: A9 C5 48 A9 FF 48 60 N 300G
11.]PRINT CHR$(4);"PR#";PEEK(57375)
12.]0REM6
    ]CALL-151
    *805: 8A N D566G
13. *36: 00 C6
14. *3F9: 00 C6 N (control-Y)
15.]POKE-23183,149: POKE-23182,254
    ]CATALOG
16. *B1: 4C 00 C6
    *3D0G
17. *9E81: A9 06 4C 95 FE
18.]0 PRINT "This is useless."
    ]5 FOR X=2053 TO 2060
    ]10 READ P: POKE X,P: NEXT
    ]15 CALL 54630
    ]20 DATA 140,201,49,52,56,52,56,0
    ]RUN
19.]0 PR#0
    ]5 A$="BOOT DOS": PRINT A$
    ]10 FOR X=1 TO 8:
        P=P+ASC(MID$(A$,X,1)): NEXT
    ]20 A$=STR$(P): P=0: FOR X=1 TO 3:
        P=P+ASC(MID$(A$,X,1)): NEXT
    ]30 A$=STR$(P): A$=RIGHT$(A$,1)
    ]40 POKE 2054,ASC(A$): RUN
    ]RUN
20.]POKE 1014,0: POKE 1015,198
    ]&BOOTDOS
21.]POKE 12,198: POKE 11,0
    ]POKE 10,32
    ]PRINT USR(BOOTDOS)
22. *44: 6 N A229G
23. *38: 00 C6 N A851G
24. *A884: 42 4F 4F D4 N A909: 00 00 N
    BEAF: A9 06 4C 95 FE
    *BOOT
25. *8000: A0 00 AD EA C0 B9 29 80 F0
    1C 20 F0 FD AD E9 C0 A9 FF 20
    A8 FC 2C E8 C0 A2 0A A9 FF 20
    A8 FC CA D0 F8 C8 4C 05 80 4C
    00 C6 AD C2 CF CF D4 A0 C4 CF
    D3 8D 00 N 8000G

RULES:
All assume DOS 3.3 is booted (!)
"]" means typed from Applesoft.
"*" means typed from the monitor
(*CALL-151* to enter monitor).

Beagle Basic

APPLESOFT®ENHANCER by Mark Simonsen
$34.95, Compatible with Apple IIe or 64K Apple II or II+, and DOS 3.3—Includes Tip Book #6

RAM APPLESOFT IS BETTER APPLESOFT!

Normally, Apple's Applesoft language is un-changeable—what they give you is what you get. But Beagle Basic puts Applesoft into RAM (*changeable* memory), letting you customize and enhance it. Beagle Basic's commands and functions may be added to your Apple at **Zero Memory Cost,** because they replace only obsolete cassette commands (Shload, Recall, etc.).

RE-WORD BASIC TO SUIT YOUR STYLE

Beagle Basic lets you rename Applesoft commands and Error Messages (see *DOS Boss* for making *DOS* changes). For program protection, encryption, or even foreign language translation...

    10 POUR X=10 A 20
    20 ECRIVEZ X; " BONJOUR"
    30 ENSUITE: FIN

(Even the new Applesoft commands described below are renameable.)

ALL-NEW BASIC FUNCTIONS

ELSE: Common in many programming languages, but missing from Applesoft until now; ELSE follows If-Then statements, like this—
    IF X=1 THEN PRINT "YES":
        ELSE PRINT "NO"

TONE: Beagle Basic's TONE P, L command plays a note of Pitch P, Length L. No messy Pokes or Calls are ever necessary.
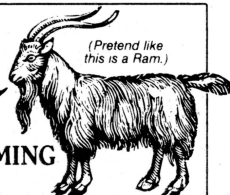
HSCRN: Used to find the off or on status of any hi-res dot on the screen. Useful in hi-res animation "collision testing". HSCRN works a lot like Lo-Res's SCRN command.

TXT2: This new command allows Text Page 2 to act exactly like normal Page 1, for printing, listing, and so on. Animate between pages; store menus, catalogs, etc., on one page while you view another.

MIX, PAGE, RESL and *MODE:*
Real time-savers! For example, type "PAGE1" or "PAGE2" to switch pages, instead of "POKE –16300,0" or "POKE –16299,0" (*never* look up those darn Pokes again!).

MORE PROGRAMMING ENHANCEMENTS

In addition to the new commands above, any or all of the following "patches" may be instantly added at ZERO COST IN MEMORY.

BETTER GOTO/GOSUB

GOTO and GOSUB may now be followed by variables and mathematical expressions. Use English-like commands:
    GOSUB COUNTER
    GOTO SONG
In the two examples above, "COUNTER" and "SONG" have been assigned line-number values. Mathematical expressions are o.k. too:
    GOTO X+10
    GOSUB X ★100

ESCAPE CURSOR

With normal Applesoft, you aren't able to tell when you are in Escape Mode (moving the cursor). With Beagle Basic, pressing the ESC key temporarily changes the normal cursor to a flashing "+". Hitting a non-cursor-move key retrieves the normal Applesoft cursor.

A BETTER BEEP

Select a custom tone for your Apple's control-G bell. Beagle Basic lets you customize your Apple, from the Monitor up!

BONUS UTILITIES

A Text-Screen Formatter and Editor, new one-word Basic commands to replace Apple's awkward text Calls, new commands to scroll text up *and down...* Not to mention...

INVERSE REMS STATEMENTS!

They said it couldn't be done. This option makes program REMarks appear as bold stand-out headlines in your Applesoft listings.

PLUS APPLE TIP BOOK #6

More tips, tricks and valuable programming goodies, all included as part of the Beagle Basic documentation book.

BEAGLE BROS / 3990 Old Town Avenue, Suite 102C / San Diego, California 92110

New!   **D Code**   *New!*

APPLESOFT®PROGRAM COMPACTOR & DE-BUGGER by Alan Bird
$39.95, Compatible with any Apple II—DOS 3.3 and ProDOS

FAST APPLESOFT PROGRAM COMPACTOR
D Code squeezes every wasted and unused byte out of your Applesoft programs, to save valuable memory space and increase program speed and efficiency.

