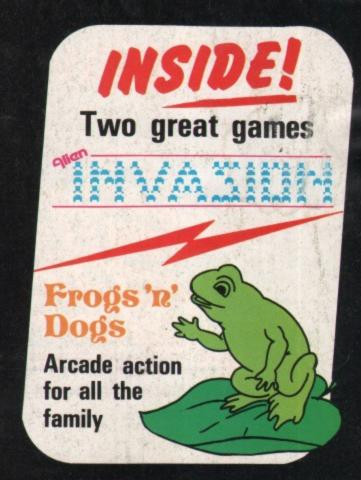
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Published by: Database Publications Ltd, Europa House, 68 Chester Road Hazel Grove, Stockport SK7 5NY.

> Subscription rates for 12 issues, post free:

£12 - UK

£13 - Eire (IR £16)

£18 - Rest of world (surface)

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Distribution to the news trade in the UK and Ireland is by Wells Gardner, Darton and Co Ltd., Faygate, Horsham, West Sussex RH12 4SU (tel: Faygate 444). Enquiries regarding overseas distribution should be made direct to the publishers.

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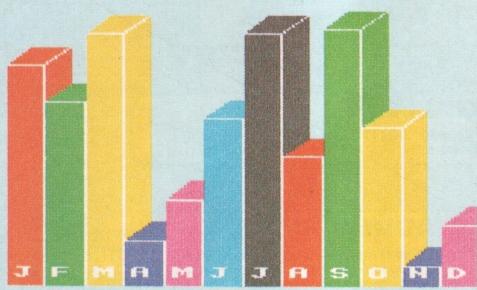
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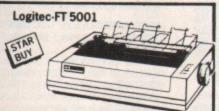
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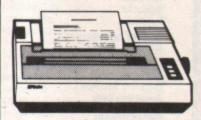


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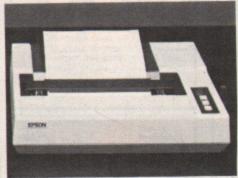
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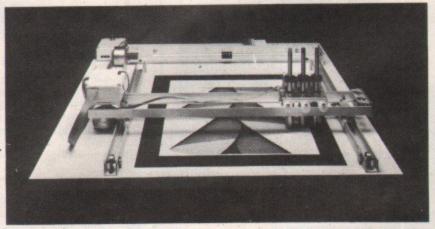
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32K

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32K

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7FF8 20 20 20 20 20 20 20 20
8000 4C 13 82 4C 30 80 C2 15 L. L0
8008 A8 47 52 45 40 4C 49 4E . CREMLIN
8010 00 38 2E 33 32 00 28 43 .8 .0
8018 29 31 39 38 33 20 43 6F)1983 C0 any time.

This ROM contains many more unique features such as an assembler as well as a disassembler. An extremely powerful expression evaluator is included allowing complex expressions to be entered in a format that is only normally available in high level languages. Variables are also allowed (any length) and may be included into expressions.

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DISC DOCTOR

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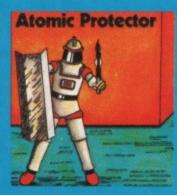
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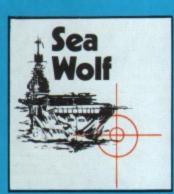


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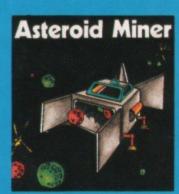


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your ears — you are under attack!

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In addition to the features below it also works with Acornsoft "locked" programs plus very long programs (HEX & EOO to 7BOO)

REPLICA II and THE KEY give you, the user, what you want. You have bought your disc drives and now want to take advantage of them, but most of your favourite software will not run with the disc interface and even if you are prepared to pay out for disc versions of everything you can't get them and if you have 80 track drives you might as well give up. If you know everything about the DFS, memory locations, saving procedures etc, you can probably save some of them onto disc. What's a half hour per program, and it only takes a few minutes to find, load and relocate it each time (if you can remember the sequence).

On the other hand you could buy REPLICA, enter a few details i.e. 1) program name, 2) number of sections, 3) CHAIN, *RUN or *LOAD 4) press play and then make a cup of tea whilst the program loads from cassette for the last time. When you return the program will be on the disc and shown in a menu under the name you gave it. There are now only two alternative storage methods required and one of them will work with most programs. There are some exceptions to REPLICA II but the number is insignificant. Many users have purchased 4 or 5 copies of REPLICA and it is now the recognised format that dealers use to display their software. REPLICA II will now hold up to 16 programs on each disc, they can be erased if required and a new batch saved, but why not just buy another REPLICA and keep your programs on disc permanently (it only costs approx. £1.00 per program).

REPLICA II £12.00 (state 40 or 80 track) GRAFKEY/GRAFDISK

The first and best CAD program for the BBC Micro. Used in education, business, art, video etc. Recommended by LASERBUG, BBC MICRO USER, PCW, SOFT and thousands of satisfied users (see earlier issues of BBC Micro User for screen pictures). In a comparative review of the major CAD programs PCW said: "Considering the options it is by far the best value". Need we say more, if you need a graphics utility then this is it.

GRAFKEY (joystick & keyboard) £9.00 GRAFDISK (state 40 or 80 track) £12.95

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Ring to check compatibility if you are NOT using Watford, Acorn or Acorn DFS. Hotline 0606 48511

THE KEY

THE KEY provides you with the facilities that should have been included in the Disc Filing System and also helps you reach the parts other discs can't reach. This new version of THE KEY has been made compatible with ECONET at the request of many schools, colleges and universities. The whole program has been turbocharged and the facilities are:

- FORM40 now much faster.
- 2) FORM80 now much faster.
- 3) BACKUP has that effect on some people because it allows even most of the protected discs to be backed up -
- 4) EDITOR display, read and alter sectors, even if you can't list the program. Highlight any byte whilst searching, make additional searches, edit bytes - now allows entry in HEX or ASCII and in string format. Dump a sector to printer, file pointers etc etc. You can now see how data is stored on a disc and alter it if you wish. Of course, it's also faster. 5) RETRIEVE - don't despair when you have a corrupted disc or if a program is accidentally deleted, using RETRIEVE your worries are over.

With so much from one utility it is no wonder that THE KEY is outselling programs that cost the same but provide far less.

THE KEY £12.95

(state 40 or 80 track)

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SHADOW

A tape cloning program that will enable you to make security back ups of your valuable cassette based software.

SHADOW works with 99% of all known programs including those with "locked" sections or those containing 300 BAUD sections. Handles programs of any length and works with any operating

SHADOW is the definitive tape backup system. Also on the same tape is a very useful program called "INSPECTOR" which allows the user to page through memory, search for a string, etc. BOTH PROGRAMS £8 incl.

(This program for personal use only).

JOYSTICK UTILITY

Converts non-joystick programs to work with joysticks. Works with any program using INKEY(-), which applies to most programs. Easy to use, just press the keys you want to transfer. Supplied on cassette but can available at BOOTS be transferred to disc.

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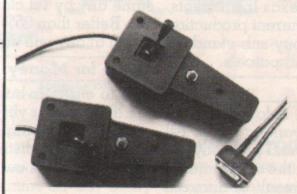
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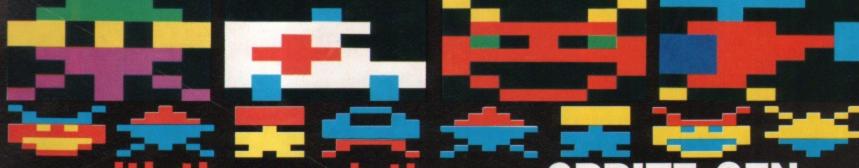
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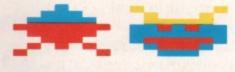
- Each SPRITE actually has TWO images which given slight differences will achieve the animation effects when the two are alternated. Or, if you choose, give the two images totally different designs and you have created two SPRITES out of one, usable alternately. This technique can also be applied to the CLONES which means that all 32 SPRITES can be animated, multicoloured, moving objects!!!
- * Once you have completed the design of your SPRITES using the simple grid-based generator utility, they and the high speed machine-code routines that control their movement are secreted into RAM and the BASIC system is ready to accept your own program lines through which you can direct the SPRITES to appear, move, disappear or just remain stationary.
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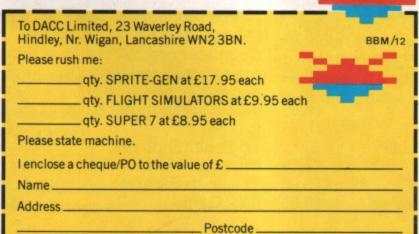
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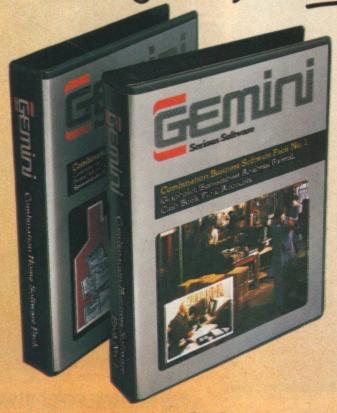
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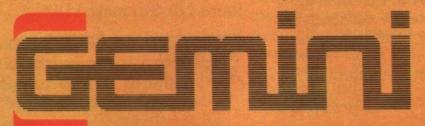
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Read the next ISSUE of this magazine for further developments and information of the "GSL WINCHESTER SYSTEM" and newly appointed

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GSL know from talking to their customers that nothing is more frustrating than responding to an advertisement and finding the advertised goods are out of stock or not readily available. GSL hold large stocks of all computer peripherals advertised.

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GSL Announce the Hitachi 3" Disc Drive

Due to the ever increasing demand for reliable disc drives, GSL are now marketing the proven Hitachi 3" drive. Ideal for Education the Hitachi drive is reliable and robust. Cased in rigid steel the drive is coloured to match the BBC Micro.

The compact disc, which is now standard in Japan are strong and easily stored, like a music cassette. By simply turning the disc over they give 100K per side. The 3" discs encased in rigid plastic are also protected by a mechanical tab which prevents overwriting of

Like all GSL disc drives the Hitachi 3" drive runs off the BBC power supply thus saving considerable money over drives using their own power unit.

GSL have also ensured that all their disc drives are compatible. The Hitachi 3" can be run in tandem with the Shugart 514" drives.

*Price including case, leads and utility disc

E-NET a flexible network system for the BBC microcomputer now being installed within Education. "Doctor Challiners Grammar School" in Amersham are now operating a twelve station networking system using a 10 Megabyte Winchester Hard Disc unit.

- NET allows up to 200 computers to

share a common, large central disc store,

and overcomes many of the inconvenient

features of earlier network systems E-NET uses a hard disc unit as the central disc store, allowing upwards of 8 Megabytes of storage. It has effective, simple structures to limit the disc space available to any user, and to permit access by any user to library programs. Many users of the few simple networks installed so far have complained of the difficulty of monitoring pupil's use of disc space, but E-NET overcomes all these problems by doing the monitoring for you. You simply allocate a space limit to each user on the Hard Disc using the simple command program. For most schools

GSL Computing to Exhibit at London Education Exhibition

and colleges this size disc will allow each user

extended if required by adding further hard disc

to have a reasonable file store, but it can be

GSL are attending the first Acorn Education Exhibition being held in Central Hall, Westminster on 25, 26 and 27th January 1984.

We realise the importance computers now play in today's education and we will be displaying, amongst our Acorn systems our own E-NET Winchester System designed for education" said Rod Lewis, GSL's Sales Manager.

He went on to say that there has, for some time, been a growing need to have a general review of systems available to educationalists and this exhibition is to be a major showpiece for that purpose. The exhibition systems will cater for primary schools through to universities.

We will be on Stand No. 1A and I look forward to the opportunity of explaining our systems in more

For further details contact: Wendy Russell



Rod Lewis (left), GSL's Sales Manager, discussing E-NET's speed. simplicity and versatility with a

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units. Important files can be easily copied to minifloppies if required.

E-NET has many useful extra commands. For example a simple command which only operates from the master (teacher's) machine, and which forces each client machine (in a certain specified room or area) to load and run a particular program is included. This is very fast, and flexible, and allows for efficient use of C.A.L. packages. Care has been taken to ensure that the command structure is simple enough not to intimidate the non-specialist, while remaining flexible and robust.

E-NET allows one or more printers to be connected to the network and although this is connected to one of the network computers this computer can still be used even while the printer is in use.

E-NET is fast, simple to use and versatile. The first system being installed for use in September, and demonstrations can be

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The complete system is compact and

ons. Package includes all interconnecting leads.

Shugart SA455 Capacity 200K - Price £238.00 including Leads

Shugart SA465 Capacity 400K - Price £281.50 including Leads. Prices excluding carriage and VAT.

Shugarts SA455/465 half height mini floppy disc drive offer a compact alternative to standard height drives for desk top systems requiring maximum performance in a greatly reduced space. Since users can quickly double existing storage capacity by fitting two drives in the space formerly occupied by one standard minifloppy the SA455/465 drives provided and excellent pages to the space of the spac excellent means to increase storage capacity without increasing space.

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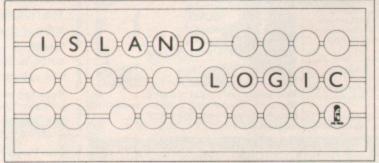
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E.H.T.	Minimum 19.5kv Maximum 22.5kv	Minimum 19.5kv Maximum 22.5kv
VIDEO BAND WIDTH	6MHz.	10MHz.
DISPLAY	80 characters by 25 lines	80 characters by 25 lines
SLOT PITCH	0.63mm	0.41mm
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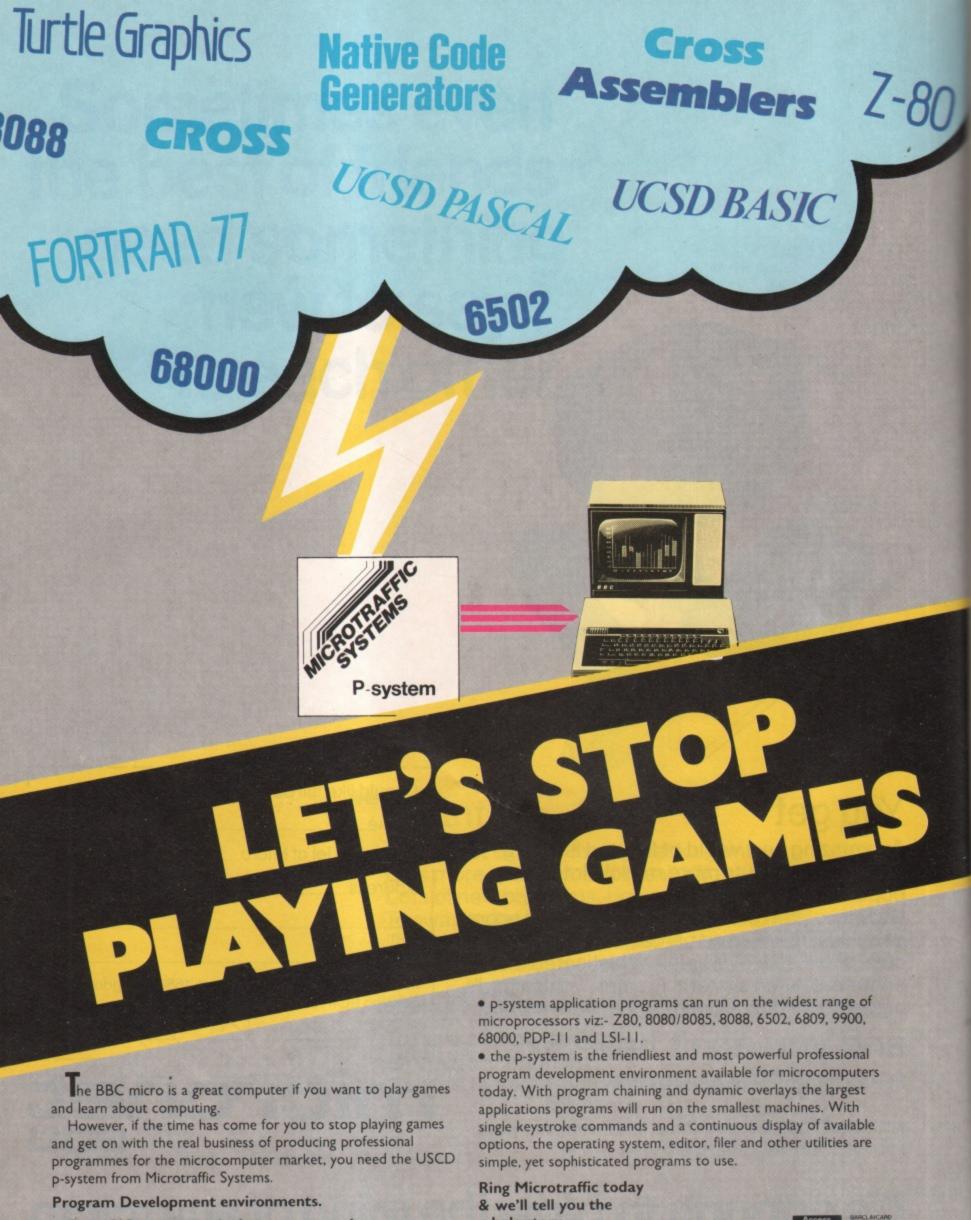
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THE MICRO USER February 1984 NEWS

Tape-disc transfer

PEOPLE who have bought Acornsoft programs on tape now have the opportunity to put them onto disc - legally.

Acorn has launched a service which will transfer the program from tape to

All the customer has to do is to send the cassette to Acornsoft which will copy the program to disc.

The charge will be half the price of the disc version of that program.

The address to send the cassettes to is Acornsoft, c/o Vector Marketing, Denington Industrial Estate, Wellingborough, Northants NN8 2RL.

discs are rolling in

THREE inch discs seem to have come of age with the announcement that a leading producer of disc based software is to market its products on the smaller discs.

Clares Micro Supplies of Cheshire, publishers of The Key and Replica, has joined forces with AMS of Warrington and plans to offer the whole of its range on three inch discs.

Said Dave Clare: "We see a great future for the three inch drives, particularly in the educational field".

THE pre-Christmas BBC Micro User Show was such an overwhelming success that many exhibitors have already booked for the next show.

It will be held at the New Horticultural Hall, Westminster, from March 29 to April 1.

Full report on December's show starts overleaf.

Network

A BBC Micro network user group is being started at Bedford College of Higher Education.

Anyone interested in more information should contact Mike Taylor at The Computer Centre, Bedford College of Higher Education, (Mander) Cauldwell Street, Bedford

Three inch discs are Unlocking programs costs firm £65,000

FURIOUS that the magazine Personal Computer World published details of how to break locked programs, Acornsoft took legal action, forcing the publishers to settle out of court for £65,000.

Said Editor Jane Bird: "One feels a bit sad about it, but the situation was

that it could have been a long battle and we would have lost the issue".

Injunction

Acornsoft had demanded that the offending issue be removed from the bookstalls and took out an injunction claiming that the publishers were

"inviting others to infringe Acornsoft's copyright".

Despite their surrender, PCW feel that they were right in publishing the details since this allowed disc users to transfer their programs from cassette.

Now that it has become public knowledge could

we publish the details, having courageously restrained ourselves in the past, we asked the Acorn spokesman.

"Yes, if you want. We'll add the money we get from you to the coffers we're using it to find a new way of locking programs", he said.



LATEST arrival at Little Green School, Rickmansworth, is a fully programmable robot controlled by a BBC Micro.

EDUCATIONAL software from Golem is now available on 40 track single sided disc, as well as in cassette form for the Electron.

Already widely acclaimed in educational circles, the new formats should ensure an even wider distribution.

DEMAND IS UP FOR THE BBC MODEL A

REPORTS from dealers that Acorn has stepped up production of Model A BBC Micros owing to a component shortage were discounted by a spokes-

"We have increased production of Models As, but this is solely due to increased demand from

dealers", he said.

Acorn does admit, however, that it has been restricting the supply to Model As.

Apparently dealers had realised they could make a better profit by ordering Model As with upgrade kits than by ordering the Model B complete.

New range of Acorn books

RATHER than publish directly through Acornsoft, Acorn has launched a range of books in conjunction with Penguin, the paperback publishers.

First in the range are two books for the Electron, "The Acorn Guide to the Electron" and "Games and Other Programs for the Acorn Electron".

The former contains much information about add-ons and second processors for the Elec-

Several more titles are planned such as Jonathan Griffiths' "How to Write Arcade Games", a rewrite of the excellent book, "Creative Assembler" which was to be published by Acornsoft.

Peter Killworth's "How to Write Adventure Games" will also be part of the new series.

Whizz kid Janet,5, scares off politicians

ALL three main political parties pulled out of a trial by computer after the news leaked out they would be competing against a five-year-old

electronic whizz kid.

The contest designed to prove who can best run the country's economy was scheduled to take place at the official opening of the BBC Micro User Show recently.

However, it was learned at the last minute that the Tories, Labour and Liberals had all got cold feet and would not be turning up at the Westminster Exhibition Centre in the Royal Horticultural Halls.

Only the SDP was in fact prepared to send along a representative, Lord Perry, a former member of the party.

But once informed that the big three would not be there, he also backed out, if somewhat more gracefully.

Contest

This left pretty, fiveyear-old Janet McKnight, the daughter of a London college lecturer, to demonstrate her computer and political skills alone at the launch of the four day event.

The format of the contest was to have been Simon Hessel's game – Great Britain Limited – which allows each player to become at one and the same time Prime Minister and Chancellor of the Exchequer.

After making top level decisions on the economy over a five year period – the computer assesses the likelihood of the player being re-elected for another term in government.

"We had had discussions with the parties for several weeks over whom



Show celebrity Janet McKnight was in great demand from the media on opening day, culminating in a visit to broadcasting house to be interviewed by Radio One DJ Mark Page.

they would be sending along", commented Mike Bibby, Features Editor of *The Micro User*, the show's organisers.

"And we were led to believe there would be a representative from each. But what we hadn't told them was that for a bit of fun they would be pitting their wits against a child.

"Once the news leaked out, they obviously didn't want to end up with egg on their faces if the youngster topped the poll. But she still went ahead to demonstrate how effectively a child can run the country".

"The situation proved

what a lot of people have suspected for a long time: even the smallest child can teach our political masters a thing or two..."

Said Janet McKnight: "I don't really want to be bothered with running the country. I'd rather play Snapper".

Show launch

lanet cuts a tape to open

he BBC Micro User

SANDY Dow, former ales manager for Acorn, those the December show or the launch of his firm's new products.

Already well respected or its lightpen, RH Electronics has moved into the oftware field with four-een titles for the BBC Micro.

They remain, however, ery much a hardware-prientated company, providing both a Europard expansion system or the BBC Micro and the Interbeeb, a peripheral that allows the BBC Micro to control the putside world.

EXIT THOSE BLACKBOARDS

ONE of the highlights of the show was the Electronic Classroom, and it created the most interest among educationalists.

Both pupils and teachers were able to experience how, despite the total removal of blackboard and chalk from the classroom environment, the BBC Micro is able to form part of a structured educational environment.

Star performer was the UTAC video-controlled unit, a pseudo-network for the BBC Micro, offering the ability to monitor and interact with each pupil far more cheaply than with standard methods.

Keyboard Training demonstrated the capabilities of the system with their TechniTouch package – a program designed to teach keyboard



familiarity using colour coding.

Such was the popularity of the class-room that it is scheduled to be a regular feature of future shows, the next of which will be held, again at the New Horticultural Hall, from March 29 to April 1.

Walk-in forum was great success GATHERING place for was the walk-in forum,

the BBC Micro addict the general public's chance to interrogate The Micro User experts.

Almost every aspect of BBC Micro lore was covered in a series of talks that were as entertaining as they were informative, ranging from machine code for the beginner to advanced interfacing.

Said one appreciative member of the audience: "It's the first time I've felt really comfortable asking questions after a lecture.

"I felt the speakers were there to share what they'd discovered about the micro with their fellow explorers rather than just display their superior knowledge".

Another enthusiast commented: "It was nice to hear people speak who obviously enjoyed their micro as much as I do and admitted to making the same silly mistakes".

Highpoint of the forum was the Any Questions session where it became less of a lecture and more of a discussion between BBC Micro freaks, some of whom just happened to be standing on the plat-

The forum also gave people the opportunity to meet Micro User writers in the flesh, and in some cases put them firmly in their place.

"Are you Mike Cook?" asked one fan. "Your articles make you seem much taller".



PUBLIC response certainly proved that Commotion had chosen the right name for their company.

The area around their stand was a constant traffic jam - and all because of the Microrobotics' Beasty.

The Beasty is an interface providing a simple means of driving servos, the precision geared electric motors that aeromodellers use to control their models.

As the accompanying literature puts It, a servo "allows you to twist, turn, push, pull, lift, lower, open and close almost anything".

No wonder that Beasty, with its power to control four servos from the BBC Micro, has been heartily welcomed by robotics fans as a lowcost introduction to the subject.

At Micro User we were so impressed that we've made it both the subject and prize of this month's competition, as you'll see if you turn to Page 55.

Zoom in with Bit Stick

MAIN focal point on the Acorn stand was the amazing Acorn Bit Stik. It was surrounded by fascinated crowds on each day of the show.

The reason wasn't hard to see. Even expert users who have become accustomed to the BBC Micro's graphics were excited by this remarkable add-on.

The Bit Stik resembles an up-market joystick. Yet it is at the heart of a highly sophisticated computer aided drawing pack-

It allows the user to create high-resolution graphics simply and relatively cheaply.

The software provided encourages the user to "dither" colours, permitting multi-coloured shading of screen areas.

Perhaps the most striking feature is its ability to zoom in on pictures. This means that sections of the drawing can be enlarged or reduced at will.

The package, which should be available by the end of March, will cost £350, including the Bit Stik itself and its ROM based software.

Although it needs the 6502 second processor and dual 80 track drives to enable it to run, the system should be a costeffective introduction to CAD for many small businesses.

 Also displayed on the stand was Acorn's Prestel Adapter. Looking very much like the Teletext Adapter, it should sell for

Secret of the black box

ONE of the Micro User experts was intrigued when he received a request for technical help from the Economatics stand. Some outside force appeared to be interfering with the equipment.

The Microvitec colour monitor was displaying a near perfect colour spectrum (no, not a Sinclair). There were regular graduations of colour bands ranging from red at the top of the screen to blue at the bottom.

But the display should, in fact, have been completely blue.

Had alien invaders finally landed? Or was some more mundane terrestrial force really at work?

The solution to the problem proved to be remarkably simple.

On the top of the monitor was a harmlesslooking black box which turned out to be a loud speaker. The removal of the offending object restored the display to normal.

What happened was that the magnet in the speaker was bending the electron beams to produce this unusual

While on this occasion the result was nothing more than a nuisance, the people at Economatics are now wondering if they are on the verge of discovering a new art

SECOND PROCESSOR ATTRACTING a great A BIG DRAW

amount of interest was the Z80A second processor for the BBC Micro displayed on the Watford Electronics stand.

At £299, this must be seen as a serious rival to the official, still to be released, Acorn product.

Watford's second processor is in fact a totally stand-alone computer and thus can be used independently of the BBC Micro.

As such it features a Z80A running at 4mHz with 64k of RAM, with the possibility of adding another 64k onboard.

The unit contains its own disc interface capable of dealing with 40/80 track discs, single or double density.

This interface shares the drives with the BBC Micro. It can even operate without a disc interface inside the BBC Micro.

Supporting all the OSBYTE, screen and sound facilities, the system has fully licensed CP/M 2.2 – which opens up huge amounts of ready-to-run software to the BBC Micro.

Designed

Watford have done this by taking a standard industry product designed to interface to an RS232 computer terminal and marrying it to software that makes the BBC Micro emulate such a terminal.

The result is an "instant" second processor for the BBC Micro which is capable of considerable expansion. Boards developed for the original system already include an IEEE interface, extra RAM, real time clock and prototype boards.

Scheduled for release in the very near future, the unit comes complete with power supply in a standard half-height drive

Graphic upgrade for Beeb

ROM-based software took a great leap forward at the December Micro User Show in London.

Computer Concepts, the people who produce the Wordwise word processor chip, have produced a Graphic Extension ROM.

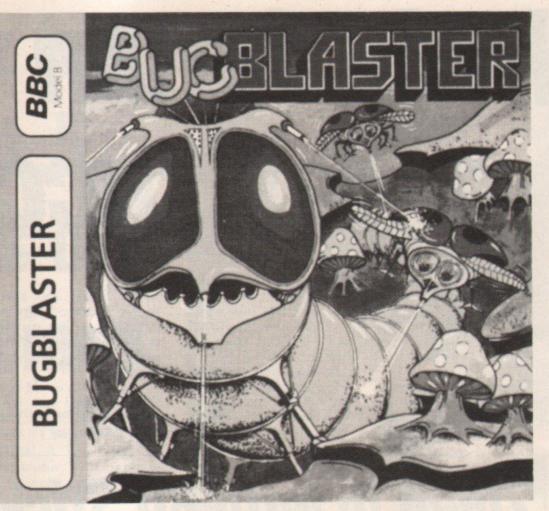
This adds 30 new commands to the BBC Micro, allowing users to take full advantage of its graphics capabilities. Sprites and Turtle graphics are available, as is the 16 colour, 80 by 256 resolution Mode 8.

Bradford-based Pace Disc Systems chose the show to display two new pieces of ROM-based software, Toolstar and Commstar.

Toolstar is a toolkit utility aimed at reducing program development time. It allows manipulation of Basic programs and machine memory, aiming at giving the user the "commands that the OS forgot".

The second ROM is Commstar, which promises to give the BBC Micro an "intelligent communications facility".

This allows communication with other computers and access to Prestel and other databases via a suitable modem.



Games galore on show

ALLIGATA Software chose the BBC Micro User Show to launch a new range of games for the BBC Micro.

The new titles include Eagle Empire, Neanderthal Man and Dambusters.

At the same time they have released Bugblaster. Lunar Rescue and Fruit Machine for the Electron.

Other new offerings from the Sheffield-based firm include three home/ business utilities for the BBC Model B.

Flexibase is a database, the oddly-named Alligatacalc a simplified accounting package and Scribe II a word processor system.

New add-on boosts BBC HARDWARE add-ons micro by up to 20k

were a major part of the BBC Micro User Show, and none attracted more interest than the 20k RAM upgrade from Aries.

The Aries-B20, as it is known, allows you to gain an extra 20k of memory by intercepting the official Acorn calls to the screen and switching them to its own on-board memory.

This ensures that the BBC Micro's RAM, normally tied up with screen memory, is free for Basic programs - an increase of up to 20k in program size.

One minor drawback is that programs that directly address the screen, bypassing the official Acorn calls, can't take advantage of this extra memory, although the system does allow you to use such programs.

Despite this, Cambridge Computer Consultants, who produce the board, are convinced that the package will have large sales on the more serious side of the market since it remedies one of the BBC Micro's most serious shortcomings, lack of memory.

For instance, with

Aries B-20, View users can edit files of up to 25k in Mode 0, a four-fold increase. In Mode 7 programs the user can access 47k of memory, giving the BBC Micro a potential that several software houses are already designing programs to take advantage

BARRY WOOD'S TAILPIECE

DID anyone see those poor girls on the Acorn stand at our London Show? They were gorgeous. But why dress them in those outfits?

Only Acorn could do such a thing - take a fantastic product, then put it in the wrong package ...

* * *

OUR beloved features editor chose the London show to unveil to the world the fact that he has a twin brother.

Denying that this was his version of a second

processor, he claimed that he'd been playing with a disc copier and something had gone wrong.

"IT'S not fair. You reviewed our program and we've brought out another one since. The one we sent you was version 1.2. We've now brought out version 1.3, and that sometimes works, so your review is all wrong."

So muttered a software producer about the all too

accurate review of his product.

Our renowned editor took it in his stride.

"Don't worry," he replied, "that was the 1.2 version of our review."

SPOTTED at the show - a tee-shirt stating: "Electron Users make it last twice as long ..."

YOU won't believe it, but it's really true. One structured programming freak has actually blown himself a Basic

ROM that produces "Syntax Error" when you use a GOTO or GOSUB!

ACTUALLY, the ultimate blow in the "Structured Programming" debate was dealt when our omniscient editor demanded that one of our writers rewrite a program containing the dreaded GOTOs and GOSUBs.

This the miscreant did, replacing the offensive statements with PROCgoto and PROC-

gosub. We feel that honour has been satisfied.

* * *

ONE of our artists is a Greenham Common veteran. On being told that "those things at the bottom of the screen" in Alien Invasion were silos, she replied: "Well, why aren't there women dancing on them?"

* * *

OVERHEARD at the show's technical advice stand: "I've just bought an Electron."

"Oh, you're the one," chorused the crowd in unison.

Drives of the future



Now available for the BBC Microcomputer, this superb range of high performance, low profile disc drives which give more data storage, and use less space.

The Pace range of drives include drives which are switchable between 40 and 80 tracks. As these drives are double sided they give a massive 400 k *per drive* in 80 track mode, whilst in 40 track mode they retain compatibility with Acomsoft and other

commercially available software. These drives feature colour LED's to indicate operation.

All Pace drives are capable of being used as double density drives so that, as and when, a double density filing system and interface become available, the disc storage capacity will be doubled (eg. the dual 40/80 drive will have an unbelieveable 1.6m of storage).

Pace disc drives are designed to run off the BBC power supply and are supplied complete with all cables, a utilities disc and manual.



92 NEW CROSS STREET, Bradford BD5 8BS. Tel: (0274) 729306

Telex: 51564 SHAREY-133



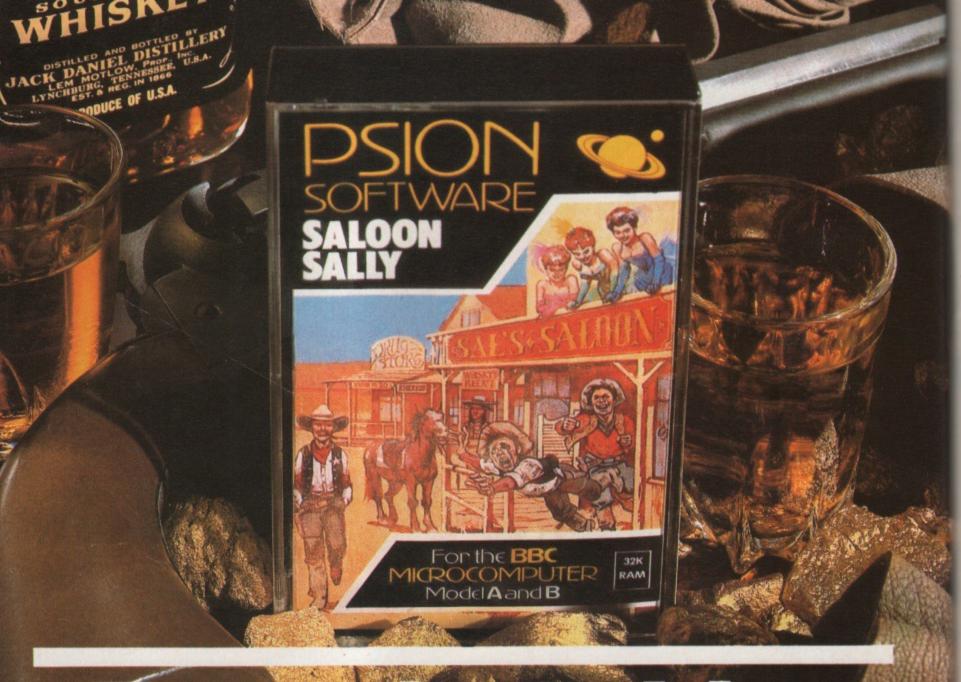


Dealer enquiries welcome

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PSD3	Double Sided 40/80 Track (400k)	£305	£350.75
PSD4	Double Sided 80 Track Only (400k)	£285	£327.75
PSD5	Single Sided 40/80 Track (200k)	£235	£270.25
DUAL	DRIVES		
PDD1	Single Sided 40 Track (200k)	£338	£388.70
PDD2	Double Sided 40 Track (400k)	£449	£516.35
PDD3	Double Sided 40/80 Track (800k)	£579	£665.85
PDD4	Double Sided 80 Track Only (800k)	£538	£618.70
PDD5	Single Sided 40/80 Track (400k)	£449	£516.35

Available from good computer stores everywhere including:
Computer City, Widnes, Cheshire. Tel: 051-420-3333. Computerama, Stafford. Tel: 0785-41899. Silcon Centre, Edinburgh. Tel: 031-557-4546.
Computerama, Stoke on Trent. Tel: 0782-268620. G.T.M., Leeds. Tel: 0532-647474. Wilding Computer Centre, Wigan. Tel: 0942-44382
National Micro Centre, Stockport. Tel: 061-483-3605. Sir Computers, Cardiff. Tel: 0222-21341. P.J. Microsystems, Crowthorne. Tel: 0344-772351.



Turn the tables on the Cowboys

SALOON SALLY is in a tricky situation. After an evening of drinking and gambling, four roughneck cowboys are wreaking havoc in Sally's saloon.

While the fight progresses Sally spots her chance to pick up the gold lying around. Guide her from table to table filling her pockets but watch out in case the cowboys catch her.

As the pianist pounds away regardless of the commotion, Sally can keep the cowboys at bay by hurling tables and chairs. But the action gets more hectic and the music gets faster—you'll need all your wits about you to keep up with the pace.

SALOON SALLY from Psion Software is a compulsive and addictive machine code action game exclusively for the BBC Microcomputer (Model A and B with 32K RAM).

Available from W. H. Smith, Boots and all good software retailers for only £7.95.

The whole range of quality Psion Software, including the popular Vu-Calc and Vu-File applications programmes are available from W.H. Smith, Boots and all good software dealers.



Dealers are invited to contact Psion to find out details of substantial discounts for trade orders of our best selling software for the BBC Microcomputer.

LORDS OF TIME

Joins our range of acclaimed pure-text puzzle adventures, at £9.90, for:

BBC 32K COMMODORE 64 SPECTRUM 48K LYNX 48K NASCOM 32K ORIC 48K ATARI 32K

ADVENTURE REVIEWS

Adventures which have a fast response time, are spectacular in the amount of detail and number of locations, and are available to cassette owners . . I am extremely impressed . . The Level 9 Adventures are superbly designed and programmed, the contents first rate. The implementation of Colossal Cave (Adventure) is nothing short of brilliant; rush out and buy it. While you're at it, buy their others too. Simply smashing!"

-SOFT, Sept 83

"I found Dungeon exceedingly well planned and written, with a fast response. There are well over 200 locations and the descriptions are both lengthy and interesting. The objects number about 100. It could therefore take some months to explore the whole network, giving many hours of enjoyment in the process."

- C&VG, Sept 83

"The descriptions are so good that few players could fail to be ensnared by the realism of the mythical worlds where they are the hero or heroine ...great fun to play."

-Which Micro?, Aug 83

"My appetite has been whetted and I intend to get my own copy (of Snowball) to play."

- What Micro?, Dec 83



ADVENTURE REVIEWS

"This has to be the bargain of the year. If adventures are your game then this (Colossal Adventure) is your adventure."

-HCW, 5 Sept 83

Colossal Adventure is simply superb. Anyone who wishes to use adventures in an educational setting really must use and see this program as it emulates Crowther and Wood's masterpiece so well. For those who wish to move onto another adventure of similar high quality, Dungeon Adventure is to be recommended. With more than 200 locations, 700 messages and 100 objects it will tease and delight!"

- Educational Computing, Nov 83

Colossal Adventure is included in Practical Computing's Top 10 games choice: "Poetic, moving and tough as hell."

-PC, Dec 83

"To sum up, Adventure Quest is a wonderful program, fast, exciting and challenging. If you like adventures then this one is for you"

-NILUG # 1.3

"Colossal Adventure ... For once here's a program that lives up to its name ... a masterful feat. Thoroughly recommended"

- Computer Choice, Dec 83

"wholly admirable"

- Your Computer, Sept 83

MIDDLE EARTH ADVENTURES

1: COLOSSAL ADVENTURE

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Part 10 of MIKE BIBBY'S introduction to programming

THIS month we're going to look at the features the different modes on the BBC Micro provide.

However, before we do so, we'll cover a useful command we've neglected so far – GET\$.

Look at Program I. Line 40 is:

40 string\$=GET\$

When the computer reaches this line it waits for a key to be pressed. As soon as you press a key, the micro continues with the next line of the program.

The variable *string\$* now contains the character whose key you pressed. For instance, if you'd hit the letter "A",

PRINT string\$

would print out the character "A".

```
10 REM *** PROGRAM I ***
20 MODE 6
30 PRINT'' "When you are ready, pre
ss a letter"
40 string$=GET$
50 PRINT' "You pressed " string$
```

Run Program I and you'll soon see what happens.

Notice two points:

- Unlike INPUT, you do not have to press Return.
- Again, unlike INPUT, the variable used for storage only contains one character.

As well as GET\$, there is GET. Notice that this has no "\$" symbol on the end. This is because GET returns a number, which must be stored in a numeric variable, unlike GET\$.

On encountering GET, the micro waits until a key is pressed, then continues. The actual value that GET obtains from the keyboard is the Ascii code of the key pressed.

Look at Program II. Line 40 reads:

40 ascii=GET

When it reaches it the program waits for a key to be pressed, at which it continues.

If you pressed "A", the variable ascii would contain the value 65, which you'll remember, if you cast your mind back, is the code for "A".

