

A Database Publication

# THE MICRO USER

Volume 7  
Number 7  
September 1989  
£1.50

Top-selling guide  
to the BBC Micro, Master  
Archimedes series and A3000

## **BODY BUILDING**

Connecting your micro  
to external devices

## **FLICK BOOK**

Produce entertaining  
animation quickly

## **TYPE-IN GAME**

Fast action in a fun  
3D arcade adventure

## **ON DISPLAY**

Examine every area of  
your micro's memory

## **SELECTION**

Make colourful menus  
for your own programs

## **SIMULATION**

Management game:  
Become a beekeeper

## **REVIEWS**

- Spellcheck ● KeyWord
- TechnoCAD ● Geoscan
- Turtle Worlds ● Stretch
- ... plus all the latest games



## A3000

The new  
BBC Micro  
that can  
grow ...  
and grow



# BALLISTIX



## BALLISTIX - It's a whole new ball game!

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(The screen pictures show the BBC Micro version of the game.)

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- RIDGES to get the balls over,
- SPLITTERS produce extra balls,
- BUMPERS bounce balls all over,
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- HOLES for balls to drop down,
- TUNNELS hide balls from view,
- RED ARROWS accelerate balls,
- OIL SLICKS stop balls dead.

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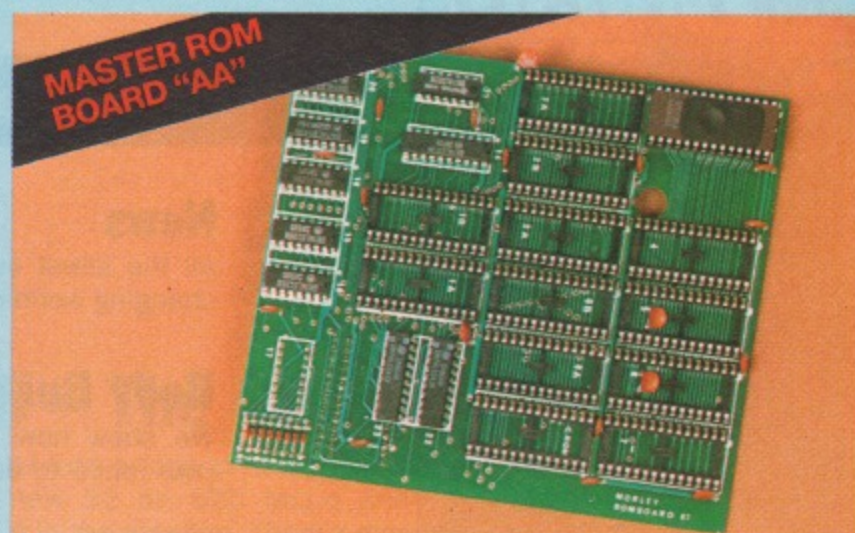


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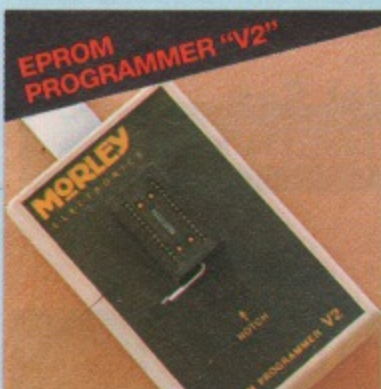


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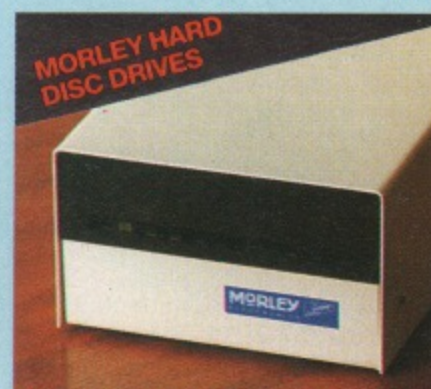
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## Regulars

### 7 News

All the latest events in the ever-changing world of your BBC Micro.

### 23 Body Building

We show how you can connect your micro to electronic gadgets.

### 36 Hac Man

A wealth of useful hints and news from our resident games expert.

### 57 Problem Solved

A helping hand with some of those mind-testing hardware problems.



### 60 Mad Hatter

Our expert looks at adventure games — old, new and revamped.

### 73 Ceefax Guide

What's coming this month on the telesoftware pages of BBC TV.

### 111 Letters

The chance to get your news, views, moans and name into print.

## Series

### 21 Last Ninja

All the help and maps you need to complete levels three and four.

### 41 Wimps

We add the final routines to the window-based accounts program.

### 51 Sprites

Expanding routines to produce even better collision detection.

### 109 Challenge

Test your programming skills by simulating drips on a micro.

## Features

### 18 A3000

We take a look at the latest expansions for the BBC Micro.

### 106 Animation

For fun or education: A superb routine to create flick books.

## Game

### 49 Crystal Sea

Can you avoid the deadly octopi in this fast action-packed game?

## Utilities

### 27 Dumper

A useful routine to display the contents of ANY area of memory.

### 81 Menus

Make selection easy with this routine for your own programs.

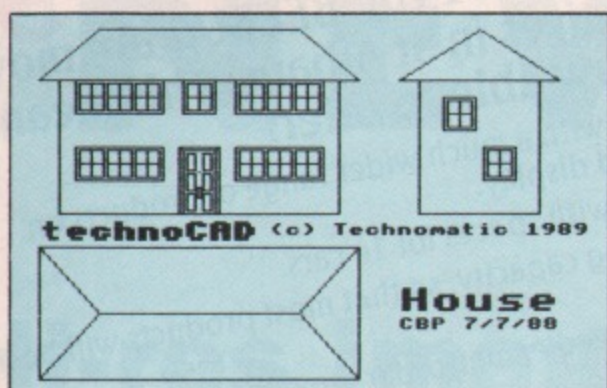
## Reviews



### 31 Software Scene

Our reviewers give the very latest games releases the once over.





## 45 TechnoCad

A powerful draughting tool for the Master is put to through its paces.

## 99 Spellcheck

We see how users of PipeDream can check out their spellings.

## 101 Keyword

A review of the first word finding utility for the Archimedes series.

### Education

## 63 Update

Up-to-the-minute news of the BBC Micro in the world of education.

## 66 Education Reviews

Looking at the best in software for the BBC Micro series in schools.



## 75 Beehive

Our latest simulation game takes all the stings out of beekeeping.

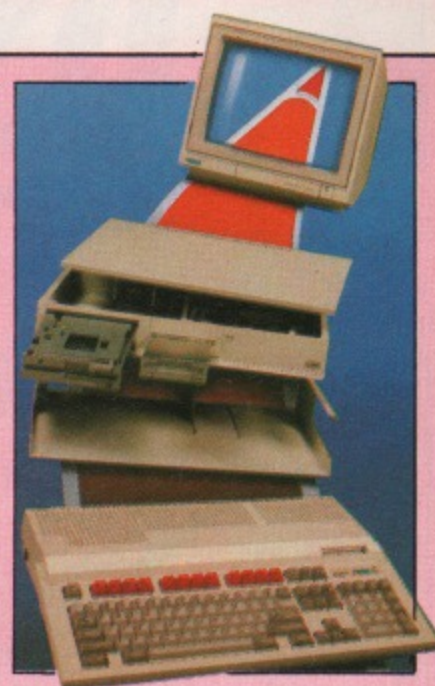


## Cover story

### A3000 – The future

On Page 18 we take a look at how you can expand the new 32 bit BBC Micro and preview what's in the pipeline. There's disc drives – hard and floppy – and podules all contained within one tidy unit.

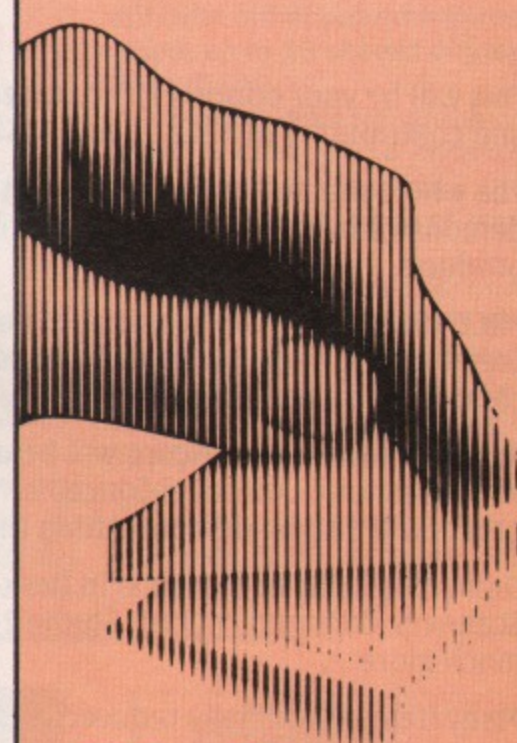
18



### Crystal Sea

Use your droid to collect the diamonds in this action-packed 3D arcade game.

49



### Animation

Children have created simple animation using flickbooks for years. But to make a good one could take hours. Now you can create one easily by using our useful routines. Not only are they fun – they're educational too.

106

### MICRO USER CLASSIFIEDS

The best bargains in the world of the BBC Micro come from fellow readers of *The Micro User*. Turn to **Page 104** to find just what you're looking for – from cheap modems to complete computer systems.



For full details of how to use the Checksums, see the article on Page 48 of the February 1989 issue of *The Micro User*.



The Type-it-in symbol indicates that the feature contains at least one full length listing for you to key in on your micro.

### Next month in THE MICRO USER

**ORBITS**  
Simulate spacial movement

**DTP**  
Top products reviewed

**WIPE**  
Clear sideways ram easily

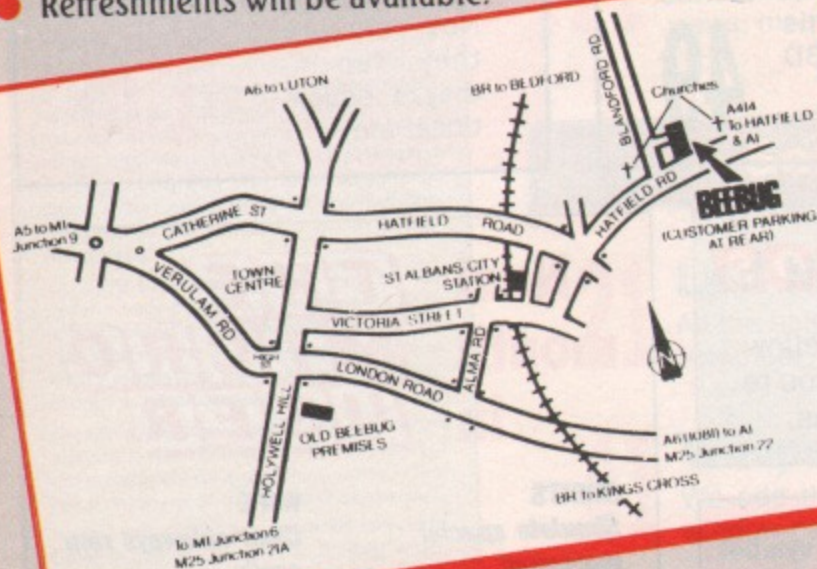
**EDUCATION**  
Producing a newspaper



# BEEBUG OPEN DAY

To celebrate the move, we are holding our **OPEN DAY** on **Sunday, September 10th** from 10am to 5pm. Everyone is welcome.

- This will be your opportunity to meet the editorial staff and contributors to BEEBUG and RISC User.
- The whole premises will be open with displays and demonstrations of leading BBC Micro and Archimedes products.
- **FREE £50 BEEBUG Gift Voucher**, donated by Mercantile Credit, to the first 25 accepted finance applications completed on the Open Day.
- Representatives from Acorn will be on hand to answer your questions. Computer Concepts, Minerva, Clares and others will also be demonstrating their latest products.
- Demonstrations of the latest in Desk Top Publishing, Scanners, Communications, Studio 24 with Midi, and much more.
- Many items at specially reduced prices.
- The BEEBUG technical team will be available to answer your technical questions.
- **FREE draw** (entry form below) with a prize of an Archimedes 410 Colour System donated by Mercantile Credit. The winner will be announced at the Open Day.
- Refreshments will be available.



How to find 117 Hatfield Road:  
By Car – St Albans is easily reached from A1 A5 A6 M1 and M25.  
By Train – We are 10 minutes walk from St Albans City station from King's Cross, St Pancras, and Bedford in the north.

## We're moving

On Monday August 14th, BEEBUG are moving to larger premises in St Albans. This means that we are now able to offer!

Larger showroom with a much wider range of products on demonstration and display.

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From August 14th please address all correspondence to our new address:  
**BEEBUG Ltd, 117 Hatfield Road, St Albans, Herts. AL1 4JS.**

Our telephone numbers will remain the same 0727 40303, Fax: 0727 60263



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# NEWS *beat*

## Hi-res image scanner for the BBC Micro

THE first hand-held, high resolution image scanner for the BBC Micro has been launched by Watford Electronics (0923 37774).

Using the 105mm wide scanner, photographs, drawings and other documents can be scanned at 100 or 200 dots per inch.

Dithering simulates grey scale reproduction and the firmware supplied allows images to be read directly into Watford's Wapping Editor DTP package for incorporation into documents.

"It is Watford's long experience of producing peripherals and software for the BBC Micro and making the most of the available hardware that has

enabled us to be the first with a hand held scanner of this kind", said Watford boss Nazir Jessa.

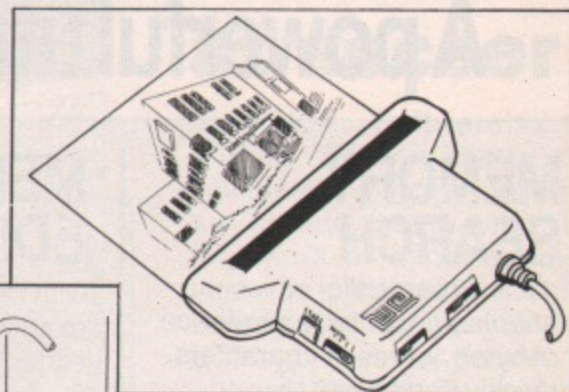
The peripheral is easily connected directly to the 1MHz bus with controlling software in rom and costs £135.

Also new from Watford is its Archi Hand Scanner system for the Archimedes. With the interface contained on a single width backplane expansion card, this high resolution image scanner includes edge detection to convert solid objects into outline images, selective directional copying, X and Y flip, colour tinting, scaling and adjustment of aspect ratios.

Scanned images can be



saved as sprite files or transferred directly to other Risc OS applications. Resolution is switchable from 100 to 400 dpi and three greyscale modes use



different dither patterns to represent up to 16 shades of grey. Price, £149.

The new Watford graphics tablet is designed to enhance the powerful drawing and design capabilities of the Archimedes.

The Archie Graphpad connects to the serial port and intercepts the mouse system calls, enabling it to be used with virtually all mouse-operated software without modification. Arthur and Risc OS are fully supported.

It costs £259 complete with all leads and software.

## Arc's OS is given a boost

AN extension to the Archimedes operating system, Arthur 1.2 and Risc OS, has been announced by Dabs Press (061-776 8423).

Instigator contains over 80 star commands and it is claimed that using the module makes new operations possible, simplifies the use of existing features and gives users a claimed unprecedented control over the machine.

Main features include single command windows, command archiving, file finder, colour palette utilities, file compressor, full line editor and internal clipboard.

Instigator costs £49.95.

## NO GO FOR PIRATES

GAMES will soon bear a new symbol as a warning against copying.

Taking the next step in its battle with piracy, FAST, the Federation Against Software Theft, is hoping to persuade software houses to use a common warning symbol.

Liverpool-based Psygnosis has offered to design the symbol free of charge. It will feature the internationally recognised red circle with a diagonal slash and may include a picture of a pirate.

## Packs for the farmers

FARM management consultant Dixon and Dixon (091-285 3042) has added two new packages to its range of practical software for Acorn computers.

Milkman and Newsman have been written to handle milk and newspaper deliveries. Both systems cope with up to 2,000 customers on one floppy disc or a seemingly unlimited number on Winchester with up to 200

stock items and up to 26 rounds.

A package of software, Archimedes 310, printer with receipts and software support costs £2,070. Software and support alone cost £460.

Now available for the Archimedes are accounts package Farmcash for £230, database Fieldfile for £172 plus budget and planning package Farm Planner for £207.



## Mr Music

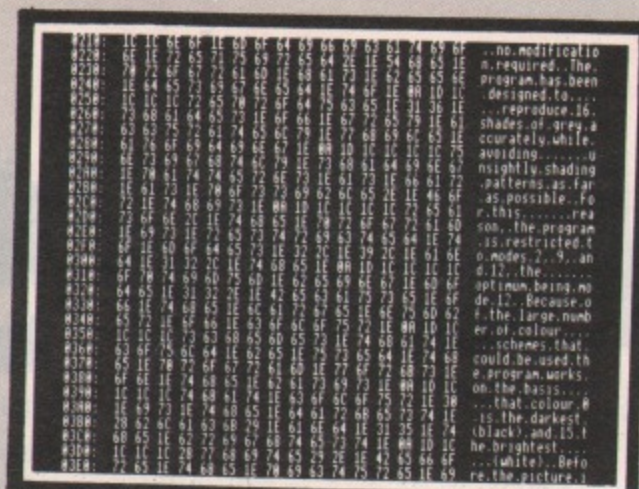
ACORN Computers has appointed Simon Lovesey as marketing manager for its home, music and hobby sectors.

His brief is to build on Acorn's position in the home markets and capitalise on the company's hold in the field of education.

Before going to Acorn, Lovesey had been with Amstrad as product marketing manager.



# The RISC USER ARCHIMEDES TOOLBOX



The Full  
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## A powerful utility for the Archimedes offering:

### MEMORY SEARCH

a full screen editor which enables you to find a sequence of bytes, words or characters quickly and easily.

### MEMORY EDITOR

with the help of this you can examine and alter memory in either hex or ASCII mode.

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this command displays the contents of memory as ARM instructions including floating point and co-processor mnemonics.

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● FILE GO TO

● MEMORY DUMP

● CATALL



## JUST ONE OF MANY...

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- hints and tips on programming the ARC
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- smart graphical routines
- useful applications
- tutorial articles on getting the most out of your Archimedes
- plus reviews of all the latest for your machine.

## OTHER BENEFITS...

When you subscribe to RISC USER you get 10 magazines a year, dedicated solely to the Archimedes and full of new ideas, stimulating articles and programs, mailed to your home plus:

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- free help from our technical support team,
- showroom with friendly knowledgeable staff,
- swift mail-order service,
- significant discounts on our own software range and 5% discount on a wide range of other products,
- trade-in service to upgrade your system

## SPECIAL OFFER

Subscribe NOW to RISC User and you can get the ARCHIMEDES TOOLBOX disc at the members price of only £3.50 + 60p p&p. The TOOLBOX disc is available to non-members for £15.00 + 60p p&p

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Using the RISC OS Text Editor  
Real Time Image Wrapping  
ADFS File Find Utility  
The RISC OS Desktop  
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# NEWS *beat*

## Trickier courses

GOLF fans who mastered the two original courses in The Fourth Dimension's Holed Out package can now pit their skills against two more fiendishly devised 18 hole courses.

Fourth Dimension (0742 700661) has designed them to test even the most experienced player and they come complete with detailed maps.

"We've had a lot of requests for extra courses", said Steve Botterill of The Fourth Dimension, "and these are a lot trickier than the original holes and require a dab hand to get round anywhere near par".

Called Holed Out Extra Courses, Volumes 1 and 2, they come cheaper than the original. BBC Micro cassette costs £9.95, disc £11.95, Master Compact disc £12.95 and Archimedes £16.95.

## Still cheating . .

A CHEAT for Exile is star of the latest volume of Cheat It Again, Joe. It allows firing streams of grenades, a protection suit and all guns at full power.

Following the success of the previous three volumes produced by Impact, number four in the series comes from Mark Gidley of Zentrix Software (0933 55273). Due for release on September 1, it will cost £4.99 on BBC/Master disc.



## Arc in art duo

A NEW partnership has hit the theatrical world of the South West, and it looks like an act that is set for a national tour. Now treading the boards together in the traditionally low-tech world of the theatre are the Archimedes and Atelier, the art package from Minerva.

There was no need for first night nerves when Exeter-based Minerva (0392 410137) raised the curtain on its latest idea at Exeter's Northcott Theatre.

Archimedes and Atelier showed a colourful moving and talking programme of forthcoming events to theatre goers on a 25 inch colour

monitor in the foyer.

"I can now see the possibility of a whole new market opening up for the Archimedes/Atelier duo in regional theatres", said Minerva's Nova Fisher. "This has exciting new possibilities".

The versatility of Atelier was shown recently by sales executive with Minerva, Pat Cleaver who used it to draw a full colour copy of Turner's masterpiece The Fighting Temeraire.

Atelier can distort and rotate shapes, wrap pictures round a wine glass or bottle and improve digitised pictures. It costs £99.95.

## New look at soccer

SUPERIOR Software's top author Peter Scott has combined the immediate fun of an arcade game with the brainwork of a management game to produce one of the Leeds-based company's latest offerings, Superior Soccer.

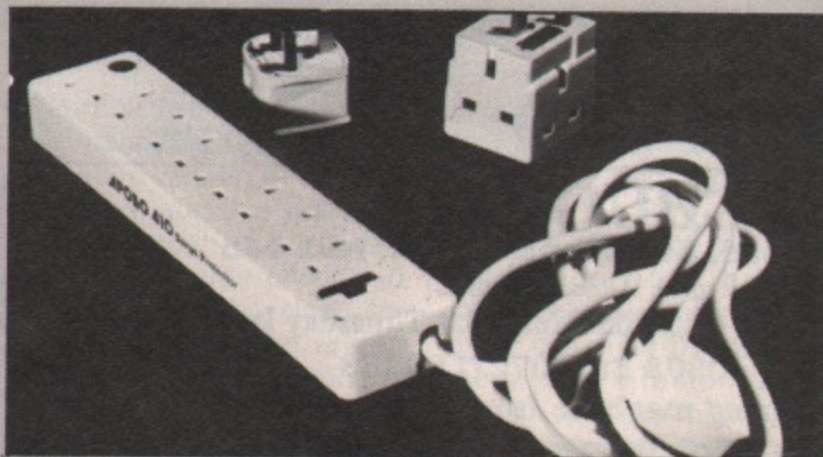
Word from Superior boss Steve Hanson is that he has ended up with the best of both worlds. Superior Soccer will cost £9.95 on BBC Micro cassette, £11.95 disc and £14.95 Master compact.

For the same prices Quiz Challenge is a quiz game designed specially for the computer rather than a ported version of a board or TV game. It is due for either autumn or Christmas release by Superior.

Completing the latest Superior packages will be Play It Again Sam 11 and 12. Despite rumours that Superior would stop at Sam 10, the Hanson brothers have decided to continue with this winning formula of compilations.

It will continue to be stocked in force by W.H.Smith where the full range looks good on the shelves and sells well.

"We've not actually decided on which games will be included in these latest two versions", said Steve Hanson. "I'm sure a lot of people will be able to guess some of the likely titles, but they will have to wait for confirmation until nearer the release date in the autumn".



## Blunt those spikes

WHEN mains interference strikes, fate decrees that it will always be when you are nearing your best games score or have a lot of data to be corrupted.

Apollo Electronic Products (04858 8156) has launched a range of products designed to combat the mains "spikes" which can be caused by home

equipment such as washing machines, power tools and microwave ovens.

Its suppressors include a plug unit for £12.50, a three-way adaptor at £16, and a four gang strip adaptor at £35. All are capable of absorbing a spike of 4,500 amps/225 joules.



# ARCHIMEDES SPECIALISTS

## Acorn's NEW A3000 Computer



### ACORN A3000 SERIES

0255G	A3000 Entry System	649.00
0256G	A3000 Colour System	869.00

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0193G	310 Entry System	899.00
0195G	310 Colour System	1119.00
0257G	310M Entry System	959.00
0259G	310M Colour System	1179.00

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0260G	410/1 Entry System	1199.00
0261G	410/1 Colour System	1419.00
0262G	420/1 Entry System	1699.00
0264G	420/1 Colour System	1919.00
0275G	440/1 Entry System	2499.00
0276G	440/1 Colour System	2719.00
0263G	440 Entry System	1929.00
0265G	440 Colour System	2149.00

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- With a 410/1 • PC Emulator, 1st Word Plus, Printer Lead, Ten 3.5" discs & Lockable disc box
- With a 440/1 • PC Emulator, 1st Word Plus, Software Developer's Toolbox, Printer Lead, Ten 3.5" discs & Lockable disc box

OR

A choice of goods up to 10 % of the value of your Archimedes.

Please enquire for details of member's offers with 0% finance.

## BEEBUG offers you:

### Technical Support Department

We don't lose interest as soon as you've made your purchase. You can always telephone our Technical Support Department or Showroom for some friendly and impartial advice.

### Archimedes Magazine - RISC USER

Subscription is just £14.50 a year (UK), for this 56 page magazine packed full of useful information, programs, news, hints and tips etc.

### Repairs and Service

If things do go wrong, you can be confident of our repair and service department. We will get your computer repaired as soon as possible, and return it to you free of charge, for a full year from the date of purchase.

### Price

Our prices are competitive, but if you see a better current deal from another Acorn dealer, we will be pleased to match it. In that way you can be sure of the best price as well as outstanding support and service.

### Speedy Service

We have a showroom in St Albans where you can see and try any of the systems. They are always on display and in stock. Our mail order service is also very efficient, with over 80% of orders going out the same day. 48 hour delivery charges on a complete system are just £7 and 24 hour delivery £11.50.

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We accept cheques, Connect, Access and Visa, and are able to offer various credit options including 0% finance over 9 months or 13.75% flat rate (typical APR 28%) over 12, 24 or 36 months.

## Archimedes Price Guarantee

We will match any current price or offer available from any other reputable Official Acorn Dealer.

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- 0% Finance over 9 months
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- Trade-ins for Archimedes

Finance arranged within 48 hours and all orders for Archimedes despatched within 24 hours.

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(Answering machine from 5pm)





# NEWS *beat*

## Ace line in graphics

ACE Computing (0223 322559) has launched a Risc OS version of its popular 3D graphics package Euclid for the Archimedes.

Designed to take full advantage of Risc OS, Euclid is both multi-tasking and multi-editing. With ease of use in mind, features of the program such as windows, menus and the help system have been designed in line with other Risc OS applications.

Icons are used extensively and certain key elements such as boxes, cylinders, spheres and cones can now be constructed automatically.

"We believe that the future of the Archimedes lies with Risc OS and are committed to developing quality software which exploits its potential to the full", said Ace Computing's Tony Cheal.

Risc OS Euclid costs £70. Registered users of Euclid can upgrade for £25.

## More Unix

SETTING its sights on the Unix market, Acorn says it will be able to offer X/Open and Posix compliance by the end of the year.

Its escalating assault on Unix follows the launch of its R140 workstation at the end of last year. In the computer marketplace it has been pushing four key areas, office automation, networking, graphics and Unix/Dos.

## ... and Minix

THE Minix Centre (095 389 345) intends to bring out an Archimedes version of its Unix clone Minix later this year.

"Small enough to be understandable yet large enough to be realistic", is the claim for Minix, a Unix lookalike written by Andrew Tanenbaum. Price of the Archimedes Minix has not yet been fixed, but current versions vary from £85 to £120.



## Micro goes on safari

*THE BBC Micro is well known for its robustness and reliability but that was put to the ultimate test recently when the youngsters of Operation Raleigh took computers with them on safari in Kenya.*

*Acorn donated 12 machines to the scheme which allows young people to go on expeditions in remote parts of the world to help with collecting important experiment data.*

*Used for report preparation, spreadsheet analysis*

*and statistics in a field laboratory at Lake Baringo, the micros coped well with a hostile environment.*

*Operation Raleigh also took a computer when exploring Indonesia in very wet and humid conditions.*

*"The BBC Micros have been indispensable to Operation Raleigh, enabling us to carry out many experiments that would have been impossible without them. No expedition goes without one", said its computer coordinator David Hopkins.*

## Hi-tech targets

A WIDE variety of scientific, medical, industrial and signal processing applications are the target of a new analogue to digital converter from Wild Vision (091-281 8481).

Developed to match the speed of the Risc-based Archimedes, the ADC 1208 is capable of up to 166,000 samples a second and 12 bit resolution.

The expansion card is fully programmable with software selection of input channel, sampling rate and digital I/O mode. To allow communication with other digitally-controlled devices, the ADC 1208 also provides digital input/output facilities, pin compatible with the BBC Micro user port. This allows the analogue to digital conversion to be synchronised to external events.

Two programmable 16 bit timers are provided to set the sampling rate, initiated directly by the Archimedes or via interrupt requests.

The ADC 1208 costs £569 supplied with user manual and programming instructions.

## Trade paper changes hands

THE Europress Group has become joint owner of Specialist Retail Press, publisher of Computer Trade Weekly. It is running CTW in partnership with SRP's present managing director, Tom Stock.

Europress, the parent company of Database Publications, Database Exhibitions, Database Software and Mandarin Software, has joined with Stock to buy SRP from the Spectrum Group plc.

Stock continues as managing director and has been joined on the board by Europress chairman Derek Meakin, managing director Michael Meakin and commercial director David Hirst. CTW remains an independent publication

keeping its current location and staff.

"Tom Stock and his team have done a most professional job in building CTW into what it is today, an indispensable part of the leisure computing industry in Britain", said Derek Meakin.

"We are delighted to become associated with this successful publication and we will do all we can to support its continued progress. In particular, the Europress Group's detailed knowledge of the European marketplace will now be available to CTW.

"With our backing, CTW should be able to play a vital role in helping UK companies build a marketing bridgehead

throughout the Community in the run up to 1992 with considerable benefits to all".

Tom Stock said: "I have long felt that CTW was the poor relation in the Spectrum Group. This was not deliberate but it is understandable for the group to concentrate its resources on core activities rather than on the development of a satellite publishing company".

The chairman of Spectrum, Alastair MacGillivray, said: "We believe that a company with the expertise and reputation of Europress can actively take CTW and SRP into the next league. On a horses for courses basis, we believe that Europress can do a better job for SRP than Spectrum".



# NEWS *beat*

## MicroLink moves on

MAJOR changes are being planned for MicroLink, the rapidly growing electronic mail service. It will leave Telecom Gold and enter into a partnership with Istel Inet, the new telecommunications giant.

Istel Inet is a partnership of two major international names in the field of data communications, Istel and Bell Canada Enterprises.

"We have long been faced with restrictions that have prevented us developing the service in the way we know our subscribers would like", said MicroLink chairman Derek Meakin. "We feel that the time has come to break away from Telecom Gold and open new doors."

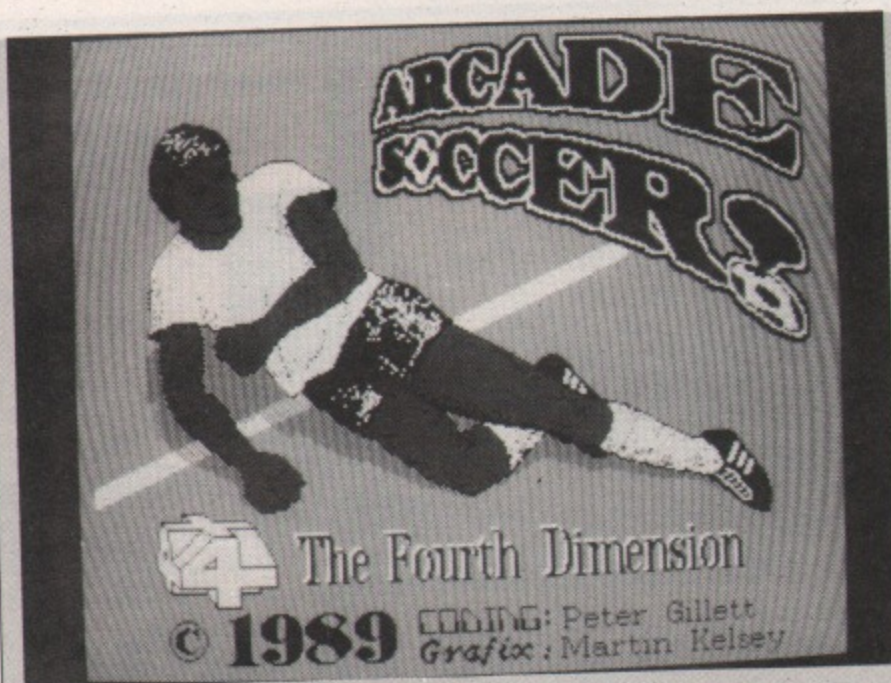
"The result will be a considerable expansion of services available to anyone with a computer, a modem and a telephone".

Many of the present facilities offered by MicroLink will be improved and the new service will also include news, sport and weather, a comprehensive financial section plus on-line shopping. Computer conferencing, a service long requested by MicroLink subscribers, will also be introduced.

## DTP pack scales fonts

THE facility to scale fonts in real time is a unique new feature of Acorn's latest package Desktop Publisher. It allows users to select the size of typeface in the final document without being bound by the options that the supplier has made available or limitations imposed by the printer.

Designed to exploit the performance of the company's Risc-based Archimedes machines, Desktop Publisher has already attracted several hundred orders. It costs £171.



## ACCENT ON ACTION

SLIDING tackles, diving goalies, corners and throw-ins are just some of the features of Arcade Soccer, the latest BBC offering from The Fourth Dimension (0742 700661). An Archimedes version is also to be launched.

"This game will fill a real gap in the market as there are no action football games available at present for the BBC", said Dimension's Steve Botterill. "It's a game that I have wanted

for some time, so we've put everything into it that we wanted in a soccer game ourselves".

Goal kicks, eight directional scrolling, one to 16 player options and full keyboard or joystick controls are also featured. BBC Micro cassette costs £9.95, BBC/Master disc, £12.95, Master Compact £13.95 and the price of the Archimedes version will be £19.95.

## PipeDream on Risc OS

COLTON Software (0954 211472) has developed a Risc OS version of PipeDream.

With PipeDream 3 it aims to break down the barriers between word processor, spreadsheet and database. Text and numbers can be combined to build up pages on screen exactly as they are to be printed out.

All word processing, spreadsheet and database work co-exists in the same windows.

New features include a facil-

ity to load many documents at once, built-in 93,000 spellchecker, automatic loading and saving of several new filetypes, natural, minimal, interruptible background recalculation and slot protection.

The user interface has been redesigned from scratch to conform completely to Risc OS guidelines. PipeDream 3 costs £169. Upgrade prices are to be sent to registered users direct from Colton.

## IBM software connection

MORLEY Electronics (091-257 6355) has produced an upgrade for its Teletext adaptor software which allows IBM software to be downloaded with a BBC Micro. Any users with ATS rom version numbers lower than v3 can get the upgrade for £9.

## Medicine and the micro

NEWS that a Nottingham anaesthetist plans to use a BBC Micro to help administer drugs in the operating theatre has prompted a warning and some interesting statistics from Martyn Thomas, chairman of BCS Safety Critical Systems Group (01-637 0471).

After reading the report in July's issue of *The Micro User*, he says: "It is very difficult to develop computer systems so that they can be shown to be adequately safe. It is important to recognise that it is rarely, if ever, possible to test a computer system for sufficient time that you can be confident that it is safe enough."

"If you want to show to 99 per cent confidence that a medical system will fail no more often than once every 1,000 hours, then you need to test the system under the exact conditions of use for at least 7,000 hours without finding errors."

"At 40 hours' testing per week this would take more than three years, yet one failure in 1,000 hours could kill or injure a patient every six months".

He advises anyone wanting to use computers in safety applications to read Guidelines on the Use of Programmable Electronic Systems published by the Health and Safety Executive.

## Art with impact

IMPACT Software (0742 769950) has launched a new art package for the BBC Micro called The Art Studio.

It works in Modes 4 and 5 and features many easy to use functions including zoom, copy, move, paint with 100 brush sizes and rubber.

BBC Micro cassette costs £9.95 and disc £12.95



# BEEBUG

Your Chance To Join The Team

In 1982 when Acorn announced the release of the BBC Micro, Beebug was formed to provide a magazine and user group for the new computer. Since then Beebug has continued to grow and provide new services.

**We have just moved into larger premises and therefore have some interesting staff vacancies.**

## SALES ASSISTANT

Our new showroom provides an ideal setting for the demonstration of computer equipment and peripherals. As well as being a leading Acorn Archimedes Qualified Dealer, Beebug is also an appointed Advanced System Centre for Amstrad.

A vacancy has arisen for a young person to join the sales team, assisting in the demonstration and sales of our entire range of products to customers in the showroom. Enthusiasm is essential, as well as experience of Acorn or PC compatible computers.

If any of these positions are of interest and you would like to work in a friendly but demanding company, please apply in confidence giving full details of yourself and any relevant experience.

**Personnel Manager,  
Beebug Limited,  
117 Hatfield Rd,  
St. Albans, Herts.  
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Today, as well as publishing Beebug for users of the BBC Micro, Master and Compact, we publish RISC User, the leading magazine exclusively for Archimedes users.

We also have a large showroom and Mail Order operation, supplying goods throughout the world all backed up by our Technical Support Department. Beebugsoft, our software division, provide an exciting range of products for the BBC, Master and Archimedes.

## TECHNICAL SUPPORT ASSISTANT

Our Technical Support team provides answers and advice on an extremely wide range of subjects, covering both software and hardware on the BBC Micro, Master and Archimedes computers.

We are looking for someone who owns a computer themselves and can demonstrate their enthusiasm on the subject. Training will be given, although a certain level of knowledge concerning existing products will be necessary along with the ability to express yourself clearly in writing and on the telephone. Experience on PC compatibles would also be a benefit.

## SOFTWARE PROJECT CO-ORDINATOR

This is a new and particularly interesting position for someone who has an eye for fine details. Reporting to the software manager, the successful applicant will have the opportunity to control new software projects for the Archimedes.

This is not a programming position, but knowledge of Basic and Assembler is essential (and C preferable) together with familiarity with popular applications software. The ability to write clearly will also be necessary to produce program specifications and user documentation.



# THE MINERVA COLLECTION

## Archimedes Games

### JET FIGHTER

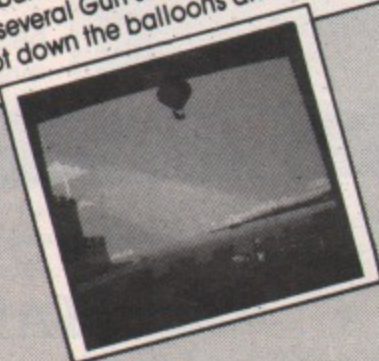
Alone on a forgotten planet you must defend yourself against all comers whilst rebuilding your broken rocket ship, then fuel it and take off to the next level. With the aid of your jet-powered backpack you move around to collect the various parts of the rocket. You must avoid collision with all other objects. Build and then fuel your rocket to take off to the next level. Absorbing fun for all the family.



**NEW**

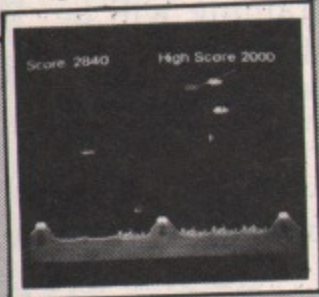
### FREDDY'S FOLLY

An enchanting game using animated graphics. Just watch the little men load the canon and pull it along. Notice the celebration when they win! Colourful fun for all the family. Sir Freddy is sneaky and envious of your castle so plans to bomb it with a fleet of balloons. You built a battlement to shoot down Sir Freddy in his balloon. Sir Freddy then hired several Gun ships to shoot your canon crew. Defend your castle and shoot down the balloons and the invading ships.



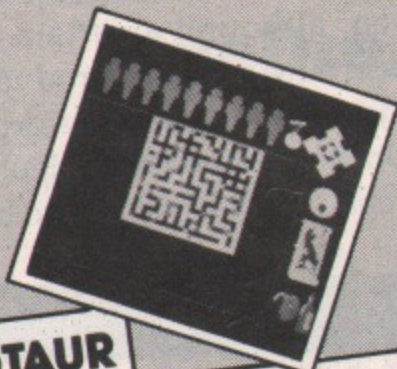
### MISSILE CONTROL

Missile Control is a classic arcade game written for the Archimedes to make full use of the advanced graphics and sound, while remaining faithful to the original concepts of the game. The Player is in control of the missile launches and must do the utmost to protect the cities from the incoming missiles. On each subsequent attack further planes, satellites or 'smart' missiles attack the target cities.



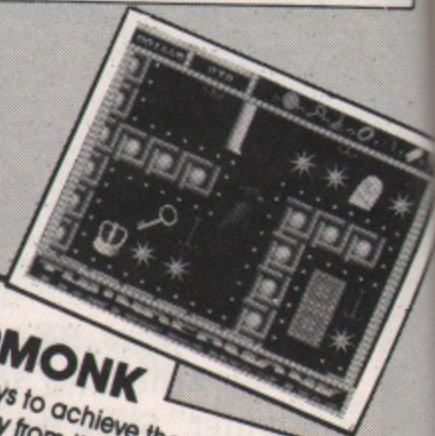
### MINOTAUR

The Minotaur maze game is aimed at a market for children or adults who want a game where quick shoot-out reactions are not necessary. Theseus walks around the Labyrinth, collecting items to assist in the search of the ill fated men which have been provided as food for the Minotaur. The ultimate aim is then to kill the Minotaur and lead the men out of the Labyrinth to safety. The maze size is fully definable by the User. Games may be saved and reloaded for use at a later time.



### THUNDERMONK

An intriguing new game with a variety of ways to achieve the ultimate goal of recapturing the Lonesome Monk's Monastery from the grip of the Evil Demons. Lead The Lonesome Monk's army through the labyrinths of the Monastery and recapture all the great treasures hidden in the building. Keep your eyes peeled for the secret passages. You too could walk through walls!



### ORION

Skillfully manipulate Orion, the latest air to air combat interceptor, to defend your planet against the tide of marauding aliens. Shoot them down before its too late! Score points by saving your men before they are changed into mutants - otherwise they will turn against you. Contains Baiters, Pods which explode into Swarms and waves of Bombers. Orion is a fast and furious scrolling 'shoot em up' game based on the all time arcade classic.



### HOVERBOD

Hoverbod is a traditional maze adventure in the style of the classic Manic Miner, yet it is of stupendous proportions. Hoverbod, the yellow spherical droid, has been banished from the planet Zingle and goes in search of some stolen treasure. The player must guide him through the perils which befall him and help him puzzle his way through the eight different levels to the final quest level. But beware... the Ibbles and Squibbles start to materialise!!!!



**NEW**

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**IBIX  
£19.95**



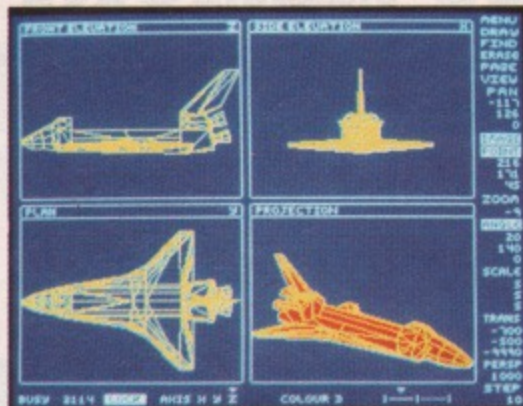
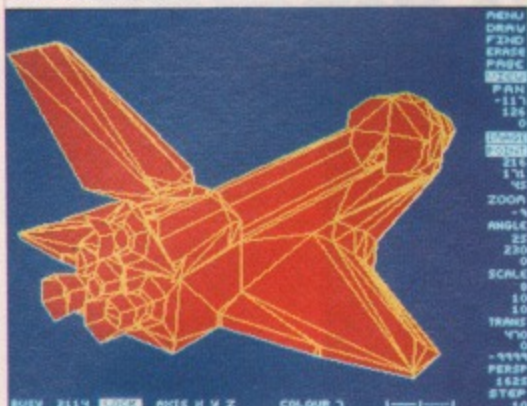
SOFTWARE



# SILICON VISION

SOFTWARE FOR THE ARCHIMEDES & BBC

## SolidCAD



The ultimate 3D Draughting System for Architectural design, Interior design, Engineering Design and Teaching CDT. Allows drawing in plan, front & side elevations and also directly in 3D view. Includes powerful zoom & pan options for precision draughting and surface definition for creating solid colour objects. Also includes Sweep, Extrude & Macro facilities for designing very complex objects easily. Designs created with SolidCAD are compatible with the Realtime Graphics Language for high-speed flicker-free animation. The custom Archimedes version also performs smooth shading for realism.

