

JULY

**CLOAD**

MAGAZINE

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Greetings, People!

Here's July! Hope you all enjoy it. This month the editorial will be a bit short to allow a bit of leeway on the weight. Last month we weighed in at 1.92 ounces, .08 ounces below the 2 ounce limit. Those of you who got a pink flyer probably noticed that we trimmed off the edges. This time we have a heavier flyer, so we're cutting the comments to one sheet, and a freebie insert on another (it's an index to the Level Two manual, for you two'ers out there). We've had several suggestions that we go to bulk rate for the mailings, which would cut our postage costs considerably. However, because the bulk rate service is so sloooow and spotty we feel that the money saved would not be justified. So it's going to stay first class - nothing but the very best!

We've been catching up on the submissions - we're down to a few pounds now. Quite a few of them got sent back and I'd like to speak a bit on rejections. We'd like (of course) to publish everything we get. We'd be way ahead on our publishing schedule if we did. We also hate to send cassettes back with the note that for some reason we can't, or don't wish to publish it. It's painful to tell someone who worked hard on a program to submit to us, that it isn't what we're looking for. If you get a rejection, please don't feel we're a bunch of software snobs, or that we feel your code isn't "worth" printing in the magazine. Quite often we'll purchase a program the day before a much better version of it arrives from someone else. We can't go back on our purchase agreement for the first author, and we can't afford not to publish what we've bought. We also can't see publishing several different versions of the same program to "fill out" the issue. If your creative insanity is seeking higher outlets, try to be as different as possible. Your program will then have that mark of distinction generally called "originality". That is what we're looking for, above all else. The personal computer revolution is now underway, and ideas and applications are the only limiting factors.

Due to lack of room, weight and time, this month's hardware class has been rescheduled for next month, when the very first diagram, in living black and yellow, will appear in CLOAD Magazine.

Till then!

*R D McElroy*  
R. D. McElroy

## BUGS, RE-ISSUES AND OUR NEW EQUIPMENT

With the exception of Zarbor, we have had a fairly low incidence of bugs. Those of you who run into bugs or erroneous answers are encouraged to send them in. Please state which month's issue, which program, and what sequence of events lead to the problem. We'll try to duplicate the problem and see if there is a correction which can be made. If there is, we'll put the line changes here in the editorial. If the program undergoes major changes, we'll re-issue another copy. If the bug is well-entrenched in the code, we'll try to get back to the author, but if it is inherent in the structure of the program, we might have to leave it be. We review the programs as thoroughly as we can in the time allowed, but reviewing a program for possible bugs is a bit more involved than proofreading an article of a more normal sort, and the pesky little things are good at hiding.

Those problems related to glitches on the master tape (it has happened) should be gone as of the August issue. We finally got our new master tape recorder and have modified it to work with the TRS-80 special format. We have been working with a rather nice hi-fi tape recorder, but the new two-track, saturation record setup is much nicer and should generate tapes with a much wider noise margin.

## MAYBE LAST REMINDER

Our rates are going up September first. Until then it's \$24.00 a year for U.S. and Canada, \$36.00 a year afterward. Don't let your friends get caught helping us make money. Have them subscribe while we're losing. Back issues are unchanged, still \$3.50 each with March, April, May and June available. March, April and May are Level I, June is Level I and II. The earlier issues are almost gone, and we're not re-printing them, so hurry!