COMBINE PROGRAM LINES:
D Code will reduce an Applesoft program to the smallest number of program lines possible. (Each pair of lines combined saves four bytes.) D Code operates automatically—all Goto's, Gosub's and If-Then's are taken into account. The total number of bytes saved is reported on the screen.

SHORTEN VARIABLE NAMES:
D Code lets you optionally shorten your variable names to one or two characters. Each character saved is a byte earned.

REMOVE REMARKS:
REM statements are big memory eaters. D Code will remove them for you to potentially save tons of memory space. You can save your remarked version as a separate file for reference.

UNUSED-LINE FINDER
If your program contains a line or statement that can't possibly be executed, D Code will find it and let you delete it to save wasted space. Check some of your (or our) programs; you may be surprised!

D CODE PROGRAM COMPARER
Quickly compare any two files, DOS 3.3 or ProDOS, and find out if they are the same.

D CODE FINDS PROGRAM ERRORS BEFORE THEY HAPPEN!
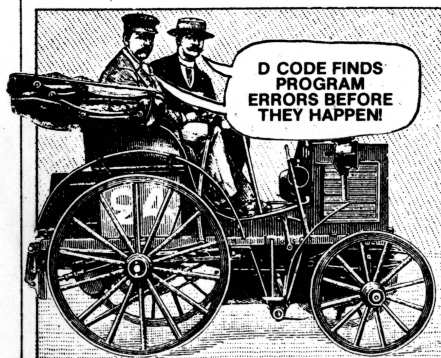
PROGRAM PROOFREADER
Word processors have their spelling checkers, why shouldn't Applesoft? D Code will uncover program errors before they happen!

NEW WHILE-YOU-TYPE SYNTAX CHECKER
If you commit a typo or enter an undefined statement number while typing a program line, the error is *reported on the spot* so you can immediately make a repair—*before* running your program. This was one of the good features of Apple's old Integer Basic. We've improved on it by letting you enter anything you want. If it's not legal Applesoft, D Code simply reminds you.

PROGRAM SCANNER
D Code will let you quickly scan an entire program for correct syntax and other potential errors that might unexpectedly cause a crash.

NEW PROGRAM TRACERS
D Code features a TRACE command that works the way it should! Run your program the way you always do. When it bombs (or when you stop it), you can ask to see the most recent program line numbers and statements (1 to 10,000 of them) that have been executed. A great feature for finding out what makes programs tick (or *crash!*).

WINDOW TRACING TOO
D Code also features a "live" TRACE feature that neatly prints program statements and variable & string values in a window *at the bottom of the screen.* No more screen layouts messed up by line numbers all over the place. And you can watch your variable values change as your program executes!

BREAK POINT CONTROL
D Code lets you set up de-bugging "break points" before you Run a program, so a program stops only if a certain condition is true, or if a certain statement is executed a specified number of times.

LIGHTNING-FAST FIND
D Code will let you find occurrences of any variable or string in your programs—*so fast* you won't believe it!

DOS Boss

DOS 3.3 ENHANCER by Bert Kersey and Jack Cassidy
$24.00, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #2

A BEAGLE BROS CLASSIC

DOS Boss is a classic utility disk that you will use and *enjoy*. Applers around the world are using DOS Boss to learn about their Apple, customize their systems and truly personalize their personal computers.

RENAME DOS COMMANDS

For example, change "Catalog" to "Menu" or even "M" to save keystrokes. Or change "Save" to "Keep", or "Load" to "Ribbit", to protect your programs. Use your imagination—only you will know *your* commands.

To make a change, simply Run DOS Boss, select the command you want changed (say "Catalog"), then enter your new command word (say "Cat"), and that's it! Other DOS changes are made with equal ease—

CREATIVE ERROR MESSAGES

DOS's "Syntax Error" can be renamed "Cannot Compute" or "Try Again!"; or "Disk Full" can be "(Burp!)"; or just about anything you want.

SAVE-PROTECT PROGRAMS

By manipulating DOS, you can make any unauthorized attempt to save one of your programs halt and produce a *Not Copyable (beep!)* message. Easy-to-follow instructions, a strong DOS Boss feature, are included for this and other "snoop-prevention" techniques.

DOS Boss's change features may be appended to any or all of your DOS 3.3 programs, so that anyone using your disks (booted or not) on any Apple will be formatting DOS the way you designed it.

ONE-KEY PROGRAM SELECTION

DOS Boss's *Key-Cat* simplifies Apple program selection. A single letter will appear next to each file name in your catalog. Pressing the corresponding key will Run, Brun or Exec the chosen program for you automatically. Key-Cat operates with any length catalog and reports Space-On-Disk at the touch of a key.

DOS Boss puts YOU in control of your Apple.
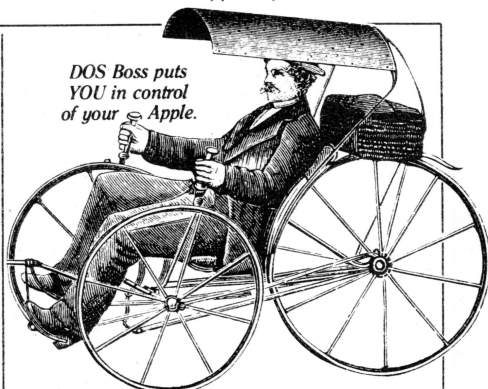
CUSTOMIZED CATALOGS

Why not replace Apple's unnecessary DISK VOLUME heading with your own disk number, title or name? You can with DOS Boss! Include or omit the volume number, as you choose.

Convert catalogs to 2 or 4 columns so that all of your file names appear on the screen at once. Omit or alter sector numbers and language codes too.

LIST IN 32 OF ITS 36 MONTHS OF ELIGIBILITY.