SolidCAD(Arc) users can upgrade to the Realtime Solids Modeller (Arc) for £40.00.

£49.95 (ARC or BBC B/B+I/Master), **New**

## REALTIME SOLIDS MODELLER

The package includes both the sophisticated design environment of SolidCAD and the high speed animation capability of a Realtime Graphics Language (RGL) module developed in pure ARM Risc code for supercharged performance. The package is ideal for Architectural design, Interior design, Engineering design & teaching CDT. The RGL module can be used to create standalone flicker-free animation of designs from your own programs. Smooth shading is also performed for realistic images. Through our in-house expertise in 3D Design and High-speed techniques, no other package can rival the design environment & animation speed of the Realtime Solids Modeller.

£89.95 (ARC) **New**

## REALTIME GRAPHICS LANGUAGE

The Realtime Graphics Language rom provides a complete 3D Solids/Wireframe animation system with 52 star commands and 3D Editors for designing objects to animate from your own programs. Includes a 35,000 pixels/sec line generator for fast 3D drawing rates, 3D Rotate, Scale, Orbit, Perspective and Turtlegraphics. Also compatible with designs created with SolidCAD (BBC).

£49.95 (BBC B/B+I/Master)

## SUPER-DUMP

The ultimate printer driver which takes advantage of the highest resolution capability of ordinary Epson compatible printers to provide 1920x1024 resolution. Images can also be scaled, positioned and previewed before printing. Fully compatible with SolidCAD, Realtime Graphics Language, Gate-Array design system & 3D CAD/Animation system. Your own graphics programs or other CAD packages can be made compatible with Super-Dump by the addition of a few simple commands. An example program is included in the package.

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## Presentation System

The package provides an interactive environment to create, edit and play-back computer controlled presentations for lectures and demonstrations. Also handles graph plotting for polynomials & user-defined functions which can be incorporated within the presentations.

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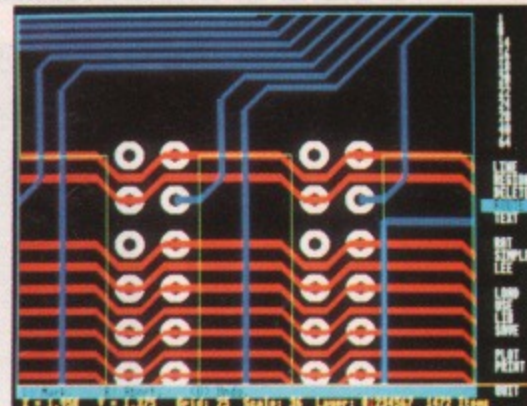
All Archimedes software run in native mode on A305 - A440 & A3000 with Arthur 1.2 or RISC OS

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The ultimate PCB design system developed specifically for the Archimedes with a specification that cannot be matched. Includes Automatic routing, Rats-nesting, 8 layers, Surface mount capability, 0.001" resolution, 32"x32" maximum board size, On-line Help, Fast Zoom/Pan/Redraw, Text & Silkscreen facility, Variable Line/Pad/Text/Grid sizes, Part Libraries, Block Move/Copy/Rotate/Mirror/Erase options, and up to 300,000 components.

For hardcopy, the system supports the industry standard HP-GL, GRAPHTEC, PLOTMATE plotters and printers at their highest resolutions. Also provides automatic drilling information with extensive support from PCB manufacturers for final layout and production, optional 1 year telephone Hotline support (£100) and software maintenance service (£75) is also available.

£195.00 (ARC) **New**

## Risc BASIC

The first true BASIC V syntax compiler which will convert your programs into supercharged Risc code for turbo performance leaving the competition standing. Features include Relocatable modules, full cross references, Double precision floating point & Integer support, in-line assembly, Window-based or command line compilation environment, standalone code generator, object code optimiser, full array manipulation and dimensions support, multiple exit structures & full runtime error handler.

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£99.95 (ARC) **New**



# MACH

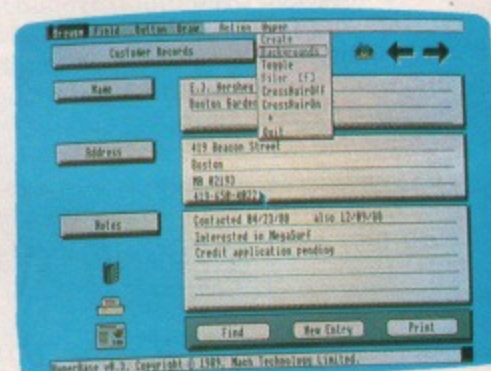
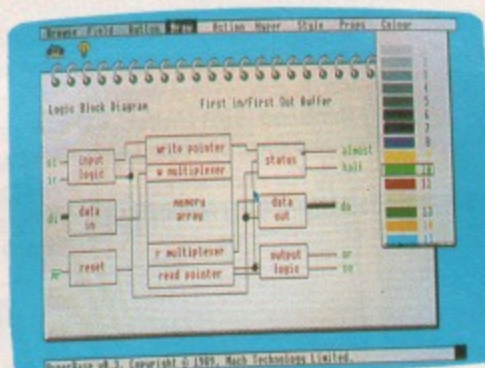
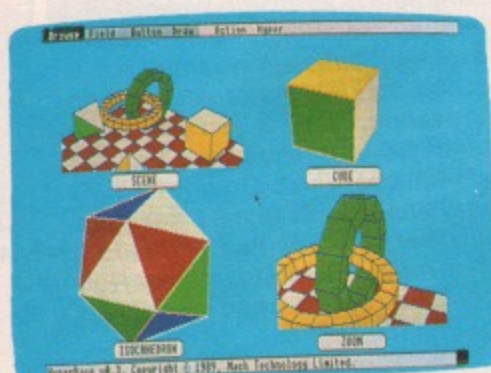
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Cards may be connected via user defined links to allow arbitrary information networks to be constructed.

Other features include powerful search and query functions across text fields, sorts and calculations, report generation and printing and the exchange of text and graphic images with other programs.

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The epitome of structured programming languages now available on the Archimedes.

- \* Advanced development environment
- \* Separate compilation
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- \* System library support for Risc Os, graphics, WIMP
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# TECHNOLOGY

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20Mb	65ms	<b>£249</b>
20Mb	35ms	<b>£289</b>
30Mb	35ms	<b>£339</b>
40Mb	28ms	<b>£379</b>

Compatible with A305-310, backplane required

Software prices include VAT and delivery in the UK

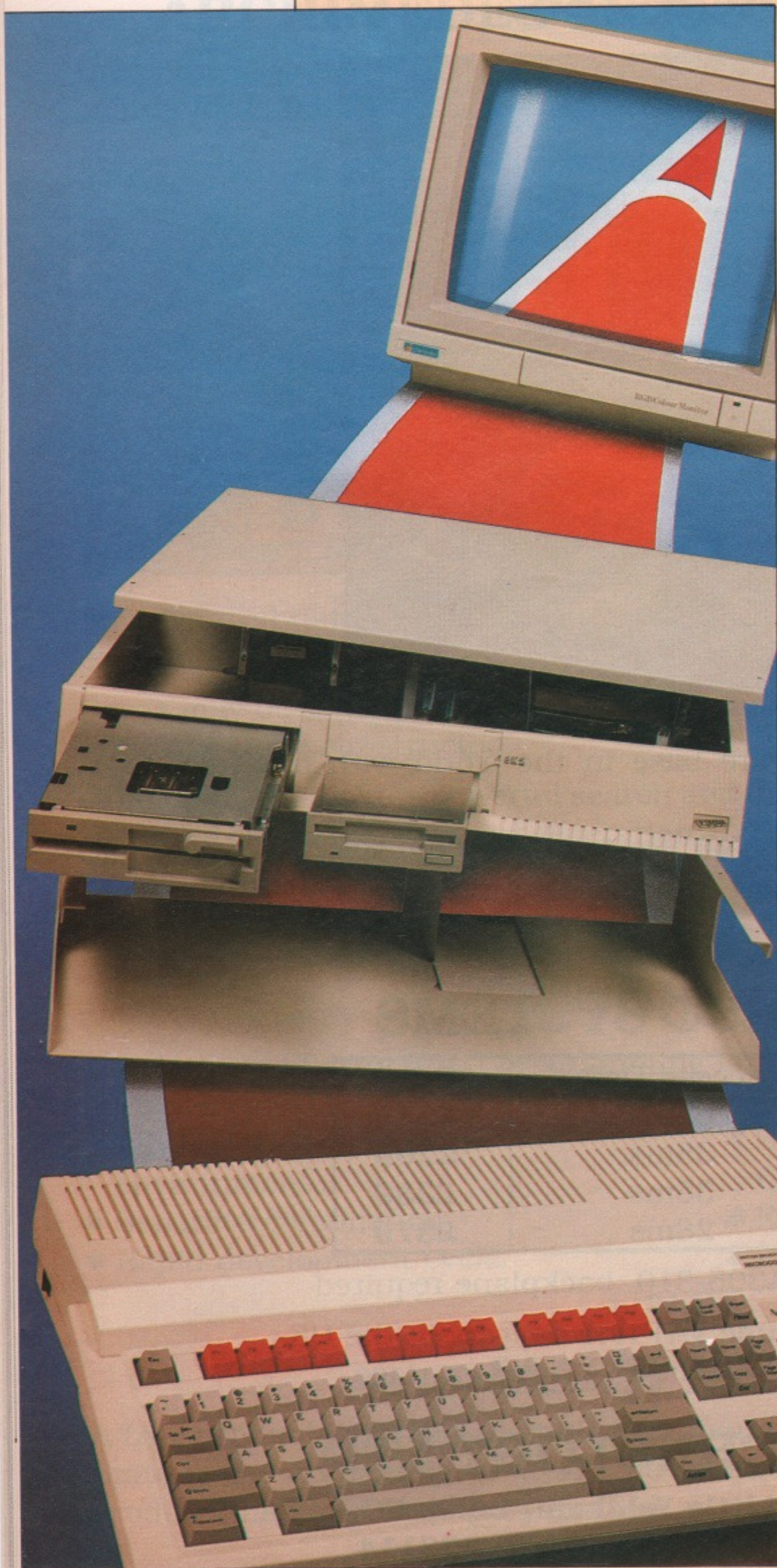
Hardware prices exclude VAT and carriage

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**T**HE design of the 32 bit BBC Micro – with its disc drive in the side – prevents the use of a normal type of bridging monitor stand because it would obstruct the disc slot. The stand on Acorn's pictures of the micro overcame the problem by resting on the edges of the machine, but where can add-ons like a second disc drive live?

Pres, aware of the tangles of leads associated with the 8 bit BBC Micro, have found an ideal solution – a modular monitor stand that can house several units such as disc drives.

Owners of an unexpanded A3000 just need the actual monitor stand – A3K1 – so let's take a look at that first. The stand is a pressed steel cantilever construction with a similar finish and colour to the micro. It is in two parts with the flat top surface screwed to the base – this is removed and used on top of level 2 when you expand your system.

The machine slides neatly underneath with the disc drive still easily accessible from the side. The base of the stand is designed to make pressing the reset button tricky but not impossible – a useful feature.

For people who like their micro pulled well forward to work on there's no problem as, using this unit, the monitor is effectively free standing. However, for those who are security conscious the units could be screwed to the robust stand and this can easily be bolted to the desk – ideal for applications like education.

The real difference to a standard monitor stand comes with the next level – the A3K2 – which allows you to expand your set-up neatly up to three floppies and a hard drive without a mass of untidy leads. The new unit screws to the top of the base one in place of the original top plate, which now fits on the top of the whole unit.

On the front are push-out slots for two disc drives. The left hand one is designed so that a slot for a 3.5in drive or a 5.25in one can be opened up, while in the middle is room for a 3.5in drive.

The drives supplied by Pres are finished in the same colour as the one in the side of the A3000, but it is not possible to just use that drive as it is slightly thinner than the standard unit.

Moving right again, there's a dual-purpose LED on the front panel. This is always used as a power on indicator, but if a hard drive is fixed a different colour indicates the disc is being accessed.

Inside the case there is plenty of room for a hard disc drive and a power supply for all the drives – all obtainable from Pres. Slots in the bottom of the case allow the neat routing of leads between micro and peripherals.

Using this unit the A3000 can be expanded easily and in a very tidy way. Your BBC Micro can now become a four megabyte hard disc machine without a lead in sight.

However, expanding a micro needs more than just disc drives and memory and the A3000 allows two modules to be connected – one internal and one external. An external module can just be plugged in but with the obvious problems of

*Components of the new stand that bring the BBC Micro into a powerful integrated unit*



# Putting the Archimedes in its place



*Pete Davidson examines a new modular monitor stand that gives the A300 room to expand its power house*

A3K1	£24.95
A3K2	TBA
3.5in drive	TBA
5.25in Drive	TBA
Hard disc	£499

Supplier: Pres, PO Box 319, Lightwater, Surrey GU18 5PW  
Tel: 0276 72046

possible damage to the exposed circuits or poor contact because of flexing connections.

Pres have solved the problem with a case to house the external podule. It's due to be released very soon and will screw to the A3000. Like the monitor stand, it is expandible.

Inside it you will be able to fit a backplane which will take an ordinary podule — most likely the hard disc one — together with up to four mini podules. Several are already well along the road to being released.

These include a high specification a/d converter, a d/a converter of similar standard, user rom and battery-backed ram, Midi, SCSI, and a mini podule to allow two VDUs to be connected. The last one would allow, say, text to be displayed on one screen while graphics are on another.

A couple of other products that we'll soon be seeing from Pres are a 1MHz bus and user port podule to fit inside the A3000, and a read/write DFS. Combined with the 5.25in drive the latter will help all those who want the 32 bit machine to emulate the 8 bit BBC Micro in every way.

So the A3000 will soon be able to be expanded in to an even more powerful machine. As the products are released we'll be looking at them in detail.

*Basic state: The A3000 topped by the original monitor stand*





# PRES

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BBC ACORN USER SHOW  
STAND Nos. 62, 63, 65

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TURN THIS . . . . .**



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# The quest continues



## The full solution to two more levels of The Last Ninja

**L**AST month we gave some coded clues together with maps and the solution to help you, the last Ninja, in your quest to recover the scrolls. Now we present the maps and solutions to help you complete the next two levels and next month, in the final part of the series, we'll explain how to reach the scrolls.

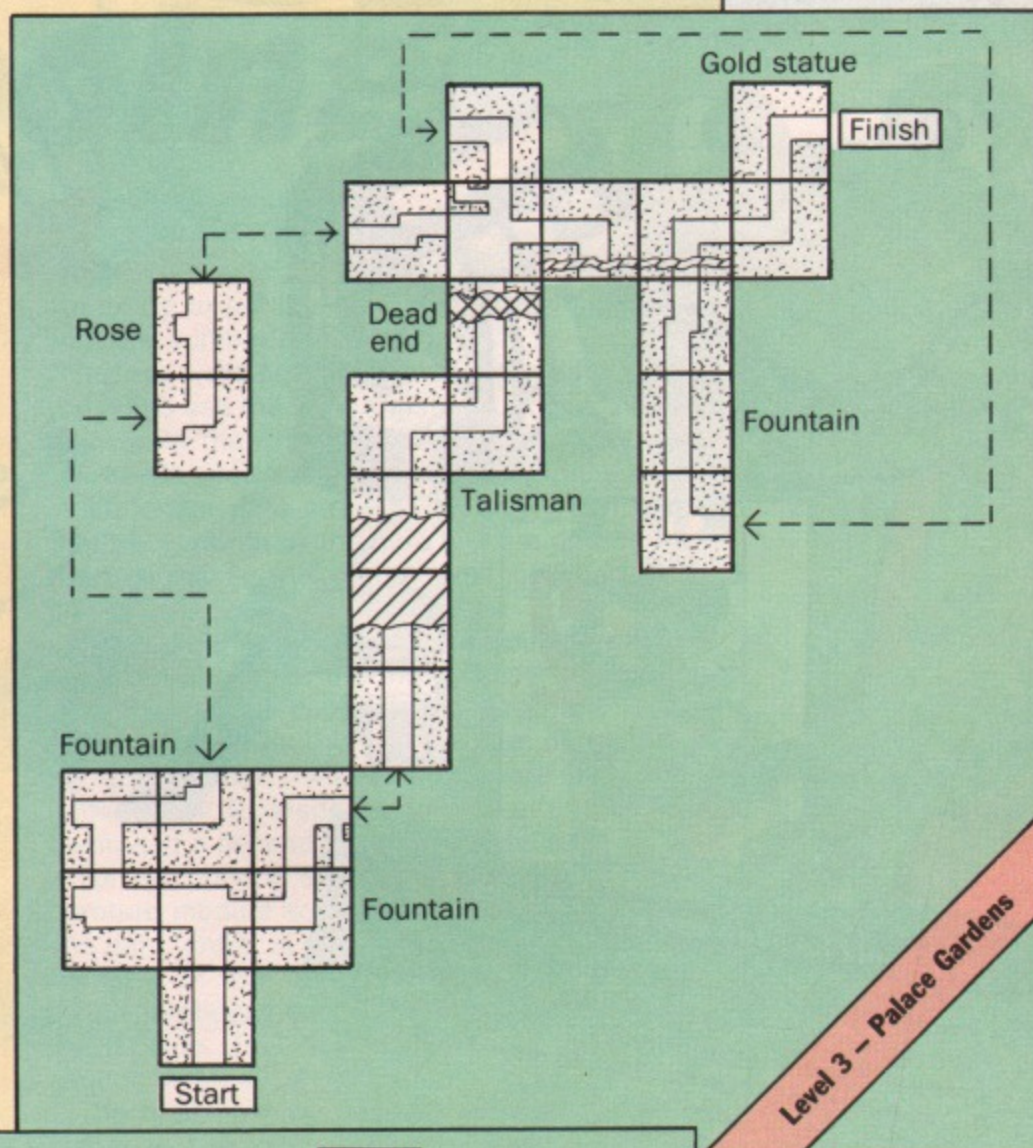
### THE SOLUTION – Part 2

#### LEVEL THREE

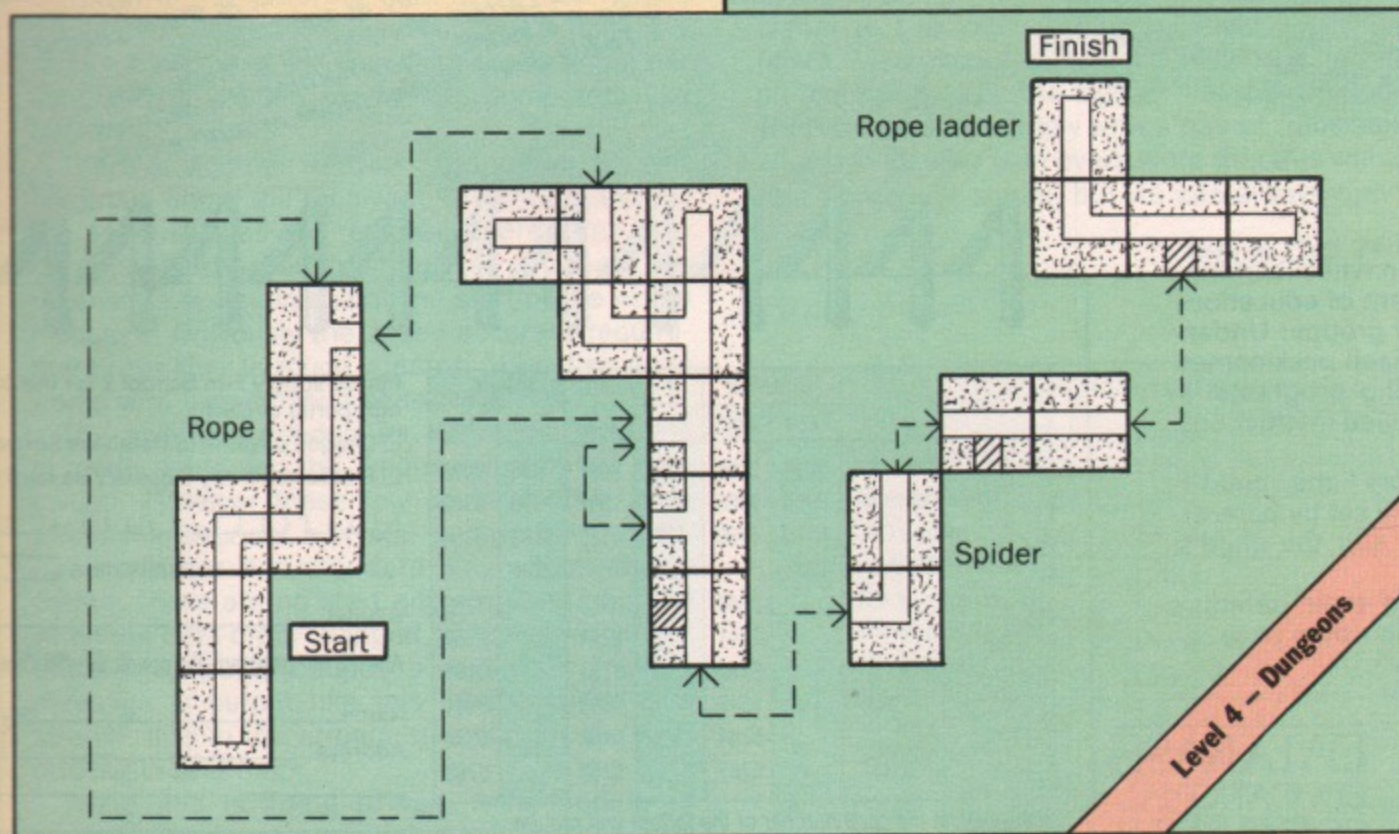
Hold the glove which you found on level two to pick up the rose, otherwise you'll prick your finger and die. At the large yellow statue at the end, hold only the talisman found around a Buddha's neck on this level and walk up to pray to end the level.

#### LEVEL FOUR

Collect the rope and use it to climb up the ladder at the end. Shoot the spider.



Level 3 - Palace Gardens



Level 4 - Dungeons

● If you don't already have a copy of The Last Ninja, see the offer on Page 118



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BBC B+/Master 80T		2241		2244		2250
Atari ST		9192		9193		9194
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# Non-standard serial interfacing

*Mike Cook connects his micro to an electronic thermometer*

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**T**HERE are a great number of low cost useful modules available from the Far East complete with built-in liquid crystal displays. For example I acquired an electronic micrometer and a temperature control module at a fraction of the cost it would take me to make them. This is the effect of mass production. Incidentally, did you hear the one about the Japanese electronics manufacturer who was so successful that he had to move into smaller premises?

Now I did look – in the November 1987 Body Build article – at how to tap into a liquid crystal display, but it is neither simple nor cheap. Fortunately most of these modules also have a serial output which can be read by a micro. The snag is that the form of the serial data is far from standard.

The BBC Micro is fitted with a serial interface which handles standard asynchronous data. The start of each data package is signalled by a start bit. The package follows one bit at a time for seven or eight bits and finally there is a stop bit when the data line returns to the resting state. The start and stop bits allow the receiver to synchronise to the incoming data every byte, hence the name asynchronous. The speed accuracy requirement for this system is only about four per cent and it is used for remote computers like MicroLink.

There is another form of data known as synchronous where the receiver has to run at exactly the same rate as the sender. There is no synchronising after each character, instead the receiver is synchronised at the start of the whole message. Obviously the speed accuracy requirements for this is much greater. Your disc drive works with synchronous serial data.

The accuracy needed for these two systems normally calls for the frequency stability of a crystal. However these low cost modules can't afford the luxury of a crystal so they have developed another non-standard way of communicating. There are no start and stop bits, instead when the data bit is changed on the serial output another output produces a pulse. The whole message is output like this in one continuous stream, bits in the stream standing for the various digits and flags.

While this is going to vary from module to module, the general principles are the same so I

am going to outline a method that should cope with any number of serial bits.

If there were only eight bits in the data output you could use the shift register built into the VIA; this would then require a minimum of software overheads. However most modules produce very much longer data streams, typically from 13 to 35 bits. Fortunately the data bits are output relatively slowly – with about 1ms between each pulse.

The trick is to make each data pulse generate an interrupt and let the interrupt service routine read the current data bit and assemble it into bytes. This has the advantage of being a background task – when the software is installed and running it needs no further attention from Basic and a second program can be run.

For my working example I will look at a temperature module sold for under £7 from Maplin. The data format is shown in Table I. D1 indicates the data bit that is output first, D13 being last. Data is produced every time a reading is taken by the module. This is link selectable to be every second or 10 seconds.

The first thing we need to do is to boost the signal to the logic levels required by the BBC Micro. Most modules work off a 1.5 volt battery, so that tends to be the signal level they produce. This can be done simply with a pair of transistors shown in Figure 1 (see over). Note that this will, in fact, invert the signal, but we can always turn it

Turn to Page 24 ►

D1	Hundreds (Degrees F) or Sign (Degrees C)	
D2	Bit 3	Tens
D3	Bit 2	Tens
D4	Bit 1	Tens
D5	Bit 0	Tens
D6	Bit 3	Units
D7	Bit 2	Units
D8	Bit 1	Units
D9	Bit 0	Units
D10	Bit 3	Tenths
D11	Bit 2	Tenths
D12	Bit 1	Tenths
D13	Bit 0	Tenths

Table I:  
Data from  
Temperature  
Module



# SERIES

&70, &71	Data working locations
&80, &81	Data result locations
&7F	New data flag
&7E	Number of bits master location
&7D	Number of bits to go, working location

Table II: Memory usage

## ◀ From Page 23

the right way round in the software.

Having got the hardware out of the way quite quickly this month, let's look at what we need to gather the data. This is shown in the listing and consists of three main parts. The first is the initialisation routine – lines 80 to 280 – then the interrupt handling routine lines – 290 to 490. Finally, a simple example of how Basic can interact with the data. Note that the first part could well have been written in Basic, but I chose to use machine code so that the system could be easily re-initialised with a CALL &A00. This will be needed whenever the Break key is pressed, in fact line 60 makes this happen automatically.

The memory allocation is shown in Table II. Basically locations &70 and onwards are used to accumulate the data. When it is all in it is transferred to locations &80 onwards. The first job is to initialise the locations defining the number of

bits to store, lines 90,100. Then the working location is incremented. This is needed because the first time the interrupts are enabled on the VIA it will produce an interrupt because of the pulses it has previously received. Therefore the very first interrupt will be a spurious one; line 110 compensates for that.

Next the unrecognised interrupt vector must be transferred to our own storage area and replaced with the vector into our routine. This is done in lines 120 to 190. As we do not want this process to be interrupted in case only half a vector is present, we have to disable the interrupts while this is going on. Then the VIA is initialised to produce an interrupt on a falling edge of CB1. For a full explanation of what bits control what function on the VIA see the Advanced User Guide. Finally in this section the data reception area is cleared to make sure we start with a clean slate.

Now whenever an interrupt is generated by our data clock signal the code starting at PIRQ will be executed – line 290. First we look to see if it is our device that has generated the interrupt, this is important if there are other interrupting devices connected to the micro, like a mouse.

Line 330 reads the data in, remember from Figure 1 this is connected to bit zero. Now we have to build this up into a few bytes achieved by first shifting the data bit into the carry flag and then performing a series of rotate instructions on the memory locations we are working on. This trans-

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fers the data from the carry flag into the memory and moves up the previous bit pattern to make room for the new arrival. Just like the song "There were five in the bed and the little one said roll over".

When that has been done we have to decrement the number of bits to go counter in &7D. As we do this we will set the zero flag when the last bit has been read, causing the branch in line 380 to be taken every time but the last. At this point the data is transferred from the working locations to the final locations, inverting them to compensate for the interface for each byte.

Finally the bit counter is restored from the store ready for the next message, and the flag location is cleared.

The flag location is used by any program interacting with this interrupt service routine. By looking at this memory address it can see if a new piece of data has arrived since the last time it looked. When it sees that new data has arrived it sets the flag to a non-zero value after taking the data. Data is always available, but by using this flag you will see only new data.

The final part of the program illustrates this point — lines 520 to 590. The loop in lines 530 and 540 holds the program until data has been received then line 550 puts this value into a variable T. At first sight this might seem a little complex, however refer to Table I again and you will see that each digit is in four bits, one in &81 and two in &80. Line 550 adds up the contribution made to the final temperature by each of the three digits.

You can see it contains three sums, first the digit is isolated from the rest of the byte using an AND operation and then it is multiplied or divided to be the right size, that is tens, units and tenths of a unit.

I was running the module in the degrees C

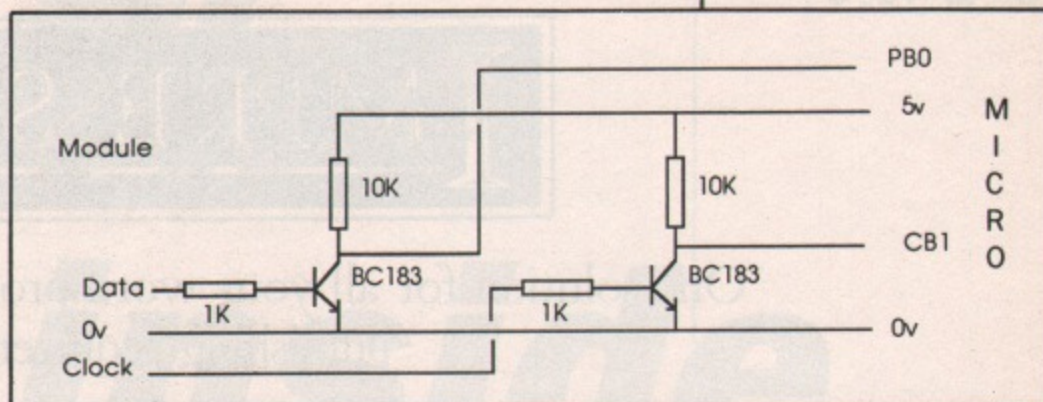


Figure 1: Interface for module to micro

mode and so data bit 1, that is bit 4 in &81, contains the sign of the temperature. Line 560 extracts this and sets up a string variable. Finally line 570 prints the result and line 580 sets the flag indicating we have gathered that piece of data.

If you have more data in your module you simply use more than the two memory locations I have used here. Whenever you see an operation on &70 and &71 repeat this for &72 and &73 and so on. The same goes for locations &80 onwards.

A final note of caution when debugging the program: Remove line 60 and always press Break between each trial run. If you don't you will transfer the value of the interrupt vector, which will have been set as the entry to our service routine from the last run, into the storage location. This will result in an endless loop when the next interrupt is generated, thus the micro will hang and the only way to revive it will be with Break.

Once this patch is installed it becomes part of the operating system and you can do any other operation with the micro. In this way you can make great uses of these low cost modules in your own monitoring and control applications.

```

10 MODE 7
20 PRINT"Beeb Bodybuilding Course"
30 PRINT"Non standard serial input"
40 PRINT"By Mike Cook"
50 FOR AX=0 TO 2 STEP 2
60 *KEY10 CALL &A00:IM
70 PX=&A00:COPT AX
80 \ Initialise Patch
90 LDA #13 \ Number of bits to read
100 STA &7E:STA &7D
110 INC &7D \ Compensate for first i
interrupt
120 SEI \ Stop interrupts
130 LDA &206 \ Transfer Vector
140 STA VEC1
150 LDA &207:STA VEC1+1
160 LDA #(PIRQ MOD 256)
170 STA &206
180 LDA #(PIRQ DIV 256)
190 STA &207
200 LDA &FE6C \ Set up Control line B1
210 AND #&EF:STA &FE6C
220 LDA #&90 \ Enable interrupt on VI
A
230 STA &FE6E
240 LDA #0
250 STA &70:STA &71 \ Clear reception
locations
260 CLI \ Allow interrupts to be
dealt with
270 LDA #1:STA &7F \ First time no fla
g
280 RTS

```

```

290 .PIRQ \ Interrupt handling
300 LDA &FE6D \ See if it for us
310 AND #&10
320 BEQ NUS \ Branch if not
330 LDA &FE60
340 LSR A \ Put bit into carry
350 ROL &70 \ Transfer to memory
360 ROL &71
370 DEC &7D \ Have we had all bits?
380 BNE NUS \ Branch if not
390 LDA &70 \ Transfer to reading lo
cation
400 EOR #&FF:STA &80
410 LDA &71:EOR #&FF:STA &81 \ Other b
yte
420 LDA &7E:STA &7D \ Restore bit coun
t
430 LDA #0
440 STA &7F \ Clear new reading flag
450 .NUS \ On your way
460 JMP (VEC1)
470 .VEC1 NOP:NOP
480 J:NEXT
490 *KEY9P.((?&81 AND 7)*10+((?&80 AND
&F0) DIV 16)+(?&80 AND &F)/10)IM
500 REM Now Initialise Patch
510 CALL &A00
520 REPEAT
530 REPEAT
540 UNTIL ?&7F=0
550 T=(?&81 AND 7)*10+((?&80 AND &F0)
DIV 16)+(?&80 AND &F)/10
560 IF (?&81 AND &10)=0 SS="+" ELSE SS

```

```

570 PRINTTAB(0,7);"Temperature is ";SS
;T;" C "
580 ?&7F=1
590 UNTIL FALSE

```

Get it right!

10 = 1092 2	210 = 6082 4	410 = 8F97 B
20 = 17E7 C	220 = 8FC1 4	420 = 732A 0
30 = 6143 C	230 = 78D4 8	430 = 295 3
40 = FC23 A	240 = 295 D	440 = 26EA A
50 = BFB0 C	250 = 8DED B	450 = 3328 C
60 = 7AE9 9	260 = 4683 B	460 = B795 C
70 = 1054 F	270 = E69D E	470 = 729C 0
80 = 0 F	280 = 9843 F	480 = DA42 6
90 = C787 6	290 = 87FF A	490 = 19CE A
100 = 9B71 6	300 = AD15 6	500 = 0 A
110 = F815 1	310 = 4497 7	510 = 286D 9
120 = 8B8C C	320 = F0B7 D	520 = BFBA C
130 = 4B 6	330 = A0F8 3	530 = BFBA 8
140 = D556 5	340 = 2A3B A	540 = CDF2 C
150 = 6188 3	350 = 2D62 D	550 = 2FF4 E
160 = B7BC 6	360 = 67C 0	560 = AE6B B
170 = E756 F	370 = 7495 2	570 = F0B8 A
180 = 3CFC C	380 = C6D5 B	580 = A8CC 3
190 = F777 2	390 = D2DF 0	590 = 226C 4
200 = 3482 A	400 = 296F C	



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# The inside story

**M**OST disc filing systems provide a \*DUMP command to list the contents of a file in both hexadecimal and characters. This routine provides a command — \*MDUMP — which does exactly the same with an area of memory, not just main memory, but sideways rom, shadow ram and the Tube.

The listing generates the MDUMP command file. Type it in and check it with Get it Right! When run it generates the code and saves it as MDUMP. Tape users should change these two lines:

```
90 mcode%=&B00
760 LDA #18:JMP OSBYTE
  \ Reset function keys
```

The command is called by entering:

```
*MDUMP addr
```

followed optionally by either an end address or + and a length — the same format as \*SAVE. All the addresses are given in hexadecimal, and tape users should use \*/MDUMP wherever a reference to \*MDUMP is made.

To dump 16 bytes of memory starting at &700 you could use

```
*MDUMP 700+10
```

or:

```
*MDUMP 700 710
```

As this is the area of memory used by Basic to hold the command line just typed in, you will see something like:

```
000700 2A 4D 44 55 4D 50 20 37 *MDUMP 7
000708 30 30 20 2B 31 30 0D 00 00 +10..
```

If no end address or length is given the dump will keep going until Escape is pressed.

Giving the start address in the format Frssss — in the range F00000 to FFFFFFFF — causes rom number r to be paged in and dumped, so:

```
*MDUMP FD8000+20
```

dumps the first 32 bytes of rom 13. If you have a second processor attached addresses in the Fxxxx range will address the I/O processor's memory, so:

```
*MDUMP FF3000+40
```

will dump the start of the area of memory re-

## Use of osbyte 0

OSBYTE 0 reports what operating system the machine is running. When entered with X=0, an error message is displayed with the version. With X as non-zero, X is returned holding a number referring to the OS number. These are:

0	BBC Micro, OS 0.10 and Electron
1	BBC Micro, OS 1.20
2	BBC B+, OS 2.00
3	BBC Master, OS 3.20
4	BBC Master ET, OS 4.00
5	Master Compact, OS 5.00

This is similar to INKEY(-256), but gives an easier series of numbers to decode.

served for the screen in the I/O processor. Also:

```
*MDUMP F8000 FFFF
```

will dump the second processor operating system on a 6502 second processor.

The BBC B+ and Master series have more memory hidden away inside them — both have the shadow screen. There's spare memory left over from that on the B+ and Masters have the private workspace ram. Given an address in the format EFssss the \*MDUMP command will dump this memory. That is:

- The shadow screen at EF3000 to EF7FFF.
- The spare sideways ram at EF8000 to EFAFFF on the BBC B+.
- The MOS workspace ram at EF8000 to EF8FFF on the Master.
- The filing system ram at EFC000 to EFDFFF on the Master.

The table on the following page gives a

Turn to Page 28 ►

*Exploring  
memory is  
made easy  
with  
Jonathan  
Hartson's  
routine*



**The program will work with NFS 3.60, but the NFS 3.34 rom has a bug in the routine to return the address of the command line**

```
*MDUMP F98000 +100
F98000 4C E8 85 4C 8D 82 C2 22 Lh.L..B"
F98008 21 4D 49 4E 49 20 4F 46 !MINI OF
F98010 46 49 43 45 20 49 49 20 FICE II
F98018 52 4F 4D 53 00 32 2E 30 ROMS.2.0
F98020 31 44 00 28 43 29 20 31 1D.(C) 1
F98028 39 38 36 20 44 61 74 61 986 Data
F98030 62 61 73 65 20 53 6F 66 base Sof
F98038 74 77 61 72 65 00 00 00 tware...
F98040 00 4C 63 80 4C B4 80 4C .Lc.L4.L
F98048 13 81 4C 66 81 2B 9E 4C ..Lf..L
F98050 95 80 4C 94 82 4C 86 82 ..L..L..
F98058 00 CD 12 48 AD 00 A0 68 .M.H-. h
F98060 4C 52 80 08 78 85 07 86 LR..x...
F98068 08 84 09 BA BD 03 01 85 ....=...
F98070 06 BD 02 01 85 05 A0 01 .=....
F98078 B1 05 9D 02 01 C8 B1 05 1....H1.
F98080 9D 03 01 C8 B1 05 85 00 ...H1...
F98088 A8 B9 00 A0 A4 09 A6 08 (9. $.&.
F98090 A5 07 58 28 60 78 85 07 %.X('x..
F98098 86 05 84 06 A0 02 B1 05 ....1.
```

Sample output from MDUMP

## ◀ From Page 27

summary of the addresses you can use with this command.

The program has been tested on BBC Micros on all operating systems from 1.20 onwards and with several DFSs. It will work with NFS 3.60, but the NFS 3.34 rom has a bug in the routine to return the address of the command line, so it will not work. If you have that rom you should take advantage of the service offered by many companies cheaply – or freely – to upgrade it.

## How it works

The first part of the program calls the filing system to get the address of the parameters on the command line. It then checks that the first is a valid hexadecimal address and reads it in to the zero page locations *addr* to *addr+2*.

After skipping any spaces, if there are no more parameters it jumps forward to start the dump with the forever flag set – as it was when the program started – to &FF. If there is another parameter, it is examined after the forever flag has been reset by giving it a value with bit 7 equal to zero. The character just fetched will be in the range 0 to 127, so that is used.

If the following parameter is preceded with a +, the following address is fetched and the start address added to it. Otherwise, the address is fetched as it is.

If there is deviation from the expected syntax the error message:

Syntax: MDump <start> (<end>/+<length>)

is given. As the first part of the program is only executed once, this is used later as variable space to save memory and squeeze the routine into 512 bytes so that it will fit in the cassette buffer.

The next section of the program checks which machine it is running in by using *osbyte* 0 and sets some flags for accessing the various bits of memory accordingly. Unexpanded BBC Bs and Electrons don't have the extra memory, so this part is skipped. Masters and BBC B+s do have it, so the access flag *acc\_flg* is set to &FF to signal this.

The BBC B+ accesses its extra memory by

Address	BBC B	BBC B+	Master
000000 to EFFFFFFF	Normal language – main memory if no second processor, second processor memory if there is.		
EF0000 to EF2FFF	Main I/O processor memory		
EF3000 to EF7FFF	Main memory	Shadow screen memory	Shadow screen memory
EF8000 to EF8FFF	Sideways rom#15 memory	Spare sideways memory	MOS and VDU workspace
EF9000 to EFAFFF	Sideways rom#15 memory	Spare sideways memory	Sideways rom#15 memory
EFB000 to EFBFFF	Sideways rom#15 memory	Sideways rom#15 memory	Sideways rom#15 memory
EFC000 to EFDFFF	MOS rom	MOS rom	Filing system workspace
EFE000 to EFFFFFFF	Machine operating system rom (and memory mapped I/O ports)		
Fx0000 to Fx7FFF	Main I/O processor memory, including the non-shadow screen memory. x is ignored.		
Fr8000 to FrBFFF	Sideways rom/ram number r.		
FxC000 to FxFFFF	Machine operating system rom		

The addresses to use to dump various areas of memory

setting the rom/ram select latch at &FE30 to 128. This is noted by setting *acc2* to 128. The Master and the BBC B+ both access their extra memory by fiddling with the ACCCON register at location &FE34 and the variables *acc1* and *acc2* are set to note this.

For a detailed explanation of the ACCCON register see the New Advanced User Guide by Dickens & Holmes. It is sufficient to say that on the BBC B+, bit 7 controls whether shadow screen ram is paged in, and on the Master bits 2 and 3 control whether the shadow ram and filing system workspace ram are paged in or not. As the other bits also affect the system's setup, they have to be preserved when changing bits 2 and 3. Seven is then added to the end address for checking later.

The program goes into a loop which performs the following:

- The current address is printed.
- Eight bytes are fetched into the buffer. They are



printed in hexadecimal.

● The eight bytes are then printed in characters. Ones in the range 128 to 255 are displayed as characters 0 to 127 but ones with values 0 to 31 (the control codes) and 127 (delete) are displayed as full stops.

● Eight is added to the current address, and if the forever flag is set the routine jumps forward to prepare to loop around again.

● If the forever flag is not set a check is performed to see if the end address has been

reached. This is done by masking out the bottom three bits and Exclusive ORing the end and the current addresses. If these are the same — ignoring the bottom three bits — the program jumps to exit.