Run Program II to see how it all

Get yourself in

Which of the BBC MICRO'S eight modes

```
10 REM *** PROGRAM II ***
20 MODE 6
30 PRINT'' "When you are ready, pr
ess a letter ";
40 ascii=GET
50 PRINT'' "The character had Asci
i code ";ascii
60 PRINT'' "This means it was "CHR$
(ascii)
```

```
10 REM *** PROGRAM III ***
20 CLS
30 REPEAT
40 PRINT' "Next Mode?";
50 mode%=GET-48
60 MODE mode%
70 FOR loop%=1 TO 20
80 PRINT "THIS IS A DEMO"
90 NEXT loop%
100 UNTIL FALSE
```

works. Line 50 prints out the Ascii code of the character you inputted and line 60 uses CHR\$ to translate it into a character. Don't leave a space between CHR\$ and (.

Program III, which we're going to use to examine the BBC Micro's modes, uses GET to input the mode you want to look at (line 50).

Notice how I label the GET statement in line 40. It's bad practice not to tell people that you want them to enter something from the keyboard.

Line 60 then changes mode, and 70 to 90 consist of a FOR . . . NEXT loop printing out "THIS IS A DEMO" 20 times.

The whole affair is wrapped up in a REPEAT . . . UNTIL FALSE loop, so that you are repeatedly asked which mode you wish to view.

Once you understand it, try looking at the various modes with Program III.

The size of the letters varies in each mode. In Modes 2 and 5, you can have

only 20 characters across the screen.

Modes 1, 4, 6 and 7 allow 40 characters fit into the width of the display, while Modes 3 and 0 have 80 characters across.

At first all this diversity may seem a little confusing. However, it's all fairly simple and logical if we take it step by step.

You see the more characters you have to cram across the screen the more memory your micro has to set aside to remember what's happening on the display.

The more memory the micro reserves for the screen the less it has to store the program in. So it is often a trade-off between program size and the number of characters in the display.

It still might seem a little odd that we have more than one mode with the same number of characters in a row. For instance, Modes 1, 4, 6 and 7 all have 40 character rows.

Each of these modes, however, has

Mode 0,1,2,3, 4,5,6, or 7?

the right mode

is the best one for your program?

characteristics that differ.

First, let's put Mode 7 to one side. This is the Teletext mode, the one the Electron hasn't got, and it works very differently to the others.

So that leaves us with Modes 1, 4 and 6 that have 40 characters to the row.

Try running Program III entering Mode 6 first, the one in which we've done almost all our work. Then try it for Mode 4, then Mode 1.

You should notice that in Mode 6 you get far fewer lines on the screen than you do in Modes 4 and 1. This is because Mode 6 puts more space between the lines.

You see, Mode 6 is a text only mode intended for word processing, and the extra spacing is designed for clarity.

In fact Modes 4 and 1 allow you 32 rows of 40 characters, while Mode 6 allows you only 25 rows of 40 characters.

We still haven't distinguished between Modes 4 and 1 though. After all, they both have the same number of characters, so why bother with two of them?

The answer is colour, a subject that we have so far avoided.

Mode 1 allows you four colours on the screen at the same time, whereas Mode 4 allows only two.

So why not opt for Mode 1 all the time? The answer is memory. Mode 1 has to use exactly twice as much memory as Mode 4 to obtain the extra colours, and sometimes this is a bit too profligate.

In fact, on Model A computers you cannot even use Mode 1 because there isn't enough memory.

If you now use Program III to experiment with Modes 5 and 2 you will see that both give you 32 lines of 20 rather chunky characters.

However, as you probably suspect by now, Mode 2 allows you more colours than Mode 5 – 16 as opposed to 4.

Using Program III with Modes 0 and 3 shows that, while both give you 80 character rows, Mode 0 gives you 32 rows while Mode 3 gives you only 25 rows, leaving gaps between for clarity, as did Mode 6.

Mode 3 is for text only, as was Mode 6. Text-only means that the mode can't support graphics. It cannot draw the multicoloured lines and triangles associated with the BBC Micro's graphics modes.

However we're getting ahead of ourselves. Next month we'll look at colour on the BBC Micro. Then, armed with some useful Basic commands, we'll cover graphics.

Meanwhile, here are the answers to the problems I set you last month.

Programs VIIa and VIIb show alternative ways of inverting the triangle of asterisks we showed in last month's Figure IIIb.

As you can see, you can either tinker with the effect of the loop variable by providing a new offset, or you can rejig the whole loop by altering the step (Programs IV and V).

I also asked you to invert the triangle of asterisks produced by last month's Program VIII. Programs VIIIa and VIIIb show two ways of doing this, again by altering either the offset or the loop parameter.

I'd be very happy to hear from readers who've found alternative solutions.

```
10 REM *** PROGRAM VIIa ***
20 REM *** JANUARY ***
30 MODE 6
40 FOR loop%=0 TO 10
50 asterisk$=asterisk$+"*"
60 PRINT TAB(10-loop%,10-loop%)
asterisk$
70 NEXT loop%
```

```
10 REM *** PROGRAM VIIb ***
20 REM *** JANUARY ***
30 MODE 6
40 FOR loop%=10 TO 0 STEP -1
50 asterisk$=asterisk$+***
60 PRINT TAB(loop%,loop%) asteri
sk$
70 NEXT loop%
```

```
10 REM *** PROGRAM VIIIa ***
20 REM *** JANUARY ***
30 MODE 6
40 asterisk$="*"
50 FOR loop%=0 TO 10
60 PRINT TAB(10-loop%,10-loop%)
asterisk$
70 asterisk$=asterisk$+"***"
80 NEXT loop%
```

```
10 REM *** PROGRAM VIIIb ***
20 REM *** JANUARY ***
30 MODE 6
40 asterisk$="*"
50 FOR loop%=10 TO 1 STEP -1
60 PRINT TAB(loop%,loop%) asteri
sk$
70 asterisk$=asterisk$+"**"
80 NEXT loop%
```

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affecting whatever program you are using.

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 A built in DISC SECTOR EDITOR gives a screen window onto the disc enabling detailed editing of any byte on the disc. This is very useful for recovering accidently deleted files and can save weeks of work.

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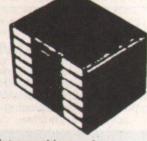
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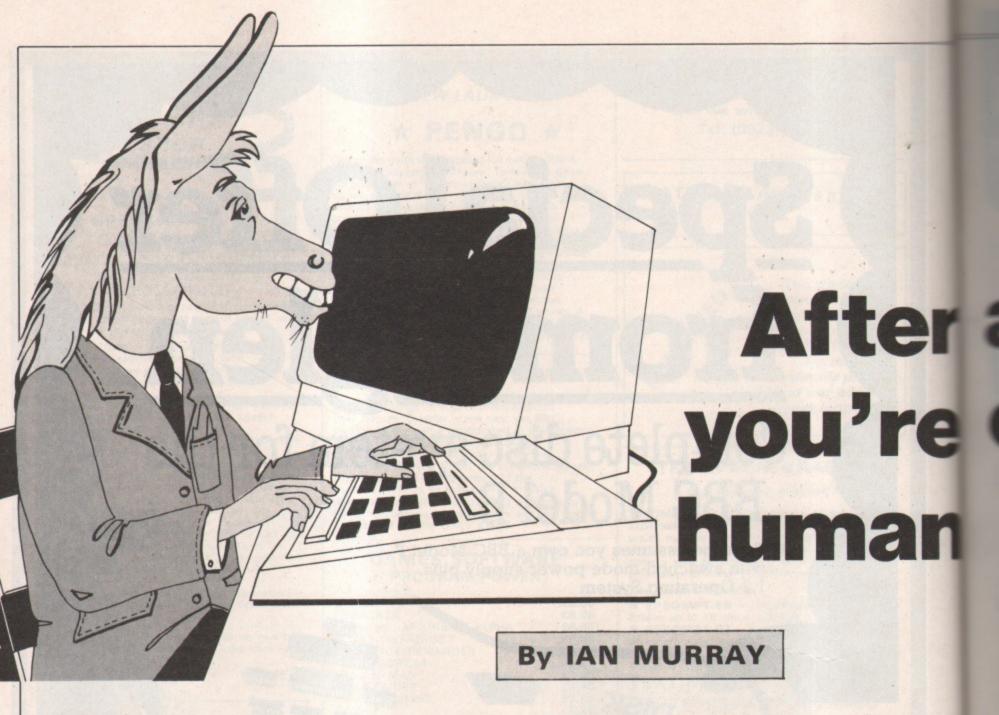
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EXCRUTIATING ... UGH! ... what on earth does that mean ... Oh no – not again!

These are some of the more printable cries of frustration that a typical home micro user is likely to utter when trying to run much of the software currently available.

Nor is the home micro user alone in his frustration. There is a wealth of useless software available for the educational market as well.

This yields comments such as: "Oi Sir - look what this does". Or: "Is it meant to do that Miss?"

Or, more insidiously, just silence as the youthful scholar finds that the program has crashed and begins to roam around the operating system as if it were a huge doodle-pad.

A user friendly program is one that accepts that the user is actually a mortal human. Which means he is quite capable of acting like a demented maniac in charge of a cruise missile.

It assumes that each and every key on the keyboard will be pressed, in any combination, at some time – even if it is only done 'just for fun'.

Ideally this should extend to the ON/ OFF switch at the back of the BBC Micro. But for the purposes of this article I take it that you have already guarded against that particular act of malevolence.

User friendliness can be divided into three main areas:

- Anticipating the actions of human beings.
- Helpfully correcting the actions of human beings.
- Making the human being feel he is not dealing with a computer.

The first is the subject of this article while the latter two will be covered in future issues of *The Micro User*.

The first two keys to deal with are BREAK and ESCAPE. If you have version 1.0 of the operating system or later, then your options are slightly wider. Find out which you have by typing *FXO.

As the BREAK key resets the whole system, this should be dealt with at the earliest opportunity in any program. The method shown in the User Guide is probably the best:

10 *KEY10 OLD: MRUN:M

The only major problem is if you have used the permanently resident integer variables (A% to Z%) and assume that they are reset to zero when you run. They are not.

Your next lines of Basic must then

assign the start values you want to any of these variables, such as:

20 B%=0: D%=0

Now on pressing BREAK your program will not let the user have a tour of the operating system and will re-run successfully. Provided, of course, that you haven't used any clever tricks such as deleting part of the program as you run.

The easiest way of dealing with the ESCAPE key – and this is applicable to all operating systems – is to trap it with the ON ERROR command.

This, like trapping the BREAK key, must occur at a very early stage in the program. For example:

10 ON ERROR GOTO 500

As the ESCAPE key is considered as error message 17, pressing it directs you to line 500. Subsequent lines at 500 could be as follows:

500 IF ERR = 17 THEN RUN

520 MODE7

530 REPORT

540 PRINT; " at line "ERL

550 END

The solution is fundamentally unsatisfactory as we now have two keys on the keyboard which will re-run the program.

Because we reached line 500 via an

all, only

absolute jump we cannot retrace our steps to where we came from.

But fear not! Sir Galahad Acorn has provided a solution to the gallant knights with OS 1.0 and OS 1.2.

We may either 'hang up' the ESCAPE key entirely or re-assign it to another key:

10 ON ERROR GOTO 1000

20 *FX229,1

30 REPEAT

40 PRINT"PRESS ESCAPE"

50 PRINT"No luck!!"

60 PRINT"Press Q to exit"

70 A\$=GET\$

80 UNTIL A\$="Q"

90 PRINT MISTAKE

1000 MODE 7

1010 REPORT

1020 PRINT; " at line "ERL

1030 *FX229,0

1040 END

The *FX229 call has been used to turn off the ESCAPE key at line 20 and turn it on again at line 1030, which presumably you would wish to do. When you run the program you will notice that the ON ERROR has not been affected and correctly traps the deliberate error at line 90.

You may, of course, decide that your programs should still have an ESCAPE get-out. This is possible by assigning the ESCAPE key to another key, again at line 20.

You ought to choose a key that has no conceivable use. I suggest CTRL-O:

20 *FX220,0

This is keys CTRL and @ pressed down together. To restore ESCAPE to its rightful key, line 1030 should be:

1030 *FX220,27

I personally would avoid *FX220

calls in the finished program as it still provides the user with a combination of keys with which to experiment, and sooner or later some latent Einstein will find them.

I suggest using the *FX220 call while developing pre-release versions of the program.

When using the ON ERROR command make certain that you direct it to a line that exists. If you don't you will get a program that gives an impression of locking-up, but is in fact in an endless ON ERROR loop.

Having dealt with the obvious keys, you still have to out-smart the nine year old's propensity to destroy all your handiwork. Now you have to anticipate his every move across the keyboard. Can you do it? Is it even possible?

The secret is to *never* use the INPUT or INPUT LINE commands as up to 255 characters can be entered with these commands. Someone merely repeating a key could enter a string so long that it would corrupt the screen display.

The answer is to always use the GET and GET\$ commands, which only collect a single character at a time. You will need to provide your own delete routine where you think it's needed (see below).

However firstly turn off the auto repeat feature at the beginning of the program with:

10 *FX11,0

This will at least protect you from accidental entry of more than a single character.

Where your programs are menu driven – that is, your progress through the program depends on an item selected from a screen menu – then you should lay out your display something like this:

PROGRAM OPTIONS

A) Create a File

B) Amend a File

C) Delete a File

D) Sort a File

E) Search a File

Select a letter from A to E >>

The section of program to select from the menu may look like this:

200 PRINT "Select a letter from A to E >> ";

SIA DEDEA

210 REPEAT

220 LET Reply\$ = GET\$

230 UNTIL Reply\$ >= "A" AND Reply\$ < "F"

No other input will successfully get past this. However you may be locked in the wrong size letters – small instead of capitals.

Line 230 can be extended with a complicated logical expression to cater for this or you may use the following alternative:

```
230 UNTIL INSTR( "ABCDEabcde" , Reply$) > 0
```

This again is not totally satisfactory as your analysis of the menu selection will still involve you in converting the lower case letters to upper case before deciding what action your program is to take.

For this reason it is better to use numbers on the menu selection. But take the number in as a character. This would involve a change of line 230 to:

230 UNTIL Reply\$ > "0" AND Reply\$ < "6"

with the other obvious changes in any menu.

As a program designer you must decide whether the theory of your program will allow the user, in answering a question, to enter any character or a selection from a limited subset of characters.

This is particularly relevant when trying to get in numbers, or even names.

For example, when entering numbers you may feel that you will allow 0123456789., but not allow other valid mathematical characters such as "-/+". This is possible using the GET\$ command, but not possible with the INPUT commands.

You will presumably still want the RETURN key to be used to signal the end of the numbers' input. The following suggestion may help your thinking:

100 PRINT "Enter a decimal number >>

110 REPEAT

120 REPEAT

130 R\$=GET\$

140 UNTIL R\$ = CHR\$(13) OR INSTR(

"0123456789.",R\$) > 0

150 PRINT R\$;

160 IF R\$ <> CHR\$(13) THEN Number\$ = Number\$ + R\$

170 UNTIL R\$ = CHR\$(13)

180 Number = VAL (Number\$)

190 PRINT

200 PRINT Number

You can extend your control over the input by putting a restriction on its length at line 160 with the use of the LEN command. However the implication of this is that you will need to write



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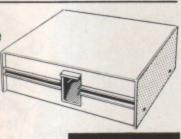
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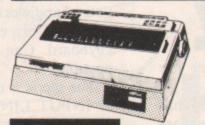
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From Page 43

your own delete routine.

This routine involves counting-in every character that passes any other restrictions you may have, and allowing the delete character, CHR\$(127), to be printed to the screen but not added to the final accepted string of characters.

Of course you will have to remove the most right hand character from the string input.

Restricting the length of the string

input creates a snag. You must allow the delete character to be the only character that can be the "length of the string + 1", so that you may delete the last character if required. A simple example of this is shown in Figure I.

With little difficulty this type of routine can be made a procedure with parameters that can be specified. This will ensure your program does not slide to an unsuitable length.

The important point is that if the programmer is to be truly user friendly

in controlling and directing the user's general keyboard inputs, then the program will inevitably be lengthy.

As a rule of thumb, I believe you must expect 90 per cent of every program to be devoted to user friendliness, and only 10 per cent to the algorithm.

The cursor control and copy keys should also be taken out of action unless required in the program. From OS 1.0 onwards you may do this by using the *FX4,1 or *FX4,2 calls.

The former disables cursor editing and the latter permits redefinition of these keys similar to the red function keys. The normal mode is turned on with *FX4,0.

Subsequent articles will look at validation, helpful ways of correcting the user's errors, and how to make your BBC Micro actually seem relatively human.

Till then, a final tip: Always try your programs out on a complete dodo. In the business of friendliness there's none better than a complete idiot to discover what a fool you have been!

```
100 CLS
                                         200 Number$ = Number$ + R$
110 C=0
                                         210 IF R=13 THEN C=C-1
 120 PRINT "Enter a four digit number
                                         220 IF R=127 THEN C=C-2
                                         230 N$ = LEFT$(N$,C)
 130 REPEAT
                                         240 IF ( C)4 AND R()13 ) THEN
 140 REPEAT
                                         C=4:R$=""
      R=GET
                                         250 IF R()13 THEN PRINT R$;
      R$=CHR$(R)
                                         260 UNTIL R=13 AND C=4
160
      Z=INSTR( "0123456789" , R$ )
170
                                         270 Number = VAL (Number$)
      UNTIL R=13 OR Z(>0 OR (R=127 AND 280 PRINT
                                         290 PRINT Number
(O(3
190 C=C+1
Figure I
```

Teachers!

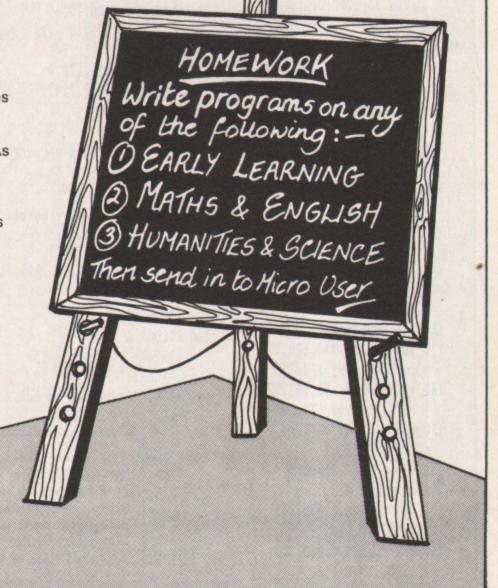
Don't confine your great ideas to your own classroom. Why not share them with your colleagues through the pages of *The Micro User?*

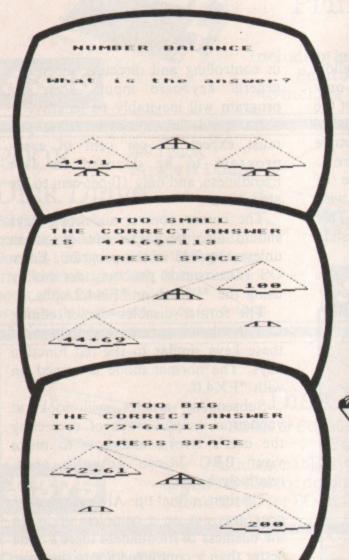
Each month from now on we'll be devoting articles to the use of the BBC Micro in education. As you can see, we've started in this issue with lan Murray's article on user-friendly software and the excellent number balance program.

And our educational coverage won't be just pious theory – we'll be carrying programs you can try out in your own classroom.

To do all this, we're going to need your help. We need your programs, ideas and opinions. Why not send them to us at:

Classroom Corner The Micro User Europa House 68 Chester Road Hazel Grove Stockport SK7 5NY.





MAIN VARIABLES

This keeps count of the number of GOES questions a person has been asked. This is the number of questions a person NUMQUES

The first of the two numbers to be added.

The other number. The player's name.

The highest number allowed in a question. This is a string variable made from adding together NUM1 and NUM2 with a '+'

between.

The correct answer. ANS

NUM1

NUM2

HIGH

NAME\$

REPLY\$

SCORE

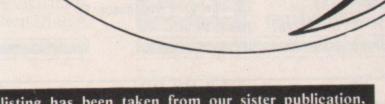
DISPLAY\$

The string corresponding to ANS. ANS\$ The answer typed into the Electron. REPLY

The string corresponding to REPLY. REPLY\$ is also used for the reply to the

question "another go?".

The number of correct answers.



10 REM BALANCE

20 REM (C) Electron User

30 MODE 2

:VDU 23;8202;0;0;0;

40 PROCINIT

50 GDES=0

: REPEAT

: GOES=GOES+1

60 PROCSELECT

70 PROCCENTRE

80 PROCINPUT

90 UNTIL GOES=NUMQUES

100 PROCRESULT

110 IF LEFT\$ (REPLY\$, 1) = "Y" OR LEFT\$ (REPLY\$,1)=

"y"

THEN RUN

ELSE MODE 6

:END .

120 DEF PROCINIT

130 VDU 23,230,255,129,129 ,129,129,129,129,255

140 VDU 23,229,128,192,224 ,176,152,140,134,255

150 VDU 23,228,1,3,7,13

,25,49,97,255

160 VDU 23,227,255,255,0 ,0,0,0,0,0

170 VDU 23,226,0,255,255 ,255,0,0,0,0

180 VDU 23,225,0,0,0,255 ,255,255,0,0

This listing has been taken from our sister publication. Electron User - one of the many excellent features appearing in this month's issue.

190 VDU 23,224,0,0,0,0,0

.255,255,255

200 ENVELOPE 1,20,100,0 ,0,0,0,0,126,0,0,-126

,126,126

210 ENVELOPE 2,10,128,0 ,128,200,0,200,126,0

,0,-126,126,126

220 COLOUR 2

:PRINT " NUMBER BALANCE"

230 VDU 28,0,31,19,1

240 COLDUR 1

: INPUT ' "How many questi

ons"'"do you want"

, NUMQUES

250 IF NUMQUES(1 THEN VDU 7

:60TO 240

260 COLOUR 6

"(2 TO 99)", HIGH

: INPUT ''"What is the highest"'"number in

any"'"question to be"'

270 IF HIGH(2 OR HIGH)99

THEN VDU 7 :GOTO 260

280 COLOUR 3

:INPUT '"What is your

name?" 'NAME\$

290 SCORE=0

300 ENDPROC

310 DEF PROCSELECT

320 NUM1=RND(HIGH)

330 NUM2=RND(HIGH)

340 DISPLAY\$=RIGHT\$(" "+

STR\$ (NUM1),2)+"+"+ LEFT\$(STR\$ (NUM2)+" "

,2)

350 ANS=NUM1+NUM2

360 ENDPROC

370 DEF PROCPAN(X,Y,DISPLAY\$)

380 COLOUR 5

390 PRINT TAB(X, Y-3)"

400 PRINT TAB(X, Y-2)*

This listing was produced using a special formatter which breaks one program line over several lines of listing. When entering a line don't press Return until you come to the next line number. Full details of the formatter are in the July 1983 issue of The Micro User.

410 PRINT TAB(X, Y-1)"

420 PRINT TAB(X,Y)"

430 PRINT TAB(X,Y+1)"

440 PRINT TAB(X,Y+2)" "+DIS" AY\$+" "

450 COLOUR 6

460 VDU 31, X, Y+3, 227, 226 ,225,224,225,226,227

470 PRINT TAB(X, Y+4)*

480 MOVE X*64,896-32*Y : DRAW X*64+223,1055-32** : MOVE X*64+224,1055-32*

:DRAW X*64+447,896-32*Y

490 ENDPROC 500 DEF PROCCENTRE

510 CLS

520 PROCPAN(0,18,DISPLAY\$) :L=480

530 PROCPAN(13,18," :R=480

540 COLOUR 1

550 VDU 31,9,16,228,229 ,10,8,8,8,228,230,230 ,229

560 VDU 31,2,22,228,230 ,229,31,15,22,228,230 ,229

570 MOVE 224,L

BALANCE tests your powers of mental arithmetic by giving you a sum to do. The sum appears on one side of a set of scales, and the answer you type in appears on the other.

The pans of the scales balance when the answer is correct, otherwise they tilt.

It's not always easy but it is colourful and fun to play.

It all adds up to a very alanced game

THE PROCEDURES

PROCINIT

PROCSELECT

PROCCENTRE PROCINPUT PROCBIG **PROCSMALL** PROCCORRECT PROCMVE(P)

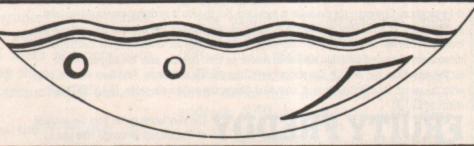
PROCRESULT

This defines the characters, sets up the screen, and initialises NUM-QUES, HIGH, NAME\$, and SCORE. Selects two random numbers and calculates DISPLAY\$ and ANS. PROCPAN(X,Y,Z\$) Draws a pan at co-ordinates X,Y and

puts Z\$ in the pan.

Draws the scales in central position. Takes in your answer and checks it. Handles answers that are too big. Handles answers that are too small. This deals with the correct answers. This moves the scales, the direction depending on whether P is +1 or -1. As might be expected, this procedure

prints out the results.



:DRAW 1055.R 580 ENDPROC

590 DEF PROCINPUT

600 VDU 7

SPL

: COLOUR 3

:PRINT TAB(0.5) "What

is the answer?"

: COLOUR 5

610 REPLY\$=""

:ANS\$=STR\$ (ANS)

:FOR I=1TO LEN (ANS\$)

620 A=GET

: IF A(>13AND (A(48

OR A>57)

THEN 620

ELSE A\$=CHR\$ (A)

: PRINT TAB(14+1,20)A\$

:REPLY\$=REPLY\$+A\$

: NEXT

:REPLY=VAL (REPLY\$)

630 REPLY\$=LEFT\$(" "+REPLY\$+

",5)

640 IF ANS=REPLY

THEN SOUND 0,2,1,50

: PROCCORRECT

650 IF ANS>REPLY

THEN SOUND 0,1,10,40

: PROCSMALL

660 IF ANS(REPLY

THEN SDUND 0,1,10,40

:PROCBIG

670 IF GET ()32

THEN 670

680 ENDPROC

690 DEF PROCBIG

700 COLOUR 9

:PRINT TAB(6.3) "TOO BIG" TAB(0,5)STRING\$(19,"

")

710 PROCMVE(-1)

720 COLOUR 10

:PRINT TAB(0.5) "THE CORRE

CT ANSWER" "IS "DISPLAY

\$; "="ANS\$; "

: COLOUR B

PRESS SPACE" :PRINT "

730 ENDPROC

740 DEF PROCSMALL

750 COLOUR 9

:PRINT TAB(5,3) "TOO SMALL

"TAB(0.5)STRING\$(19

. " ")

760 PROCMVE(1)

770 COLOUR 10

:PRINT TAB(0,5) "THE CORRE

CT ANSWER"''"IS "DISPLAY

\$; "="ANS\$; '

: COLOUR 8

:PRINT " PRESS SPACE"

780 ENDPROC

790 DEF PROCMVE(P)

800 YL=18

:YR=18

810 FOR I=1TO 5

820 GCOL 3.7

: MOVE 224, L

:DRAW 1055,R

830 YL=YL+P

:YR=YR-P

:L=-1*32*P+L

:R=32*P+R

840 PROCPAN(O, YL, DISPLAY\$)

850 PROCPAN(13, YR, REPLY\$)

860 GCOL 0,7

: MOVE 224.L

:DRAW 1055.R

870 FOR J=1TD 500

: NEXT

880 NEXT

890 ENDPROC

900 DEF PROCRESULT

910 VDU 7

:CLS

: COLOUR 3

:PRINT '"RESULTS:-"'

920 COLOUR 6

:PRINT ""You got ":

: COLOUR 1

:PRINT STR\$ (SCORE)

: COLDUR 6

:PRINT '"questions right"

"out of the ":

: COLOUR 1

:PRINT STR\$ (NUMQUES)

: COLOUR 6

:PRINT '"questions that

930 COLOUR 10

:PRINT "Do you want

you" "tried"

another" "try? Answer

yes or " "no, then RETURN"

940 INPUT ""REPLY\$

: ENDPROC

950 DEF PROCCORRECT

960 SCORE=SCORE+1

970 CLS

:PRINT ''

:FOR I=1TO 10

: COLOUR RND (15)

:PRINT "WELL DONE ";

: COLOUR RND (15)

:PRINT NAME\$

: NEXT

980 PRINT

:FOR I=1TO 10

: COLOUR RND (15)

:PRINT "YOU ARE RIGHT"

: NEXT

990 COLOUR 7

:PRINT ""

PRESS SPACE

":

1000 ENDPROC

This listing is included in this month's cassette tape offer. See order form on Page 137.

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PINBALL ARCADE DESIGN YOUR OWN PIN-TABLES! This really is a

d-i-y program. One example pin-table is included, but the fun is in designing your own (and saving them). PLAY is very convincing as you move the flippers, call the next ball and pull the lever. You can add or take away 38 different springs and wires and flashing lights and bumpers, move them all around the table, alter their scores, or their bounce, alter the flippers, even tilt the table. You can change just about everything quickly and easily. And then you can play with the result. Be a Pinball Wizard, now, and design the perfect pin-table. NO JOYSTICKS. (Kansas) £10.00

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simulator around that runs on the Beeb...a must for all budding pilots." (PersCompNews)

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either Heathrow or Gatwick. 11 control keys: 11 control keys: clear instrument display: good
runway view as you approach: 8-pps on-screen flight briefing. Realistic crashes, but
instructive flights too! NO JOYSTICKS. (Dr Soft) £8.95

FOR all those machine code junkies out there, here is a shot of code for you to get on with. But for the rest of us I will look at some of the simpler aspects of machine code on the BBC Micro.

You may not realise that your computer, even when it appears to be doing nothing, is actually churning through a very complex set of instructions from the moment you switch it on to the time you switch it off.

It is performing a program called the operating system. This looks after all the operations you take for granted such as seeing if a key has been pressed, writing characters to the screen, and updating the clock.

In fact, it is this program that actually runs the micro. Without it the machine would just sit there doing nothing, not even showing a picture on the screen.

Within the operating system are many other smaller programs designed to perform specific functions. Some of the more useful ones are given names:

OSNEWL – which is used when you press the Return key.

OSWRCH - which handles all the printing to your TV screen.

OSRDCH - which checks the keyboard for key presses.

OSASCI – which puts a character on the screen, and handles linefeeds.

If you are good at puzzles you may see a connection between the name of the routine and its job. The letters OS always stand for Operating System, but some of the others seen a bit cryptic.

NEWL is short for NEWLine.

ASCI is simply short for Ascii, which is the character coding system inside the BBC. It stands for American Standard Code for Information Interchange.

Now we get to the hard ones. RDCH and WRCH are made of two parts, RD + CH and WR + CH. These stand for REad a CHaracter and WRite a CHaracter – all easy once you know.

OSRDCH and OSWRCH are the two I want to deal with now.

The first scans the keyboard to see if you have pressed a key. If you have, the computer works out which one and generates the Ascii equivalent for it.

This is then placed in one of the

computer's memory slots called the accumulator. This routine also signals your pressing the Escape key.

All of the routines the BBC Micro uses can be called for use in your own routines, by intercepting them and adding your own "patch" program.

To do this you must change the address to which the computer jumps when executing OSRDCH. Such an address is called a vector.

Suppose you want to get the TAB key to move the cursor eight characters

By PETER WALKER

to the right every time it is pressed.

The first thing that must be done is to save all the computer's internal registers so they cannot be corrupted.

If this is not done the computer might not be able to continue from where it was interrupted, as these hold some important numbers. To save them you PUSH these numbers onto the stack by doing this:

PHA – puts the accumulator onto the stack.

TYA:PHA – puts the Y register onto the stack.

TXA:PHA - puts the X register onto the stack.

These variables are then safe from being corrupted by your program. Also when you have finished your routine these variables must be reloaded back into the machine as follows:

> PLA:TAX PLA:TAY PLA

Program I shows how it works.

You then have to put this patch program into the operating system. You do it by changing the vector.

The vector for this routine sits at address &210. The contents of this will vary with the operating system you have.

You cannot just overwrite this address, as you need to jump back to it later on in your program. So your own routine must save it.

The address is made of two hexadecimal bytes which are stored in reverse order.

For example, 32768 decimal which equals 8000 hexadecimal is stored as 00(low byte),80(high byte).

If you look at line 50, you will see I have done this in machine code at address &70 and &71. I have also



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From Page 49

10 FOR I=0TD 1 20 P%=&900 30 E 40 OPT I 50 LBA&210 :STA&70 :LDA&211 :STA&71 70 LDA#&15 :STA&210 :LDA#9 :STA&211 90 RTS 100 .START 110 STA&80 \Save accumulator. 120 TXA :PHA :TYA :PHA \Save X and Y registers 130 LDA&80 140 CMP#9 :BNE RT \Test for TAB key. 145 \Lines 150 to 190 Output 8 spaces. 150 LDX#8 :LDA#32 170 .SS JSR&FFE3 180 DEX :CPX#0 : BNE SS 200 .RT PLA :TAY :PLA :TAX \Restore X and Y registers 210 LDA&80 :JMP(%70) \Restore accumulator and return to original OSRDCH 220 JMP(&70) \Return to original OSRDCH 230 3 240 NEXT I 250 END

changed the vector to the start address of my patch program.

To switch this program on you must type CALL&0900, after you have run it. Please note you will see nothing happen, you'll just get your prompt '>' back up.

But if you then press the TAB key you will find that the cursor will jump eight character positions along the

screen.

This trivial example illustrates a powerful technique. We use this method in Program II to allow us to enter keywords directly from the keyboard without having to type them – very useful if your typing is not quite up to scratch.

With a bit of imagination and not a lot of knowledge you will be surprised what you can do with OSRDCH.

As with OSRDCH, you must be very careful about saving the registers when using OSWRCH.

When called it takes the Ascii character code in the accumulator and writes its pictorial representation to the TV screen.

All characters output from Basic, the operating system and anything else use this routine. So by using it you could change the action taken by any of the control codes.

For example, CTRL-G rings the bell once. We could make this ring more than once. Or you could make the computer print a pound sign instead of a dollar sign. The list of possibilities is endless.

As before, OSWRCH works through an address stored in a vector at &20E. Program II uses this routine to incorporate a keyboard sounder into the computer.

Every time a character is printed it makes a very short beep using the machine code equivalent of the Basic sound command. When you press a key it is detected by OSRDCH, which places its code into the accumulator. This is then passed on to OSWRCH which prints the character on the screen and makes a short beep.

At the end of a lot of the lines in Program II you will see program comments. These do not have to be typed in – they just aid you in seeing how the program works.

This will only work on operating systems greater than 0.1, as it uses *FX138, which inserts characters into the keyboard buffer.

Once the program has been typed in and checked, save it so you do not lose it if the machine crashes. To start it just type CALL&0900 as before, but this time it will return with a beep to tell you it is working.

You should still be able to use the machine normally, except that there will be a small beep each time you press a key.

If this gets on your nerves, don't worry. Just press CTRL @, and this will turn it off. Pressing it again turns the sound back on.

But now for the best bit. If you press the TAB key, then one of the alphabetic keys, a whole word will appear as if by magic on your screen. You will find that all the alphabetic keys do this, plus the @ key.

If, instead of pressing an alphabetic character after the TAB key, you press the TAB key again, it will give you a totally different set of keywords.

In all 54 keywords can be entered directly from the keyboard by pressing at most three keys.

Figure I shows the layout of the keywords. As you can see, most of the well used ones are actually on the letters they start with.

For example:

PRINT = Key 'P' INPUT = Key 'I' MODE = Key 'M'

Do not panic if when you press the key the whole keyword is not printed, because it was necessary to use some of the abbreviated forms of the keywords to fit all 54 into the available memory space. The diagram (left) can be used as a reference guide until you learn where all the keywords are.

The machine code sound command

Program I

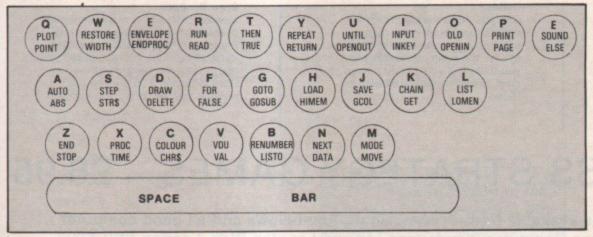


Figure I

From Page 51

is an option of the OSWORD routine. As you know from Basic, the SOUND command is a very powerful and flexible one and takes the format shown below:

SOUND 1, -15, 20, 200

C = Channel Number (1 to 4)

V = Volume (-15 loudest to -1 softest)

P = Pitch (1 to 255)

D = Duration (0 to 255)

In the machine code equivalent you also need this data, which must be put into memory somewhere. The address at which you put this data is pointed to by the X and Y registers, X containing the low byte and Y the high.

All numbers are in hexadecimal, including negative numbers. Each number takes up two locations, so the data will take up eight bytes of memory.

For the example above, the hexadecimal data for this will be:

01,00,F1,FF,14,00,C8,00

All the two byte numbers are in the

form low byte, high byte. Program III will produce all the notes from 1 to 255 five times in quick succession.

10 FOR I=0TO 1

20 P%=&900

30 [

31 LDA#5

:STA&70

35 .START

40 LDX#&40

:LDY#&09

:LDA#7

:JSR&FFF1

80 INC&944

: BNE START

:DEC&70

:BNE START

100 RTS

110]

120 NEXT I

130 !&0940=&FFF50001

140 !&0944=&00000000

150 END

Program III

To call the sound routine, set up the data in memory and set the X and Y registers to the address, for example:

Address = &0A00

X = &00

Y = &0A

Then place the number seven in the accumulator - this is the option number for OSWORD - and CALL address &FFF1.

When using any machine code program such as the keyword program, it always seems pointless to reassemble the program everytime you use it.

A better way would be for it to be executed when it had been loaded. This can be done by *RUNning it. To get this to work first run the program then type:

*SAVE "KEYWORD" 900 800 900

If you are going to run this from tape vou enter, *RUN"KEYWORD", but if from disc you just type, *KEYWORD.

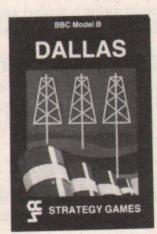
*KEYWORD is a short form of *RUN"KEYWORD", where '*' means "RUN'. Please note, this only works with a disc system.

11 = 41



Airline

Hijacks, strikes, crashes and spiralling fuel costs must all be overcome if you are to succeed at this game. A wing and a prayer will not be enough to turn your £3 million to £30 million in the time allowed, but your financial wizardry to take over British Airways, or will it?



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Single Key Entry listing

Program II 10 REM Copyright The Micro User 20 FOR I=0TD 1 30 P%=&900 40 E 50 OPT I 60 LDA#&80 :STA&72 \Set flag for keyboard sounder test. 70 LDA&20E :STA&74 \Save vectors for 'DSWRCH 80 LDA&20F :STA&75 90 LDA#&1C :STA&20E \Insert address for 100 LDA#9 210 .EE PLA :STA&20F 110 JSR SOU \Call the keyboard sounde :TAY r set up routine. 120 RTS 130 .START 140 STA&70 :TXA :PHA :TYA :PHA \Save all registers A,X . Y. 150 LDA&70 :CMP#9 : BEQ KK :CMP#0 :BEQ QQ :BNE EE \Test for TAB key and CTRL'e' 160 .KK JSR KE :CMP#9 :BNE YY :JSR KE :SBC#37 :JMP ZZ \Get second key press. 170 . YY SBC#64 :.ZZ BMI KK :TAY :LDA&9CO.Y :TAY \Calculete offset table value. 180 .LD LDA&A00, Y : CMP#64 : BEQ EN :STY&71 \ Get character from keyword table. 190 LDX#0

: TAY

This listing was produced using a special formatter which breaks one program line over several lines of listing. When entering a line don't press Return until you come to the next line number. Full details of the formatter are in the July issue of The Micro User.

```
:LDA#&BA
                                :JSR&FFF4
                                :LDY&71
                                :INY
                                :BNE LO \Put chr into keybrd
                                 buffer.
                             200 .00 LDA&72
                                :EDR #480
                                :STA&72
new 'OSWRCH' routine. :JMP EE \Change flag for keyboard :TAX \Restore registers X,Y.
                      sounder.
                       :PLA
                            :TAX
                            :LDA&70
                          :JMP(&74) \Restore all resisters
                                A.X.Y.
                            220 .EN PLA
                              :TAY
                                :PLA
                             :RTS \Restore registers X.Y.Retur 450 $%A00=A$+B$
                             n from subroutine.
                             230 .KE JSR&FFE0
                               : CMP#9
                           :BEO KZ \Get key and test for
                               TAB key pressed.
                            240 CMP#91
                                :BCS KE
                               :CMP#64
                                : BCC KE
                          :.KZ RTS \Perform range check
                            64<=CHR(91.
                             250 .SOU LDA&210
                             :STA&76 \Save vector for 'DSRDCH'
                             260 LDA&211
                                :STA&77
                             270 LDA#&98
```

This listing is included in this month's cassette tape offer. See order form on Page 137.

:STA&210 \Set address for new

'OSRDCH' routine.

