

Amiga Software Dealers Electronic Arts

Alabama

Huntsville: Endicott.
Mobile: Mail Tel Home Communications St.

California

All Warehouse stores.
Concord: Software Centre Int'l.
Costa Mesa: Gamesmanship.
Fresno: Alpha Omega.
Los Angeles: Computer-Ease.
West Los Angeles: Software Supermarket.
Monterey: Right Byte.
Napa: Liberty Systems.
Pleasanton: Home & Business Computer Center.
Redlands: Brown Knows Computer.
Riverside: Software Service Center.
San Bruno: Home Computer Center.
San Diego: Computer Age, Byte Shop, Computerland.
San Francisco: Access to Software.
San Jose: Affordable Computer Systems.
San Leandro: Home Computer Center.
Santa Ana: The Home Computer Store.
Santa Rosa: Software First.
Thousand Oaks: Thor Audio Video.

Colorado

Aurora: Sobenheim Enterprises.
Colorado Springs: Softwareland, Renaissance Computerware.
Westminster: Colorado Computer Systems.
Denver: Contemporary Computer Concepts.
Lakewood: Micro World.

Florida

St. Petersburg: New Age Electronics.
Tampa: Computer Corner-Sound Trader.

Georgia

Augusta: Future Systems.
Gainesville: Preferred Systems.

Hawaii

Honolulu: Data One Microcomputer.

Indiana

Ft. Wayne: Bytrex, Inc.
New Albany: Kwik Service Electronics.

Massachusetts

Acton: Instant Software.
Boston: Instant Software.
Littleton: Software Plus.
Wellesley: Instant Software.

Michigan

Okemos: Pro Video.
Plymouth: Strom Computer.

Minnesota

Brooklyn Center: Zim Computers, Inc.
Roseville: Software Center Int'l.

New York

Albany: France Enterprises of Northway.
New York: Computerland, Leighs Computer, Computer Factory.
Oyster Bay: Pine Hollow Video.

New Jersey

Wyckoff: Yudins.

New Mexico

Albuquerque: Page One.

New Hampshire

Hudson: Instant Software.
Keene: Instant Software.
Manchester: Wayne Green Enterprises.
Nashua: Instant Software.

North Carolina

Raleigh: Audio Buys, Inc.
Winston-Salem: Triad Computers.

Ohio

Fairborn: Fairborn Home Computer.

Oregon

Beaverton: Software Centre Int'l.
Eugene: Software Express.
Portland: Computron Business Systems, IB Computers.

Pennsylvania

Hershey: East Coast Software.
McMurray: Toy Store.
Norristown: Electronics Boutique.

Rhode Island

Warwick: Software Connections.

South Carolina

Charleston: Software Solutions.
Charleston Heights: Software Haus.
Greenville: Horizon Computers.

Tennessee

Nashville: Software First.

Texas

Tyler: Computer Time.

Washington

Battleground: Software Express.
Everett: Com-Soft.
Kent: Computer Software Warehouse.
Renton: A.P.P.L.E. Coop.
Spokane: Bits, Bytes & Nibbles.
Tacoma: Nybbles & Bytes.
Tukwila: Programs Plus, Software Centre Int'l.

Wisconsin

Oshkosh: Fox Valley Personal Computers.

BASIC Lightning & White Lightning For Commodore 64

Roark Dority

Requirements: Commodore 64 and a 1541 disk drive or a tape drive.

You've probably heard of several different software packages which enhance or extend your Commodore 64's BASIC language. *BASIC Lightning*, a graphics development system for the 64, is one of the most exciting such programs I've seen.

BASIC Lightning is much more than a BASIC extension. It's practically a whole new language. Besides all the usual Commodore BASIC commands, *BASIC Lightning* offers more than 150 new commands. They make structured programming possible, let you run up to five parts of a BASIC program simultaneously, and may change your attitude toward using graphics and sound on the 64.

If you've ever programmed in Pascal or a similar language, you'll be happy to know that *BASIC Lightning* includes all the control commands found in Pascal. Control structures include IF-THEN-ELSE, REPEAT-UNTIL, WHILE-WEND, CASE-OF, and procedures and functions with full parameter-passing.

The graphics commands in *BASIC Lightning* are in a class all their own. You can create up to 255 sprites of any size, and these sprites can be scrolled, spun, rotated 90 degrees, enlarged, contracted, and mirrored vertically and horizontally. You can individually design each sprite, place them anywhere on the screen, move part of one sprite into another, copy part of the screen into a sprite, or copy an entire sprite into another.

There are also commands for combining two sprites at once in four different ways, and commands to control the sprite colors when two sprites are combined. Another useful feature is the ability to print characters and double-sized characters inside the sprites.

However, I did find it difficult to design sprites with the sprite editor. You can edit only one 8 x 8 grid at a time, and the editor reacts slowly to commands. To design sprites larger than 8 x 8 pixels, the grid must be copied to a larger area on the screen. After several grids have been placed

side by side, your sprite begins to take form. Then it's possible to edit more

sprites, and even show them in sequence to simulate animation.

Multitasking In BASIC

What *BASIC Lightning* does for graphics, it does for sound as well. For example, music data can be stored in sprites and played in the background with the commands PLAY and RPLAY. This means your music can be playing while the rest of your program is doing other things.

One of the most exciting features of *BASIC Lightning* is its multitasking capability. The TASK command allows up to five things in your program to happen at once. Each task has its own set of variables which are independent of the others. Special commands let you pass values between tasks.

Another product from Oasis Software is *White Lightning*, a Forth-based language. If you have some background in Forth, or are willing to learn a new language, *White Lightning* is certainly a worthwhile package. (Incidentally, *White Lightning* includes *BASIC Lightning*, with all the commands mentioned above.)

BASIC Lightning and *White Lightning* both include a disk and two tapes, so tape users as well as disk users can program with the packages. *BASIC Lightning* is especially ideal for anyone who writes programs in BASIC and is interested in structured programming, sprite graphics, and sound. It's easy to use, too. In minutes it's possible to know enough to handle the screen windows, and everything appears and changes faster than in Commodore BASIC with the POKE commands. *White Lightning* takes longer to learn because it's an entirely different language.

If you're interested in machine language programming, Oasis Software also makes *Machine Lightning*, an advanced machine language system.

Oasis Software

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San Francisco, CA 94080

BASIC Lightning \$39.95

White Lightning \$49.95

Machine Lightning \$84.95