At this point, before looping back again a check is made on the escape flag, location &FF. If Escape has not been pressed the program loops back to do another eight bytes. If it is being pressed it is acknowledged and the program exits.

```

10 REM SOURCE FOR *MDUMP
20 REM *MDUMP <start> (<end>/+<length>
>)
30 REM by J.G.Harston
40 REM (C) The Micro User
50 OSWRCH=&FFEE:OSNEWL=&FFEE7
60 OSARGS=&FFDA:OSBYTE=&FFF4
70 L_ptr=&A8:addr=&AA:rom=&AC
80 end_ad=&AD
90 mcode%=&900
100 tempY=mcode%:buff=mcode%+2
110 tube=&27A
120 FOR P=0 TO 1
130 P%=mcode%
140 [OPT P*3
150 LDA #1:LDY #0:LDX #L_ptr
160 JSR OSARGS
170 LDA (L_ptr),Y:CMP #13:BEQ syntax
180 LDX #addr:JSR get_hex_addr
190 JSR space2:BEQ mdump
200 STA forever
210 LDX #end_ad
220 CMP #ASC"+":BEQ plus
230 JSR get_hex_addr
240 JMP mdump
250 .syntax
260 BRK
270 OPT FNequs(CHR$220+"Syntax: MDump
<start> (<end>/+<length>)")
280 BRK
290 .plus
300 JSR skpspc:BEQ syntax
310 JSR get_hex_addr
320 CLC:LDA addr:ADC end_ad:STA end_ad
330 LDA addr+1:ADC end_ad+1:STA end_ad
+1
340 .mdump
350 LDA #0:LDX #255:JSR OSBYTE
360 CPX #2:BCC mdump1:BEQ Bplus
370 LDA &FE34:AND #&F3:STA acc1
380 ORA #&0C:STA acc2:BNE set_acc
390 .Bplus
400 LDA #128:STA acc2
410 .set_acc
420 LDA #255:STA accflg
430 .mdump1
440 LDA end_ad:CLC:ADC #7:STA end_ad
450 LDA end_ad+1:ADC #0:STA end_ad+1
460 .loop
470 JSR pr_addr
480 JSR get_8_bytes
490 LDX #0
500 .loop1
510 LDA #32:JSR OSWRCH
520 LDA buff,X:JSR pr_hex
530 INX:CPX #8:BNE loop1
540 LDA #32:JSR OSWRCH
550 LDX #0
560 .loop2
570 LDA buff,X:AND #127
580 CMP #32:BCS pr_char
590 .pr_dot LDA #ASC"."
600 .pr_char CMP #127:BEQ pr_dot

```



10 = 00	390 = F567 A
20 = 00	400 = 18DB 2
30 = 00	410 = 3E31 4
40 = 00	420 = 7266 F
50 = F2E0 0	430 = D4DE 2
60 = B749 C	440 = C712 2
70 = 135F 5	450 = DE4 5
80 = 7D48 4	460 = 325 6
90 = 3456 7	470 = 6B03 E
100 = AE1B 0	480 = CE92 A
110 = 5207 7	490 = EA45 C
120 = D689 3	500 = 3311 5
130 = 20AC 7	510 = 222 4
140 = 20F3 7	520 = CDA F
150 = 7477 5	530 = 3E72 9
160 = 6F34 9	540 = 222 B
170 = 9B62 B	550 = EA45 E
180 = DA5A F	560 = 372 6
190 = A007 7	570 = 3381 0
200 = 192D 3	580 = 15C5 2
210 = BF7F 1	590 = 887 C
220 = D16 8	600 = 1655 9
230 = C671 4	610 = 3C94 4
240 = 54F6 7	620 = E11 2
250 = 5A3C F	630 = 9D84 2
260 = E2BF 1	640 = C6F4 0
270 = AC0F 9	650 = 60D0 2
280 = E2BF 4	660 = 415E 5
290 = D23B 9	670 = 1C64 3
300 = 5926 9	680 = E35B D
310 = C671 2	690 = E865 D
320 = DE78 1	700 = AC21 B
330 = 33A9 9	710 = FB22 8
340 = 2E37 7	720 = E4BD F
350 = A388 1	730 = A66B 8
360 = 3C72 6	740 = 11A6 4
370 = D53A 8	750 = DC83 4
380 = EEDE 4	760 = 9843 6

770 = 38D8 A	1220 = 2CD9 5
780 = 8CCD 5	1230 = F3CA 0
790 = 13FE 5	1240 = DBD4 7
800 = 2D93 4	1250 = B492 5
810 = CC67 7	1260 = BF9F 6
820 = 9151 F	1270 = CBD7 0
830 = AC8E E	1280 = 3A8 E
840 = 585F 1	1290 = 295 9
850 = 1DF0 E	1300 = EE66 E
860 = E997 E	1310 = 47CB 9
870 = 6F4A C	1320 = 9999 F
880 = 4CA1 3	1330 = EEE8 0
890 = DD1 4	1340 = 8C08 7
900 = 1D2F C	1350 = 8A9D 9
910 = 7D36 9	1360 = 20F8 D
920 = 4371 C	1370 = 3DC8 7
930 = 174B 1	1380 = FB5F B
940 = DCE4 4	1390 = 8C8F 3
950 = C0E0 A	1400 = 617F D
960 = D6D4 C	1410 = 7629 4
970 = F197 9	1420 = 9843 E
980 = CB09 3	1430 = 2962 E
990 = 6D17 8	1440 = 2B5A 7
1000 = 7119 3	1450 = 83E 4
1010 = 5D74 A	1460 = 1268 7
1020 = 9843 F	1470 = 8091 1
1030 = CABC 6	1480 = 65BA F
1040 = D7CD 4	1490 = 1066 3
1050 = EF87 3	1500 = D5FE 5
1060 = 29EB 5	1510 = 38BF 5
1070 = 5126 2	1520 = 64C0 1
1080 = FA82 6	1530 = BAD9 B
1090 = BCC6 8	1540 = 8F2A C
1100 = 9EB4 F	1550 = 5324 2
1110 = 40F6 3	1560 = D3CF 1
1120 = 9DE0 0	1570 = E4C2 4
1130 = 325D 8	1580 = A10 0
1140 = A0EE 1	1590 = 2D98 C
1150 = A3E1 F	1600 = 8B58 1
1160 = 9843 A	1610 = 2C83 4
1170 = 2EF9 B	1620 = 236C 3
1180 = 7AB5 E	1630 = B59E 0
1190 = A16C 3	1640 = FD2E E
1200 = 2DBF 6	1650 = B1B F
1210 = D8B8 E	

```

610 JSR OSWRCH
620 INX:CPX #8:BNE loop2
630 JSR OSNEWL
640 LDA addr:CLC:ADC #8:STA addr
650 LDA addr+1:ADC #0:STA addr+1
660 LDA rom:ADC #0:STA rom
670 BIT forever:BMI mdump2
680 LDA addr:EOR end_ad:AND #&F8
690 BNE mdump2
700 LDA addr+1:EOR end_ad+1
710 BEQ exit
720 .mdump2
730 BIT &FF:BPL loop
740 LDA #124:JSR OSBYTE:\ Ack Esc
750 .exit

```

```

760 RTS
770 .get_8_bytes
780 LDX rom:BIT tube:BMI tubeget
790 CPX #&EF:BCC getbyte4
800 .getbyte1
810 LDA &F4:PHA
820 BIT accflg:BPL getbyte3
830 LDA &FE34:PHA
840 LDA acc1:CPX #&EF:BNE getbyte2:LDA
acc2
850 .getbyte2
860 STA &FE34

```

Turn to Page 30 ►



# UTILITY

## ◀ From Page 29

```

870 CPX #F0:BCS getbyte3
880 LDA #8F:STA &F4:STA &FE30:BNE get
byte4
890 .getbyte3
900 LDA rom:AND #15:STA &F4:STA &FE30
910 .getbyte4
920 LDX #7:LDY #7
930 .getbyteloop
940 LDA (addr),Y:STA buff,X
950 DEY:DEX:BPL getbyteloop
960 LDA rom:CMP #EF:BCC getbyte6
970 BIT accflg:BPL getbyte5
980 PLA:STA &FE34
990 .getbyte5
1000 PLA:STA &F4:STA &FE30
1010 .getbyte6
1020 RTS
1030 .tubeget
1040 CPX #EF:BCS getbyte1
1050 .tubeclaim \claim tube hardware
1060 LDA #C0+810:JSR &406:BCC tubeclai
m
1070 LDX #addr:LDY #0
1080 LDA #0:JSR &406:LDX #0
1090 .tubeloop
1100 LDY #9:\ 24ish us delay

```

```

1110 .tube_wait
1120 DEY:BNE tube_wait
1130 LDA &FEE5:STA buff,X
1140 INX:CPX #8:BNE tubeloop
1150 LDA #80+810:JSR &406:\ Release tu
be hardware
1160 RTS
1170 .pr_addr
1180 LDA rom:JSR pr_hex
1190 LDA addr+1:JSR pr_hex
1200 LDA addr
1210 .pr_hex
1220 PHA:LSR A:LSR A:LSR A:LSR A
1230 JSR h_first:PLA
1240 .h_first
1250 AND #15:CMP #10:BCC h_over
1260 ADC #6:.h_over
1270 ADC #48:JMP OSWRCH
1280 .get_hex_addr
1290 LDA #0
1300 STA 0,X:STA 1,X:STA 2,X
1310 .nextchar
1320 LDA (L_ptr),Y:JSR asc_to_bin
1330 BCS gh_exit
1340 ASL A:ASL A:ASL A:ASL A
1350 STY tempY:LDY #4
1360 .gh_again
1370 ASL A:ROL 0,X:ROL 1,X:ROL 2,X
1380 DEY:BNE gh_again

```

```

1390 LDY tempY
1400 INY:BNE nextchar
1410 .gh_exit
1420 RTS
1430 .asc_to_bin
1440 CMP #48:BCC illegal
1450 CMP #58:BCC zero_nine
1460 SBC #7:BCC illegal
1470 CMP #64:BCS illegal
1480 .zero_nine
1490 AND #8F:RTS
1500 .illegal
1510 SEC:RTS
1520 .skpspc INY
1530 .space2 LDA (L_ptr),Y:CMP #32
1540 BEQ skpspc
1550 CMP #13:RTS
1560 .accflg:BRK
1570 .acc1:BRK
1580 .acc2:BRK
1590 .forever:OPT FNequs(CHRS255)
1600 ]
1610 NEXT
1620 $780="*SAVE MDUMP "+STR$(mcodeX0
R&FFFF0000)+" "+STR$(PXOR&FFFF0000)
1630 XX=&80:YY=7:CALL&FFF7
1640 END
1650 DEFFNequs(AS):SPX=AS:PX=PX+LENAS:=
P*3

```

**THE  
MICRO  
USER**

**THE  
MICRO  
USER**

## Reader offers

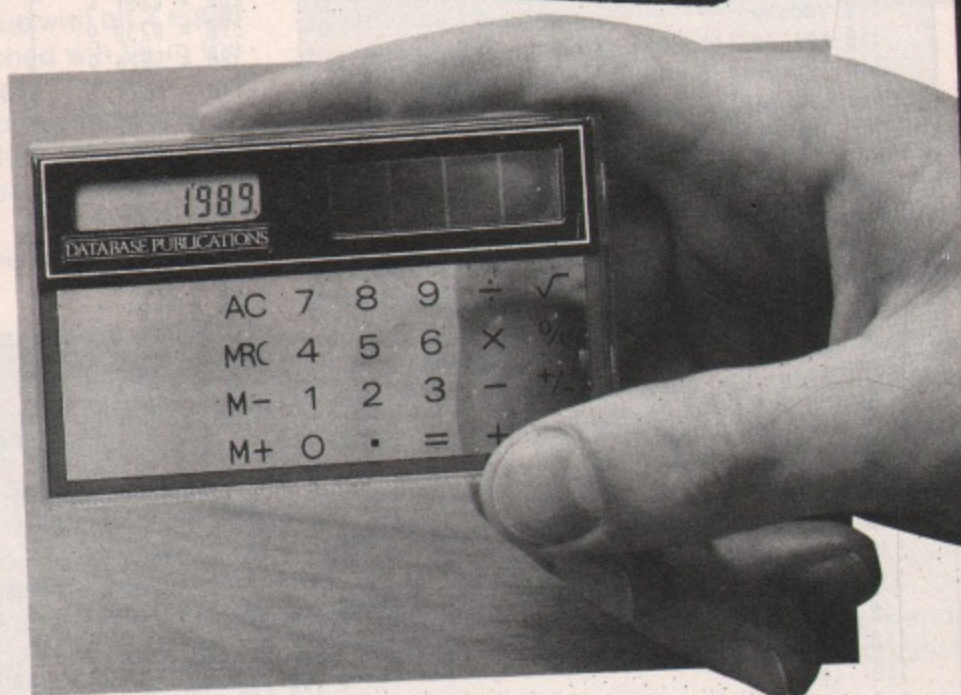
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## TO ORDER PLEASE USE THE FORM ON PAGE 119



# SOFTWARE SCENE

## White Magic ... spell binding game

Price: £9.99 (tape) £11.99 (disc)  
Supplier: The Fourth Dimension, PO Box 4444, Sheffield.  
Tel: (0742) 700661

WHEN I first loaded this game it reminded me strongly of that arcade classic Gauntlet which was never released for the BBC Micro. The object is to negotiate the 32 different levels of mazes, collecting treasure and various artifacts along the way. Each labyrinth has a title which gives you a small clue as to its nature.

To complete it, you have to find all the treasure and the master key which opens up the trapdoor to the next one. All this has to be done inside a time limit and failure to do so means the end of the game.

Completing the levels is made more difficult by the many obstacles which bar your path, including doors which can only be opened once you have the correct keys, fungus which you can walk through but is damaging to your health and sliders which move across your path and injure you when you get in their way. Of course, no game of this sort would be complete without the nasties, and they come in the form of ghosts, spectres, guards and trolls, all bent on stopping you.

There are two ways to deal with them: The first is by hand to hand combat, which is carried out by simply walking into them although this also results in them damaging you. The second and much better way is throwing missiles thus avoiding contact and allowing you to kill them at no risk to your own health. This however, is easier said than done.

Along the way, you will bump into magical artifacts to help and hinder. For example, there are crosses which are of great benefit to your health, while the stealers destroy any keys which you may be carrying. It didn't take me long to learn which objects I needed and which I had to avoid.

An interesting feature is that you can play four different characters during the game, although only one appears on screen at a time. You can choose between Kaldor the leprechaun, fleet of foot but not very good at combat, Mandrake the enchanter, useful when it comes to using the magic potions which are dotted around, Cheysul the titan, who is best suited to performing tasks of great strength and lastly Moriana the warrior, who is well armoured and perfect for combat.

It doesn't take long to learn which of the four to use for the many tasks which have to be carried out. To summon one you simply hit the appropriate key - 1 to 4 - and within a couple of seconds the character you summoned appears where the last was standing. Each starts off with 6000 health points and the game ends if one of them dies.

The graphics are smooth and fast - the monsters can be on to you almost before you have time to react. I should point out here that I found some of the sprites used are very similar to those in a couple of other games, including Ravenskull, Dunjunz and Repton.

In fact, in some ways the game could be considered to be a sort of cross between those three with a hint of Icarus and

Imogen thrown in for good measure.

The sound effects are few and far between - just a few beeps and blips that manage to keep you informed of your progress. I found this a refreshing change from some of the loud and obtrusive pieces of music that some games blast out.

One minor criticism about the tape version - I'm one of the lucky ones who can slip a disc into the drive and have the game up and running in seconds. However, if you want to play this from cassette it's only fair to warn you that you'll have a very long wait.

I found White Magic contained enough variations of puzzles and mazes to keep me well entertained. It has just the right level of difficulty to make the game possible to complete without being too easy - it took me about an hour of play to penetrate to the fourth level.

I reckon that the sign of a good game is when it manages to keep you playing, just so that you can see what the next level is like, and this one certainly manages to do that.

If the other levels can maintain the high entertainment value that is produced by playing the first few, The Fourth Dimension should be on to a real winner here.

Desmond

Graphics .....	8
Sound .....	8
Playability .....	9
Value for money .....	9
Overall .....	9





# SOFTWARE SCENE

## Avon and Murdac ... the bard's tale

Price: £17.50 (40 track disc)  
Supplier: Topologika, PO Box 39, Stilton, Peterborough PE7 3RL  
Tel: 0733 244629

TOPOLOGIKA is a software house that has steadily gained a first class reputation in the provision of adventure games and educational software. It's not surprising, really, when you remember that the stable of writers includes such luminaries as Jonathan (Kingdom of Hamil) Partington, Jon (Acheton) Thackray and Peter (Philosopher's Quest) Killworth.

Just issued is a double-game blockbuster from the combined talents of Jonathan Partington and Jon Thackray. The disc contains two quite different text-only adventures that delighted my purist heart: **Avon** and **Murdac**.

The package consists of the usual neat folder containing the disc, two leaflets introducing the background to each adventure, two sealed envelopes embellished with the admonition *Don't be tempted*—concealing clue sheets—and last, but not least hour upon hour of fun and frustration.

I'll begin with Avon, since that should be regarded as the A side of this particular release. As the title hints, it is a brilliant romp that pays tribute to that Swan of Avon, that Bard illustrious, Will Shakespeare no less.

As a tourist from the United States, here you are in Stratford absorbing the atmosphere when slowly but steadily the magic of history begins to take effect—as the introduction puts it, *There was nothing I could get my bearings from. Modern Stratford was leaving me behind.*

And so you suddenly find yourself in the following location: *"You are standing on a flat plain. From here it seems that all the world's a stage, and all the men and women merely players. They have their exits and their entrances to the north, south east and west".*

With these words you are pitched headlong into a world

redolent of Shakespearean references and allusions, many extremely funny, and a number of puzzles that need deductive and observational power to solve them rather than literary know-how.

I strongly recommend a good wander round the many locations that you can visit without needing to solve any puzzles first. I am delighted to say that Jonathan here follows the philosophy I heartily approve of—he doesn't pack the early stages of this adventure with puzzles that must be solved before the player can advance any further. Other, lesser, writers or would-be-writers, please note and follow the example set by these experts.

The only tiny problem that has to be overcome early on is that of finding some way of seeing in the dark—and those three charming ladies on the blasted heath have the answer to that. And, what's more, are quite willing to see eye to eye with you regarding your need.

Another acquisition which will be useful from very early on in the game is the equivalent to the packing-case used as a storage medium in *Dungeon Adventure*—and you should remember what use Sir John Falstaff made of it in the *Merry Wives of Windsor*, too.

The language at times is lyrical and at others acts as a vehicle for the zany humour that characterises this adventure. I really must give a few examples to whet your appetites:

*"A rather dull-looking constable appears, cries 'HAVOC', and lets slip the dogs of war. In fact a small chihuahua appears and stands barking at you. 'Drug Squad', says the constable. 'I must search you for certain substances'.*

*"You sit down at the feast. To your horror a ghastly vision appears and shakes its gory locks at you. It is the ghost of the Scotsman you have so foully slain! You stand and address this shadow, this unreal mockery, which only you can see. This displaces the mirth of the guests, who stand not upon the order of their going, but go at once. The ghost avails and quits your sight, melting into the wall to your*



*northeast. You are at the centre of the wood. To the south is a cottage which probably belongs to a retired criminal, for it bears the name Dunsinnin".*

The parser is of the kind one has grown to accept as normal for a sophisticated adventure from a top flight author. It happily accepts multiple input such as GO NORTH, EAT THE PIE, OPEN DOOR, IN and can deal with exclusions such as TAKE EVERYTHING EXCEPT THE GOBLET.

It's very helpful when mapping to be given a long location description first time there and a shorter one on subsequent visits, but you can arrange to have the full description every time simply by entering the command VERBOSE. At the heart

## Crosswords ... into the cryptic

Price: £18.95 (Times) £17.95 (Sun)  
Supplier: Akom, 51 Manor Lane, London SE13 5QW.  
Tel: 01-852 4575

CROSSWORD buffs will be pleased to know that the Times and Sun micro crosswords are now available for the Archimedes. While I have only seen volumes five and six of the Times and volume five of the Sun, I expect that the older volumes will eventually become available.

Layout and operation are identical for both, so my comments apply equally. With the disc you get a 12 page booklet with comprehensive starting and running instructions. There's a brief discourse on cryptic crosswords which is very helpful for beginners, a list of common abbreviations and another list of the convention indicators abbreviations such as anagrams, word division and synonyms.

There is also a full solution and analysis of the first puzzle. The analysis is right in the middle of the booklet, which is a bit strange. You're liable to start reading it accidentally before you realise it.

In the booklet you are instructed to press Shift+Break to

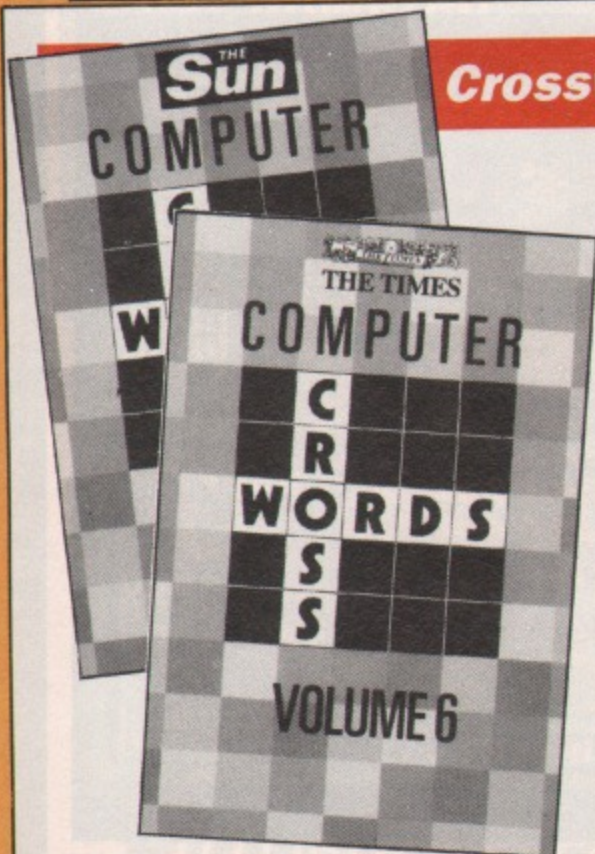
start. In practice I found that Risc OS would happily run the boot file from the desktop, but sadly, a smooth return is not possible as the exit routine in the program makes a mess of it.

There are 60 crosswords, which is enough to keep all but the most dedicated enthusiasts busy for quite a while. As well as selecting the one of your choice you have the option of somewhat superfluous sound—just a buzz as letters are entered on to the grid.

There is an interesting feature whereby two teams of players can solve the puzzles on the same crossword, competing against each other on a points basis. Each team takes it in turn to select a clue and solve it. Obviously, failing to solve the clue gives it free to the opposing team, so you can develop quite a complex strategy.

Prompts are fairly clear and the program is simple to use. After selecting a clue number you have the option of entering the answer directly or taking advantage of several levels of help.

You can ask for a hint in the form of the convention indicator, or the starting letter can be shown. Later you have





# SOFTWARE SCENE



DOUBLE GAME PACK  
includes  
**MURDAC**  
free

of which need applied common sense and some a little general knowledge. Thus, you can pacify a musical gaoler provided you know who is his favourite composer. Similarly, you have to drink that old toper Sir John Falstaff under the table – which is perfectly feasible provided you use your loaf.

It's possible to get thoroughly pie-eyed on the Ides of March, but at the same time it could turn out to be a life-saver. I'd also recommend that you indulge in some asinine behaviour similar to that of King Nebuchadnezzar as recorded in the Book of Daniel.

A couple of final hints for this superb adventure: The command WAIT is invaluable at certain points in the game – and don't be afraid to draw your bow at a venture.

Avon is a game I can gladly recommend to expert and novice alike.

Moving on to **The Monsters of Murdac**, which is billed as a free inclusion, we come to an adventure of a very different type. Personally, I think **Murdac** should be included in its own right – albeit as the B side.

I should say right away that this is not for beginners, being designed to bewitch those who rate themselves as competent or expert.

The initial scenario consists of 14 locations only, but since one is a locked house that contains a cellar you needn't worry. In fact there's around 70 locations in all.

However, while careful mapping is essential, the chief pleasure has to do with solving quite complex puzzles rather than exploring exotic locations.

The opening problem was, to my mind, very difficult, since it involved a minimum move sequence to locate a building site while something could still be done. However, if you are successful, I would refer you to Psalm 98 verse 7 as found in the Book of Common Prayer – and urge you to remember how Joshua fought the battle of Jericho.

Also in the opening sequence, a sword needs to be obtained. Remember how King Arthur got Excalibur? Well, making the appropriate noises could well do you the same

sort of favour.

Perhaps the chief puzzle in **Murdac** is working out how to free the wizard's daughter from her troll-guarded cell (shades of Twin Kingdom Valley) without ruining your chances of solving other problems as well. You'll need to be a master of disguise, totally trustworthy and also adept at timing.

There's a lovely description of the place where you find the wizard:

*"You are at the top of the hill, which falls away steeply on three sides. In the distance you can see various curious scenes, including a disused shooting gallery, a garden from which giant rocks are taking off, a large cornfield, a giant spider's web and a distant bungalow by the seaside. The path leads back downwards from these awe-inspiring sights".*

If I tell you that the spider's web is a reference to Quondam, can you work out what the other adventures are?

One important objective in the game is working out where to keep your treasures – but don't deposit them before you are sure you won't need them again. They tell me that cold showers are good for you, but a hot one can be invaluable for getting a monkey off your back.

Finally, both adventures contain mazes – with a difference. One in **Avon** is redrawn every time you go there, and not a single one can be mapped by dropping things. How times have changed.

This two-game disc is an absolute must for any serious adventurer.

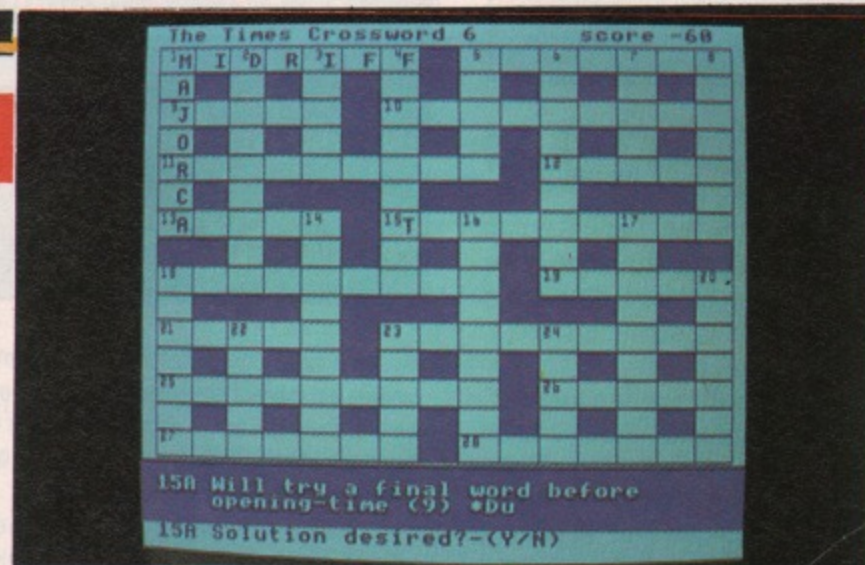
**Mad Hatter**

of the adventure – apart from the treasures to be collected – are a number of fascinating puzzles which will have many of you muttering away to yourselves as you try to solve them.

For me, the most fascinating was the casket problem: Lady Portia – from *The Merchant of Venice* – has three caskets, of lead, silver and gold.

The problem is working out in which order to open them so as to get the real prize as against the booby prize. You'll encounter this problem three times, since the action of the game takes place on three different dates – January 6, March 15 and June 24 – and a potion is your passport to time travel. There are a whole host of less complex puzzles, some

Presentation .....	9
Atmosphere .....	10
Puzzlement .....	9
Value for money .....	10
Overall .....	9



the option to guess, and the computer will indicate which letters are correct, wrong ones being converted to lower case.

If all else fails the computer will offer the solution. Using this feature will subtract the score value from your total.

At any point, through the help system you can cancel with C and then select another clue to work on, or quit the entire game using Q. This I found very useful. In fact, I like the way the help system is set up, as it lets you work at your own level. When you have completed a game you are given the number you solved unaided and the overall time taken.

An annoying omission is a save facility. I would like to be able to leave an unfinished crossword on the disc and return to it later but without the save option you must work right through or start all over again. The whole idea of using a computer is negated if you have to write down the words you have found each time you stop.

Crosswords are laid out on an adequate, if uninteresting grid, more or less as they would appear in the newspaper. No use is made of the mouse, nor are the Archimedes' graphic capabilities used. Clearly a standard program is being used

across a wide range of machines of different makes, which probably makes good economic sense but gives a somewhat unremarkable and pedestrian effect on the 32 bit machine. A racehorse in the shafts of a cart is the picture that comes to mind.

The crosswords themselves are good, being collections of those used in the respective papers. The style and difficulty seems very similar for the Sun and Times crosswords. Perhaps unfairly, I expected the Sun ones to be easier. In the preface they are described as being a few easy ones among

the hard ones. But to me, a relative novice, they were hard or harder.

**Terry Blunt**

Sound .....	3
Graphics .....	3
Playability .....	7
Presentation .....	6
Value for money .....	7
Overall .....	6



# SOFTWARE SCENE

## Ballistix ... bite the bullet

Price: £9.95 (tape), £11.95 (disc)  
Supplier: Superior Software, Regent House, Skinner Lane,  
Leeds LS7 1AX.  
Tel: 0532 459453

THIS latest release from Superior Software is basically a kind of cross between air ball and pinball. Apparently, this has already been a smash hit on several other types of machine, but to be frank, after only a short time playing the game I failed to see why it was so popular. Maybe this version is not quite as good as the others.

A ball is thrown into the field of play at the halfway point between yours and the opposition's goals, the idea being that by positioning your firing arrow and hitting the fire key a number of small balls are shot at the large one. Depending at what angle these small balls hit, they force the large ball to move in different directions.

The object of the one player game is to win all 29 levels and amass as high a score as possible. To win a level you have to score three goals before three are scored against you. If you fail at any level the game ends and you have to start at the first again.

The two player game takes place on 30 slightly different areas but the basic principle is the same. The two players fire at the large ball and try to score against each other. Either the greatest number of levels won or the highest score can be the winner. It is up to you to set the conditions for victory



before the match starts.

Scoring depends on how impressive are the goals you achieve. If you fire one from just in front of the goalmouth you get a low score; a long distance shot is worth a lot more. Occasionally, one of the letters that make up the word RICOCHET appears on the playing area. If you shoot the letter, it appears in your box, at the side of the playing area.

If you manage to collect all the letters, you gain a bonus to your score. If you hit a letter that you already have, it is removed from your box. Another way of gaining a bonus score is by hitting bonus tiles which occasionally appear.

Several additional features appear in the playing area – ridges, splitters, bumpers, magnets, holes, tunnels, red arrows and oil slicks – all designed to increase the difficulty of each level. The graphics are smooth and clear, but there is

little to make them visually more interesting, and the game components could have been made a lot more interesting. The firing arrow, for instance, could have been made to resemble a gun or something like that – it would look a lot better than the simple arrow.

The sound is passable, but there is nothing new here either. The ball bounces around making fairly realistic noises as the small projectiles are fired at it. I fail to see why game writers feel it necessary to put in the sound of an audience applauding.

Every time you score a goal, you are "treated" to the sound of frying chips. It tends to get a bit tedious after a while and doesn't serve any real purpose. Fortunately, you can turn the sound off.

I found the one player game initially interesting, but after a while it became tedious. The two player version has more challenge and is the only one that saves Ballistix from being a complete flop. If you can't find an opponent to play it with, I'd forget it.

Llewelyn

Sound .....	7
Graphics .....	8
Playability .....	7
Value for money .....	5 (one player)
.....	8 (two player)
Overall .....	7

## Ibix the Viking ... small is beautiful

Price: £19.95  
Supplier: Minerva Software, 69 Sidwell Street, Exeter EX4  
6PH  
Tel: 0392 437756

IT is fair to say that Minerva is the most prolific producer of games software for the Archimedes. The latest offering is Ibix the Viking and very interesting it is too.

This is an arcade adventure in the Citadel mold. As Ibix you wander around a very complex and detailed landscape avoiding certain types of terrain and most of the moving objects while collecting treasure. And frankly that's about it. But the humour and well-balanced gameplay hold the attention as you solve the puzzles available on each screen.

Unlike the huge range of Citadel collectables there are few specific objects needed – four colour-coded keys will open similarly shaded doors, the up-down control box must be picked up before the lifts will work and so on. By collecting every piece of treasure on a level you complete it and move on to the next.

The puzzles themselves are usually composed of moving objects – other vikings, arrows, druids or strange green beasts – the lifts which – if you're not careful you can park in inaccessible places, and the portcullises which descend rapidly once you've gone under them enforcing a one way trip.

However Ibix is not completely defenceless, as he can throw his sword repeatedly, although I think an axe would



have been more appropriate for a Viking. The moving people can take a number of hits before they vanish, opening a way forward. There is a sort of sword thermometer on the left of the screen which shrinks as more are thrown, but the size is restored by picking up sword icons.

Your score is determined by the amount of treasure collected. On each screen you start with zero, and silver coins with 10 marked on them pile up on the right hand side. When you collect 10 they convert into a gold one with 100 marked on it. A running total is maintained between screens, and your final score is displayed when you lose the last of your lives.

You are provided with two files of eight levels each called Easy – the default – and Hard. There is a jump facility to let you start at any Easy level but you do need passwords for the Hard ones.

There is also an editor – *de riguer* with games of this sort

nowadays – which allows you to design your own screens and also alter the characteristics of each of the sprites. In fact there are two groups: The more-or-less immobile scenery, and animated objects. In all there are some 189 basic pieces of scenery, each of which can have various attributes, and 36 moving objects.

Unfortunately the individual sprites, though detailed and colourful, are only about 0.5in high on screen. What happened to the massive Thundermonk designs? All the sounds seem to be sampled – mostly stolen from Adam and the Ants records – plus some undefinable background noises. My only criticism was that each effect seemed too short – maybe because of memory limitations.

However, this is a fun game and I enjoyed playing it. The default screens take you very simply through basic puzzles getting you familiar with the style of problem and how to solve them.

As time goes on the Archimedes game scene is improving, but they've still a long way to go to match even the 16 bit games of the Atari ST and Commodore Amiga. C'mon Minerva, take a look at the competition.

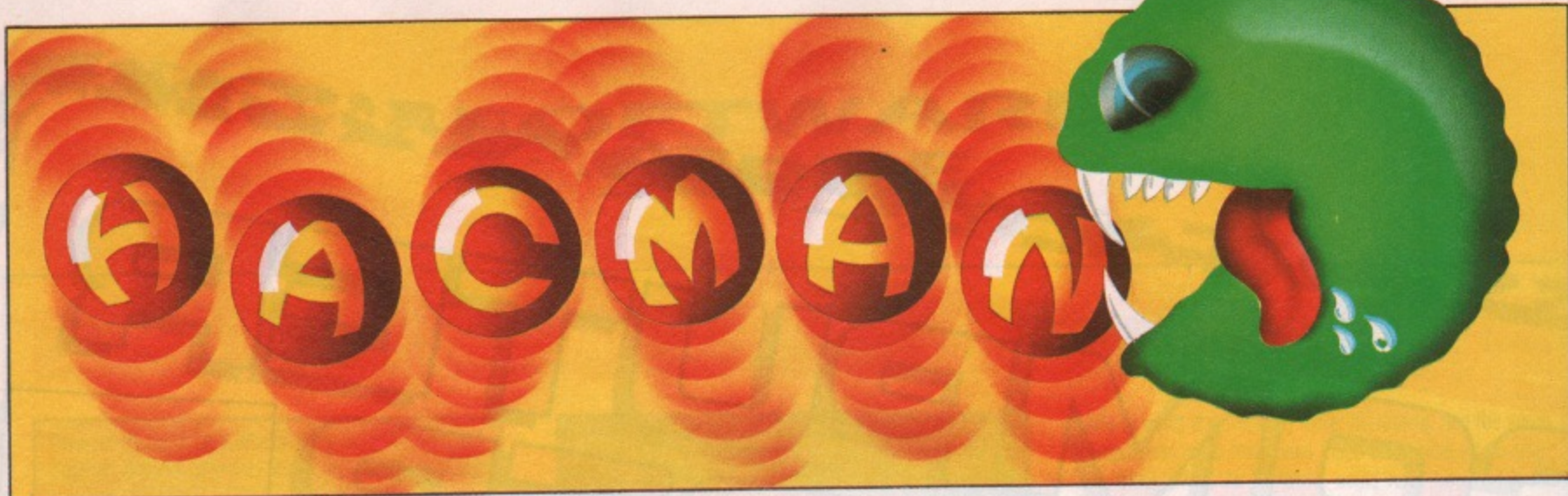
Lazarus

Sound .....	8
Graphics .....	8
Playability .....	9
Value for money .....	8
Overall .....	8









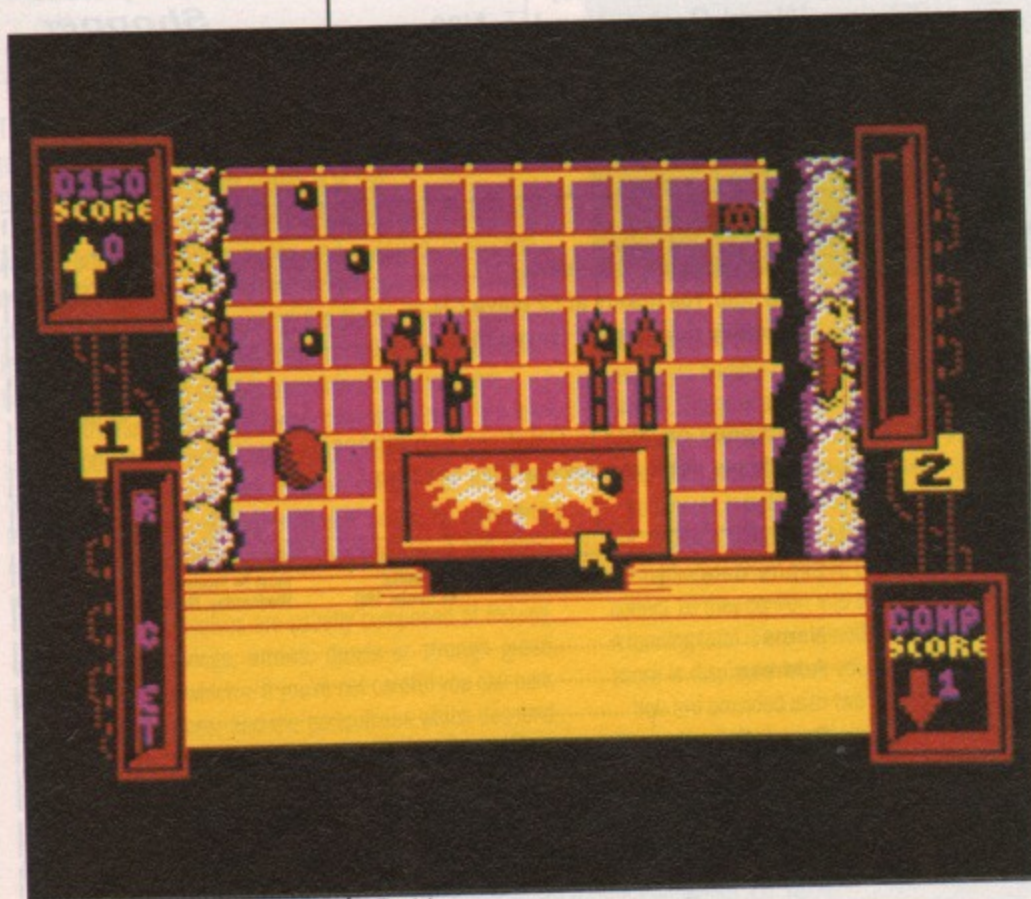
B B+ M1

# Found — the lost chord

## Featuring:

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Warehouse  
Ravenskull  
Skirmish  
Ballistix  
Pipeline  
Quazer  
Elixir

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and up to the minute  
information from  
the Hac Man*



Frak!

**P**ROGRAMMERS are a funny bunch of people and games programmers doubly so. You can just imagine them hunched over a hot micro, sweating out how to squeeze a 20k screen into 16 bytes and whether changing a single instruction will save a single cycle of machine time. How do such people relax? Well, Simon Charlott of Harrogate, North Yorks, has written with news of an undocumented feature of the loading routine of Superior's *Pipeline*, obviously included as a humorous but otherwise useless item.

Instead of CHAINing the game from tape or pressing Shift+Break to start up from disc, type:

LOAD"MENU"

Master Compact owners should type:

\*MOUNT  
LOAD"MENU"

Then:

PAGE=PAGE+&1C00:RUN

pressing Return after each of the above lines. A previously inaccessible piece of music will now begin to play. Simon found it when he listed the MENU file and noticed that the very last line was not used in the program. No prizes for guessing that this was the *PAGE=PAGE+&1C00:RUN* line shown above.

I always think one of the best ways for would-be programmers to learn the tricks of the trade is to look at what has been done by those currently at the leading edge, and this is a nice bonus for those keen on furthering their knowledge. *Elite*, for example, introduced a number of new programming techniques, ones that are now used as standard by today's top game authors. Of course, four years on many have been improved upon — but that's progress.

Although this hidden tune is a nice surprise for anyone trying to learn from the programming techniques used in the game's loader, it is by no means a new idea. I first encountered it on the loaders of *Frak!* and the Electron version of *Zalaga* by my good friend Orlando.

If you own the original Aardvark version of *Frak!* or Beau-Jolly's *Five Star Games III* compilation, on which the game also appeared, insert the cassette appropriately rewound and type *LOAD""*. When the first part, called *Frak!*, has finished loading type *GOTO 140*. The hidden music, *Captain Pugwash*, will start to play. It repeats in an endless loop so press *Escape* to stop it.

Unfortunately the music has been removed from the version of *Frak!* re-released by Superior on *Play It Again Sam 4*, so *Captain Pugwash* fans



determined to hear Orlando's implementation will have to track down a copy of the original.

Zalaga was the first offering from Aardvark Software and the first game written by Orlando after leaving Acornsoft. The BBC Micro and Electron versions were originally released a couple of years apart but both appear back-to-back on Beau-Jolly's 10 Computer Hits Volume 4.

The BBC Micro version does not feature music, but the Electron version features its own version of Captain Pugwash. The Electron game does not run on the bigger machine but the hidden music will play quite happily. Type LOAD"" and, when the first file – Zalaga – has finished loading type:

PROCpugwash

and the music will play.

## Warehouse wonders

A couple of years ago a budget label by the name of Top Ten appeared on the BBC Micro software scene. It was run by former Audiogenic man Darryl Still – those with good memories may remember him as the source of the map and solution to ASL's ThunderStruck II that appeared in the second-ever Hac Man column in April 1987. Darryl will also be known to readers of this column as the Dax of Go-Dax, the label on which Skirmish was launched.

Although Top Ten is no more, the few titles released by the label during its brief life still survive – the Peter Scott Trilogy, three previously unreleased games from the early days of one of the finest programmers writing for the BBC, Grid-iron, an American Football game, and the arcade-adventure Warehouse.

The latter was written by Philip Watts and Tim Bateman, a team who called themselves Pillar Graphics. The idea is to make your way around a 400 room warehouse in search of a dozen items



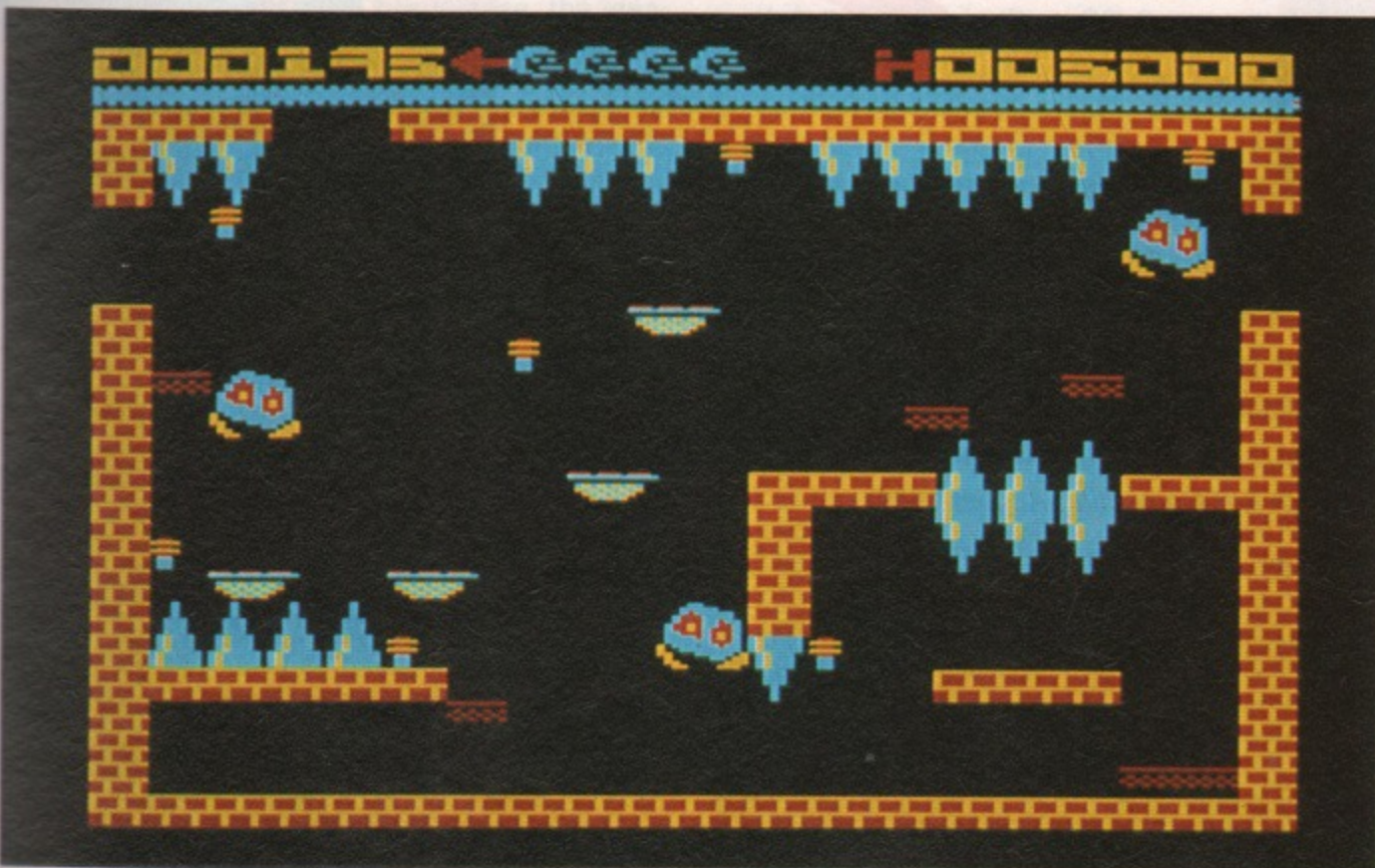
Zalaga

to fulfil the orders of your six customers. Like Peter Scott's ThunderStruck, you can obtain some of the items by careful examination of your surroundings, while others can only be acquired by bartering with the customers.