280 LDA#09

:STA&211

```
290 RTS
                        300 TXA
                          :PHA
                            :TYA
                           :PHA \Save registers X,Y.
                        310 LDA&72
                           :CMP#&80
                           :BNE SO \Test for flag set, branch
                            to end if not.
                        320 LDX#&B4 \Set address for data
                           for M/C sound routine.
                        330 LDY#&09
                        340 LDA#7 \Set function for 'OSWDRD'.
                       350 JSR&FFF1 \Call 'OSWORD' routine.
                       360 .SD PLA
                           :TAY
                           :PLA
370 JMP(&76) \Return to orginal
                           'OSRDCH' routine.
                       380 ]
                       390 NEXT I
                        400 REM Data for sound routine from
                             'OSWORD'.
                       410 !&09B4=&FFF50001
                        420 !&09B8=&00010050
                        430 REM Puts data for program into
                       memory, keywords at &0A00. Table
                         at %09CO.
                       440 READ A$.B$
                       460 MEM=&9C0
                       470 FOR I=1TO 54
                       480 READ A
                           :?MEM=A
                        490 MEM=MEM+1
                       500 NEXT I
                       510 END
                       520 REM Data for keyword table and
                           offset table.
                       530 DATA SDU.@AUTD@REN.@COLDUR@DRAW@E
                           NV.@FOR@G.@LOAD@INPUT@SAVE@CH.@LI
                       STEMODE ON EXTROLDEP. OPLOTERUNGSTEP
                           @THEN@U. @VDU@RES. @PROC@REP. @END@
                       540 DATA ELSE@ABS@LISTD@CHR$@DEL.@E.@
                           FA. 260S. 2H. @INKEY@GCOL@GET@LOM. @M
                           OVE@DATA@OP.@PA.@POINT@READ@STR$@
                          TRUE@OPENO.@VAL@W.@TIME@R.@STOP@
```

8

550 DATA 0.5.10.15.22.27.32.36.39

,44,50,55,59,64,69,74,78,81

,86,90,95,100,103,107,112,117

,122,126,131,135,141,146,151

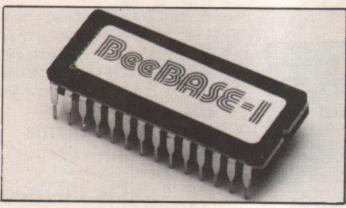
,154,158,163,166,172,177,181

,186,191,196,200,204,210,215

,220,225,232,236,239,244,247

,252

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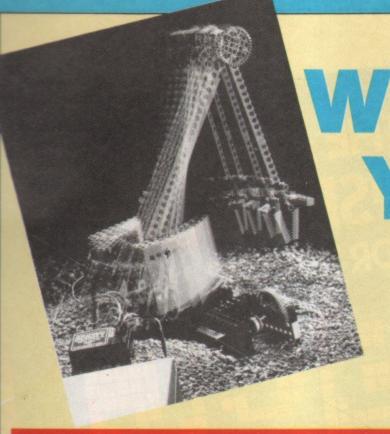




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What would YOU do with a Beasty?

Tell us and you could WIN this exciting robotics interface

Speech synthesiser contest winners

WINNERS of the November speech synthesiser contest were J.C. Copley of Farnborough, John Todman of Welwyn Garden City and Richard Trout of Oldham. We've not room to

give all the listings so we've tossed some coins and decided to list Mr Copley's demonstration of recursion. Its excellent graphics more than make the point.

10 MODE1

20 PROCinit

30 PROCpic(0,0,1)

40 END

50 DEF PROCpic (XZ, YZ,S)

60 IF SCO. 005 THEN ENDPROC

70 T=TIME: REPEAT: UNTIL TIME>T+100

80 VDU 29, XX; YX;

90 FOR IX=1TON: PROCsp (IX,S): NEXT IX

100 XX=XX+U(21) +S: YX=YX+V(21) +S

110 PROCpic(XX,YX,S*RATIO):ENDPROC

120 DEF PROCsp (IZ,S)

130 GCOL O,C(IZ):DRAW U(IZ)*S,V(IZ)*

140 ENDPROC

150 DEF PROCinit

160 N=25:DIM C(N),U(N),V(N)

170 FORI=ITON: READC(I), U(I), V(I): NEX

TI

180 RATIO=(U(22)-U(21))/1280:ENDPROC

190 DATA 0,50,100,1,120,420,1,190,10 0,1,120,420,1,120,600,1,80,700,1,160,7 00,1,120,600,1,120,580,1,50,350,1,120,580,1,210,550,1,300,600,0,1040,100,2,1 007,200

200 DATA 0,767,920,2,750,970,2,733,9 20,0,493,200,2,460,100,0,300,200,3,120 0,200,3,1200,920,3,300,920,3,300,200 THIS month's competition is based around Commotion's Beasty, the interface that makes robotics a real possibility for the computer hobbyist.

Beasty allows you to control up to four servos from your BBC Micro, without the need for complicated programming.

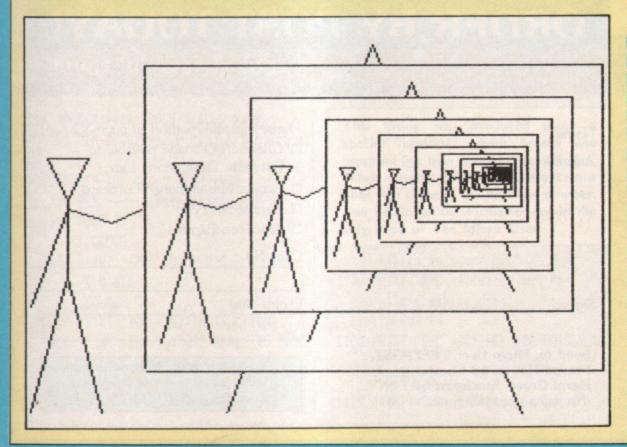
Servos are the precision electric motors that give "muscle" to your micro, enabling you to translate your ideas into physical movement.

By combining Beasty with children's construction kits, BBC Micro users have managed to create a variety of robots and computer controlled mechanical devices, one of which you can see in the photo. There's even a computer-controlled cat door based on the Beasty!

All you have to do for this month's competition is to describe how you would use a Beasty. Not more than 500 words, please, but you can send a couple of diagrams if you wish.

The most original and practical idea will be the winner – the prize, of course, being the Beasty together with a pair of servos.

Send your entry, together with the coupon below, to reach us no later than February 29.



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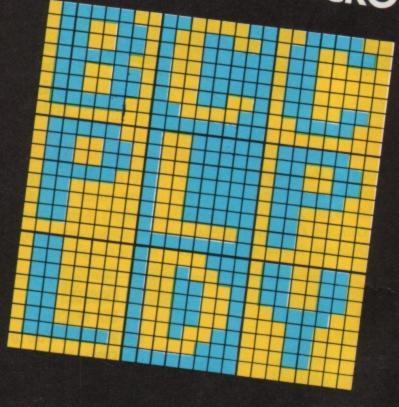
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FROGS 'n' Dogs is probably one of the most compulsive games we've ever published. It's not the fastest game we've ever played, or the most ingenious — it's quite simply the most enjoyable.

The idea comes from eight and a half year old Sharon King, and her younger brother Paul, aged six and a half.

We published their letter describing

the game in our December 1983 Micromail, asking for programmers to take up the challenge.

Dennis Ibbotson, the man who programmed the DACC Sprite Generator, came to the rescue with this fun-packed interpretation of their idea.

So, Sharon and Paul, here's your game.

All you have to do is to use the space bar to jump over Fido the dog and the occasional poisonous lily pad – they're the flashing ones.

The longer you survive, the more points you get.

Get more than 500 and you move onto a more difficult sheet.

Good luck!

Frogs 'n' dogs listing

100 REM **** FROGS/N/DOGS ****

200 REM By S.King, P.King & D.H. Ibbots

300 REM (C) MICRO USER 1984

400 REM ---- instructions ----

500 MODE 1

: COLOUR 1

400 PRINT 'SPC (10) "F R D G S 'N'

D 0 6 5"

: COLOUR 3

700 PRINT 'SPC (14) "INSTRUCTIONS"

800 PRINT 'SPC (6) "USE SPACE TO MAKE FREDDY JUMP"''

:COLOUR 2

900 PRINT 'SPC (4) "Stay near the

This listing was produced using a special formatter which breaks one program line over several lines of listing. When entering a line don't press Return until you come to the next line number. Full details of the formatter are in the July issue of The Micro User.

lilies to score but"

1000 PRINT 'SPC (4) "watch out for

the flashing ones"

: COLOUR 1

1100 PRINT 'SPC (9) "THEY ARE POISONOUS

iiin.

:COLOUR 2

1110 PRINT 'SPC (6) "FIDO the local

Spaniel often"

1120 PRINT 'SPC (6) "strolls along

the shallow"

1130 PRINT 'SPC (14) "lily ponds"

: COLOUR 1

1140 PRINT 'SPC (8) "SNAPPING UP YOUNG

FROGS*

1150 PRINT 'SPC (0) TAKE CARE - IT'S

NOT AS EASY AS IT LOOKS"'

:COLOUR 3

: *FX15

1200 FOR del=0TO 4000

:NEXT



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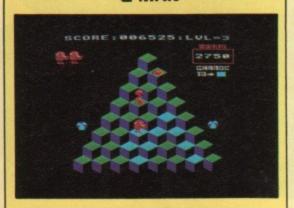
Q Man No. 1 on Micronet Top Ten Banana Man No. 4 (new entry) Q Man's Brother No. 6 (new entry)

FOR THE BBC 32K

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Q-MAN'S BROTHER



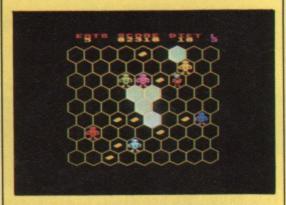
Q-MAN'S BROTHER is featured in the high score table of Q-MAN and now has his very own game. Have you time to paint all of the maze? Not if the PAINT POTS have anything to do with it or especially the deadly PAINT ROLLER which will erase all of your hard work! Increasing difficulty, excellent sound, AMAZING 3D graphics and high score.

BANANA MAN



A totally new concept from MRM. You are the BANANA MAN and you must eat 40 BANANA SANDWICHES each minute to stay alive. There are BLUE BLOCKS which may prevent you from reaching the food and deadly PURPLE TARANTULAS that are fatal if stepped upon. ETHEL the CAT also appears but can be scared away for mystery points. But watch out, she conceals a spider. Features include BONUS BANANAS, BLOCK 'SHUFFLE', INCREASING DIFFICULTY, HIGH-SCORE TABLE and GREAT GRAPHICS.

GUY IN THE HAT



You are THE GUY IN THE HAT entombed in a honeycomb labyrinth. Like BANANA MAN you have an increasing daily food diet, but this time your favourite snack is a BICKIE. Beware of the pursuing BICKIE BASHERS that are trying to ensnare you. Gain extra points by dropping your exploding hat and trapping the BICKIE BASHERS. Movement in 6 directions, HYPERLEAP and menacing sounds are included along with the usual great graphics and high-score table.

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3D MUNCHY



A visually stunning version of the now legendary arcade classic ... with a difference. Eat power pellets whilst avoiding the GHOSTS as usual, but can you get past the HOLES? Absolutely amazing graphics and sounds, increasing difficulty and high score. All this and you're battling against the clock as well. A CLASSIC from MRM.

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Frogs 'n' dogs listing

					8019
					1 Jus
Fr	om Page 57				2011
			:6COL 3,2		7 >>1
	PRINT SPC (13) PRESS ANY KEY		:MOVE GX,HX		_ > // >
) IF GET		:VDU 244		(50) ()
	REM initial settings		:MOVE IX,JX	1	The state of the s
1500	VDU &F0170;&4575;&4565;&45;&F117		:VDU 244		5-1
	;0;&5488;&5454;&88; &F2170;0;&FF		:6%=1%		
	00;&7E; &F317&0406;&FF07&7C7C;&		:HX=JX		
	6644; &F417 &42; &81FF; &66FF; &E724		:BCOL 3,15		
	*FX9,5		:MOVE AX, BX		:D%=A%(RND(3))
	*FX10,5		:VDU 243		:ENDPROC
1800	AX=RND(-TIME)		:MOVE CX, DX	4200	DEF PROCS SX=SX+100
	:A\$=STRING\$(19," ")		: VDU 243		:PRDCscore
1900) EX=8		:AX=CX		:T%=0
	: f %=4		:BX=DX		: ENDPROC
	:1%=4	2800	IF CX <ixif cx+64="">IXIF DX<jx+32< td=""><td>4300</td><td>DEF PROCE fX=fX-1</td></jx+32<></ixif>	4300	DEF PROCE fX=fX-1
	:SX=0		IF DX>JX-32PROCd		:FOR Z=-15TO 0
	:T%=0		:GOTO 2100		:SOUND 0, Z, 6, 4
	:U%=500		IF C%>1100PROCe		:NEXT
	:V%=0	3000	QX=POINT(IX+24,JX-28)		:PROCfrogs
2000	DIM AX(3)		:IF Q%(8T%=T%+Q%		:ENDPROC
	:A%(1)=96		ELSE PROCd	4400	ENDPROC
	:A%(2)=384		:60TO 2100		DEF PROCU FOR Z=100TO 200
	:A%(3)=672	3100	IF Q%SOUND &13,-12,100+Q%*16	7000	STEP 4
2100	REM end of initialising		,3		:SOUND 2,-15,Z,2
	start of main program	3200	IF T%>100PROCS		:NEXT
2200	A%=2000		:IF S%>=U%PROCu		:U%=U%+500
	:B%=2000		:GOTO 2100		:PROCup_level
	:CX=0	3300	IF FXIF INKEY -99PROCj		:ENDPROC
	:D%=96	3400	IF FX=0JX=JX+KX	4400	DEF PROCup_level IF V%(6V%=V%+1
	:6X=2000		: KZ=KZ-4		ENDPROC
	: H%=2000		:IF K%=-34F%=1		DEF PROCScore VDU 4
	:IX=1200	3500	CX=CX+RND(EX)	7000	:COLOUR 6
	:J%=672		: 1%=1%-16		
	:FX=1		:IF IX<01X=1200		:PRINT TAB(5,3);5% :VDU 5
2300	MODE 2		:JX=AX(RND(3))		
	:VDU 23;8202;0;0;0;19,15,5;0;		:F%=1	4000	:ENDPROC
	:PRINT '" FROGS'N'DOGS"'	3600	UNTIL f%=0	4700	DEF PROCFrogs COLOUR 2
	:COLOUR 1		:+FX15		:PRINT TAB(13,3); f%
	:PRINT "SCORE FROGS"	3700	REM END OF MAIN LOOP		:PROCscore
	:COLOUR 7		VDU 4	EAAA	:ENDPROC
	:COLOUR 132		:COLOUR 7	2000	DEF PROClilys(B%)FOR W%=0
	:FOR Z%=0TO 2		:PRINT TAB(2,16) "PRESS Y TO PLAY"		TO 4
	:PRINT TAB(0, 27#9+12) A\$:REPEAT UNTIL GET\$ ="Y"OR		:FOR Z%=0TO 2
	:NEXT		6ET\$ ="y"		:COLOUR RND(B%)
	:COLOUR 143		:RUN		:PRINT TAB(3+W2*3, Z2*9+11)
	:PRINT TAB(0,28)CHR\$ 240CHR\$ 241	3900	REM end of main program		CHR\$ 242
	TAB(0,29)" "				:NEXT ,
	:COLOUR 128	4000	DEF PROC; SOUND &10,-15,5,2		:COLOUR 1
2400	PROClilys(7+V%)	1000	:SOUND 1,-15,0,3		:PRINT TAB(3,29)CHR\$ 242
00	:PROCfrogs		:F%=0		:ENDPROC
	REM MAIN LOOP		:KX=30		
2500			104-00	0000000	CONTROL OF THE PROPERTY OF THE
			·ENDPPOC		This listing is included in this
	REM next line draws the frog	A100	:ENDPROC DEF PROCe C%=0		This listing is included in this month's cassette tape offer. See

The BBC Sideways RAM System

The BBC Sideways RAM:

The most exciting add-on for the BBC micro, which many have been waiting for Acorn to produce!

Neater, more reliable and far more economical than plugging in more ROMs into your

What is the Sidways RAM?

The sideways RAM is a 16K (upgradable to 128K) memory board which fits into the rightmost ROM socket on your BBC micro. The sideways RAM is an essential piece of hardware for any BBC computer. Strategically integrated into the BBC system, the system is capable of:

Running Any Languages, Wordprocessor, Electronic Spreadsheet:

The sideways RAM allows you to run any software normally available in ROM such as WORDWISE, VIEW, BEEBCALC, BASIC2, FORTH, PASCAL, BCPL, EXMON, DISK DOCTOR, NET FILING SYSTEM, ENHANCED 16K DISK FILING SYSTEM, SPEECH ROM etc. . . . These programs can be saved on disk or tape and loaded later in seconds into the sideways RAM.

Giving 27K Bytes Free with Acorn Disk Filing Ststem:

The sideways RAM can also be used to increase available memory for BASIC, BEEBCALC, WORDWISE, VIEW etc. by moving disk workspace into sideways RAM. PAGE is then set to the lowest possible value, i.e. &OEOO.

Creating and Maintaining a Silicon Disk on your Computer:

If you have 128K of sideways RAM, 112K of it can be turned into a silicon disk. The system will address your floppy disk as drive 0 and the silicon disk as drive 1 but with a difference! The silicon drive has the capacity to load a 32K program faster than you can remove your finger from the 'RETURN' key with no clicking noise, no on/off LED, no wear. It can make you a backup floppy in 15 seconds from the original. The sheer speed of sideways RAM makes 3D-graphic look like a movie picture. It's life in the fast lane!

Free Software with Every Sideways RAM System:

The Sideways RAM comes complete with lots of free software, now and with future updates. The free software includes "ROMCOPY" to move sideways ROMs to disc (or tape), STL0E00 to move disk filing system workspace into sideways RAM thus giving 3K bytes extra memory to BASIC, WORDWISE, VIEW, BEEBCALC, etc., STLDISC to create and maintain a SILICON DISK on your system with extra disk facilities and demonstration

programs.
Future releases include our own DFS (JAN. 84) and SILICON 100K DISK BASIC (MARCH 84). All sideways RAM system software is given in basic source code. Users are encouraged to personalise and benevolent contributors will be rewarded with free hardware gifts.

Increase the Computer Power by Increasing Sideways RAM:

The BBC comes with 32K of RAM and has access to a maximum of 3 languages. The BBC with 16K sideways RAM has 48K of RAM and has access to a wealth of languages. The BBC with 32K sideways RAM can run 2 loaded languages at the same time. The BBC with 128K sideways RAM can run 8 loaded languages at the same time. The power of the BBC relies on its intelligent use of software where several sideways ROMs execute different tasks such as filing, processing, debugging etc. The bigger the sideways RAM, the bigger the task the computer can handle.

The sideways RAM is such a powerful and promising device that ACORN HAS PLANNED to release a similar system on the ELECTRON.

Rather than being a software piracy aid, the Sideways RAM system is the key solution to selling more software to BBC computer users. This is because powerful sideways software can be shared by users of the same network and sold cheaper on tape, disk or

Beautifully Designed, Easily Installed, no Soldering Required:

The sideways RAM was first introduced and the first issue sold out at the ACORN USER SHOW (Sept. 83, London). The new issue has been exhibited at the PCW SHOW (Oct/Nov. 83, London) and will be on general distribution release at the BBC USER SHOW (Dec. 83, Westminster, London). The system can be installed in 2 minutes by yourself or most BBC dealers and requires no soldering. HERE IS HOW:

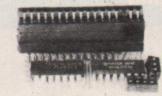
Open the computer case, plug into the rightmost sideways ROM socket the cartridge base unit (see picture 1). Install your sideways ROMs, one at a time, onto the mini ROM cartridge (see figure 2), insert the cartridge into the base unit and CHAIN "ROMCOPY". This program will save your sideways ROM on disk or tape. Locate S20 and S22 jumper blocks on the computer board. Replace the jumpers with control wires from the base unit. Install the sideways RAM card in place of the mini ROM cartridge. Switch on the computer and *LOAD any program saved with "ROMCOPY". Press the BREAK key. Call up your sideways software as usual. For example, *WORD etc.

sideways software as usual. For example, *WORD etc. Further upgrading to 32K or to 128K is very simple: from 16K to 32K is by straight exchange (cost: £12+p&p), from 32K to 128K is by plugging in the SOLIDISK extension (see figure 3) onto the 32K sideways RAM. It costs just £76 plus p&p.

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THE CARTRIDGE BASE

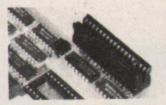
THE ROM CARTRIDGE



THE SIDE WAY RAM CARD



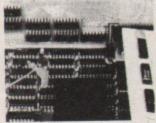
THE SILICON DISK EXTENSION





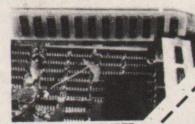
INSTALLING THE CARTRIDGE BASE





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ADDRESS

More sound advice from NIGEL PETERS

THE Editor came up to my desk smirking. "I need your help with a program I've written. It's called Expenses. You type your expenses claim into the micro and it comes back with 'Not allowed, go away'.

"I want you to make the program make a rude noise". He turned, and made it into the office on his third attempt.

SO far, we've covered the production of notes on the BBC Micro using the SOUND command, and learned about the sound channels and how to flush them.

This month we'll be covering the problems of getting two or more notes to sound at the same time. This means synchronising the notes on different channels. Try out Program I.

10 REM PROGRAM I 20 SOUND 1,-15,60,20 30 SOUND 2,-15,76,20 40 SOUND 3,-15,88,20

This plays three notes at the same time. This is called a chord. If it sounds nasty, then it's a discord.

Peters' First Law states that it is much easier to produce discords than harmonious chords!

I doubt if anyone has ears sharp enough to tell, but, because it takes time for the micro to interpret a line of Basic, the second and third notes start a split second after each other.

Since they have the same duration, this means they will end in a ragged manner, first note one, then note two, then note three.

Program II has a couple of delay loops in it to accentuate this effect.

10 REM PROGRAM II
20 SOUND 1,-15,60,20
30 FOR N=1 TO 1000:NEXT N
40 SOUND 2,-15,76,20
50 FOR N=1 TO 1000:NEXT N
60 SOUND 3,-15,88,20

This is supposed to lessen the clarity of chords, though how anyone can tell beats me! Still, BBC Basic has a way to overcome this undetectable effect.

It's not as pointless as you might think, as it also comes in useful when you're writing tunes for the micro, helping you make sure that the right notes are played at the right time.

From my last article you'll remember that the channel parameter can be

Sorting out the chords from the discords

treated as a four digit hexadecimal number &TUVW.

W was the channel number with values of 0, 1, 2 or 3 while V was the flushing control which was set to 1 to clear a channel's sound queue.

T we ignored, and will continue to do so until we get to the ENVELOPE command. It's the U parameter that decides how notes are synchronised.

If you think about it then you'll realise that for two or more notes to play at the same time each must be on a separate channel.

The U parameter in a SOUND command tells the micro that it is not to play that note until there is a certain number of other channels with notes.

When the required number of channels containing notes is reached then all of them start playing at the same time. The value of U decides how many other channels must have notes before the chord is played.

If U is 0, then the micro plays the note when it can, without reference to other channels. If it is 1, the micro will hold that note until there is another note available on another channel.

If it is 2, it will wait until two other notes are available, that is all three notes will start simultaneously. If it is 3, it will wait for three other notes when all four of the micro's channels will be in use. The values are shown in Figure I.

Try Program III to see it in action.

10 REM PROGRAM III
20 SOUND &0201,-15,60,40
30 FOR N=1 TO 1000:NEXT N
40 SOUND &0202,-15,76,40
50 FOR N=1 TO 1000:NEXT N
60 SOUND &0203,-15,88,40

U Parameter	Effect	Note in chord
0	Plays without reference to other channels	1
1	Waits for note on one other channel	2
2	Waits for notes on two other channels	3
3	Waits for notes on all channels	4

Figure 1: Synchronisation parameter values

What happens is that the micro reads the first SOUND statement and, because it has 2 in the U parameter, it waits for two notes to be available on other channels. When it has these it plays all three notes together.

The delay loops make for a slight pause before the chord is played. This shows that the micro really is waiting for the other two notes.

Since the duration parameters are the same, the notes all stop playing at the same time. If this weren't the case there would be a ragged ending. Setting the U parameter only synchronises the start of the notes.

Can you figure out why nothing seems to happen when you run Program IV?

10 REM PROGRAM IV 20 SDUND &0301,-15,60,40 30 SDUND &0302,-15,76,40 40 SDUND &0303,-15,88,40

Don't think your computer has gone wrong! What happens is that the micro

From Page 61

reads the U parameter of the first SOUND statement. As this is 3 it will not play that note until sounds are available from three other channels. Unfortunately the program only gives two other notes so the micro can't play. Hence the silence!

However, the notes in the channel don't just disappear. They are still in the queues waiting for a note on the fourth channel. Give them one by entering:

SOUND &0300,-15,88,40

and pressing Return. Now that the fourth channel has a note, all four will sound.

Before you run the other programs in this article, it would be wise to press Escape to clear the sound queues of any left-over notes. If you don't, you might get some strange results. You have been warned!

One point to bear in mind is that when the micro comes across a U parameter that makes it search the channels for other notes, it will quite happily accept ones that are already playing. Try Program V:

10 REM PROGRAM V

20 SOUND &0101,-15,60,40

30 SOUND &0102,-15,76,40

40 SOUND &0203,-15,88,40

50 SOUND &0200,-15,88.40

At first glance you might think it will play the first two notes as the U parameter ties them together. Then it

will hang up as the next two notes have a U parameter of 2 and need a third before they can sound.

Playing the program will soon show you that this isn't so, as all four notes are played at once.

This is because the micro comes to the last two SOUND statements and starts searching the other channels for a note.

Since they're already playing notes and carry a U parameter, it will quite happily accept either of them to make up the third note. And so the U parameter's condition is fulfilled and the note plays.

However, if we put in a line of Basic, as in Program VI, you'll notice that only the first two notes are played and that the third and fourth are left in the queues.

5 REM PROGRAM VI

10 SOUND &0101,-15.60,40

20 SOUND &0102,-15,76,40

25 FOR N=1 TO 4000: NEXT N

30 SOUND &0203,-15,88,40

40 SOUND &0200,-15,88,40

Enter one of the sound commands from the first two notes and you'll hear these left-over sounds along with the one you've entered.

Remember if you're getting funny effects it's probably because you've got some notes left in the queues. Get rid of them with Escape.

Finally, Program VII combines the synchronisation parameter U with the

10 REM PROGRAM VII

20 SOUND &201,-15,52,254

30 SOUND &202,-15,68,254

40 SOUND &203,-15,80,254

50 PRINT*Press key for next chord*

60 pause\$=GET\$

70 SOUND &0211,-15,60,254

80 SOUND &0212,-15,76,254

90 SOUND &0213,-15,88,254

100 PRINT*Press key for next chord*

110 pause\$=GET\$

120 SOUND &0211,-15,68,254

130 SOUND &0212,-15.84.254

140 SOUND &0213,-15,96,254

150 PRINT"Press key to end"

160 pause\$=GET\$

170 SOUND &0211,0,0,0

180 SOUND &0212,0,0,0

190 SOUND &0213,0,0,0

flushing parameter V, which we covered in the last article.

This allows us to play three chords in succession by pressing the key.

Notice that the final SOUND statements which flush the chords are synchronised to prevent a ragged ending, though I don't know who would be able to tell if they weren't!

Anyway, this is where I finish. The next article will cover the sound effects channel, which I've just been using in the editor's expenses program. I did it in my own time and sent him a bill. He made a rude noise.

Can you write intelligible English?

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Send your application, together with examples of your work to:

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GAMES

"Everyone has got at least one novel inside him, and every BBC Micro owner has at least one original game waiting to be programmed." – Zen in the Art of Computer Programming.

So says our editor in his forthcoming book. Is he correct though? Have you got a games program locked away in your subconcious, just waiting to see the light of day?

If so, get in touch with us right away – we're only too willing to hear from you. And we've got our team of experts ready to help evaluate your work and add any necessary finishing touches.

Of course, if it's good enough, we shall want to include it in the pages of BBC Micro User. So send a copy of your original games program, on cassette or disc, to:

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What other reasons could there be, Well, we will give you one more:



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Who said you can't write a good Invader

AT last, an authentic game of Invaders to run on both the Model A and B micros. In good arcade style, there are five colourful and ever advancing rows of Aliens, 10 per row, mercilessly bombing you.

You get 1,000 points for each full wave you destroy, but you've only got three lives, and each new wave starts lower and comes faster.

The mothership appears randomly, taunting you with her song, but if you can hit her, she's worth up to 300 points.

With a choice of either joysticks or keyboard, the game should provide hours of enjoyment, and a chance to admire the wonders of BBC Basic and Teletext Mode 7.

The program is written almost entirely in "straight" Basic, with the exception of the bomb routines, which for the sake of speed, use the BBC "?" peeks and pokes.

Before discussing the details of the program, let's consider Mode 7. The program runs in less than 10,000 bytes and that includes the graphics.

Although the shapes are limited and chunky, they are very likeable, much in the same vein as the Ceefax and Oracle screens on TV.

In simple terms, to the Basic

interpreter the shapes are no more than concatenated (joined together) characters, printed in the same way as the normal Ascii set – ABC, etc.

The difference is achieved by use of the control codes – see Figure I.

The code must be printed before the required shape – but on the same line – using the CHR\$() instruction, or alternatively, using the VDU instruction. For example:

PRINTCHR\$(&91)

VDU145

will both provide for red graphics on the rest of the line. Each line of print requires its own control code – try Program I:

10MODE7:FOR A=2 TO 24 STEP 2 20PRINT TAB(0,A)CHR\$(&91) 30NEXT 40FOR A=1 TO 24 50PRINTTAB(A,A)"x{xt" 60NEXT

Program 1

As you can see, the first loop places the control code in alternate lines, resulting in a mothership (borrowed from the game) on one line and gobbledygook on the next.

What about gobbledygook? Can we

use it selectively? The answer is yes, and is explained in Table I.

In the User Guide (page 155) the "six cell" graphics characters are explained as Ascii values. I use the table, which provides both a quick look-up method and an easier line to enter.

The User Guide would have you calculate and enter:

PRINT CHR\$(&91); CHR\$(248); CHR\$(251); CHR\$(247); CHR\$(244)

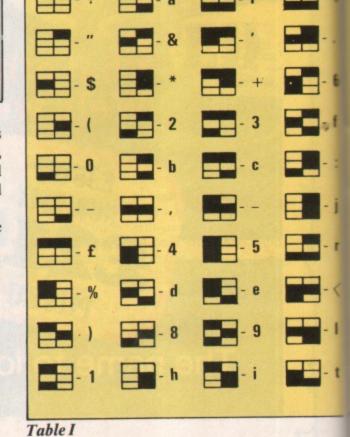
VDU145,248,251,247,244

to print a mothership, but by the table method:

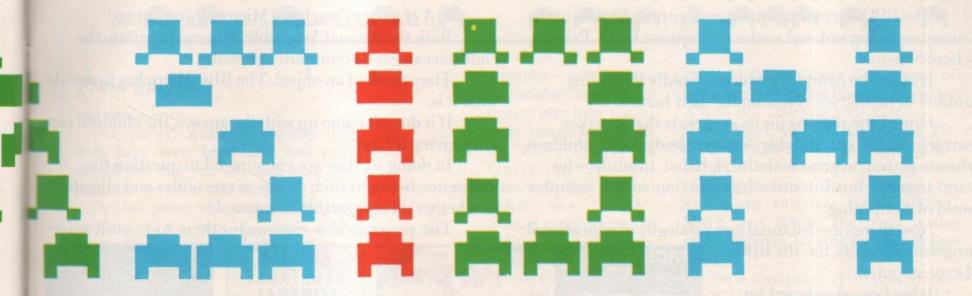
		Assembly 1		
Decimal -145 -	Hex &91	producing	red	graphics
146	&92	,,	green	,,
147	&93	,, .	yellow	,,
148	&94	,,	blue	,,
149	&95	,,	magenta	
150	&96	,,	cyan	,,
151	&97		white	







rs program in Mode 7? TOM BLACKBURN has done it!



PRINTCHR\$(&91)"x1/4wt"

is all that is required.

The table is used by printing a graphic control code (&91-&97) followed by the character which represents the required cell, in quotes.

Alternatively, if you have OS 1.2, you can use the CTRL plus FUNCTION keys procedure.

By depressing CTRL+F1, for example, red graphics characters can be entered directly, enabling you to develop your Mode 7 graphics in real time.

Note that all six cells filled requires its

own PRINT or VDU statement – PRINTCHR\$(255) or VDU255 – copied into a function key as defined below.

For fun, set function key F0 as below, and by using the CTRL key to move the cursor position:

CTRL+H = 1 space left

CTRL+I = 1 space right

CTRL+J = 1 line down (40 spaces) CTRL+K = 1 line up (40 spaces)

and the keyboard with the caps lock off, you can create simple pictures and line drawings.

The F0 setting gives red graphics on all lines except line 0.

Use CTRL+H, CTRL+F1 for line \emptyset . You can change colours by using CTRL plus FUNCTION keys as you wish, but you must not overwrite character \emptyset of each line, nor any of your colour change characters.

I doubt if Mode 7 will turn you into a computer Picasso, but it's all in the best possible taste!

Function key F0

*KEY0 CLS:F.A=0 TO 23:

VDU145,10,8:N.: F.A=0 TO 23:

VDU11:N.IM

Incidentally, to fill all six cells, you can enter direct VDU 255.

This will simply print a block. You then set the block into a normal function key -*KEY 1 - then copy the block and press Return.

Now function key 1 will display the block whenever pressed.

You must remember that the alphabet is lower case to print graphics. The upper case alphabet is printed as normal in the selected colour.

Finally, in preparation for the real McCoy, try Program II. It is a

demonstration of how to animate your characters. The program displays the mothership, as she quietly drifts to rest at the bottom of your screen.

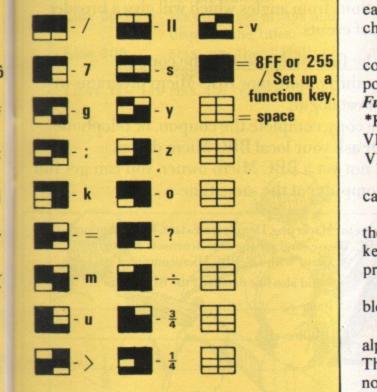
Her movement is controlled by the FOR-NEXT loop, but is made clear and realistic by printing the space characters before moving the ship and by using the REPEAT-UNTIL, to slow it down.

If you really want to see the BBC Basic moving, delete line 50.

- 10 MODE7: VDU 23;8202;0;0;0;
- 20 FOR A=2 TO 18
- 30 B=B+RND(2)
- 40 PRINT TAB(B, A) CHR\$(&91) "x (wt"
- 50 TIME=0:REPEAT UNTIL TIME=100
- 60 IF A=17 END ELSE PRINT TAB(B,A) " "
- 70 NEXT

Program II

Although it looks lengthy, the Basic is fairly well structured with a few REMs





The BBC Micro can now give you children a private education.

what it is.

keep giving it hints.

The BBC Microcomputer now accounts for 80% of the computers being ordered under the current D.O.I. Primary School Scheme.

It's also the computer which a rapidly increasing number of people are choosing for their homes.

One of the reasons for its success is that it makes learning highly entertaining for everybody. From children who are getting to grips with the alphabet, to adults who want a gentle but intensive introduction to the complex world of computing.

Now, there's a substantial new catalogue of educational

programs specially for the BBC Microcomputer.

It has been developed by Acornsoft, the software division of Acorn Computers who manufacture the BBC Micro.

Making faces without getting scolded.

With the new Facemaker program, your children can make

over a million faces. It's like an identi-kit, allowing them to depict anyone they want. They start by choosing the eyes. Then they can choose the mouth, the ears, the nose, the facial outline and the hairstyle.

And if they really fancy dressing up, they can add

earrings and hats.

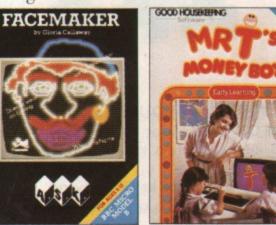
In doing all this, they learn to read and spell, as well as developing their powers of description.

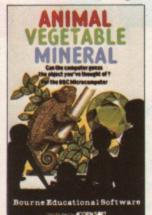
The money program, two games for the price of one. Mr. T. is an engaging little figment of the microchip who can teach your children all the complexities of our coinage system.

His Money Box program has two games, each of which can be played at different levels.

In Money Match, the challenge is to collect a set of coins, matching them according to shape, size and value.

In Money Box, you can give your child and Mr. T. a helping hand to get all the coins on the screen into the box. (It's always different, because the coins on the screen are based on the small change you have to hand.)





A chance to teach the Micro a thing or two.

children can get the computer guessing.

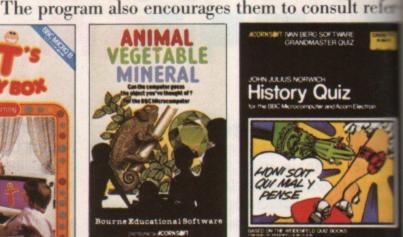
or whether oil is vegetable or mineral.

With the Animal, Vegetable, Mineral program, the

They think of an object. The BBC Micro has to decide

If it doesn't come up with the answer, the children

In doing so, they are encouraged to question the difference between such things as crocodiles and alligators



ence books so that they can ask the computer increasingly tough questions.

Questions on Julius Caesar from J. Julius Norwich. John Julius Norwich's History Quiz is one of the new BBC Micro Grandmaster quiz series which also covers theatre, crime and detection, music, science fiction and

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To Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Please send me the new Acornsoft catalogue "At Home With The BBC Microcomputer." I would also like details of the BBC Micro (tick) At home with the BBC Name. microcomputer Address Postcode. Selected home education programs distributed by Acornsoft ACORNS#FT

From Page 65

and space lines.

For clarity, wherever possible the lines have been kept short and you should find that you will soon have the program keyed in and working.

Or, for those who prefer to let the machine do the work, you could send for the Micro User cassette and obtain a completely keyed and debugged version (see Page 137).

For the sake of speed, the program uses the % variables A to Z (yes, all of them), which in some instances saves up to 50 per cent of the time it takes an ordinary variable. A list of their uses is supplied.

The program is entered from RUN, and uses lines 10 to 180 to set up the working environment:

Lines	10-40	define	the
		ENIVEL ODE	

	LITTLLOI LS.
Line 50	uses the ON ERROR
	routine to return the
	keyboard to normal and
	print the error number
	and line (ERR ERL).
	refer line.

Line 60	*TV 255 drops the			
	display 1 line -			
	improves the display on			
	most TVs			

Line 70	sets	mode	and	switches
	off t	he cur	cor	

Line 80-90	set up all the arrays and
	displays the titles.

Line	100	sets	up	the	"Hall	of
		Fam	e".			

Lines 110-150 sets the values of the

variables – note that the % variables must be set to zero even from run, as their values are not set by MOS (Machine Operating System). Return to line 80 from "Another Game" prompt ensures that the values are correctly maintained.

Lines 160-170 set the top lines of print (lives left, scores).

Line 180 set time and branch to the main loop.

The Main Loop - line 2000

To be absolutely correct, the main loop does not begin until line 2090, the intermediate lines being used from start and from each cleared screen to set up the battle scenario.

I let the machine do the donkey work in lines 1530 to 1930, using FOR NEXT loops to create the rows of aliens and bases.

As you can see, the string variables A\$ to E\$ are preset with the necessary gobbledygook in preparation for the magic control codes.

All processing is by PROCEDURE, apart from the main REPEAT UNTIL loop itself, which performs the routines and marches the invading hordes across your screen.

Before beginning the loop, the invaders are printed by lines 2000 to 2050 which display the aliens without the timing delays within the loop.

Note that for efficiency and thus to increase speed the more aliens you

shoot, only non-space filled rows of aliens are printed and this is achieved by A% to E% counting your kills.

The REPEAT UNTIL variables, T% to W%, are set up during PROC-DIRECT, and must take account of the columns shot out. This is achieved by use of the variables GL%, SGL%, MM% and NN%. The result is the rather complex looking formula at line 2330.

Now a description of the procedures: **PROCDIRECT.** Sets up the REPEAT UNTIL variables T% to W%. The TT% array helps to ensure that only living aliens are displayed.

The values of T%, V% and W% are modified during the main loop to take account of fully destroyed columns.

Incidentally, the *3 in the formula is the two-character alien plus its space character. Also the values of 20 and 21 are used to restrict space line prints to a minimum.

print of the aliens. They are held in the string arrays A\$ to E\$ and are concatenated into AP\$ to EP\$ by the FOR NEXT loops which use MM% and NN% for the left and right hand columns.

This ensures that the well used technique of shooting out the end columns is catered for.

Note again that for the sake of efficiency the concatenation is only carried out if any aliens in that row have been shot – AA% to EE% are the indicators.

PROCMOVE. Normal laser movement, achieved by either ADVAL if K% is set from PROCTITLE or the negative INKEY. The negative INKEY is the most efficient and responsive method of key detection and is highly suited to games programming.

Note that F% is checked for bullets in motion (F%>0) before shoot detection. allowing for the COPY key or shoot button to remain depressed without slowing down the game.

Also the laser has a space character each side, providing smooth movement in one PRINTTAB instruction.

