

The SORCERER'S APPRENTICE



Vol. 1,
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Feb., 1980

MISCELLANEOUS NOTES

This is the last issue of this newsletter that I will be putting together. Circumstances have arisen that dictate that my time be used elsewhere (school, etc.). If anyone is interested in taking over where I am leaving off, please let me know. I hope that you have gotten as much enjoyment out of The Sorcerer's Apprentice as I have had putting it together. Thanks to everyone who contributed towards making this effort a success.

As I mentioned last time, the group has been meeting once per month. The last meeting was held Thursday, February 14, at 5:30. Only about 10 people showed up, but that's what you get for trying to do something on Valentine's Day. There is a meeting planned for March 13, again at 5:30, but to be held at Computer Mart (560 W. 14 Mile, Clawson, MI, 48017), instead of the usual Newmar Computer Exchange here in Ann Arbor. Again, because of lack of time, I will not be there. This meeting at Computer Mart is hereby officially cancelled, unless I hear from someone else who is willing to take over. Talk directly to Computer Mart to stay posted. And of course, if you want to take over the meeting, let me know so that I can tell Computer Mart that the meeting is still on.

I don't like to cut down a company unless I have all the facts, but apparently Northamerican Software is having some customer relations problems. The only news I have heard about them has been bad, so buyer beware!

Frank Kockstroh (1320 Normandy Dr. NE, Atlanta, GA, 30306) would like to hear from any other users interested in graphics.

John Haldeman (110 W. Hollywood Ave., Wildwood Crest, NJ, 08620) has come up with a means of getting Tom Bassett's RENUK program to restore statements of the form RESTORE 500. Just add this line:

```
63540 IF (CH22137)AND(CH22140)AND(CH22141)AND(CH22162) THEN 63530
```

(Each of the "2" should be replaced by the Sorcerer's not-equal sign, which my typewriter doesn't have.)

Timothy Huang (9529 NE Gertz Circle, Portland, OR, 97211) found an explanation for the ?MO ERROR. Try the following on your Sorcerer: POKE A,. Your Sorcerer will respond with the error message, for Missing Operator. Tim's group in Oregon is working on the BASIC code in the ROM-PAC, and hopes to also find the ?REDO FROM ERROR.

THE SORCERER'S APPRENTICE was published by Dave Bristol, 1530 Washteraw, Ann Arbor, MI, 48104. Back issues will be available until the supply runs out (there are no more copies of #2) at a cost of \$0.75 each.

FLASH!! Lionel E. Moskowitz (653 Foxcroft Rd., Elkins Park, PA, 19117, (215)-572-1861) has decided to sell his 32-K Sorcerer. For \$1000 (or the best offer) you can have the main machine, plus some added goodies: a debug program from PRS, an Exidy Technical Manual, and a serial cable among others. If you are interested in a real steal, call Lionel today.

Mr. Tord Dahlen (Hallby gard, S-635 90 ESKILSTUNA, Sweden) has heard of rumors regarding an APL ROM-PAC. The Sorcerer would lend itself very well to APL, because of the "different" characters that APL uses. Any ideas? Write to Tord.

Congratulations to Jim Staley, of Staley's Sorcerer Software for his first place win in the educational division of Exidy's program contest. A listing of Jim's PRESIDENTS program will be published by Exidy (in about 2 months, informed sources tell me), but you can get a slightly more advanced version (that includes some special graphics that aren't in the listing) from Jim right now for \$9.95. More on Jim's excellent software in the reviews section.

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*The name "SORCERER" has been trademarked by Exidy, Inc.

Steven Guralnick, 15 Southgate Avenue, Suite 246, Daly City, Calif. 94015

I finally took my annual leave in the week before Christmas, and I took the computer home with me. I wanted to see if I could store the office client time records. I started out with the the database program I reviewed in the last issue. It was fine, except it was a little too slow in the cassette read-write routine for the volume I needed. I decided to try the Word Processor and it works very well as a data manager.

