

"YOUR LIFE WILL NEVER BE THE SAME COMPUTER CLUB"

PREMIER ISSUE

Here it is. The first issue of the "Your Life Will Never Be The Same Newsletter". (Hereafter referred to as The Newsletter. Whew!)

The Newsletter is the official voice of the Your Life Will Never Be The Same Computer Club. (Hereafter referred to as The Club. Whew! Whew!)

You automatically became a member of "The Club" when you purchased your Imagination Machine. It's a nice club. No dues! And its purpose is simple. It's to help you get the most from your Imagination Machine, in terms of enjoyment and use in your home and possibly your business.

We invite you to write us and tell us of unique experiences you've had with your Imagination Machine. And we'll share those with other Club Members through this Newsletter.

For example, we have recently become aware of a "mini-club", an Imagination Machine Club, formed by people who own Imagination Machines and who work for the same large company in the Southwest. Our activities should be helpful to them.

We also invite you to share programs you may have written (fun 'n games programs or serious programs) which other members might find helpful or enjoyable.

And do write and tell us your ideas on what you would find most useful, what you would like to see future editions of this Newsletter carry.

Send your thoughts to:

**APF Electronics, Inc.,
c/o The Editor,
YLWNBS Newsletter,
444 Madison Avenue,
New York, N.Y. 10022**

Bugs 'n Glitches 'n Things

From time to time we identify some common problems people are having running programs. The solutions are usually very simple. Like these:

1. Loading Budget Master, Artists and Easel or Music Composer/Piano Player. To properly load these programs you must type in: 1CLOAD. It seems some people forget the 1. When you do forget the 1, the data gets lost and you have to reload. Remember on these programs its: 1CLOAD. and you'll have no trouble.

2. An orange screen on loading. The leader on the cassette tape is a little long. The remedy is simply wait two or three seconds after you have pressed the "PLAY" button... and then press "RETURN". Press "PLAY", wait two or three seconds, then press "RETURN". And that should take care of that.

3. CSAVE Sound. A number of Imagination Machine owners wondered about the sound (a buzz) the Imagination Machine emits when they go to CSAVE. Not to worry. It's normal. When you go to this mode, the tape section of the Imagination Machine, which has been "off", is automatically turned "on". The sound is the sound of data being transferred. If you find this annoying, simply turn the volume control down.

The Imagination Machine
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4. Tape Error Message. If you get a "funny message", when you load a tape, if anything but "OK" comes up, or if nothing comes up except the cursor, you've got a bad load. The solution: Reload.

5. Language Reference Manual "Typos". We've noticed some mistakes in the earliest editions of the Language Reference Manual. Check pg. 16 of the manual you have. If there is an obvious mistake in the discussion of cursor movement, write us and we will replace your manual FREE.

6. Strings. Some of you who have been doing your own programming have been wondering about the proper use of "Strings". Remember there must be a dimensional statement before using string variables.

Example: 10 DIM A\$(12):

```
REM tells computer to reserve  
13 memory locations for variables  
20 INPUT "NAME", A$  
30 PRINT A$
```

What's Coming Next?

Technical Reference Manual. For people who want more technical information about their Imagination Machines. Includes schematics, how to do machine language programs, how to achieve high resolution graphics, etc. It will be coming off the presses very soon. But don't wait. Make sure you get one of the first copies. Write to us; tell us you want one, and as soon as the ink dries, we'll ship one out to you. It's FREE to Club Members.