

DEMO TAPE



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For use with
THE DICK SMITH WIZZARD
Cassette Storage
Module



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DEMO PROGRAM

1. COLOUR DEMO 1 (Counter 000)
2. COLOUR DEMO 2 (Counter 005)
3. COLOUR BAR CHART (Counter 011)
4. CALCULATION (Counter 017)
5. HIGH RESOLUTION GRAPHICS PROGRAM (Counter 021)
6. EDUCATIONAL PROGRAM (Counter 042)
7. SOUND PROGRAM (Music) (Counter 051)

Instructions for using THE DICK SMITH WIZZARD demo tape

1. Load the tape into the cassette and ensure that the cassette tape is at the starting position.
2. Type CRUN then press the PLAY button of the cassette.
3. Press the RET'N key of your computer. The demo program will now be loading into the computer.
4. The cassette will stop automatically if loading has finished and the program will also stop automatically.
5. After one program has finished, the next program will automatically be loaded into the computer.
6. The computer will repeat (4) and (5) until all the programs have been executed.

The demonstration tape (Side A) consists of the following demo programs:

1. Colour Demo 1 (Counter 000)

This computer can generate up to 16 different colour. This simple BASIC program allows you to appreciate all the colours at the same time. It is easy to generate colour by the COLOUR statement.

2. Colour Demo 2 (Counter 005)

The computer BASIC makes it easy to change the colour of all characters as well as the background. The user may choose among the 16 available colour to suit his taste. In order to return to the normal text colour, press the RESET button, type RUN and then press the RET'N key for reenter into the program.

3. Colour Bar Chart (Counter 011)

This program can process up to 12 different data. Twelve different colour bars with their height depending on the input data are displayed on the screen. Note that the value of input data must be from zero to ten in order to avoid overflow.

4. Calculation (Counter 017)

Since it is a powerful personal computer, it can be used to calculate numerical expressions and print out the final result. The computer will ask you to type in the numerical expression. After you press the RET'N key, the result will be displayed immediately.

5. High Resolution Graphics Program (Counter 021)

The computer has a very high resolution graphic format (256 x 192 dots). Also the programmer may define his own graphic pattern and make drawings at the position according to his need simply by the CHAR & PLOT statements. The program at first draws a triangle and then another triangle to form a square. Two squares are soon combined to be a rectangle. Finally, a three dimensional box is drawn.

6. Educational Program (Counter 042)

The computer displays a figure. Children may find it interesting in naming the object, counting and doing some simple arithmetic.

7. Sound Program (Music) (Counter 051)

The SOUND statement can be used to generate a wide range of notes and tones. Consequently, it is easy for you to compose your own music and hear it back from the TV speaker.

These programs are very simple and they serve only as a demonstration on what the Computer can do, especially the graphics & sound capabilities which are not very common in other computers.