Needless to say, the usual nasties appear on each screen as soon as you enter, so you need a fairly handy trigger finger. Each alien is, of course, faster on its feet than you and quite deadly to the touch. Each screen features a portal that will generate a new alien as quickly as you can shoot the existing one. Only when you destroy the portal will the aliens stop coming. This is normally easier said than done, because the portals are often located in an almost inaccessible corner of the screen.

This is where the cheat mode comes in... To

Turn to Page 39 ►



Peter Scott Trilogy

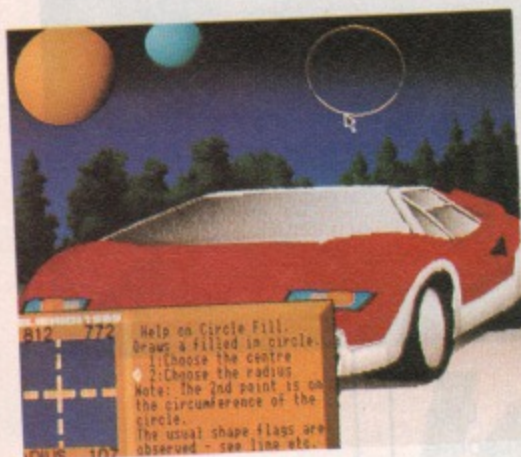
## Problem corner

The step-by-step solution to level one of Ravenskull featured in the January 1989 issue of *The Micro User* proved very popular. However since then I've received many letters detailing difficulties with level three. Unfortunately I don't have a solution to this – can any reader oblige?



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◀ From Page 37

activate it, first play the game normally until you qualify for inclusion in the high score table — over 1000. Enter your initials using the up, down and fire keys and you will be returned to the high score table. Now type:

10101052422A

exactly as shown. If you have entered the sequence correctly the game will start automatically and you will find that you are now completely invulnerable to the aliens' touch. If it does not start automatically enter the sequence again. You can now wander up to an alien with impunity, push past it, and blast its portal apart. Bingo! No more aliens.

Although Warehouse is nothing remarkable, it is nevertheless fun. I found that this cheat facility breathed a new, albeit brief, lease of life into a game that had spent the last year gathering dust on the shelf.

## Ballistix preview

Although Peter Scott is now without doubt a veteran of the BBC Micro software industry, he is not content to rest on his laurels. Through my letterbox this morning, in the wake of The Last Ninja, Barbarian II and more recently Predator, has come **Ballistix**, a four-way scrolling game based loosely on the Crossfire of yesteryear. It is a conversion from the 16 bit game of the same name co-written by Martin Edmondson, who will be known to many BBC Micro owners for his part in Ravenskull and Codename:Droid.

Without going into too much detail, for the version I have is very much pre-release, the idea is to fire small balls at a central puck in order to propel it into your opponent's goal. Your opponent, who can be human or computer, is trying to do just the same to you. The game features 60 levels — 30 in one-player mode and 30 for two.

Although the play field is presently somewhat spartan, the finished version will include holes, bumpers, magnets and many other features more suited to a modern-day pinball table. There will also be bonus tiles that can give extra points, generate up to 12 extra balls, remove your opponent's firing ability, and so on.

Peter says that the game is very compulsive, especially with two players. I would be inclined to agree with him, but at half past three in the morning I have not been able to persuade even the dog to wake up and playtest it with me. **Ballistix** is definitely something a bit different: I look forward to the finished version.

## Completely compatible?

Risc OS, the new and definitive operating system for the Archimedes, is an impressive piece of design and programming. When I attended an

## Unkillable skirmish

Readers of this column probably know how I have raved about **Skirmish**, so just to prove I can hold back, I won't say a word. Skirmish features a comprehensive set of playing instructions that appear on the screen while the main game code is loading, and describe, among other features, the "indestructible?" pterodactyl — their quotes, not mine. Christopher Harrison of Blackpool, Lancs has raised a point that I realise I've never mentioned: The pterodactyl is not indestructible at all, although very, very nearly so.

The only way to kill it is to ram your lance down its throat. Positioning yourself for such a strike requires literally pixel-precise accuracy, so don't expect to do it first time. However, if you do land your blow squarely in its mouth you will see it flicker out of existence, leaving behind a shimmering 1000 — the value of your bonus.

Happy jousting!

Archimedes programmers' seminar at the European Computer Show I was bowled over at the sight of a 440 with First Word Plus, a zooming Mandelbrot pattern, Zarch and a few other goodies all running simultaneously.

However, when any new operating system comes along to replace a reasonably well-established one there are bound to be a few problems with software written for the old OS turning out to be incompatible with the new. Most games currently available for the machine run without a hitch. However, **Quazer**, from Impact Software, does not.

I was notified of the problem by Walt Patterson of Amersham, Bucks, who says that as soon as you boot the game, whether from the DeskTop, Basic or from an OS prompt, the screen clears and the micro locks up with the following message:

*I'm sorry, but this just isn't good enough. Please configure the screen size to be 20 AT ONCE and re-run this program. I don't know. Some people...*

Unfortunately, in Risc OS Quazer gives this

Turn to Page 40 ▶

## Infinite Reptons

The screen passwords for **Repton Infinity**, courtesy of Simon Guerrero of Gilsland, Cumbria, are as follows:

### Repton 3 Take 2 — Part 1:

1  
NGQGEHZO  
SMLKURGB  
UMZPTVTY

### Repton 3 Take 2 — Part 2:

1  
EWOYZGXZ  
VHVBNNPW  
PDLBDQCQ

### Repton 4 — Part 1:

1  
LKKZBKVL  
RCOFLRYW  
MWNNJHFF

### Repton 4 — Part 2:

1  
GPQRNGXE  
INZTSUHR  
KJKXGYID

### Robbo — Part 1:

1  
VCMKCNVR  
FWPTDIYZ  
DQCQMWZG

### Robbo — Part 2:

1  
LLMNSDGL  
DBZGBUFU  
CTRAYLAH

### Trakka — Part 1:

1  
SPDDEPCH  
HPRCGTVH  
WGSNEYHQ

### Trakka — Part 2:

1  
PDVJAFNA  
QKUCTZGR  
WLJMWJEN

Thank you Simon.



## ◀ From Page 39

message when the screen size is already configured to 20 – 160k.

The explanation and solution are quite simple: Memory under Risc OS is allocated dynamically and if you use Mode 12 for the Desktop – as is usual – only 80k of memory will be provided. In

## Elixir's medicine

Another problem of hardware/software compatibility is that of **Elixir**, which appears on the disc version of Superior's Play It Again Sam 5 compilation, and faces an apparent nemesis in the form of the Watford Electronics DFS.

When you press Shift+Break to boot the disc the machine will display Elixir's title page after a few seconds, then go on to load the file that contains the instructions. However as soon as this file has loaded the machine crashes with the message:

Channel  
Bad  
program

The solution is fortunately simple. Just type \*RUN TITLE – which is, incidentally, the last command in the !boot file – and it will run perfectly.

fact the ScreenSize command is virtually redundant and is only included for compatibility.

To run a game that uses either twin 80k screens or a single 160k one you need to call up the task management window and drag the memory allocation bar for the screen size until it reads the required amount. From here you can either double click the !boot file or enter Basic and issue a \*EXEC!BOOT command. The same procedure will work with most games that give errors such as *Bad mode*.

While on the subject of Risc OS, it's worth mentioning that Pac-Mania specifically UNPLUGS two modules – SpriteUtils and Podule – and doesn't re-initialise them. Some software needs SpriteUtils and will either hang-up or result in *Bad command* errors. To get these modules back enter:

\*RMREINIT module name

The most annoying thing about all this is that an RMKill command would do the same and isn't quite as permanent.

As a final point, hidden in the !Lander application is a module called MemAlloc which, when loaded, provides about six star commands that alter the memory allocations of the screen, system sprites, font cache and so on – other programmers please note.

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## Don't forget to shut the windows

**W**E'LL use in this last article of the series, what we already know about the Wimp to add the Delete and OS command routine. In fact, if you have been following the articles regularly you may even have been able to add them yourself.

If you haven't managed it, the first step is to put a line in the menu decoding procedure to respond to clicks on the delete option:

```
1650 WHEN3:PROCdelete(poll%4,poll%8)
```

PROCdelete is rather more complicated than the usual routine to set up a dialogue box because there are three delete options – for an entry, an account or a complete area. The first is fairly straightforward, but the other two require you to make further selections from the sub menu, all of which must be decoded and the appropriate action called.

The first line deals with the situation where the user has clicked on the delete option in the main menu, not on any of the sub menus. In such a case poll%4 would contain the value -1, so we create the usual alert box with the message *Invalid Selection*.

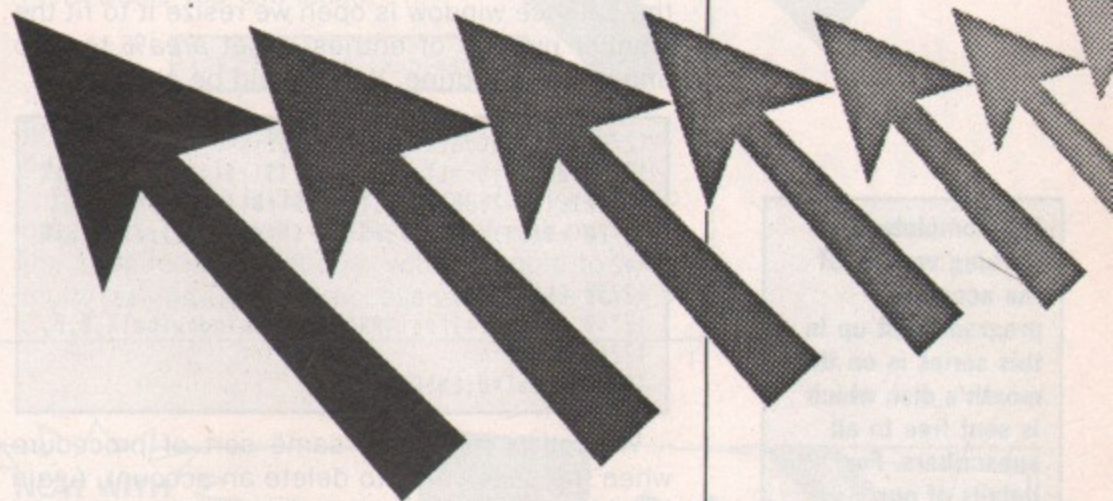
In the same way the second line sends the same signal if the first sub option is clicked rather than the sub-sub menu. However, if the area has been properly selected from the sub-sub menu we do not immediately act to delete the whole area. Instead the program creates the *Warn* dialogue box:

```
12100 DEFPROCdelete(opt1%,opt2%):IFopt1%=-1PRO
Ccreatealert(Invalid Selection):ENDPROC
12110 IFopt1%=0IFopt2%=-1PROCcreatealert(Inva
lid Selection):ENDPROC
12120 IFopt1%=0area%=opt2%:PROCcreatewarn(Del
ete +a$(opt2%)+?)
12220 ENDPROC
```

PROCcreatewarn is almost identical to the procedure to create the *Alert* dialogue box:

```
3600 DEFPROCcreatewarn(m$)
3610 oldmbx%=mbx%:oldmby%=mby%:oldmtx%=mtx%:o
ldmty%=mty%
3620 $alertm%=m$:len%=LENm$:RESTORE20600:dial
og%=FNcreatedialog(6):ENDPROC
```

The data is very similar except that the



minimum size is larger – 400 as opposed to 200 in line 20600 – to allow for two buttons instead of one and that it uses the sprite *warn* instead of *stop*. This is the warning triangle sprite you created a few months ago and have probably almost forgotten.

The really important difference, however, is that this dialogue box has two buttons – one for Continue and the other for Cancel. As deleting is rather final, the Cancel button is highlighted in yellow while the Continue one is a dull grey:

```
20600 DATAwarn,4,200+FNgreater(16*len%,400),200
20610 DATA190,30,350,70,15,0,&3030,Continue
20620 DATA380,30,540,70,3,0,&3030,Cancel
20630 DATA40,55,1,1,6,0,2,warn
20640 DATA180,100,180+16*len%,140,6,0,&119,al
ertm%,len%
```

We have to create a special function – *FNclick-dialogwarn* – to deal with clicks to this dialogue box. If you click anywhere except over one of the buttons the value of icon is -1, so the function returns a value of FALSE.

If you click the Cancel button, which is icon one, the function returns the value TRUE, but takes no further action. Only if you click icon zero, the Continue button, do things start to happen. As the value of *area%* has been set back in line 12120 the function calls *PROCdeletearea*.

You will notice that this prevents you deleting

Turn to Page 42 ►

*Ken Down  
winds up  
his series  
on Wimps  
by tying a  
few loose  
ends*



# PROGRAMMING

◀ From Page 41

area zero, which in my program is Banks. If you want to delete it you will have to set up the program a little differently and have some such statement an *area%*>-1 test.

```
12400 DEFFNclickdialogwarn(icon%):IFicon%<0 =F
ALSO
12410 IFicon%=1 =TRUE
12470 IFicon%=0IFarea%PROCdeletearea
12480 =TRUE
```

PROCdeletearea itself is very simple. It scans through each of the records using two variables – *i%* and *j%* – to keep track of progress. If an entry is found that matches the area to be deleted, *j%* is increased by two to skip over the entry – and its corresponding value – which are thus effectively deleted.

When *j%* reaches the total number of entries – *L%* – the loop ends and *L%* is set to *i%*. Finally, if the balance window is open we resize it to fit the smaller number of entries, reset *area%* to zero and end the routine. What could be simpler?

```
12700 DEFPROCdeletearea:i%=0:j%=0
12710 WHILEj%<=L%:IFASC(LEFT$(r$(j%),1))=area%
REPEAT:j%+=2:UNTILASC(LEFT$(r$(j%),1))<>area%
12720 r$(i%)=r$(j%):r$(i%+1)=r$(j%+1):i%+=2:j%
+=2
12730 ENDWHILE
12740 L%=i%-2:IFbal%PROCresizewindow(bal%,0,0,
1224,L%*32)
12750 area%=0:ENDPROC
```

We follow much the same sort of procedure when the user wants to delete an account. Again we deal first with clicks in the sub-menu instead of the sub-sub menu.

If the correct selection has been made we set a couple of variables and then create another dialogue box to select the particular account that is to be deleted:

```
12130 IFopt1%=1IFopt2%=-1PROCcreatealert('Inva
lid Selection'):ENDPROC
12140 IFopt1%=1THEN
12150 dar%=opt2%:dac%=&FF:RESTORE20500:dialog%
=FNcreatedialog(7)
12160 ENDIF
```

The data is almost identical to that for the new account dialogue box in lines 20000-20050 except that no writeable icon is involved.

```
20500 DATAdelete,4,532,900
20510 DATA290,600,498,680,7,0,8303D,OK
20520 DATA290,400,498,480,3,0,8303D,Cancel
20530 DATA40,24,250,880,7,0,8303D,FNnewacc(da
r%,83039)
20540 DATA290,800,498,860,1,7,8303D,a$(dar%)
```

As usual, clicks in a dialogue box are handled by FNclickdialog+claim\$.

which in this case is set to *delete*. The first two lines deal with clicks outside buttons or icons and clicks on the Cancel button. Clicking on one

of the account names results in that icon being inverted, a process which can be repeated as

often as you wish. The program uses the last icon clicked on.

Lines 12530 onwards deal with clicks on the OK button. If no account has been selected an alert box is created. If all is well a process very similar to that for deleting an area is initiated, except that this time we have to match both area and account numbers.

```
12500 DEFFNclickdialogdelete(icon%):IFicon%<0=
FALSE
12510 IFicon%=1PROCclosewindow(dialog%):dialog
%=0
12520 IFicon%>2IFicon%<24dac%=icon%-3:PROCinve
rticon(dialog%,icon%):=FALSE
12530 IFicon%=0IFdac%=&FFPROCcreatealert('Whic
h account?'):=FALSE
12540 IFicon%=0ANDdac%<&FFTHEN
12550 i%=0:j%=0
12560 WHILEj%<=L%
12570 IFASC(LEFT$(r$(j%),1))=dar%IFASC(MID$(r$(
j%),2,1)=dac%THEN
12580 REPEAT:j%+=2:UNTILASC(LEFT$(r$(j%),1))<>
dar%ANDASC(MID$(r$(j%),2,1)<>dac%
12590 ENDIF
12600 r$(i%)=r$(j%):r$(i%+1)=r$(j%+1):i%+=2:j%
+=2
12610 ENDWHILE
12620 L%=i%-2:IFbal%PROCresizewindow(bal%,0,0,
1224,L%*32)
12630 ENDIF
12640 =TRUE
```

The final part of the routine deletes a single entry. For this we create a window display identical to the balance sheet and the user selects the unwanted entry from it:

```
12170 IFopt1%=2THEN
12180 del%=FNcreatenewwindow('Delete',&F,0,7,1224
,L%*32,0,0,1280,1024,0)
12190 PROCopenwindow(del%,block%)
12200 w%=FNwhich(del%):window%(w%,0)=&FF
12210 ENDIF
```

Once this window has been set up we handle clicks in it from PROCmousebuttonclick.

```
2680 IFdel%=handle%PROCclickdelete
```

The first step is to decipher the mouse click and determine which is the doomed entry. Furthermore, as entries go in pairs and as the mouse may be over either one of the pair, we have to make sure that we pick the first entry of any one pair. The victim is indicated by *de%*:

```
12300 DEFPROCclickdelete:PROClaorigin(block%,
x%,y%):de%=(L%-1-(poll%4-y%)/DIV32):de%=(de%MOD2)
12310 PROCsplit(de%):account%=TRUE:PROCcreatew
arn('Delete '+details+?):ENDPROC
```

Once again, we create a warning box and it is the function FNclickdialogwarn that does the dirty work. That's all there is to it.

```
12420 IFicon%=0IFaccount%THEN
12430 FORi%=de%TOL%:r$(i%)=r$(i%+2):NEXT
12440 L%-=2:account%=FALSE
12450 PROCclosewindow(del%):del%=0:IFbal%PROCr
esizewindow(bal%,0,0,1224,L%*32)
12460 ENDIF
```

And so to the very last routine of all, a very simple couple of procedures to allow operating system star commands such as \*CAT, \*MOUNT.

The complete working version of the accounts program built up in this series is on this month's disc which is sent free to all subscribers. For details of our subscription offer see Page 118



\*CDIR and so on. One of the advantages of the Archimedes is that you can format, backup and even \*COMPACT a disc without corrupting the program and variables that are in memory. Add the following lines to the menu decoding procedure.

```
1700WHEN8:PROCoscli
1710ENDCASE
1720ENDPROC
```

PROCoscli is simplicity itself.

```
12800 DEFPROCoscli:RESTORE2070:dialog%=FNcreat
edialog(7):ENDPROC
```

The data for this dialogue box is just three lines.

```
20700 DATAoscli,2,1279,970
20710 DATA332,80,492,124,3,0,83030,Continue
20720 DATA732,80,892,124,15,0,83030,Execute
```

This means that we must have an FNclick-dialogoscli to do the actual work:

```
12900 DEFFNclickdialogoscli(icon%):IFicon%<0 =FALSE
12910 PROCinverticon(dialog%,icon%)
12920 IFicon%=0 =TRUE
12930 MOVED,1000:OSCLI($ntext%):=FALSE
```

And there you have it. This program offers many opportunities for expansion – a printout option is perhaps the most obvious missing routine.

However the purpose of this series has been to teach you about the Wimp Manager not Basic programming. By now you should have enough information to enable you to add whatever routines you want.

Since the beginning of this series Acorn has produced Risc OS which, when it was still on the drawing board, was going to be completely different. Instead, the multi-tasking Wimp is an upgrade of the earlier version on which this series of articles has been based.

To see examples of the new system at work you can double-click applications like !Alarm and !Patience with Shift pressed to reveal the contents of the directory. From Basic you can issue:

```
LOAD$.!Alarm.!RunImage
```

to load the main program file for closer examination.

So now you're all set to produce your own Wimp programs – and, with a little work of your own with the supplied applications, you'll be able to write multi-tasking DeskTop accessories. Have fun.

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**Reviewed in this issue**

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*The Dynamic Word Finder  
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**USER GUIDE**

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MUG

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Product: TechnoCAD

Price: £115

Supplier: Technomatic, Techno House, 468 Church Lane, London NW9 8TQ.

Tel: 01-205 0190.

**T**ECHNOCAD is a rom and disc-based draughting and design package for the Master and comes from Technomatic, the company that produces the excellent Novacad, the standard system in many schools and colleges. The package consists of a cartridge with the rom already in place, a utility disc and an easy to read manual. The first section of the three part manual consists of an introduction to CAD, an overview of the system, some brief instructions and a couple of drawing tutorials with illustrated examples.

The second part has detailed descriptions of each of the pop-up menus which cover the drawing environment as well as installation and disc usage instructions.

The third section contains instructions for using the toolkit which provides control over the program environment by configuring the program to work with your hardware, among other things. There is also a series of useful Help pages at the end of the manual concerned with the system and printing or plotting problems.

TechnoCAD is designed to provide all the functions of a good CAD system and makes effective use of the Master's facilities and its 128k ram. Shadow memory is used for screen displays and sideways ram for storing diagram and icon data.

Technomatic claims that TechnoCAD will allow both experienced and novice draughtsmen to produce accurate, detailed diagrams easily, though I'm not sure it's as straightforward as that. The software can be controlled by keyboard, mouse or tracker ball. Only three keys are needed for input, with single key commands and pop-up menus making it an easy system to use.

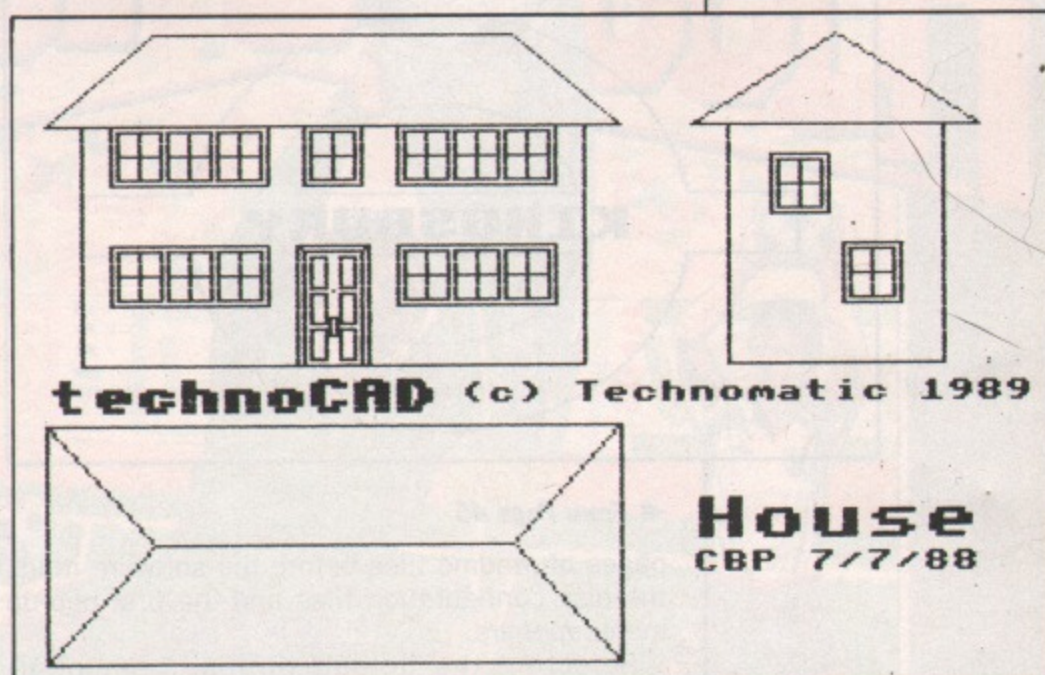
Lines, arcs, circles and icons can be drawn, edited, moved or erased and the thickness and colour can be altered. There's a user-definable grid and scale, together with an onscreen display of dimensions and a coordinate system to aid accurate drawing. Diagrams up to A0 size can be created.

There are eight levels for drawing — surely standard by now on all good CAD packages. It's really a set-up for an eight pen plotter, and output from a printer is a compromise in terms of size and quality.

TechnoCAD provides access to disc-based libraries of icons, and ones used in a diagram are saved with it. Icons can be called from disc or ram using predefined function keys.

The screen display has been kept simple by using a small cross-hair cursor to mark the ends of lines and centres of circles and so on. A series of pop-up menus provide access to the drawing facilities. The screen is a window which can pan across a much larger drawing area.

When you start the screen display represents the best fit on an A4 sheet of paper for plotting purposes. This allows a one-to-one correspond-



Drawing a house: Part of the TechnoCAD tutorial

# Draughting on the Master

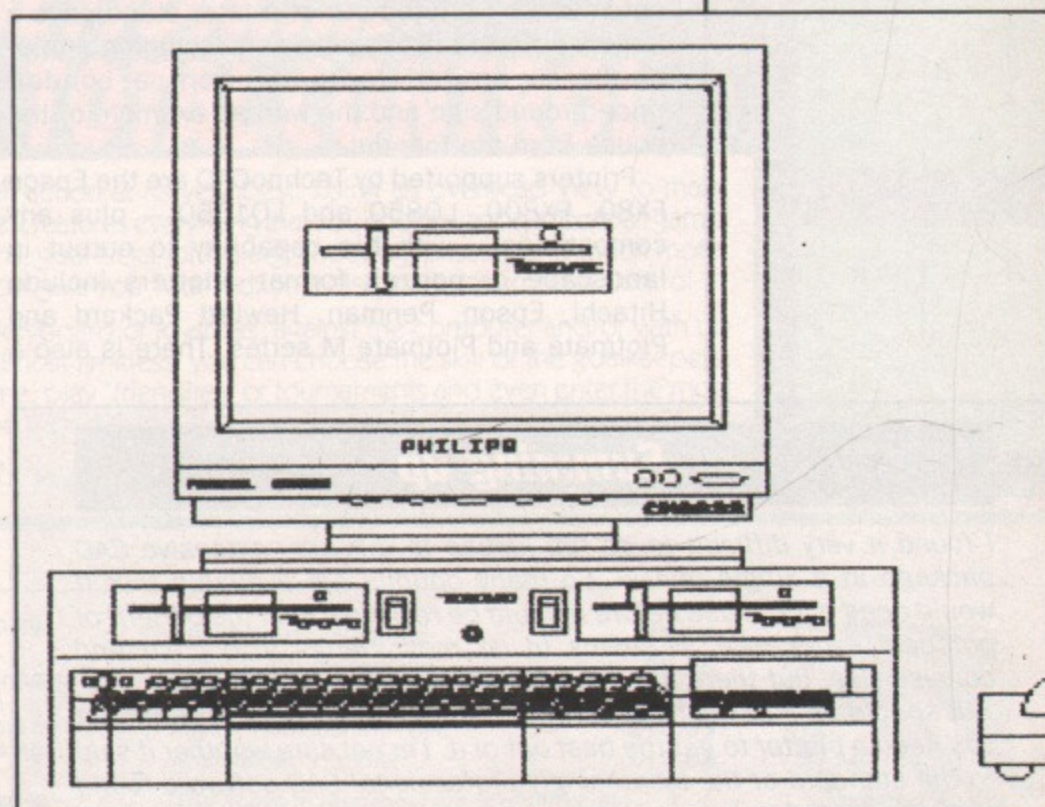
ence between screen and plotter paper.

The cursor coordinates are given above the top left of the drawing area and the border below it is used to display information relating to the current activity. When you first start using TechnoCAD the screen will be blue with a cyan frame and white text. These defaults can be changed easily using the set-up configuration option under the toolkit menu.

After inserting the rom cartridge, switching on and booting the disc, you can read or print four

Turn to Page 46 ►

*Steve Bruntlett explores a new force in computer aided design*



The Equip diagram shows the system's power



Going underground with TechnoCAD



## ◀ From Page 45

pages of readme files before the software reads the disc configuration files and the first pop-up menu appears.

Selecting the default option, TechnoCAD produces a new menu with four options: Current, New, Load and List diagrams. Using the cursor keys you can move the highlight bar on to the New Diagram option. After being asked for a name for it the screen displays a blue cross cursor in the centre with its vertical and horizontal coordinates at the top left of the screen outside the drawing area.

Pressing Return calls up the main menu which has options for draw, modify, zoom, icons, attribute, pan, files, hard copy, set up, block delete, exit, restart and star command. Most have further pop-up menus, so there is plenty to explore.

I have found that when starting with any new program it's a good idea to see if you can print out the examples provided to make sure you can get some kind of output. If the software is well written you should be able to print out or plot such examples without much recourse to the manual, though with such an extensive package you might need to look up a few references, as I did.

The example I chose was *Plan1* which should be familiar to users of Novacad. Although listed in the manual along with diagrams of the two sets of pop-up menus, it wasn't on the disc. The readme notes which I printed out at a later stage gave a largely different list of diagrams including a telephone, a limited football pitch, a London Underground sign and the worked example of the house from the manual.

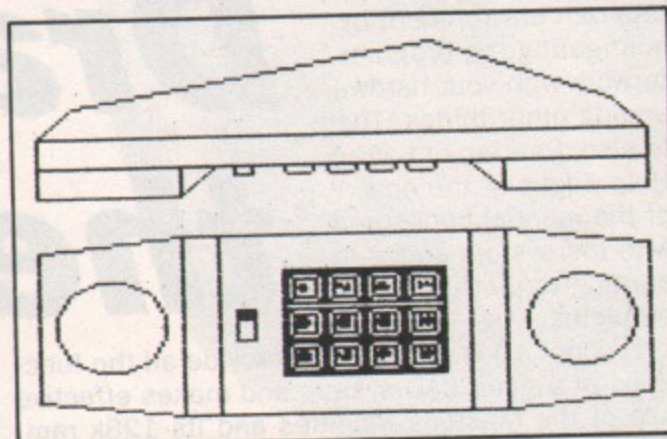
Printers supported by TechnoCAD are the Epson FX80, FX800, LQ850 and LQ1050 — plus any compatibles — with the capability to output in landscape or portrait format. Plotters include Hitachi, Epson, Penman, Hewlett Packard and Plotmate and Plotmate M series. There is also a

plotter driver generator if your particular machine isn't in the above list. I didn't have immediate access to one, so I can only review the printer output which, for any CAD package, comes a poor second.

Setting up TechnoCAD to work with an Epson-compatible Canon PW1080A dot matrix printer proved a long and laborious process as I had to take the machine apart to change a DIP switch to provide auto line feed. I also had to sort out the Master configuration, specifically the Print and Ignore options, to get a print out at all. The screen dump option works very quickly, but is rather small, and was used for the illustrations. The other reason is that complex diagrams cannot be printed in sufficient detail at such a small size.

The printing out procedure involves using the TechnoCAD Set Up option to tell it which printer to use. It's a straightforward process as long as you have details of the cursor position and the zoom scale size. Progress through the options within the pop-up menus is also simple, with the ability to print part or the whole diagram, print out side-

**TechnoCAD** is designed to provide all the functions of a good CAD system



The supplied sample telephone

ways or enlarge and redraw to print out details at a larger scale.

I was disappointed by the quality of the diagrams on the supplied disc. There was only one of any consequence, Equip, which really showed the power of the system. When enlarged details are replotted, part or all of the chosen section of the diagram may be off screen and you may have to use the pan option to get it into position. The enlargements of details of the Equip diagram may give you some idea of the kind of detail you might achieve on a plotter.

General control of the program menus is achieved by use of Tab, Return and Delete if using the keyboard. Tab marks the current cursor position to draw or keep an item. Return calls pop-up menus and selects from the menu and Delete ends an activity or rejects an item. Menu selection is via a highlight bar and pressing Return to select the option.

The drawing tutorial deals with the construction of a house from pre-defined icons and a partly drawn outline supposedly available from the utilities disc. The diagram supplied on my copy of the utilities disc was a complete one and not the partially constructed one referred to in the tutorial.

Parts two and three of the manual deal with the two sets of menus in detail. It is provided for reference purposes, though having worked with TechnoCAD for a week or so it might not be a bad idea to work through all the options before you start.

## Summing up

I found it very difficult to do full justice to this very extensive CAD package in a single review. So many options are available that it would need a lot of use before it could be reviewed with the benefit of practical experience. It seems to do most things in a clear and concise way, but there are a few points which need attention.

It should be a perfectly good system for most school CAD work but you need a plotter to get the best out of it. I'm not sure whether it's up to the standard of the increasingly professional CAD software found in colleges and polytechnics.



# ARCADE SOCCER



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The above screenshots are taken from the BBC and Electron versions. The enhanced Archimedes version will be available mid October.



The Fourth Dimension, P.O. Box 4444, Sheffield. Tel: (0742) 700661



The Fourth Dimension







**L**ONG ago a merchant ship laden with huge jars of diamonds from the East ran on to a reef. Water began to flood in and although the sailors began to throw their precious cargo overboard their plight became hopeless and the vessel sank leaving only one survivor to tell the tale.

Ages passed and the story became a legend. But now the wreck has been found and you have come to recover perhaps the greatest sea treasure of all time.

The water is very deep and you have to use a remote-controlled droid to pick up each gem scattered across the sea floor, avoiding huge octopi intent on pulling your droid to pieces.

The machine needs two preset teleporters to jump up or down — any drop of more than one level causes its pressure hull to crack and it explodes.

You control the droid's movement with Q/A — left up, left down — and P/L — right up, right down. No other controls are needed as the droid automatically collects the gems as it passes over them.

Type in the listing and ensure it is correct using the checksums. If necessary the program relocates itself, so it is important to save it before running. As all the delay loops are time-based the program is suitable for all BBC Micros and Archimedes.

The landscapes are built up using blocks drawn using a standard 3D technique. The back is drawn first then the areas in front of it and so on. If a block is completely invisible it isn't plotted at all.

Once you've mastered the screens you can design your own very easily to replace the original 10 using the same line numbers as a computed RESTORE is used to keep the program more compact.

There are eight data items consisting of eight digits which can be from zero — which creates a hole — to a maximum height of nine. The figure shows how the screen layout relates to the data statements. Following these are eight further values which are:

- X and Y coordinates of down transporter.
- X and Y coordinates of up transporter.
- Start X and Y coordinates of octopus.
- Start X and Y coordinates of droid.

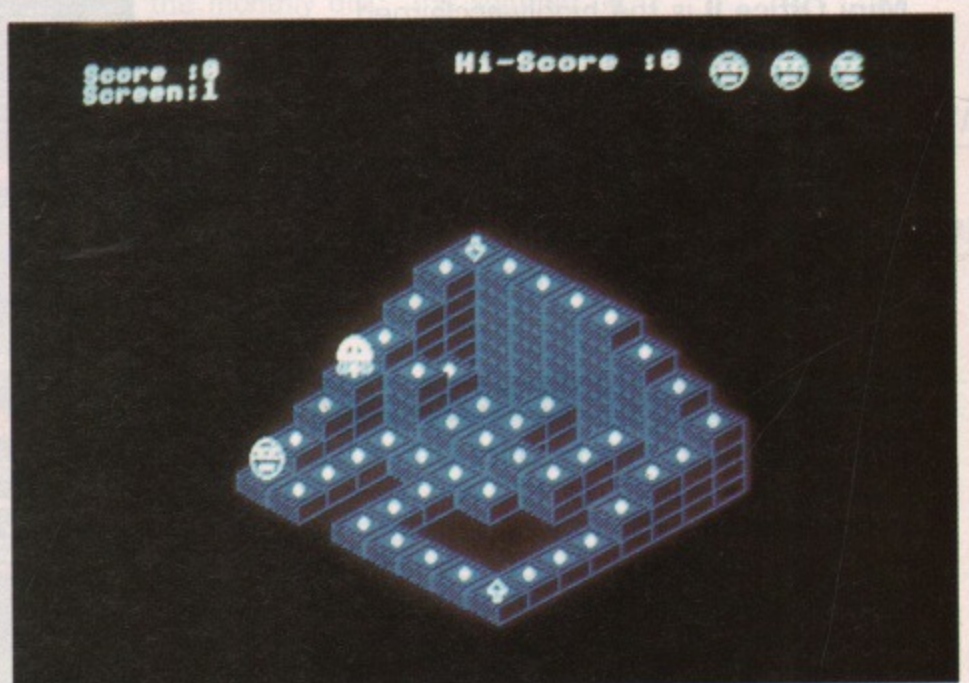
The movement of the octopus is in a straight line. It can climb one level until it reaches a barrier, at which point it tries to turn right, then left and if that fails goes back.

A1	A2	A3	A4	A5	A6	A7	A8
B1	B2	B3	B4	B5	B6	B7	B8
C1	C2	C3	C4	C5	C6	C7	C8
D1	D2	D3	D4	D5	D6	D7	D8
E1	E2	E3	E4	E5	E6	E7	E8
F1	F2	F3	F4	F5	F6	F7	F8
G1	G2	G3	G4	G5	G6	G7	G8
H1	H2	H3	H4	H5	H6	H7	H8

Eight data items in each row

# Crystal Sea search

*Dive into Rob Walmsley's type-in game and take up deep-sea treasure hunting*



```

10 REM The Crystal Sea
20 REM By Rob Walmsley
30 REM (c) The Micro User
40 PROCrel:PROCenv:MODE7
50 PROCB:MODE1:VDU23;8202;0;0;0;
60 VDU19,2,7;0;19,3,7;0;:PROCI
70 REPEATPROCJ:REPEATTIME=0:PROCS
80 REPEAT:TIME=0
90 PROC0:PROCN:IF DX=0 PROCN
100 PROCU:PROCN:REPEATUNTILTIME>=25
110 VDU5:UNTILDXORBX:*FX21
120 IF BX UX=(UX+1)MOD10 ELSE PROC0
130 REPEAT UNTIL TIME>400
140 UNTILNX=0:PROCE:UNTIL0
150 DEFPROCB

```

Turn to Page 124 ►



**The best-selling, award-winning BBC software is now joined by THE definitive guide**

**Mini Office II** is the highly-acclaimed suite of integrated programs which turns your computer into a versatile business machine.

## The Book

More than a manual, the guide assumes nothing. Beginning with the first sentences typed into the editor, you are led through all aspects of using the system, up to the most advanced techniques.

*What's more, when you buy Mini Office II and the book together we'll knock £5 off the combined price!*



Cyt. 1000000



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**H**OW did you get on with your homework last month? You mean you didn't do it? Right – everyone gets more homework today. Now pay attention while I show you how to make our little man head the red bouncing ball. First, he must be restricted to the bottom of the screen. Remove lines 340 and 350 in PROCKEYS – which test the up and down keys – to stop vertical movement and change the starting value of Y% from Y%=0 to Y%=MINY% on line 17.

The next task is to test for the man and ball colliding. This could be done by checking their relative positions, however I favour the pixel method. We only need to do so where the ball is about to move when it is falling – when CYB% is negative – so insert line 607 into PROCBALL and a new procedure, PROCHECK as follows:

```
607 IF CYB%<0 THEN PROCHECK
700 DEFPROCHECK
710 C1%=POINT(XB%+2*WB%,YB%-4*HB%)
730 IF C1%<1 THEN ENDPROC
740 CYB%=-CYB%
750 ENDPROC
```

Line 710 sets C1% to the colour of the pixel immediately beneath the current position of the ball. If this is red, yellow or white – colours one, two or three – the vertical direction is reversed – line 740.

The game should stop when the ball reaches the ground. Since line 640 currently tests for the bottom of the screen and makes it bounce it needs changing to:

```
640 IF YB%<MINYB% THEN ENDPROC
```

Change lines 50 and 60 and insert lines 55 and 57 as follows:

```
50 UNTIL YB%<MINYB%
55 PRINT "Hard luck! Press SPACE for another go."
57 REPEAT UNTIL INKEY(-99)
60 CLS:GOTO 15
```

Line 50 exits the main loop when the ball reaches the ground and line 57 waits for the spacebar to be pressed ready for another go.

When the program is run, it is too difficult to play – the man moves horizontally at the same speed as the ball, making it impossible to catch it up. The solution is to speed up the man by moving him twice to every single movement of the ball, using these lines:

```
40 PROCKEYS
45 *FX19
47
PROCMAN(1)
```

Well, that was your homework. No doubt some of you managed it in your own way, but as long as it works, you get full marks. Before we go any further, I must confess something: I upset the editor last month. He didn't like all the MAN files I'd created, as they wouldn't fit on to the



catalogue of the monthly disc. The solution he used was simple – combine all the MAN files into one MEN file. You might like to do this yourself, as it loads faster as well as saving catalogue space.

Change line 197 and 198 to the following:

```
197 *SAVE MEN 2800 2980
198 END
```

Now run it and the MEN file is created. Load the animation program again and delete lines 110 to 196 and insert the following

```
110 *LOAD MEN 2800
```

The MAN files are no longer needed unless you ever want to modify them with the sprite definer.

Back to our budding footballer: The homework solution is not perfect. For instance, the man doesn't always head the ball when he should because PROCHEAD looks at just one pixel, and if this misses the man the collision is not detected, even though part of the ball may well have touched him.

To ensure that a collision is detected no matter which part of the ball hits the man, it is necessary to check each pixel where the ball is about to go. In Basic this would involve a great number of POINT commands, which would make the program much too slow.

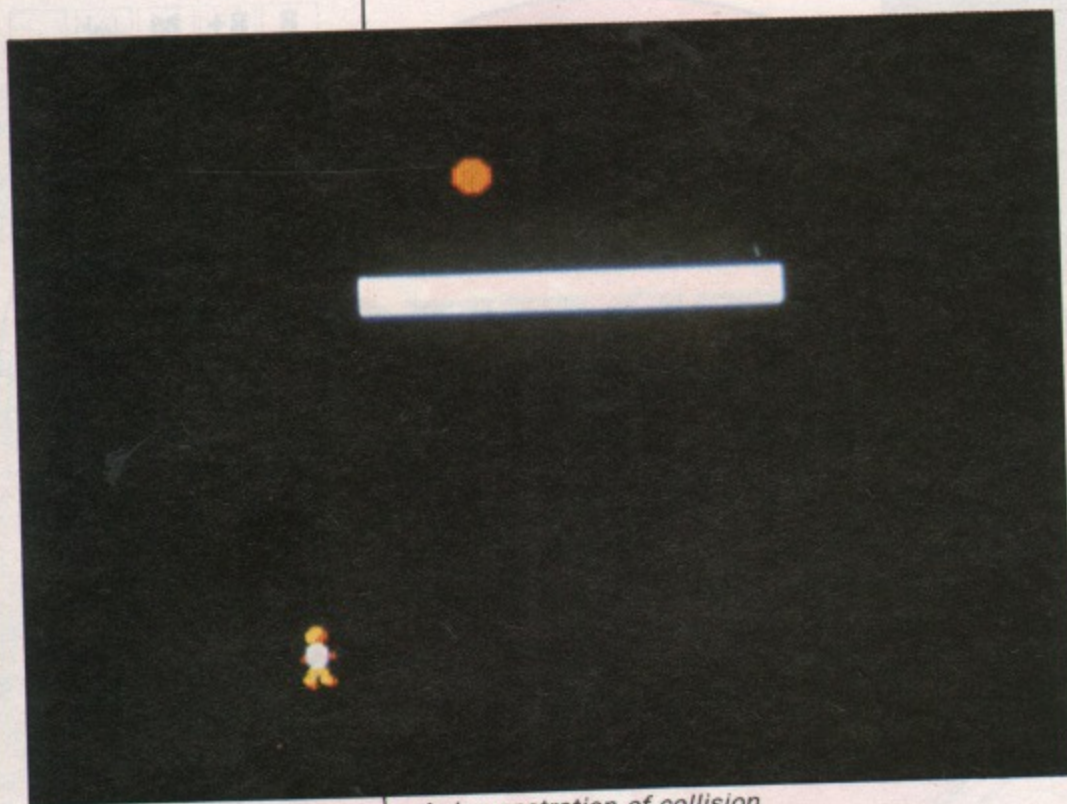
So here we go again: Time for a little machine code. Don't panic, the collision detection routine is included at the end of this article. And the way to incorporate it with the sprite routines published in the July issue is also described there.