PROCSHOOT. First in a series of nested procedures, PROCSHOOT sets





March issue

Beginners: guide to the keyboard. Build your own games paddle. Word processor review. Guide to text colours and graphics. BBC operating system, Part 1. How to avoid cassette loading problems. Deathwatch listing. Upgrade Model A to B at half the shop price. Shapes program. Bingo listing. Sorting routines. Test for function keys in machine code routines. Colour monitors, Part 1.



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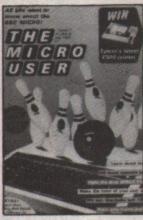
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November issue

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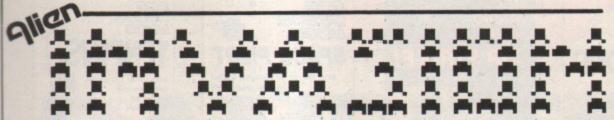
December issue

Tower Bridge - ghostly encounters in the nation's capital. Paged Graphics: 6845 animation techniques. Charact indispensible utility. Smartmouth reviewed. Sound explained, part 2. Body Building, a soundto-pattern converter. Beginners, working with strings. Slow Down, alters pace of your programs. Graphics: User defined characters. Santa's Saucer and Christmas Card.



January issue

Barrel Battle - an all action arcade game. Graphics, an easy to follow introduction to multiplane images. musical utility. Body Build-ing: add a DFS to your micro. Printing, Pixels, a multitone screen dump for Epson printers. Sound advice, flushing sound queues. Beginners, the use of TAB. Adventures, our regular column begins. Bits and Bytes investigates binary operations.



From Page 67

your laser bolt into action. Once fired, the laser is disabled by F% until you hit something or go out of range (line on the screen). F% is the column position of the laser and thus the bullet.

PROCHIT. Moves the bullet up one line. Performs PROCBOMB in fairness to the aliens.

PROCHITA. Checks for a hit. Uses FNHIT to look at the correct screen position - not TUBE compatible. Four checks are involved:

- 1 Hit your own base. Screen location value of either 255, 50, 120, 116, or 97.
- 2 Hit a bomb. Screen location value 124.
- 3 Hit the mothership line value of 1 and screen location value < > 0 or 32 (space). In this case Perform PROCMHIT.
- $4 \text{Last} < > \emptyset$ or 32 hit an alien. Needless to say, perform PROC-SCORE.

PROCMHIT. Hit the mothership. Plays a fanfare and gives a random score. Perhaps you might add a delay at this point to show more clearly the score value.

PROCSCORE. No guesses, looks after your score. Actually, it does a fair bit more. Logically, perhaps the most complex routine.

By using DIV and MOD it looks after the rows and columns of aliens - A\$ to E\$, A% to E% for the rows; B4% (1 to 10) for the columns.

It also checks a count of the aliens shot and gives you your "Cleared Screen" award. A little fanfare (perhaps the Close Encounters theme) would go nicely here. I'll leave it to you.

PROCMSHIP. Moves the mothership by time delay. The more purist of you might wish to make her appearance even more random. As it is, she appears sometime after 10 seconds since she last got shot or disappeared - but from which side?

PROCBOMBS. This routine and its subsequent performs will kill you, well it does drop the aliens bombs!

By setting L% to the start position of the highest row of aliens at the beginning (L% = HIMEM + (2+Z%) * 40) we have the base location for bomb dropping.

HIMEM is the first screen location in this mode.

Z% is the start height depending on screens cleared.

(2+Z%) * 40 gives the address of the first column of the highest line of aliens.

By using this method, we can direct and lower the bombs using the minimum of time-consuming arithmetic:

- 1. Random choice of one or two bombers.
- 2. Check A\$ to E\$ position to make sure an alien exists.
- 3. Add the correct screen location values; 80 characters for each line of aliens plus the following line of spaces.
- 4. Poke or to be precise ?B2%(J%) =97 - which means print a bomb below the chosen alien. Note that PROCLOWER uses the formula described in PROCBOMBS to check for a hit and blank out bomb and lower bomb one line.

PROCBOMBED removes a life and, if necessary, ends the game.

PROCTITLE is the first routine performed, prints the introduction and checks for joysticks. Note the interesting use of RIGHT\$ to display the title. PROCFAME of course, sets up your rank by FOR NEXT loops.

Overall, the flow of the program is governed by the way the main procedures are performed.

This potentially allows much scope for experiment - changing the frequency of the performs will change the responses and movement of the various characters.

For the adventurous, the laser bullets routines could be changed to use PEEKs and POKEs or even assembler routines - the assembler equivalent of? is only a STA to a specified address.

I've described the program in detail in a hope that it may be helpful by providing an insight into games programming.

The Mode 7 graphics prove to be more than useful and the techniques used in Invaders could equally well be used in Galaxian, Centipede - even Gorf type games.

In the meantime, I wish you luck. Get keying, and enjoy yourself.

> **Listing starts** on Page 127

Variables Used A% = Count of aliens shot - top B% = Count of aliens shot second line C% = Count of aliens shot - third line = Count of aliens shot -D% fourth line E% = Count of aliens shot - fifth F% = Position of base for bullets (column) G% = Position of bullets (row) H% = Height of aliens = General loop count 1% = General loop - specifically J% used in random routines and small loops K% = Joysticks L% = Screen position in map M% = General loop N% = Position in base - movement routines 0% = FNHIT calculation column P% = FNHIT calculation - row Q% = Mothership movement (direction + 1 - 1)R% = Used to define which alien characters are printed 5% = Mothership markers T% U% Main loop counts – defines V% = direction of aliens - TT% W% array helps. X% = Result of FNHIT (=FNHIT) - checks for bullet hits Y% = High score **Z%** = Lower position of aliens after clearing screen MM% = Start of alien string count increases the prints per line as the columns are cleared (left hand side) NN% = End of alien string count used as MM% from right

hand side

LI% = Used as go to variables in SCORE - defines which alien was hit

= Indicators for changes to AA% to EE% alien lines

AS to

E\$ = Alien lines

AP\$ to

EP\$ = Concatenated alien lines **B4%**

(1 to 10) = Alien column counts = Result of row calculation -F3

which alien was hit? GL% Additional variables used to

SGL% = continue the leftward movement of the aliens if complete columns have been destroyed.



March Issue **DEATHWATCH**, a superb arcade game BINGO, clever uses of the randomise function; BUBBLESORT routines; TESTS function keys in machine code. 0.1 COLOUR and GRAPHICS ROUTINES: create a kaleidoscope of screen designs.

Vol. 1, No. 1.



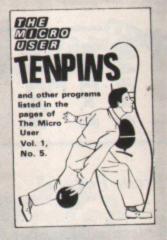
April Issue KING KONG, rescue girls from the Empire State Building before killing Kong. NIM, a structural game of strategy. TOKENS, unravel the Basic ROM; FORMATTER, an essential disc utility; DISASSEM, a full machine code disassembler.



May Issue AIR STRIKE, a fast and furious arcade game; Test your mental powers with PELMANISM; ANAGRAMS, the word game. CHARACTER, generate vertical and inverted text. TELETEXT, animation in Mode 7. BEEB, two joystick exercises.



June Issue SPACE PILOT, lost in space you must fight off repeated attacks from alien life forms. NOMISM, you are a nomadic herdsman desperately trying to eke out a living on the plains of Africa. COLOURFUL CHARACTERS PLUS other listings from the June issue.

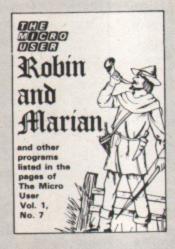


July Issue TENPIN, a simulation of Tenpin Bowling: SPACEPODS, beat the alien hordes; CUP, Exciting 3D graphics techniques TEST and STEADY, programs to accompany the Beeb Body Building Course. BREAKFIX, Don't let Break destroy your precious variables!



August Issue

FRUITIES, driven by strange urges you climb the ladders of adventure to risk all in the gardens of unearthly frights. ANIMATION, a suite of programs that really bring your screen alive; CASDISC, the machine code downloader for your disc system; MODE 7 colour routines.



September Issue **ROBIN & MARIAN, rescue** Maid Marian from the Sheriff of Nottingham. GALACTIC INVADERS, an exciting arcade game. DFS BENCHMARKS, 14 DFS test programs. ANIMATION, new techniques. TERMINAL. connect a BBC Micro to a mainframe.



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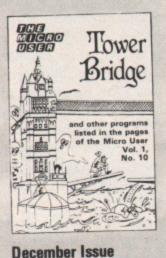


October Issue

FISHING, a compulsive day's angling. JOYKEY, convert programs to joystick. PENTEST and BELLRINGER, for Micro User light pens. CONTOURS, an educational program. LINK BBC Micros to each other. PLUS all the listings from the first Electron User.



November Issue **GOBLINS**, an enchanted journey. BLACKJACK, the casino favourite. CHARGE and PENDULUM, Body Building Course part 9. SIDEWAYS: programs in ROMs. PENDRAW, a light pen sketching program. PLUS all the programs from the second Electron User.



cassette

TOWER, rescue London s treasure SANTA, help Father Christmas deliver his presents. VDU 23, an invaluable character defining utility. PAGED, the listing from our paged graphics article. PLUS all the listings

from the third issue of

Electron User.

BARRELS, an all-action arcade game. NOTEPLAY, an entertaining musical utility. DUMP1 and DUMP2, multitone screen dumps. All the programs from our SOUND, BEGINNERS' and **GRAPHICS** articles PLUS 12 programs from the fourth Electron User.



February Issue INVASION, the classic arcade game. FROGS, fun for all the family. ENGVGEN, a logic game. BALANCE, a number learning program. KEY, single key entry for the BBC Micro PLUS nine other programs from The Micro User.

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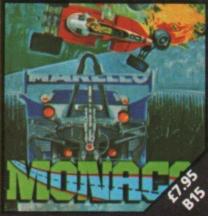
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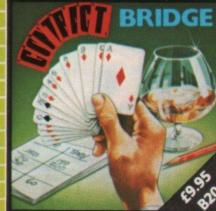


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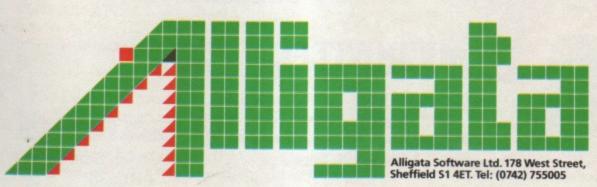


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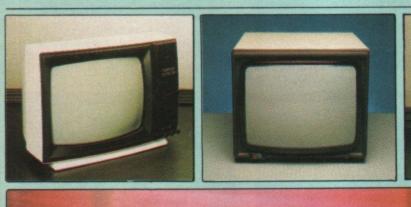
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Let's make arrays work for you

AN array is a way of storing several connected variables, whether numeric or string. It is much easier to access an array element (that is one variable within the array) than it is to access one variable out of several ordinary variables that have not been connected in the form of an array.

To illustrate this, let us first consider a badly written program (Program I) which is intended to print out a telephone number when a person's name is typed into the computer:-

10 INPUT requiredname\$
20 If requiredname\$ = "FRED"
THEN PRINT 545 27364
:GOTO 10
30 IF requiredname\$ = "JANE"
THEN PRINT 485 4849
:60TO 10
40 IF requiredname\$ = "JIM"
THEN PRINT 475 9398
:60TO 10
50 IF requiredname\$ = "JACK"
THEN PRINT 455 9989
:GOTO 10
60 PRINT "NOT THERE"
: GOTO 10

Program I .

Although it works, it has several faults which we will now try to improve.

- Line 10 will generate a question mark on the screen, with no explanation as to what it is for.
- Lines 20 to 40 are very similar. It should be possible to find a way to achieve the same result without the repetition (imagine a program written like this containing 1,000 names!).
- Telephone numbers contain spaces. These cause problems in the printout

By PETER DAVIDSON

when they are printed as shown in this program.

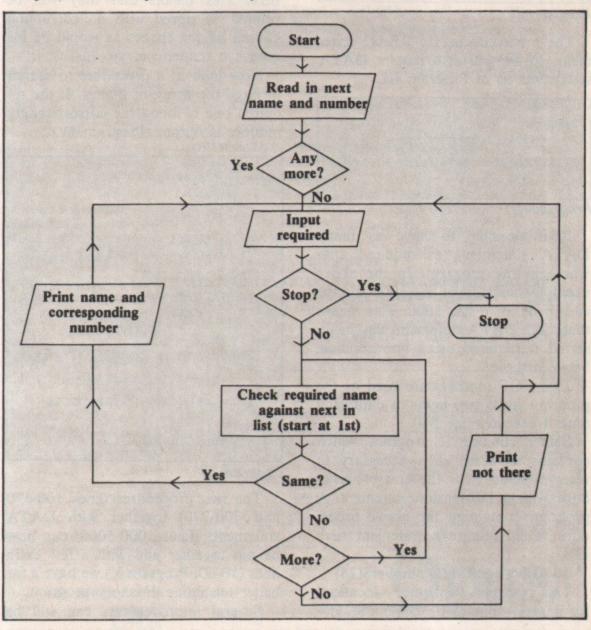
- There is no way to stop the program (except using ESCAPE or BREAK).
- It is very difficult to add new names to the directory.

It must be realised that the use of a computer as a telephone directory is

not of practical use – it is quicker to use the book. But it is an easy application to understand and illustrates the use of arrays quite clearly.

Below is a flowchart showing some of the requirements of a better directory program.

Rather than use several separate variables, this time we shall use a one dimensional array. This means that we



From Page 75

use a single variable name followed by a subscript (which is just a number in brackets).

For example, instead of using firstname\$, secondname\$, and thirdname\$ as variable names we can use name\$(1), name\$(2), and name\$(3). The advantage of this method is that all three can be referred to as name\$(N) and the required one accessed by setting the variable N to the correct value.

Obviously it is much easier to go beyond three variables using this method than by using a completely new name each time.

Let us start by looking at a procedure for setting up two one-dimensional arrays, one of names and one of numbers as in Program II.

500	DEF PROCINDUT
510	count=0
520	REPEAT
530	count=count+1
540	READ name\$(count).number\$(count)
550	UNIIL name\$(count)="EOF"
550	total=count-1
570	ENDPROC

Program II

The procedure uses a READ statement, so we will also require DATA statements as in Program III.

```
1000 DATA FRED.545 27364.JANE.485
4849.JIM.475 9398.JACK.455
9989
S000 DATA EOF.EOF
```

Program III

It is possible to have as many DATA statements as required anywhere in the program. In the above example they start at line 1000 and the end of file is at line 5000. This means that more DATA statements can be inserted if required using line numbers between these.

Two EOF markers are used as the program reads two items of data each time it executes line 540.

Before running a program which contains an array it is necessary to reserve memory for the array. This is done with a DIMension statement. A program containing the above procedure would require a statement such as:-

10 DIM name\$(25),number\$(25)

. This reserves 26 memory locations for names - name\$(0) to name\$(25) -

	, ,
name\$(1) I FRED	number\$(1) I 545 27364
name\$(2) I JANE	number\$(2) I 485 4849
name\$(3) I JIM	number\$(3) 1 475 9398
name\$(4) I JACK	number\$(4) I 455 9989
name\$(5) I EOF	number\$(5) I EOF
I	I
I	I

Figure I

and 26 locations for numbers. The procedure shown will not use location 0 but swopping lines 530 and 540 could cure this. The same effect can also be achieved if a variable is used in the DIMension statement, such as:

5 N=25

10 DIM name\$(N),number\$(N)

The above procedure and DATA statements will set up the two required arrays in the memory and also a variable (total) storing how many names and numbers are in the arrays. The arrays can be pictured as in Figure I.

If we search through the array of names and find the required one, the corresponding telephone number will have the same subscript and can be accessed directly.

It should be noticed that a string array has been used to store the numbers. This means that they will be printed as stored with no corruption caused by the spaces as would be the case if a numeric array was used.

Now look at a procedure to search through the array of names. If the required one is found the corresponding number is output (Program IV).

700 DEF FROCsearch
710 count=0
720 REPEAT
730 count=count+1
740 IF requirednames = names(count)
THEN FOUND=TRUE
ELSE FOUND=FALSE
750 UNTIL FOUND OR count=total
760 IF FOUND
THEN PRINT requirednames" s phone
number is "number\$(count)
ELSE PRINT requirednames" is
not in the list"
770 ENDPROC

Program IV

The two procedures (lines 500-570 and 700-770) together with DATA statements (lines 1000-5000) can now be put together and with a few extra lines (10-60, Program V) we have a far better telephone directory program.

Several improvements can still be

made to this program, one simple one being a tidy up of the output. This is left as an exercise for the reader (use CLS and TAB).

10	D[R name\$(100).number\$(100)
20	PROCLADUT
30	REFERI
40	(NEUT "Whose number is required"
	requirednames.
50	PROCsearch Process
60	UNTIL requiredname\$="STOP"

Program V

Of the five faults found in the first program, the latter program corrects the first four and improves the last. The names are still contained in the program, but are now in DATA statements and so are quite easy to change. The cure for this is to store the data on tape or disc.

The arrays we have looked at so far are one dimensional, but it is possible to use more than one dimension.

In the above program we could replace the two one dimensional arrays (name\$(X) and number\$(X) by one two dimensional array, which we could call info\$(X,Y) where X will be the number of names and phone numbers and Y will be a 1 or 2 (1 corresponding to a name and 2 corresponding to a number).

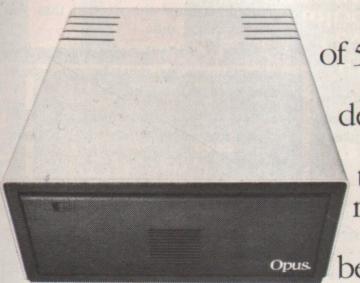
The "picture" that you can use of a two-dimensional array is shown in Figure II.

info\$(1,1)	info\$(1,2)
FRED	545 27364
info\$(2,1)	info\$(2,2)
JANE	485 4849
info\$(3,1)	info\$(3,2)
JIM	475 9398
info\$(4,1)	info\$(4,2)
JACK	455 9989
info\$(5,1)	info\$(5,2)
EOF	EOF

Figure II

To use a two dimensional array in

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From Page 75

your program the following changes are required (Program VI).

```
10 DIM info$(100.2)
540 FOR N=1TO 2
:READ info$(count.N)
:NEXT
550 UNTIL info$(count.1)="EOF"
740 IF requiredname$ = info$(count.1)

THEN FOUND=TRUE
ELSE FOUND=FALSE
760 IF FOUND
THEN PRINT requiredname$"'s phone
number is "info$(count.2)
ELSE PRINT requiredname$" is
not in the list"
```

Program VI

There are advantages to both methods. The two one dimensional array method has the advantage that name\$(20) obviously refers to the twentieth name and number\$(20) to the twentieth number. This is much clearer than info\$(20,1) and info\$(20,2).

On the other hand a two dimensional array uses less memory, and if more items are stored – for example, address, date of birth, occupation – all that is required is to change the limits of the FOR ... NEXT loop in line 540 and use a loop in line 760.

All the relevant information about a person whose name is typed in would then be printed out. But note that the DATA will also need corresponding changes.

Finally we present a program which prints out sentences, missing out a word (or group of words). Although the present data is nursery rhymes, other data can easily be substituted. The program uses three one dimensional arrays:

START\$(NUMBER) MISS\$(NUMBER) FIN\$(NUMBER)

A random number is chosen and the corresponding elements of the first and last array are printed out, together with stars corresponding to each letter of the middle one.

If a word is typed in correctly, a congratulation message is chosen at random from the three messages in the one dimensional array CONGRAT\$(NUMBER).

If an error is made the message is

ERRMSG\$(NUMBER1,NUMBER2), where NUMBER1 corresponds to the number of attempts at the question and NUMBER2 is chosen at random so that one of three different messages is printed out at random, making nine different messages possible.

To modify this program the following line numbers are easily changed:

780 . . . the number of sentences in the data.

800 . . . the title.

- V-DMD/_TIME)

1000 onwards . . . the sentences. These are entered in three parts with commas around the word(s) that you want missing out.

Note that if your sentence contains commas, quotes must be put around that part of the sentence.

820 to 960 . . . the messages. REM statements show which are error and which are congratulations.

```
1 REM ***MISSING WORDS***
 Z REM ***PETER DAVIDSON 2/84***
10 MODE 7
20 *FX11.0
30 VDU 23:8202;0;0;0;
40 PROCINITIALISE
50 PROCINSTRUCTIONS
60 RIGHT=0
   : PROCHEADING
   : PROCTITLE
70 PRINT TAB(0,14)CHR$ (RND(7)+128)
   "HOW MANY QUESTIONS DO YOU REQUIR
80 PRINT CHR$ (RND(7)+128) " (TYPE
    A NUMBER AND PRESS RETURN) ":
    : INPUT MAX
    : IF MAX=0
    THEN 70
 90 QUESN0=0
100 REPEAT
110 QUESNO=QUESNO+1
120 PROCSELECTSENTENCE
130 PROCINPUTCHECK
140 UNTIL QUESNO=MAX
150 PROCHEADING
    : PROCTITLE
     :PRINT TAB(0,15)CHR$ (RND(7)+128)
     "YOU GOT "STR$ (RIGHT)" RIGHT
      (FIRST TIME) OUT OF "STR$ (MAX)
160 PRINT TAB(0,20) CHR$ (RND(7)+128)
     "DO YOU WANT ANOTHER GO? (Y OR
```

N) "

170 IF GET\$ ="Y"

THEN 50

ELSE END

190 READ POSSIBLE

200 READ TITLE\$

180 DEF PROCINITIALISE

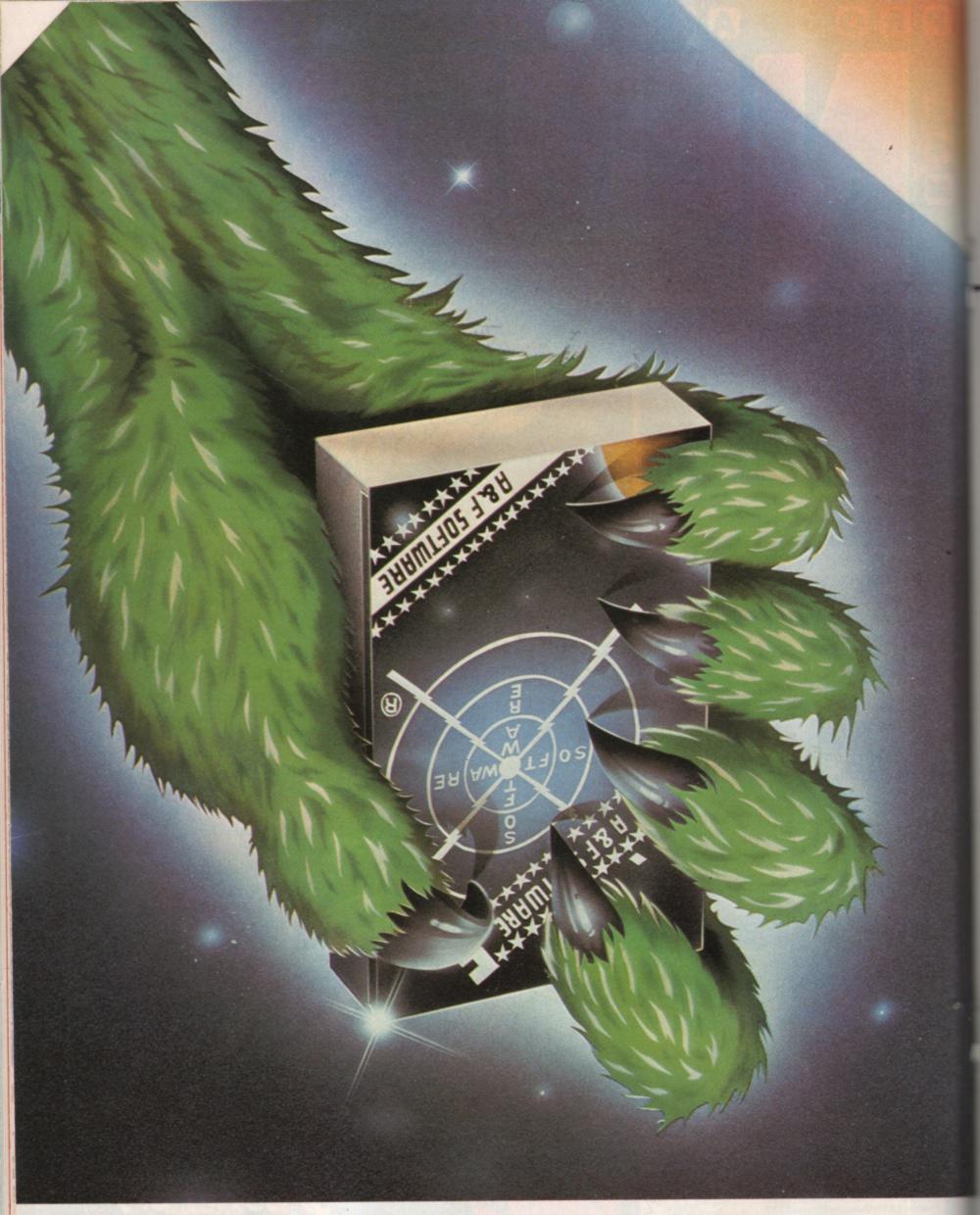
,3),CONGRAT\$(3)

210 DIM START\$ (POSSIBLE) ,MIS\$ (POSSIBL

E),FIN\$(POSSIBLE),ERRMSG\$(3

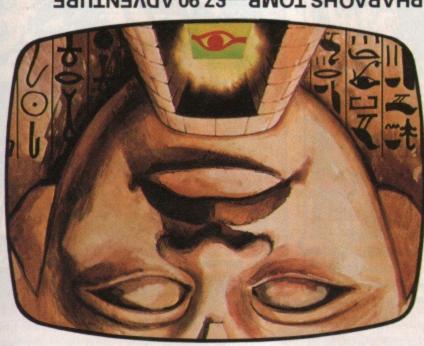
; X=RND(-TIME)
220 FOR 1%=1TO 3
:FOR J%=1TO 3
:READ ERRMSG\$(IX,J%)
:NEXT JX, IX
230 FOR 1%=1TO 3
:READ CONGRAT\$(I%)
:NEXT
240 FOR IX=1TO POSSIBLE
:READ START\$(IX),MIS\$(IX),FIN\$(IX
,
:NEXT
250 ENDPROC
260 DEF PROCINSTRUCTIONS
270 PROCHEADING
280 PROCTITLE
290 PRINT TAB(0,9); CHR\$ (130) "THE
COMPUTER WILL PRINT A SENTENCE"
300 PRINT CHR\$ (130) WITH A WORD
MISSING. YOU MUST TYPE IN"
310 PRINT CHR\$ (130) "THE MISSING
WORD"
320 PRINT
:PRINT CHR\$ (134) "THE MISSING
WORD WILL BE SHOWN BY THE"
330 PRINT CHR\$ (134) "CORRECT NUMBER
OF STARS AND YOUR"
340 PRINT CHR\$ (134) "ANSWER WILL
APPEAR AS YOU TYPE IT"
350 PRINT
:PRINT CHR\$ (129) "YOUR SCORE
WILL BE GIVEN AT THE END"
360 PRINT
:PRINT CHR\$ (131) "PRESS A KEY
WHEN YOU ARE READY TO START"
370 A=GET
380 ENDPROC
390 DEF PROCSELECTSENTENCE
400 NUMBER=RND (POSSIBLE)





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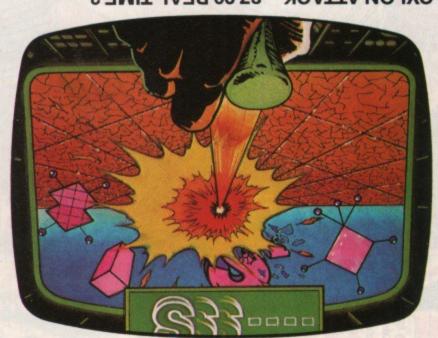
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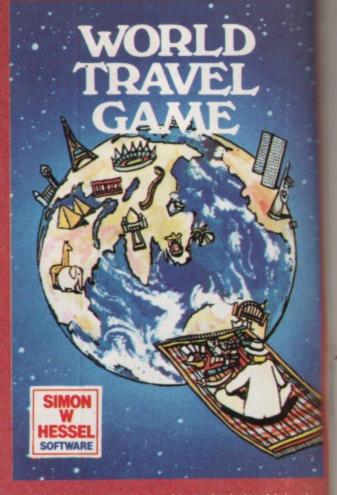
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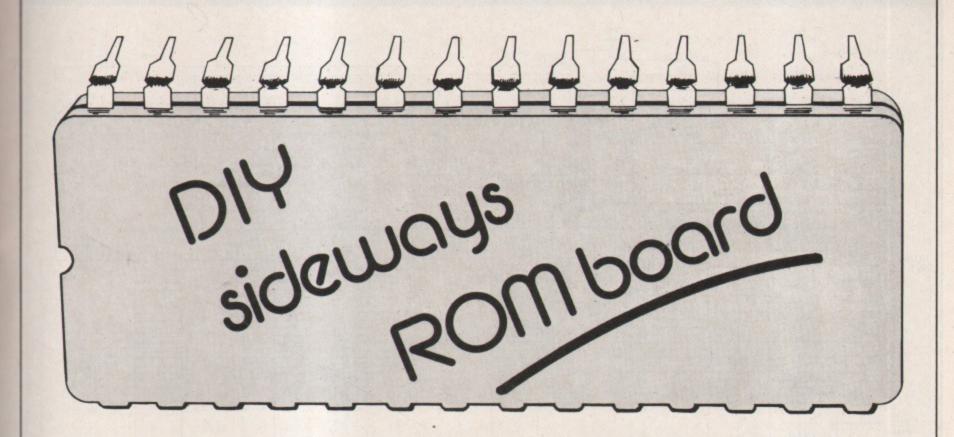
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The RAM board may be combined with the ROM extender board, or used as a stand-alone unit.

Note that when the ROM extender board has been connected all paged ROMs must be moved from the BBC board onto the ROM board. The operating system ROM should, of course, be left where it is.

In the BBC Micro the number of the ROM currently selected is held in a four bit latch (IC 76), bits 0 and 1 being decoded by IC 20 to provide the four "select" signals for the onboard ROMs.

This extender board uses a 74LS154 to decode all four latch outputs into the 16 ROM select lines.

All the address and data lines are buffered to reduce the loading on the computer's address and data buses.

The RAM board is very straightforward, consisting of eight 6116 2k RAM chips, with a 74LS138 being used

By MIKE HARRISON

for address decoding.

Most of the signals to drive the extender board are taken from one of the now vacant ROM sockets on the BBC board via a 28-way DIL header plug, the few remaining signals being taken from the pins of IC 76, IC 77 and S21.

These connections may be made by soldering wires to the appropriate IC pins, or alternatively the connections may be made to the pins of wire-wrap type IC sockets, which can then be plugged into the sockets for ICs 76 and 77, and the ICs replaced in the wire-wrap sockets.

A connection is required to S21 (south), and this can be made by soldering a wire to the small exposed metal part of the jumper joining the south-east and south-west pins of S21.

The circuit diagrams of the ROM and RAM boards are shown in Figures I and II on Page 84 and 85

Several methods may be used to construct this unit.

The masochistic reader may like to design a printed circuit board for it or, alternatively, Veroboard or one of the various Eurocard type boards may be used, but this would require an enormous amount of interwiring.

The Road-Runner wiring pen system was used for the prototype, as this is a very easy and quick way of making a large number of connections between IC sockets.

Unfortunately it is also quite easy to-

make mistakes, especially if you forget that the IC pin numbers are reversed left to right when looking at the underside of the board.

A few minutes spent drawing the pinouts of all the ICs with the pins reversed – that is, pin 1 becomes pin 28 etc. – can save a lot of time and avoid mistakes messy to correct.

The prototype ROM extender and RAM was built on two boards – a square-pad type Eurocard for the 15 ROM sockets and the 74LS154, and a Vero Microboard for the bus buffers and RAM chips. (The ROM card was a very tight squeeze.)

Whichever method of construction is used, it should be remembered that the power supplies to all the chips should be well decoupled, and this may be achieved by connecting a 0.05 or 0.1 micro farad capacitor between the +5v and 0v pins of each chip.

If a wiring pen is used to build the ROM or RAM boards, the wiring to the +5v and 0v pins of all the chips should be done with thicker wire than that used in the wiring pen, or several strands of wiring pen-type wire.

It is strongly recommended that turned-pin type IC sockets are used for the ROMs because normal sockets tend to become unreliable or intermittent after several insertions of the ICs and, when they are soldered in, solder can sometimes "wick up" into the contacts, making them less reliable.

Although turned-pin sockets are considerably more expensive than ordinary ones, they will make the unit a lot more reliable.

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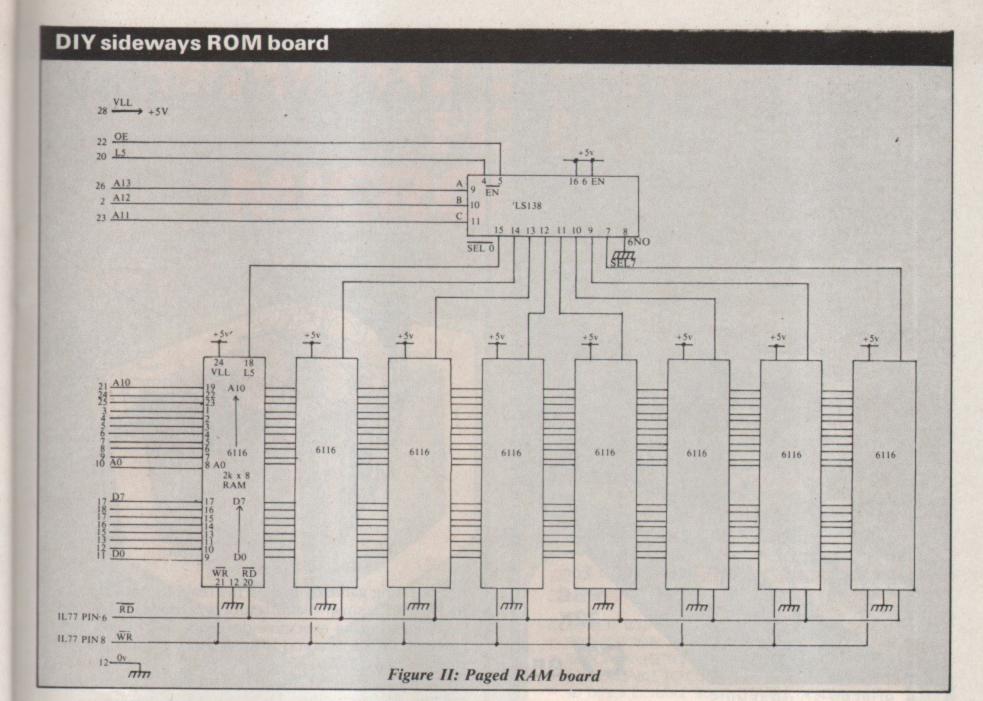
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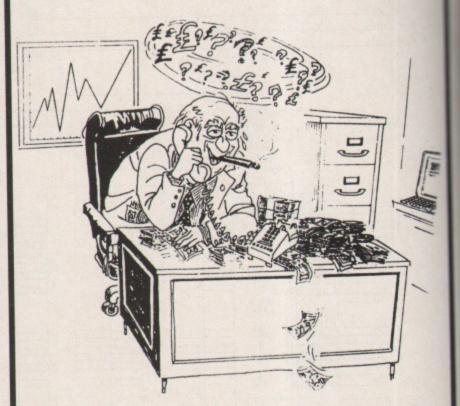


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WELL, the commissioners of the European Economic Community have done it again! With a stroke of genius that makes us gasp with astonishment they have decided that they can take the cost of running the community's art galleries, currently 3 million Eurodaubs, and reduce it to a mere 2.9 million Euro-daubs.

The Euro-daub, by the way, is the community's international currency of arts subsidy and is approximately equivalent to seven French franks or three German alberts.

The only snag is that to instal the proposed automatic system will cost the equivalent of six million Eurodaubs, and thus it will take until AD 2043 to repay the investment.

That is not, of course, counting the cost of retraining the staff and paying a high technology bonus to the members of the Allied Union of Boilermakers and Curators.

To make matters even worse, they have decided to implement the Dive Eclair Automatic Picture System. This is well known to be the cheapest – but will it do the job?

For those of you who do not know the history of that master entrepreneur, Dive Eclair, I will relate a little about him.

Dive started out making low-fi units for the home enthusiast. He did this by advertising them as fi units of greater altitude and when the money had rolled in he then sat down and actually designed them.

One of the main selling points was their extraordinarily small size, and not many people know that Dive used to scour the Belgian Congo (as it then was) for tribes of very small pigmies to do his design and manufacture.

Like all successful businessmen Dive

began to diversify his product range. It was here that he scored his biggest success which brought him into the public eye. You see he managed to find some Eskimos stupid enough to buy snowballs from him.

The idea of prefabricated snowballs caught the public's imagination, and the major broadcasting corporations collaborated to make a series of programs, "Making the Most of Your Snowballs".

They also decided that there should be a standard snowball to go with the programs and asked for tenders.

Unfortunately for Dive Eclair he did not get the contract, although he

By MIKE COOK

maintains, and quite rightly, that a lot of people would have liked to throw his balls.

Instead the contract went to a rival company, Oaktree Snowballs Ltd. They are perhaps best remembered for their excuse for late delivery, which has become a bureaucratic standard in a remarkably short time.

For those of you unfamiliar with it, it is: "Our subcontractors, Ferruncle, are having trouble with the ULA".

The genius of this line was later uncovered when ULA was found to stand for Unexpected Late Arrival.

This gave Dive little pleasure however as he reckoned he could have come up with something even better on the grounds that he has had more practice.

Undaunted by this setback, Dive's talent for homing in on the more gullible and weakminded section of the population led him inevitably to receive a huge contract from the EEC. This was to develop the Automatic Picture Gallery.

The idea was that a lot of time spen putting pictures into frames and the taking them out could be saved if the whole process was automated.

All you would need to do was to press a frame's number on a keyboard and the picture in it would automatically be removed.

Dive took this simple idea and adapted it so that you could not only clear an exhibition but also set one up with no extra controls. This, like most of his ideas, was very clever.

Unfortunately, like all of his ideas, it was not quite clever enough. What he did was to incorporate the idea of interdependent controls.

He first developed these on his lowunits where altering the bass contro would also effect the treble. Likewise altering the treble control would also effect the volume and so on.

In his new venture the idea was taken one step further. Pressing any of the picture frame numbers would remove the picture from the frame, but would also reverse the state of nearby frames, thus eliminating the need for remove/place switch on the console.

This saving, however, made the univery difficult to operate.

The commissioners do not wan people to know how difficult this is to use, but at the same time must be seen to be doing something about training

So they have come up with a computer simulation of the gallery that the hope will never be run by anybody. In order to achieve this they have decided to publish the program as an error-free listing.

It has long been known that an error



The EEC Automatic Picture Gallery

ways of ing the centre are included then the centre frame will look like it is also included.

to see if the bureaucrat is ashen faced. If so there is no frame in that position. When an exercise is set up you will be told the least number of key strokes

The way to tell if it is not included is

be told the least number of key strokes (turns) that can be used. It takes a real expert to do it in this few, so do not get discouraged.

Remember that only if a picture is present can you press the key to remove it. If you press a key and there is no picture the only effect will be to add one to the number of turns you have had.

Also, just to catch you out, if you leave your finger on the key too long the auto repeat facility will make your score mount even faster.

When one of the technocrats was asked how the program worked I was told it was all held together by string, but I think that should have been strings!

In any event, it is far too tedious to explain, even assuming anyone would bother to read it. However if you do not want to see a red-faced bureaucrat, and think that green is a colour more likely to reflect their experience, then replace the number 145 in line 140 with 146. There, that should ensure even more errors!

Those of you with sharp eyes will have noticed that line 30 in the program is not needed at all. It has to be included, however, to help reduce the Common Market's envelope mountain.

Finally, be forewarned. This is a very difficult gallery to operate and should ensure that Dive Eclair receives another Beans Award for Industry. At least that's what beans do for me!

free listing is one of the safest ways of protecting a program from being run.

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You see, if you add errors people can negate their effect by the errors they introduce themselves. Only with an error-free listing will the newly introduced errors be able to flourish.

The lines that the commissioners are hoping nobody will be able to type in are lines 150 and 410. These contain strings of blank spaces and you must type in exactly the right number for the program to run – they need nine spaces in each line.

Don't worry, just because I have told you about this doesn't mean that nobody will get it wrong. After all, who reads the words in a computer magazine anyway?

There are two exercises for which the simulator can be used. One is clearing all the frames, and the other is filling the frames.

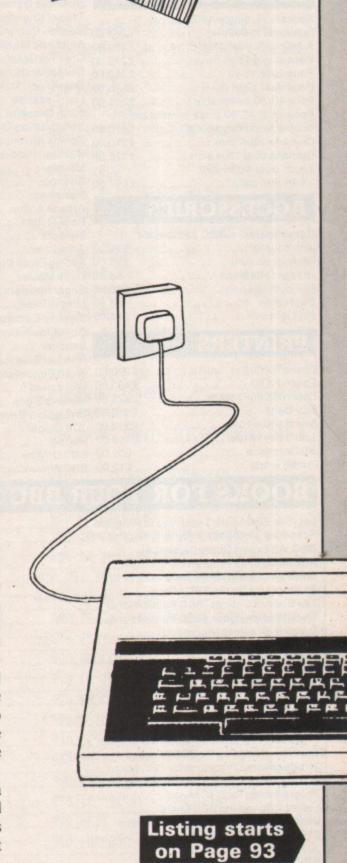
Of the two, the first is the easier but the controls operate the same way whichever exercise you are doing. The pictures in the corners, the centre and the middle of each row affect the surrounding pictures in various ways.