DOS BOSS HAS MADE THE TOP TEN APPLE UTILITY BEST-SELLER
(continued)

PLUS APPLE TIP BOOK #2

Beagle Bros is big on documentation. With DOS Boss you receive DOS Boss instructions, clearly-written from a beginner's viewpoint, plus easy-to-understand discussions of how and why each DOS Boss feature works. Suggestions for creatively using each feature are included as well.

PLUS: Valuable information on using both sides of your disks, maintaining your drives, sorting words, poking around in DOS, storing disks, 3.3 vs. 3.2...

Double-Take

TWO-WAY SCROLL/MULTIPLE UTILITY by Mark Simonsen
$34.95, Compatible with any Apple II, DOS 3.3 and ProDOS—Includes Tips & Tricks Chart #1

TWO-WAY SCROLLING— IT'S ABOUT TIME!

Why his listings and catalogs would only scroll UP off the screen was a mystery to Mark Simonsen. So he did something about it—

Now you can list your programs (all or part) with the added ability to *change List-direction* by pressing the Apple arrow keys. Your Apple's monitor becomes a "Search Window" that's moved UP *and* DOWN through a listing.

2-WAY CATALOGS TOO

Long Catalogs feature 2-Way Scroll, speeding up file-name location and program access. Two keystrokes will catalog the disk (no need to type "Catalog"). Control the Catalog scroll direction, up or down, with the Arrow keys. Control-C produces a clean exit.

```
  5      TEXT          ← (Notice how each
       : HOME          ← statement appears
       : COL = 10      ← on a new line.)
 40      A$ = A$ + X$
       : IF LEN (A$) < COL THEN 20
900      FOR LTR = COL TO 1
       : X$ = MID$ (A$,LTR,1)
       : IF X$ < > CHR$ (32) THEN 1
1000     HTAB 1 + LTR - 1
```

2-WAY VIDEO SCROLLING

IMPROVED LIST-FORMAT

With Double-Take in memory, each Applesoft program statement is listed on a new line* for easy tracing of program flow, and *fast* debugging; errors are much easier to find in this new format. Commands are properly spaced (one space between words, not two) and much easier to read and follow.

---

*Optional. Similar to Utility City's XLISTER (page 23), BUT operates in both directions at Machine-Language speed. For-Next Loops & If-Then's aren't called out, as in XLISTER.

High-speed Improved-Format *Printer* Listings are easy too, in any column width.

2-WAY MONITOR LISTINGS

Apple monitor listings feature fast 2-way scroll too. Normal disassemblies AND informative Hex Dumps can be scanned *in both directions*, letting you "cruise" through memory until you find what you're looking for.

BONUS UTILITIES

You will benefit from Double-Take's many features every time you turn on your Apple. All features are fully compatible with your Applesoft and machine-language programs, including GPLE and ProntoDOS.

CROSS REFERENCE

Double-Take lets you print an alphabetical display of all the variables and strings in an Applesoft program. You also get the program line on which each variable and string occurs:

```
A$:  100  200  250  300  1001
X:   10  20  3000  3010  3020
Y:   50  3000  4000  5200  5601
```

VARIABLE DISPLAY

After a program is Run, you can tell Double-Take to display all variables and strings, *in the order executed,* with each one's current value:

```
A$ = "NOW IS THE TIME"
X  = 255
Y  = 3.14159
```

BETTER APPEND & RENUMBER

Double-Take's Append routine lets you *merge* program lines *anywhere* into other programs (not just at the end).

Double-Take's Apple Renumber program is vastly better than any we've seen or used.

AUTO-LINE NUMBERING

Pressing the space bar can automatically type in your next Applesoft line number, in any increment you choose.

THERE'S MORE?

Yes! A Space-On-Disk report during every catalog, instant Program Stats (start-of-program, Himem, etc.), the ability to omit or replace the cursor with any character. Plus handy one-key "screen switches" to view different pages and modes, and a one-key command to reveal control-characters as inverse.

UPDATES: If you have an old Double-Take that's not GPLE, 80-column or ProDOS compatible, mail Beagle Bros your original disk and $10.00, and we'll send you an update.

GPLE

GLOBAL PROGRAM LINE EDITOR by Neil Konzen
$49.95, Compatible with any Apple II, DOS 3.3 and ProDOS—Includes Apple Tip Book #7

A "WORD PROCESSOR" FOR APPLESOFT PROGRAMS

GPLE is *The* classic Applesoft line editor for the Apple. It lets you edit your program lines fast without awkward cursor-tracing or clunky "escape editing" methods.

GPLE is installed in memory when you boot, remaining "invisible" to your programs and unaffected by even the most "destructive" commands, such as FP and INT. You may install GPLE in normal 48K memory or in the Language Card (built-in on all IIe's and IIc's).

INSERT AND DELETE

Now you can make almost instant changes to any Applesoft or Integer Basic program line. GPLE lets you jump the cursor to the change point in the line and insert or delete text. Other code in the line moves aside to make room (what you see is what you get). If you make a mistake, you can restore the line to its previous condition with a keystroke.

Control-characters are easy to insert and delete, appearing in inverse when being edited.

With GPLE, it is no longer necessary to trace the cursor to the end of the line you are editing. No matter where the cursor is, hit Return, and that line is entered into memory.

GLOBAL SEARCH & REPLACE

GPLE finds any word or variable in a program, letting you change that line, delete it, or just look at it. Here are some examples of GPLE's Global capabilities:

· Look at all lines containing a GOSUB.
· Edit or delete all lines with a REM.
· Locate all occurrences of the variable XX.
· Replace all X-variables with ABC's.
· Change all *Hello* strings to *Good-Bye's.*

DEFINABLE ESC FUNCTIONS

GPLE lets you define an ESC-keypress followed by any other key to perform any keyboard task. For example, *ESC 1* can catalog drive 1, *ESC L* can do a "HOME: LIST", *ESC N* could type an entire subroutine... *Anything* you want, whenever you want it.

A complete set of Escape functions is included with GPLE, pre-programmed and ready to use. Each function may be used as is, or deleted or changed whenever you like. After you create your own "Escape Table", you can save it on disk so it will be in memory the next time you load GPLE.