The files I had to set up are a little special, so I present to you a more general type of records list; something you might relate to a little better than one designed primarily for a law office. Assume that you are selling three products around the country. You want to put together a series of records which list the customer's name, address, city or town State, Zip code, and the dollar sales of the products, like so:

ABEL, ALBERT
123 MAIN STREET
SAN FRANCISCO, CA.
ZIP CODE: 94123
SALES OF ITEM A \$123.67
SALES OF ITEM B \$400.50
SALES OF ITEM C \$23.56

EVANS, EDGAR
2190 CLEMENT STREET
NEW YORK, N.Y.
ZIP CODE: 10010
SALES OF ITEM A \$21.67
SALES OF ITEM B \$33.79
SALES OF ITEM C \$51.76

BAKER, BOB
1234 SLOAT BOULEVARD
BERKELEY, NE.
ZIP CODE: 94800
SALES OF ITEM A \$32.59
SALES OF ITEM B \$890.00
SALES OF ITEM C \$123.56

FARRELL, FRANK
900 UNION STREET
OMAHA, NE
ZIP CODE: 45678
SALES OF ITEM A \$96.00
SALES OF ITEM B \$39.87
SALES OF ITEM C \$67.89

CARTER, CHARLES
5438 GREENWICH STREET
UNION CITY, OR.
ZIP CODE: 90017
SALES OF ITEM A \$12.34
SALES OF ITEM B \$12.57
SALES OF ITEM C \$134.56

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CHICAGO, IL
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SALES OF ITEM B \$63.19
SALES OF ITEM C \$12.90.

DEVINE, DANIEL
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SEATTLE, WA.
ZIP CODE: 84007
SALES OF ITEM A \$345.67
SALES OF ITEM B \$ 32.78
SALES OF ITEM C \$ 99.87

Note a few things about the structure of the records. First, they are all the same length; i.e., they are each seven lines long (plus two CR's at the end of each record, for spacing). That is important for the macro commands I will set out below. It is not essential that each record be of the same length unless you want to keep the macros really simple, which I have done. (If you make them varying lengths, you will have to use search commands or graphic characters so the program can find its way to the next point each time. See below.) Next, at the end of the last record are a series of graphic 8's. When a print command encounters a graphic 8 in a macro command, it shuts the macro off. Very handy if you don't know exactly how many times you want to execute the macro.

Third, note that the Zip Code is preceded by the phrase "Zip Code". That is in there to demonstrate the search for the Zip Code. There are other possibilities for setting up a search character (which you can delete before running address labels.) I will discuss those possibilities at the end of the article.

Everything is pretty well crowded together to save memory. When I finished the first run of our office's records, I had about 7500 characters left in memory. When I got done trimming the fat out of it, I had over 20,000 characters left, enough to add in the 1980 information. A space or two here and there may look harmless until you multiply it by two hundred records.

O.K., now for what you can do with the records:

(All these macros which follow assume you are starting on the top line of the records. Execute the macro by holding it in the macro buffer with an "A" command and then "An" where "n" is the number of times you want it to be executed.)

To get names and addresses only, use the following macro:

```
p4
f5
ABEL, ALBERT
123 MAIN STREET
SAN FRANCISCO, CA.
ZIP CODE: 94123
BAKER, BOB
1234 SLOAT BOULEVARD
BERKELEY, NE.
ZIP CODE: 94800
CARTER, CHARLES
5438 GREENWICH STREET
UNION CITY, OR.
ZIP CODE: 90017
DEVINE, DANIEL
321 MARINA BOULEVARD
SEATTLE, WA.
ZIP CODE: 84007
EVANS, EDGAR
2190 CLEMENT STREET
NEW YORK, N.Y.
ZIP CODE: 10010
FARRELL, FRANK
900 UNION STREET
OMAHA, NE
ZIP CODE: 45678
GREENE, GEORGE
7600 ALAMEDA AVENUE
CHICAGO, IL
ZIP CODE: 90016
```

To get a print of names only, use the following macro:

```
p1
f6
ABEL, ALBERT
BAKER, BOB
CARTER, CHARLES
DEVINE, DANIEL
EVANS, EDGAR
FARRELL, FRANK
GREENE, GEORGE
```

To get a match between names and sales of, say Item A, use the following macro:

```
ls/ITEM A/ITEM A/
B4
P1
F3
P1
```

```
ABEL, ALBERT
SALES OF ITEM A $123.67
BAKER, BOB
SALES OF ITEM A $32.59
CARTER, CHARLES
SALES OF ITEM A $12.34
DEVINE, DANIEL
SALES OF ITEM A $345.67
EVANS, EDGAR
SALES OF ITEM A $21.67
FARRELL, FRANK
SALES OF ITEM A $96.00
GREENE, GEORGE
SALES OF ITEM A $37.91
```