To use the routine, call *BUMPMOVE* instead of *SPRITEMOVE* whenever the ball is moved.

Turn to Page 52 ►

*Eric Crisp  
collides with  
the sticky  
problem of  
impacting  
sprites*





A demonstration of collision detection using the routines

## ◀ From Page 51

**BUMPMOVE** moves sprites like **SPRITEMOVE** but also tests each pixel where the sprite is being put. To do this it needs a template image of the area to be tested and whether a particular colour is being looked for.

The template image is created as a shape the same size as the sprite. The easiest way to do so for the ball sprite is to modify the ball shape with the sprite definer like this: Select Mode 1, set width and height to eight, load the BALL sprite as number one and choose the mask option. This changes all black pixels to white and all others to black. Select mask again; the ball shape is then as before, but white. Save this new sprite as MASK.

The template image can be loaded into memory along with the other sprite shapes. Its address in memory needs putting into the double byte location **MASK** each time **BUMPMOVE** is called.

After calling **BUMPMOVE**, the byte **FLAG1** will be zero if the ball moved on to a blank area of screen. If any one of the pixels were coloured, its value will be between 1 and 255.

The byte **FLAG2** is similar to **FLAG1** except that it tests for a particular colour, as indicated by the

location **COLOR**. If we wish to look for collisions with red objects – colour one – set **?COLOR=1** before calling **BUMPMOVE**. If **?FLAG2** is zero no red pixels were found, though other colours may have been there.

The collision routine needs one other byte set up, and that is **KILL**. If not zero, the ball is always plotted in its new position. When it is not zero, the ball is removed when a collision is detected. The significance of this should become apparent later.

To incorporate the collision detection routine, change lines 3 and 680 to the following

```
3  SPRITE=&903:SPRITEMOVE=&900:BUMPMOVE=&90
6
680 IF FX=0 THEN CALL SPRITE ELSE CALL BUMPMOVE
```

Remove lines 607, 710, 720, 730 and 740 and insert these:

```
9  FLAG1=&82:FLAG2=&83:COLOR=&84:MASK=&86:KILL=&88
35 PROCHECK
198 *LOAD MASK 2990
665 !MASK=&2990:KILL=0:COLOR=0
720 IF CYBX<0 AND ?FLAG1>0 THEN CYBX=-CYBX
```

Line 720 causes it to be headed when the ball is moving down and a collision with any colour is detected.

This program now ensures that the ball is headed whenever it touches the man. The problem now is that the ball covers the man before bouncing away. If line 665 is changed so that **?KILL=1** the ball is rubbed out when **?FLAG1>0**. This allows the ball to be placed where it should be after a bounce, using the routine **SPRITE**. Insert lines 710 and 740 into **PROCHECK** as follows after changing line 665 as suggested:

```
710 OLDCYBX=CYBX:OLDCXB=CXB
740 IF ?FLAG1>0 THEN XB=XB-OLDCXB:YB=YB-OLDCYB:PROCBALL(0)
```

This change sets **XB%** and **YB%** back to their previous value and puts the ball back on to the screen.

To make the game a little more interesting put a white platform in the middle of the screen by inserting line 19:

```
19 GCOL 0,3:MOVE 400,400:MOVE 800,400:PLOT 85,400,432:PLOT 85,800,432
```

Now run the program and you should find a bug – yes, it's deliberate: Whenever the ball goes up under the platform it doesn't bounce but goes through leaving images of itself behind. This is because the bounce is only carried out when the ball moves down.

The solution is to cause a bounce whenever white pixels are detected whether or not the ball is going up or down. To do this, change line 665

Turn to Page 55 ▶

## COLLISION DETECTION

This collision routine is designed to be merged into the sprite routines supplied in July's issue. It is best typed in as it stands so that the Get it Right! check can be done before you merge it with the original.

To merge the two programs, first load the collision routine and type:

```
*SP00L X
LIST
```

This saves the listing under the name X. To close the file when the

listing has finished enter:

```
*SP00L
```

Now load the original sprite program and merge in the collision routine with

```
*EXEC X
```

When this is completed, save your collision and sprite assembler under some suitable name such as **COLLIDE**. The code still fits within 512 (&200) bytes.





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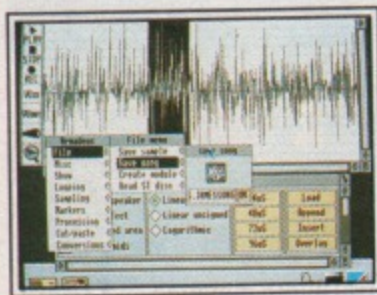
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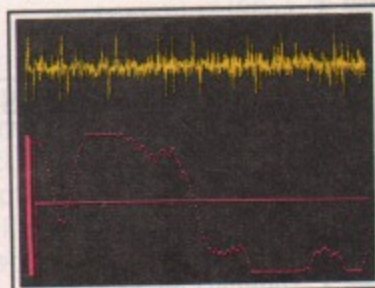
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## ◀ From Page 52

so that ?COLOR=3 and then insert line 730 into PROCHECK like this:

```
730 IF ?FLAG2>0 THEN CYB%=-OLDCYB%:CXB%=OLDCXBX
```

Another dimension can be added to the game by making the ball move as it would under gravity. This is done by changing CYB% by one each time the ball is moved. It also has to be initialised to zero, so change line 17 so that CYB%=0 and insert:

```
615 CYB%=CYB%-1
```

There is no reason why the ball shouldn't have a random bounce whenever the man heads it. Change line 720 to:

```
720 IF CYB%<0 AND ?FLAG1>0 THEN CYB%=RND(40):IF RND(2)=2 THEN CXB%=-CXB%
```

This change makes the ball bounce higher or lower and to the left or right at random. The final change is to make the man jump

using the spacebar. While in the air the left, right and jump keys will have no effect until gravity pulls him down again. The variable JUMP% will be zero when the man is on the ground and one when he is in the air. So add JUMP%=0 to the end of line 17.

Insert line 340 to detect the spacebar and set up CY% and JUMP% when it is pressed:

```
340 IF INKEY(-99) THEN CY%=24:JUMP%=1
```

Also insert line 305 to allow gravity to pull the man down instead of testing for key presses:

```
305 IF JUMP%=1 THEN CY%=CY%-2:ENDPROC
```

Add JUMP%=0 to the end of line 78 to indicate that the man is on the ground again.

Well, that's it for this month, but for those who want extra homework try putting a white obstacle on the ground that the ball can bounce off but the man has to jump over.

● *Next month features a true machine code sprite routine – as opposed to the exclusive-ored one we've been using.*

```
105 FLAG1=&82:FLAG2=&83:COLOR=&84:TEMP=&85:MASK=&86:KILL=&88
135 SMODE3=SMODE1+SMODE2
191 JMP SPRITE0
192 .BUMPMOVE
193 JMP COLLIDE
194 .SPRITE0
195 JSR CONVERT
196 JSR COPYOLD
197 JSR SPLOT
198 JMP COPYOLD
199 .CONVERT
600 RTS
610 NOP
1362 ]
1365 PROCEXTRA
1367 [
1368 OPTIX
1430 *SAVE SPRTcod 0900 0AB8
2000 DEFPROCEXTRA
2010 [
2020 OPTIX
2030 .COLLIDE
2040 JSR SPLOT
2050 JSR CONVERT
2060 JSR COPYOLD
2070 LDA #0
2080 STA FLAG1
2090 STA FLAG2
2100 ]
2110 IF SMODE3=3 THEN PROC4COL
2120 IF SMODE3=2 THEN PROC16COL
2130 [
2140 OPTIX
2150 LDY SCRNOLD+1
2160 LDA SCRNOLD
2170 .COLLIDE1
2180 STY ZSCRN+1
2190 LDX HIGHOLD
2200 STA ZSCRN
2210 .COLLIDE2
2220 LDY #0
2230 LDA (ZSCRN),Y
2240 AND (MASK),Y
2250 BEQ COLLIDEX
2260 STA FLAG1
```

```
2270 STA TEMP
2280 ]
2290 IF SMODE3=3 THEN PROC4COLTEST
2300 IF SMODE3=2 THEN PROC16COLTEST
2310 [
2320 OPTIX
2330 STA FLAG2
2335 .COLLIDEX
2340 INC MASK
2350 BEQ COLLIDE0
2360 .COLLIDE3
2370 INC ZSCRN
2380 LDA ZSCRN
2390 AND #7
2400 BEQ COLLIDE7
2410 .COLLIDE4
2420 DEX
2430 BNE COLLIDE2
2440 LDY SCRNOLD+1
2450 LDA SCRNOLD
2460 CLC
2470 ADC #8
2480 STA SCRNOLD
2490 BCS COLLIDE6
2500 .COLLIDE5 DEC WIDEOLD
2510 BNE COLLIDE1
2520 JSR COPYOLD
2522 LDA KILL
2524 BNE KILLEND
2526 .CARRYON
2530 JSR SPLOT
2540 JMP COPYOLD
2542 .KILLEND
2544 LDA FLAG1
2546 BEQ CARRYON
2548 RTS
2550 .COLLIDE6 INY
2560 STY SCRNOLD+1
2570 BNE COLLIDE5
2580 .COLLIDE7
2590 LDA ZSCRN
2600 BEQ COLLIDE9
2610 .COLLIDE8
2620 CLC
2630 ADC #(LINSTEP-8) MOD 256
2640 STA ZSCRN
```

```
2650 LDA ZSCRN+1
2660 ADC #(LINSTEP-8) DIV 256
2670 STA ZSCRN+1
2680 BNE COLLIDE4
2690 .COLLIDE9
2700 INC ZSCRN+1
2710 BNE COLLIDE8
2720 .COLLIDE0
2730 INC SDATOLD+1
2740 BNE COLLIDE3
2750 .COLTABLE
2760 ]
2770 RESTORE 2900
2780 FOR J%=1 TO 8
2790 READ A%
2800 ?P%=A%:P%=P%+1
2810 ?P%=A%+1:P%=P%+1
2820 NEXT
2830 ENDPROC
2900 DATA 0,4,16,20,64,68,80,84
3000 DEFPROC4COL
3010 [
3020 OPTIX
3030 LDA COLOR
3040 AND #3
3050 CMP #2
3060 BCC COL4
3070 ADC #13
3080 .COL4
3090 STA COLOR
3100 ]
3110 ENDPROC
3500 DEFPROC16COL
3510 [
3520 OPTIX
3530 LDA COLOR
3540 AND #15
3550 TAY
3560 LDA COLTABLE,Y
3570 STA COLOR
3580 ]
3590 ENDPROC
4000 DEFPROC4COLTEST
```

Turn to Page 56 ▶





## ◀ From Page 55

4010 [   
 4020 OPTIX   
 4030 LDY #4   
 4040 .COL4TEST   
 4050 AND #17   
 4060 CMP COLOR   
 4070 BEQ COL4TEST1   
 4080 LDA TEMP   
 4090 LSR A   
 4100 STA TEMP   
 4110 DEY   
 4120 BNE COL4TEST   
 4130 LDA FLAG2   
 4140 .COL4TEST1   
 4150 ]   
 4160 ENDPROC   
 4500 DEFPROC16COLTEST   
 4510 [   
 4520 OPTIX   
 4530 AND #855   
 4540 CMP COLOR   
 4550 BEQ COL16TEST1   
 4560 LDA TEMP   
 4570 LSR A   
 4580 AND #855   
 4590 CMP COLOR   
 4600 BEQ COL16TEST1   
 4610 LDA FLAG2   
 4620 .COL16TEST1   
 4630 ]   
 4640 ENDPROC

105 = A8F6 6   
 135 = 6A29 7   
 191 = 339 2   
 192 = D552 6   
 193 = 8043 A   
 194 = 20C6 0   
 195 = 26D 0   
 196 = E8FD C   
 197 = E0B8 2   
 198 = 83F8 4   
 199 = 4797 0   
 600 = 9843 8   
 610 = 41AB 0   
 1362 = 8B58 5   
 1365 = 6A0D 8   
 1367 = EB9E 8   
 1368 = 4037 3   
 1430 = 7BA4 5   
 2000 = C169 9   
 2010 = EB9E 3   
 2020 = 4037 2   
 2030 = AEBC 5   
 2040 = EDB8 7   
 2050 = 26D 1   
 2060 = E8FD 7   
 2070 = 295 5   
 2080 = D018 6   
 2090 = E07B 2   
 2100 = 8B58 C   
 2110 = E788 B   
 2120 = 1E91 E   
 2130 = EB9E D   
 2140 = 4037 0

2150 = C1AC 7   
 2160 = DD4E 1   
 2170 = CE56 E   
 2180 = ADBE 9   
 2190 = B6AE 9   
 2200 = 8DBE 1   
 2210 = FE35 B   
 2220 = 9CF1 D   
 2230 = 6EAB 5   
 2240 = 254F E   
 2250 = DF16 6   
 2260 = D018 0   
 2270 = 67B6 1   
 2280 = 8B58 D   
 2290 = 4F36 3   
 2300 = FEFE C   
 2310 = EB9E B   
 2320 = 4037 A   
 2330 = E07B 9   
 2335 = 33D9 8   
 2340 = 333D F   
 2350 = 32B8 2   
 2360 = EE14 1   
 2370 = FDF3 B   
 2380 = 7BA0 C   
 2390 = 4EFF 6   
 2400 = 425F 2   
 2410 = 9EF3 9   
 2420 = E8A9 5   
 2430 = F12D F   
 2440 = C1AC A   
 2450 = DD4E 4   
 2460 = 74FB A

2470 = 20B6 0   
 2480 = 97D6 3   
 2490 = 7D00 7   
 2500 = AA80 A   
 2510 = C14E 2   
 2520 = E8FD E   
 2522 = EE1F F   
 2524 = 23F7 8   
 2526 = 72E2 C   
 2530 = EDB8 0   
 2540 = 83F8 A   
 2542 = 3A7B 3   
 2544 = 2606 4   
 2546 = 5FFB B   
 2548 = 9843 5   
 2550 = CB29 8   
 2560 = 211A F   
 2570 = 81CA 2   
 2580 = AE90 8   
 2590 = 7BA0 E   
 2600 = A391 4   
 2610 = 5F7F 0   
 2620 = 74FB 2   
 2630 = 1ESB 0   
 2640 = 8DBE 0   
 2650 = 9D27 3   
 2660 = 5AD8 3   
 2670 = D7BF 0   
 2680 = 91EB C   
 2690 = 4F5E C   
 2700 = 468F 8   
 2710 = 5067 3   
 2720 = DE77 4

2730 = 7F47 9   
 2740 = E10C 8   
 2750 = 7BC9 5   
 2760 = 8B58 C   
 2770 = 4F4E 4   
 2780 = DF30 D   
 2790 = C86D 4   
 2800 = 7751 8   
 2810 = B1E4 0   
 2820 = 2C83 9   
 2830 = ED0F 2   
 2900 = 1BF8 2   
 3000 = A77D D   
 3010 = EB9E 7   
 3020 = 4037 5   
 3030 = 9B0 B   
 3040 = E7B 5   
 3050 = 22BB 4   
 3060 = 2AF6 3   
 3070 = 2ECA 8   
 3080 = 3DB6 0   
 3090 = FFAE 9   
 3100 = 8B58 A   
 3110 = ED0F 6   
 3500 = CC10 8   
 3510 = EB9E B   
 3520 = 4037 2   
 3530 = 9B0 A   
 3540 = 9A5A D   
 3550 = 772F 8   
 3560 = FBD2 D   
 3570 = FFAE 6   
 3580 = 8B58 1

3590 = ED0F 5   
 4000 = 2908 D   
 4010 = EB9E B   
 4020 = 4037 B   
 4030 = DC75 7   
 4040 = 513A 1   
 4050 = BA18 5   
 4060 = 47F7 E   
 4070 = A504 1   
 4080 = B4BB 2   
 4090 = 1A09 E   
 4100 = 67B6 9   
 4110 = F888 0   
 4120 = 5E22 8   
 4130 = 1665 4   
 4140 = 56A6 C   
 4150 = 8B58 2   
 4160 = ED0F E   
 4500 = B7FF 3   
 4510 = EB9E 2   
 4520 = 4037 5   
 4530 = D8F6 D   
 4540 = 47F7 0   
 4550 = 89B8 2   
 4560 = B4BB 3   
 4570 = 1A09 8   
 4580 = D8F6 D   
 4590 = 47F7 C   
 4600 = 89B8 E   
 4610 = 1665 7   
 4620 = F4C4 7   
 4630 = 8B58 7   
 4640 = ED0F 8

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**Your technical questions  
answered by MIKE COOK**

# PROBLEM SOLVED

## Tying up loose ends

I OWN a BBC B Issue 4 with single disc drive, View and 1.20 DNFS. I bought it second-hand about three years ago and after a year I began experiencing trouble. Occasionally a line was left between each prompt and any disc access or program was interrupted. At first I thought spurious Returns were causing the problem, but I now believe this was not the case.

The micro appeared to be jumping to the Escape routine as with osbyte 125 and also hung up regularly. The problem was solved by apparently doing nothing more than reinserting the Basic chip and waggling the S32 and S33 links above it.

In recent months the fault slowly crept back: It began very occasionally, becoming more frequent, until now I only occasionally get 10 minutes' sense out of the machine. I have tried wiping the legs of the Basic chip and the pins of the two links, and checking the connections are firm, but to no avail. Have you any idea what could be wrong, and if so what can I do about it? — **Clint Redwood, Stockport, Cheshire.**

● Your micro is suffering from the disease known as loosious connectious. What is wrong is that an IC socket is making an intermittent connection.

The cure of removing a chip and reinserting it is, as you have found, normally only temporary. You need to isolate the faulty socket and replace it. This is easier said than done, as it is likely that the Basic chip socket is not the faulty one. It is just that the flexing and strain the PCB is subject to when removing it makes the connection again.

If you know the history of the machine think what upgrades have been fitted. They can cause trouble if they are the type that plug into an IC socket, because when you remove them the socket no longer has the same amount of springiness.

This happened on my own micro — as you might guess in my position of reviewer I have had many upgrades installed and removed. My problem seemed to be solved by pressing on the rom chips.

However, replacing all the rom sockets did not

cure it so I waited until the micro crashed and tested the data and address buses on various IC pins with an oscilloscope. Care was needed, as a small amount of pressure on the pins could have remade the connection.

Eventually, I found one address line whose signal was on the microprocessor but not on any of the roms. This pointed to the microprocessor socket, and I've had no problems since it was replaced

## Summer snow

I GET snow on my BBC Micro in some modes. It is only just visible when I switch on, but increases gradually and often after about 15 minutes the words are unreadable. This is a particular nuisance when I want to preview in Wordwise.

It still occurs when I disconnect all peripherals and extra roms. There are no other electric appliances nearby. Can you please suggest what might be wrong? — **G. Battershall, Upper Colwyn Bay, Clwyd.**

● It sounds very much as though the video ULA chip needs replacing. As Mode 7 does not use this the absence of snow in that mode would clinch the diagnosis.

## No joystick

RECENTLY my trusty Harrier joystick broke and since then I have been looking for an interface so I can use an Atari-type one. Local computer shops have said that they are very hard to come by and I am desperately looking for somewhere to get one.

Could you supply me with the name and address of a dealer who produces a joystick interface for the BBC Micro? — **Simon Pang, London.**

● The Atari type joystick uses a common earth switched on to one of four contacts. As such it can't be directly connected to the BBC Micro,

## On the agenda...

- Occasional blank lines
- Snow in some modes
- Connecting Atari joysticks
- Not the right port bits
- Keeping the micro cool
- Repairing broken legs

Turn to Page 58 ►



## ◀ From Page 57

even if you do fit the correct type of plug.

You need an interface such as the one I described in the *Body Building* article in the February 1985 issue of *The Micro User*. This was for a track ball, but it is easily modified for a joystick by putting 3k pull-up resistors on each input.

This is still available as *Body Building Pack 20* and costs £10 for the kit or £12 assembled from Musbury Consultants — see any *Body Building* article for the address. The pull-up resistors will be fitted to assembled versions free on request.

## Railway halted

I OWN a very old BBC Micro which has developed a fault with the user port that I use to help run my model railway. I checked the port's input using a simple program and instead of the result being binary 0000010 it was 11111011 — the exact opposite. It also means my AMX mouse doesn't work correctly.

To keep my railway running I've put a software patch in, for example:

```
W%=?&FE60:W%=NOTW%+256
```

Could you tell me what is causing it? — **P. Connell, Nord Rhein Westfalen, West Germany.**

● This is one of the strangest and perhaps most puzzling problems I have yet come across. It appears that a system which was working has suddenly started to behave strangely. As it worked before, the fault must lie in your hardware and not your software. However, I think I can work out what might have gone wrong.

I once had a student who experienced a strange inversion on the outputs of a VIA. It turned out that he was addressing the data direction register and not the data register. What was happening was that when he was writing zero to the output the VIA lines were being programmed to be inputs and so were floating high, thus looking like a logic 1 when he tested the output.

Although your problem is with inputs, I think there might be a similar explanation. As you have had the system working, I think the most likely cause is that address line A1 on the VIA chip is not being properly decoded. This could be due to either a faulty VIA or socket not making a proper connection on that pin.

## Hot stuff Master

I HAVE added the turbo co-processor inside my BBC Master but after a few hours of use the micro overheats. When one of the 40 column modes — except Mode 7 — is selected the screen flickers, that is small flecks appear and disappear randomly on the screen, not unreminiscent of the snow effect of a weak television signal. After a short while the micro crashes. Rebooting brings it

back to life, but only for a few seconds.

Initially, I moved the second processor to a Watford Co-prodaptor, but buying a 512k unit forced me to put it back inside the casing and the problem returned. I have tried swapping the two co-processors over, but the result is the same.

At present I have had to resort to the extreme solution of cutting a hole in the top of the Master's casing.

This is not entirely successful. If I cover the hole with gauze the problem recurs, if I leave it open it does not. However, I do not like the idea of a live power supply, or indeed the interior of the computer, being open to the atmosphere.

If I knew which chip was causing the problem I could either replace it or alternatively, space permitting, put a heatsink on it. Any ideas you have would be greatly appreciated. — **K. V. Kirk, Reading, Berkshire.**

● Flickering characters in all but Mode 7 points to the video ULA. This chip and the resistor close to it are the hottest parts of the micro. What is happening is that the fitted boards are reducing the cooling convection currents. In the August issue I described how to fit a fan and I think this will cure your problem.

Incidentally, I don't feel that there's anything wrong with leaving the lid off a BBC Micro. It's strange that people get paranoid at having five volts exposed in a micro, yet think nothing of letting a child play with the exposed 12 volts that runs the typical electric train set. All the mains side is enclosed in a metal box and the only danger that could occur is if a child started putting metal objects into the slots.

## They shot horses

I HAVE recently added a rom expansion board to my BBC Micro and as a result have had to shift the roms around a bit to gain the necessary order of priority.

However, on replacing the cover I found that my Super-Art rom was in one of the lower priority sockets. I removed the rom, but in doing so broke one of the chip's legs.

As the guarantee typically ran out a couple of weeks ago could you please tell me whether my rom is repairable or will I have to buy another. — **R. T. Jee, Manchester.**

● Roms are very much like horses. When it comes to broken legs they are better shot. Having said that, many roms can suffer having pin 1 broken, as it is normally not used.

It is possible to make a repair but it requires the correct tools and some manual dexterity. Break up an old IC socket and extract a pin. Push the IC into another socket and put the pin in the space. Now solder a wire between the top of the pin and the shoulder of the IC. You will need a very fine wire and a small, but powerful, soldering iron, preferably of the temperature-controlled type.

If you don't fancy this approach write to the software publishers. Many software houses will replace a damaged rom at nominal cost if you send in the original. Write and ask them first.

It's strange that people get paranoid at having five volts exposed in a micro, yet think nothing of letting a child play with the exposed 12 volts that runs the typical electric train set



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# Road to happy adventuring



*The Mad Hatter explores more games — and explains why he does it*

**S**INCE this column contains solutions to parts of three different adventures, it might be worth reminding old hands and new readers alike what my philosophy is regarding solutions. It is, of course, a no-win situation, with letters from readers varying from: "Please may I have the full solution to ..." to "How dare you ruin the brilliant adventure which has had me stuck — but unfrazustrated — for the last six months".

Now, on principle, I don't issue full solutions as the whole point of games — especially adventures — is to keep us cogitating away, trying to get into the author's mind.

At the same time, we all have our blind spots, and there comes a point where frustration gives way to apathy. When this occurs, we usually turn to another game or even take up another pastime. It's these people I particularly want to help, having a great deal of sympathy for them.

Often, it just needs a gentle shove in the right direction and off we go happy and content instead of being utterly frustrated. People like this rarely

pursue the solution given after that — it's there as a kind of back-up because they don't relish the idea of cheating any more than I do.

The final point is this: Quite often I am entrusted with a full solution when the game is issued, but that is for one purpose only — to allow me to make an informed assessment of the game for review purposes. But I won't then serialise a solution to the adventure without permission and certainly not until it has been around for a couple of years or so.

The vast majority of the solutions featured in this column are my own work or that of readers who have kindly sent their answers so they can be made available to a wider audience.

What I will always do is to ensure that there is sufficient tutorial matter in each solution to make it worthwhile reading for people who don't have the game themselves. The whole purpose of this column is to make a fascinating pastime available to more and more people.

Until next month, happy adventuring.

## Lording it in time

IN the Age of the Dinosaurs — the third zone in **Lords of Time** — you don't need any special equipment other than the firefly and the rucksack which you should be wearing. If you proceed east from your emergence point you soon get to the watering hole and attract the interest of a tyrannosaurus rex. Move back west, with the monster in pursuit, until you come to the prairie and the allosaurus, which will then engage the attentions of the ravening beastie.

Continuing west, you fall into a pit — a trap, really — where you'll find some leaves and a

mirror. A curious brontosaurus peers short-sightedly at you, so if you WAVE the leaves, he'll help you out. Next, wave the mirror: This will have the effect of drawing the brontosaurus into it.

Go back to the starting location and climb up the well-worn path to the cave. If you DROP the mirror the moment you encounter the cavemen, the brontosaurus will emerge and frighten them away and enable you to enter the cave system.

In the store cave is a dinosaur egg with the hourglass symbol on it: Take it and go exploring — I'm going to leave you to do the necessary mapping here, it's not difficult. You need to collect the pebble, pot and club now; in the trophy cave throw the pebble at the animated skeleton to break it.

Get the onyx figurine from the treasure vault and go to the bridge over the crevasse where the woman is struggling with the caveman. Throw the club to enable her to escape and she will reward you with a gold





nugget. You need some verbal dexterity to deal with the invention area: The Archimedes' call-sign *Eureka* is the open sesame to the alcove, where a rearrangement of the writing on the wall produces *James Watt* — rather than *Mene Mene Tekel Upharsin* — and your exit back to the clock.

To tackle the fourth age — the Viking era — successfully you will need to take the fur coat and the shovel along with you. North from the beach you discover a longship and a shivering guard who will be so grateful for the fur coat that he gives you a *lur*. A what? I hear you ask — a lur. He also gives some useful advice. You will now need to take your shovel to the old musty dry cave and do some digging in order to obtain vital direc-

tions.

Next you must go to the low cave with the rocking stone which you PUSH so that you can go west to the sloping passage. Following the instructions you unearthed leads you to Pirate Pete's hideout — he's obviously got a secret way in from **Colossal Adventure**.

If you OPEN the chest, Pete will obligingly appear and if you then BLOW the lur he will be captured and you'll get the olive branch. Enter the chest, and you'll find whatever goods Pete stole and a handle which, if you PULL it, lands you back in the clock.

I suggest you pause for breath at this point and come back next month.

## A joke for the bored

To gain entry to Part 2 of **Bored of the Rings** you need to enter the password *Psychoanalysis* exactly as written. Any deviation and you'll be unceremoniously dumped out. This section starts with a lovely spoof on a classic puzzle, though I suggest you begin by moving up — just to enjoy the joke — before going east twice to the Tourist Office. There's a battery here that you need to take back west to the large cavern: Insert the battery into the vending machine and you'll be rewarded with a coin.

Now go south to the pixie's cave, move the mat to find the key and then buy the map from the pixie. Examine the map and you'll be shown the moves needed to get safely through the Maze of Morona. However, first you must unlock the door to the secret room west of the pixie's cave. Take the rifle, move the rug and descend to the secret chamber for the treasure to be found there.

Back you go to the pixie's cave and continue east into the maze. The moves needed to navigate your way successfully are E, N, E, E, S, W, S. Next move east to find the poster, and now go west twice, then south to the Dark Halls of Morona.

From here move west into the large chamber and drop the poster so that the Gays don't impede your progress north to the bridge. Cross the bridge and PUSH RED to kill the Balhog: The fact that you also dump Gandalf should be seen as a bonus — in spite of his angry moans as he plummets away into the depths.

After that, move south twice to the foot of the Whiffy Mountains and then west to get the rope. East twice from here brings you to the magical realm of Delorean where you receive a special ID. Plant the beans here to gain extra points.

We are nearly at the end of this section now: South takes you to the leafy glade and then you should move east, south, west and then east twice to bring you to the bank of the stream and the raft. Board the raft and then use WAIT, LOOK and similar time-wasting entries until you land at the camp site.

Leave the raft and dispose of the Nazal by firing the rifle at it then board the raft at once. Now wait around some more until you reach land again. Collect the coin and go west to the clearing and then climb the mountain.

At the summit you should insert the coin in the telescope and then retrace your steps to where



you found the coin. A Basilisk will greet you with the information that the word HOG is a rope retrieval device — very useful in Part Three.

Board the raft once more and you will be told that you have successfully completed this section. The password this time is *Psychoanalysis again*, and once more it is essential to enter it exactly as written. Conclusion and postscript next month.

## Sweet revenge

As far as I know, Colin Jack has only written two adventure games, **Programmer's Revenge** and **Oxbridge**. Both were first rate and contained some fiendish and amusing puzzles. As Oxbridge is still fairly new, I'm going to concentrate on the other game for the time being, though you can anticipate a full treatment of it in due course.

The objective of *Programmer's Revenge* is perfectly straightforward — find all the treasures, store them in the trophy room and then complete the final puzzle. Beginners to adventuring should note that, where treasure is involved, there is usually a specific place for storing it if full points are to be collected. The usual convention is to award points for finding an item and more for storing it in the right place. There's nearly always a strong hint on the correct location: In this case

Turn to Page 62 ►



# ADVENTURING

◀ From Page 61

the name trophy room is the hint provided.

You start off in the living room of a house and should go north and west to the trophy room where you'll find a formidable broadsword. Take it.

Next go up the stairs and up again into the attic. Take the knapsack and the

whisky – but don't imbibe

– and for once notice that the

knapsack is *not* a means of carrying extra items – you can manage a maximum of six – but not a parachute.

Move down and north into the toilet and break the panel with the sword then go west, take the wire and go down into the priest's hole. Take the talisman you will find there and retrace your steps

to the trophy room and leave the talisman as your first treasure for three points.

Next go to the hall, drop the sword, knapsack and whisky then go east to the kitchen. Open the pantry door with the wire and move south to take the steak and cake. You can discard the wire.

You are now ready to explore

the garden and orchard: Move south and then SW to the house picture and from there S, N, NE, NW, W, S, S, NE, NW and E to get through the garden and vegetable garden and arrive at the path.

Go east to the greenhouse where you'll find a hungry triffid – throw the steak to it. You can now proceed east and take the orchid. Next move west repeatedly until you reach the apple orchard and SHAKE TREE, after which you should LOOK to discover the apple and take it.

Go SW and shake this tree and LOOK to obtain the lemon: After this if you want a bit of fun go east and SE and shake that tree. Then go east and south but *don't* shake the coconut tree – unless you SAVE first – but instead take the key.

Moving SE from the coconut tree brings you to the scum-covered pond. The solution is to throw the cake – which is made of soap – into the pond in order to dissolve the scum and reveal the crown when you LOOK. Take the crown and return to the apple tree.

Now move N, N, NW, E, SW, SW, N, N, W and S to get back to the house picture and then go NE and north into the pantry. Go to the trophy room and deposit the orchid and crown – five and four points respectively – then enter the hall and take the whisky in preparation for the next part of the adventure.

*To be continued.*

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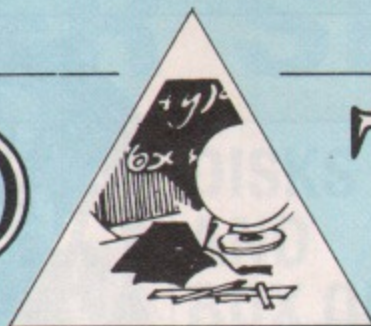
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FLOWERS OF CRYSTAL





## U·P·D·T·E



### ICAL opts for UK authoring system

A BRITISH educational authoring system which is used to produce courseware for the BBC Micro has scored points against its main American rival because of its reliability and ease of use. TopClass, from Derbyshire-based Format PC (0773 820011), has been adopted by the Intelligent Computer Aided Learning consortium as a running mate to the American system Accord, which the consortium has used since 1987. This decision follows technical problems with Accord which can be complicated to work with and will not operate on some terminals.

The introduction of TopClass means that consortium members can create software that can be shared among its members as well as being made commercially available in order to fund further courseware development.

Format has already commissioned teachers to design courses on maths and science subjects. Chichester College has developed a health care course and other colleges have used the system for B Tech business courses. These are being marketed through Format's courseware clearing house.

ICAL is made up of universities, polytechnics and colleges. It aims to improve CAL technology by developing effective and easy-to-use tools.

Managing director of Format Geoff Glossop said: "We are delighted that the ICAL consortium has chosen TopClass. It's a shot in the arm for British software. Not many people realise that TopClass is now the most widely used authoring system in further and higher education with about 300 hours of courseware available, much of it for the BBC Micro. The ICAL initiative is a big step forward and will get our full support".

A single 20 minute course on disc sells for around £30 while a GCSE maths course which can be networked costs £150.

### Arc programs for BBC Micro

SCHOOLS which have many BBC Micros but only a limited number of Archimedes machines can now achieve software compatibility between the two, claims Dabs Press (061-766 8423) for its new compiler ABC65.

It is an Archimedes to 6502 cross-compiler running on any Archimedes which will convert BBC Basic V programs tested and running on the Archimedes into stand-alone 6502 machine code which can be run on any BBC micro.

"Programs written for the Archimedes can, with a few limitations, be run on a BBC Micro thereby giving it near Basic V capabilities", said Bruce

Smith of Dabs Press. ABC65 comes with two discs and a 150-page user guide. Written by Paul Fellows, it costs £69.95.

Dabs Press has also launched ABC Dynamic Extensions, a series of enhancing utilities for its Archimedes Basic Compiler. It includes three programs, Library Maker, Cross Referencer and Profiler and costs £49.95.

### Happy micro birthday to you

BIRTHDAY cards produced by primary school children using the latest micro technology went on show recently during Berkshire's popular BEAM (Berkshire Education Achieving More) Week.

Berkshire recently introduced Archimedes machines into its schools and 12 pupils from Geoffrey Field Junior School, South Reading demonstrated what can be achieved by designing cards using the Artisan art package from Clares Micro Supplies. The children also held live design-ins in the town's busy Broadstreet Mall.

"The Archimedes micros are very easy to use and give a new dimension to primary education allowing children to design and create imaginative and adventurous work", said their acting deputy head Julia Radford.

### Master teaches French to deaf

CHILDREN who are profoundly deaf and have little or no speech are learning French thanks to the BBC Master, which is a vital part of their special unit at Icknield High School, Luton.

With the help of programs French Mistress from Cosmos Software and A Vous La France from BBC Publications the youngsters benefit from the visual aspect of computer aided learning.

Their teacher, Gill Thomas, is a firm advocate of this kind of tuition and has been leading the campaign for French in the curriculum for the hearing-impaired spurred on by her Head of Service Sandra Dowe and the enthusiasm of her pupils.

"Our emphasis is very much on comprehension of the written word", she told *The Micro User*. "Because we deal with small numbers, computer learning is very practical. I find it an excellent medium because it is totally visual and is very flexible for children with varying abilities".

The youngsters recently had the chance to see French culture at first hand when eight of them joined a school trip to Paris where they met pupils of Cours Morvan, another school for the hearing impaired.

Coinciding with the 200th anniversary of the

Turn to Page 64 ►

ICAL's choice of TopClass is a shot in the arm for British software





Bringing attention to three missing Rs with an omitted N

## ◀ From Page 63

French Revolution, it was a real taste of liberté, égalité, fraternité. They enjoyed freedom from schooling, the equality of being with hearing children and the twinning of the two schools and two nations. It was also an ideal opportunity to compare British and French sign languages.

## Young Business People awards

NINE months work by 500 sixth formers from schools throughout Britain ended on June 30 with the finals of the Young Business People of the Year awards held at the headquarters of the Institute of Chartered Accountants in London.

First prize of £5,000 went to Penglais High School, Aberystwyth. Second with a cheque for £3,000 was Raynes Park High and £1,000 for third place went to Bradford Grammar. Three runners-up, Royal Grammar School, High Wycombe, St Pauls School, London and Richard Taunton College each received £500.

Featured in the July issue of *The Micro User*, the competition is designed to promote computer aided learning and is sponsored by catalogue retailer Argos and accountants Coopers & Lybrand.

Sixty per cent of marks in the final went to the teams efforts with business simulation Beat The Boss and for 40 per cent of the marks, pupils had to prepare a presentation for shareholders.

## Curriculum comes first

SPECIAL emphasis has been placed on the needs of the national curriculum in the latest catalogue of software teaching resources from Chalksoft (0775 69518). It includes learning aids, practice programs, open-ended adventures, simulations and desktop software to enhance topic work.

## Baker asked to back the three Rs

AN appeal has been made to the Minister of Education to over-rule "trendy" authorities who are refusing to sanction the use of a new software program in their schools because it emphasises the three Rs. Tameside teacher Shelley Gibson has written to Kenneth Baker urging him to hit back against the bias of Left-wing educationalists by including the program in the national curriculum.

At the centre of the controversy is Fun School 2, a software package written by ex-teachers working for Database Educational Software (0625 878888). Developed using traditional teaching techniques, it is available in three age-defined sections for the under-sixes, six to eight-year-olds and over-eights.

It contains a suite of eight programs which range from counting teddies through to solving puzzles, all based on improving a youngster's knowledge of reading, writing and arithmetic.

Although Fun School 2 has proved so popular with parents and children that it has become the first educational program to enter the best-selling software charts, it has been rejected as a teaching aid by a number of education authorities despite a groundswell of support from teachers.

Shelley Gibson has been using the program in her class at Poplar Street Primary School, Audenshaw, Manchester. "The children love it because they are not only learning but having fun at the same time", she said. "It's become so popular that it is now often used as a classroom reward."

"I feel very strongly that certain officials are attempting to prevent this going into schools. After all, the national curriculum states that more use should be made of Information Technology and that's exactly what Fun School 2 does remarkably well. That is why I decided to place the ball in Kenneth Baker's court".



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**S**o far the field of micro art and design packages has produced little of use to the primary school. There is the mathematical art of Logo, but design, while an option, is not its prime function. Dedicated art packages tend to be time consuming and frustrating — no one has produced the kind of package that can do for art and design what the word processor has done for language.

Stretch, 4mation's latest package, is one of the first successes in this area because it addresses only a small and specific area of design.

At its most basic, Stretch produces lines of

large print along more than a page of continuous stationery. It is not the first package to do this. However, it is beautifully thought out and executed and, while simple in structure, leaves plenty of scope to develop your own ideas.

The package is divided into two parts: Text editing and font design. The text editing screen is an area that represents the full width — or thereabouts — of the printing area and about a tenth of its potential length. It is divided up into 22 half screens, and horizontal scrolling is selected from a control block down the right of the screen. On to this area you may place text taken from a range of characters that appear in a window at the base of the screen.

The characters can be from one of the 18 fonts supplied and can be freely mixed. Each character is picked up by the pointer and placed anywhere on the screen — rotated, reversed, enlarged, shrunk or stretched.

All these facilities are available instantly from the function key strip and, once an orientation has been selected, all the following characters enter the screen that way. This last feature is a very nice touch as it helps in the construction of strings of, say, inverted or reversed text. Once placed, characters are easily picked up again, manipulated or deleted.

There are up to two different fill areas in any one character and what they contain is selected from the control box. The screen is in mode 1 so three fill colours are available, plus the background. There are various hatched combinations and a total of 10 fills in all.

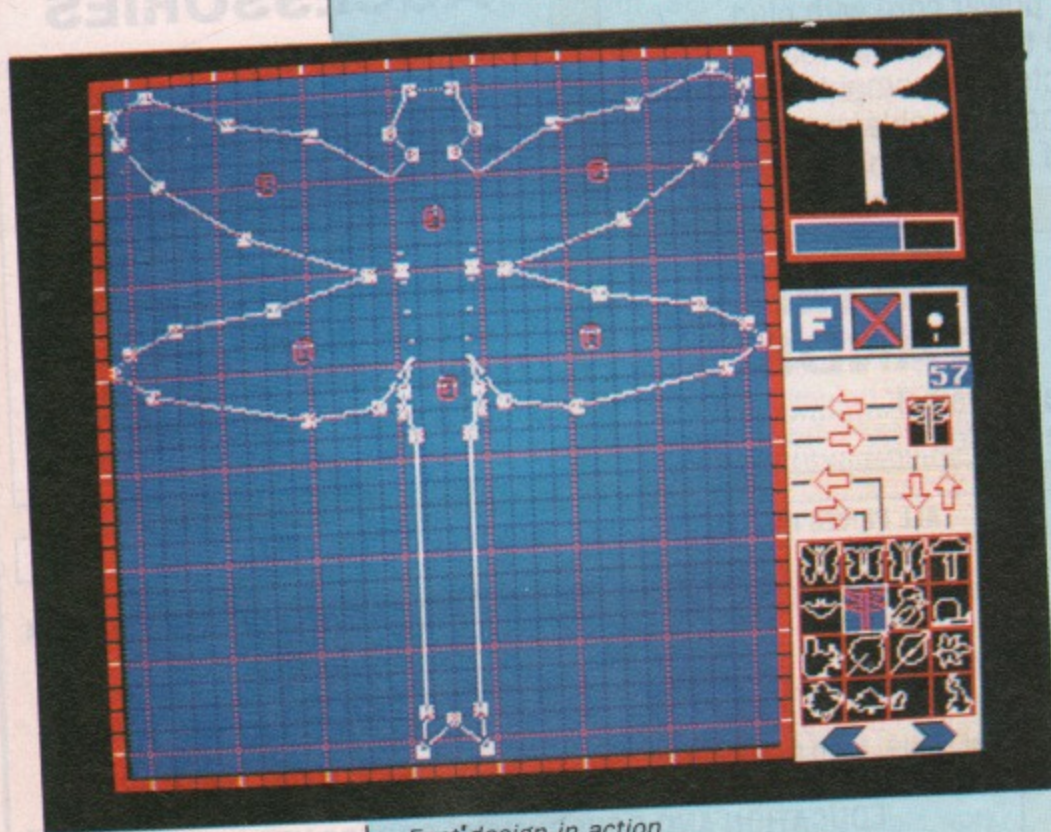
You can get a wider view of the piece you are working on in the preview mode — a sort of Cinemascope — which shows about 40 per cent of the total length of the strip. Editing facilities here allow operations on more than one character — blocks of text can be moved, stretched, deleted or aligned. Strips may, at any time, be saved to disc.

Output can be to almost any printer, with a wide range of options for size and density. Colour is best and if you have it the results can be excellent, but there's no reason not to use standard ones — it's what most of us still have.

Up to this point we have a fairly useful utility for producing banners or posters using the fonts provided. The versatility of the package lies, however, in designing your own fonts. There is no reason why font characters should be letters, and to get you going two sets of symbols are provided. These include many of the icons we have come to expect, pointing fingers, telephones, micros and so on — but also a variety of borders, frames and other useful design bits and pieces.

Further to that, the design potential of the font editor is demonstrated with the production of butterflies, plants, a squirrel, a magician and a legless duck. The important thing about these characters is that they are not dinky little user-defined jobs that enlarge into something that looks like it's made out of carpet tiles. Once on the text editing screen they enlarge into full screen sized pictures and the secret of that lies in the font designer.