80-COLUMN COMPATIBILITY

All GPLE edit and global features support Apple 80-column cards *and* most 80-column cards on *any* Apple IIc, IIe, II+ or II.

Double-Take, ProntoDOS, DOS Boss, Flex Type, etc.,—and, of course, all of your Applesoft and Integer Basic programs—get along quite well with GPLE.

GPLE DOS MOVER

GPLE comes with its own "DOS Mover" program that lets you move DOS to the Language Card (built-in on all IIc's and IIe's) for an EXTRA 10,000 Bytes (10K) of programmable memory. GPLE itself may be located on the Language Card or in Main 48K memory.

PLUS APPLE TIP BOOK #7

Learn more about your Apple—GPLE comes with more tips and tricks from Beagle Bros, many involving GPLE. Hours of good reading and Apple experiments.

UPDATES: If you have an old GPLE that's not Double-Take, 80-column or ProDOS compatible (even if it's an old *Synergistic* or *A.P.P.L.E.* version), mail Beagle Bros your *original disk* and $10.00, and we'll send you an update.

I CAN'T *BELIEVE* I PROGRAMMED ALL THOSE YEARS WITHOUT GPLE!

Silicon Salad

MULTIPLE-UTILITY DISK by Bert Kersey and Mark Simonsen
$24.95, Compatible with any Apple II and DOS 3.3—Includes Apple Command Chart

SOMETHING FOR EVERYONE

Silicon Salad has something for everyone (except folks without Apples). First of all, it's a disk, not a salad. Like Tip Disk #1, this disk has Apple Tip Book Tips, and then some.

MORE TIP BOOK TIPS

Silicon Salad has all of the *programs* from these recent Beagle Bros Tip Books:

Tip Book #5 (Apple Mechanic)
Tip Book #6 (Beagle Basic)
Tip Book #7 (GPLE), and
Tips & Tricks Chart #1 (Double-Take)

Here is just a small sample of what you get in the way of Tip Book programs:

■ A hi-res **Text Imprint** routine that takes *anything you print* on the 40-column text screen and imprints it instantly, pixel-for-pixel, onto the hi-res screen.

■ A routine that lets you **Brun Hi-Res** pictures (instead of Bload). The single command, "BRUN PICNAME", will cause the image to appear on the page you specify, automatically revealing that page with the screen split or full. The page and split/full-screen commands are invisibly imbedded in your hi-res picture.

■ An Applesoft **Error Trapper** that lists the offending program line and highlights the illegal statement or misspelled word.

■ A super-fast **Word Alphabetizer**. Beagle Bros held a contest last year for the fastest Basic sorter, and this one won.

■ A 40-column **Text Formatter** that transfers anything and everything on the text screen into Applesoft Print statements that can be added to your programs.

■ **Beagle Blackjack!** Written in Applesoft, and just as much fun as the real thing. People have fun customizing this one.

■ A **Help Screen** trick that lets you store menus and such on text Page 2.

Plus, an APPLE COMMAND CHART comes FREE with every Silicon Salad (and Tip Disk #1 too—see page 22).

(Bulb not included)
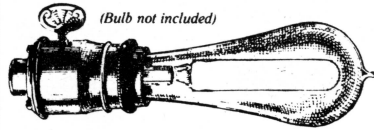
BONUS UTILITIES FROM THE BEAGLE ARCHIVES!

Mark Simonsen and Bert Kersey started digging around in the Beagle Bros back-up vault and realized they had all kinds of "mini-utilities" that hadn't been used on any Beagle disk before. These programs have all been re-worked and polished to Beagle Bros standards and tossed into Silicon Salad.

DISK SCANNER: This machine language program scans a disk, looking for and reporting flawed sectors. Bad sectors are automatically "sealed off" to protect your programs.

KEY-CLICKER: This one makes your Apple emit a faint (definable) click with every keystroke. Many computers use this feature.

DOS-KILLER: You only need DOS on disks that you are going to boot. This program removes DOS to create "data disks". The best part is that you gain 32 free sectors of space.

TWO-TRACK CAT: Normally you can only store 105 files on a DOS 3.3 disk. Now you can store twice that many!

PROGRAM SPLITTER: Is hi-res in the way of your Applesoft programs? Use this routine to make programs "jump over" either or both hi-res pages, and make the most efficient use of your Apple's memory.

UNDELETE: Reveals and "unerases" deleted files. Could prevent a bundle of trouble.

TWO-LINERS TOO

It seems like the Applesoft Two-Liners just keep getting better. These little gems, mailed in to Uncle Louie by Beagle Bros customers from around the world, can teach you a bunch about programming efficiently in Applesoft. At the Very least, they are all Very entertaining.

THAT'S NOT ALL

But that's all we're going to tell you about.

Tip Disk #1

100 TIP BOOK TIPS ON DISK by Bert Kersey
$20.00, Compatible with any Apple II and DOS 3.3—Includes Apple Command Chart

100 PROGRAMS READY TO RUN

Don't type in those programs from the Beagle Bros Tip Books. Here they are, typed for you, tested and ready to run—100 programs from Beagle Bros Apple Tip Books 1, 2, 3 and 4. Many are useful; a few are useless; *all* are interesting, listable and copyable. And each program teaches another elusive fact about making your Apple do one of its things. Includes fascinating Two-Liners from all over the world (and elsewhere).

> SINCE I GOT MY BEAGLE BROS COMMAND CHART, I'VE ACQUIRED NEW VIM AND VIGOR! (an unsolicited endorsement)

FREE COMMAND CHART WITH EACH TIP DISK AND SILICON SALAD

Each Tip Disk #1 and Silicon Salad disk comes with a free Peeks & Pokes Chart *and* an 11x17 APPLE COMMAND CHART, an alphabetical listing of all Applesoft, Integer Basic, DOS 3.3 and ProDOS commands and their functions, typeset and printed on heavy-duty stock. Now you can see *all* commands at a glance and experiment with—who knows?—commands you maybe never knew existed.

SAMPLE PROGRAMS FROM TIP DISK #1

WEATHER CHART: Chart the weather for your home town. In hi-res!