To get a match between a certain group of zip codes and the sales of an item (and as a demonstration of how to make the search function work in this program), use the following macro:

```
ls/E: 9././
F1
B1
F2
ZIP CODE: 94123
SALES OF ITEM A $123.67
ZIP CODE: 94800
SALES OF ITEM A $32.59
ZIP CODE: 90017
SALES OF ITEM A $12.34
ZIP CODE: 90016
SALES OF ITEM A $37.91
```

I mentioned early on that you can use a special search character to pick up specialized information where the records have different numbers of lines. It's quite simple. All you have to do is to insert a character at the beginning of a line which character is not otherwise used in the program. For example, before each name insert a % like so:

```
*ABEL, ALBERT
```

The macro to find and print the names would be:

```
ls/%/%/
p1
```

if you want to leave the % in after you are finished. If you do not, use this macro:

```
ls%///
p1
```

which will remove the % as the macro runs. The macro will search for the %, either replace it or remove it, and then print the remainder of the line. I tried it, it works very well.

The macro program process allows an infinite number of print routines. Remember, using the "y" command in the macro allows you to shift the indenting and spacing around, thus giving you columns. For example, inserting y / / 15 / will give you indentation of 15 spaces, and so forth.

The only problem I ran into is how to shut off the macro if you are not in a printing routine. If you overrun the macro then you get garbage at the end. For example, executing the macro 100 times in a 75 record program, where there is no printing at the end to shut off with graphic 8, puts a lot of junk at the end. The only way out of it is to do a line number check. Thus, if you have 1200 lines and there are 12 lines, (including any CR's), to each record, then the execution should be "A101", to allow one for safe measure. Anyone with a brilliant idea for shutting off a macro is invited to submit it.

I am purposely keeping this article short. However, I would be remiss if I didn't point out that certain features of the word processor make this program a pleasure. For example, you can search for a name (or whatever) for updating almost immediately. A search and replace is very fast. On my 48k Sorcerer, I can read or write a huge amount of information from or to cassette rapidly. (The full memory only takes twenty minutes.)

Anyone who has already worked with this program in the fashion I have described and has some additions to it is welcome to submit them.

This is a chance for me to mention that I will not credit anyone in this column who calls me or submits information unless it is requested. Lots of you like your privacy.

See you soon!

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S001	ANLOG	R.G. RUH	AMATLUR LOGGING PROGRAM		
S002	ZAP		ROBOT LVASTION GAME * WITH GRAPHICS		
S003	EXPENSES	R.G. RUH	HOUSEHOLD EXPENSE RETENTION		
S004	BILLIARDS	R.G. RUH	BUMPER POOL GAME * SOME GRAPHICS		
S005	ALIEN	R.G. RUH *	CAPTURE THE ALIEN GAME		
S006	WAMPUS	R.G. RUH *	SHOOT THE WAMPUS GAME SEARCH THROUGH THE MAZE		
S007	HORSEPACE	R.G. RUH	RACETRACK GAME		
S008	JOUST	R.G. RUH *	MEDIEVAL JOUSTING GAME		
S009	LUNAR	B. PACHMAN	LAND YOUR SHIP SAFELY ON THE EARTH		
S010	GET	D. BRISTOR	DEMO PROGRAM ISSUSTRATING USR FUNCTION		
S011	CRAPS	D. BRISTOR	GAME OF CRAPS * GAMBLING GAME		
S012	DEASE	D. BRISTOR	DATA BASE MANAGEMENT		
S013	DATA	T. BASSETT	ENHANCED VERSION OF DBASE		
S014	MMIO	E. ERISTOR	INTERESTING TWO LEVEL GUESSING GAME		
S015	AMORT	T. BASSETT	LOAN AMORTIZATION PROGRAM * VERY GOOD		
S016	CHECKING	T. BASSETT	CHECKBOOK BALANCE AND RECORDING		
S017	PATTERN	J. PALLEVICH	GENERATES PATTERNS BASED ON INPUT STRINGS		
S018	RENUMBER	D. TRUSSELL	VERSION II BY RICK PAPADISE. LINE RENUMBERING		
S019	MERGE	T. BASSETT	MERGE TWO OR MORE PROGRAMS. USE WITH FEMM ETC		
S020	HEXD	P. WILKINSON	HEXADECIMAL, OCTAL, DECIMAL, BINARY NUMBER CONVERTER		
S021	EDIT	P. WILKINSON	TEXT EDITOR		
S022	CSSR	P. WILKINSON	CHILDRENS LETTER GUESSING GAME. GOOD FLAMING TOOL		
S023	REGS	P. WILKINSON	MULTIPLE REGRESSION PROGRAM FROM POOLE & BORCHER		
S024	SEARCH	J. LINK	PROGRAM FOR DEBUGING BASIC PROGRAMS		
S025	BLACKBOX	J. LINK	A DEDUCTIVE REASONING GAME		
S026	ART AUCTION	J. LINK	A BUYING AND SELLING GAME		
S027	CLUE	C.C.	INSPECTOR CLUESOU GAME		
S028	LABEL	T. JOHNSON	PROGRAM TO MAKE MAILING LABELS		
S029	DUTETERM		PROGRAM TO USE COMPUTER AS TERMINAL UNIT FOR MODEM		