This part of the package uses a screen the size of the text editor and all characters are designed to be that size. The character is created using a



Font\*design in action



rubberbanding technique, the basics of which are soon revealed, and there is no problem producing any simple shape you wish. Things do get a little ticklish if you want to create characters that are split or contain "islands", but a little practice will get you going.

Movement around the screen is via a pointer that may be keyboard, tracker ball or mouse driven. While the mouse was great for the font design part of the package, our rather beaten up rodent caused problems for children trying to place things accurately on the screen as it just would not hold still. The keyboard seems to be a thoroughly respectable option for this package.

Because of the ease with which you can create new fonts, this becomes a design package in which symbols may be developed and then organised in a very creative way.

As a tool in the classroom the potential is huge. Some teachers will see its value in producing high quality lettering for display, others may create symbol fonts to go with a given topic and let the children use them for designs, yet others will give children access to the whole package, the manual gives plenty of ideas for using the program.

Over a period a school will be able to build up a library of fonts to be used on different occasions. It should also be a useful entry point for micros in art in the primary school because of the way it splits the design process down into stages, each of which should be within the grasp of the child.



Putting together a frame

## Summing up

The versatility and potential of this package makes it an indispensable tool for all schools that have the equipment to run it. It will also be of great value to any small organisation that needs good quality large lettering quickly and often.

# Micro in a microcosm

**Product:** *A Simple Guide to the BBC Computer and its Use in School.*

**Price:** £3.00 (£8.00 for a photocopyable one)

**Supplier:** Hazeldown Primary School, Maudlin Drive, Teignmouth, Devon TQ14 8SE.

**Tel:** (0626) 772901

**A**N interesting publication this, and from an interesting place. Hazeldown Primary School have published what seems to be their school guide to BBC Micros, and jolly good it is too. There's nothing posh about it, being printed on unassuming coloured paper, the sort that county circulars always come on and its 29 pages are stapled together. But it works.

The book deals with connecting up, switching on, care of equipment, discs and users and the host of disc management tasks one might occasionally have to carry out. There is also a useful glossary and a very perfunctory add-on guide. If you are reading this article it is unlikely you will need any of the information in this book — you'll

know it all — but if you have responsibility for IT and a class you'll love it.

It covers just about all those irritating requests for information you get from colleagues during the day, or more specifically half way through a particularly messy art lesson, where they expect an answer by return on the scrappy piece of paper supplied. Just send them the book.

Having said that, there are drawbacks. The first is unavoidable — the book is unable to cover all the different configurations of equipment you will have, for instance the formatting section assumes a 1770 DFS — you will need to customise for your own systems.

The second drawback is really a howling omission, there is no fault-finding guide. We all keep promising ourselves and staff something along these lines, a flow chart or a sort of choose your own adventure with *Is the little red light on?* type questions, if Martin Gallagher and the denizens of Hazeldown Primary School had added this, maybe as a pullout section, their victory would have been complete. Still, well worth having.

**Marshall Anderson checks out a guide for beginners**



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
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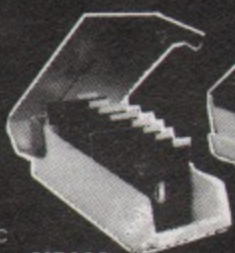
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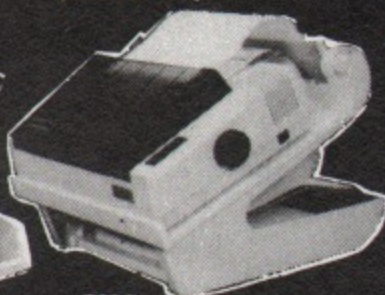
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Product: Geoscan  
Price: £45.00  
Supplier: Passkey Marketing, PO Box 649, Shenley Lodge, Milton Keynes MK5 7AX.  
Requirements: Acorn Archimedes with minimum 1Mb memory.

*A database  
of facts  
about the  
Earth is  
examined by  
Rog Frost*

**G**EOSCAN describes itself as a micro database and program on world development. The package consists of a standard 3.5inch disc plus an A4 sized book of instructions and photocopy masters for teachers' use. The disc contains 174k of information on 100 countries and the means to get at this data in a number of ways.

The countries are well spread out, the only major gap being in Eastern Europe. There are seven main data areas for each, all with many sub-divisions.

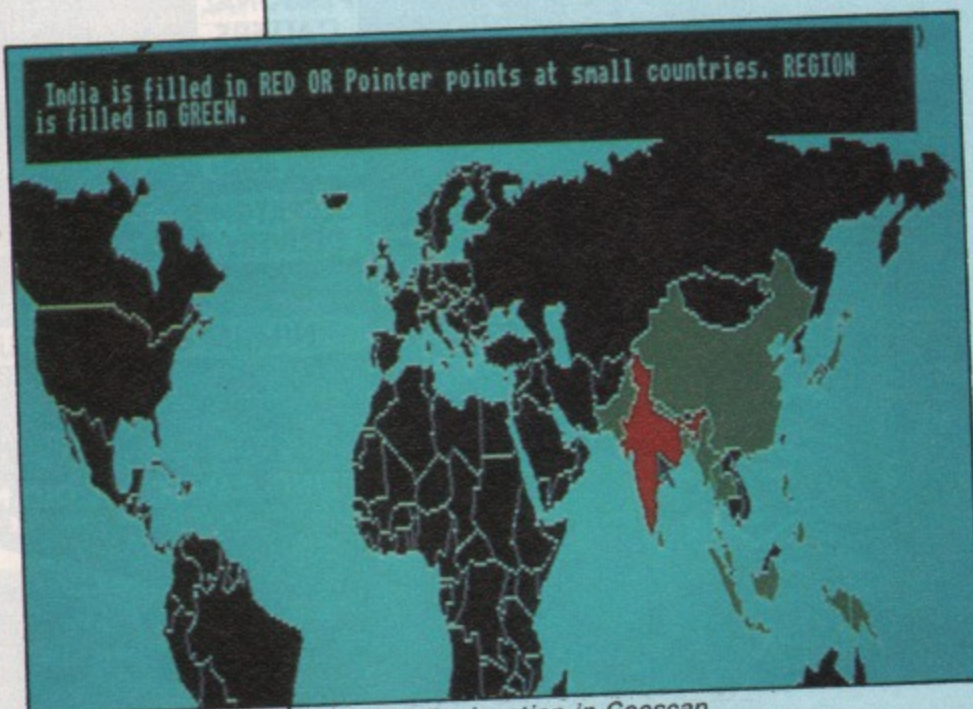
The first area is basic geographical information — the name of the country and the world region it lies in, together with its capital, time zone and the latitude and longitude of the capital. There are also weather statistics for the main city and a descriptive summary of the country's main physical features.

Next comes data relating to land use and agriculture. Similar data is available on industrial development — consumption of energy per head and the importance of industry and services to the economy.

Population data includes the birth rate, the population growth rate plus statistics on where the people live. Health and education is the next topic and this includes the life expectancy, the infant mortality rate and the number of people per doctor. There is information on the food supply, plus proportions of different age ranges who are enrolled in education.

International trade gives statistics on the importing and exporting of a variety of prime materials and manufactured goods. Finally, there is data on the financial status of each country given in US dollars.

Three main methods can be employed for getting at this wealth of information. The simplest is called Factfile which allows the basic geographical data for a country to be collected. All selections are made by mouse-controlled pointers, and clear instructions are always given.



Finding the location in Geoscan

## The facts of Life

A photocopy master is provided so that pupils can transcribe data from the screen to paper. Here lies the biggest complaint with the program. Printers are not supported, which means all data must be laboriously copied.

The second method for getting data is Profile, which allows students to select which information they require for each country. Again, pointers are used for all options. If you wanted to know the life expectancy in Ethiopia the method would be to select Africa and from the next list, the country.

## Colour

**O**NE of the main obstacles to getting pupils enthused about Logo is its unfriendly start. The Logotron version, which is now the standard, presents a question mark as a prompt and leaves the rest to you. It is, of course, a very powerful language and looks set to form part of the national curriculum for many schools.

It has many existing extensions like control and music, but I suspect that an awful lot of teachers are still fairly alarmed about how their pupils will cope with any variant on the Logo theme.

Turtle Worlds could be the salvation that some reluctant Logo users seek as it converts the boring looking Logo into something bright and colourful by allowing screens to be loaded as backgrounds to have extra work done on them.

The package consists of two discs and a very well written manual. The aim of authors Richard Parker and Chris Morley seems to be to make Logo accessible and easy. All that is needed is to insert the main disc, press Shift+Break and let the software set itself up. After a short wait a very pleasing Turtle screen loads followed by the main program.

The menu gives a list of prepared screens which are on the disc, or prompts for a disc swap. The pictures are based on a supermarket theme with a plan view of the car park, the front of the shop, a plan of the inside, shelves, tins of peas, some fruit and a final picture of loading the car with shopping.

These pictures are only a start, since it is easy to create your own screens and add them to a Turtle Worlds library disc. The program supports pictures created with the Nidd Valley Illustrator, MESU's Click and Picture Builder, Image from Homerton College or any other Mode 1 or Mode 2 screen that has been saved normally. This means the vast majority of BBC Micro art packages can



Then chose Health and Education from the Profile menu and read the data.

The main problem in the process is that the list of countries is in what seems to be a random order. I would have thought that an alphabetical list would have been possible, or even direct selection from a map.

Factfile and Profile are well presented. A high resolution colourful Mode 15 screen is used and all areas are well illustrated with 200k of sprites.

Survey, the third method of gaining data, is more analytical and less descriptive. Three options are possible. Regional averages produce bar graphs over a world map – perhaps of figures of average age of the population. The map allows the locations of the best and worst 15 countries in any field to be identified on map and ranked. Perhaps the most useful feature of Survey is the correlation feature in which any two fields may be compared for all 100 countries. A scattergraph is produced of the data.

The handbook gives full details on interpretation of these graphs and on correlation coefficients.

An update service is promised to overcome the

problem of Geoscan data becoming out of date. A returned old disc plus a small but unspecified sum of money will get registered users a new set of data. There is no user interface for putting in your own data. Perhaps future issues could be made easier to boot up. Geoscan is said to configure the micro but I found I needed to organise the system myself or I got a very pleasing error message offering me a new disc.

## Summing up

Geoscan is a very useful tool for students of world geography. I particularly like the ease of access to the data and – no surprise on the Archimedes – its speed. The emphasis on comparisons between the countries of the Western world and those of the Third World is particularly useful. The work sheets are well laid out and offer hard-pressed teachers a valuable resource.

Against that must be set the lack of printer option, the start up problem and the rather steep price. Overall I would recommend Geoscan as a worthwhile program for all secondary schools.

# crawling

## Rog Frost reports on a new front end for Logo

Product: Turtle Worlds

Price: £12.00

Supplier: Turtle Worlds, 7 Springwood Road, Leeds LS8 29A.

Requirements: BBC Micro with Logotron Logo

create a Turtle World picture. I use Watford's Quest Paint which can produce perfect results, although the screens need a little conversion first.

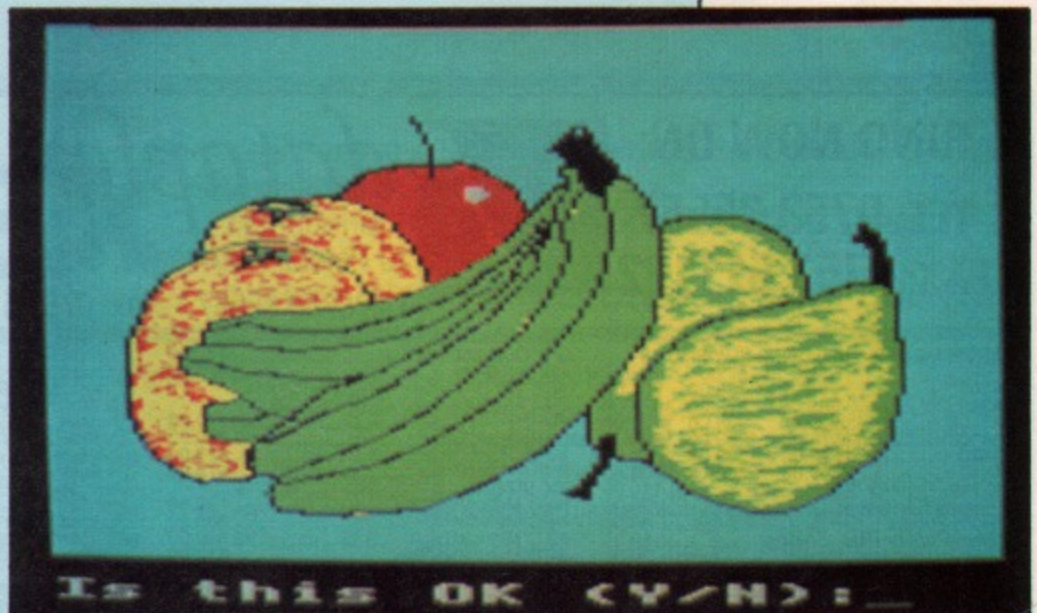
Utilities are provided to convert screens to Turtle Worlds format and these are extremely user friendly.

There are three other main features of the package. Three extra Logo Keywords are provided. SETCOL allows screen colours to be selected – it's equivalent to the VDU19 command but much easier to manage. This is needed to allow Turtle World screens to be displayed in correct colours. RESET sets all colours back to their default values. Another command, PANIC, will regain workspace at the expense of defined procedures, which could be a life saver.

The other two features are designed to make the interface easier to manage. The first, simple method is to define function keys with the more frequently needed keywords. The second technique is to set up a concept keyboard. An A4 overlay is provided with the pack can be photocopied and enlarged for A3 boards. Turtle Worlds also supports the two commonest floor turtles, the Valiant and Jessop models.

Perhaps the best part of this package is the section in the manual devoted to ideas for its use. Simple ideas they are, and yet they will get youngsters thinking about geometry without realising it as they perform some other task.

An example of what is on offer involves the car



One of the colourful displays in Turtle Worlds

park plan. One suggested idea is to move the turtle along roadways to an empty parking lot and then construct a simple plan view of a car. Changing the colour of items on screen – a satisfying process – will require the turtle to be placed inside the object. Distances and angles will need to be estimated for this simple process.

A particularly popular idea is *Colour the fruit so that it looks bad*. A pity the printer option is for black and white Epson compatible devices.

## Summing up

For any school with a Logotron Logo lurking hidden inside a machine, Turtle Worlds could be the way to bring it to life. It is thorough, very user friendly and an absolute snip at £12. Thoroughly recommended.





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Aug 11 to 17

## Business

A lively and addictive simulation of the world of the small business. Take the reins of your very own company — in debt to the bank with an ultimatum to pay, wheel and deal, hire and fire as you battle for survival.

## B/Guide B/Rom M/Guide M/Rom Update Notes

This extensive toolkit adds 40 new utilities to your BBC Micro or Master. There are facilities for program compaction, transferring files from disc to tape and back, moving blocks of ram around memory, together with many more. These utilities may be loaded into sideways ram, or alternatively stored in a resident eprom that can also provide a password protection mechanism.

## Dat-Inf Image

This extremely useful facility adds another three commands to your operating system. It solves the problem of recalling the latest version of a file by date stamping it when saved. Each version then contains its own unique identity. Since the package uses the internal clock it will only run on a Master.

## Motion

This impressive graphics demonstration shows just how powerful the Acorn machines can be. Written partly in machine code and using pre-calculated sine tables for speed, it

# CETRAH Guide

Software is currently transmitted for a period of one week. Files are available from Friday afternoons to the following Thursday evening, with the exception of the Issues teachers' notes which, due to their topical nature, are available from the Wednesday morning to the following Tuesday evening during the week of transmission. The details are provisional only.

generates Lissajous patterns — as found on oscilloscopes — and vividly demonstrates the beauty in maths.

## Expert

Aimed at youngsters learning their times tables, Expert is colourful and fun to use, giving a variety of responses to the answers. It comes from the June edition of *The Micro User* and makes a useful supplement to beginners maths tuition.

Aug 18 to 24

## BTPrint BT/Text Menu

Obtain bingo tickets from your printer with this automatic ticket generator. Full documentation of the software, and compatibility with most common printers is provided in this easy to use package.

## Sp1 Sp2 Sp3

Can you navigate the dungeon and avoid the dreaded smiffs? This old-style arcade classic will require all your skills of coordination if your guided robot is to survive.

## BCopier

Improve your DFS with this handy utility from the September 1987 issue of *The Micro User*. Have you ever considered trying to copy one side of a disc to another side of a different disc on a double sided, single disc drive? Well, in DFS you can't do without this utility.

Aug 25 to 31

## In/Text Inlay P/Data

Add that professional touch to your audio cassette collection with this inlay card printer. Facilities are there to design your own layout of up to 15 artists and tracks per side. A choice of two print styles and full documentation is provided. Any Epson compatible printer should allow use of this program.

## Tunemak

Turn your micro into an extremely versatile and easy to use musical instrument. Tunemak facilitates the creation of tunes by enabling a musical score to be entered from the

keyboard. Tunes can be loaded, saved, viewed or played. This program could be very useful for accompanying a musician during practice.

## BlkBrkr

Coordination and speed is the name of the game for Blockbreaker. Full colour graphics and smooth animation make this an exhilarating and addictive game. Blockbreaker comes from the April 1988 edition of *The Micro User*.

Sept 1 to 7

## HeadTEX HeadM/C HeadBAS

This clever utility allows you to create your own sideways rom headers that may be attached to Basic or machine code programs. This enables you to create your own rom software in any language that can be referenced by the rom filing system. Full documentation is provided.

## Eliza

Tell your micro things you would never tell anyone else with this artificial intelligence classic. Eliza simulates the role of a personal analyst and allows you to hold a conversation with your micro.

## Dino

Have you the skill to keep Dino astride his Gobblosaurus? Guide Dino on his journey across prehistoric England. Dodge many dangers as you go, but be careful, you only have four lives. Dino comes from the March 1987 issue of *The Micro User*.



# BONEX

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## Connectors-D Type

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50-way Plug	1.04	.94	.84	.76
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15-way Skt	.44	.37	.31	.26
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37-way	.76	.65	.58	.53
50-way	.84	.70	.65	.56

## RS232 Accessories

A comprehensive range of versatile and useful accessories and adaptors for all your RS232 requirements.

## Gender Changers

Type	1+	5+	10+
M/M	4.20	3.75	3.45
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## Jumper Box

D-Type 25-way connectors, male one end, female the other, joined by a fibre-glass pcb with all pins connected to pads on the pcb. The 50mm insulated wire links provided are used to connect the pads together. The unit is housed in a snap-shut plastic box.

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Seven bi-colour LED's on lines 2, 3, 4, 5, 6, 8 and 20 light to indicate presence and polarity of signals. D-type 25-way connectors, male one end, female the other.

	1	5	10's
	8.25	7.45	6.25

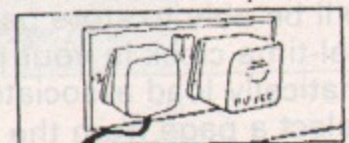
## Surge Protector

Varistor protection on lines 2, 3 and 7 from induced power surges, spikes etc. D-type 25-way connectors, male one end, female the other.

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NEXT	Micro-magazine.....	701
	Reviews.....	702
	Forthcoming events.....	703
DATA	Education special	
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	Programs available now.....	710
*CAT	Program information.....	711
*INFO	Programs next week.....	712
LIST		
	TELESOFTWARE The programs.....	720
		to 731

With the Morley Teletext Adapter you can download software whenever you like at no charge whatsoever. Programs are updated every week and range from educational and utility software to exciting games.

You'll also be joining the 3.5 million households who regularly access the thousands of pages on Ceefax, Oracle and 4-Tel to check programme details, football results, share prices, up-to-the-minute news bulletins and much more.

The Morley Teletext Adapter is the most popular unit on the market with more than 10,000 satisfied customers – including the Department of Transport who use it to display weather maps at service stations throughout the country. It plugs straight into the user port, includes menu-driven software and automatically tunes itself to the required channel.

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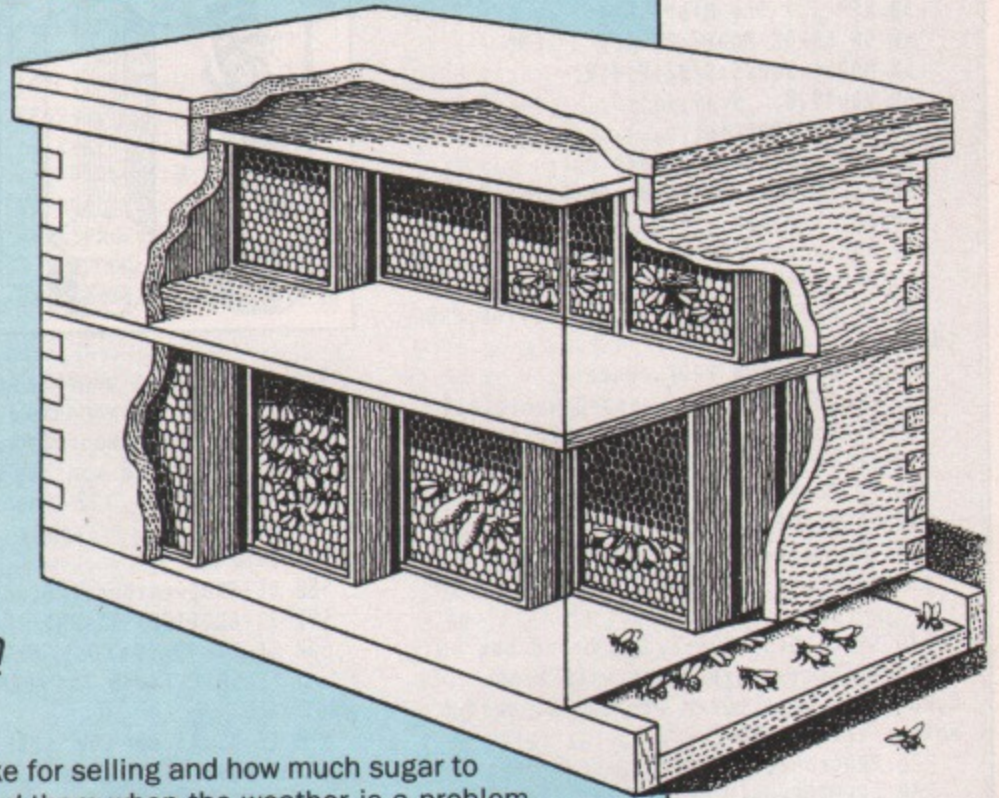
**IMPORTANT:** The BBC points out that a teletext adapter, like a TV set, will not work satisfactorily without a good outside aerial. Nor will it function correctly if you experience reception problems such as ghosting. They emphasise that these problems only affect a few areas of the country. However if you have any doubts as to the quality of signal available in your area you should contact the BBC Technical Support Service during office hours on 01-927 5040.

To order please use the form on Page 119



# Gimme the money, honey

*Become a successful apiarist with Beehive, Rog Frost's fun educational program*



**K**EEPING bees is an art that has remained unchanged for thousands of years. Now you can discover the fascinating details and difficulties of this ancient activity without risking a single sting. Aim of this simulation is simple: Keep a hive of bees alive and happy for four years and try to make a profit from the sale of honey.

In reality, bee keeping is a skilled and demanding occupation but for the program you only have to check the hive four times a year during spring, summer and autumn. You must then decide how much space to give your bees, how much honey to

take for selling and how much sugar to feed them when the weather is a problem.

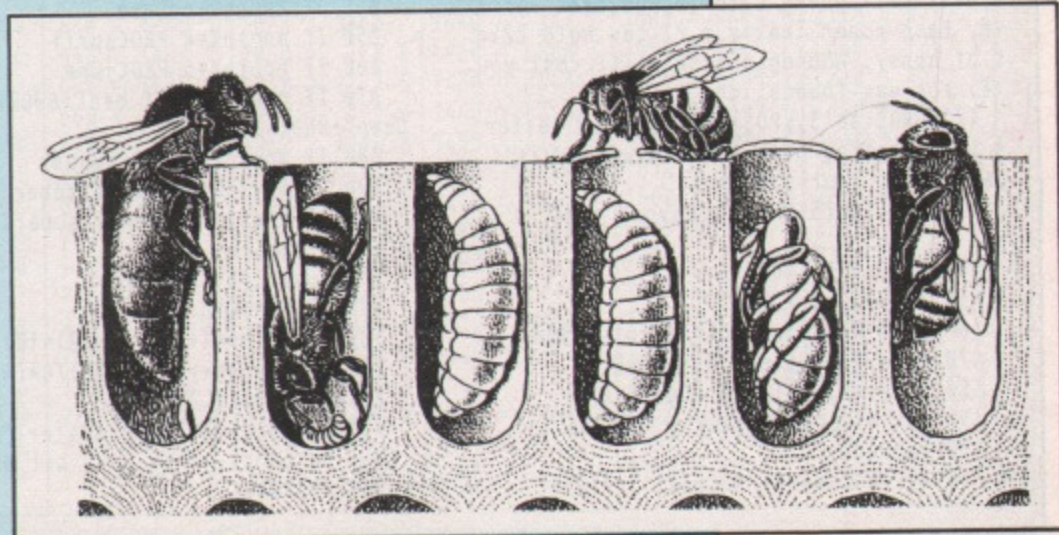
If there are too many workers or more than one queen the bees will swarm in groups of about 10,000. You can't stop them swarming, but it is possible to sell a nucleus — 10,000 workers plus a queen — for £10. It is important to kill extra queens if you don't have enough workers to sell off as a nucleus, otherwise they'll swarm and you'll lose them anyway.

Success at bee keeping depends on the weather, which plays its part in this program. Rainfall and temperature are generated randomly and good weather will be needed if the bees are to produce lots of honey.

Also you will not reap a large golden harvest if wasps raid the hive during the summer or mice take up residence in it during the winter. There's nothing you can do about this at all — but then, that's life.

The program, which has full instructions, uses sensible variable names, so it should be easy to alter prices for honey or sugar. So just type it in, ensure you've made no errors using the checksums, and then find out whether you can have honey for tea.

Turn to Page 76 ▶



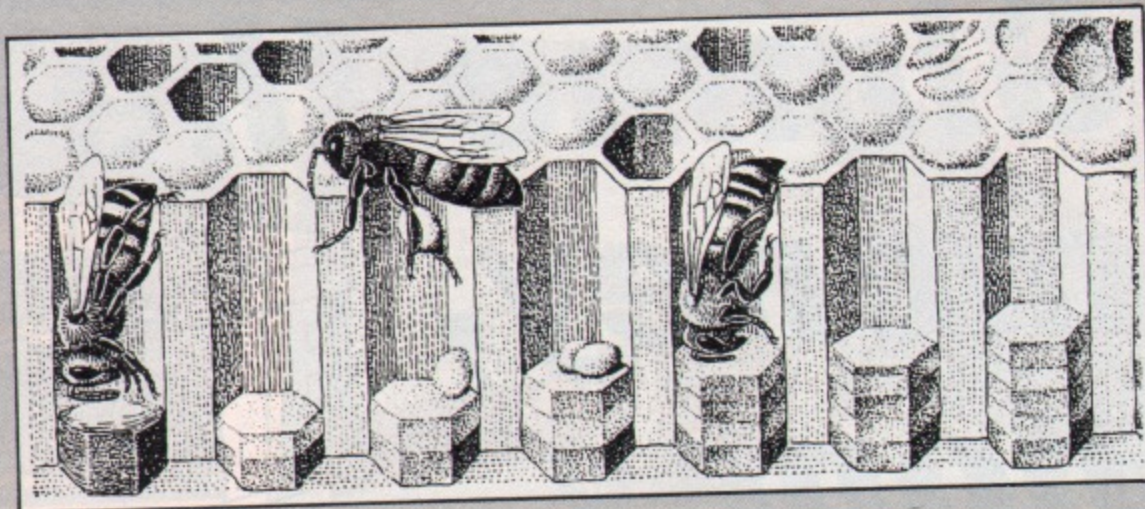


## ◀ From Page 75

```

10 REM Beehive Management Simulation
20 REM by Rog Frost
30 REM (c) The Micro User
40 CN ERROR MODE7:PROCerror:END
50 MODE4:VDU23;8202;0;0;0;
60 VDU19,0,4;0;19,1,3;0;
70 REPEAT PROCintro
80 PROCinstruct:PROCvariable
90 REPEAT S%=0:aid%=0:year%=year%+1
100 FOR month%=4 TO 10 STEP 2
110 PROCmonth:PROCweather
120 PROCproblems:PROCcalculate
130 IF queen%>0 IF FNlook PROCview:PRO
Cdecide
140 IF queen%>0 PROCupdate
150 PROCresults:IF queen%=0 month%=10
160 NEXT:UNTIL queen%=0:MODE7:END
170 DEFPROCintro:PROCwdw(1,TRUE)
180 PROCdh("HIVE",17,1)
190 PROCwdw(2,TRUE)
200 PROCtab(2,2,"You have bought a hiv
e of bees costing £200. This consists of
:")
210 PROCtab(3,VPOS+2,"One brood box >0
ne super >One spare super with frames >1
0,000 bees >One queen >Essential gear (.
moker, veil etc)")
220 PROCcont:ENDPROC
230 DEFPROCwdw(W%,C%):LOCAL F%,B%
240 IF W%=1 VDU28,0,5,39,0:B%=1
250 IF W%=2 VDU28,0,26,39,6:F%=1
260 IF W%=3 VDU28,0,31,39,27:B%=1
270 COLOURF%:COLOURB%+128:IF C% CLS
280 ENDPROC
290 DEFPROCcont
300 PROCwdw(3,TRUE):*FX21
310 PROCtab(2,2,"Press the space bar t
o continue")
320 REPEATUNTILGET=32
330 PROCwdw(3,TRUE):ENDPROC
340 DEFPROCinstruct
350 PROCwdw(2,TRUE)
360 PROCtab(3,1,"Your aim is to keep y
our hive of bees alive and happy while t
rying to make a profit.")
370 PROCtab(3,VPOS+1,"Your hive consis
ts of a brood box in which the queen liv
es and the bees are reared. On this you
can put one or two top floors (SUPERS).
These may get filled with honey.")
380 PROCtab(3,VPOS+1,"Spare supers sho
uld be removed for the winter or the bee
s will die from cold.")
390 PROCcont:PROCwdw(2,TRUE)
400 PROCtab(3,1,"Honey sells for £2.86
/kg. >Sugar is bought for 45p per kg.")
410 PROCtab(3,VPOS+1,"You may sell a n
ucleus of 1 queen with 10,000 bees for £
10. Each super (maximum 2) can hold 22kg
s of honey. Adding a super will cost you
£5 for wax foundation.")
420 PROCtab(3,VPOS+1,"Natural disaster
s like nesting mice and marauding wasps
can add to your problems.")
430 PROCtab(3,VPOS+1,"Beyond that it's
up to you!")
440 PROCcont:ENDPROC
450 DEFPROCvariable
460 bee%=40000:queen%=1:exp%=20000
470 honey=20:sting%=0:inc%=0
480 super%=1:help%=0:sugar%=0
490 max_honey=22:honey_price=286
500 ENDPROC
510 DEFPROCmonth:PROCwdw(1,FALSE)

```



```

520 IF month%=4 month$="April "
530 IF month%=6 month$="June "
540 IF month%=8 month$="August "
550 IF month%=10 month$="October"
560 PROCtab(0,4,"12 "+month$+" Year "
+STR$year%)
570 ENDPROC
580 DEFPROCweather:PROCwdw(2,TRUE)
590 TX=RND(100):RX=RND(100)
600 IF TX<15 TS="COLD" ELSEIF TX<35 TS
="COOL" ELSEIF TX<70 TS="NORMAL" ELSE TS
="HOT"
610 IF RX<15 RS="LOW" ELSEIF RX<70 RS=
"NORMAL" ELSE RS="HIGH"
620 PROCtab(4,5,"The temperature is "+
TS+" for this time of year.")
630 PROCtab(4,8,"The rainfall is "+RS+
" for this time of year.")
640 PROCcont:ENDPROC
650 DEFPROCproblems
660 PX=RND(100):IF PX>15 ENDPROC
670 IF month%=4 PROCmice
680 IF month%=6 PROCswarm
690 IF month%=8 PROCwasp
700 ENDPROC
710 DEFPROCmice:PROCwdw(2,TRUE)
720 bee%=bee%*3/4:honey=honey*3/4
730 PROCtab(3,3,"Mice have nested in y
our hive with unfortunate effects on you
r bees and honey.")
740 ENDPROC
750 DEFPROCswarm:PROCwdw(2,TRUE)
760 PROCtab(3,3,"SWARM! 10,000 bees ha
ve gone!")
770 bee%=bee%-10000
780 IF queen%>1 queen%=queen%-1
790 ENDPROC
800 DEFPROCwasp:PROCwdw(2,TRUE)
810 PROCtab(3,3,"Wasps have attacked y
our hive. You have lost bees and honey.")
820 bee%=bee%*9/10:honey=honey*3/4
830 ENDPROC
840 DEFPROCcalculate
850 IF month%=4 PROCapril
860 IF month%=6 PROCjune
870 IF queen%>0 IF bee%>60000 queen%=q
ueen%+RND(4)
880 IF month%=8 PROCaugust
890 IF month%=10 PROCoctober
900 IF honey>max_honey*super% honey=ma
x_honey*super%
910 sugar%=0:ENDPROC
920 DEF PROCapril
930 bee%=(bee%+(TX-RX-10)*10)/super%
940 honey=honey+((TX-80)/4*(40000/bee%
)/2+sugar%/3)/2.2
950 IF honey<0 PROCdisaster("Your bees
have no honey. They have all died.")
960 ENDPROC

```

```

970 DEF PROCjune
980 bee%=bee%*4/3*(TX/30)+(80-RX)*20
990 honey=honey+TX*4*bee%/RX/25000+sug
ar%/4
1000 ENDPROC
1010 DEF PROCaugust
1020 bee%=bee%+(TX-RX+80)*40
1030 honey=honey+(TX/RX)*7*(bee%/25000)
+(sugar%/4)
1040 queen%=queen%+RND(2):ENDPROC
1050 DEF PROCoctober
1060 bee%=bee%+(TX-30)*30+(80-RX)*20
1070 honey=honey+bee%/8000+TX/RX+sugar%
/4
1080 ENDPROC
1090 DEFFNlook:PROCwdw(3,TRUE)
1100 PROCtab(4,1,"Do you want to look i
n the hive this month? (Y/N)")
1110 =CHRS(GETAND&DF)="Y"
1120 DEF PROCview:PROCwdw(2,TRUE)
1130 PROCtab(3,1,"A look at the hive sh
ows:")
1140 PROCtab(5,VPOS+1,STR$bee%+" bees >
"+STR$INthoney+" kg(s) of honey >"+STR$q
ueen%+" queen(s)")
1150 b%=RND(10):IF b%>6 b%=0
1160 s%=b%-help%:IF s%<0 s%=0
1170 S%=S%+s%:aid%=aid%+s%
1180 sting%=sting%+s%
1190 PROCtab(3,VPOS+1,"You get stung "+
STR$S%+" time(s). >That's "+STR$S%+" sti
ng(s) this year. >Total stings = "+STR$S
ting%)
1200 IF aid%>6 PROCcont:PROChelp
1210 PROCcont:ENDPROC
1220 DEFPROChelp:help%=help%+1
1230 PROCwdw(2,TRUE)
1240 PROCtab(3,4,"You have been stung t
oo many times this year. You get help fr
om Mr Porch the bee man. He charges £+S
TR$(5*help%)")
1250 exp%=exp%+500*help%
1260 aid%=0:ENDPROC
1270 DEFPROCdecide
1280 REPEAT PROCwdw(2,TRUE)
1290 PROCtab(3,4,"You have to make deci
sions now >H.....Take some honey >F.....
Feed with sugar >N.....Take a nucleus >S
.....Add a super >Q.....Destroy queens >
R.....Remove a super")
1300 PROCtab(3,VPOS+1,"Press the space
bar when you are finished")
1310 GX=GETAND&DF
1320 IF GX=72 PROCchoney
1330 IF GX=70 PROCfeed
1340 IF GX=78 PROCnucleus
1350 IF GX=83 PROCsuper
1360 IF GX=81 PROCqueen
1370 IF GX=82 PROCremove
1380 UNTIL GX=0:ENDPROC

```



```

1390 DEFPROCchoney
1400 REPEAT PROCwdw(2,TRUE)
1410 PROctab(3,1,"How much honey will y
ou take? (up to "+STR$INThoney+"kgs)")
1420 INPUTTAB(4)">"H%:PROCwdw(3,TRUE)
1430 IF H%>honey PROctab(3,VPOS,"There
isn't that much in the hive.")
1440 IF H%<0 PROctab(3,VPOS,"You can't
put honey into the hive.")
1450 UNTIL H%<=honey AND H%>-1
1460 honey=honey-H%
1470 inc%=inc%+H%*honey_price
1480 ENDPROC
1490 DEFPROCfeed
1500 REPEAT PROCwdw(2,TRUE)
1510 PROctab(3,1,"How much sugar will y
ou use (kg)?")
1520 INPUTTAB(4)">"F%:PROCwdw(3,TRUE)
1530 IF F%<0 PROctab(3,VPOS,"You can't
take sugar out of the hive.")
1540 UNTIL F%>0
1550 exp%=exp%+F%*45:sugar%=F%:ENDPROC
1560 DEFPROCnucleus:PROCwdw(3,TRUE)
1570 IF queen%=1 PROctab(3,1,"You only
have one queen!"):ENDPROC
1580 PROctab(3,1,"You have sold 10,000
bees and one queen for £10")
1590 bee%=bee%-10000:queen%=queen%-1
1600 inc%=inc%+1000:ENDPROC
1610 DEFPROCsuper:PROCwdw(3,TRUE)
1620 IF super%=2 PROctab(3,1,"You've go
t it on already!"):ENDPROC
1630 PROctab(3,1,"You have added a supe
r. >The wax foundation costs you £5")
1640 super%=2:exp%=exp%+500:ENDPROC
1650 DEFPROCqueen:PROCwdw(3,TRUE)
1660 IF queen%=1 PROctab(3,1,"You only
have one queen."):ENDPROC
1670 REPEAT PROCwdw(2,TRUE)
1680 PROctab(3,1,"How many queens do yo
u wish to destroy (up to "+STR$(queen%-1
)+")")
1690 INPUTTAB(4)">"Q%:PROCwdw(3,TRUE)
1700 IF Q%>queen%-1 PROctab(3,VPOS,"Tha
t's too many.")
1710 IF Q%<0 PROctab(3,VPOS,"You can't
put queens into the hive.")
1720 UNTIL Q%<=queen%-1 AND Q%>-1
1730 queen%=queen%-Q%:ENDPROC
1740 DEFPROCremove:PROCwdw(3,TRUE)
1750 IF super%=1 PROctab(3,1,"You only
have one on!"):ENDPROC
1760 PROctab(3,1,"You have removed a su
per.")
1770 super%=1:ENDPROC
1780 DEFPROCupdate:REPEAT
1790 IF bee%>60000 OR queen%>1 PROCswar
m:PROCcont
1800 UNTIL bee%<60000 AND queen%<2
1810 ENDPROC
1820 DEFPROCresults:PROCwdw(2,TRUE)
1830 PROctab(2,1,"Your situation is: >
> "+STR$bee%+" bees > "+STR$queen%+" que
en(s) and > "+STR$super%+" super(s) on yo
ur hive")
1840 @%=&02020A
1850 PROctab(3,VPOS+2,"Total income is
£"+STR$(inc%/100)+" > >Total expenditure
has been £"+STR$(exp%/100))
1860 @%=0
1870 PROctab(3,VPOS+2,"You have "+STR$I
NThoney+"kgs of honey and "+STR$sugar%+"
kg of sugar in your hive")
1880 IF queen%>0 IF bee%>10000 PROCcont
:ENDPROC
1890 IF queen%=0 m$="You have no queen.
Your colony is destroyed."

```

```

1900 IF honey+sugar%<1 m$="Your bees ha
ve no food. They have all starved."
1910 IF bee%<10000 m$="Your colony is t
oo small to survive. All of your bees ha
ve died."
1920 PROCdisaster(m$):ENDPROC
1930 DEFPROCdisaster(m$)
1940 PROCwdw(2,TRUE):PROctab(3,1,m$)
1950 PROctab(3,VPOS+1,"You have killed
off your hive! Try keeping rabbits!")
1960 queen%=0:bee%=0:honey=0:sugar%=0
1970 PROCcont:ENDPROC
1980 DEFPROCsuccess:PROCwdw(2,TRUE)
1990 PROctab(3,3,"You have kept bees fo
r four years -- perhaps you should try a
real hive.")
2000 PROCcont:PROctable:ENDPROC
2010 DEFPROctable:PROCwdw(2,TRUE)
2020 PROctab(3,VPOS+1,"You have: >"+STR
$bee%+" bees > "+STR$queen%+" queen(s), a
nd > "+STR$INThoney+" kgs of honey >in yo
ur hive.")
2030 PROctab(3,VPOS+1,"You have been st
ung "+STR$sting%+" time(s)")
2040 @%=&02020A
2050 PROctab(3,VPOS+1,"Your expenditure
has been £"+STR$(exp%/100)+" >Your inco
me has been £"+STR$(inc%/100)+" >Your pr
ofit is £"+STR$((inc%-exp%)/100))

```

```

2060 ENDPROC
2070 DEFPROCcheat
2080 PROCwdw(2,TRUE):exp%=exp%+5000
2090 PROctab(3,VPOS+1,"You have kept be
es for four years but have left them to
starve in the coming winter. Your cruelty
has led to a £50 fine.")
2100 PROCcont:PROctable:ENDPROC
2110 DEFPROCdh(V$,B%,C%)
2120 LOCALX%,Y%:b=&72:A%=&A:X%=&72
2130 FOR D%=1 TO LENV$
2140 ?b=ASC MID$(V$,D%):CALL&FFF1
2150 VDU23,250,b?1,b?1,b?2,b?2,b?3,b?3,
b?4,b?4
2160 VDU23,251,b?5,b?5,b?6,b?6,b?7,b?7,
b?8,b?8
2170 VDU31B%-1+D%*C%250,8,10,251,11
2180 NEXT:ENDPROC
2190 DEFPROCerror
2200 ON ERROR OFF:REPORT
2210 PRINT" at line ";ERL
2220 @%=10:ENDPROC
2230 DEFPROctab(X%,Y%,t$):VDU31,0,Y%
2240 LOCAL x%,z%,w$:x%=X%:z%=40-X%
2250 REPEAT PROCw:c$=LEFT$(w$,1)
2260 IF c$=">" PRINT:x%=X%:w$=MID$(w$,2
)
2270 IF c$="!" x%=EVALMID$(w$,2):w$=""
2280 IF (x%+LENw$)>z% PRINT:x%=X%
2290 PRINTTAB(x%)w$;:x%=POS
2300 UNTIL t$="":PRINT:ENDPROC
2310 DEFPROCw:LOCAL P%
2320 P%=INSTR(t$," "):IF P%=0 P%=254
2330 w$=LEFT$(t$,P%):t$=MID$(t$,P%+1)
2340 ENDPROC

```



10 = 00	400 = DE4E F	790 = ED0F 3	1180 = DFB8 4	1570 = 6040 F	1960 = C8D8 7
20 = 00	410 = FB46 C	800 = 3CB8 C	1190 = 1491 C	1580 = F90B 6	1970 = 5AB7 3
30 = 00	420 = 46CA 8	810 = 4D92 D	1200 = 57AC A	1590 = DFD0 F	1980 = 7426 2
40 = B0C1 1	430 = CBAA 2	820 = E871 6	1210 = 5AB7 5	1600 = 8218 D	1990 = 175 0
50 = BA2D C	440 = 5AB7 3	830 = ED0F 4	1220 = FFD0 5	1610 = F450 2	2000 = BC9F C
60 = 51E2 8	450 = B464 9	840 = 458A F	1230 = 737A 4	1620 = D8F8 0	2010 = 390E 5
70 = CCAB 0	460 = C9AE 7	850 = 98C 5	1240 = C455 6	1630 = 6056 1	2020 = 4B15 2
80 = 9ECF 6	470 = F11B 4	860 = 7256 5	1250 = B3A6 B	1640 = 5525 5	2030 = 5A6C 3
90 = B5D1 9	480 = DC75 F	870 = 204E B	1260 = F77C F	1650 = 4907 E	2040 = F550 D
100 = 2B14 4	490 = 1F5F 2	880 = 37D0 A	1270 = 70D1 C	1660 = 5B9 4	2050 = E66B E
110 = 3ED2 7	500 = ED0F 4	890 = A305 2	1280 = F141 B	1670 = F141 0	2060 = ED0F 7
120 = 2AE8 3	510 = 60DA 2	900 = 285C 5	1290 = 1726 4	1680 = CFCA C	2070 = EC14 D
130 = 2BF2 E	520 = 5C98 6	910 = C126 0	1300 = 3E68 A	1690 = E1E6 7	2080 = 47CB E
140 = A700 4	530 = B831 0	920 = 4F83 2	1310 = 4E31 7	1700 = 5D26 5	2090 = 556D A
150 = 49E0 8	540 = BF44 0	930 = 1BAB A	1320 = 9AA0 5	1710 = A9D9 1	2100 = BC9F D
160 = 9500 6	550 = C0D7 C	940 = 6646 7	1330 = 1A2D F	1720 = 3982 9	2110 = ACFD 9
170 = D91A 3	560 = A92D E	950 = E128 F	1340 = B6FF 8	1730 = 9121 8	2120 = CCA8 4
180 = 5CA1 A	570 = ED0F 8	960 = ED0F 2	1350 = 3787 8	1740 = 6CF 1	2130 = 8548 3
190 = 737A C	580 = 403F A	970 = F31E 5	1360 = 878C 4	1750 = 9C62 0	2140 = AF9B 3
200 = CACB 0	590 = 7405 D	980 = 766C E	1370 = 7E4A D	1760 = 1C91 7	2150 = DAD0 F
210 = 5220 5	600 = 6511 6	990 = B34 3	1380 = 2B36 F	1770 = CD7C 7	2160 = 550D D
220 = 5AB7 1	610 = CAC0 F	1000 = ED0F 8	1390 = BC5E 2	1780 = 6391 C	2170 = 9EFD 4
230 = E531 A	620 = 5D89 8	1010 = A5C2 1	1400 = F141 6	1790 = 8AAE 5	2180 = E531 E
240 = DCBF 4	630 = A286 3	1020 = 5AD3 7	1410 = A3A7 2	1800 = DAAA 9	2190 = D7A7 C
250 = D651 E	640 = 5AB7 C	1030 = 18E D	1420 = CE6B 3	1810 = ED0F A	2200 = F2E7 0
260 = FA6F 3	650 = 9EBE 0	1040 = 927A 5	1430 = DB43 D	1820 = 82A6 3	2210 = F321 0
270 = B08 1	660 = 2B95 A	1050 = 1E2 D	1440 = F7C4 1	1830 = 65E9 F	2220 = 1ED8 9
280 = ED0F D	670 = 3C6 6	1060 = 41FB 8	1450 = 4C5C 1	1840 = C0FC 2	2230 = 5056 C
290 = F240 1	680 = 4245 5	1070 = A417 2	1460 = B50E 8	1850 = A65E 1	2240 = AFB3 3
300 = A36A C	690 = CAE7 C	1080 = ED0F A	1470 = F04F B	1860 = 4630 8	2250 = 54AD E
310 = CA5C 6	700 = ED0F F	1090 = 728C 2	1480 = ED0F A	1870 = 3A8A C	2260 = 21A 4
320 = 5B81 0	710 = 7DC D	1100 = E679 F	1490 = 470F C	1880 = CEF8 B	2270 = E1FD C
330 = C026 2	720 = BB96 E	1110 = D361 2	1500 = F141 8	1890 = 2D4B D	2280 = 5EB6 2
340 = EEDD B	730 = DEFF 8	1120 = C310 C	1510 = 9C0B 9	1900 = 6CA 9	2290 = B194 2
350 = 737A 7	740 = ED0F B	1130 = 36B2 0	1520 = DEFD 3	1910 = E6F9 4	2300 = B50D C
360 = 1048 6	750 = C6E4 4	1140 = FBE7 8	1530 = EE3E C	1920 = BF6A 0	2310 = F898 0
370 = 35FB 0	760 = 39C4 A	1150 = 9220 A	1540 = E3B1 0	1930 = B2FB 4	2320 = 3A0A 3
380 = 29F7 A	770 = 869D D	1160 = FE95 5	1550 = 58E7 3	1940 = F7E3 9	2330 = D31C C
390 = 6EE6 A	780 = 78F4 C	1170 = A022 A	1560 = 58BA A	1950 = 82C0 F	2340 = ED0F 8



# WHO BETTER TO DEMONSTRATE THE PERFECT PAINTER

Leonardo Da Vinci, hailed as the perfect painter. Creating priceless masterpieces with oil, canvas, pen and ink that are marvelled at in galleries world wide.