TWO-LINERS: Excellent examples of plain and fancy Applesoft programming.

RESET RUNNER: Cancels Reset so it won't exit your programs.

ALIEN DRIZZLE: A lo-res shooting game. This one won't be seen in the arcades.

VISI-SORT: Watch while words are alphabetized. List and learn.

APPLESOFT CRUISE: Peek at your Apple's vocabulary with this program.

TYPING TEST: Clock your typing speed in words per minute.

TELETYPER: One more way to display text screen text. A bit noisier than some.

BIT SPLITTER: An interesting demonstration of binary numbers.

HI-RES CIRCLES: One way to draw them from Applesoft is to use this program.

91 MORE PROGRAMS: All are LIST-able and COPYA-ble. If you're into Applesoft programming, you're going to like Tip Disk #1.

— HI, MEM.

JSR FB60
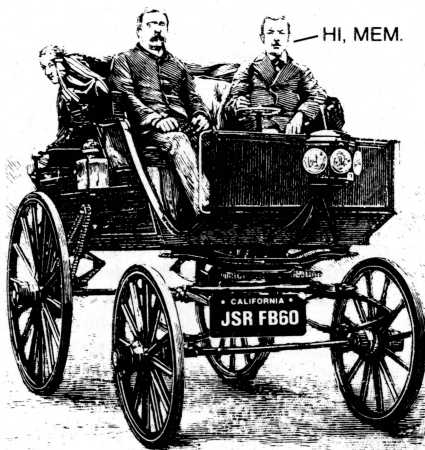
APPLE VANITY PLATES

We just got personalized license plates (below) for all of the Beagle Bros staff cars. Pictured on the left are Mark Simonsen, Alan Bird and Jack Cassidy (partially obscured, as usual) in Mark's new Toyota.

• CALIFORNIA •	• CALIFORNIA •	• CALIFORNIA •
BGL BROS	CURSORS	I 0 ERROR
DOS BOSS	APPLER	PEEKPOK
CAT S6 D1	DISK FUL	NEXT X
GOSUB 85	HGR2	FLOPPYS
CTRL C	128K	3DOG

Utility City

UTILITY CITY is twenty-one useful and entertaining Apple utilities, programmed in the Beagle Bros style by the Beagle boss himself, Bert Kersey.

Take a look at some of the programs. Each one works like a charm, and you can *change* each program to fit your needs. Or simply *study* each one to see what makes it tick. (Unlocked software is the only way to fly.)

EARLY MICRO-PROCESSOR
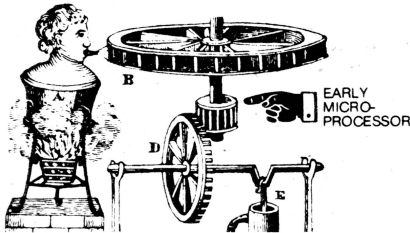
BIGLINER: Renumber program lines to 65535 making them inaccessible. Protect your copyright messages or subroutines.

FILENAME ZAP: Create trick file names—inverse, flash, mixed and/or *invisible*—to protect files or dress up your catalogs.

SCREENWRITER: Compose and format 40-column text layouts (title pages, menus, displays, etc.) on your monitor. Words may be moved; centered or flush left or right. Move entire blocks of copy too. (No relation to Sierra On-Line's *SCREENWRITER II* word processor.)

MULTI-CAT: Send long catalogs to your printer or CRT in multiple columns (3, 4, 5...) and in any column-width (40, 60, 80...). Sector numbers may be included or omitted.

SORTFILE: Sort, store and update simple one-field lists on disk. Listable and customizable.

LINE SEARCH: Find program lines in memory for program repair or "illegal" alteration.

KILL-CAT: Lets control-C (or any key you choose) make a clean break in long catalogs.

CONNECT: Append programs together or attach subroutines to programs without retyping.

INT CONVERTER: Convert Integer programs to Applesoft. Integer Basic language is required.

UTILITY CITY'S XLISTER

XLISTER: Convert your normally confusing Applesoft listings into a set of clear step-by-step instructions. After loading your program, just type "Exec Xlister" to list all or part of a program. Each program statement appears on a new line, properly spaced in the chosen column-width. Every statement following an IF is called out. For-Next loops are indented ala *Pascal.* XLISTER is useful for de-bugging or for making archive printouts (with *page breaks)* of your finished work.

Below is a demo program "Xlisted" in 40 columns (you may select *any* column-width.)

NOTICE THE FEATURES—

a. Each program statement appears on a new line, thus unscrambling the listing.

b. The asterisks indicate that a statement will be executed only if the "IF" is true.

c. Each For-Next loop is indented.

```
10    REM U-CITY XLISTER DEMO

15    GR          Note: Another custom lister is fea-
   :  HGR         tured on DOUBLE-TAKE (page 19).
                  Its "New List" routine is much faster
   :  HOME        than Xlister, but does not feature
                  page breaks and indented loops.

20    FOR X = 20 TO 279 STEP 20
   :     FOR Y = 20 TO 191 STEP 20
   :        HCOLOR= 3
   :        HPLOT X,Y
   :        IF X = 180 - Y THEN F = 2
 * :        HPLOT X - F,Y TO X + F,Y
 * :        HPLOT X,Y - F TO X,Y + F

30       HCOLOR= 6
   :        IF X = 100 OR Y= 100 THEN
               HPLOT X - 10,Y - 10
 * :        HPLOT X + 10,Y + 10

40       NEXT Y
   :        HTAB 1 + INT (X / 7)
   :        PRINT INT (X / 20); SPC( 2)
   :     NEXT X
   :  PRINT
   :  HTAB 15
   :  PRINT "END OF TEST";
```

23

CATALOG DISK
SAVE FILE
LOAD FILE
ERASE DISK
INITIALIZE DISK
DESTROY DISK
QUIT

INVERSE CURSOR BAR

A lot of software uses an "inverse bar" to select menu items. Pressing an arrow key usually moves the bar, and Return makes the selection. Here's how it's done from Applesoft:

```
10 TEXT: HOME: NORMAL: V=1
20 FOR N=1 TO 5: READ A$(N): PRINT
   A$(N): NEXT: DATA ONE, TWO,
   THREE, FOUR, FIVE
30 INVERSE: VTAB V: PRINT A$(V)
40 K=PEEK(-16384): IF K<128 THEN 40
50 POKE-16368,0: NORMAL: VTAB V:
   PRINT A$(V): IF K=141 THEN VTAB 10:
   PRINT "YOU SELECTED #";V;".": END
60 IF K=136 OR K=139 THEN V=V-1: IF V=0
   THEN V=5
70 IF K=149 OR K=138 THEN V=V+1: IF
   V=6 THEN V=1
80 GOTO 30
```

The K values (lines 60 and 70) of 136 and 139 are the Left and Up arrows. 149 and 138 are Right and Down.