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SOFTWARE REVIEWS

By: Steven Guralnick

I have come across some new programs from RGR (623 Medill Avenue, Lancaster, Ohio, 43130).

ZAPP

This has got to be one of the better programs for the Sorcerer. For \$4.95 (add \$1.00 to your total order, for handling) you get a guaranteed load of fun with it. The program consists of a playing field which is as big as the monitor screen. Inside the playing field is a stick figure, which you control in eight directions from the touch pad. Also inside the playing field are a whole bunch of mad robots and stationary pylons. They are placed differently every time, depending on the random number you key in. The outer edge of the playing field is an electrified fence. When anything touches a pylon, including you, it is destroyed and if you touch a robot or the outside fence, you are destroyed and the game is over. The idea is to lead the mad robots in a merry chase through the pylons and to get them all destroyed that way. When all the robots are destroyed, you win. If this sounds childish or trivial, guess again. It is a thoroughly engrossing game and I recommend it highly.

BILLIARDS

This is one of those games where it helps to have a little knowledge (or a lot of knowledge) of both pool and geometry. The game consists of a billiard table and a set of balls and a cue ball. The idea is to hit the edge of the table and the balls in the specified sequence. As far as the operation of the game is concerned, the instructions are very simple. However, as far as beating the game is concerned, I found it to be difficult and, therefore, very challenging. I think scientific types, particularly those who do not mind racking up some balls once in a while, will have enormous fun with this game. The price is \$4.95 (don't forget to add \$1.00 to the total order, for handling).

BLACKJACK

This is a good game of BlackJack. The graphics fill the screen although there are no suits or faces on the face cards. The game, as it is presently structured, is two players against the computer. (I understand that the program is being revised to allow one player against the computer but that is not going to be available for a while.)

The game allows for "doubling down" and if BlackJack turns you on, this is a very inexpensive and fun version of it. The price is \$7.95 (add \$1.00 to the total order for handling).

SOFTWARE REVIEWS

By: Dave Bristor

ADVENTURE

Adventure is the most intriguing game I have ever played on any computer. No rules accompany this version; figuring out how to play the game is part of the game itself. The main idea is to go places and store treasures, but it is a lot more involved than I can explain here. Adventure is addicting once you get the hang of it, and like a good novel, hard to put down. There are a few versions now available - write to Adventure International, Box 3435, Longwood, Florida, 32750 for their flyer. Copies of Adventure retail for \$14.95 each.

The following programs all came from Staley's Sorcerer Software, 22 Stayman Court, Lafayette, IN, 47905.

HOMERUN

Homerun is, as you can guess, a baseball game for the Sorcerer. The graphics Jim uses in this one are superb. Two players take turns batting and pitching; done by pushing S for swing and P for pitch. When a hit is made, a little man runs around the field. Homerun is a simple game that can be played for hours by anyone. It also does a great job of demonstrating the Sorcerer's graphic capabilities. Price is \$14.95, memory required is 16-K.

SALVO

The old game of battleships, with some new features added to make it more competitive. You are matched against the machine in this one, taking turns trying to sink your opponents ships. But instead of shooting only one shot per turn, you fire a "salvo". A salvo is a set of bombs, equal in number to the number of ships you have remaining. Since you start out with five ships on a 10 by 10 grid, you have a salvo of five bombs. You give the computer a pair of coordinates, and the bombs will explode near or on the target you selected. The added bit of randomness keeps the game interesting. It gets especially good near the end, when you have only a salvo of one or two shots, and the computer is about to blow you away! You need a 32-K machine for this program which sells for \$9.95.