Leonardo Da Vinci (1452 - 1519)



Self Portrait c.1513 drawn in Pro-Artisan c.1989

What marvels then, could he have created with modern tools within his grasp? Like Pro-Artisan from Clares. A computer graphics and image manipulation package which, combined with the Archimedes, produces breathtaking graphics. Bending, shaping, colouring and toning to your every whim.

Eye Detail



Mag x 2 in zoom mode



Mag x 4 illustrating pixelisation

A modern day paintbox. With which (it may be fair to assume) his self portrait may have looked like the image above, and with Pro-Artisan's zoom facility, he could have created even greater detail. Da Vinci was indeed a genius. Ahead of his time. A latterday Einstein. Creating wild and wonderful inventions like machines that fly, elaborate ships and submarines.

Light and shadow theory c.1492



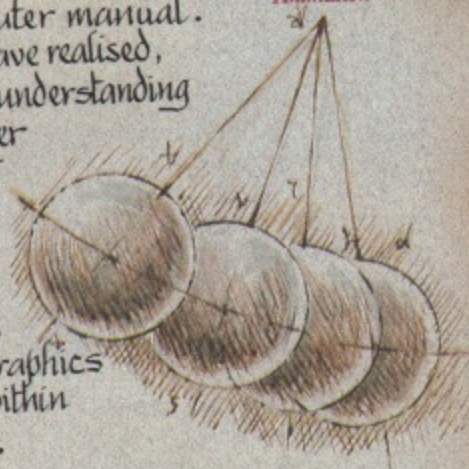
Even more mind boggling is his analysis of optical principles.

Ray tracing, for example, his understanding of shadow and light (the effect of light moving three dimensional objects) reads like a computer manual.

He will not have realised, but he had all the understanding of modern computer graphics, without the technology to put it into practice — what frustration.

Today, such graphics manipulation is within everyone's grasp.

Detail of Delta Animation



Newton's cradle



Screen detail of Render Bender

With Render Bender from Clares which, using ray tracing, allows the production of 3D scenes and objects. And then allows them to be animated, every shadow and reflection is perfectly calculated, appearing as it would in real life.

A computer generated movie, inside your own machine. Even better, your own soundtrack can be added.

What's more, interaction is now possible between Pro-Artisan, Render Bender and Armadeus.

A superb package, but spare a thought for poor Leonardo, if only he had then, what we have now.

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Render Bender - £79.95 inc. vat.



# COLOURJET 132

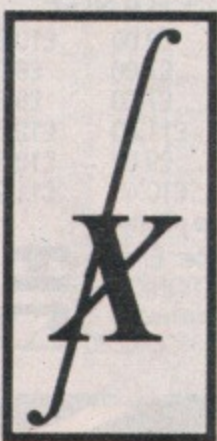
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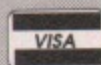
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**H**AVE you ever wanted to add a little more sophistication to your programs by including a menu or two, but found that making them user-friendly involves a lot of programming? Well, these programs do all the hard work for you. Listing I is a menu designer. You enter the menu details and it outputs a few lines of data. Listing II is a stand-alone menu program which takes the data output from the designer, displays the menu and waits for you to select your option using the initial letter or the cursor keys.

To enter your own menu, run Listing I and key in the number of menu items – up to 15 – followed by the menu heading and items. Along the bottom of the screen, using the four cursor keys you can select and change the colour of either border, heading, text or highlight bar. When you have finished press Escape.

You are asked to enter a line number. This is the start of the menu data. There may be more than one line output, with line numbers increasing by one each time. The data lines are stored in an Ascii file under the filename entered and can be added to your program using:

```
*EXEC <filename>
```

Add the lines 100 to 300 of Listing II to your own program. The rest is only a demonstration to show the program's capabilities. Every time you need the menu, restore the data pointer to the relevant start line with:

```
RESTORE <line number>
```

Then use:

```
option$=FNmenu
```

You should be in Mode 7. After selection the variable *option\$* will contain the initial character of the selected item. You can then use a set of IF ... THENs to select the route requested by the user.

And that's it, quick menus for easy programming.

## Program I

```
10 REM Quick Menu Designer
20 REM by Ali Harwood
30 REM (c) Micro User
40 :
50 MODE7
60 PROCinit
70 PROCdetails
80 PROCshow
90 PROCcolours
100 PROCsave
110 END
120 :
130 DEFPROCinit:*FX4,1
140 DIMitem$(15),c%(3),x%(3):*FX229,1
150 FOR A=0 TO 3:READc%(A),x%(A):NEXT
160 ENDPROC
170 :
180 DATA 2,2,2,14,2,26,1,35
190 :
200 DEFPROCcursor(c)
210 VDU23;10,255-159*c;0;0;0
220 ENDPROC
```

Turn to Page 121 ►





Write your own arcade smashes using the

# ARCADE GAME Creator

Arcade Game Creator is a suite of programs for the Electron and BBC Micros. Taken from the pages of *Electron User*, it lets you into the secrets of writing fast-action arcade games, and provides you with a number of utilities to make design and programming easier.

Among the programs are:

- A Mode 5 sprite editor that lets you design your own multi-coloured characters.
- A selection of fast print routines that will move sprites both in front or behind other objects on the screen.
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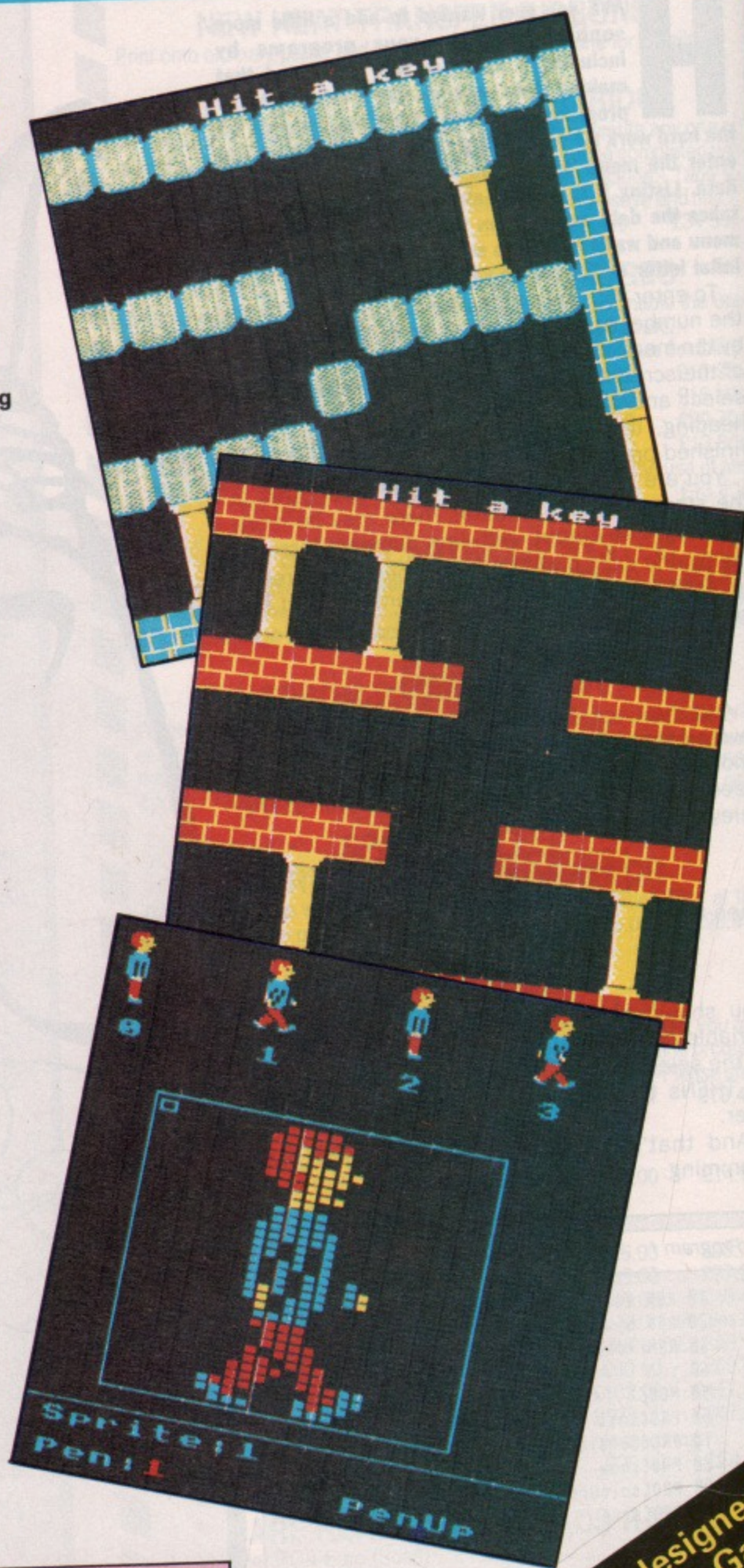
To help you make the most of the Arcade Game Creator, you will also get a comprehensive manual based on the original series.

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## Arcade Game Creator

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Creator

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Only £15

### CREDIT TERMS now available.

In these days of expensive borrowing, we have negotiated a special deal for our customers, which allows us to offer you, low cost finance scheme at 12.25% per annum, typical APR 25.5%. For further details please telephone or write in.

## Archimedes 5 1/4" / 3 1/2" Disc drive Interface

With this interface it is possible to connect almost any 5 1/4" / 3 1/2" disc drive with its own power supply to the Archimedes. NO SOLDERING is involved. Supplied complete with necessary lead.

Only £21

## Watford's 20Meg & 40Meg Archimedes Hard Disc

Watford Electronics' 20Meg & 40Meg hard disc fits internally into the Winchester slot provided. It is fully compatible with Acorn's hard disc upgrade, (the only difference is our low price). Price includes the Hard Disc Drive, Controller Podule & fitting instructions. P.S. The 310 upgrade requires a backplane and a fan.

- 3HDP - Hard Disc Podule only £279
- 3HD20 - 20Meg Hard Disc for 310 £359
- 3HD40 - 40Meg Hard Disc for 310 £419
- 4HD20 - 20Meg Hard Disc for 410 £179
- 4HD40 - 40Meg Hard Disc for 410 £299

### LANGUAGES (Archimedes)

ANSI 'C'; ISO-PASCAL; FORTRAN 77; all Release II.	£94 each
Cambridge LISP; PROLOG X	£181 each
LOGOTRON LOGO	£55
BASIC Compiler	£89
Archimedes Assembler	£189
TWIN EDITOR	£27

## BBC MASTER

MASTER 128K Micro incl. Acorn's: View, Viewsheets, ADFS, BASIC Editor & TERMINAL plus FREE OFFER (carr £7) £439

### FREE... FREE... FREE...

## Hardware and Software OFFER

### AMX Mouse Mk III & SuperArt plus

Gemini's OFFICE MATE & OFFICE MASTER packages on Disc consisting of: Database, Spreadsheet, Beebplot graphics. Accounts packs: Cashbook, Final Accounts, Mailist, Easyledger, Invoice & Statements, Stock Control. With every BBC Master purchased from us this month.

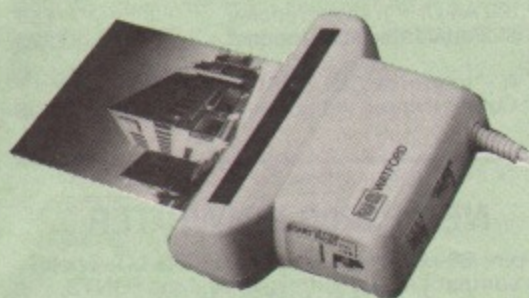
## ADD-ONS & ACCESSORIES

Turbo 65C102 Add-on Module	£118
Econet Module for the Master	£49
Twin ROM Cartridge for Master	£8
Quad ROM Cartridge for Master	£12
Universal Processor Adaptor	£75
Master Reference Manual I	(No VAT) £14
Master Reference Manual II	(No VAT) £14
Master Advance Ref. Manual	(No VAT) £17
64K Upgrade Kit for B+	£32
Acorn 1772 DFS Kit complete	£49
ECONET Upgrade Kit for BBC	£42
ALL ECONET UPGRADES Available	
ARIES' Professional IEEE Interface	£238
Morley Teletext Adaptor with ATS Rom	£99
Filestore E01S	£899
Filestore E40S	£799
Filestore E60S	£1080
Ecolink	£270



NEW

## Archie Hand Scanner



Watford Electronics is now able to offer a complete hand held scanning package, possibly the most essential addition to any desk top publishing system, for only £149. The package includes the most comprehensive utility software available for the Archimedes, a high quality hand held scanner, and all necessary documentation to get you going straight away.

### SCANNER

The scanner is capable of scanning up to an amazing 400 dots per inch (DPI)! The scanning area is 4" wide, and the height is only limited by the maximum amount of memory available. The dot resolution may be switched to 100, 200, 300 or the maximum 400 dpi. One of four operating modes may be selected offering either pure monochrome scanning, or one of three grey level modes. The grey level modes use different size dither patterns to represent up to 16 shades of grey. There is also a dial to allow the "brightness" to be adjusted over a wide range, in order to optimise the quality for any specific image. The scanner interface is a standard, single width, expansion card (module) which plugs into the Archimedes' backplane. The socket on the rear panel connects the scanner by 1.8 metres of cable.

### SCANNER SOFTWARE

Full use is made of the windowing and the multi-tasking facilities of RiscOS. The software is supplied in a 64Kbyte ROM located on the interface board. The scanner appears as a small icon on the desktop icon bar, and the software is retrieved from the ROM simply by clicking on that icon. As you scan a page, the image appears in the scanning window on the screen, scrolling up in real time. The other facilities included in the software are:

Cropping and scalling to any size including stretching and squashing in X and Y directions separately.

Colour tinting.  
X and Y flip.

Edge detection which turns solid objects into outlines.

Selective directional copying which allows features (i.e. lines or text) to be made thicker or thinner.

Scanned images may be saved as sprite files or transferred directly into other RiscOS applications (DTP, Draw, Paint) simply by dragging the sprite file into the application's window. Sprites may also be generated using anti-aliasing. This greatly improves picture quality and is particularly effective when scanning material with a range of grey tones, such as photographs. Images can be printed on any printer that is supported by a RiscOS printer driver, with optional settings for portrait or landscape modes, image scale and positioning. Images are printed using the full resolution of the printer and are not limited to the screen resolution.

On-screen help is provided via the RiscOS interactive help facility. Calls are also provided in the ROM for users wishing to write their own software, incorporating the use of the scanner.

£149

NEW

## Archi Graphic Tablet



This package allows Archimedes users to take advantage of the excellent Aries low cost graphpad (sometimes called a digitiser tablet, but not to be confused with a video digitiser!)

The Archi Graphpad offers performance and accuracy comparable to other graphics tablets priced at well over £400, and has the useful addition of a liftable cover, which can hold tracing material or menu templates securely.

The software, which is in the form of a relocatable module (RM), intercepts the system calls which control the mouse, and so allows virtually all mouse based Archimedes software to be controlled using the tablet without any modification. The only exceptions are programs which use the serial port, as the tablet is physically connected to this port itself.

Graphics programs such as Artisan, Pro Artisan, AutoSketch, Oak DTP, and the RiscOS Draw, Paint and DTP packages are considerably enhanced by the use of the graphics tablet as opposed to the mouse, although it can, of course, be used with any other mouse driven application.

The software allows the user to define how much of the tablet's 12" x 12" working area to use, allowing very fine control when drawing free-hand or tracing from a variety of differently sized drawings, diagrams, photographs, etc.

The tablet driver is compatible with all Archimedes machines, and with both Arthur and RiscOS operating systems.

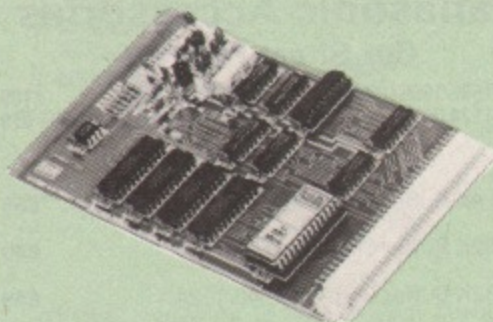
The pointer is moved via a four button puck complete with transparent lens and crosshairs for optimum accuracy. Three of the buttons emulate the Archimedes mouse buttons precisely, the fourth being used for special functions such as setting the position and size of the active working area. The buttons may be re-mapped to allow the relationship between tablet and mouse buttons to be redefined, should this be required.

The software is supplied with a special adaptor lead to connect the tablet to the Archimedes' serial port, and a power lead which plugs onto the Archimedes' main board.

**Launch Price £259**

(Price includes Tablet, leads and software)

## Archimedes Real-Time Digitiser

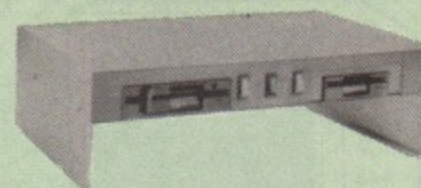


Watford's Archimedes Video Digitiser is the most sophisticated digitiser ever designed for a micro. It provides a fast and flexible means of capturing images from a video camera or recorder for display and manipulation on the Archimedes range of Micros. Off-air television signals may also be digitised via a video recorder or TV tuner.

Please write in for further details.

**Price £249**

## Disc Drives DP35-800S



A Double disc drive – with a difference! Times are changing fast for the floppy disk, and whilst the current standard for the BBC B and Master Series is the 5.25 inch disk, the standard for the future will most certainly be the smaller; faster and more reliable 3.5 inch disks – now a standard feature of both the Master Compact and the Archimedes Series.

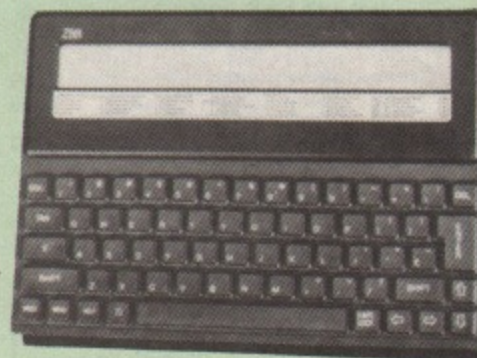
To support the present disc drive users, and cope with the future, we have designed our own plinth-mounted disk system – called the DP35 800S, it contains both the 5.25 inch and the 3.5 inch drive formats as well as offer a firm and rigid support for a monitor on top. With the BBC Micro underneath, the plinth makes a surprisingly small footprint on the desk – leaving you more space to work with.

The 5.25" disc drive is 40/80 track switchable. For ease of access, the switches are front mounted. DP35-800S has its own power supply, independent of the BBC Micro.

Watford's new plinth enables users to read, write and format disks both in DFS and ADFS format – currently the accepted standard for the Master Compact and the Archimedes, it also enables the user to read disks written for the Archimedes. Ideal for both BBC & Master.

**Launch Offer: £165 (carr. £7)**

## Z88 Sinclair's Portable Micro



Watford Electronics are the largest  
Z88 Dealer in the UK

**Only: £199**

### FREE

With every Z88 purchased from us this month, we are giving away absolutely FREE, a Z88 to BBC Interface Link, 4 rechargeable batteries and a compact Mains Battery Charger worth £38.

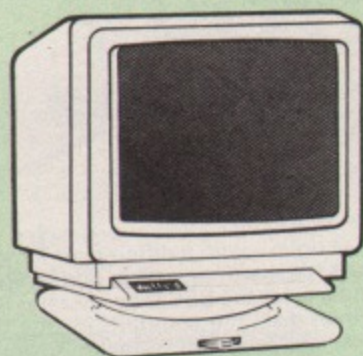
### ACCESSORIES

32K RAM Pack or 32K EPROM Pack	£17.35
128K RAM Pack or 128K ROM Pack	£43.40
512K RAM Pack	£169
Z88 Spellmaster for Pipedream (CC)	£51
Z88 Pipedream Spellcheck (Colton)	£52
Z88 Carrying Case	£8.50
Z88 Computing Book	£9.95
AA Nicad Rechargeable Battery	£1.50
Battery Charger Compact & Fast	£6
Z88 Serial Printer Cable	£8.65
Z88 Parallel Printer Cable	£24.00
● Z88 to BBC Link	£22
● Z88 to PC Link II	£30
● Z88 to Macintosh	£49
● Z88 Mains Adaptor	£8.65
● Z BASE	£56
● Z TAPE	£42
● Z TERM	£42
● Z88 Modem	£145

Continued



## MONITORS



### MICROVITEC 14"

- 1431 - Standard resolution as used on the BBC television computer programme £175
- 1451 - Medium resolution, suitable for word processing in mode 0 £219
- 1441 - High res, exceeds the capabilities of the BBC micro £359
- 1431AP RGB + PAL and AUDIO £199
- 1451AP RGB + PAL and AUDIO £255
- 2030 CS 20" Med Res £380
- 2040 CS 20" Hi Res £675
- Dust Cover for Microvitecs £5.50
- Touchtec 501 Touch Screen £239

### 14" MULTISCAN COLOUR

- TAXAN Multisync 770 Plus £425
- TAXAN Multiscan 870 16" Monitor £499
- EIZO 8060H - For technical info. read the review in Micro User, Jan. '89 £429
- EIZO 8060H Multiscan £449
- EIZO 9060S Super High resolution multiscan monitor for a wide range of applications. 800 dots x 600 lines. Display for high res VGA. 0.28 Dot pitch £469

### TAXAN 12"

- Super Vision 3 - Type 625 Super Hi-res RGB Colour, Green/Colour Switch £269
- KX117 - Hi-Res Green Screen Monitor £79

### PHILIPS

- BM7502 12" Hi-res Green Monitor £64
- CM8833 14" Med. Res Colour Monitor £195

### STAR BUY

- PHILIPS 14" Medium Res, dark glass, attractively finished Colour Monitor - supplied complete with RGB, SKART and Audio/Phono Inputs. A push-button switch toggles between Hi-Res monochrome green text mode and full colour display. (Please state the type of Connecting Lead you require).

**ONLY £189**

Dust Cover for Phillips Monitors £6

### SPARE LEADS

- BNC Lead for Zenith or Philips £3
- Skart Monitor Lead £5
- RGB lead for TAXAN Monitors £3
- Archimedes Colour Monitor Lead £7.50

### SWIVEL BASES

By simply placing your monitor on one of our front adjustable professional swivel bases (see drawing at the top), you can easily adjust the monitor viewing angle.

for 12" Monitors £8 (carr. £2.50)  
for 14" Monitors £12 (carr. £2.50)

### Anti Glare VDU Screen

These extremely effective, easy to install, 12" & 14" VDU screens eliminate harmful glare, improves contrast on colour monitors. Increases productivity in offices. A must for wordprocessor users.

**£12**

## PLOTTERS

- Plotmate A4S £379
- Plotmate A3M £549

### Roland Plotters

(Official Roland Appointed Distributor)

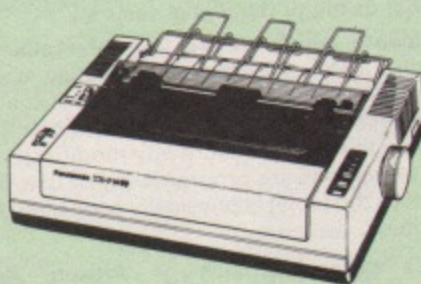
- DXY 880A £560
- DXY 1100 £630
- DXY 1200 £879
- DXY 1300 £1035

## TAXAN KP-815 PRINTER

Offer Price £149

- Taxan KP915 132 Column £275
- RS232 Interface £49
- RS232 Interface with 2K Buffer £69
- RS232 Interface with 16K Buffer £89

## Panasonic KX-P1081



UK's most popular printer.

**SUMMER SALE OFFER only: £135**  
Optional RS232 Interface: £39  
(Price includes, FREE a 4ft Printer Lead, and a Dump Out 3, Screen Dump ROM worth £35 with every printer purchased from us).

## Panasonic Printers

- KX-P1124 24pin 80col. 192/63 CPS £259
- KX-P1180 9pin 80col. 192/38 CPS £155
- KX-P1540 24pin 136col. 240/80 CPS £435
- KX-P1592 9pin 136col. 216/45 CPS £275
- KX-P1595 9pin 136col. 288/61 CPS £355
- Panasonic KX-P4450 LASER PRINTER  
Latest technology at Watford's special offer price £1,399
- Spare Toner £29
- A4 Feeder £55
- Drum Unit £149
- Developer £115

## RS-232 GENDER CHANGERS

- Male to Female £4.95
- Male to Male £4.95
- Female to Female £4.95
- 25 way Male to 9 way Female £4.90

## Panasonic Accessories

### Cut Sheet Feeders

- KX-P1592/1595 (P32) £175; KX-P1540 (P35) £185
- KX-P1124 (P36) £88; KX-P1180 (P37) £79

### BUFFERS

- P12 4K Buffer Board for 1081 £55
- P42 32K Buffer Chip for 1592/1595 £49
- P43 32K Buffer Chip for 1540/1124 £49

### Serial Interfaces

- P17 P1081/1592 £32
- P19 P1124/1180 £55

## Original Panasonic Ribbons

- Guaranteed to last 3 million characters
- P110 for KX-P1081; 1592 & 1595 £8
- P115 for KX-P1180 £8
- P145 for KX-P1124 £8
- P140 for KX-P1540 £10

## INTEGREX COLOUR JET

- Colour Jet 132 Printer £515
- Paper Roll £6.50
- Screen Dump Software £10
- Colour Cartridge £16.50
- Black Cartridge £10.35
- 100 A4 OHP transparencies £55
- 8K Serial Interface Optional £123

NEW - Integrex COLOURCEL NPQ Ink Jet Colour Printer £2,695

## NEC P2200 PINWRITER

24 pin; 80 column; 168CPS - 56CPS LQ; Epson LQ compatible, 7K Buffer; 7 resident FONTS, Friction & Tractor feed, front load single sheet feed, etc.

**£269**

- Pinwriter Serial Interface (optional) £55
- P2200 Cut Sheet Feeder £59
- Additional Font Cartridge £25

## NEC PINWRITER P6/P7 Plus

- NEC P6+ 80 columns £439
- NEC P7+ 136 columns £575
- Colour Option £74
- Serial Interface £73
- Cut Sheet Feeder £125
- NEC Ribbons for P6 £8; P7 £9.50
- NEC P2200 Pinwriter Ribbon £6

## Star Printers

- Star LC10 £159
- NB24-10 £425
- XB24-10 Colour £425
- LC10 Colour Ribbon £6
- LC10 Colour £215
- Cut Sheet Feeder £65
- Star LC24-10 £279

## EPSON PRINTERS

- EX800 £410
- LQ850 £430
- EX1000 £564
- LQ860 £539
- FX850 £315
- LQ1050 £549
- FX1000 £425
- LQ1060 £679
- FX1050 £439
- LQ2550 £895
- FX1060 £679
- LQ2500+ £839
- LQ500 £275
- LX800 £149
- LQ550 £275
- SQ2500 £975
- GQ3500 Laser £1150

### CUT SHEET FEEDERS for

EX800 £149; FX800/LQ800 £149; FX850/LQ850 £149; FX1000/LQ1000 £179; LQ500/LX800 £79; LQ1050 £175; LQ2550 £390.

### TRACTOR FEED for

LQ800 £44; LQ850/FX850 £69; LQ1050/FX1050 £85; LQ2500 £90; LQ2550 £90

### ACCESSORIES

- EX800/1000 Colour Option £55
- EX800/1000 Colour Ribbon £18
- LQ2500 Colour Option £65

(Securicor Carriage on Printers £7)

## EPSON PRINTER INTERFACES

All these interfaces fit inside the printer.

- RS232 £32
- RS232 + 2K Buffer £52
- IEEE 488 £40
- RS232 + 8K Buffer £79

## PRINTER LEADS

- BBC Centronics 4' long £5
- BBC Centronics 6' extra long £7
- Compact's Special Centronics Lead £7
- Archimedes Printer Lead 1 meter £6
- Nimbus Centronics Lead £12
- IBM Parallel Lead 1 meter £6
- Double Ended 36 way Centronic Lead 4' £7
- Double Ended 36 way Centronics Lead 6' £9
- MSX Centronics Parallel Lead 4' £12
- RS232 Leads (Various) P.O.A.



## Listing Paper (Perforated)

● 1,000 Sheets 9½" x 11" Fanfold Paper	£7
● 2,000 Sheets 9½" x 11" Fanfold Paper	£12
● 1000 Sheets 9½" x 11" NCR 2 Part Fanfold	£19
● 1,000 Sheets 15" x 11" Fanfold Paper	£9
● 1000 Sheets true A4 Fanfold Paper 70gms	£11
● 2000 Sheets true A4 Fanfold Paper 70gms	£19
● Teleprinter Roll (Econo paper)	£4

(All our Fanfold paper is Micro perforated leaving a smooth clean edge when the tractor feed strips are detached).

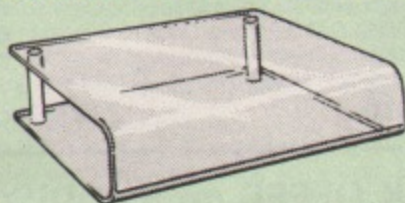
Carriage 1K Sheets £2.50. 2K Sheets £3.00

## PRINTER LABELS

(On continuous fanfold backing sheet)

1,000 90 x 36mm (Single Row)	£5.00
1,000 90 x 36mm (Twin Row)	£4.90
1,000 90 x 49mm (Twin Row)	£7.50
1,000 102 x 36mm (Twin Row)	£6.25
Carriage on 1,000 Labels £1.00	

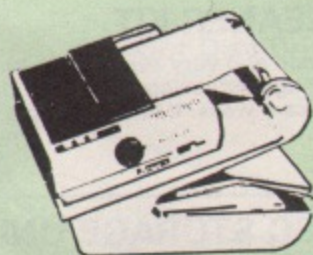
## Perspex Printer Stand



Give your Computer System a touch of Class with our elegant, smoke finished Perspex Printer stand. The printer sits on top and the fanfold paper rests neatly underneath, thus occupying the same space as the printer footprint.

80 Column version	£16 (carr £3)
136 Column version	£16 (carr £4)

## Professional Printer Stand



This new professional printer stand takes hardly more space than your printer. Due to the positioning of the paper feed and re-fold compartments ie. one above the other, the desk space required for your printer functions is effectively halved. Additional facilities include: Easy access to paper from both sides, used with both top and bottom feed paper and with its dial controlled paper feed system with adjustable deflector plates it ensures smooth paper flow and automatic refolding.

tions is effectively halved. Additional facilities include: Easy access to paper from both sides, used with both top and bottom feed paper and with its dial controlled paper feed system with adjustable deflector plates it ensures smooth paper flow and automatic refolding.

80 Column version	£16 (carr. £3)
132 Column version	£16 (carr. £4)

## PRINTER RIBBONS & VARIOUS DUST COVERS

Type	Ribbons	Dust Covers
Brother HR15/20	£3.00	—
BBC Micro	—	£3.50
BBC Master	—	£4.00
Archimedes Micro pair	—	£9.00
IBM PCs pair	—	£6.00
RX/FX80/MX80	£3.00	—
DMP2000	£3.75	£4.75
EX/LQ800	£4.50	£4.50
EX/LQ1000	£7.50	£5.00
RX/FX80/85/800/MX80	£3.90	—
RX/FX100/1000	£5.75	—
Kaga/Taxan KP810/815	£4.90	£5.00
LC10 (Black)	£4.25	£5.00
LQ500/800	£3.75	£5.00
LQ1050/LQ2500	£8.50	£5.50
LX80/86/800	£3.80	£4.50
M1009/GLP	£3.80	£3.75
Panasonic KX1080/81	£4.00	£4.75
SQ2500	£23.00	£5.50
Star NL10	£3.75	£4.50
Olivetti Ink Jet	—	—
Cartridges (set of 4)	£9	—

Our attractive Dust Covers are manufactured from translucent PVC. The seams are stitched and edges are taped to prevent splitting due to continuous use.

## Universal Printer Sharers/Changers

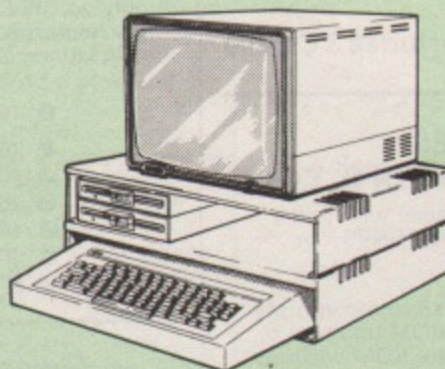
Connect upto 5 Micros to 1 printer or 5 Printers to 1 Micro with our combined, Sharer/Changer. These Units are made to a very high standard. For extreme reliability, they all have Printed Circuit Boards mounted inside the case, (not a Spagetti Junction of wires). Internal connection is made via high quality ribbon cables.

(Ideal for School environments.)

Connects	Serial	Centronics
2 to 1	£20	£22
3 to 1	£27	£30
5 to 1	£36	£39

(Cables extra at £6 each. Please specify type required when ordering)

## PLINTHS FOR BBC MICRO, MASTER & PRINTERS



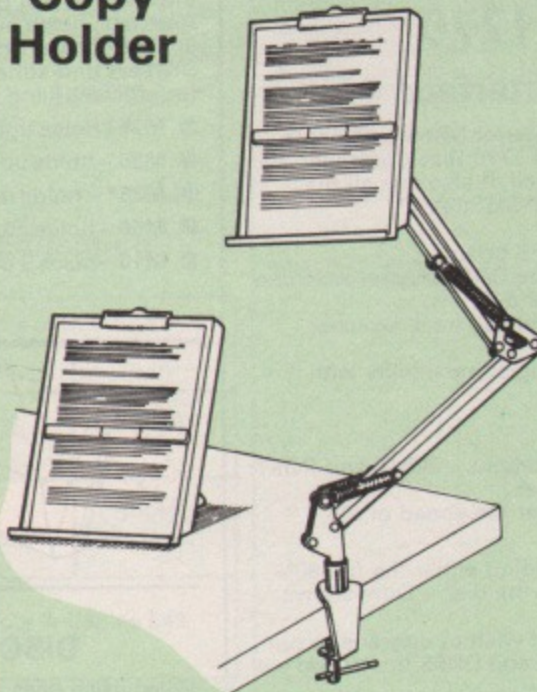
Protect your computer from the heat of your VDU. Our micro plinths have slots for maximum ventilation. The single plinth is suitable for a BBC and VDU, whilst the double height version provides enough room for our stacked disc drive and other peripherals like, Eprom programmer, music unit or simply discs & stationary. The computer slides neatly in the lower section allowing easy access to remove the lid.

The single printer stand is equally sturdy but instead of cooling slots it has elegant cutouts on the sides. This allows easy access to paper from all sides. Colour: BBC Beige.

Single BBC Plinth	420 x 310 x 105mm	£13
Double BBC Plinth	420 x 310 x 210mm	£24
Printer Plinth	420 x 310 x 105mm	£12
Single Master Plinth	490 x 310 x 105mm	£14
Double Master Plinth	490 x 310 x 210mm	£26

(Carr. Single plinth £2; double plinth £3)

## Copy Holder



Whether you want to type in your latest program or the draft of a new trilogy, Watford's manuscript holders are superb for holding your paper at the ideal height and angle to allow you to read and type in ease and comfort.

Available in 2 full A4 versions, desk resting and shelf clamping. Paper is held firmly by means of a plastic retaining ruler and a clip grip. (For resting books or magazines, the desk top version is recommended).

Desk Top	£7 (carr. £3)
Angle poise	£12 (carr. £3)

NEW

## Handy 2 Way Printer Switch

A handy two way compact printer switch that enables you to connect 2 Micros to 1 printer, or 2 printers to 1 Micro. Attaches easily to your printer, monitor, etc. A low cost solution for educational establishments. Ideal for those wishing to use a dot matrix and a laser printer. Available in two configurations.

Compact AB Switch Centronics	£20
Compact AB Switch RS232	£19
(Cables extra at £6 each)	

## MEGABUFFER 256



The Smallest 256K Printer Buffer Unit in the world 38mm x 130mm x 134mm.

This new Megabuffer 256 from Watford is a full featured 256K Printer Buffer. The features are:

- Improves efficiency by making more efficient use of computer and printer.
- Compatible with any computer and printer that uses Centronics Parallel connections including all BBCs, IBM PCs, etc.
- Total compatibility with all software.
- Cheaper phone bills when using your Modems.
- Ideal for those doing large graphics screen dumps that are slow to print.
- Multi-Copy facility allows you to print several copies via Megabuffer without going through your computer.
- Data Dump facility is included.
- Built in test unit for both the buffer & your printer.

Only £149 (carr £5)

## THE EPSON RX-FX-KAGA PRINTER COMMANDS REVEALED

So you bought yourself a new printer, because the salesman in the shop showed you how clever it is and impressed you with all sorts of printouts to show its capabilities – he may even have offered you a special price.

However, now that you have got it home and connected it to your BBC microcomputer, you are wondering how to make it perform these magical tasks. The manual seems to give no clues, and when you type in the example programs, the computer throws the LPRINT statements back in your face.

Now what do you do, when this £400 piece of high technology refuses even to move its head, and you have stayed up until 2 in the morning with copious supplies of coffee, desperately trying to print something out. Once again, Watford Electronics comes to your help with our new book entitled 'THE EPSON RX-FX-KAGA PRINTER COMMANDS REVEALED'.

This book describes in plain, easy to understand English, how to use and make the most of your KP810, PW1080A or any other Epson FX80 compatible Printers like Panasonic KX-P1080/1, etc., with the BBC Micro, both from BASIC and Wordwise.

It describes in detail how to obtain the maximum in graphics capability from your printer and includes full indexes allowing you to cross index the numerous commands. Every command is explained in detail, with an accompanying BBC Basic program and an example of its use from Wordwise.

£5.95 (No VAT)

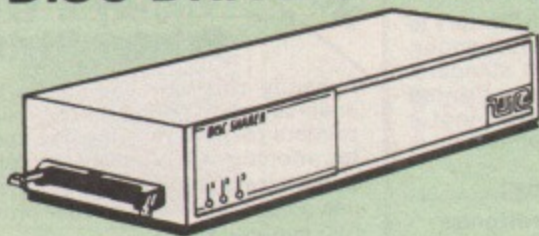


CREDIT CARD 24 HOUR  
Ansaphone Hot Lines  
(0923) 50234 or 33383

Continued



## DISC DRIVE SHARER



(Ideal for educational establishments)

At last, a low cost alternative to the Econet system. Watford's Intelligent Disc Drive Sharer allows you to connect 3 BBC micros (model B, B+ and Master series) to a single or double disc drive. Running under any DFS or DDFS, this intelligent unit will automatically queue the computers. Each computer has a status light dedicated to it. If it is green you will get immediate access to the disk, and red means that you are next in line. The unit plugs directly into the disc drive socket on each computer and is powered by the mains. (N.B. Not for use with ADFS.)

Launch Price: **£65**

Price includes 3 Cables

### NOW WITH EXTRA FEATURES AT NO EXTRA COST – Watford's latest DFS 1.44

- Incorporates Acorn's Official Tube Host Code so that those with 2nd processors no longer need to waste a ROM socket on the DNFS.
- Option to DOUBLE the speed of BPUT and BGET.

If you already have the Watford Electronics DFS and wish to incorporate these new facilities then simply return your existing DFS ROM to us together with £5 remittance for an upgrade. Please pack the ROM securely and address the package to our Upgrades Dept.

### WATFORD's & ACORN's DFSs

Watford's popular and widely acclaimed DFS has now been available for six years and has gained a large following amongst serious and educational users of the BBC Micro. Owners of Acorn or any other standard DFS can upgrade to our "Ultimate" DFS merely by replacing their DFS ROM. See below for this upgrade. (P.S. Watford's highly sophisticated DFS is fully compatible with Acorn standard DFS). (while Acorn's 1770 DFS is fully compatible with Watford's Mk II DDFS)

- Watford's sophisticated DFS ROM only **£16**
- We will exchange your existing DFS ROM for Watford's Ultimate DFS ROM for only **£12**
- DFS Manual (Comprehensive) (no VAT) **£6.95**

(P.S. Our DFS manual is the only comprehensive Manual available for the BBC micro and covers both Acorn & Watford DFSs).