TV KEYPAD

There are three things wrong with using your Apple as a calculator. (1) You have to exit the program you're using, and maybe re-boot. (2) You have to type "PRINT" or "?" all the time. (3) Apple's aren't exactly math whizzes. A $5 calculator can out-calculate an Apple with its eyes closed.
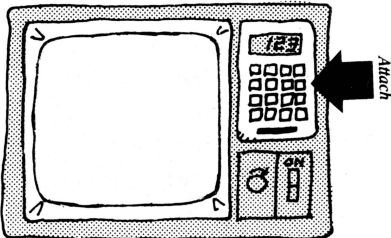
Attach

Many Apple monitors have a spot to the right of the screen that's just perfect for a calculator. Attach it with double-stick foam tape. Use a calculator that shuts itself off after so many minutes, because changing batteries can be a minor hassle.

10 CALL-444
20 GOTO 10
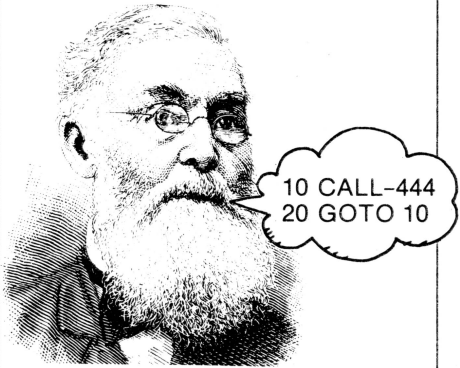
ASK UNCLE LOUIE©®™

Q. Dear Uncle Louie— I'm having trouble with my checkbook program. It seems that when I do a gosub from within a triple-nested loop, the stack overflows and zero-page gets clobbered. What should I do?
A. *How should I know?*

Q. Dear Uncle Louie— I just got word that Apple is coming out with a 1024K solar-powered 64-bit Apple "IIx" with a built-in 32 megabyte hard disk and 16" flat-screen color monitor. The whole thing, including a 3D laser printer, fits in a lunch box, weighs just over three pounds and sells for $256. It will run all existing software from any computer and handle every size disk. On weekends, it will double as a microwave oven. P.S. Keep this under your hat.
A. *Dear Woz— I won't breathe a word.*

Q. Dear Uncle Louie— How do I clean the slots of my Apple IIc? They are full of gunk.
A. *Take some baking soda and... Wait a minute—The Apple IIc has no slots.*

Q. Dear Uncle Louie— There seems to be nothing of substance in your column. My question is, "Where's the BEEF?"
A. *$BEEF is located at address 48879.*

DON'T CALL US, WE'LL POKE YOU.

To reveal hi-res Page 1 without erasing the screen, you can type **CALL-3100**. This single command replaces at least two hard-to-type Pokes. Add it to your GPLE escape table to save even more keystrokes.

Please mail us a dollar each time you use this tip. We'll mail *you* a dollar if you can come up with a single Call that will reveal hi-res Page 2.

Beagle Bag

12 APPLESOFT GAMES ON ONE DISK by Bert Kersey
$29.50, Compatible with any Apple II and DOS 3.3

COMPARE BEAGLE BAG
Compare Beagle Bag with *any* single-game locked-up disk on the market today. The games are a blast, the price is right, the instructions are crystal clear, *and* the disk is Copyable!

MORE GAMES PER BUCK
Beagle Bag's got TWELVE great games written by the Applesoft Ace, Bert Kersey—*TextTrain, Slippery Digits, Wowzo, Magic Pack, Buzzword...* More hours of enjoyment for your money than almost any of the Apple game competition. See the excellent Beagle Bag review in the January 1983 issue of *Softalk* (page 148), which says, in part:

> *"...Beagle Bros has turned out an innovative package— The games require quick thinking, but they're not mere tests of reflexes.*
> *"At any price, the 20-page manual is worth a few bucks by itself. It's funnier than Mad Magazine and shorter than National Lampoon..."*

LIST AND LEARN
Beagle Bag's games are all List-able so you can see what makes them work (many of our customers have reported learning programming skills from our games). Every program on the disk may be loaded and saved from disk-to-disk, and even customized if you want. And hitting Reset doesn't cause a memory-scrambling re-boot. Unlocked software is the *only* way to fly.
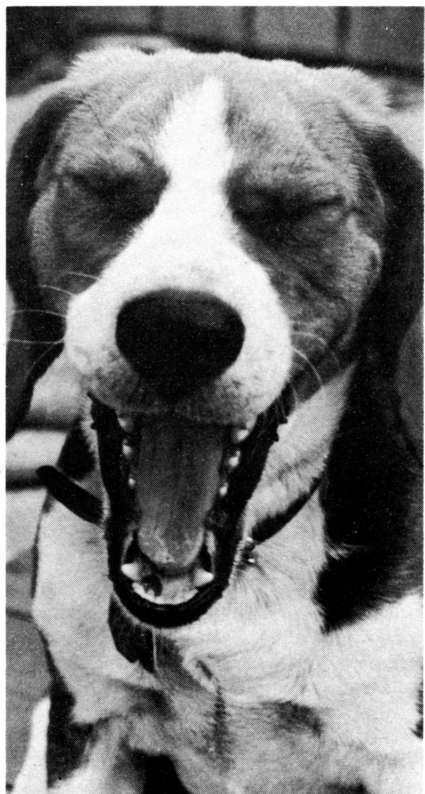
SOPHIE, THE BEAGLE BROS BEAGLE

TELL YOUR BOSS THAT YOU HAVE MY PERMISSION TO STAY HOME FROM WORK TOMORROW AND PLAY WITH YOUR APPLE.