To help you in this simulator the redfaced bureaucrats in the portraits wear different coloured bowler hats to give you an indication of how they will affect the adjacent pictures.

Also, if a bureaucrat is out of a frame he gets quite flushed. Those of you without a colour monitor can best operate this simulator by going out and buying one. Second best is to note the shades of grey.

In any event the position of the pictures determine how they will behave, so not to worry.

Watch for a subtle effect in the exercise where you have to fill up all the frames. If all the frames surround-



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EEC Automatic Picture Gallery listing





From Page 91

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10 REM EEC AUTOMATIC GALLERY M.K.Co

20 ENVELOPE 1,25,16,12,8,1,1,1,10,-

10,0,-10,126,50

30 ENVELOPE 2,2,2,-2,2,10,20,10,1,0

,0,-1,126,100

40 DIM TX(9), TY(9), F\$(9), P\$(9)

50 DIM GO\$(9), CS%(9), TRY(9), FS%(9) 400 FOR K=1 TO 5

60 REM SET UP FRAMES

70 R\$=CHR\$(10)+STRING\$(13,CHR\$(8))

80 T\$=STRING\$(11,CHR\$(255))

90 FOR N=1 TO 9

100 READ TX(N), TY(N), C

110 F\$(N)=CHR\$(31)+CHR\$(TX(N))+CHR\$(

120 F\$(N)=F\$(N)+CHR\$(255)+T\$+CHR\$(25

5)+R\$

130 FOR K=1 TO 5

140 IF K=3 THEN C=145

150 F\$(N)=F\$(N)+CHR\$(255)+CHR\$(C)+"

"+CHR\$(151)+CHR\$(255)+R\$

160 NEXT

170 F\$(N)=F\$(N)+CHR\$(255)+T\$+CHR\$(25

180 NEXT

190 MODE 7

200 PRINT .

210 PRINT TAB(13,2), CHR\$(141); "THE E EC"

220 PRINT TAB(13,3), CHR\$(141); "THE E EC.

230 PRINT" AUTOMATIC ART GALLARY SI MULATOR"

240 REM SET UP THE PORTRAITS

250 R\$=LEFT\$(R\$,10)

260 P\$=""

270 FOR N=1 TO 9

280 TX(N)=TX(N)+2

290 TY(N)=TY(N)+1

300 NEXT

310 FOR N=1 TO 5

320 FOR K=1 TO 9

330 READ T

340 P\$=P\$+CHR\$(T)

350 NEXT

360 P\$=P\$+R\$

370 NEXT

380 REM SET UP BLANK PORTRAITS

390 PB\$=""

"+R\$ 410 PB\$=PB\$+"

420 NEXT

430 FOR N=1 TO 9

440 READ 60\$(N)

450 NEXT

460 PRINT: PRINT

470 PRINT"Remove portraits by typing

their number"

480 PRINT Regretably adjacent frames

are changed"

490 PRINT

500 PRINT Type Q to QUIT an exercise

510 PRINT: PRINT

520 PRINT"EXERCISE 1 YOU CLEAR THE F

RAMES (EASY)"

LEAVING THEM AL 530 PRINT"

L EMPTY"

540 PRINT

550 PRINT"EXERCISE 2 YOU FILL ALL FR

AMES (HARD)"

AND LEAVE NOTHI 560 PRINT"

NG OUTSIDE"

THE BUREAUCRAT 570 PRINT"

IS WHITE"

WHEN OUT OF HIS 580 PRINT"

FRAME"

590 PRINT

600 PRINT "WHICH EXERCISE ";

610 GAME=GET AND 15

620 PRINT GAME

630 GAME=(GAME-1) EOR 1

640 IF GAME=0 OR GAME=1 THEN 680

650 PRINT"I CAN SIT IN THIS LOOP ALL

DAY"

660 GAME=0

670 GOTO 600

680 PRINT"DO YOU WANT SOUND ";

690 A=GET

700 S=TRUE

710 IF A=78 THEN S=FALSE

720 PRINT CHR\$(A)

730 IF A=78 THEN SD=1 ELSE SD=0

740 REM START OF GAME

750 PROCPOSE

760 PROCSETUP

770 6%=GET

780 IF 6%=81 THEN 750

790 6%=6% AND 15

800 IF 6%(1 OR 6%)9 THEN 770

810 PRINT TAB(0,22),""

820 TN=TN+1

830 PRINT TAB(10,21), TN, TAB(23,21),6

840 IF CS%(6%)=0 THEN 770

850 PROCDIS(6%)

860 PROCTESTEND

870 IF JM=0 AND GAME=1 THEN 770

880 IF JM=1 AND GAME=0 THEN PRINT TA

B(0,23), "******** YOU BLEW IT *****

********** :60T0 770

890 IF JM=1 AND GAME=1 THEN PROCWIN

:60TO 750

900 PROCCMXEND

910 IF JM=0 THEN 770

920 PROCWIN

930 GOTO 750

940 DEF PROCTESTEND

950 JM=1

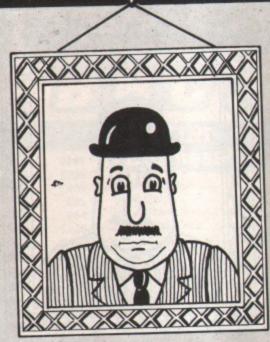
960 FOR AZ=1 TO 9

970 IF CS%(A%)=1 THEN JM=0

980 NEXT

990 ENDPROC

EEC Automatic Picture Gallery listing



From Page 93

1400 REPEAT

1400 REPEAT

1410 K=RND(8)

1420 UNTIL FS%(K)=0

1430 FS%(K)=1

1430 FS%(K)=1

1440 CS%(K)=1

1440 CS%(K)=1

1450 FT=FT-1

1450 FT=FT-1

1450 UNTIL FT=0

1470 T%=FND(8)+1

1470 T%=FND(8)+1

1480 MINT=T%YT

1490 REPEAT

1500 REPEAT

1120 DEF PROCON

1130 IF S THEN PROCSON
1140 PRINT TAB(TX(TX), TY(TX)),P\$

1150 ENDPROC

1160 DEF PROCSON

1170 SOUND 1,0,49,8

1180 SOUND 1,1,149,20

1190 SOUND 1,-15,245,1 1200 SOUND 1,0,49,1

1210 REPEAT

1220 UNTIL ADVAL(-6)=15

1230 ENDPROC

1240 DEF PROCSOFF 1250 SOUND 1.0,49,8 1260 SOUND 1.-15 40 1

1270 SOUND 1,0,49,1

1280 REPEAT

1290 UNTIL ADVAL (-6)=15

1300 ENDPROC

1310 DEFPROCPOSE

1320 FOR K=1 TO 9

1330 TRY(K)=0

1340 FS%(K)=GAME

1350 CS%(K)=0

1360 NEXT

1370 IF GAME=1 THEN 1470

1380 FT=RND(8)

1390 REPEAT

1560 PROCJAM

1560 PROCJAM
1570 UNTIL TRYT=0 OR JM=1
1580 MINT=MINT-TRYT
1580 ENDPROC

1600 DEFPROCJAM

1610 JM=1

1610 JM=1 1620 FOR AX=1 TO 9 1630 IF TRY(A%)=0 AND CS%(A%)=0 THEN PLEASE HIT ANY KEY";

1640 NEXT 1650 ENDPROC

1660 DEF PROCCMXEND

1670 JM=1

1680 FOR K=1 TO 9

1690 IF FSX(K)=1 AND CSX(K)=0 THEN JM

1700 IF FS%(K)=0 AND CS%(K)=1 THEN JM

1710 NEXT

1720 ENDPROC

1730 DEF PROCTURN(N%)

1740 LOCAL A%, T%

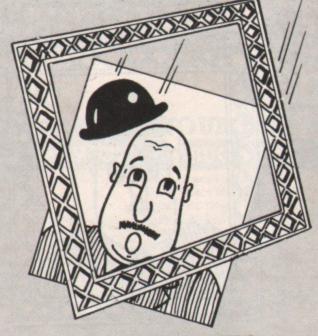
1750 FOR A%=1 TO LEN(GO\$(N%))

1760 TX=VAL(MID\$(GO\$(NX),AX,1))

1770 CS%(T%)=CS%(T%) EOR 1

1780 NEXT

1790 ENDPROC



1800 DEF PROCSETUP

1810 TN=0

1820 CLS

1830 FOR K=1 TO 19

1840 VDU 151,10,8

1850 NEXT

1860 FOR K=1 TO 9

1870 IF FS%(K)=1 THEN PRINT F\$(K)

1880 IF CSX(K)=1 THEN PRINT TAB(TX(K)

, TY (K)), P\$

1060 NEXT

1070 ENDPROC

1080 DEF PROCOFF

1090 IF S THEN PROCSOFF

1090 IF S THEN PROCSOFF

1090 IF S THEN PROCSOFF

1520 UNTIL TRY(N)=0 AND CS%(N)=0

1530 TRYT=TRYT-1

1540 TRY(N)=1

1540 TRY(N)=1

1570 NEXT

1920 PRINT "4 5 6"

1930 PRINT "7 8 9" 1940 PRINT " CAN BE DONE IN

":MINT;" TURNS"

1950 ENDPROC

1960 DEF PROCWIN

1970 PRINT TAB(0,23), "CONGRATULATIONS

1980 A=GET

1990 ENDPROC

2000 DATA 1,0,147,13,0,149,25,0,147

2010 DATA 1,6,149,13,6,150,25,6,149

2020 DATA 1,12,147,13,12,149,25,12,14

2030 DATA 160,160,248,252,252,252,244

,160,160 2040 DATA 240,255,255,255,255,255,255

,255,240

2050 DATA 160,160,247,255,175,255,251

2060 DATA 160,160,183,175,175,175,235

,160,160 2070 DATA 160,160,163,163,255,163,163

,160,160 2080 DATA 1245,213,3256,471,52864,639

2090 DATA 7458,879,9658

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I'VE been kept busy this month, looking at two rather nice adventures from Level 9, Snowball and Colossal Cave, and Ian Watt's book, Creating Adventure Programs on the BBC Micro.

Let's start with the games.

BOTH Snowball and Colossal Cave are massive. Collossal Cave has about 200 rooms (70 more than the original) and Snowball has 7,000 – but that's mainly done by a clever trick.

In order to handle the vast amount of text in the messages Level 9 has invented an "a-code". How this works they have not revealed, but it must depend on the redundancy of letter and word association.

For example, the letter Q is always followed by the letter U, the most common trigrams (three letter associations) are THE AND THA ENT ION FOR NDE HAS and NCE and, even more remarkable, the fact that 10 words—the, of, and, to, a, in, that, it, is and I—account for over a quarter of English text.

The result is impressive – long, detailed descriptions come up quickly and, almost word for word, are identical to the original Colossal Cave text.

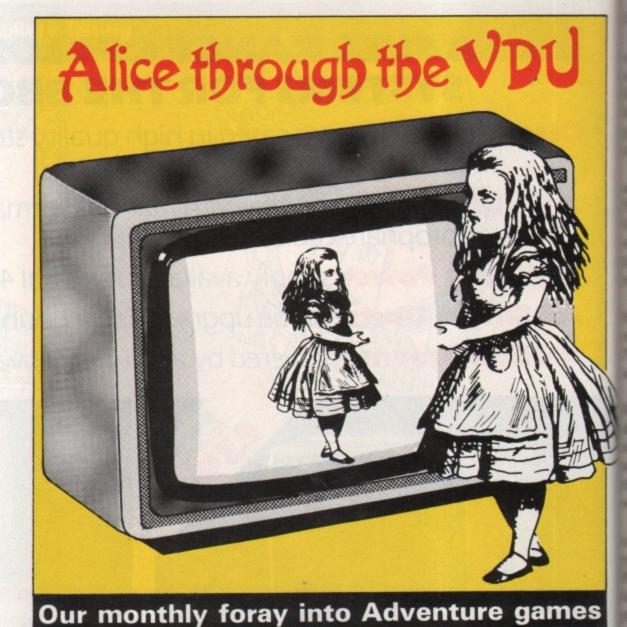
Another advantage of the a-code is that it makes it almost impossible to cheat by trying to look at any part of the program.

In Snowball you wake up in a coffin aboard an enormous interstellar spaceship which has a problem – it is falling into a sun and you are the only person who can save it and the two million passengers it carries.

If you don't take this responsibility very seriously you can actually look in all the two million coffins (one in particular in the Green/Green Green Orange room) but this does take some time and you have to keep dodging some nasty robots.

There are no treasures to collect in





this adventure and the way you find out if you are "getting warmer" is to ask for your score after some problem or on reaching a difficult location.

After about three hours I had a fairly good idea what the spaceship looked like (a demountable disc pack was probably the inspiration) and obtained 350 points out of a possible 1,000.

To do this I had got together a spacesuit, obtained a welding lance (how, I can't remember – it required a lot of paper shuffling with two bureaucratic robots so I SAVEd the position and don't intend to go near them again) and was outside the ship with a gun and a lamp.

Unfortunately I hadn't sorted out how to get an LL9 battery for the lamp or how to get a spanner – they might be in the DROID STORES but getting in there seemed to be a matter of timing with the DUSBOT.

So here I currently am at the south of the ship. I can see lights to the south where the engines must be but it's another "twisty little maze" which I think I can solve (though rather slowly) by dropping things and then feeling for them.

I've run out of air twice and it's going to be a long haul.

A twisty little maze was one of the

great inventions of Crowther and Woods in the original Colossal Cave.

In order to appeal to those who have already got their 350 points in the cave (and been carried off by the jubilant elves) Level 9 has made some tricky alterations and extensions.

The COINS and the FOOD have been moved but, even more testing, you can now only carry four objects, so you can't clear out the cave in just three trips any more.

The old complication of fighting off the psychopathic dwarfs made me adopt a new strategy of dropping the treasures at Y2 and (eventually) shifting them out of the cave with the lamp off

If you don't do this then the dwarfs and the pirate can waste so much time that your lamp will run out.

I have always preferred to clear out the far end of the cave first and leave the Platinum Pyramid till last. Here the programs differ, because the instant I got the Pyramid the cave began to close and I was unable to get out of the room (let alone the cave) and sort out the last point in Witt's End.

So the cave closed with most of the treasures at Y2 and the new "final problem".

Level 9 has been a lot fairer here because you are given a good hint about

to start solving this new ending.

However, once you take the hint the we begins to flood with water and you are faced with mapping another "twisty maze", and this time you have to doing a RESTORE to a SAVEd position about every 10 moves else you frown.

Level 9 estimates that it will take the merage player two weeks to solve snowball, with four weeks for Colossal Cave. As you can see I have solved meither of them because I haven't had time to slog through the two new

Whenever you reach a maze you we, essentially, to discover a password made up from known letters (usually N.S,E,W,U and D) but of unknown mix and length.

Dropping objects and seeing (or beling) them again tells you that the last erection you chose was wrong. This speeds up the solution but you still have solve the maze by trial and error and fewer objects you have the longer it take to discover the pathword.

Now in the old Colossal Cave you could carry just enough objects to mark your trail from the start to the exit of the Prate's maze and this was also the songest trail, so it was quite fair to expect people to solve it.

However, the Level 9 version, by restricting the player to only four objects, makes the Pirate's maze very much harder to solve. This new water maze, with its limited time for exploration before you have to RESTORE, reduces the game to almost andom guessing (unless I've missed something).

So what I propose to do is reveal the mathword of the Pirate's maze but, for mose who still want to solve the problem memselves, I have used the following gram to encode the solution:

re

os

ff

fs

ut

ne

re

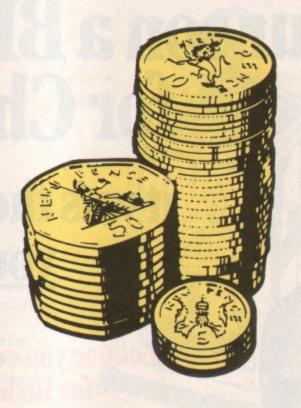
10 INPUT LINE hint\$ 20 FOR P=LEN(hint\$) TO 1 ST EP -1 30 char\$=MID\$(hint\$,P,1) 40 IF char = ". " THEN PRINT " "; ELSE PRINT CHR\$ (ASC (char\$)+P-32); 50 NEXT P

and the coded result is:

M BO Q6 (; C6FE6 4Be5; *4 e+: ,74

Incidentally, decoding this message requires rather more than changing -P-32) to -P+32) in line 4 – that is, 40 of the encoder.

I also propose to offer an adventure ut solving service to any readers who are



stuck. Send in the name of the game and your query and we will publish a selection of them, inviting other readers to send us the answer (in clear preferably, and don't be clever with leading spaces). These answers will then be published in the above code.

I don't think adventure publishers should object to this proposal. In fact it might be a good idea for them to provide a similar service.

And, by the way, could any reader tell me how to get through the Snowball web and the drowning maze? Sorry to be so boring, but I don't play these games for fun.

Finally a plug for Level 9. These games are superb value for money and set a new level for adventure writers which many amateurs will find impossible to compete with.

Two other Level 9 Adventures are currently on sale and a sequel to Snowball is promised. Buy them all, and it should take about six months to sort them out.

And if all this questing has given you the urge to write your own games, you might wish to consult Ian Watt's Creating Adventure Programs on the BBC Micro.

Buyers of this book - published by Interface and Addison Wesley - will have an immediate problem to solve on the second page: "All rights reserved. No part of this publication may be reproduced . . . in any form . . . without prior written permission of the publisher".

This is a very strong caveat emptor, and yet the book is only value for money

if the buyer (or his kids) can and is prepared to type in the programs listed in the book because, although the three adventure listings have obviously been carefully prepared, the supporting text is full of misprints, waffle and errors.

I had the impression that the author had spent 90 per cent of his time on the programs and then dashed off the book as quickly as possible, having never even seen the proofs.

I disagreed immediately with the foreword by Tim Hartnell, who says: "Once you've mastered the tricks of the adventure writing trade which are revealed in this book . . ."

Actually Watt doesn't claim that he will reveal (all) the tricks. In fact he makes it quite clear that his games are rather limited in that they only accept simple VERB OBJECT commands.

He also limits how many objects you can carry, which is reasonable, but also limits how many objects can be dropped in a "room".

Now a "room" in an adventure can be the middle of a desert so this restriction is not reasonable. Watt states that twisty mazes (that is, GO NORTH then GO SOUTH and you're not back



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From Page 97

isk

AT.

come.

in the same place) "is a poor technique in programming" and then admits even poorer technique.

Actually "twisty little mazes" do send me round the bend because, without a listing, they are often a boring slog to solve, but I will leave them, and their solution, to another review.

All of the adventures are based on "logical maps" – they can be drawn in two dimensions with no overlapping passages.

In Chapter 2 he presents a simple example in order to describe his techniques for laying out such maps, their contents and how the program "understands" the commands, moves between the rooms and manipulates the objects.

If you have no idea how to do this yourself then this chapter is well worth reading, but you have to be careful because there are at least five spelling mistakes in the text, numerous errors in the lines of program that you are invited to type in (after, I presume, you have obtained permission from the publisher) and strange sentences like (bottom of page 29):

"When writing programs, full instructions are necessary in most cases, since anyone loading a certain program would be able to work out the basis of the program without too much confusion" which (even replacing the "would" with "should") caused me much confusion.

Some of the errors in the program lines are amusing because the poor typesetter has obviously become utterly baffled by his task.

For example he uses inverted commas for string double quotes thus "---" and hasn't a clue what to use when he meets a single quote – see Page 25 where the poor man eventually just mixes them randomly and also makes two errors with the full stop.

Fortunately this is all about adventures, so it's up to you, the reader, to sort out what you should really type.

Although I have seen far worse ways of laying out a map and its connections I don't particularly like Watt's technique either.

He associates the four ways out of a room (N,S,E and W only – again an odd restriction) with four offsets which can be positive, negative or zero.

If a non-zero direction is chosen then the new room number = old room number + offset.

Much simpler to understand and expand is the form:

1001 DATA "You are in Room 1 -- ",2 ,0,0,0 1002 DATA "You are in Room 2 -- ",3 ,-1,0,0

This could simulate a portcullis or a rockfall etc. preventing you from returning South to Room 1 until you did

something, for example PULL LEVER or THROW DYNAMITE.

Such a command, if acceptable, would set an "override" in one of four variables allowing a negative direction to be taken.

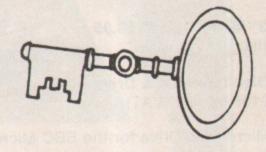
I give the above alternative to show that there is nothing sacrosanct about Watt's techniques. He freely admits this himself, and encourages the reader to develop his own ideas and techniques.

Chapters three and six contain two adventures which could be CHAINed into one large game and then be comparable to many adventures selling in the shops for about £10.

A bonus is that Watt discusses how to convert his programs to other micros, an important skill for anyone with pretensions to being a programmer.

You must always be wary of the text (by Page 61 the typesetter has even given up using anyspacesinsentences) but at this stage most people should just type in the programs from the listings.

Chapter seven discusses possible improvements for adventures of the



future and is surprisingly unimaginative

– mere mechanical improvements with
Space Invader overtones.

Chapter eight invites you to write your own adventure from a rough plan and plot, but anyone capable of performing this exercise would be better employed designing their own story.

And finally there are two appendices and solutions to the three adventures.

If you intend to type in the games I would suggest that you Sellotape these pages shut because it's more fun to solve the problems from the listings.

As an incentive, why not try to beat the number of moves that Watt gives in his solutions to the three games (62, 185 and 170)?

All in all a book that is full of ideas and enthusiasm for the subject and, ironically, should inspire many people to write much better adventures.



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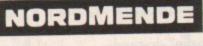
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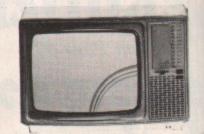
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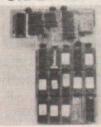


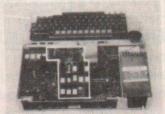
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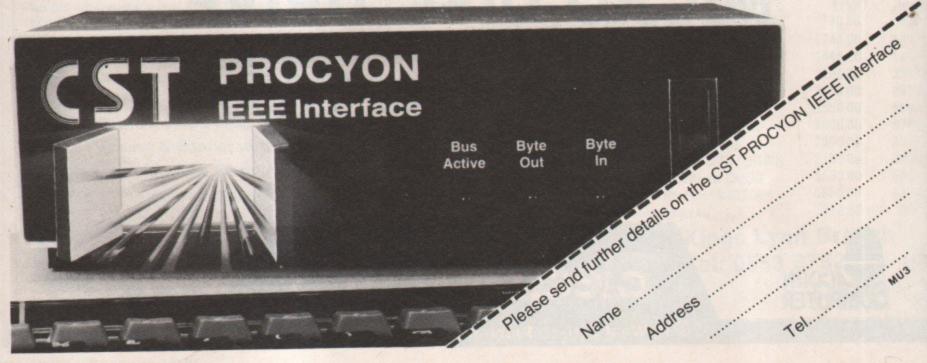
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* RESET

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* FLIST

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* DVERIFY Verify a disc. * DLOAD

Load the data from the specified sector on a disc to memory.

Expands the Toolstar to encompas RAM based utilities which then automatically appear under the * HELP command. This feature ensures that Toolstar is capable of future expansion.

* DSAVE

Save the data from memory to a specified area on the disc.

The following commands are directed at the whole machine memory and complement the BBC micro's assembler:

*MROM

All the M (Memory) commands can be directed at the specified paged ROM. eg. BASIC, DFS, TOOLSTAR, WORDWISE,

* MDUMP

Hexadecimal/ASCII dump of memory with on-screen editing.

* MSEED

Fill the specified memory area with any

*MCOMP

Compare memory areas and list those where memory contents are not the

* MBRK

Installs a serial BRK handler giving CPU register and stack displays together with program counter and paged ROM value when BRK occurred - can be used in machine code or BASIC.

* MDIS

Full feature disassembler with parallel display. Features automatic labelling of Acorn O.S. calls and vectors, and on-screen editing.

* MFIND

Search memory for all occurances of specified machine code/ASCII string.

* MCOPY

Smart memory copy from one area to another

* MCRC

Calculate a Cyclic Redundancy Check for the specified memory area.

Any or all of the above commands can be used from within a BASIC program. This allows the user to develop many powerful utilities (ie. disc doctor etc.)

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L - Load buffer from current filing system file for transmission to modem.

- Save buffer to current filing system file for 'browsing' later.

V - View current buffer contents on screen - display speed may be varied, or paused with optional dumping to

mode 7, 80 columns available in mode 3.

O — Output buffer to modem — speed may be varied to suit particular modem speeds.

M - Issue any MOS command from within COMMSTAR eg. *FX8,3 (ie set RS423 baud rate).

C - Exit menu to 'chat' mode to allow conversational access to bulletin boards.

- Wipe buffer prior to use of other buffer commands if necessary.

E - Echo on/off - set echo on when using host terminals which do not provide an echo.

X - Toggle XON/XOFF protocol

R — Reset buffer pointers.

I - Initialise RS423 port for word length, parity and stop bits.

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- Toggle screen mode : normally Commstar also contains its own software clock in memory which is useful in displaying length

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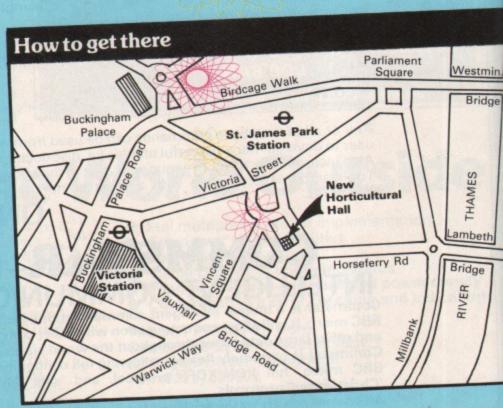
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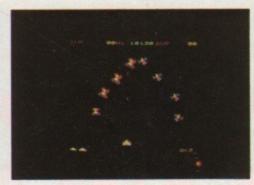
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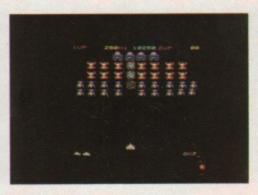
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Cylon Attack

A&F Software

ISN'T it always the same? The mother ship carrying urgently needed supplies to Earth is attacked and you're the only interceptor pilot on board.

They're swooping out of space, wave after relentless wave, determined to stop the ship getting through.

Well, an interceptor pilot has to do what an interceptor pilot has to do, so within seconds you're launching into space.

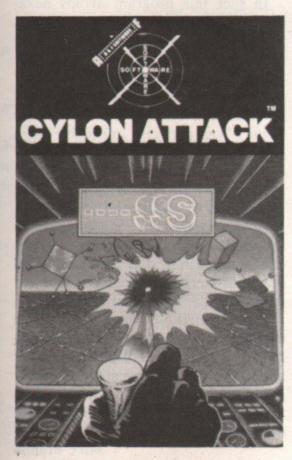
Away from the safety of the mother ship you have to destroy as many of the enemy as you can before your shields give way or your fuel runs out.

Your eyes search the long range scanners for a glimpse of the Cylons before they swoop to attack, curving and weaving to avoid your defence systems.

That's the scenario for Cylon Attack, the compulsive new game from A&F. You play the part of the interceptor pilot, struggling to get the Cylon ships in your sights so your lasers can lock on to them.

The screen of your micro becomes the view from the cockpit of the interceptor. Ranged around it are the instruments which show you the state of the lasers, your fuel, your rates of turn and spin, and a long range radar scanner.

Unlike some games this scanner isn't just decoration but really does help you



Intercept the 3D aliens and save planet Earth

to track down and destroy the enemy.

The 3-D effect has to be seen to be believed. The aliens loom out of deep space, growing larger as they close to attack distance.

Also there are funny things out there in outer space! I wonder who's in the telephone box that floats past the cockpit?

The game is excellent, with lots more features than can be described here. The graphics leave most other games standing. And, as usual from A&F, the instructions are simple but thorough.

They also give you the option of saving the high score in a special table and will pay £200 to the person who has the highest genuine score by the end of March, 1984.

The only real problem is that I can't find anything about it to criticise. I've seen it entrance people who normally despise computer games.

It really is that good, and sets a new standard for action games set in space. Thoroughly recommended.

Trevor Roberts

Get your specs on!

3 Deep Space

Postern

WOULDN'T it be nice to be able to create games in real three-dimensional space instead of on a boring, flat, two-dimensional television or monitor screen?

Just imagine what a future version of Space Invaders might be like, with the alien craft advancing from far out in deep space as your own short range strike craft weave in and out through the asteroid belt preparing for the last defence . . .

Unfortunately, we are still waiting for

3-D TV and the closest we have come so far is to fool the brain into thinking that it is viewing a 3-D scene which is in fact made up of two superimposed images, one for each eye.

A necessary part of the deception is for the viewer to wear a pair of specially tinted glasses, usually with one blue and one red lens.

This is what Postern Software have attempted to do for the BBC computer with a simpler version of the scenario that I imagined earlier, entitled 3 Deep Space.

The game is supplied with one pair of 3-D glasses, so while it is being played only the person at the keyboard can see the correct stereoscopic image.

As far as I could see – no pun intended – this seemed to make the bystanders even more anxious to play!

It is important that this game is played on a colour TV set or monitor, otherwise the 3-D effects would not be visible.

The scene is the surface of the home planet, on which, to enhance the three dimensional effect, two rows of pyramids recede into the depths of your television.

In the foreground, a few other, less



From Page 107

discernible, objects are visible. Above these, and to the left, your own craft is positioned, ready to defend against the approaching waves of aliens.

These advance in twos and threes from the opposite side of the surface, very much like Space Invaders turned

on its side.

However, this game is in 3-D, remember, so you have the added complication that the alien craft can move in and out across the planet surface as well as towards you.

That is, they move in and out of the television as well as moving from right to left.

To combat the alien movements you, too, can move in a similar fashion and of course you are armed with the obligatory laser which is used to shoot down the approaching ships.

You should avoid their ships, as you're destroyed if a collision occurs.

If things get too hectic you could always use one of your limited supply of smart bombs to clear the screen of the marauding invaders and give yourself a brief respite.

In the early stages of the game, the aliens appear as diamond shaped craft which harmlessly fly past if you do not shoot them down.

These are then followed by successively more aggressive ships, beyond which, I'm afraid, I've not progressed.

I think that the game represents the first commercial step into the third dimension and is a playable and interesting idea. The provision of some instructions on how to play would be a enhancement!

I don't believe that 3 Deep Space will take the games world by storm, however, as there are currently more enjoyable games available in two dimensions, which have advanced beyond the ageing concept of Space Invaders.

Phil Rubini

Penguin's problems

Pengo

H.Soft

YOU'D think by now people would be running out of ideas for games programs. In fact someone told me the other day that there were only really three original games programs and all the rest were variants of them.

Well maybe "Pengo" from H.Soft is

the fourth, because it's certainly different from any others I've seen.

The idea is that you have control of a cute little penguin called Pengo who lives in a maze of ice cubes. The problem is that he's not alone.

There are some rather unpleasant creatures called Snobees who enjoy eating the ice cubes. They also vary their diet with the odd Pengo or two!

The poor little bird has to run around the maze, dodging the Snobees and hiding behind ice cubes. As they're eating the ice cubes this gets quite difficult after a while.

Happily, it's not all one-sided as Pengo can push an ice cube over a Snobee and freeze it.

And, if an unwary Snobee gets too close to the edge of the maze, Pengo can stun him by pushing on the side of the walls.

I know that the story line doesn't make all that much sense. But who cares when the game's as much fun as Pengo?

The graphics and sound are outstanding and the game gives you the choice of using the keyboard or joysticks.

You can also freeze the program – no joke intended – while you go off to have a cup of coffee and calm down.

It's fast and furious, the sort of game that keeps you having "just one more go" while someone is telling you that it's their turn.

If you want an arcade game that's original and entertaining, with a lovable penguin thrown in for free, then Pengo is the one for you.

Trevor Roberts

Taking a peek at machine code

Peeko-Computer

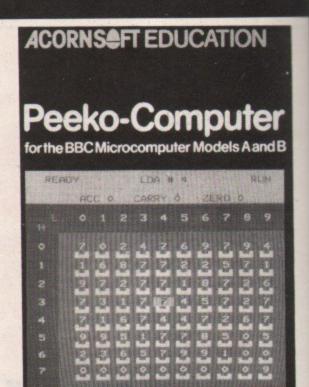
Acornsoft

HAVE you ever wondered what goes on inside your computer or what this machine code stuff is all about? Well, if you are a beginner or don't have some idea already then Peeko-Computer will not help you very much.

It could, however, be a very useful visual aid in a class for a teacher demonstrating the principles of machine code programming to the uninitiated.

It is also handy for someone more experienced, enabling the user to try out short routines without having to suffer endless system crashes.

Basically, the program allows the user to write and run short machine code routines – up to 80 bytes – of a



simple numerical nature and see their display on the screen.

The program is available on cassette or disc. I tried out the cassette version, which was up to Acornsoft's usual high standard of packaging and ease of use.

The pack consists of a short loader program, the main program (about 5k), five short demonstration files and a 21 page instruction manual.

All programs and files loaded perfectly every time and it was very easy to create, save and load one's own pseudo machine code routines.

I say pseudo machine code because some of the 20 assembler mnemonics available in the program – 10 of which can be used at any one time — were not identical to the 6502 instruction set as used by the BBC and all were given an arbitary decimal code.

In fact this program avoids hexadecimal altogether, which may not be a bad idea for the beginner but it does mean having to learn machine code "properly" all over again.

The routines described in the booklet all worked very well indeed and the display was perfectly intelligible on a black and white TV as well as in colour.

The user can single step through a routine and watch the results appear, as well as run it in fast mode.

A warning though: Scanning through the code with the cursor can be confusing as individual instructions are often misinterpreted, giving unexpected mnemonics at the top of the screen.

Overall, Peeko-Computer should be useful to instructors and those already knowing what machine code is all about, though the latter may well prefer one of the fully blown monitor programs with more facilities that are available for the same price.

Mike Mahon

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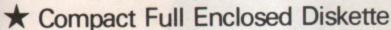
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By ANDREW REYNOLDS

VARIABLES AND PROCEDURES

Lines: **PROCsound** 130 **PROCkey** 180

PROCdirection 270 PROCupdown 520

1280 PROCsetup 1480 PROCinit 1560 PROCinstruct Plays sound displayed. Determines which key is pressed. Which way to move the arrow.

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The rest is up to you. Have fun!

VARIABLES

ENVELOPE variables: T%, PI1%, PI2% PI3%, PN1%, PN2%, PN3%, AA%, AD%, AS%, AR%, ALA%, ALD%

SOUND variables: C%, A%, P%, D% OX%, OY% Old co-ords of arrow. X%, Y% Co-ords of arrow. arrows

Three character shapes to make up arrow. choice% vals

Position of arrow Value of the parameter determined by choice%.

All other variables are for working loops.

Soundshaper listing

1 REM*** Sound Experimenter ***

2 REM*** By A.J. Reynolds ***

3 REM*** For THE MICRO USER ***

10 MODE7

20 PROCinstruct:CLS

30 *FX4.1

40 PROCinit: PROCsetup

50 VDU23;11;0;0;0;0

60 REPEAT

70 *FX15,1

80 Z=INKEY(100)

90 IFZ>0 PROCkey:PROCdirection

100 UNTIL FALSE

110 END

120 ******************

130 DEFPROCsound

140 ENVELOPE1, TX, PI1X, PI2X, PI3X, PN1X

,PN2%,PN3%,AA%,AD%,AS%,AR%,ALA%,ALD%

150 SOUNDCZ, AZ, PZ, DZ

160 ENDPROC

170 **********

180 DEFPROCKEY

190 IFINKEY-26 choice%=choice%-1:IF

choice%choice%=17:ENDPROC

200 IFINKEY-122 choice%=choice%+1:IF

choice%>17 choice%=1:ENDPROC

210 IFINKEY-58 PROCupdown(1)

220 IFINKEY-42 PROCupdown (-1)

230 IFINKEY-66 SDUND&0011,0,0,1:SDUN

D&0010,0,0,1

240 IFINKEY-82 PROCsound

250 ENDPROC

260 *******************

270 DEFPROCdirection

280 0XX=XX:0YX=YX

290 ON choice% GOSUB 340,350,360,370

,380,390,400,410,420,430,440,450,460,4 70,480,490,500

300 PRINTTAB(0X%,0Y%); CHR\$137; "

310 PRINTTAB(XZ, YZ): CHR\$136: CHR\$149; arrows;

320 ENDPROC

330 ******************

340 XX=1:YX=5:RETURN

350 XX=7: YX=5: RETURN

360 XX=12: YX=5: RETURN

370 XZ=17: YZ=5: RETURN

380 X%=22: Y%=5: RETURN

390 X%=27: Y%=5: RETURN

Soundshaper listing

From Page 113	930 val\$=STR\$(AD%):RETURN	1430 DATA7,13,"0, 0, 0, 0, 0
400 XX=32:YX=5:RETURN	940 ASX=ASX+(incX)	
410 XX=3: YX=12: RETURN	950 IFASX<-127 ASX=-127	1440 DATA15,17,"SOUND"
420 XX=8: YX=12: RETURN	960 IFASX>0 ASX=0	1450 DATA10,20,"C A P D"
430 XX=13:YX=12:RETURN	970 val\$=STR\$(AS%):RETURN	1460 DATA10,23,"1, 1, 0, 1"
440 XX=18:YX=12:RETURN	980 ARX=ARX+(incX)	1480 DEFPROCinit
450 XX=24:YX=12:RETURN	990 IFAR%<-127 AR%=-127	1490 N5=1:TX=1:PI1X=0:PI2X=0:PI3X=0:P
460 XX=29: YX=12: RETURN	1000 IFARX>0 ARX=0	N1%=0:PN2%=0:PN3%=0:AA%=0:AD%=0:AS%=0:
470 XX=6: YX=22: RETURN	1010 val\$=STR\$(AR%):RETURN	ARX=0:ALAX=0:ALDX=0
480 X%=11:Y%=22:RETURN	1020 ALA%=ALA%+(inc%)	1500 choice%=1:arrow\$=CHR\$184+CHR\$163
490 XX=16:YX=22:RETURN	1030 IFALAX(O ALAX=0	+CHR\$228
500 XX=21:YX=22:RETURN	1040 IFALA%>126 ALA%=126	1510 CX=1:AX=1:PX=0:DX=1
510 **************************	1050 val\$=STR\$(ALA%):RETURN	1520 XX=1:YX=5:0XX=3:0YX=5
520 DEFPROCupdown(inc%)	1060 ALDX=ALDX+(incX)	1530 PRINTTAB(3,Y%)arrow\$;
530 ON choice% GOSUB 580,620,660,700	1070 IFALD%<0 ALD%=0 1080 IFALD%>126 ALD%=126	1540 ENDPROC
.740.780.820.860.900.940.980.1020.1060		1550 ******************************
,740,780,820,860,900,940,980,1020,1060 ,1100,1140,1180,1220 540 IFLEN(val*)(4 REPEAT:val*=" "+va	1090 val\$=STR\$(ALD%):RETURN 1100 C%=C%+(inc%)	1560 DEFPROCinstruct
340 IFLEN(vals) (4 REPEAT: vals=" "+va	1110 IFCX<0 CX=0	1570 CLS
1\$:UNTILLEN(val\$)=4	1120 IFCX\0 CZ=0	1580 FORYX=OTO1:PRINTTAB(0,1+yX)CHR\$1
550 PRINTTAB(XX+1, YX+1) val\$;:PRINTTA		
B(XX+1,YX+2)val\$;	1130 val\$=STR\$(C%):RETURN	41; CHR\$132; CHR\$157; CHR\$131; SPC7; "SOUND
560 ENDPROC	1140 AX=AX+(incX)	EXPERIMENTER. ";:NEXT:PRINTTAB(10,4);C
570 *******************	1150 IFAX<-15 AX=-15	HR\$129; "By:- A.J.Reynolds."
580 TX=TX+(incX)	1160 IFAX>1 AX=1	1590 FORY%=OTD1:PRINTTAB(6,14+y%)CHR\$
590 IFT%>127 T%=127	1170 val\$=STR\$(A%):RETURN	141; CHR\$129; "Do You want Instructions?
600 IFTX(1 TX=1	1180 PX=PX+(incX)	";:NEXT
610 val\$=STR\$(T%):RETURN	1190 IFP%(0 P%=0	1600 *FX15,1
620 PI1X=PI1X+(incX)	1200 IFP%>255 P%=255	1610 REPEAT: y%=GET: UNTILy%=890Ry%=78
	1210 val \$= STR\$ (P%): RETURN	1620 IFy%=78:ENDPROC
630 IFPI1X>127 PI1X=127	1220 DX=DX+(incX)	1630 CLS
640 IFPI1X(-127 PI1X=-127	1230 IFD%>255 D%=255	1640 PRINT 'TAB(5); "This program is o
650 val\$=STR\$(PI1%):RETURN	1240 IFDX(1 DX=1	esigned to aid"" the selection of El
660 PI2X=PI2X+(incX)	1250 val\$=STR\$(D%):RETURN	VELOPE and SOUND"'" statements."
670 IFPI2%>127 PI2%=127	1260 ********************	1650 PRINT; CHR\$132; CHR\$157; CHR\$130; SI
680 IFPI2%<-127 PI2%=-127	1270 *******************	C12; "OPERATION."
690 val\$=STR\$(PI2%):RETURN	1280 DEFPROCsetup	1660 PRINT 'TAB(5) "Use the LEFT and F
700 PI3%=PI3%+(inc%)	1290 RESTORE1330:FORz4%=1T08:READz1%,	IGHT cursor keys"'" to move, the arro
710 IFPI3%>127 PI3%=127	22%	w Left and Right."
720 IFPI3%<-127 PI3%=-127	1300 FORz3%=0T01	1670 PRINTTAB(5) "Use the UP and DOWN
730 val\$=STR\$(PI3%):RETURN	1310 PRINTTAB(0,z1%+z3%); CHR\$141; CHR\$	cursor keys to"'" Increase or Decrease
740 PN1%=PN1%+(inc%)	(z2%);	e the parameter."
750 IFPN1%>255 PN1%=255	1320 NEXT,	1680 PRINTTAB(5) "The 'S' Key to play
760 IFPN1%(0 PN1%=0	1330 DATAO, 129, 3, 130, 6, 129, 10, 130, 13,	the displayed"'" parameters."
770 val\$=STR\$(PN1%):RETURN	129,17,129,20,130,23,129	1690 PRINTTAB(5) "The 'A' Key to Abor
780 PN2%=PN2%+(inc%)	1340 RESTORE1360:FORz1%=1T03:READz2%	" " " The state of
790 IFPN2%>255 PN2%=255	1350 PRINTTAB(0, z2%); CHR\$136; CHR\$149;	1700 PRINTTAB(5) "When you have found
800 IFPN2%(0. PN2%=0	:NEXT	a particular"' combination You need
810 val\$=STR\$(PN2%):RETURN	1360 DATA5,12,22	Make a note of "' ALL the red displ
820 PN3X=PN3X+(incX)		y.*
830 IFPN3%>255 PN3%=255	1370 RESTORE1390:FORZ%=1TO8:READz1%,z 2%,Z\$	1710 PRINT'TAB(1); CHR\$129; "ENVELOPE1
840 IFPN3%(0 PN3%=0		T,PI1,PI2,PI3,PN1,PN2,PN3,"'CHR\$129;"
850 val\$=STR\$(PN3%):RETURN	1380 FORy%=OTO1:PRINTTAB(z1%,z2%+y%);	AA,AD,AS,AR,ALA,ALD"
860 AAZ=AAZ+(incZ)	Z\$;:NEXT,	1720 PRINTTAB(1); CHR\$129; "SOUNDC.A.F
870 IFAA%-127 AA%=-127	1390 DATA13,0,"ENVELOPE 1,"	D"
	1400 DATA5,3,"T PI1 PI2 PI3 PN1	1730 PRINT'"(any key)";
880 IFAAX>127 AAX=127	PN2 PN3"	1740 *FX15,1
890 val\$=STR\$(AAX):RETURN	1410 DATA5,6,"1, 0, 0, 0, 0,	1750 y%=GET:ENDPROC
900 ADX=ADX+(incX)	0, 0,"	This listing is included in this
910 IFADX<-127 ADX=-127	1420 DATA6,10,"AA AD AS AR AL	month's cassette tape offer. See
· 920 IFAD%>127 AD%=127	A ALD"	order form on Page 137.