SUB

This one is similar to the popular arcade game Seawolf. Your ship travels across the top, moving from right to left, as do the submarines that you must sink with depth charges. As Jim mentioned in his ads a while back, turning on a nearby radio adds sound effects to the game. In play, you get 10 tries against each of four types of subs: slow, medium, fast, and random speeds. That's a total of 40 shots per game. How well you score depends on the speed and depth of the subs you sink, the faster and deeper ones giving higher score. SUB is great for turning your non-computer jock friends on to computers, because its a game that they can immediately recognize. You'll only an 8-K Sorcerer; the program sells for \$9.95.

The Exidy Monitor - part III - by Dave Bristol

In issue #5, I ended this column by asking you to try to add a little twist to our GET routine; it is presented here:

ADDR	OBCODE	LABEL	SOURCE
0000	CD 18 E0	START	CALL KEYBRD
0003	CA 00 00		JF Z,START
0006	32 0A 00		LD (VALUE),A
0009	C9		RET
000A		VALUE	DEFS 01

Since (according to the Guided Tour manual, page 33) the Z flag is returned set by the KEYERD routine if no key is pressed, the above routine will stay in a loop consisting of the first two statements until a key is pressed. Twist untwisted.

And now on to the use of the monitor proper. Our routine is written, and we need to put it into the machine. This is accomplished by using the Enter command. (If you are still in BASIC, type BYE to get to the monitor.) Type: EN 0000, and RETURN. Then type in the lines of OBCODE, 1 at a time, as they appear above, and RETURN after each one. When all the code is in, type a backslash (/) and again RETURN. The monitor prompt will come back. Now type: DU 0000 000F, and RETURN. You will see displayed the code you just entered. If you made any mistakes, Enter the correct code where the mistake was made, and get out of the Enter command with "/" as usual. Using the Enter command, you can enter as few or as many bytes as you need. The DUMP command displays memory in hexadecimal from the first address to the second address inclusively. Now let's assume that the routine is to be saved on tape. Type the following: SA GET 0000 000A 1. This SAVE is similar to the CSAVE used in BASIC, but not compatible. Using this command, memory is SAVED on tape unit #1 from the first address to the second address (again inclusive).

To use this routine from BASIC, two uncommon statements are needed: POKE and USR. Quickly (more details are in the Technical manual and in SA #1), at the beginning of the program, insert the following statements:

```
100 POKE 260,0:POKE 261,0
```

This statement sets the call address for the USR function, which does the actual calling. To call the machine language routine, use this statement:

```
200 V9=USR(0)
```

V9 should be a variable unused elsewhere in the program. It acts as a dummy variable, and 0 is a dummy argument. When this BASIC statement is encountered, program control is transferred to the machine language routine.

Onward with the monitor discussion. Other commands that you may find useful are GO, Load, TESt, PP, SEt, and Files. GO allows you to execute an entire program written in machine language, its form is: GO addr, where addr is the starting address of a machine language program. Load will load a machine language program from tape. It cannot be used to load BASIC programs successfully. TESt will test the memory in your Sorcerer. PP causes computer control to return to the ROM PAC, if one is installed. With the SEt command, you can change the inputs and outputs, tape speeds, set an address in the tape file header, and others. And last but not least, Files will allow you to verify that a program has been saved correctly.

I hope that this mini-series has helped you deal with Exidy's power-on monitor. More questions? Write to me directly (and send an SASE).

SOME LAST MINUTE NOTES...

Once again, thanks to those who supported this newsletter. I sincerely hope that someone out there has the time to keep it going.

I am going to hold onto all your SASE's that I have now until the end of March. If no one has volunteered to take over by then, they will be sent back to you.

Back issues are still available, and will be until I run out of them. I am already out of copies of issue number 2, so don't try to order it. Also, please include an SASE with your order. The back issues will still cost only \$0.75.

I will probably be in California late this coming summer. Anyone interested in seeing me then should contact me soon. I will be in the San Francisco area for sure, possibly also Los Angeles.

I hope that this newsletter has helped you learn some more about your Sorcerer. Now maybe I will also get some time to play with mine. Happy computing!

*Best wishes,
Dave Bristol*

P.S. To those of you who had just read about the group in the February issue of BYTE, I apologize for the lack of continuation of the group. I had no idea that my time would be so severely restricted when I sent a letter to Byte last year.