—Mother Board Beagle Bros staff

ONE LEG AT A TIME
Running this program may help explain the discomfort you're having while sitting at your keyboard. Then again, it may not...

```
1 GOTO 2 POS > USR SGN COLOR= =
TO OR ABS INT COLOR= TO SGN AT
COLOR= > OR COLOR= FN TO SPC( /
SCRN( TO SGN THEN INT RESTORE
PLOT
2 FOR L=2055 TO 2084: PRINT CHR$
(PEEK(L));: NEXT
```

In line 2 we're peeking at the garbage in line 1. Each token (like "POS") has an equivalent letter (like "Y"). Strange, huh?

New! **I. O. Silver** *New!*

HI-RES STRATEGY/ARCADE GAME by Brad Wilhelmsen
$29.95, Compatible with any Apple II

TWO GAMES IN ONE
I. O. Silver is both a thinking-person's Strategy game and a fast action Arcade game. In fact, it can be played both ways. You can play with or without pressure of the clock too.

MAKE YOUR MOVE
Your job is to arrange hi-res computer chips on the monitor in combinations that will eventually create the famous "Super Computer" (no technical knowledge required). Short of that lofty goal, you are out to acquire as many bucks (or "silver") as possible. Between you and success are a collection of fast-moving hi-res computer "bugs" that are out to rob you of your most valuable asset—time.

You can play I. O. Silver with or without the bugs, whichever suits your style. Without bugs, it's much like playing one-player chess or checkers where moves have to be carefully planned; strategy is everything. With bugs, I. O. Silver takes on more of a *Pac-Man* flavor, but in a movable maze.

JOYSTICK OPTIONAL
I. O. Silver can be played on any Apple II with or without a joystick. No extra hardware is required. In standard keyboard mode, the player can select which keys he wants to use. Sound can be toggled on or off, high scores can be saved on disk, and an on-screen "annual report" reports your progress and earnings.
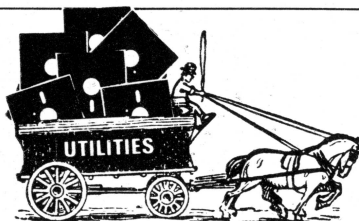
WHAT'S AN ARCADE GAME DOING IN THE BEAGLE BROS CATALOG?
Frankly, we shy away from games that are submitted for review, because they don't fit into the Beagle Bros utility niche. (*Beagle Bag* doesn't count—it was written by the boss.)

I. O. Silver stands out above those that we've seen, however. First of all, it is extremely well done from a machine language programming standpoint. And it is cleverly designed, presenting the player with fast graphics and sound as well as an exciting challenge that's not just based on "motor skills" or shooting monsters. Next, the author was willing to sell his work unprotected, something we insist upon in everything we publish.

Since we get many requests for an arcade-quality graphics utility (and since we don't have one), we figured many of you would like to get your hands and eyes on a state-of-the-art game that wasn't bolted shut.

BEAGLE CARD FILE
If you follow our ads in the Apple magazines, you know that we always include little Applesoft programs to spice things up. Well, here's our all-time favorite, a little hi-res flick we call "Rolodex":

```
10 HGR: HGR2: POKE 232,120: POKE 233,64:
   POKE 16504,7: SCALE=80: P=16: X=99: FOR
   R=0 TO 31: P=P*-1: POKE 230,48+P
20 FOR Y=0 TO 1: ROT=ABS(64*Y-R):
   HCOLOR=3: FOR A=1 TO 25: DRAW 1 AT
   X+2*A,X: NEXT: HCOLOR=0: DRAW 1 AT X,X:
   ROT=32: DRAW 1: DRAW 1 AT X,X: NEXT Y,R
30 FOR A=0 TO 20: FOR B=0 TO 1: POKE
   49237-B,0: X=PEEK(49200): FOR C=1 TO 6*A:
   NEXT C,B,A: GOTO 30
```

DOUBLE HI-RES BEAGLE LOGO by Mark Simonsen
(Too bad you can't see the 16-colors.)

B-READER

Some word processors, like *Bank Street Writer,* produce Binary files instead of Text files. We all know that *ProntoDOS's* TYPE command lets you print Text files, but how do you read a Binary file? Run this program to find out:

```
10 PRINT CHR$(4);"BLOAD FILE,
   A9000"
20 LNGTH=PEEK(43616)+PEEK
   (43617)*256
30 FOR L=9000 TO 8999+LNGTH:
   PRINT CHR$(PEEK(L));: NEXT
```

If you're working in ProDOS instead of DOS 3.3, substitute the numbers 48840 and 48841 in the parentheses in line 20.

A POEM *by Reed Righthead*

An Appler we knew, just for fun,
Typed "CALL 6 4 8 7 1".
  But every other time,
  ?Syntax Error was the crime,
Even though he had committed none.

GIDDYUP!

HE CAN'T BE SERIOUS.

NON-BEAGLE PRODUCTS

As a service to those of you living in or near the Boonies, we are offering these utility-related products by other publishers.

Merlin Pro $69.95

Roger Wagner's *Merlin Pro* is the assembler we use here at the Beagle Building—we can't do better. It is designed specifically for the Apple IIe or IIc and works with DOS 3.3 and ProDOS.

Merlin Pro features integrated modules for file management, writing and editing programs, using sophisticated macro libraries, generating relocatable object code and more.

There are over fifty pseudo-opcodes for true flexibility. 6502 programs as well as 65C02 and 65802 are supported. Also included are the *Sourceror* disassembler, a fully-commented listing of Applesoft and sophisticated libraries of commonly used machine language macros.