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Trouble with the BBC Micro's built-in timepiece is that it has such a shocking memory...

It's high

THE pots were flying in the Cook household. I had committed the heinous crime of forgetting a birthday. The accusation was hurled, "You spend so long staring at that micro, it's a pity it couldn't remind you".

"There's a thought", I mused, and this caused a temporary loss of concentration which allowed a cold wet dish cloth to strike me on the back of the neck.

The BBC Micro already has a real time clock built into it. The only trouble is that every time the computer is switched off, it forgets what time it is.

Also a time given in hundredths of a second is not very user-friendly. What is needed is a clock that never stops and that can remember the date as well.

So I set to it, designing a real time clock/calendar add-on board for the user port.

There are several real time clock ICs on the market, all of them are designed to be connected to the bus structure of a microprocessor, so what I needed was one that could be tricked into thinking that the user port of the BBC Micro was a microprocessor bus.

National Semiconductor's MM58174A was the prime candidate, so the design was based on this chip. Figure I shows the pin-out of this IC.

You will see there are four data lines (D0-D3) which are used to read and write data to the chip. Also, there are four address lines (A0-A3) which are used to specify which register in the chip to read and write to.

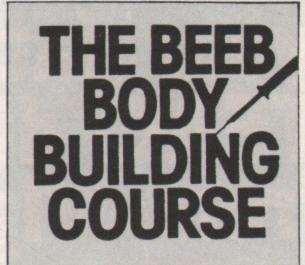
In addition there is a read line (\overline{RD}) , a write line (\overline{WR}) and a chip enable (\overline{CE}) . The chip enable is an input that turns the device on so that it is ready for data transfer.

The bar over the top of the name indicates, that a logic zero is required in order for the line name to be true.

For example, the chip is only enabled when the \overline{CE} line is at logic zero. When this line is a logic one the chip is not enabled.

This useful convention is very widely used and informs you instantly what polarity of signal is needed.

The other lines of this device supply it with power, signal an interrupt and enable the quartz crystal to be added to



PART 12

provide the time reference.

On the user port we have only eight data input/output lines, and even by pressing control line 2 into service as an output we are still short of one output.

The answer is to multiplex the address and data information through the same four lines, leaving four lines for the control lines.

This requires the address information to be written to a latch just before we access the real time clock IC.

The full circuit is shown in Figure II. IC2 is the real time clock IC. It is powered from the computer when it is turned on, and by a Nicad battery when it is not.

Diode D1 prevents this battery from trying to power the whole computer when it is switched off. Remember, current can only flow one way through a diode. When the computer is turned on, the battery is trickle-charged through

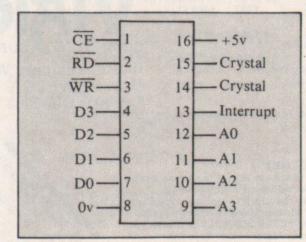


Figure I: Pinout of the MM58174A real time clock

resistor R1 which limits the current to about 1mA.

Diode D2 provides a low resistance path when the battery is powering the clock. The quartz crystal is attached to pins 14 and 15, and a small trimmer (variable capacitor) provides fine adjustment of the time keeping.

The data input/output connections are taken to the least significant four bits of the user port. These lines are also taken to IC1, a four-bit latch.

A latch is a circuit which takes a snapshot of the logic levels on its input and preserves them on its output. The event which triggers the snapshot for this IC is the rising edge of the clock signal (pin 9).

So, whenever this line makes the transistion from a logic zero to a logic one, whatever is on the latch's four inputs is frozen and transferred to its four outputs.

As these outputs are connected to the address lines of the real time clock IC, we talk of "clocking the address into the latch".

The only remaining function required is to set the read, write and chip select lines to their appropriate levels. This could be done directly by using the four remaining lines.

However, there would be a possibility that these lines might, owing to other software running, get themselves into a state where the real time clock was being told to read and write at the same time.

This is obviously a chip-destroying combination and so IC3 is used to make sure this can never happen.

This IC is a decimal decoder: when any decimal number is applied (in binary form) to its inputs, the corresponding output goes low.

For example, suppose the combination 0110 were applied to the inputs, then output number six would have a logic zero on it and all the other outputs would have a logic one on them.

Thus this IC ensures there is never a Read signal and a Write signal present at the same time. The cost of this protection is very small and so I thought it worthwhile to incorporate it.

The chip enable is connected directly to bit 7, and not through IC3, as it needs to be held low at the same time as a

MIKE COOK joins the Time Lords

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Read or Write signal.

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The transistor in this signal path is to isolate the real time clock from the computer's user port.

If this were not included then, when the computer was switched off, this line would present a low impedance to earth effectively enabling the real time clock chip.

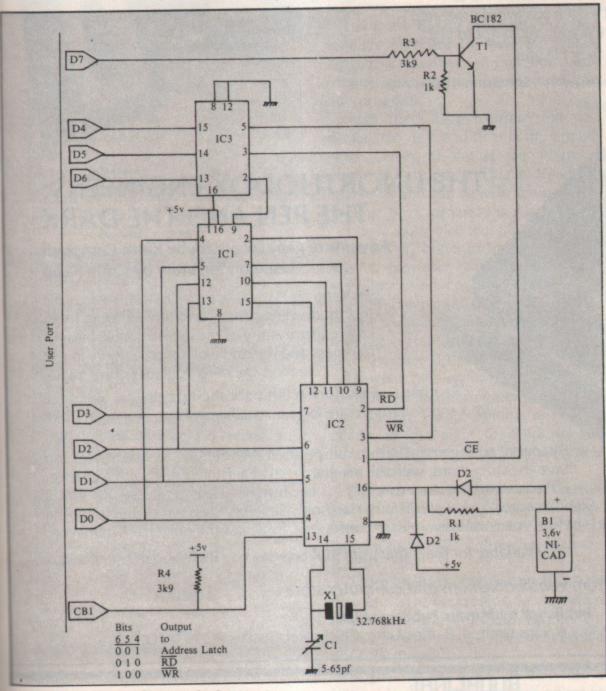
But as the power is off, this chip is being supplied by the battery at a reduced voltage, which is known as the power down" mode.

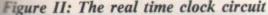
In this mode you cannot read or write to the chip. With the chip enable connected to earth (low) in this mode, the time is remembered but not updated.

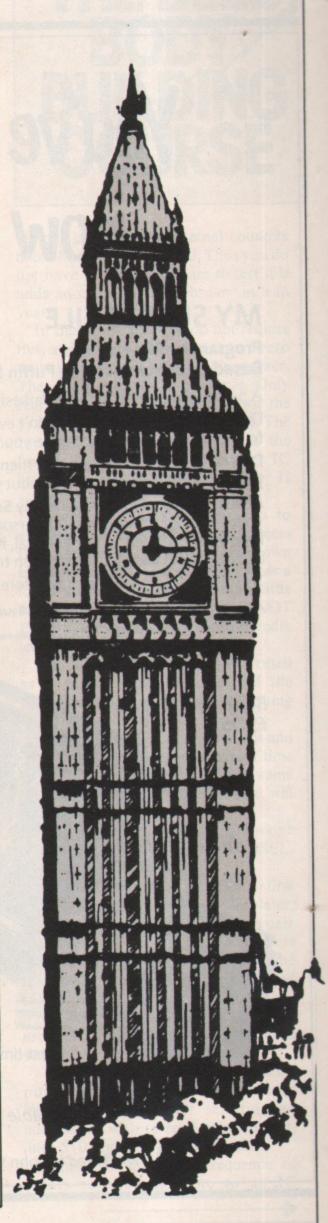
I must confess I only found this out when I made the first prototype, as the data sheets made no reference to the

real time clock

Not to mention a calendar







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BOOHWARE

From Page 117

problem. It took several hours of head scratching to work out why the time was the same after switching on as it was on powering down.

At one stage I was going to incorporate this as a feature. Have you noticed that most "features" are really design errors?

This project could then have been entitled "An elapsed time indicator", measuring how long the computer had been switched on to give an indication of when maintenance was due.

Also, when the board was disconnected from the computer it proceeded to update the time normally, so it was ideal as a rental meter as well. Those of you who want this "feature" should just leave out the transistor.

The two resistors in the base circuit of

Regi		Read or	Page
ster	Contents	Write	Zero
0	Test mode/run	W	-
1	Tenths of seconds	R	&70
2	Units of seconds	R	&71
3	Tens of seconds	R	&72
4	Units of mins	R/W	&73
5	Tens of mins	R/W	&74
6	Units of hours	R/W	&75
7	Tens of hours	R/W	&76
8	Units of days	R/W	&77
9	Tens of days	R/W	&78
10	Day of week	R/W	&79
11	Units of months	R/W	&7A
12	Tens of months	R/W	&7B
13	Years	W	
14	Stop/start	W	
15	Interrupt	R/W	

Table 1: The real time clock internal registers

Value Meaning 8 Leap year 4 Leap year + 1 2 Leap year + 2 1 Leap year + 3 INTERRUPT REGISTER Value Meaning 0 No interrupts 1 Interrupt after 0.5 second 9 Interrupt every 0.5 second 10 Interrupt every 5.0 seconds 11 Interrupt after 60 seconds 12 Interrupt after 60 seconds 13 Interrupt every 60 seconds 14 Interrupt every 60 seconds 15 Interrupt every 60 seconds 16 Interrupt every 60 seconds 17 Interrupt every 60 seconds 18 Interrupt every 60 seconds 19 Interrupt every 60 seconds 10 Interrupt every 60 seconds 11 Interrupt every 60 seconds 12 Interrupt every 60 seconds 13 Interrupt every 60 seconds 14 Interrupt every 60 seconds 15 Interrupt every 60 seconds 16 Interrupt every 60 seconds 17 Interrupt every 60 seconds 18 Interrupt every 60 seconds 19 Interrupt every 60 seconds 10 Interrupt every 60 seconds 11 Interrupt every 60 seconds 12 Interrupt every 60 seconds 13 Interrupt every 60 seconds 14 Interrupt every 60 seconds 15 Interrupt every 60 seconds 16 Interrupt every 60 seconds 17 Interrupt every 60 seconds 18 Interrupt every 60 seconds 19 Interrupt every 60 seconds 10 Interrupt every 60 seconds 10 Interrupt every 60 seconds 11 Interrupt every 60 seconds 12 Interrupt every 60 seconds 13 Interrupt every 60 seconds 14 Interrupt every 60 seconds 15 Interrupt every 60 seconds 16 Interrupt every 60 seconds 17 Interrupt every 60 seconds 18 Interrupt every 60 seconds 19 Interrupt every 60 seconds 10 Interrupt every 60 seconds 10 Interrupt every 60 seconds		internat registers
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2 Leap year + 2 1 Leap year + 3 INTERRUPT REGISTER Value Meaning 0 No interrupts 1 Interrupt after 0.5 second 9 Interrupt every 0.5 second 10 Interrupt after 5.0 seconds 11 Interrupt after 60 seconds 12 Interrupt every 60 seconds 13 Interrupt every 60 seconds 14 Interrupt every 60 seconds 15 Interrupt every 60 seconds 16 Interrupt every 60 seconds 17 Interrupt every 60 seconds 18 Interrupt every 60 seconds 19 Interrupt every 60 seconds 10 Interrupt every 60 seconds 11 Interrupt every 60 seconds 12 Interrupt every 60 seconds 13 Interrupt every 60 seconds 14 Interrupt every 60 seconds 15 Interrupt every 60 seconds 16 Interrupt every 60 seconds 17 Interrupt every 60 seconds 18 Interrupt every 60 seconds 19 Interrupt every 60 seconds 10 Interrupt every 60 seconds 10 Interrupt every 60 seconds 11 Interrupt every 60 seconds 12 Interrupt every 60 seconds 13 Interrupt every 60 seconds 14 Interrupt every 60 seconds 15 Interrupt every 60 seconds 16 Interrupt every 60 seconds 17 Interrupt every 60 seconds 18 Interrupt every 60 seconds 19 Interrupt every 60 seconds 10 Interrupt every 60 seconds 10 Interrupt every 60 seconds 10 Interrupt every 60 seconds 11 Interrupt every 60 seconds 12 Interrupt every 60 seconds 13 Interrupt every 60 seconds	8	Leap year
INTERRUPT REGISTER Value Meaning O No interrupts Interrupt after 0.5 second Interrupt every 0.5 second Interrupt after 5.0 seconds Interrupt every 5.0 seconds Interrupt after 60 seconds Interrupt every 60 seconds START/STOP Value Meaning O Stop Start TEST MODE Value Meaning O Normal running	4	Leap year + 1
INTERRUPT REGISTER Value Meaning O No interrupts I Interrupt after 0.5 second Interrupt every 0.5 seconds Interrupt after 5.0 seconds Interrupt every 5.0 seconds Interrupt after 60 seconds Interrupt every 60 seconds START/STOP Value Meaning O Stop Start TEST MODE Value Meaning O Normal running	2	Leap year + 2
Value Meaning O No interrupts I Interrupt after 0.5 second Interrupt every 0.5 second Interrupt after 5.0 seconds Interrupt every 5.0 seconds Interrupt after 60 seconds Interrupt every 60 seconds START/STOP Value Meaning O Stop I Start TEST MODE Value Meaning O Normal running	1	Leap year + 3
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START/STOP Value Meaning 0 Stop 1 Start TEST MODE Value Meaning 0 Normal running	The second second second	Interrupt after 60 seconds
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1 Start TEST MODE Value Meaning 0 Normal running	Value	Meaning
Value Meaning O Normal running	0	Stop
Value Meaning 0 Normal running	1	Start
0 Normal running		TEST MODE
	Value	Meaning
8 Test mode	0	Normal running
	8	Test mode

Table II: Special registers in the real time clock

the transistor are to stop the same effect occurring when the computer is switched off but the disc drives are turned on.

When this happens, about one volt is present on this user port line which would be sufficient to turn the transistor on if it were not for R2 and R3 (I didn't know about that either before this project).

The real time clock IC is capable of generating an interrupt signal, so this is connected to control line one.

All the components plus a printed circuit board are available in Body Build Pack No. 9. (See Page 122.)

To connect this to the computer you need a ribbon cable with two IDC (Insulation Displacement Cable) sockets which are available as Body Build Pack No. 2.

Details about connecting the cable to the sockets were given in the July 1983 issue of *The Micro User*. Pack No. 9 simply requires soldering up, remembering to place the ICs and diodes the right way round.

The component reference numbers are printed on the board, so you can't really go wrong.

Like all hardware add-ons this requires software to drive it. I have written a number of machine code routines that may be incorporated into any program.

Also there is a routine that will display the date and time in the top left hand corner of the screen whatever mode you are using. This is driven by interrupts and can be left running while another Basic program is running.

I have assembled these routines to sit in the RS432 buffer as I seldom use this feature. However they may be placed anywhere in memory.

The full program also incorporates a routine to enable you to set up the clock with the correct time. Once set, it need never be altered again.

However, having said that, my wife complained that during development of this project I kept getting up in the middle of the night to check it was keeping good time. That's my story and I am sticking to it!

Table I shows the internal register locations of the real time clock chip. Note that some locations are Read Only, some are Write Only but most are Read/Write.

These locations contain the time and date as well as controlling the operation of the clock. Most of these registers are self-explanatory, but a few might need a little clarification.

Register 0 will place the chip into a test mode. This will feed clock pulses to

THE BEEB BODY BUILDING COURSE

various stages of the internal counters much faster than is normal. Thus you do not have to wait four years to test if it adds an extra day to February in leap years.

In this application we do not require this, and so for normal operation a zero must be written in bit 3 in this register. The years register is a Write Only register. It is used to count down the years until a leap year comes along. The Interrupt register is used to set the frequency while the real time clock IC generates an interrupt. Table II summarises these registers.

Essentially, the computer has to generate a sequence of pulses to access these locations. The program is shown in the listing and, as it contains rather a lot of machine code it will need a little more explanation than most. DO NOT PANIC (please note the large friendly letters).

The machine code portion is written as a series of subroutines and the operation is best understood by looking at these separately.

As mentioned before, the address and data information sent to the real time clock chip are passed over the same lines, so we need a subroutine that will select an address.

Lines 300-420 contain a subroutine to do just this: it is called REGSEL, short for Register Select.

The address to be latched is first salted away on the stack for use later, and lines 320 and 330 make all the user port lines outputs. Then the address is recovered from the stack (340) and the four most significant bits are cleared (350).

Bit 4 is set to one (360) and sent to the user port. Then bit 4 is cleared (380) and sent to the user port.

The effect of this is to give the latch a pulse and so store the address information. As, after selecting an address we wish to read or write to it, lines 510 and 520 enable the chip.

Figure III shows the sequence of events required to write to an IC

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From Page 119

location. This is typical of the timing diagram for many microprocessor components, so it will be quite educational if you can follow what is happening.

The subroutine to write to a register is contained in lines 430-530. The location is assumed to be in the accumulator and the value to be written is in the X index register.

register.

The subroutine first calls the register-select subroutine which we first looked at. Then it transfers the value to be written into the accumulator and cleans it up (450, 460).

Bits 6 and 7 are set (470) to enable the chip and activate the write line. The write line is then de-activated (490) and finally the chip is disabled.

Using this subroutine, we can write to any IC location in the real time clock.

Most of the time however, we wish to read the time from the clock. The subroutine JUST1 (200-290) will read just one location in the IC.

This subroutine assumes the address has been selected and the chip enabled by the REGSEL routine before it is entered.

It first makes the four least significant bits of the user port into inputs (200, 210) and then activates the read line on the IC (220).

It then gets the data (240) and stores it into the Y index register (260). It then "cleans up" the signals by de-activating the read line and disabling the IC.

In order to read all the time and date values, subroutine REGREAD (100-190) transfers all the relevant registers into page zero memory.

The memory may then be examined by use of the indirection instructions. This is useful if you require any part of the time or date in numeric form.

Table I shows the page zero locations where each register is stored. For most applications, the date will be most useful in the form of a string. This is stored starting at a memory location represented by the variable DATE.

Thus it can be accessed by the string indirection operator. For example the command:

PRINT SDATE

will print the string containing the date.

This string is updated by calling the UPDATE subroutine in lines 770-940. This takes the values stored in page zero and converts them into Ascii values (900).

They are then stored in the string previously set up in lines 1410-1430. For simplicity, this only updates the time and not the day and date. So if you

are burning the midnight oil you could be misled.

The subroutine DISTIME is used to display this string in the top left-hand corner of the display.

Using the operating system call, it first gets the current position of the cursor and stores it on the stack (540-600). Then the cursor is moved to the top of the screen (610) and the string is printed (620-690).

The cursor is then restored to its original position (700-760). The printing routine used will go directly to the screen and will not be directed to the printer if it is switched on.

All the previous routines can be called explicitly from your program, but it is possible to make the real time clock IC generate an interrupt at intervals and use this to automatically display the time and date.

This should be used with caution, as some of the machine-operating system calls made are not fully re-entrant.

This means that, if the interrupt occurs while the computer is executing one of these routines and the interrupt routine calls the same routine, the computer will get its under-garments in a twist.

The only time I have seen this happening is when trying to edit a line with the real time clock display on.

The subroutine IRQSR (interrupt request service routine) will handle all the interceptions of any interrupt generated, and take the appropriate action if it is the real time clock causing it.

The main task of dealing with the real

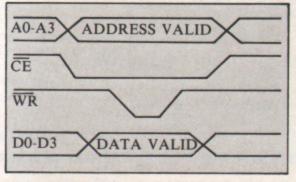


Figure III: Write cycle waveforms

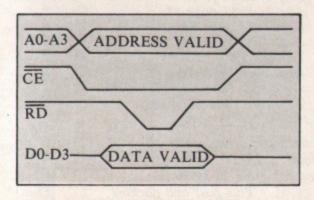


Figure IV: Read cycle waveforms

THE BEEB BODY BUILDING COURSE

time clock is handled in the subroutine START.

The interrupt is first cleared by writing a zero to the real time clock's interrrupt register and then by reading it three times. (Don't ask me why, it just says that in the data sheet.)

The display is updated (1150) and the interrupt timer is set to generate another interrupt in half a second.

The real time clock is capable of timing to a tenth of a second. But I have not included this in the display as I am only updating the display every half a second.

It is possible to get the real time clock to interrupt at other time intervals by writing a different number to register 15, See Table II.

The rest of the program initialises memory locations needed by these machine code routines and programs two function keys to start and stop the automatic display.

Note that the call address is given in hex rather than as a variable name. This allows the program to be deleted and a new one run, and the keys will still work.

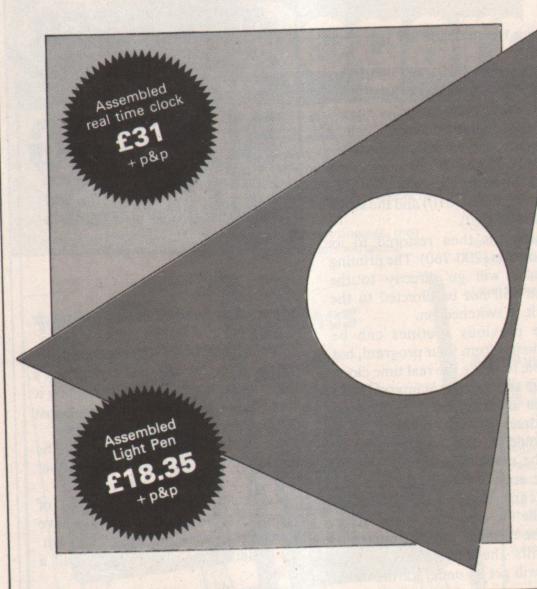
The procedure at the end of the program allows the initial setting of the clock (1560-2090). This need only be entered once as the time should be maintained after that.

However, when crossing international date lines and coping with the clocks going forwards and backwards it will need to be used. The year is needed to see if it is a leap year, but it cannot be read.

This program must be run once on power-up to initialise the computer. This could easily be called from a !BOOT file for those of you with discs.

If you have tape, remember it will only be necessary to run this program if you want to use the real time clock. If not, then just leave it attached, as the computer will be charging up its batteries.

A fine adjustment may be made on



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From Page 121

the time keeping properties of this board by use of the small trimmer. If the trimmer is closed up (more of the two plates overlapping) then the clock will run slower, opened up it will run faster.

This adjustment is very fine and the effects will only be noticed over several days.

Having built the basic board and written the driving software, it can now be incorporated into your own programs.

Imagine a program that scans a data base and tells you of any birthdays in the coming week, or one that works out the number of shopping days to Christmas. (Not another one already-Ed.)

How about the ultimate in desk diaries that will store your appointments and remind you when to put your best suit on?

The computer could even be

programmed to give you cheery little messages if powered up on your birthday or on holidays, or inform you that you should be getting paid at double-time rate.

If you have a speech synthesiser fitted, you can have your very own speaking clock! Write in and tell me what you will be using it for and we will publish the best ideas and programs.

That's all for now, but watch out for something very different in our first anniversary issue.

Ni-Cad battery; 20 Way IDC straight solder tail plug; one printed circuit board; three 16-pin IC sockets.

THE BEEB

Note – you will also need Pack No 2 or similar.

 You can order this pack and previous ones with the order form on Page 122.

Body Build Pack No 9 consists of: IC1 74LS175 Quad edge-triggered latch; IC2 MM58174A Real-time clock; IC3 74LS42 Decimal decoder; D1 & D2 1N4148 diode; C1 5pf to 65pf variable capacitor; T1 BC182 transistor; R1 & R2 1k resistor; R3 & R4 3k9 resistor; X1

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crystal; B1 3.6v PCB mounting

Beeb Body Building Clock listing

10 PRINT "The Beeb Bodybuilding Course" 20 PRINT "Feb 1984" 30 PRINT "HARDWARE REAL TIME CLOCK & CLANDER" 40 PRINT "By Mike Cook" 50 NVEC=&80 60 FOR A%=0 TO 2 STEP 2 70 P%=&A00 80 E 90 OPT A% 100 .REGREAD LDX #1 110 . LOOP TXA 120 JSR REGSEL 130 JSR JUST1 140 TYA 150 STA &6F, X 160 INX 170 CPX #13 180 BNE LOOP 190 RTS 200 .JUST1 LDA #&F0 210 STA &FE62 220 LDA #&A0 230 STA &FE60 240 LDA &FE60 250 AND #&F 260 TAY 270 LDA #&00 280 STA &FE60 290 RTS 300 . REGSEL 310 PHA

opa

ove,

livery

320 LDA #&FF

330 STA &FE62

340 PLA 350 AND #&F 360 DR A #&10 370 STA &FE60 380 AND #&EF 390 STA &FE60 400 LDA #&80 410 STA &FE60 420 RTS 430 . WRREG 440 JSR REGSEL 450 TXA 460 AND #&F 470 OR A #&CO 480 STA &FE60 490 AND #&8F 500 STA &FE60 510 LDA #400 520 STA &FE60 530 RTS 540 . DISTIME 550 LDA #134 560 JSR &FFF4 570 TYA 580 PHA 590 TXA 600 PHA 610 LDA #30 :JSR &FFBC 620 LDA #0 :STA &7E

This listing is included in this month's cassette tape offer. See order form on Page 137.

630 . MORE LDY &7E 640 LDA (&7C) . Y 650 JSR &FFBC 660 INC &7E 670 LDA &7E 680 CMP #19 690 BNE MORE 700 LDA #31 710 JSR &FFBC 720 PLA 730 JSR &FFBC 740 PLA 750 JSR &FFBC 760 RTS 770 . UPDATE 780 JSR REGREAD 790 LDY #11 800 LDX #&76 810 .LOOP2 JSR COPY 820 JSR COPY 830 INY 840 CPX #&70 850 BNE LOOP2 860 JSR DISTIME 870 RTS 880 . COPY 890 LDA 0.X 900 OR A #&30 910 STA (&7C), Y 920 DEX 930 INY 940 RTS 950 . IROSR 960 LDA &FE6D

Beeb Body Building Clock listing

```
From Page 123
970 ROL A
   :ROL A
980 ROL A
 :ROL A
990 BCC CONT
1000 TXA
    :PHA
1010 TYA
  :PHA
1020 LDA &FE6D
1030 DR A #&10
1040 STA &FESD
1050 JSR START
1060 PLA
    : TAY
1070 PLA
    : TAX
1080 .CONT JMP (&80)
1090 .START
1100 LDA #15
     :LDX #0
   : JSR WRREG
 1110 LDA #15
     :JSR REGSEL
 1120 JSR JUST1
 1130 JSR JUST1
 1140 JSR JUST1
 1150 JSR UPDATE
 1160 LDA #15
      :LDX #1
      :JSR WRREG
 1170 RTS
 1180 . DATE
 1190 ]
  1200 NEXT
  1210 ?&7C=DATE MOD 256
  1220 ?&7D=DATE DIV 256
 1230 DATA Sun, Mon, Tue, Wed, Thr, Fri
       ,Sat
  1240 DATA Jan, Feb, Mar, Apr, May, Jne
       .Jly, Aug, Sep, Oct, Nov, Dec
  1250 DIM DAY$(7), MONTH$(12)
  1260 FOR A=1 TO 7
  1270 READ DAY$(A)
  1280 NEXT-
  1290 FOR A=1 TO 12
  1300 READ MONTH$ (A)
  1310 NEXT
   1320 PRINT "DO YOU WANT TO RESET THE
        CLOCK"
   1330 A$=GET$
   1340 IF A$="Y"
        THEN PROC SETUP
   1350 FOR B=1 TO 3
   1360 A%=15
   1370 CALL REGSEL
   1380 CALL JUST1
   1390 NEXT
```

```
1410 Ts=DAY$(?&79)+" "+MONTH$((?&7B)+1
       0 +2%7A)+" "+CHR$ (2%78 DR &30)+
       CHR$ (?&77 OR &30)+" "+CHR$ (?&76
       OR &30)+CHR$ (?&75 OR &30)+
       ":"+CHR$ (?&74 OR &30)+CHR$ (?&73
        OR &30)
 1420 T$=T$+":"+CHR$ (?&72 DR &30)+
       CHR$ (?&71 DR &30)
  1430 $DATE=T$
  1440 IF (?&206=IRDSR MDD 256)
       AND (?&207=IRQSR DIV 256)
       THEN 1480
   1450 ?&80=?&206
       :?&81=?&207
   1460 ?&206=1RQSR MOD 256
  1470 ?&207=IROSR DIV 256
1480 ?&FE6C=?&FE6C AND &EF
1490 ?&FE&E=?&FE&E DR &10
  1500 *KEY 0 CALL &AC4 1M
  1510 *KEY 9 X%=0
        : A%=15
        : CALL &A41 IM
   1520 PRINT "FUNCTION KEY O WILL START
         THE DISPLAY"
   1530 PRINT "FUNCTION KEY 9 WILL STOP
         THE DISPLAY"
    1540 PRINT "THE DISPLAY MUST BE STOPED
         FOR EDITING"
    1550 END
   1560 DEF PROC SETUP
   1570 REPEAT
    1580 X%=0
    :A%=14
       : CALL WRREG
    1590 X%=0
        :A%=0
       : CALL WRREG
  1600 REPEAT
    1610 INPUT "INPUT THE YEAR", YEAR
     1620 IF YEAR ( 1980
        THEN PRINT "LIVING IN THE DARK
          AGES THEN"
    1630 UNTIL YEAR > 1979
    1640 YEAR=YEAR-1979
    1650 X%=16
    1660 REPEAT
    1670 XX=X% DIV 2
    1680 IF XX=0
      THEN XX=8
    1690 YEAR=YEAR-1
     1700 UNTIL YEAR=0
     1710 A%=13
```

This listing was produced using a special formatter which breaks one program line over several lines of listing. When entering a line don't press Return until you come to the next line number. Full details of the formatter are in the July issue of The Micro User.

```
: CALL WRREG
1720 INPUT "INPUT THE MONTH NUMBER"
    HTMOM,
1730 IF MONTH (1 OR MONTH )12
    THEN 1710
1740 XX=MONTH DIV 10
1750 A%=12
     : CALL WRREG
 1760 X%=MONTH MOD 10
 1770 A%=11
   : CALL WRREG
 1780 INPUT "INPUT THE DAY OF THE MONTH
     ", DMONTH
1790 IF DMONTH (1 OR DMONTH >31
  THEN 1770
 1800 XX=DMONTH DIV 10
1810 A%=9
     : CALL WRREG
1820 X%=DMONTH MOD 10
 1830 A%=8
      : CALL WRREG
  1840 INPUT "INPUT DAY NUMBER (SUNDAY=1
     ) " , DAYNUM
  1850 IF DAYNUM ( 1 OR DAYNUM ) 7
      THEN 1830
  1860 X%=DAYNUM
  1870 A%=10
       : CALL WRREG
  1880 INPUT "INPUT THE HOUR (24 HOUR
        MODE) ", HOUR
  1890 IF HOUR ( 0 OR HOUR ) 23
       THEN 1870
  1900 X%=HOUR DIV 10
  1910 A%=7
       :CALL WRREG
  1920 X%=HOUR MOD 10
  1930 A%=6
       : CALL WRREG
  1940 INPUT "INPUT NUMBER OF MINUTES
        PAST THE HOUR", MINS
   1950 IF MINS ( 0 OR MINS > 59
       THEN 1930
   1960 XX=MINS DIV 10
   1970 A%=5
        : CALL WRREG
   1980 X%=MINS MOD 10
   1990 A%=4
        : CALL WRREG
   2000 PRINT
   2010 PRINT DAY$ (DAYNUM); " the "; DMONTH
         ;" "; MONTH$ (MONTH)
   2020 PRINT "TIME "; HOUR; ": "; MINS
    2030 PRINT "IS THIS OK"
    2040 A$=GET$
    2050 UNTIL A$="Y"
    2060 PRINT "PRESS SPACE BAR TO START"
    2070 A$=GET$
    2080 XX=1
```

: A%=14

2090 ENDPROC

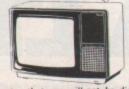
: CALL WRREG

1400 CALL REGREAD

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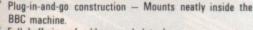
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Alien Invasion listing

From Page 69 5 REM (c) The Micro User 10 ENVELOPE 1,5,0,0,0,6,3,3,127 ,-5,-5,-5,120,60 20 ENVELOPE 2,1,-12,-1,-1,6,3,3 ,127,0,0,-5,26,100 30 ENVELOPE 3,1,-26,-36,-45,255 ,255,255,127,0,0,-127,80,0 40 ENVELOPE 4,1,0,0,0,0,0,0,127 ,-1,-10,-10,100,20 50 ON ERROR GOTO 4340 60 *TV 255 70 MODE 7 :VDU 23;8202;0;0;0; 80 DIM A\$(20),B\$(20),C\$(20),D\$(20) ,E\$(20),B1%(3),B2%(3),B4%(10) ,AA\$(3),AP\$(2),A(13),TT%(5) 90 PROCTITLE :DIM NAME\$(10), HSCORE%(10), HS(10) : Y%=0 100 FOR J%=1 TO 10 : NAME\$(J%)="...." : HSCORE% (J%) = 1000 : NEXT 110 SCORE%=0 : 77=0 :FOR J%=1TO 10 : HS(J%)=128 : NEXT 120 AX=0 : B%=0 : C%=0 : D%=0 :E%=0 :F%=0 :6%=0 : H%=2+2% :L%=HIMEM +((2+Z%)*40) : N%=0 : R%=0 :S%=0 : T%=0 :U%=0 : V%=0 : W%=0 :F3=0 130 A1%=0 : B1%=0 :C1%=0 :D1%=0 :E1%=0 :BOMBED=0

140 AA%=1

. : CC%=1

:BB%=1

: DD%=1

```
This listing was produced using a special formatter which breaks one program line over several lines of listing. When entering a line don't press Return until you come to the next line number. Full details of the formatter are in the July issue of The Micro User.
```

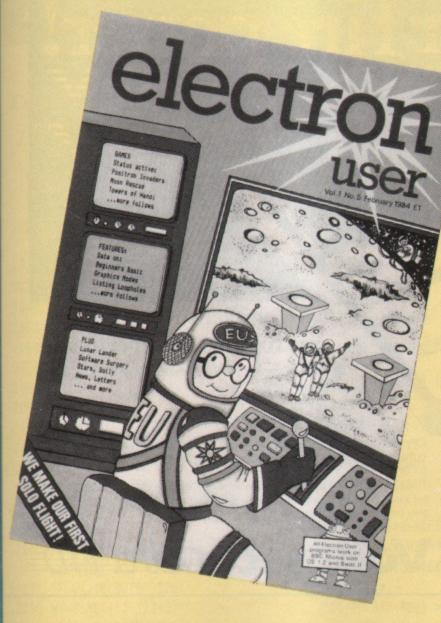
```
: EE%=1
    :LIVE%=0
150 FOR J%=1TO 10
    : B4% (J%) =0
    : NEXT
160
170 MM%=1
    :NN%=10
    :GL%=1
    : SGL %=1
    : GR%=1
    :SGR%=1
180
190 CLS
    :PRINT TAB(10,0)SCORE%
    : AA$(1)="~}"
    : AA$(2)=""}"
    : AA$(3)=""}"
200 PRINT TAB(0,0)CHR$ (&96);AA$(1);
    " "AA$(2);" "AA$(3);CHR$ (&87);
    TAB(22,0) "HIGH SCORE = "; Y%
210 ST=TIME
    :GOTO 1550
220
230 REM **** MOVE BASE AND FIRE
     LASER
240 DEF PROCMOVE
250 IF K%=1 60TO 310
260 IF INKEY (-98) N%=N%-1
    :GOTO 360
270 IF INKEY (-67) N%=N%+1
    :GOTO 360
280 IF F%>0 GOTO 390
290 IF INKEY (-106) PROCSHOOT
    :60TO 390
300 GOTO 390
310 IF ADVAL (3)>42000 N%=N%+1
    :60TO 360
320 IF ADVAL (3) (24000 N%=N%-1
    :GOTO 360
330 IF F%>0 GDTD 390
340 X=ADVAL (0) AND 3
    : IF X>O PROCSHOOT
350 GOTO 390
360 IF N%(1 N%=1
370 IF N%=36 N%=35
380 PRINT TAB(0,23)CHR$ (&96);
   TAB(N%, 23) " "} "
```

390 *FX 15.1

```
400 ENDPROC
410
420 REM **** ALIENS BOMBS ****
430 DEF PROCBOMBS
440 IF B1%(1)+B1%(2) <> 0 PROCLOWER
    :ENDPROC
450 FOR JX=1 TO RND(2)
460 B1%(J%) = RND(NN%-(MM%-1))
470 IF B4%(B1%(J%)+(MM%-1)) >=5
     GOTO 590
480 IF E% ( 20 GOTD 530
490 IF D% ( 20 GOTO 540
500 IF C% ( 20 GOTD 550
510 IF B% < 20 GOTO 560
520 GOTO 570
530 IF E$(B1%(J%)+MM%-1) () "
                                  "B2% (
    J%)=L%+360
    :GOTO 580
540 IF D$(B1%(J%)+MM%-1) <> "
                                  "B2%(
    J%)=L%+280
    :60TO 580
550 IF C$(B1%(J%)+MM%-1) () "
                                 "B2% (
    J%)=L%+200
    :GOTO 580
560 IF B$(B1%(J%)+MM%-1) () "
                                 "B2% (
    J%)=L%+120
    :GOTO 580
570 B2%(J%)=L%+40
580 B1%(J%)=((B1%(J%)+3)-1)+T%
    :B2%(J%)=B2%(J%)+B1%(J%)
590 NEXT
600 B3=0
610 PROCLOWER
620 ENDPROC
630
640 REM **** DIRECT BOMBS ****
650 DEF PROCLOWER
660 FOR J%=1 TO 2
670 IF BOMBED=1 GOTO 790
680 IF B1%(J%)=0 GOTO 790
690 IF B3=0 B3=B3+1
    :60TO 720
700 IF B3=1 AND B1%(2) > 0 B3=B3+1
    :60TO 720
710 ?(B2\%(J\%)-40)=32
720 XX=?(B2X(JX))
730 IF B2%(J%) < 32664 GOTO 750
740 IF X% (> 0 AND X% (> 32 PROCBOMBE
    : PROCMOVE
   :60TO 780
    ELSE GOTO 780
750 IF X%=0 OR X%=32 ?(B2%(J%))=124
    : B2%(J%) = B2%(J%) +40
    :60TO 790
760 IF XX=94 ?(B2X(JX))=32
```

Alien Invasion listing

From Page 127	1150 TT%(2)=T% 1160 IF BB%=0 GOTO 1200	1530 REM **** SET UP ALIENS IN PRINT STRINGS PRIOR TO MAIN SECTION
	1170 BP\$=" "	****
:FX=0	1180 FOR MX=RX+GLX TO RX+NNX	
:60T0 780		1550 FOR IX=1 TO 10
770 IF XX=255 ?(B2X(JX))=97	:NEXT	1560 A\$(IX)=":e "
ELSE ?(B2%(J%))=32	1190 GOTO 1200	1570 NEXT
780 B1Z(JZ)=0	: IF BBX=2 BP\$=MID\$(BP\$,SGLX	1580 FOR 17=11 TO 20
790 NEXT	,31)+" "	1590 A\$(IZ)="zu "
800 IF BOMBED=1 BOMBED=0	1200 PRINT TAB(0,HX+2)CHR\$ (&93);	
:60TO 110	TAB(TX, HX+2) BP\$	1610 FOR IX=1 TO 10
810 ENDPROC	1210 BB%=0	1620 B\$(IX)="zu "
010		1630 NEXT
830 REM **** HIT BY A BOMB ****	1220 ENDPROC	1640 FOR IX=11 TO 20
840 DEF PROCBOMBED	1230	1650 B\$(IX)=":e "
	1240 DEF PROCLINE3	
860 PRINT TAB(B1%(J%)-1,23)CHR\$ (&91)	1250 11/(5)=1/	1660 NEXT
"^}"		1670 FOR IX=1 TO 10
	1270 CP\$=" "	1680 C\$(IX)=">m "
:REPEAT UNTIL TIME =NT+100	1280 FOR MX=RX+GLX TO RX+NNX	1690 NEXT
880 LIVEX=LIVEX+1	:CP\$=CP\$+C\$(M%)	1700 FOR 1%=11 TO 20
890 IF LIVE% < 3 GOTO 930	:NEXT	1710 C\$(IX)="~} "
900 PROCFAME	1290 GOTD 1300	1720 NEXT
910 BOMBED=1	:IF CC%=2 CP\$=MID\$(CP\$,SGL%	
920 EDTD 980	,31)+" "	1740 D\$(IZ)="~} "
930 AA\$(LIVE%)=" "	1300 PRINT TAB(0, H%+4)CHR\$ (&92);	1750 NEXT
940 PRINT TAB(0,0) CHR\$ (&96) AA\$(1)	TAB(T%, H%+4)CP\$	1760 FOR IX=11 TO 20
" "; AA\$(2)" "; AA\$(3)	1310 CC%=0	1770 D\$(IX)=">m "
950 PRINT TAB(N%, 23)" "	1320 ENDPROC	1780 NEXT
960 N%=1	1330	1790 FOR IX=1 TO 10
- 100 MA-1	1340 DEF PROCLINE4	1800 E\$(I%)="i6 "
:FRINI 1HB(0,23/CHR# (470)	1350 TTX(4)=TX	1810 NEXT
	1360 IF DDX=0 GOTO 1400	1820 FOR IX=11TO 20
970 IF F%>0 PRINT TAB(F%,6%)" "	1370 DP\$=" "	1830 E\$(IX)="g; "
	1380 FOR MX=RX+GLX TO RX+NNX	:NEXT
980 F%=0	:DP\$=DP\$+D\$(M%)	1840
990 ENDPROC	:NEXT	1850 PRINT TAB(0,20)CHR\$ (&92);
1000	1390 GOTO 1400	1860 FOR IX=1 TO 4
1010 REM **** PROCLINE1 - LINE55	: IF DD%=2 DP\$=MID\$(DP\$,SGL%	1870 PRINT " x"CHR\$ (&FF)CHR\$ (&FF)
PRINT ALIENS	,31)+" "	
1020 REM **** AA% TO EE% = 2 WHEN		CHR\$ (&FF)"t ";
COLUMNS SHOT OUT, PRIOR TO	1400 PRINT TAB(0, H%+6)CHR\$ (&91);	
DIRECTION CHANGE.	TAB(TZ,HZ+6)DP\$	1890 PRINT TAB(0,21)CHR\$ (&92);
1030	1410 DDX=0	1900 FOR IX=1 TO 4
1040 DEF PROCLINE1	1420 ENDPROC	1910 PRINT " "CHR\$ (&FF)CHR\$ (&FF)
1050 TT%(1)=T%	1430	" "CHR\$ (&FF)CHR\$ (&FF)" ";
1060 IF AAX=0 GOTO 1100	1440 DEF PROCLINES	1920 NEXT IZ
1070 AP\$=" "	1450 TT%(5)=T%	1930
1080 FOR MX=RX+GLX TO RX+NNX	1460 IF EEX=0 GOTO 1500	1940 REM **** PRINT BASE AT START
:AP\$=AP\$+A\$(M%)	1470 EP\$=" "	***
:NEXT	1480 FOR MX=RX+GLX TO RX+NNX	1950 PRINT TAB(0,23)CHR\$ (&96)" ")
1090 GOTO 1100	:EP\$=EP\$+E\$(M%)	
: IF AA%=2 AP\$=MID\$(AP\$,SGL%	:NEXT	1960
,31)+" "	1490 GOTO 1500	1970 REM **** PREPARE ALIEN DIRECTION
1100 PRINT TAB(0,HZ)CHR\$ (&94);	: IF EE%=2 EP\$=MID\$(EP\$,SGL%	
TAB(TZ,HZ) AP\$,31)+" "	1990 IF R%=10 R%=0
	1500 PRINT TAB(0,H%+8)CHR\$ (&95);	
1110 AAX=0	TAB(T%,H%+8)EP\$	2000 AAX=1
1120 ENDPROC	1510 EE%=0	
·1130	1520 ENDPROC	
1140 DEF PROCLINE2	TOZV ENDI NOO	





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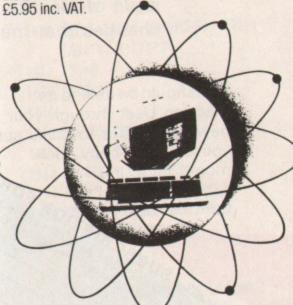
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Alien Invasion listing

REPEAT PROCHOVE	From Page 128	2370 PROCMOVE	2700 IF D% < 20 AND H%=16 GOTO 2740
2400 PROCHIT			
1002=1	:BB%=1		
IEET- 1	: CC%=1		
10 10 Ta-UL	: DD%=1		
IF AX20 PROCLINE1	:EEX=1	2420 IF WX=-1 AND TX=1 IF B4%(GL%)=5	
IF AXZO PROCLINE1		:S6L%=S6L%+3	:PROCBOMBED
173-1743		:GL%=GL%+1	:PROCBONBED
1900 F C CX20 PROCLINES 1842 2750 EMBPROC 2760 1904 19 DY 20 PROCLINES 1852 2760 2770 REM **** LASER FIRING **** 1905 1905 2770 REM **** MAIN SECTION **** 1905 1905 2770 REM **** MAIN SECTION **** 1905 2770 REM **** 1905		: T%=T%+3	:PROCBOMBED
1900 1F D1/20 PROCLINE4 188%=2 2750 2770 REM ++++ LASER FIRINS ++++ 1900 1F EX/20 PROCLINE5 100%=2 100%=2 2780 DEF PROCSHOOT 2780 DEF		: AA%=2	2750 ENDPROC
100 F EX.CQ PROCLINES 100 1			2760
DDT-2 SDT-2 2790 DEF PROCESHOOT			
100 100			
2430 F K Z=1 AND TX=VX IF B B X (NNX)=5 2800 FZ=NZ+1			
12-07 17-0			
2100 REPEAT 1NXT=NXXT=1 2820 PROCHITA 2110 TATA-WX 2830 PROCHITA 2110 TATA-WX 2830 PROCHITA 28			
210 T2-T2-WX 1-000 PROCHSHIP 2440 UNTIL TX-VX 2440 F FX = 0 G0TO 2860	2090 T%=U%		
2120 F TIME -ST = 1000 PROCMSHIP 2440 UNTIL TX=VX 2840 F FX = 0 GOTO 2860 2850 PRINT TAB(FX,GX)*** 2440 F EX)19 GOTO 2170 2450 2450 PROCHES 2470 REM **** DIRECTION AND HEIGHT 2860 PRINT TAB(FX,GX)*** 2860 PROCHOCC 2870 PROCHIT 2480 DEF PROCHECT 2890 DEF PROCHIT 2490 DEF PROCHECT 2890 PROCHECT 2890 PROCHECT 2890 PROCEDURES 2490 SELX=1 2990 PROCEDURES 2490 SELX=1 2990 PROCEDURES 2490 SELX=1 2990 PROCEDURES 2490 PROCEDURES 2590 PROCEDURES	2100 REPEAT		
2130 F SLY2 AND SK(33 PROCMSHIP 2450 BOTO 1980 2850 PRINT TAB(FZ,6Z)*^* 2140 F E Z19 BOTO 2170 2460 PROCHINES 2470 REM **** DIRECTION AND HEIGHT 2860 ENDRROC 2870 PROCHIT 2480 BEF PROCHIT 2480 BEF PROCHIT 2490 BEF PROCHIT 2500 F BAY(INKZ) = 5 MMZ=MMX=1 2700 PROCHIT 2700 PROCHIT 2510 F BAY(INKZ) = 5 MMZ=MMX=1 2700 FROCHIT 2700 PROCHIT 2510 F BAY(INKZ) = 5 MMZ=MMX = 2700 FROCHIT 2700 PROCHIT 2510 F BAY(INKZ) = 5 MMZ=MMX = 2700 FROCHIT 2700 PROCHIT 2510 F BAY(INKZ) = 5 MMZ=MMX = 2700 FROCHIT 2700 PROCHITA 2700 PR			
2130 IF \$\frac{2}{2}\$ AND \$\frac{2}{2}\$ FRINT TAB(FX, 52)*** 2140 IF EX)19 GOTO 2170 2240 2250 PROCHUE5 2150 PROCHUE5 2150 PROCHUE5 2150 PROCHUE5 2160 PROCHUE5 2160 PROCHUE 2170 GED 220 2180 NT=11ME +10-(2\frac{2}{2}\frac{2}\frac{2}\frac{2}{2}\frac{2}{2}\frac{2}{2}\frac{2}{2}\frac{2}{2}\frac{2}{2	2120 IF TIME -ST >= 1000 PROCMSHIP	2440 UNTIL TX=VX	
2440 FEX-19 GOTO 2170 2440 2840 EMPROC			2850 PRINT TAB(F%,G%) "^"
2470 REM ++++ DIRECTION AND HEIGHT 2870 REM ++++ CHECK FOR HITS ++++ 2880 REM +++++ 2880 REM ++++++ 2880 REM ++++++ 2880 REM ++++++ 2880 REM ++++++ 2880 REM +++++++ 2			2860 ENDPROC
210 PROUMOVE		2470 REM **** DIRECTION AND HEIGHT	2870
### 1900 PROCHIT 2480 DEF PROCDIRECT 2890 DEF PROCHIT 2790 PROCEDURES 2790 PROCHIT 2510 IF B4X(MXX) = 5 MXX=NXX-1 2790 IF FX=0 SDT0 2790 2790 PRINT TAB(FX,GX)** ##################################			2880 REM **** CHECK FOR HITS ****
2170 IF DX19 BOTO 2220 2290 SBLX=1 2700 IF B4X(MMX) = 5 MMX=MMX+1 2710 IF F22- BOTO 2700 2720 PRINT TAB(FX,GX)** 2710 IF F22- BOTO 2700 2720 PRINT TAB(FX,GX)** 2710 IF B4X(NMX) = 5 MMX=MMX+1 2710 IF B4X(NMX) = 5 MMX=MMX-1 2710 IF B4X(MMX) = 1 MMX-1 2710 IF M4X(MX) = 1 MMX-1 2710 IF M4X(MX) = 1 MMX-1 2710 IF M4X(MX) = 1			
2180 NT=TIME +10-(72*3)	11 11001111		
### ### ### ### #### #### #### #### ####			
PROCHIT 19 FRATKINNX 19 5 NNX=NNX-1 2930 6X=6X-1			
SOURD SOUR			
2170 PROCLINE4 2200 PROCHOVE			
200 PROCHOVE			
### PROCHIT 2530 IF VX > 1 UX=8+((MMX-1)*3)+((10-N 2960 IF FX > 0 PRINT TAB(FX,6X)*^** ### 2210 IF SX/2 AND SX/33 PROCMSHIP NZ)*3)	2190 PROCLINE4	2520 GL%=MM%	
2210 IF \$\frac{3}{2}\$ AND \$\frac{3}{2}\$ PROCMSHIP 2220 IF \$\frac{2}{2}\$ OF \$\frac{2}{2}\$ O	2200 PROCMOVE		
2220 IF CX)19 GOTO 2270 2230 NT=TIME +10-(ZX+3) :REPEAT PROCNOVE :PROCHIT :UNTIL TIME >=NT 2240 PROCLINES 2540 FOR JX=0 AND AX(20, GOTO 2610 :PROCHIT :	:PROCHIT	2530 IF V% > 1 U%=8+((MM%-1)*3)+((10-N	
2230 NT=TIME +10-(ZX+3) :REPEAT PROCHOVE :PROCHIT :UNTIL TIME >=NT :UX=1 2240 PROCLINE3 :PROCHIT :UX=1 2250 PROCHOVE :PROCHIT :UX=1 2250 PROCHOVE :PROCHIT :UX=1 2260 NT=TIME +10-(ZX+3) :REPEAT PROCHOVE :PROCHIT 2260 NT=TIME +10-(ZX+3) :REPEAT PROCHOVE :PROCHIT 2260 NT=TIME +10-(ZX+3) :REPEAT PROCHOVE :PROCHIT 2260 NT=TIME +10-(ZX+3) :REPEAT PROCHOVE :PROCHIT :UNTIL TIME >=NT 2570 IF JX=0 AND AX(20, GOTO 2610 3040 DEF PROCHITA 3040 DEF PROCHITA 3050 XX=FNHIT (FX,GX) 3070 REM **** HIT ROUTINE CONT. ** 2680 NT=TIME +10-(ZX+3) :REPEAT PROCHOVE :PROCHIT :UNTIL TIME >=NT 2590 IF JX=0 AND DX(20 GOTO 2610 3050 XX=FNHIT (FX,GX) 3070 IF XX=0 OR XX=32 ENDPROC 3070 IF GX (20 GOTO 3110 3080 SOUND 0,-10,0,1 3090 IF XX = 255 PRINT TAB(0,GX) CHR\$ (&92) TAB(FX,GX)*2* 2700 PROCHIT :PROCHOVE	2210 IF S%>2 AND S%(33 PRDCMSHIP	N%) +3)	
#### #### #### #######################	2220 IF C%>19 GOTO 2270	: V%=1	
REPEAT PROCHOVE	2230 NT=TIME +10-(Z%*3)	: W%=-1	2990 REM **** LOOK AT SCREEN POSITION
PROCHIT		ELSE V%=8+((MM%-1)+3)+((10-NN%)+3	FOR ALIEN OR LASER - GUN/BOMB
### STORY ST)	****
2240 PROCLINE3 :WX=1 250 PROCHOVE :PROCHIT 250 IF JX=0 AND AX(20 GOTO 2610 3030 REM **** HIT ROUTINE CONT. ** 260 NT=TIME +10-(ZX+3) :REPEAT PROCMOVE :PROCHIT 250 IF JX=2 AND BX(20 GOTO 2610 3040 DEF PROCHITA 3050 XX=FNHIT (FX, GX) 3050 XX=FNHIT (FX, GX) 3060 IF XX=0 OR XX=32 ENDPROC :PROCHIT :UNTIL TIME >=NT 250 IF JX=8 AND EX(20 GOTO 2610 3060 IF XX=0 OR XX=32 ENDPROC :UNTIL TIME >=NT 250 IF JX=8 AND EX(20 GOTO 2610 3070 IF GX (20 GOTO 3110 3070 IF GX (20 GOTO 310 3070 IF GX (· IIY=1	3000 DEF FNHIT(D%,P%)
2250 PROCHOVE			
#### #### #### #######################			
2260 NT=TIME +10-(ZX+3)			
### ### ##############################			
## PROCHIT ## 2580 IF J% AND D% 20 GOTO 2610 ## 3040 IF X% O OR X% 32 ENDPROC ## 2590 IF J% AND D% 20 GOTO 2610 ## 3070 IF 6% 20 GOTO 3110 ## 3080 SOUND 0,-10,0,1 ## 3080 PROCLINE2 ## 2590 PRINT TAB(1,H% + J%) ## 2590 PRINT TAB(0,6%) ## 2590 PRINT T			
### 2500 IF JZ=8 AND EX<20 GOTO 2610 270 IF BX>19 GOTO 2290 280 PROCLINE2 2810 PRINT TAB(1,HX+JX)" 2800 PROCLINE2 2810 PROCHOVE 2810 PROCHOVE 2810 PROCHOVE 2810 PROCHOVE 2810 PROCHIT 2810 IF AX>19 GOTO 2330 2820 NEXT 2830 NT=TIME +10-(ZX*3) 2840 IF AX=20 A1X=1 2840 IF AX=20 A1X=1 2850 IF DX=20 D1X=1 2850 IF DX=20 D1X=1 2850 IF DX=20 D1X=1 2850 IF EX=20 E1X=1 2850 IF			
2270 IF BX)19 GOTO 2290 2600 GOTO 2620 280 PROCLINE2 2610 PRINT TAB(1,HX+JX)* 2700 PROCMOVE 2800 PROCHIT 2800 PROCHIT 2800 PROCHIT 2810 IF AX)19 GOTO 2330 2810 PRINT TAB(1,HX+JX)* 2810 PROCHIT 2810 IF AX)19 GOTO 2330 2810 PROCLINE1 2810 PROCLINE2 2810 PRINT TAB(FX,GX)*2* 2810 PRINT TAB(FX,GX)*2* 2810 PROCLINE2 2810	:PROCHIT	2580 IF JX=6 AND DX<20 GDTO 2610	
2280 PROCLINE2 2290 PROCMOVE 2290 PROCMOVE 2300 PROCHIT 2310 IF AX>19 GOTO 2330 2620 NEXT 2320 PROCLINE1 2330 NT=TIME +10-(ZX*3) 2640 IF AX=20 A1X=1 2640 IF AX=20 A1X=1 2650 IF BX=20 B1X=1 2650 IF BX=20 B1X=1 2650 IF BX=20 B1X=1 2650 IF BX=20 B1X=1 2650 IF CX=20 C1X=1 2650 IF DX=20 D1X=1 2650 SOUND 3,2,HX*2,5 2680 IF EX=20 E1X=1	:UNTIL TIME >=NT	2590 IF J%=8 AND E%<20 GOTO 2610	
2290 PROCMOVE 2300 PROCHIT 2310 IF AX>19 GOTO 2330 2620 NEXT 2320 PROCLINE1 2330 NT=TIME +10-(ZX*3) :REPEAT PROCMOVE :PROCHIT :PROCHIT :PROCHIT :UNTIL TIME >=NT 2340 NT=TIME +10-(ZX*3) 2660 IF CX=20 C1X=1 2350 SOUND 3,2,HX*2,5 2680 IF EX=20 E1X=1	2270 IF B%>19 GOTO 2290	2600 GOTO 2620	
2300 PROCHIT 2310 IF AX>19 GOTO 2330 2620 NEXT 2320 PROCLINE1 2330 NT=TIME +10-(ZX*3) 2630 HX=HX+1 2640 IF AX=20 A1X=1 2650 IF BX=20 B1X=1 2650 IF BX=20 B1X=1 2660 IF CX=20 C1X=1 2670 IF DX=20 D1X=1 2680 IF EX=20 B1X=1	2280 PROCLINE2	2610 PRINT TAB(1,HX+JX)"	3090 IF XX = 255 PRINT TAB(0,6%)
2300 PROCHIT 2310 IF AX>19 GOTO 2330 2620 NEXT 2320 PROCLINE1 2330 NT=TIME +10-(ZX*3) :LX=LX+40 :REPEAT PROCMOVE :PROCHIT :PROCHIT :UNTIL TIME >=NT 2640 IF AX=20 A1X=1 2650 IF BX=20 B1X=1 :UNTIL TIME >=NT 2660 IF CX=20 C1X=1 2670 IF DX=20 D1X=1 2670 IF DX=20 D1X=1 2680 IF EX=20 E1X=1 2680 IF EX=20 E1X=1	2290 PROCMOVE		CHR\$ (&92) TAB(F%,6%) *2*
2310 IF A%>19 GOTO 2330 2620 NEXT 2530 PROCLINE1 2630 H%=H%+1 :L%=L%+40 :REPEAT PROCMOVE :PROCHIT :PROCHIT :UNTIL TIME >=NT 2640 IF A%=20 A1%=1 2650 IF B%=20 B1%=1 2650 IF C%=20 C1%=1 2660 IF C%=20 D1%=1 2670 IF D%=20 D1%=1 2680 IF E%=20 E1%=1			:FX=0
2320 PROCLINE1 2630 HX=HX+1 2640 IF AX=20 A1X=1 2650 IF BX=20 B1X=1 2650 IF BX=20 B1X=1 2650 IF CX=20 C1X=1 2660 IF CX=20 C1X=1 2660 IF CX=20 D1X=1		2620 NEXT	:ENDPROC
2330 NT=TIME +10-(ZX*3) :LX=LX+40 :REPEAT PROCMOVE :PROCHIT :PROCHIT :UNTIL TIME >=NT 2640 IF CX=20 C1X=1 2650 IF DX=20 D1X=1 :FX=0 2740 NT=TIME +10-(ZX*3) 2670 IF DX=20 D1X=1 2680 IF EX=20 E1X=1 2750 SOUND 3,2,HX*2,5 2770 IF DX=20 E1X=1			
#REPEAT PROCMOVE 2640 IF A%=20 A1%=1 OR X%=50 OR X%=97 PRINT PROCHIT 2650 IF B%=20 B1%=1 TAB(F%,G%)" " #UNTIL TIME >=NT 2660 IF C%=20 C1%=1 F%=0 ### 250 SOUND 3,2,H%*2,5 2680 IF E%=20 E1%=1			
*PROCHIT 2650 IF B%=20 B1%=1 TAB(F%,6%)" " **UNTIL TIME >=NT 2660 IF C%=20 C1%=1			
:UNTIL TIME >=NT 2660 IF C%=20 C1%=1 :F%=0 2340 NT=TIME +10-(Z%*3) 2670 IF D%=20 D1%=1 :ENDPROC 2350 SOUND 3,2,H%*2,5 2680 IF E%=20 E1%=1			
2340 NT=TIME +10-(Z%±3) 2670 IF D%=20 D1%=1 :ENDPROC 2350 SDUND 3,2,H%±2,5 2680 IF E%=20 E1%=1			
2350 SOUND 3,2,H%*2,5 2680 IF E%=20 E1%=1			
			ENDEROL
2340 PROCHIT 2490 IF FY (20 AND HY=14 SOTO 2740			
LOUV I' CA (ZV IIII III III III	2360 PROCHIT	2690 IF E% (20 AND H%=14 GOTO 2740	

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For children between 4-8 years of age.

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Orion software programs are now becoming available at local dealers. Due to demand, we are currently re-writing Orion software programs for use on the ELECTRON.

Dealer and other enquiries welcome

Alien Invasion listing

From Page 131	: AX=AX+1	:IF ADVAL (-6)=15 PROCTUNE
	: AA%=1	3770 NEXT
3120 IF 6%=1 PROCMHIT	:60TO 3570	:NEXT
:GOTO 3170	3530 B\$(F3)=" "	3780 PRINT TAB(7,3)" "
3130 IF 6%=0 F%=0	: B%=B%+1	3790 REM SPACE INVADERS - APRIL 1983
:60TO 3170	: BBX=1	3800 PRINT TAB(7,4)CHR\$ (&91) "x(wt";
3140 PRINT TAB(F%-1,G%)" "	:GOTO 3570	CHR\$ (&B1)" = MYSTERY POINTS"
3150 SOUND 0,1,4,10	3540 C\$(F3)=" "	:FOR AA=1TO 1000
3160 PROCSCORE	:C%=C%+1	: NEXT
3170 ENDPROC	:CC%=1	3810 PRINT TAB(8,6)CHR\$ (&92)"zu";
3180	:60TO 3570	CHR\$ (&84)" = 100 POINTS"
3190 REM **** MOTHERSHIP ROUTINE	3550 D\$(F3)=" "	:FOR AA=1TD 1000
***	:D%=D%+1	:NEXT
3200 DEF PROCMSHIP	:DDX=1	3820 IF ADVAL (-6)=15 PROCTUNE
3210 IF S%>1 AND S%<33 GOTO 3250	:60T0 3570	
ELSE D%=RND(2)		3830 PRINT TAB(8,8)CHR\$ (&93)":e";
3220 IF QX=1 QX=-2	3560 E\$(F3)=" "	CHR\$ (&83)" = 80 PDINTS"
:S%=33	:EX=EX+1	:FOR AA=1TO 1000
ELSE SX=1	:EE%=1	:NEXT
	3570 F3=F3+10	3840 PRINT TAB(8,10) CHR\$ (&94) "~)";
3230 IF ADVAL (-6) (> 0 SDUND 1,3	3580 NEXT J%	CHR\$ (&82)" = 60 POINTS"
,255,75	3590 IF AX+BX+CX+DX+EX=100 ZX=ZX+1	:FOR AA=1TO 1000
3240 ST=0	:CLS	:NEXT
3250 PRINT TAB(0,1)CHR\$ (&95)TAB(S%	:PRINT TAB(10,10)CHR\$ (141);	3850 PRINT TAB(8,12) CHR\$ (&95) ">m";
,1)" x(wt "	CHR\$ (&81) Z%*1000; " POINTS"	CHR\$ (&81)" = 40 POINTS"
3260 SX=SX+QX	:PRINT TAB(10,11)CHR\$ (141);	:FOR AA=1TO 1000
3270 IF SX=1 OR SX>= 33 ST=TIME	CHR\$ (&81) Z%*1000; " POINTS"	:NEXT
:PRINT TAB(0,1)*	:SCOREX=SCOREX+ZX*1000	3860 PRINT TAB(8,14) CHR\$ (&96) "q;";
	:NT=TIME	CHR\$ (&85)" = 20 POINTS"
3280 ENDPROC	:REPEAT UNTIL TIME =NT+350	
3300 REM **** HIT MOTHERSHIP 2 ****	:X%=SCORE% 3600 IF A%+B%+C%+D%+E%=100 SCORE%=X%	3880 PRINT TAB(8,16) "DO YOU HAVE JOYST
3310 DEF PROCMHIT	3000 IF HA+BA+CA+DA+EA=100 SCUREA-AA	ICKS? *
3310 DEF PROCMHIT 3320 *FX21,5	3410 EY=0	:IF GET <> 89 GOTO 3900
3370 COD 0%-0 TO SEE CTED 7	7420 ENDROC	3890 K%=1
3330 FOR Q%=0 TO 555 STEP 7	7470	:PRINT TAB(8,16) "USE JOYSTICK TO MOVE "TAB(8,18) "PRESS BUTTON TO FIRE LASER" :PRINT TAB(8,20) "PRESS BUTTON
:SOUND 1,-15,0%,0 :NEXT 3340 MSCORE%=(RND(3)*100)	2920	TO MOVE "TAB(8,18)"PRESS
: NEXI	3640 KEM *****	BUTTON TO FIRE LASER"
3340 MSCUREX=(RND(3)*100)	3650 DEF PRUCTITLE	:PRINT TAB(8,20) PRESS BUTTON
3350 SCOREX=SCOREX+MSCOREX	3660 PROCTUNA 3670 A\$=" A L I E N I N V A	TO START"
3360 PRINT TAB(10,0)SCOREXTAB(0,1)	3670 A\$=" ALIEN INVA	
" "TAB(S%,1); MSCORE%; " "	SION"	3900 K%=0
3370 ENDPROC	3680 PROCTUNE	:PRINT TAB(8,16) "Z KEY = LEFT
3380	3690 FOR A=1TD 2	"TAB(8,18)"X KEY
3390 REM ***** SCORING ROUTINE ****	:PRINT TAB(0,A)CHR\$ (&84); CHR\$ (157);CHR\$ (&91);CHR\$ (&88) :NEXT	:PRINT TAB(8,16) "Z KEY = LEFT "TAB(8,18) "X KEY = RIGHT "TAB(8,20) "COPY KEY TO
3400 DEF PROCSCORE	CHR\$ (157); CHR\$ (&91); CHR\$ (&88)	FIRE LASER"
3410 L1%=(6%-H%)/2+1	:NEXT	3910 PRINT TAB(8,22) "ANY KEY TO START"
3420 SCORE% = SCORE%+((10-(6%-H%))*10)	3700 FOR A=4 TO 29	7920 IF GET (\\0 GOTO 7940
3430 PRINT TAR(10.0) SCOREY	:FOR B=1 TO 2	3930 X=ADVAL (0) AND 3
3440 F3=/F7-TT7// 17))	:FOR B=1 TO 2 3710 PRINT TAB(4,B)CHR\$ (141)RIGHT\$(A\$:IF X>O GOTO 3940
3450 1E ET MOD 7 \ 0 ET=((ET+((G) Y-1) +	A) - CHR\$ (140) CHR\$ (289) "x(wt"	ELCE COTO 7070
	,A);CHR\$ (140)CHR\$ (&89)"x(wt" 3720 NEXT	
5// DIV 5/11	:FOR AA=1TO 100 :IF ADVAL (-6)=15 PROCTUNE	3940 *FX 11,1
ELDE P3=(F3+((BL/-1/*3/)	ATE ANIAL (-1)-15 PROPERTING	3950 ENDPROC
DIA 2	TIP HUYHL (-0/-13 PRUCTURE	
	3730 NEXT	
3470 FOR J%=1 TO 2	:NEXT	3980 CLS
3480 IF L1%=5 GOTO 3560	3740 PRINT TAB(35,1)" "	:J=0
3490 IF L1%=4 GOTO 3550	3750 PRINT TAB(0,3)CHR\$ (&91)	3990 IF SCORE%(HSCORE%(10) 60TO 4100
3500 IF L1%=3 60TO 3540	3760 FOR A=35TO 7 STEP -1	4000 IF SCORE%>HSCORE%(1) HS(1)=136
3510 IF L1%=2 GOTO 3530	:PRINT TAB(A,3)" x{wt "	
3520 A\$(F3)=" "	:FOR AA=1TO 100	

Alien Invasion listing

From Page 133

: J=1 :FOR J%=9TO 2 STEP -1 : HSCORE% (J%+1) = HSCORE% (J%) : NAME\$ (J%+1) = NAME\$ (J%) : NEXT : HSCORE% (2) = HSCORE% (1) : NAME\$ (2) = NAME\$ (1) : HSCORE% (1) =SCORE% :60TO 4050 4010 FOR J%=10 TO 1 STEP -1 4020 IF SCORE%(HSCORE%(J%) HS(J%+1)=13 : J=J%+1 : J%=1 4030 NEXT 4040 FOR J%=10TO J+1 STEP -1 : HSCOREX (J%) = HSCOREX (J%-1) : NAME\$ (J%) = NAME\$ (J%-1) : NEXT : HSCORE% (J) =SCORE% 4050 FOR J%=10 TO 11 4060 PRINT TAB(0, J%) CHR\$ (141) CHR\$ (133) "CONGRATULATIONS, YOUR

SCORE IS RANKED "TAB(14, JZ+3) CHR\$ (141) CHR\$ (133) "NUMBER "; J 4070 NEXT 4080 *FX12,0 4090 INPUT TAB(8,18) "ENTER YOUR NAME ", NAME\$(J) :Y%=HSCORE%(1) 4100 CLS :FOR J%=0 TO 1 4110 PRINT TAB(8, J%) CHR\$ (133) CHR\$ (141) "BEEB HIGH COMMAND" 4120 NEXT 4130 FOR J%=1 TO 10 4140 PRINT TAB(0, J%*2+1) CHR\$ (HS(J%)) J %;" "; HSCORE%(J%); " "LEFT\$(NAM E\$ (J%),15) **4150 NEXT** SPACE BAR 4160 PRINT TAB(4,23)" FOR ANOTHER SAME" : IF GET (> 32 GOTO 4160 ELSE GOTO 4170 4170 *FX11,1

4200 REM **** ARCADE JINGLE ***

4180 GOTO 110

4190 ENDPROC

4210 DEF PROCTUNA 4220 FOR I=1TO 13 :READ A(I) : NEXT 4230 DATA 4,20,32,52,68,80,100,116 ,128,148,164,176,196 4240 ENDPROC 4250 DEF PROCTUNE 4260 FOR I=1TO 4 4270 SOUND 1,4,A(RND(13)),8 **4280 NEXT** 4290 SOUND 2,4,A(RND(13)),4 4300 SOUND 2,4,A(RND(13)),4 4310 SOUND 3,4,A(RND(13)),2 4320 SOUND 3,4,A(RND(13)),2 4330 ENDPROC 4340 *FX12.0 4350 ON ERROR OFF 4360 END

This listing is included in this month's cassette tape offer. See order form on Page 137.





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SPELLWISE comprises a set of one disc (or two tapes) plus a complete user manual. The tape version is limited to cassette recorders with motor control. SPELLWISE costs £12 on tape, £18 on disc and can be obtained from:-

DATAWARE FREEPOST SWINDON SN3 4BR

Array listing

From Page 78

- 410 START\$=START\$(NUMBER)
 :MIS\$=MIS\$(NUMBER)
 - :FINS=FINS(NUMBER)
- 420 ENDPROC
- 430 DEF PROCINPUTCHECK
- 440 ANS\$=""
 - :CLS
 - : TRYS=1
 - : CORRECT=FALSE
 - PROCHEADING

This listing was produced using a special formatter which breaks one program line over several lines of listing. When entering a line don't press Return until you come to the next line number. Full details of the formatter are in the July issue of The Micro User.

- 450 PRINT
 - :PRINT TAB(0.9)CHR\$ (RND(7)+128)
 "THIS IS QUESTION NUMBER"
 - STR\$ (QUESNO)
- 460 PRINT
 - :PRINT CHR\$ (RND(7)+128) "THERE WILL BE A TOTAL OF "STR\$ (MAX)
- " QUESTIONS"
- 470 PRINT
 - :PRINT CHR\$ (RND(7)+128) "ABOUT "TITLE\$
- 480 REPEAT
- 490 ANS\$= " "
 - :*FX21,0
- 500 PRINT TAB(0.20) CHR\$ (RND(6)+129)S TART\$: CHR\$ (136) STRING\$ (LEN (MIS\$), "*") CHR\$ (137) FIN\$
- 510 REPEAT
- 520 PART\$=GET\$
 - : ANS\$=ANS\$+PART\$
- 530 PRINT TAB(LEN (START\$)+LEN (ANS\$) +1,20)PART\$
- 540 UNTIL LEN (ANS\$)=LEN (MIS\$)
- 550 IF ANS\$=MIS\$
 THEN CORRECT=TRUE
 - : PROCWRITE(CONGRAT\$(RND(3)))
 - ELSE PROCERROR
- 560 IF CORRECT AND TRYS=1 THEN RIGHT=RIGHT+1
- 570 UNTIL CORRECT OR TRYS>3
- 580 ENDPROC
- 590 DEF PROCERROR
- 600 PROCWRITE(ERRMSG\$(TRYS.RND(3)))
- 610 TRYS=TRYS+1
- 620 IF TRYS>3
 - THEN MESSAGE\$="THE CORRECT ANSWER IS "+MIS\$
 - : PROCWRITE (MESSAGE\$)
- 630 ENDPROC

- 640 DEF PROCWRITE (MESSAGE\$)
- 650 PRINT TAB(0.18)CHR\$ (RND(7)+128)M ESSAGE\$
- 560 FOR 1%=1TO 8000
- :NEXT 670 PRINT TAB(0,18)STRING\$(40," ")
- 680 ENDPROC
- 690 DEF PROCHEADING
- 700 CLS
- 710 VOU 131.157
 - :PRINT
- : VDU 131,157,129,141;
 - :PRINT TAB(10) "MISSING WORDS"
 - : VDU 131,157,129,141;
 - :PRINT TAB(10) "MISSING WORDS"
 - :VDu 131,157;
 - :PRINT
- 720 PRINT
 - : VDU 135,157,133,136;
 - :PRINT TAB(7) "BY PETER DAVIDSON"
- 730 ENDPROC
- 740 DEF PROCTITLE
- 750 PRINT
- :VDU 131,157,130;
- :PRINT TAB((34-LEN (TITLE\$))/2)TI
- 760 ENDPROC
- 770 REM **THE FOLLOWING DATA IS THE NUMBER OF SENTENCES IN THE DATA
- 780 DATA 22
- 790 REM **THE FOLLOWING DATA IS THE TITLE
- 800 DATA NURSERY RHYMES
- 810 REM **THE FOLLOWING DATA IS 3 ERROR MESSAGES PRINTED AT RANDOM AFTER FIRST ERROR
- 820 DATA THAT NOT RIGHT TRY AGAIN
- 830 DATA YOU MADE A MISTAKE-HAVE ANOTHER 60
- 840 DATA WRONG! HAVE ANOTHER GO
- 850 REM **THE FOLLOWING DATA IS 3 ERROR MESSAGES PRINTED AT RANDOM AFTER SECOND ERROR
- 860 DATA WRONG AGAIN! HAVE ANOTHER
- 870 DATA STILL NOT RIGHT...BUT HAVE ANOTHER GO
- 880 DATA ANOTHER MISTAKE HAVE ONE MORE TRY
- 390 REM **THE FOLLOWING DATA IS 3 ERROR MESSAGES PRINTED AT RANDOM AFTER THIRD ERROR
- 900 DATA WRONG AGAIN...LET'S MOVE ON
- 910 DATA YOU OBVIOUSLY DON'T KNOW THIS ONE
- 920 DATA THIS IS THE THIRD TIME BUT STILL WRONG
- 930 REM **THE FOLLOWING DATA IS

- 3 CONGRATULATION MESSAGES PRINTE D AT RANDOM IF ANSWER IS CORRECT
- 940 DATA WELL DONE YOURE RIGHT!
- 750 DATA CORRECT....YOU'RE VERY CLEVER
- 960 DATA CONGRATULATIONS! YOU GOT IT RIGHT
- 970 REM **THE FOLLOWING DATA IS
 THE SENTENCES THAT WILL BE
 USED
- 980 REM **REMEMBER TO CHANGE LINE 780 IF YOU ADD MORE
- 990 REM **PUT COMMAS AROUND THE WORD THAT YOU WANT MISSED OUT
- 1000 DATA "BAA, BAA, BLACK", SHEEP .HAVE YOU ANY WOOL
- 1010 DATA 'DING, DONG, ", BELL, PUSSY'S
 IN THE WELL
- 1020 DATA "GEORGIE PORGIE,", PUDDING , AND PIE
- 1030 DATA HUMPTY DUMPTY, SAT, ON A
- 1040 DATA THE MOUSE RAN, UP, THE CLOCK
- 1050 DATA I HAD A LITTLE, NUT, TREE
- 1050 DATA JACK AND, JILL, WENT UP THE
- 1070 DATA JACK SPRAT COULD, EAT, NO FAT
- 1080 DATA THE.KING. WAS IN HIS COUNTING HOUSE
- 1090 DATA "LITTLE BOY BLUE, COME"
 .BLOW, YOUR HORN
- 1100 DATA MARY HAD A, LITTLE, LAMB
- 1110 DATA OLD MOTHER HUBBARD WENT TO THE CUPBOARD. ""
- 1120 DATA "PUSSY CAT, PUSSYCAT,", WHERE HAVE YOU BEEN
- 1130 DATA THE QUEEN OF, HEARTS, SHE MADE SOME TARTS
- 1140 DATA RIDE A COCK.HORSE,TO BANBURY CROSS
- 1150 DATA ROCK A BYE, BABY, ON THE TREE TOP
- 1170 DATA SING A SONG OF SIXPENCE
- 1180 DATA THERE WAS AN OLD. WOMAN . WHO LIVED IN A SHOE
- 1190 DATA "TWINKLE,",TWINKLE,LITTLE
 STAR
- 1200 DATA "TOM, TOM, THE PIPERS" ,SON.""
- 1210 DATA WEE WILLIE WINKIE, RUNS , THROUGH THE TOWN
- 1220 DATA YANKEE DOODLE, CAME, TO TOWN

This listing is included in this month's cassette tape offer. See order form on Page 137.