Beneath Apple DOS . . . $19.95
Beneath Apple ProDOS $19.95

You've seen us recommend *Beneath Apple DOS* before, the ultimate reference book to good old DOS 3.3. Now it's big brother, *Beneath Apple ProDOS* has hit the stands. These are two thorough (and wonderful) technical books from Quality Software.

BEAGLE SHIRTS

We're not in the softwear business, but since we've had so many requests—we've got **KID'S T-SHIRTS** (S, M or L) and **ADULT'S GOLF SHIRTS** (S, M, L or XL).

Fine print: These are high-quality HANES 50% Cotton/50% Poly shirts, ecru (beige) with a brown Beagle logo. If undecided between two sizes, request the larger one. Mail $7 for each T-shirt and $17 for each Golf shirt (+$1.50 shipping, any no.).

CASH *(continued from page 30)*
you need to do is write your name and address on a piece of paper. Now take the
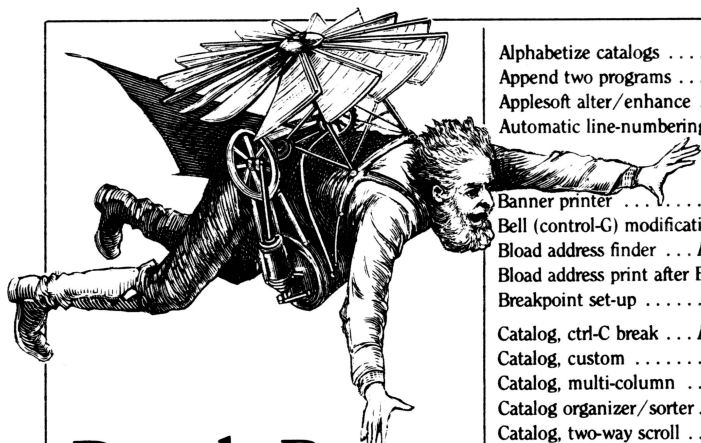
Beagle Bros Product Feature Index

All Beagle software is
**COPYABLE, making it easier to
back-up and friendlier to use.**
THANKS for not giving copies
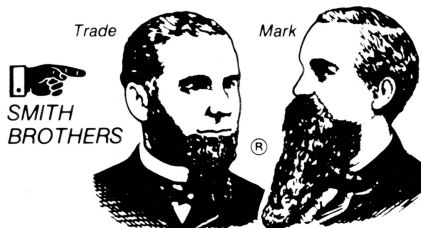of our disks away. You support
us and we'll support you.

BEWARE OF IMITATIONS!

Be an alert consumer. Don't be fooled by these and other Beagle Bros lookalikes when you shop for software:

☞ DOW & JONES
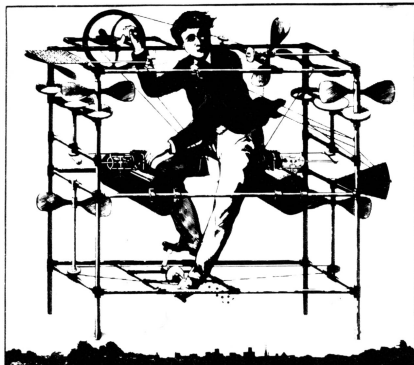
Trade   Mark

☞ SMITH BROTHERS

FREE CASH OFFER

Here's your chance to have a truckload of cold, hard cash delivered to your door. All

*You know, if you think about it this thing will never fly.*

BB UFO IN NH

We assumed that the flying machine pictured in our last Beagle Bulletin was drawn by some turn-of-the-century science fiction artist. But Charles Smith of Sunapee, NH, mailed us A PHOTOGRAPH of the *very same machine*, which is now sitting in his back yard—no fooling! He says he acquired it from the Transportation Museum in Boston, but has no idea where it came from before that. Can anyone out there shed some light on the subject?

Three Ways to Buy Beagle Bros Disks:

1. GOTO YOUR LOCAL APPLE SOFTWARE DEALER.

Most software stores carry Beagle Bros products. If your favorite store doesn't, get on their case. They can have any of our disks for you within a couple of days by telephoning Beagle Bros (619-296-6400) or any national Apple software distributor.
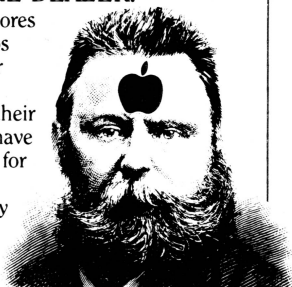
2. TELEPHONE US TOLL FREE 1-800-227-3800 ext. 1607

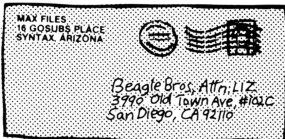We are ready to take your order at any hour, seven days a week (USA only). Please be ready with your Visa or MasterCard number (or COD order). Our operators are very friendly, but they are unable to answer technical questions about our products (they think "Disk Drive" is a street in Toledo), but they will see that your order is *shipped immediately.*

3. MAIL US A PERSONAL CHECK, MONEY ORDER OR YOUR VISA/MASTERCARD NUMBER

All items are always in stock and will be shipped immediately.

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All items are always *in stock* and *shipped immediately* via First Class Mail (COD goes UPS, add $3.00).

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☐ DOUBLE-TAKE	$34.95
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☐ UTILITY CITY	$29.50

(Specify shirt quantity and size—see page 29):

☐ Kid T-Shirts	$ 7.00
☐ **Adult Golf Shirts**	$17.00

(See non-Beagle products—page 27):

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Daily arrival of Apple
programmers at Beagle Bros
Headquarters in San Diego

Here's your Beagle Bros Catalog.

Inside are details and descriptions of our entire line of Apple II software, including two brand new products.

We've also included some interesting Apple tips and a few trick programs (some of questionable value).

Don't forget.

You will remain on our mailing list as long as you mail in the product **Registration Card** whenever you buy one of our disks (by mail *or* from a software store).

We are constantly trying to clean up our list. If you received more than one Catalog this issue, send us your duplicate mailing labels. We'll be forever grateful.