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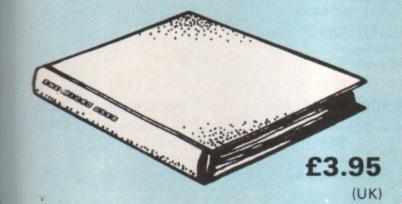
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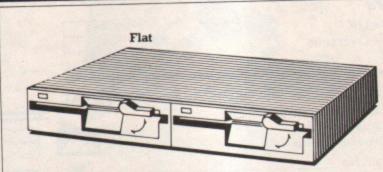
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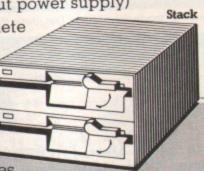
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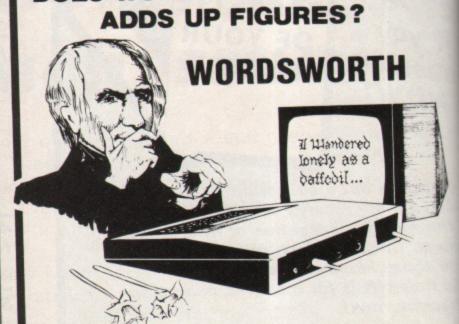
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UROM is a general purpose utilities ROM by J and H Software.

The most noticeable feature is that there are no problems here with learning awkward syntax.

After typing in *UTILS the menu page is displayed, allowing you to select the required function.

In each of the routines there is a line at the bottom of the screen which gives the required responses.

The utilities provided are:

Memory dump

This displays the values of memory locations (in hex) along with their Ascii equivalents, in screenfuls of 16 rows of 8 bytes at a time.

Simple editing is possible by giving the address and the value that is to be placed there. Whilst screen dumps are formatted for display in Mode 7, the printouts are designed for use with an 80 column printer.

Disassembler

A simple disassembler giving the address in hex, the code in hex, mnemonics (including with immediate addressing hex, decimal and Ascii equivalents).

Block move

For changing the location of a block of memory.

Find and replace

Variable names and procedure names can be searched for and altered, but this will not work for Basic tokens.

Display user keys

A useful utility if you've programmed the function keys and want to know exactly what you typed in. It's a pity that it doesn't allow cursor editing of the

UTILITIES 1.2

A. Basic

B. Memory dump

C. Disassembler

D. Block move

E. Find and replace

F. Display user keys

G. Set up keys

H. Edit envelope

I. Envelope

J. Define character

K. Cure 'bad program' L. 6502 monitor

M. String search

Set up user keys

This programs the user keys with a range of useful commands. Helpful, but they won't be everyone's first choice. More suited to the cassette user than the disc user.

Edit envelope

If you have problems with all the parameters of the ENVELOPE statement, you'll find this editor very useful. Envelope

Shows the Basic statement corresponding to any current envelopes.

Define character

Although VDU23 is not as complicated as ENVELOPE, many will find the need for a character editor. A single 8 x 8 grid is displayed in Mode 7. Not so good for defining shapes which are composed of a number of different characters.

Cure 'bad program'

Probably the single most useful facility to Basic programmers. There can't be many people who haven't come up against the Bad program message. If it can be recovered, this routine will.

6502 Monitor

A simple monitor which allows single step, skip instruction or continuous execution of machine code.

String search

Each time a searched for string is found it will print out the address of the start of the string.

UROM was one of the earlier utility ROMs to find its way onto the market. Although most of the functions performed are simple, they do save programming time and effort.

Jim Notman

A package to aid disc operation

Disc Doctor, version 1.05

Computer Concepts

THIS new piece of eprom-based software is from Computer Concepts, a firm already well known for their word processing package Wordwise.

My first problem was that the disc commands of Disc Doctor would not work with any of the numerous versions of the Amcom DFS (up to serial no. 7370) I have access to, nor the Watford DFS 1.00.

The newer 1.2 version of the Watford DFS does allow it to work correctly, but it shares some command names with Disc Doctor.

As the right hand ROM takes precedence, you'll need to decide which chip's commands you want, then make sure it is in a ROM socket towards the right of the other.

One lesson from this is that if you have any non-Acorn DFS, tell the dealer which ROMs are in your Beeb

and get some assurances from him before you buy!

If Disc Doctor is plugged into one of the sockets to the right of the DFS, then at switch-on or BREAK a Disc Doctor message is printed on the screen along with the DFS title. However if it is inserted into a socket to the left of the DFS, only the Basic and DFS startup messages appear.

Twenty new commands are available (see Page 140). Only 13 of these are directly applicable to the disc system, the other seven being general utilities.

Two of the commands, *FORM and *VERIFY, mean that you no longer need to use the utilities disc.

One of the most important disc utilities is a sector editor, which gives the facility to look at the value of every byte of a sector on a disc and change it if necessary. This is the *DZAP com-

The information is clearly displayed in teletext mode. Many other sector

HARDWARE REVIEW

From Page 139

editors are in an 80 column mode, like mode 0, making it difficult, if not impossible – to read on a TV, especially a colour TV.

The display consists of eight columns of hexadecimal values with their Ascii equivalents.

Scrolling through the sector is controlled using the cursor keys, as in Wordwise.

The active location is shown by two arrows. An interesting feature I liked is that input to this active location can be entered in Ascii, decimal, hexadecimal or even binary.

Movement between tracks and sectors was easily accomplished using the CTRL and the left and right cursor keys. If any part of the sector is altered, trying to leave the sector will produce a SAVE (Y/N)? request.

My main dislike was the error, handling. If Disc Doctor encountered a disc error on entry to a routine, it would simply report the error.

At other times an error message "ERROR:L" or "ERROR:S" appeared near the top of the screen with no other indication of what this meant, as there was no error number, nor any explanation in the documentation of these load or save errors.

In some error conditions the Beeb would "hang-up", control only being regained by pressing the BREAK key.

The most interesting command was *SEARCH.

With this command you can search for a specified string on the disc. The routine enters the *DZAP editor and the screen flashes through sectors until the string is found. The search can be continued simply by pressing the COPY key.

*RECOVER will load specified sectors into memory while *RESTORE can place a section of memory onto specified sectors.

*DOWNLOAD is used to load and relocate a program. This is most useful where software written for the cassette system (located at &E00) has to be transferred to a disc system (PAGE=&1900).

*DISCTAPE and *TAPEDISC are used as their names suggest for transferring files between the systems. The commands allow a number of files to be transferred in succession. This makes it easy to backup a disc to tape.

*JOIN will add a number of files together in one new file. Since very large files can now be created there is a *PARTLOAD command which can load a section of a file.

*MENU or Break+M saves you having to write a menu program. A simple screen is displayed with the disc title at the top and all the files from

```
DISC DOCTOR 1.05
  DIS (<sta>) (<end>) (<ofs>)
  DISCTAPE (afsp>) ((afsp>)...
  DOWNLOAD (fsp> ((adr>)
  DSEARCH (str> (trk> ((trk>(sct>(drv>)
  DZAP (<trk>) (<trk><sct><drv>)
  EDIT ((key no.))
  FIND (str)
  FORM (drv) (no. trks) ((stt)) ((S))
  JOIN (fsp> (afsp>) ((afsp>):...
  MENU ((drv>)
  MOVE (<dest page>) (<src page>)
  MSEARCH (str> ((adr>)
  MZAP ((adr>)
  PARTLOAD (fsp) (ofs) (ext) (adr)
  RECOVER <trk> <sct> <sct> <adr> <dr>> <
  RESTORE <trk> <sct> <sct> <adr> <drv>
  SHIFT (src> (dest> (ext>
  SWAP ((drv))
   TAPEDISC ((fsp>)...
   VERIFY (<drv>) (<no. trks>) (<stt>)
```

The Disc Doctor commands

directories + and - preceded by a letter.

By simply pressing this letter, the program is loaded and run. (The + and - directories are used to denote Basic and machine code programs).

*SWAP is Computer Concepts' answer to the problem of only having a maximum of 31 files with the Acorn DFS. Their system allows a maximum of 60 files. The disc is effectively divided into two with the file information for the other half stored in a file called !!!!!!!! Each half even has its own title. *SWAP moves between the two.

The problem with this method is that with a 40 track system 30 files only have 50k of storage space, so this system is only useful for discs of short files.

The other commands which make up this package are general utilities.

*DIS is a reasonable general purpose disassembler. The information displayed includes the address (in hex), mnemonics, code (in hex) and Ascii equivalent.

It would have been clearer if the operating system calls had been given as their official title rather than an address: OSWORD is far more easily recognised than &FFF1:

Disassembly takes place a line at a time after depressing a key. It also allows branches to be followed and printouts to be made.

*EDIT displays function key definitions so that they may be edited.

*FIND gives the line numbers of a string in a Basic program. Finding keywords is a little more awkward as it needs you to give a token value rather than typing in the keyword.

*MOVE changes the position of a

Basic program in memory so that it will start at a different page.

*SHIFT can move a block of memory from one location to another. *MSEARCH looks for a specified

string in memory.

*MZAP is very like *DZAP but is used as a memory editor. The screen is updated many times a second, so that looking through parts of memory where byte values are constantly changing like page &2, you'll see a most interesting display.

Most of the commands were reasonably easy to use. Some numbers used in the commands default to decimal values, some to hexadecimal which can be a little confusing at first.

However there is the ability to enter numbers in decimal, hex or any other base between 2 and 99!

The 39 page spiral-bound manual supplied with the software was clearly written and informative. One annoying omission from the documentation was that there was no indication of the memory (RAM) used by this package.

For instance zero page locations &70 to &8F are used so that using *MZAP to alter them can cause unpredictable effects.

I was surprised to see there was no BACKUP-like command which would cope with disc errors, as it is always simpler (and safer) to experiment with recovering information from a backup copy, rather than from the original.

To sum up, Disc Doctor should prove a most useful all-round utility for DFS users, although better error handling routines would make it an even more attractive package. Jim Notman

Hoist your aerial aloft and get tips from the Oracle

Teletext Adapter

Acorn

is offered both by the BBC and the They often use examples of it and of the test card – the BBC wides Ceefax, and the IBA Oracle. The information is transmitted in the mbered pages which can be displayed at a time on a suitable TV.

The signals for this service are digital as such are obviously perfect for use

a computer.

The Teletext adapter, like most other ons for the BBC Micro was subject

delays.

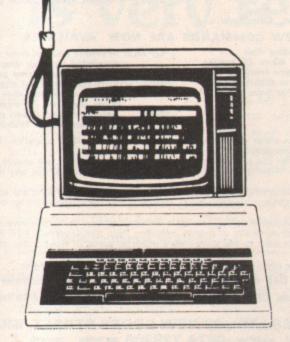
Now that it's available and I've used I must admit that for someone who of the Teletext are someone, it's addictive.

The adapter itself is in a box about the width of the computer and is is suped to form a single unit with the

micro.

at the rear are four small tuning re bos, an aerial socket and an on/off g. tch. The unit is powered from the st ms and is connected to the computer the 1 MHz bus.

The software that forms the TFS Telesoft Filing System) comes in



eprom. Once inserted as default filing system the machine starts up with the message 'Acorn TFS'.

With TFS and DFS the OSHWM is &2A00, so the first thing to do was to find out how I could still use the computer when not using the TFS.

This is simply achieved by turning off the power to the Teletext unit and performing a hard BREAK. The message 'Acorn TFS no power' comes up and OSHWM is & 1900 once again. Nice and easy, that!

Next step was getting down to use the

TFS. The first problem was that I didn't have an aerial. I live very close to a repeater and I normally just use a loop aerial on my TV.

One of the appendices in the manual gives two pages of information about Teletext reception and was very useful.

I ignored all this and fitted a simple internal UHF aerial and luckily everything was OK.

It would seem that to receive Teletext properly relies on a very "clean" TV signal so if you live in a fringe area for TV reception you could have difficulties

A point to mention here is that you do need the relevant class of licence to receive Teletext even on a monitor, so if you don't own a TV or you've got a monochrome licence and a colour monitor it's going to cost you!

The TFS will operate in two main modes, the Terminal mode and the

Telesoft mode.

In Terminal mode you have virtually all the facilities of an intelligent Teletext receiver at your disposal.

There is a tuning facility, pages can be linked, and pages can be stored to any other filing system available to the user.

An added extra is that you can also look at and load the computer programs that the BBC Telesoftware Service broadcast.

Telesoft mode is specifically for dealing with Telesoftware, although it does have commands in common with Terminal mode. Telesoft should be thought of as a read-only filing system.

The manual that comes with the adapter is excellent. It includes all the information that is necessary to use the system at any level, from assembler level to naive user.

There are also 23 pages of technical information for anyone interested in the complexities of Teletext. They make very interesting reading for someone who doesn't know anything about it.

All in all I enjoyed using this add-on. The only problems I can see are those of reception, but a well installed aerial should cure these.

At £225 it's a bit expensive for the home user, especially as there doesn't seem to be much Telesoftware available, although I suppose the service is in its infancy.

Alan Plume

THIS LIGHT PEN ISN'T MEANT FOR DOODLING

Colour Lightpen

RH Electronics

70

HIS is the best light pen for the BBC more that I've seen so far. It is very well and comes with a comprehensive page manual.

the pen is metal with a red LED the metal to the rear. It is linked to an up the metal box via a screened cable which turn plugged into the analogue we were of the computer.

The cassette supplied contains a many suchine code driver, procedures to set with the set of the light pen up for your particular TV and three demonstration

programs.

One of these demonstrates how the pen hardware can operate in userdefined modes selected by software.

The only reservation I have about light pens using the 6845 CRTC is that only character resolution (in Mode 1) is possible.

This means that a light pen of this type is not really a drawing aid, but merely a way of interacting with a program without the keyboard.

To their credit, RH Electronics do point this out on page 1 of the manual, something that other light pen manufacturers do not do.

Alan Plume

THE REAL AMCOM DISC FILING SYSTEM

One of its distinct advantages against the Acorn DFS is the speed in which it handles Random Access Files (refer Benchmark figures), consequently, it can load wordwise files in approximately half the time taken by the Acorn DFS.

PRINT 1000 numbers	9.8	Move PTR 1000 places	2.9
PRINT 100 strings	56.2	Write test relative file	51.0
INPUT 1000 numbers	5.7	Read test relative file	24.2
INPUT 100 strings	22.7	Write relative file backwards	81.0
BPUT 1000 bytes	4.5	Read relative file backwards	36.0
BGET 1000 bytes	3.4		

This independent disc filing system adds greater flexibility to your BBC Computer. It has two distinct modes which auto select on booting the system. Mode zero is the standard mode which retains compatibility with presently available software. Mode one, the extended mode, allows for sixty-three file names per disc, over 100% increase on the existing DFS, and also permits the file names to be up to fifteen characters in length, providing much greater scope for meaningful file names. In both modes page is set at &1500. This gives 10% more usable memory than Acorn's DFS, in modes 0, 1 and 2. If you already have a Disc interface fitted, it is very easy to upgrade, you simply remove the DFS Eprom and replace it with the Amcom DFS Eprom, if not then it is possible to purchase an entire Disc interface kit (consists of 11 l.C.'s) with this DFS track cutting is not required. Also includes 8 way DIL switch to allow start up options to be set. (see below).

Link 1 Determines if the system starts up in 40 or 80

tracks Link 2 Select Acorn or Extended mode at start-up Link 3 & 4 Selects type of drive ie. Shugart, Canon etc. Link 5 Select auto-boot or not, on 'break' Link 6-8 Select screen mode on start-up, ie. model 0 to 7 etc.

NINE NEW COMMANDS ARE NOW AVAILABLE

- *Clear Quickly and easily erases a entire disc *Format Formats drive 0 to 3 in either 40 or 80 tracks
- *OPT2,n Alters the number of sectors per track to n *OPT3,n Alters the number of tracks per disc to n
- *OPT5,n Sets the start of the DFS buffer (see OPT7)
- *OPT6,n Provides control over which part of the file spec. will be displayed ie. only display directory and program length, or just display drive and load address.

 *OPT7,n Sets the length of the DFS buffer

 *OPT8,n Double steps the disc drive to allow the reading of 40
- track discs on 80 track drives Selects either Acorn mode or Extended mode Commands now include *Access

There is a built-in formatter which will format in either forty or eighty tracks in both modes of operation. This formatter also allows for user definable parameters to be included for the development of software protection.

With this disc filing system a user definable buffer can be used while compacting the disc. This will enable disc compacting to be carried out

without overwriting any programme in memory. Alternatively a new disc may be formatted without any resident programme being

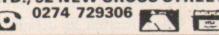
This DFS also allows for the use of wildcard characters, using either the # symbol for a single wildcard and the * character for multiple wild characters. (e.g. CHAIN "P*" could be used to chain a program called PRINTER as long as there are no other files whose names begin with

This DFS is totally compatible with Econet etc., and is complete with a utilities disc and comprehensive manual. The utilities disc contains many useful programmes including printer screen dumps in all modes, including High Res. (Epson & NEC 8023). It also has a nibble editor to scan discs, read data, edit them, and then write back to the disc. Plus a utility to assist in the transfer of cassette files to disc.

Available now direct from Pace or contact your local dealer.

Comes complete with disc, 8 way DIL switch, manual and full fitting instructions at £34 inclusive of VAT. Also available as a complete Disc Interface Kit (including DFS) at £95 inclusive of VAT.

PACE SOFTWARE SUPPLIES LTD., 92 NEW CROSS STREET, BRADFORD BD5 8BS.



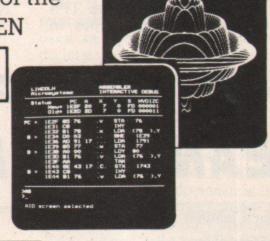


at last!

Assembler Interactive Debug for the BBC Micro with DUALSCREEN

STOP PRESS . . . AID receives superb review . . . see below

AID has now established itself as the finest machine code monitor ROM for the BEEB. With its unique DUALSCREEN operation so far in advance of the competition, AID puts unprecedented debugging power into your hands. No other monitor can begin to tackle machine code graphics - something AID takes effortlessly in its stride! Beginner or expert, you cannot afford to be without DUALSCREEN AID.



Read what "The Micro User" thinks.

66My immediate impression of AID was that it was a very professional product . . . AID offers additional features far in advance of other monitors . . . I found it easy to use, particularly as the user guide is very thorough and accurate . . I wish I had something like this when I first started dabbling in machine code . . . The last facet I explored was the DUALSCREEN facility, which is perhaps the pearl of the system . . . In conclusion, AID seems a must for the serious machine code programmer and a very useful learning aid for the novice. It is a highly professional product in every way and could prove to be the standard by which others are compared. ? "The Micro User" January 1984

The most advanced machine code AID for the BBC Micro

Dept DP1, 22 Lagan Walk Peel Hall Manchester M22 5WG



plus manual (OS 1.2 required)

p&padd UK £1.50 Europe £3.00 Outside Europe

MICRONAIL

AFTER staying behind many hours after the children had zone home from school, I decided to buy a BBC Micro of my own (1.2 OS but minus a disc interface).

I have bought all the back issues of The Micro User and spent hours reading and typing programs, probably learning more from my mistakes and working with a friend rather than wading through the User Guide or some of your more learned articles. (I was never much of a reader.)

I have particularly enjoyed loading or typing in programs and then altering them, such as by replacing entries requiring use of Return by using GET\$.

In a French vocabulary test, I added music at the beginning and end with a procedure, and programmed keys to add lines to skip past the music should the user choose the option of a silent

For the "counting" program (Electron User, November issue) I added a procedure including some of the sounds from "Sounds Exciting" to make the computer give a cheeky (though inoffensive I add) response should the user choose not to play once the program is loaded and running, and a line to ask if the user will press the space-bar to restart after having a go.

I found Tim Hartnell's "Personal Computer Handbook" helpful in getting into computing, providing simple listings

Informal approach is very rewarding

which could easily be manipulated.

As a dabbler I have enjoyed this informal approach. I hope you will continue in your excellent magazine to cater for chemists or stationers - if they would rectify these difficulties on two separate occasions, when they were fitting the 1.2 operating system and latterly the speech synthesiser, and

IF you're a Prestel subscriber you can now write to Micromail by Electronic Mail. Our Mailbox number is 614568383.

the likes of me as well as those who fully understand the subject. - Michael Bowie, Norbury, SW16.

Pixel problem

CAN you help me solve a couple of problems which I have had with my BBC Micro since I bought it last year?

There are three small areas of the screen, approximately a pixel size each, which will not conform to the colours set up on adjacent locations.

And there is an occasional hiss on the speaker, similar to that obtained on a radio during a storm, which also seems to affect the picture.

I asked my local dedicated computer shop - not a while I was advised that all was well when the machines were collected the problems persist. - David Rickwood, Tonbridge, Kent.

· Your machine is faulty. We had a similar one. The cause is probably either a RAM fault, 6845 fault or ULA fault.

Anyway - it's easily fixed. Take it back!

Cheaper links

I WAS very interested by your article on linking BBC Micros (Micro User, October). One to one (line) or one to several (star) networks are handy, but the software and hardware rapidly become too complicated using your scheme.

You're still using the BBC

like a traditional micro!

Don't forget that it has independent input and output serial buffers, and interrupts to prompt action when the buffers need attention. These would allow machines to be linked in a cheap asynchronous loop.

With only three wires between stations, carrying signal, ground and busy, you can use inexpensive audio connectors

for the join.

A stereo jack-plug at one side for receive and a socket at the other for send meet the RS 423 DIN in the middle. Stretching and closing the loop simply needs throughwired stereo extenders.

With the OUT of one BBC connected to the IN of the next, the data would have to be sent in addressed, buffersized packets to prevent a lock-up.

The addressing could be quite simple. If each block is preceded by two (three) bytes, then you could specify one, many or all of 16 (24) machines without complex decoding.

Just AND the address with your own, which has a single bit set. If not yours, then send the message on.

If yours, then clear that bit and send the message on. If both bytes of address come in as zero, then it has been all the way around and you can dump it after checking its survival.

To do this properly, of course, the I/O would need interrupt programming, but a cheap eprom should have ample capacity by using the facilities in the BBC's OS.

The important step is to standardise the network. I'd like to be able to type

he Australian angle

FIRSTLY, I'd like to congratulate you on a great magazine, even if it is a bit slow in getting all the way out here. (It's mid-October and the August issue is not out yet!)

The Micro User has taken into account all levels of Beeb users and tailored the magazine accordingly. Good stuff!

d

0 pe

Meanwhile, the BBC Micro remains at a ridiculously high price out here in Australia.

Converting to your pounds

sterling, here the BBC costs around £1,000, while a disc drive is around £600.

Comparing to Britain, the Beeb works out at least twice as expensive as in your country.

Instead of the BBC Micro competing against the likes of the Spectrum, Atari, Commodore 64 etc, as in England, its price pushes it up into the Apple He market.

So in Australia you'd be shelling out the same money as for a business computer.

I've been in shops and seen the salesmen singing the Beeb's praises but once the price is mentioned the customer's usual response is "No thank you".

Features it may have, but an extremely over-priced value it also possesses in Australia. Maybe with a bit of luck, something might happen and the prices will drop.

Darren Fishman, Victoria, Australia.

MICROMAIL

From Page 143

something like *LINK 11 to set up the system and state my address, then transmit data as

if through *TAPE.

Both origin and target address(es) are put in the file name, and the intervening machines automatically (and invisibly) pass the blocks from receive to send buffers. The target(s) must amend the address, then copy the data to both the send and input buffers.

The simplest way to get the information into a program would be to check the *LINK status as part of the command loop, then INPUT any data in the queue. - Nik Kelly,

Liverpool.

Fair enough!

AS a regular (and avid) reader of your magazine I looked forward to the London Fair with

great anticipation.

Being a confirmed southerner who believes that all life stops at Watford (now extended to Cambridge) I was wondering what the inhabitants of wild and distant Stockport could put on for us in the big city.

Suffice it to say, I have now included it on my map of 'civilised spots outside London'!

When is the next Fair in London? - R. Southall, Surbiton, Surrey.

 You'll be pleased to know we're moving south again next month for the Electron & BBC Micro User Show. It opens on March 29. Read all about it on Pages 104-105.

Power packed

MY BBC Micro is an early Model A (Issue 3 board) which I have fully upgraded to a Model B in all respects except the power supply.

I have also fitted the disc interface, my drive being driven from its own integral power

supply.

Given that I still have the original Model A supply unit, how many sideways ROMs will it safely power? At present, apart from the OS 1.2, the DFS and the Basic chips, I have plugged in a word processing chip. And what about the speech chips? — M.T. Michaelides, The Netherlands.

● I don't know the answer. Put it this way – the one I've got at work powers all four. Mike Cook.

Dipping into disc storage

REGARDING your response to a letter from Simon Taurins in the October issue of The Micro User, there are inexpensive ways of using the disc storage facilities of the RML 380Z from a BBC Micro.

Firstly, there is a one BBC-RML link originating from David Benzie of the ITMA project at the College of St Mark and St John, Plymouth.

Secondly MACE, the West Midlands MEP Regional Centre, have devised a network system that uses the RML to serve BBCs. Their address is: Four Dwellings School, Dwellings Lane, Quinton, Birmingham B32 1RT.

Further information on either should be available from any MEP Regional Centre. – Neil Stanley, MEP Regional Information Centre, Merseyside.

Suppressed display

I NOTE in the December issue of The Micro User a method to supress display while using the printer. If one uses *FX 3,10 this disables the VDU driver and enables the printer without recourse to VDU 2 or CTRL B.

This instruction directs output to the printer only. *FX 3,0 redirects all output back to the TV.

I have not investigated the possibility that the *FX 3,10 (combining *FX 3,8 & *FX 3,2) may prevent control characters being sent to the printer. However if one is only interested in sending text then the above calls give the easier method. — Michael Swatton, Basildon, Essex.

Thank you for your suggestions. Unfortunately, *FX 3,10 does seem to prevent sending control codes.

Speedy loader

THE article by Paul Beverley (October 1983 issue of Micro User) seemed to answer a problem experienced when running teacher training courses – how to load programs quickly with only one disc unit.

Initial trials were unsuccessful, though instructions were followed precisely. A rival magazine also featured a similar idea, again incompletely.

Falling back on the User Guide, I was able to use Paul's simple wiring diagram and the following programmed keys to successfully splurt programs:

*KEY 9 *FX8.6!M*FX3 .7!ML.!*FX3!M *KEY 0 NEW!M*FX7.6!M*FX 2.1!M

Using these keys, a program loaded from disc on the transmitting (Tx) machine (do not run in case function keys are redefined) can be running on the receiving (Rx) machine within seconds by pressing F0 on Rx and pressing F9 on Tx. The program lines now scroll on Rx.

When the "syntax error" message appears press Break, then OLD Return, RUN Return on Rx.

The cable can then be

Long distance gamesmanship

the BBC Micro I wish to contact other users via my computer and play games with distant opponents.

I would also be interested in downloading software and accessing data banks like teletext.

Could you please give details on whether a telephone line and modem is needed and the facilities offered.

The ones I have been considering are Econet, a teletext adaptor and Micronet.

Also if I have not taken up too

much room already I would like to know what the different LOAD/SAVE baud rates do apart from speeding up or slowing down program transfer. Does this mean it can communicate with other types of computer? – Martin Dimoglou, Colchester, Essex.

 Econet would not suit your purposes. Both Micronet and the BBC Teletext service allow you to download programs and access databases – Prestel and Ceefax respectively.

Micronet needs a modem plus telephone line. Teletext just needs the Acorn adaptor and a good television aerial.

As for the interactive games, people are busy working on this – see our Link-up article in the October issue of *The Micro User*.

The different baud rates do effect the rate of loading and saving programs. However, for technical reasons, the slower rates are less susceptible to "noise" – that is, interference – and so they're often used for long distance data transmissions where it's important that the data survives.

 Want to write to Micromail? The address is: Micromail, The Micro User, Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY.

ransferred to a second Rx.

This method is almost as wick, and is subject to far fewer problems than the MACE system which uses a 380-Z as a server.

One immediate advantage of this arrangement is the preparation of cassette copies of disc programs on several different Rx computers. — Alan Shaw, Clitheroe, Lancs.

Basicode II network

and interested in making contact with people who use 300 baud modems together with the BBC Micro. In Holland we have whole communication net between micros. Using Basicode II we can talk to many types of micros, including Apples, TRS 80s and Spectrums.

My address is: Hans Doeleman, Fuij 49, 1141CK, Monnickendam, Netherlands.

Readers who would like to know more about Basicode II, the revolutionary computer language that enables micro to speak to micro, should see the article about it in the October issue of *The Micro User*.

Tape for her, too

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I TAKE The Micro User and have been very pleased with what I have learned through its pages. I do however take issue with the wording of the advert for the Christmas tape. Why "in his stocking"?

For goodness sake why not say "in their stocking" and avoid compounding the prevalent idea that computing is for the male

I'm not a particularly avid feminist but this really did writate me as I'm doing my best to initiate my three daughters into the world of computers without giving them the idea

Structured for the birds!

ROY Atherton's letter in the November issue of The Micro User deplored the use of GOTO and GOSUB. Might I politely suggest he does both, more especially the latter, now Winter is here.

The BBC Micro is a tool as is, say, a pen, and it matters not whether the latter is a quill, fountain pen or ball point, nor whether the script is block print, joined Form 3 script, copperplate gothic, pharmaceutical/medico script or advanced scribble – as long as it does the job.

This yuk about "structured" programming is for the birds!

I have thousands of my own very good full colour programs which all work fantastically well, and they are all full of GOTO; GOSUB; ON . . . GOTO/GOSUB as well as

PROCX and FNX with or without recursive techniques.

But perhaps Mr Atherton is unaware of the fact that there is a limit (on the BBC Model B) to the recursions – approximately 2,000 – then Bang!

One must use the techniques available and to hell with elegance, which is a highly subjective term anyway.

The modern toilet is absolutely functional and elegant, but it remains for all to see and recognise at once as merely a glazed ceramic avocado green or blush pink privy and all the structuring in the world cannot alter that fact and all the structurings Mr Atherton refers to are ultimately fancy forms of GOTO and GOSUB. — J. Frank Hughes, Henllan, Denbigh.

I HAVE followed the great

GOTO controversy with some interest as I took my first faltering steps in programming in Fortran IV (I'm not really old, honest), where GOTO was a fairly sophisticated instruction.

It remains a valid instruction in Basic and has its uses. In particular, consider the structure "IF<condition>THEN-line number>". the execution of this is indistinguishable from "IF<condition>THEN GOTO-line number>".

The GOTO is implicit and thus is used by everyone, except only the most pompous of programming pedants.

It is time they admitted their feet of clay and got on with showing beginners how to programme clearly using all the instructions available to the best advantage of each. — Dr G.T. Freshwater, Lerwick, Shetland.

they're odd! - Janice Lee, Penarth, S. Glamorgan.

Point taken — we normally catch these things before they go through. However, very few of the letters and articles we receive are from women and I doubt that the occasional use of an inappropriate pronoun is entirely responsible.

Disc Executor

WE would like to take the opportunity to reply to the misleading allegations made in your recent review of our tape to disc transfer program Disc Executor.

Disc Executor is compatible with Watford Electronic's DFS and will transfer all Acornsoft games to disc, including those which are locked.

According to our research

Acornsoft programs are the most popular. Disc Executor will also run those programs which have data files such as Acornsoft's Tree of Knowledge and Shirley Conran's Magic Garden.

It will transfer and run a large majority of the commercial software available at the present time including those from Program Power, Superior Software, A & F Software, Software Invasion, etc.

It will also allow full length adventures to be transfered to disc, something which can not be achieved using moving routines!

Disc Executor is designed to simplify the transfer of programs from tape to disc. It is intended for the person who has just upgraded to disc drives or simply doesn't have the time or expertise to write moving routines.

It does not move programs in memory but contains its own

DFS routines on disc which allow it to be completely independent of the disc workspace and allows programs such as Felix in the Factory to be loaded directly into memory.

Once the disc is full it is an easy operation to delete any of the programs. In this way Disc Executor can be used to transfer your favourite game of the month to disc and replace it with another whenever you become tired of it.

The response from the public to Disc Executor both at the BBC Micro User Show in London in December and from our mail order customers has convinced us that Disc Executor does what the user requires. — Stephen Green, Vision Software, Liverpool.

 There were no misleading allegations made in the review of Disc Executor and the product

MICROMAIL

sent in was accurately reviewed.

Let us state Micro User's position. If software houses wish to have their products reviewed in a satisfactory light, they should ensure that they send in a satisfactory version for review, rather than, as often happens, releasing a later, "enhanced" version.

We can only review products as they are, not as the vendor would like them to be.

In this case we are glad to say that the later version of Disc Executor does in fact support all the claims made in your letter, as do several enthusiastic users of your product who have contacted us since the review.

Hi-fi connection

I WOULD like to be able to connect my BBC Micro to my hi-fi and in doing so bypass the micro's internal amplifier. Is this possible?

I did read somewhere of two

terminals which may serve this purpose. Perhaps you would be able to advise regarding this matter. - A.G. McMahon, London.

 To judge by the number of queries we had on this at our London show, everyone wants to to this!

To obtain the signal you require for the external amplifier, simply take the feed from the link marked PL16 on the bottom left edge of the printed circuit

Hong Kong assembly

I HAVE obtained a copy of the August issue because I wanted the article on transfer from tape to disc. In the issue I found Colin Malone's letter about the origin of BBC Micros.

Please pass on to Mr Malone the fact that my BBC B was assembled in Hong Kong, that I bought it in Walton-on-Thames at the end of July and that I am expecting him to replace it with one built in the UK.

Which brings me on to the

BBC Micro and Weights and Measures and the sale of goods legislation.

Surely each new component, whether it is OS 1.2, Basic II or Main board 7, is the equivalent of admitting that the previously issued machines were in some way inadequate.

As such they should be replaced free of charge or the money returned. I can think of no other area where this would not apply.

How about some forthright comments and help on behalf of all BBC Micro purchasers? I believe you owe it to your loyal readers. - R.D. Jackson, Sevenoaks, Kent.

Time call

BECAUSE of children, etc, I am unable to take possession of "my" BBC Micro until after 9pm, and as a result I become carried away into the early hours of the morning. Trying to get up for work the following day is becoming a problem.

What I want to do is to program the Micro's internal clock to interrupt whatever I am doing at, say, lam with the message:

"The time is now lam, Go to bed!"

I know it should be possible from what I picked up at the BBC Micro User Show in Manchester but I don't know how to do it.

Could you please tell me in absolute beginners language. I only have three weeks' experience. - Michael Pastore, Droylsden, Manchester.

 Your wish is our command. If you turn to Mike Cook's Body Building article on Page 116 you'll see a real time clock described.

Acacia Computers market a rather elegant desk diary that should more than fit the bill. We'll be carrying a full review

Big bang

HELP! Anyone worked out an effective program for a nuclear explosion? - Alan Frost, Eastbourne.

· We are assured that the super-powers already have such a program well in hand.

And finally, with tongue firmly in cheek . . .

Slaving over a hot assembler

Dear Trev,

Don't be surprised if someday soon you read about me in your morning paper. The story will probably go along the lines that I'm helping police with their inquiries into the mysterious disappearance of my wife.

Certain tapes will no doubt have been removed from my house for expert examination.

It will all be because I'm trying to learn machine code. And Andrea isn't helping.

Normally I'd be tucked away in the spare bedroom out of sight but A.'s having it redecorated. She's hired a little man with an allergy to cheques who tells me that he's 'got a video games machine" as well.

Anyway, me and my beeb are stuck down in the front room under A.'s all-seeing eye as I struggle through "Machine Code for Morons". And A. has started to Try To Take An Interest In Hubby's Hobby.

I swear I'm going to cancel those women's magazines. It's because of them that all the time I've been slaving over a hot assembler, A.'s been there asking every kind of question but the ones I know the answer to!

My big mistake was to let out a shout of joy when I'd finally got my first machine code program to work. All it did was to print "HELLO" on the screen but to me it was a work of genius. Of course A. didn't see it that way.

"What's so good about that?" she asked. "It's all done in machine code", I replied

"But why do it in machine code when you can do it in Banal or whatever it is you normally use?"

"Because it's faster", I said ignoring the

"Faster!" she snorted, "It's taken you hours to do that".

Then, like the fool I so regularly am, I started to explain the basics of machine code. I told her how the BBC Micro's built-in assembler saved me having to mess around with the op codes and made things that much simpler.

"But that's cheating!" she yelled. "It's not you that's doing the machine code, it's the micro".

With that she departed to the kitchen leaving me with the parting shot that all these registers and assemblies reminded her of school.

That was bad enough, but worse was to come. As I was plinging away on my micro I heard her singing the Hokey Cokey in the kitchen. Nothing wrong with that, of course, just a little eccentric.

No, it's not the song that's had me looking round for a blunt instrument that won't show fingerprints. It's the words she's singing to the tune:

You increment Y, you increment X, And load the accumulator with zero zero hex . . .

I despair! Yours, Bob.

Next month in

THE MICRO USER

Will 1984 be the Year of the Disc?

Sales of disc drives for the BBC Micro are soaring as more and more users turn to this ultra-fast and secure means of storage.

Next month's *The Micro User* focuses on the disc drive revolution and tells you:

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 HOW to use your system to full effect: a thorough examination of the DFS commands, together with three invaluable utilities.

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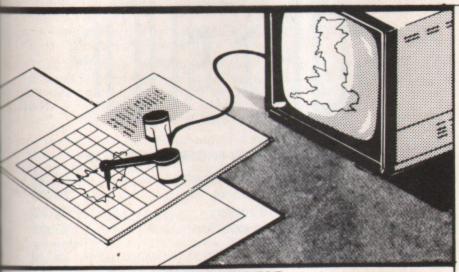


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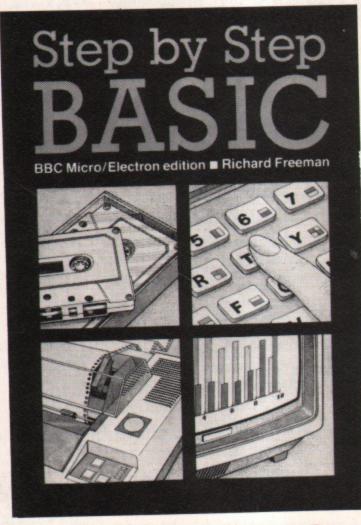
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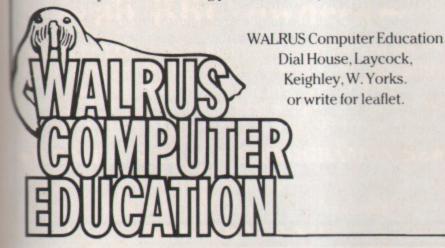
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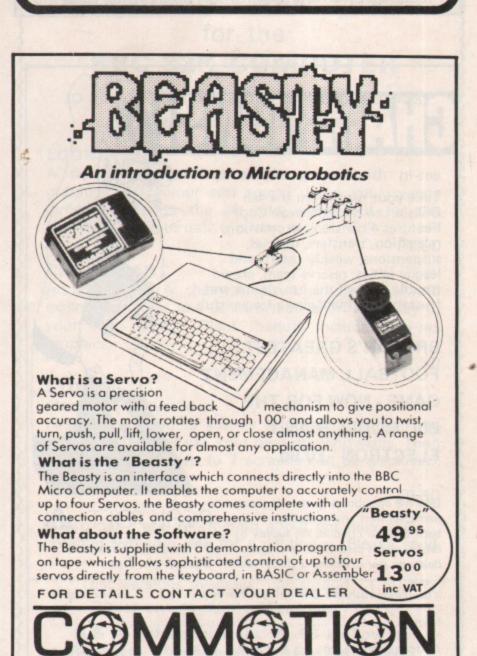
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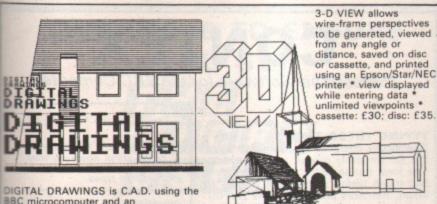
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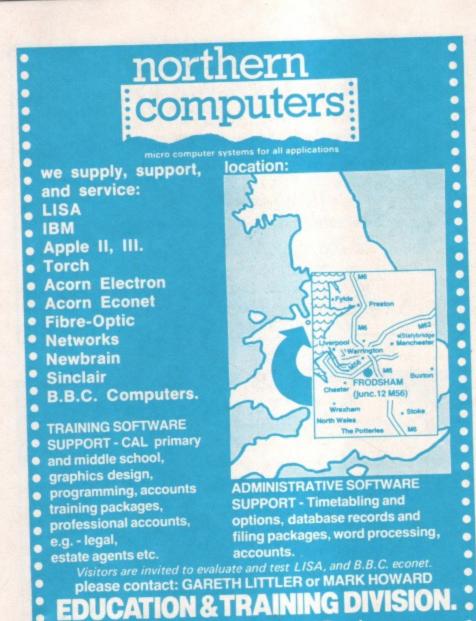
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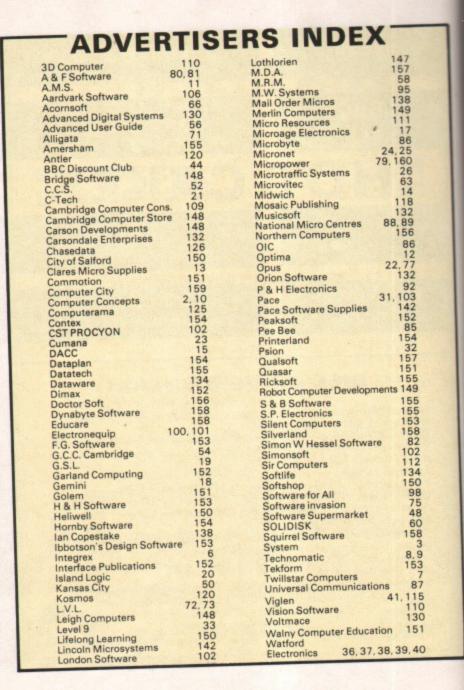
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