- DNFS ROM only **£17**
- ADFS ROM only **£25**

(The Single Density DFS system is now old technology. Like Acorn, Watford too have decided to replace it with their more up-to-date 1770 DDFS interface. We have informed most of the software houses of this decision in order that they can ensure compatibility with our highly sophisticated and fully Acorn compatible DDFS).

**NEW**

### Watford's MkII 1770 Double Density DFS Interface

Many of our customers have wanted to use our superior DDFS and Acorn ADFS together. Now our Mk II DDFS Board with its 1770 Disc Controller, has been adapted to allow the use of Acorn ADFS as well. It also has all the commands of the Acorn's 1770 DFS, plus the added features:

Added features include:

- Acorn ADFS compatible – Use ADFS on our DDFS board.
- Tube host Code – No longer any need to have the DNFS in your machine to use Co-Processors, even the CoPro and Master 512.
- Auto 40-80 Track sensing – no need to fuss with 40/80 track switches (even works with protected disks).
- An extremely powerful 8271 emulation – ensuring compatibility with almost all software.
- New low profile – small footprint board.
- Fits with all third party ROM boards.
- Option to double the speed of file handling operations – BPUT and BGET.
- Operates in both single and double density modes.
- OSGBPB has been recoded, increasing still further the speed of file handling.

Please note that not all DDFS's are capable of providing either the full 80% storage increase or of allowing a file the full size of the disk – Ours allows both of these!

If you already have a DDFS (any manufacturer), and wish to upgrade to our MkII version, then simply return your existing ROM and DDFS board and we will supply the new DDFS for only **£30.00**.

- Special introductory offer **£39.00**
- DDFS Manual (No VAT) **£6.95**
- We will exchange your existing DFS Kit for our sophisticated DDFS for only **£25.00**

Please note, as the MkII DDFS is a hardware and software upgrade, it is not possible for existing Watford DDFS users to simply exchange their ROM for the new version.

### DUST COVERS (For our Disc Drives)

- Single CLS (without PSU) **£3.20**
- Twin CLD (without PSU) **£3.85**
- Single CS (with PSU) **£3.25**
- Twin CD (with PSU) **£3.90**

## 3M – DISKETTES

3M – SCOTCH Diskettes with Lifetime warranty from Watford Electronics your 3M Appointed Distributor.

- 10 x 5.25" S/S D/D 40 Track Diskettes (744) **£6.00**
- 10 x 5.25" D/S D/D 40 Track Diskettes (745) **£7.00**
- 10 x 5.25" S/S D/D 80 Track Diskettes (746) **£11.50**
- 10 x 5.25" D/S D/D 80 Track Diskettes (747) **£11.00**
- 10 x 5.25" 1.6M D/S D/D High Density Discs for IBM XT and AT **£16**
- 10 x 3.5" S/S D/D 40/80 track Discs **£10.00**
- 10 x 3.5" D/S D/D 40/80 track Discs **£11.75**
- 10 x 3.5" High Density Diskettes **£25**

### TOP QUALITY 3.5" & 5.25" DISKETTES

To complement our range of Quality Discs and Disc Drives, WE are now supplying SPECIAL OFFER packs of 10 Lifetime guaranteed discs. Each disc has a reinforced hub ring. Supplied complete with selfstick labels and a Plastic Library Disc Box.

- 10 x M3 3.5" D/S D/D 80 Track Discs **£10**
- 10 x M9 3.5" Double Side High Density **£25**
- 10 x M4 5.25" S/S D/D 40 Track Discs **£5**
- 10 x M5 5.25" D/S D/D 40 Track Discs **£7**
- 10 x M7 5.25" D/S D/D 80 Track Discs **£9**
- 10 x M8 5.25" D/S H/D Hi-Density Discs **£14**
- 3" Double Sided Discs **£2.50 each**

### Special BULK OFFER on 5¼" DISCS

(Supplied packed in Anti-Static Lockable Storage Units)  
(Lifetime warranty on Discs)



#### BULK PACK DISCS in lots of 100

Type	S-S 40T	D-S 40T	D-S 80T
● Without Sleeves	£35	£39	£45
● With Sleeves	£38	£42	£48

### FLOPPY HEAD CLEANER KIT

The heads in floppy drives are precision made and very sensitive to dirt. The use of a cleaner Kit is a sensible precaution against losing valuable data. It is recommended to clean the drive head once a week. It is very simple to use. Available in 3½" & 5¼", please specify.

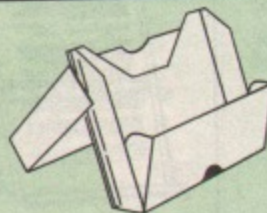
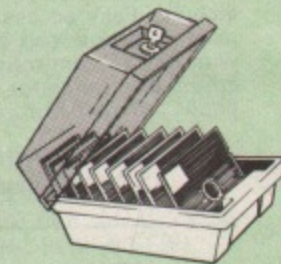
**£4**

### ANTISTATIC LOCKABLE DISC STORAGE UNITS

Gives double protection – Strong plastic case that affords real protection to your discs. Antistatic helps avoid data corruption whilst in storage. The smoked top locks down. Dividers and adhesive title strips are supplied for efficient filing of discs.

- M35 – holds upto 50 5¼" discs **£4.95**
- M85 – holds upto 95 5¼" discs **£6.95**
- M25\* – holds upto 25 3½" Discs **£4.95**
- M50 – holds 50 3½" Discs **£6.50**
- M10 – holds 8 of No. 10 Data Cartridges **£15**

\* Not lockable



### PLASTIC LIBRARY CASES

Holds up to 10 5¼" Discs. **Only £2.00**

### DISC PLONKER RACK

When using ones micro, there is a tendency to have more than one Disc on the desk. This exposes them to the hazards of fingerprints, scratches, dust, coffee and an untidy desk.

Why not protect your valuable data from all these hazards with the help of our extremely handy and low cost DISC PLONKER RACK. Holds upto eight 5¼" discs.

Protection at Only: **£2**



### DISC ALBUMS

Attractively finished in black leather look vinyl. Stores upto 20 Discs. Each disc can be seen through the clear view pocket.

**£4**



## Quality Disc Drives from Watford

To help you decide which drive is the most suitable for your needs (and your pocket!), we have produced the table below.

This 30 Megabyte hard disc is completely compatible with the Acorn ADFS – that's why we have bundled it with each Winchester drive, along with an Utilities Disc.

The tinting on some of the boxes is used to indicate which Drives are 40 track (non-tinted) and which are 80 track (tinted). All our 80 track drives are already fitted with a 40-80 select switch.

All our Disc Drives are Double Sided and will operate in both Single and Double Density modes. Extensive experience of the usage of disc drives suggests that the JAPANESE drives currently represent about the best in terms of speed, reliability and overall "elegance" available for the BBC Micro.

Various UK "manufacturers" of disc drives for the BBC micro (more accurately, "packages" label other manufacturers drives with their own name). We buy the high quality NEC and Mitsubishi drives in large quantities directly from the manufacturers, package them and sell them at "dealer" prices direct to the public.

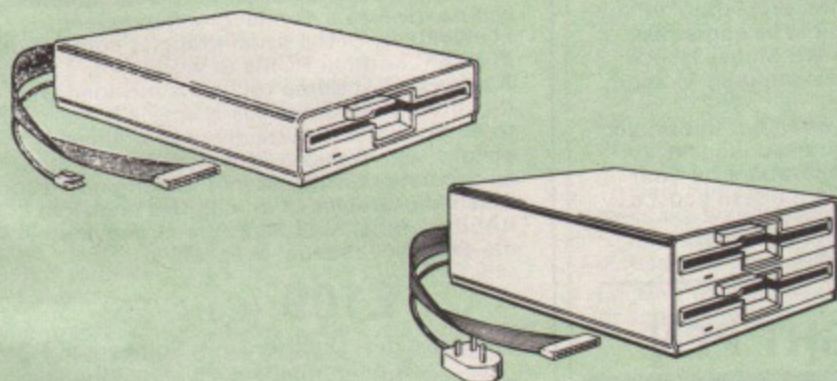
If you look around the popular BBC micro press, you will find that the prices we quote for the top quality, new slimline disc drives are, virtually without exception, some of the best around. These prices, coupled with the backup of one of the country's largest distributors of BBC peripherals provides a superb deal.

Unless you anticipate using dual drives in a fully expanded BBC system for long periods of time with little ventilation, then we suggest that our range of "CL" disc drives without the PSU (Power Supply Unit) would be quite adequate (extensive tests within our workshops have confirmed this). All drives are supplied complete with a SPECIAL UTILITIES Disc, Cables and Plugs. The Drives with power supply have a mains moulded plug for safety purposes. Ideal for Schools & Colleges. We are now able to supply all single disc drives with Power Supply, in either single or dual case. (Dual case has a twin data cable and a power supply capable of driving two disc drives) allows easy expansion to a dual drive unit, at a later date. Prices stated in the pricing boxes below are for single drives in standard single cases. Single drives in a dual case cost an extra £18. (At Watford we anticipate your needs of tomorrow, not just today!)

When using a BBC Micro, most people find themselves short of desk space. The Watford's BBC Micro plinths form an ideal way of recovering some of this precious space! your BBC, Disc Drive and Monitor can all occupy the same vertical footprint and still be comfortably situated. With the Watford Double plinth, your Disc Drive is mounted vertically at one side, leaving a very valuable area directly in front of you for such useful items as spare discs, pen, paper, reference manuals, etc. Follow the trend with Watford plinth. (Turn to the 4th page of our advert for the Plinths).

P.S. All our 5¼" Disc Drives with PSU are compatible with the Compact Micro. All you require is the special Compact Disc Drive Cables designed by us.

Our Disc Drives conform to BS415



"Test Bureau Approved for Use in Education"

Capacity	Drives without P.S.U.		Drives with P.S.U.	
	Single	Twin	Single	Twin
400K (720K)	CLS400S £75	CLD 400 £168	CS 400S £85	CD400 £188
800K (1.44M)		CLD 800S £153		CD 800S £163
● TWIN Disc Drive Case, complete with Power Supply & Cables £43 Securicor carriage on Disc Drives £6 to £7				

Prefix C = Cased Drive  
L = Less PSU  
S = Single  
D = Double

Suffix S = 40-80 Switchable

e.g. CLS400S = Cased Disc Drive, Less power supply unit, single 5¼" 400K, (720K in double density); Double sided; 40/80 track switchable.

Cable to connect 5¼" Disc Drives to BBC Compact  
Single £9 Twin £12

Special Cable to connect both 3½" and 5¼" Disc  
Drives simultaneously to the BBC Compact £13

## Mysteries of Disc Drives & DFS Revealed

Are you tired of faulty cassettes, and lengthy loading times? Do you want to upgrade your BBC micro to take discs but you get tied up in the plethora of jargon surrounding the choice and use of these systems.

Then The Mysteries of Disc Drives and DFS Revealed is the book for you. It explains in detail the different types of systems available, how they are installed and how to use them. Many examples are given including pre-written programs to call various functions of the DFS available only through Operating System calls. Different types of disc, 40/80 tracks etc. are all explained. This book is ideal for the beginner confused by the plethora of choice available in the marketplace.

£5.95 (Book No VAT)

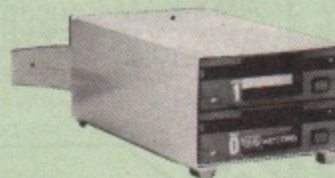
## Special 40/80 Disc Drive/DDFS Mk II Offer



- The popular 40/80 track 400K single Disc Drive, Double Sided, cased with Cables. Plugs directly to your Micro.
- Watford's extremely popular DDFS Disc Interface (allows 720K storage). Will run in both, Single & Double Density modes.
- A comprehensive User Friendly Manual.

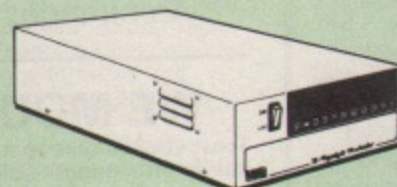
A Bargain at Only £119 (£7 carr) (Offer valid while stocks last)

## 3½" DISC DRIVE OFFER



These top quality 3½" Double sided, 80 track, 1 Megabyte (unformatted each Disc Drives), are attractively finished in BBC beige. They are supplied complete with all cables and a Utilities Disc. They run directly from the BBC B/Master's own PSU.

- CLS35 400K Unit £69
- CLD35 800K Unit £125



## WATFORD'S WINCHESTER DRIVES

Undoubtedly the best value for money Winchester Hard disc available anywhere for the BBC Micro.

This 30 Megabyte hard disc is completely compatible with the Acorn ADFS – that's why we have bundled it with each Winchester drive, along with a Utilities Disc.

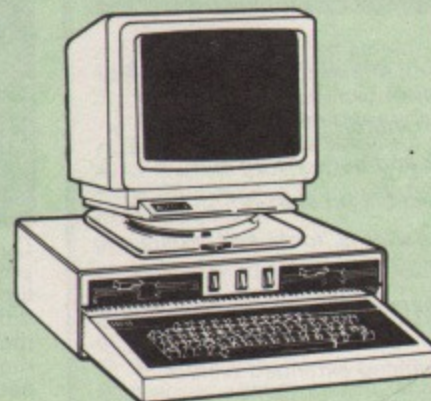
Finished in rugged metal and fetching BBC beige, the Winchester has an internal fan, so quiet you won't even hear it! A switched mode power supply and a neon-lit on/off switch are there along with a light on the hard disc to tell you when it is working – just compare the price with our competitors' 20 or 28 Mbyte discs!

Compatible with the Master, and the BBc B (with 17 X disc interface).

- 30 Megabyte BBC Hard Disc £405 (carr £9)

## DP35-800S

## DP35-800S



Twin 800K Double sided 40-80 track switchable disc drives mounted in an attractively finished Beige colour plinth for the BBC Micro. Supplied complete with integral power supply, cables and Utilities disc. The mains switch with neon On/Off light indicator, and the two 40/80 track switches are mounted on the front panel for ease of use.

CDPM 800S for the BBC & Master £182

DP35-800 for BBC/Master £165

(For DP35-800S spec. see Page 2 of our advert)

(Securicor Carr. £7)

(The above drive units are  
2 Megabytes unformatted)

Continued



## QUEST MOUSE Mk II



- Quest Mouse II & Quest Paint **£58**
  - Quest Mouse II, Quest Paint, AMX Stop Press & Pagefont **£89**
  - Quest Mouse II only **£29**
  - Quest Paint Software only **£34**
  - Quest Font Disc **£15**
  - Quest Mouse Mat (Red or Blue or Green please specify) **£3**
  - Part Exchange your unreliable AMX Mouse for a Quest Mouse for only **£22**
  - GXR ROM for the BBC Micro **£22**
- (P.S. Quest Paint is not compatible with BBC Compact)

N.B.

1. Quest Paint supplied complete with Software in a 32K ROM, Comprehensive User Guide and a Utility Disc.
2. Quest Font Disc has 22 text FONTS for use within Quest Mouse.

## ConQuest

Watford's Quest package is an extremely powerful and flexible drawing package, with very wide and unusual features. However, since its launch various suggestions for even more advanced & powerful facilities were received from the Quest users. ConQuest allows you these more advanced facilities, like, distortion of a cutout to any shape and a full font designer. If you also have a GXR ROM in your machine or you are using a BBC Master then ConQuest will take advantage of this to give ellipses at any angle, sectors and arcs, etc. Quest combined with ConQuest and Acornsoft GXR ROM make up THE MOST POWERFUL drawing packages available for the BBC range. Quest Paint is able to take advantage of almost any additions to your machine, such as Shadow or Sideways RAM. ConQuest takes this principal even further, by utilising the otherwise normally incompatible Sideways RAM facility by holding pictures in them.

Some of the features are:

- Pick filenames off the screen for loading and saving.
- Rotate a cutout to any angle and Distort it to any four sided shape.
- Has Built in Font editor.
- Default brushes and patterns on startup.
- 16 x 16 font available on start up.
- Ability to reset patterns, fonts and brushes to default at any time.
- ROM based enhanced Epson and compatible printer dump.
- ROM based enhanced extended picture routine.
- Ability to create and abort extended pictures.
- Improved disk access speed for extended pictures.
- User definable sideways RAM driver for incompatible sideways RAM systems.
- Ellipses at any angle on Master 128 (or B with GXR ROM).

### ConQuest ROM Package

(Price includes software in ROM and a comprehensive Manual).  
(Not Compatible with BBC Compact)

**£30**

## RB2 Marconi TRACKER BALL

RB2 (AMX/Quest compatible) **£45**  
RB2 including Quest Paint **£75**

## THE NEW Mk III AMX MOUSE

**ONLY: £59** Inc. Super Art package  
(carr £3)  
(Please specify for BBC, Master or Compact)

MOUSE MAT	<b>£3</b>
AMX MOUSE ONLY	<b>£29</b>
AMX UTILITY Package	<b>£13</b>
AMX SUPERART Package	<b>£34</b>
AMX STOP PRESS - A Desktop publishing software. Works with Keyboard, Joystick or a mouse	<b>£32</b>
PAGE-FONTS - Over 20 Fonts for use with AMX Pagemaker	<b>£13</b>
AMX DESIGN (ROM)	<b>£55</b>
AMX XAM Educational	<b>£15</b>
AMX EXTRA EXTRA	<b>£16</b>
AMX MAX A gem of desktop (ROM)	<b>£15</b>

**NEW**

## ARCHI Mk II MOUSE

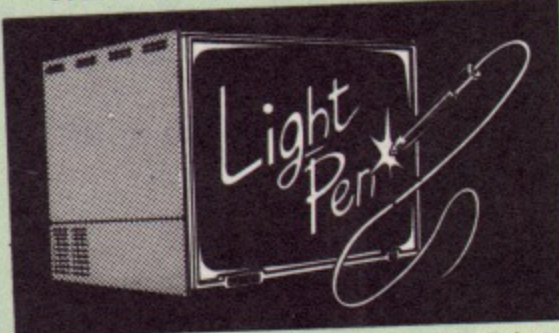
An extremely reliable replacement mouse for Archimedes Micro **£39**

## WE MOUSE HOUSE

Treat your mouse to a cosy Mouse House. This handy little gadget solves the problem of where to store your mouse when it is having a rest. Made of sturdy plastic, the WE Mouse House attaches to the side of your computer, Monitor, disc drive or desk. It protects it from damage when not in use, yet within easy reach when you need it again. There is also a second compartment for your pens and pencils - and at £4 it doesn't cost a rodent's ransom.

Price **£4**

## MARK II LIGHT PEN



Our Mark II Light Pen is the very latest in light pen technology. It is totally insensitive to local lighting conditions and works with many different monitors. The pen only responds to the High Frequency light produced by your monitor/TV. An LED indicates when valid video data is being produced. A conveniently located switch is also fitted.

**Price Only £21**

(Price includes FREE software Disc and Operating Manual)

## FLEET STREET EDITOR

Software pack for BBC Micro	<b>£33</b>
Software pack for the Master	<b>£39</b>
Software Pack for Compact	<b>£40</b>
Admin Xtra Disc Utility	<b>£13</b>
Walt Disney Disc Utility	<b>£13</b>
Fonts N Graphics Disc Utility	<b>£13</b>

## BEEB VIDEO DIGITISER



"Test Bureau Approved for Use in Education"

Using any source of composite video (colour or monochrome) and the Watford Beeb Video Digitiser, you can convert an image from your camera into a graphics screen on the BBC Micro.

This uses the full graphics capacity of the BBC micro in modes 0, 1 or 2. The video source may be a camera, video recorder or television, and is connected via the video output socket. Images produced can be compressed, stored to disc, printed on an Epson compatible printer, directly used to generate graphics, analysed for scientific and educational use or converted to other formats e.g. Slow Scan TV or receiving a picture from a remote camera using a modem. The output from the digitiser exactly matches the graphics capability in each mode, with up to 8 levels of grey in mode 2. The unit connects into the User Port and automatically scans a complete picture in 1.6 seconds. Both the black and white levels can be adjusted manually for the optimum picture, or switched to automatic for unattended use. The image produced can be reversed if necessary. Full controlling software is supplied on a normal sideways ROM and this is easily accessed via additional \* commands. The package is designed to allow easy input of complex screens and give full access of the data to the user. Once on the screen, the image can be used as a normal graphics screen, allowing any of the usual graphics commands in BASIC or other ROMs to work on it. A special print dump routine is included with the driver programs. This is specially designed to produce a fast, correctly proportioned picture, with reduced "contouring", resulting in an accurate reproduction of the original image. Detailed examples of driving this unit from BASIC or other languages are all provided in the extensive manual supplied.

**£109** (Carr. £5)

(Price includes) Digitiser Unit, Software in ROM & a Comprehensive Manual)  
(BBC B+ and Master compatible, except Master with Econet)

## Magazine Maker

(As seen on TV)

A combination of the Pagemaker and Watford's Beeb Video Digitiser.

Using any video that provides a composite signal and the digitiser, images from a camera or TV can be converted into a graphics screen on the BBC Micro.

They can then be used within Stop Press to illustrate magazines or newsletters - in fact anything that needs to be created on A4 size paper.

With Stop Press's many features, a variety of pictures can be composed - the only limit being the imagination.

Pictures can be doctored using Stop Press's graphics option to produce any number of effects.

Text can be formatted around the digitised photo on screen using the facilities available, which include 16 typefaces, character and pattern definer, text formatting and the ability to load in wordwise and viewfiles plus much more.

Once created the picture can be printed out. The Magazine Maker is suitable for any use that requires illustrated documents.

**Complete Package £135.00** (carr. £3)





## The WAPPING EDITOR

The Wapping Editor from Watford Electronics represents a breakthrough in Desktop Publishing for the Beeb. The package includes a 64K ROM containing ALL the software needed to get into print fast; a very sophisticated graphics module, professional quality typesetting software, a word processor, a comprehensive font editor for designing your own typefaces, and a variety of printer dumps. This mouse-driven system is designed for the BBC B, the B+ and Master computers and will take full advantage of any Sideways and Shadow RAM that may be fitted. It will run under DFS, ADFS and Network filing systems and requires as a minimum just a single 40 track drive.

Included with the system is a utility disc containing several high quality fonts, various utilities and a ROM image of a Support ROM. A comprehensive 100 page manual completes the package. The Support ROM contains routines to allow an area to be rotated to any angle or distorted to any four-sided shape. Also included are facilities to draw ellipses at any angle and sectors, segments and arcs (in Master or BBC B with Acorn GXR). Another of the features of the Support ROM is a 'Turbo DFS' which gives DFS access times comparable with those of ADFS.

## PAGE LAYOUT SECTION

The Wapping Editor may be used to create pages of any size from an A6 to a full A3 page. If none of the eight default page types suit your purpose, the stand-alone page creation program may be used to create pages to your own requirements. By using proportionally spaced fonts and genuine microspacing it is possible to print over 150 characters across an A4 page. A unique feature of the Wapping Editor is the 'A5 x 2' page size allowing two A5 pages to be printed side by side onto a single A4 sheet.

The graphics module is a mode 0 version of the highly acclaimed Quest Paint package, detailed elsewhere in our advert, and incorporates all the same drawing facilities, e.g. pencil, brush, airbrush, polygon, circle, ellipse, fill, cut-and-paste, etc., etc.

Text may be typeset, either justified or unjustified, in any font anywhere on the page. Simply select which font and text document you wish to use, and pull out a rectangle on the page where you want the text to be - it's as simple as that! Multiple columns may be printed just as easily and a special 'expand' feature may be used to expand the microspacing so that the document exactly fits the space defined.

## WORD-PROCESSOR

The integral word processor is the ideal tool for producing your text documents, although text can of course be read in from any of the other popular word processors such as View, Wordwise etc.

## THE FONT EDITOR

The font editor module will allow you to design your own typefaces or to modify the ones provided on the utility disc. This sophisticated editor has numerous functions designed to take the tedium and frustration out of producing good looking, well balanced fonts. Each character may be individually proportionally spaced and characters of any size up to 16 x 16 pixels may be defined.

Upgrading to the Wapping Editor could not be easier since the font editor will convert fonts from other packages, such as Quest Paint or Stop Press (formerly Pagemaker), into Wapping Editor format and a mode conversion utility will convert any screen in modes 1, 2, 4 or 5 into a full grey-scale mode 0 screen. Pictures may also be 'grabbed' from a video source by using the Watford BEEB Video Digitiser, either independently or from within the Wapping Editor package.

For convenience all types of file may be stored on the same disc, with the software intelligently and transparently distinguishing between them. Filenames are picked off the screen with the mouse, dispensing with keyboard entry wherever possible.

"The Wapping Editor combines sophistication with ease of use and power with simplicity, to make it the most comprehensive and user-friendly DTP system ever likely to be written for the Beeb".

Wapping Editor Software Pack £69  
Wapping Editor plus Mouse £89

NEW

## Wapping Font Disc

Sixteen Wapping Editor fonts including smaller versions of Oberon and Daisy and two new sizes of the standard font. Also included are three Mode 0 screens containing giant 'headline' fonts to cut and paste to create extra smooth headlines. Supplied complete with instructions.

£12

NEW

## Wapping Art Disc

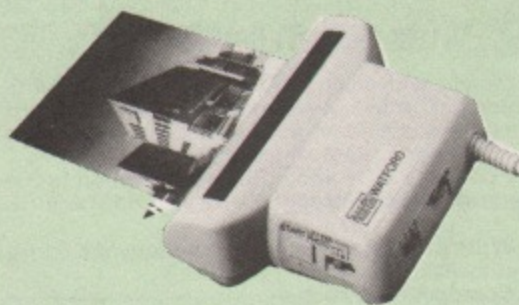
Over 250K of clip art to cut and paste into your Wapping Editor pages. Pictures include maps, transport, people, media, sport, games, etc. Two 'ratio' screens for use with hi-res and rotated A5 pages to ensure images are not distorted when printed out.

Music writing symbols in the form of pattern and brush for quick production of manuscripts are included together with staves. There are two prepared hi-res pages laid out for printing labels, both single and double width. Ready made label designs are included but these can be easily replaced with your own designs.

A Mode 0 screen dump routine is also included. To pack such a large amount of data onto the discs the screens have been compressed and routines to compress and expand Mode 0 screens are included on both discs. Using the packing routines you can archive large numbers of screens onto a single disc.

£15

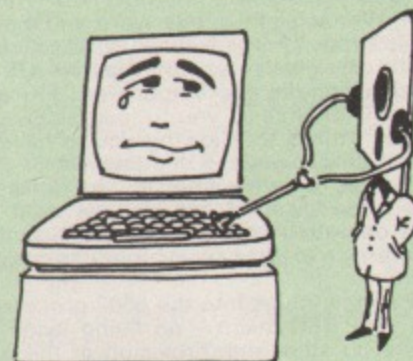
## The Beeb HandScan Watford's Hand-held Scanner for the BBC Micro



Watford Electronics are pleased to announce the launch of the first hand held scanner for the BBC Micro. HandScan is a compact unit which will allow photographs, diagrams, or any other documents to be digitised quickly and easily, to then be used in a desk top publishing package, art program, or even in your own Basic programs! These useful devices have been available for faster and more expensive micros for some time, but only now is Watford Electronics able to offer for the BBC Micro computer.

The HandScan plugs directly into the 1MHz bus on the BBC while a comprehensive set of utilities is provided by the sophisticated ROM firmware. The scanner has a resolution of either 100 DPI or 200 DPI when accuracy is essential. Pictures as wide as 4" may be scanned in mode 0 and various type of dithering may be selected to simulate the grey levels of a scanned picture. All necessary software has been included in the firmware to allow the scanner to read images directly into our Wapping Editor with little more than the click of the mouse. The digitised picture may then be incorporated into your magazine, newsletter, report or any other document.

Beeb HandScan & Firmware £135  
**DIAGNOSTICS DISC**



The BBC Micro is a very complex machine and thus diagnosing a fault can be very difficult. At Watford Electronics, we realise how difficult it can be when faced with a problem, finding yourself a long way from your nearest dealer, or even just uncertain about your Beeb's health, but not wanting to waste time and money taking it to be looked at.

The solution to these problems is here now, in the form of the Watford's Diagnostics Disc. This excellent utility is specially designed to test out the following areas of your Beeb:

RAMs, ROMs, ULAs, Sound, Keyboard, Disc, RS432, ADC, User Port, Printer Port, Cassette, Joysticks, Speech, Disc Drives, 6502 and Z80 2nd Processors.

This utility is an invaluable aid for all those who take the reliability of their system seriously. A comprehensive manual provides full operating details and a list of possible causes and remedies for any faults that you may find along the way. The package also enables a permanent equipment and service record to be maintained.

Only £20.00

## DUMPOUT 3



A highly sophisticated screen dump ROM. This has to be the most flexible and powerful screen dump ROM yet produced for the BBC micro. It will put on paper anything you see on the screen, including full Mode 7 graphics. Also provided are window setting utilities and OSWORD calls to plot and read Mode 7 graphics pixels.

Facilities:

- Vertical and horizontal scaling in all graphics modes and mode 7
- Rotation of image by 90, 180 or 270 degrees
- Left hand margin setting
- Screen dump window setting
- Colours appear as grey scale
- Two tone fast dump
- Colour mask
- Mode 7 contrast expansion
- Mode 7 contiguous dump
- Key triggered and User Port triggered dumps

For use with the following printers:

GLP, GP80/100/250, CANNON, STAR, KAGA/TAXAN, NEC, SHINWA CP80, GEMINI, EPSON MX/RX/FX, M1009, NEC PC8023, DMP100/200/400, Panasonic KX1081/82, Mannesman Tally and compatibles.

Only: £25

Continued





## ARIES CORNER

### B-32 Shadow RAM Card

Like the BBC B+, the B32 provides 20k of shadow screen RAM and 12k of sideways RAM. Unlike the B+, the B32 has simple software commands which allow the user to reconfigure the RAM as 16k of shadow RAM and 16k of sideways RAM, or all 32k as sideways RAM.

With the B32, the programmer gets up to 28k of RAM available for Basic, Logo, Comal, Forth, Lisp and BCPL programs in any screen mode. The business user gets extra memory for View, ViewSheet, Wordwise Plus, Interword and many other applications. For advanced applications, the scientific user gets access to a massive 47k of data storage using the Acorn approved \*FX call.

Sideways RAM enables you to load sideways ROM images from disc, allowing you to have a large library of sideways ROMs (subject to the copyright holder's permission) stored on disc. The B32's sideways RAM can also be used to extend any operating system buffer (such as the printer buffer) or to load tape programs into a disc system.

The B32 simply plugs into the 6502 processor socket on your BBC micro - no flying leads to connect and no soldering. Provision of the on-board ROM socket means that the Aries-B32 control ROM does not use up one of your existing ROM sockets.

- Recommended by Computer Concepts for use with their Inter series of ROMs.

Price: **£69** (carr. £2)

### Aries B-12 Sideways ROM Board

The B12 provides a total of twelve sideways ROM sockets (the four in the original machine are replaced by the twelve on the board), all fully accessible by the MOS sideways ROM system. In addition, there are two sockets for sideways RAM, giving up to 16k of RAM using 6264 static RAM chips.

If you do not have a B32 or B20, a small adaptor module (the Aries-B12C) is available at a nominal cost.

Price: Aries B-12 **£36**  
Aries B-12C **£5**

### ARIES B-488 IEEE-488 INTERFACE UNIT

The Aries-B488 is an interface unit to enable the BBC micro to control and monitor IEEE-488 bus systems. The IEEE-488 bus (also known as the 'GPIB' or 'HP-IB') is the standard method of interconnecting programmable laboratory instruments and control equipment. Using the B488, up to 15 devices may be connected in a single high-speed data network.

**£238** (Carr £3)

### VOLTMACE JOYSTICKS

Delta 3B Single Joystick	<b>£10</b>
Delta 3B Twin Joysticks	<b>£15</b>
Delta 3C Joystick for Compact	<b>£10</b>
Delta 14B Single Joystick	<b>£11</b>
Delta 14B/1 Adaptor Module	<b>£12</b>
Transfer Software Disc-Tape	<b>£7</b>
Deltabase B - Analogue aircraft style yoke Joystick to run in the analogue port of the BBC B & Master 128	<b>£25</b>
Delta-Cat A mouse eliminator Joystick for the Archimedes	<b>£26</b>

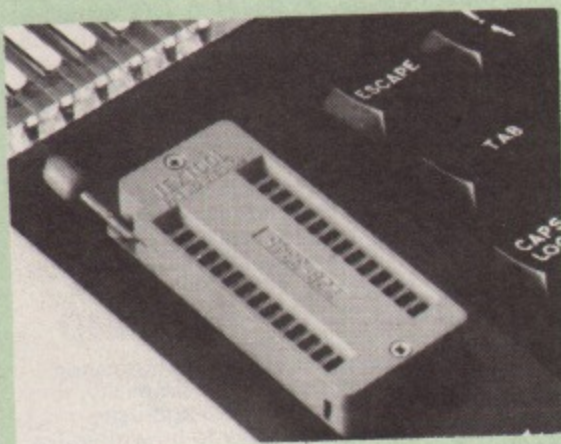
### REPLICA 3

This new improved REPLICA 3 from Clares is a very powerful disc based TAPE to DISC Utility. It now transfers even more programs than ever before. Replica 3 will not work with all programs but then neither will anything else. 30,000 Replicas have been sold to date. It has to be good.

**£15** (40 or 80 track)

Not compatible with 1770/DDFS.

### SIDEWAYS ZIF SOCKET



Allows you to change your ROMs quickly and efficiently, without opening the lid. The ZERO INSERTION FORCE (ZIF) socket is located into the ROM Cartridge's position.

- Very simple to install. NO SOLDERING required. The ZIF (Zero Insertion Force) eliminates the possibility of damage to your ROM pins when inserting & extracting.

- The low profile of the socket allows unrestricted access to the Keyboard.

- All data and address lines are correctly terminated to ensure correct operation of suitable ROMs with the BBC micro. We also supply a purpose designed see-through storage container with anti-static lining, allowing you to store up to 12 ROMs, protecting them from mechanical and static damage.

- This versatile hardware solves the problem of running out of socket space. Simply lift the ROM from the ZIF & insert a different one (No pulling or pushing of Cartridges. It is a must for all professionals and Hobbyists alike.)

- BBC, B+ and Master compatible.

**ONLY £18** (carr £3)

### Low Profile CARTRIDGE SYSTEM

Complete System consists of: Low profile ROM Cartridge, Socket housing, Cable assembly, 5 labels and a library storage rack for the BBC B.

● Complete System	<b>£11</b>
● Spare Cartridges	<b>£2.50</b>
● Spare Rack	<b>£1.50</b>

### ROM Cartridges for the BBC Master

Will accept the new larger Piggy Back ROMs like: Interword, Interbase, Quest, Conquest, etc.  
Twin **£8**; Quad **£12**

### 16K DISC RAM

(16K Sideways RAM Module)

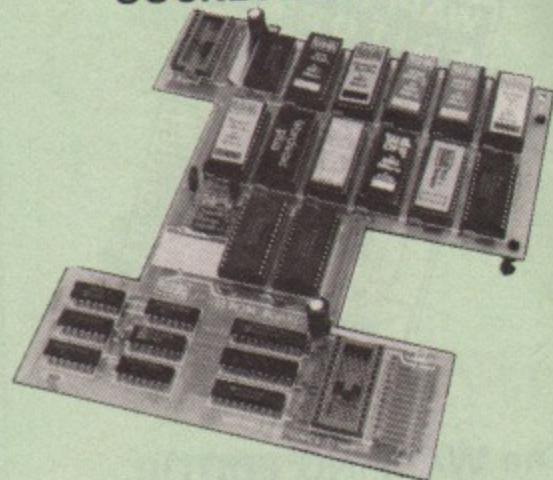
Complete with such features as read and write protection, these new modules from Watford Electronics are ideal for the hobbyist, software developer and ROM collector. Key points to note about this new addition to the Watford range of products are:

- Write protection (useful in a variety of circumstances).
- Compact construction.
- Supplied complete with Battery Backup.
- No overheating or overloading problems.
- Free utilities disc supplied.
- Can be used as a 16K PRINTER BUFFER.
- Ideal for professional software development.
- Supplied with utilities software disc.

Only: **£32** (carr £2)

P.S. 16K Disc Ram Board is not designed to work in conjunction with a Sideways ROM Board.

### SOLDERLESS SIDEWAYS ROM SOCKET BOARD



In the May 1986 Micro User's independent review, the writer concludes, "The board has been well laid out. Its position is much better than others - not over the HOT RAM chips and further away from the disc controller area". "I give the solderless ROM board the thumbs up and wish it success".

This brand new board from Watford Electronics is designed specifically for those wishing to add a ROM board to their own BBC without the need to perform any soldering.

This new board expands the total possible number of ROMs in a BBC from 4 to 16.

Unlike our competitors inferior boards, the ONLY upgrade required for fitting battery backup to the Watford Solderless ROM board (all Watford ROM boards, actually) is the fitting of the battery itself. (No other expensive components are required.)

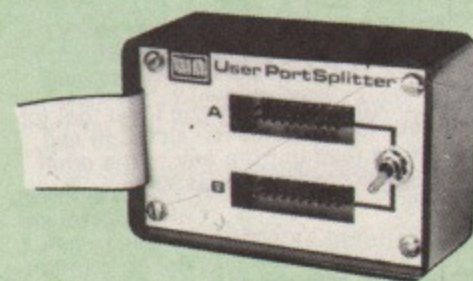
- The key features of this new, no fuss, easy to install quality product from BBC leaders Watford Electronics are as follows:
- Increase your BBCs capacity for ROMs from 4 to 16.
- No soldering required.
- Very low power consumption.
- Minimal space required.
- Compatible with Torch, DDFS, RAM Card, 2nd Processor, etc.
- Socket 14 takes two 6264 RAM chips.
- Read protect to make RAM "Vanish" allows recovery from ROM crashes.
- Battery backup option for RAM chips.
- Supplied ready to fit with comprehensive instructions.

Price: Only **£35**  
Battery backup fitted **£39**  
Battery Backup only **£3**  
(carriage £2)

- Sideways RAM Utilities Disc for Solderless ROM Board. Includes the options to load and save ROM Images and the facility to use Sideways RAM as Printer Buffer.

Only: **£8**

### USER PORT SPLITTER UNIT

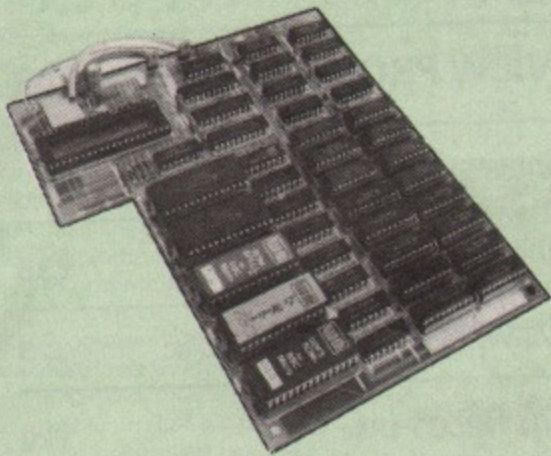


Gone are the days when you had to plug and unplug devices from the User Port. This extremely useful little device allows two units to be connected to the User Port simultaneously, and select between them simply by toggling a switch. This device is particularly useful for those people using Quest Mouse and the Watford Video Digitiser or any similar combination.

Excellent Value at **£22** (carr £2)



## ROM/RAM CARD



Watford Electronics announced the first ever commercial ROM board for the BBC micro, the Watford Electronics 13 ROM Socket Board 3 years ago. Following the success of this board, we have designed what probably represents the ultimate in expansion boards, the new Watford Electronics ROM/RAM board. This highly versatile and sophisticated board represents the latest in "2nd generation" sideways ROM technology for the BBC micro, designed to satisfy the serious BBC user.

- NO SOLDERING required to fit the board.
- NO overheating problems.
- No User Port corruption (avoids problems with the mouse, modems, Eprom Programmers, etc.)
- Fully buffered for peace of mind.
- Firm mounting in BBC micro.
- Compatible with all BBC micros (not BBC+ or Master).
- Total number of ROMs increased from 4 to 8.
- Up to 8 banks of sideways RAM (dynamic).
- Option for 16k of Battery backed CMOS RAM (CMOS RAM needs one ROM socket).
- Software Write protect for ALL RAM.
- Read protect for CMOS RAM (ALLEVIATES crashes during ROM development).
- Separate RAM write register (&FF30 to &FF3F).
- Automatic write to currently selected RAM socket for convenience.
- Accepts any ROM.
- FREE utilities disc packed with software.
- Compatible with our DDFS board, 32k RAM Card, Delta Card, sideways ZIF, etc.
- Large printer buffer.
- UNIQUE Fully implemented RAM FILING SYSTEM (similar to the popular Watford DFS).
- ROM to RAM load and save facilities.

The SFS (Silicon Filing System) can utilise up to the full 128k of RAM (with the SFS in any paged RAM) as a SILICON DISC. This behaves as a disc drive, with all the normal Watford DFS features (including OSWORD &7F for ROM-SPILL, etc.) to provide an environment that looks like a disc but loads and saves MUCH faster.

The ROM-RAM Board plugs into the 6502 CPU socket. This leaves free all the existing ROM sockets, which can still be used normally.

Any ROM that can be plugged into the BBC micro's own ROM sockets may be used in the ROM-RAM Board.

The ROM-RAM Board is supplied with all ordered options fitted as standard. Upgrade kits (with full instructions) are available for all of the options, for later.

Please write in for further details.

### INTRODUCTORY PRICES:

- ROM/RAM card with 32k dynamic RAM .....£48
  - ROM/RAM card with 64k dynamic RAM .....£65
  - ROM/RAM card with a massive 128k dynamic RAM .....£109
- (carriage on ROM-RAM Card £3)

### OPTIONAL EXTRAS:

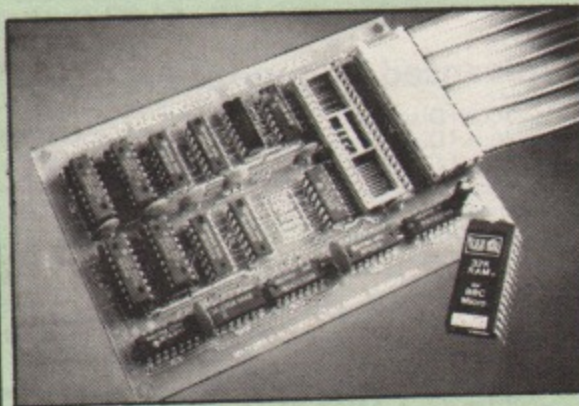
- 16k plug-in Static RAM kit.....£17
- 16k Dynamic RAM for Upgrade.....£17.50
- Battery backup.....£3
- Read and Write protect switches.....£2 each
- Complete ROM-RAM board
- All options installed .....£115

### P.S.

Is your existing ROM Board overflowing with ROMs? Do you need more Sideways RAM? Is your Board unreliable? Then upgrade to Watford ROM/RAM Board and pay £5 less

## 32K

## SHADOW RAM- Printer Buffer Expansion Board



### A MUST FOR WORD PROCESSING

Watford Electronics now brings you the latest state-of-the-art MEMORY EXPANSION BOARD for your BBC microcomputer. Don't throw away your BBC B for a BBC B Plus or BBC Master. Just plug the ribbon cable into the 6502 processor socket, and fit the compact board inside the computer. Immediately you will gain not 16K or even 20K, but a massive 32K of extra RAM!!!

- IMPROVE your WORD PROCESSING system, whether disc or cassette based. Don't wait for a slow printer - type in text while printing. TWO JOBS DONE SIMULTANEOUSLY and £100+ saved on a printer buffer.

- "VIEW" Wordprocessor users can now type in letters in 80 columns and have up to 28,000 bytes free - 5 times as much as normal.

- In WORDWISE (or WORDWISE-PLUS), preview in 80 columns with the full 24K of text in memory. This product is recommended as an ideal complement by Computer Concepts.

- Combine GOOD GRAPHICS and LONG PROGRAMS. Use the top 20K of the expansion RAM as the screen display memory, leaving all the standard BBC RAM free for programs. Benefit from MODE 0/1/2 graphics and 28K of program space.

- Use the FULL 32K or the bottom 12K of the expansion RAM as a PRINTER buffer for PARALLEL or SERIAL printers, sound channels, RS423 etc. Print large text files while running long graphics programs, and have all your buffer options available as well (\*FX15,21,138,145,AD-VAL etc). Please note only a 12K printer buffer can be used with Wordwise or Wordwise-Plus, due to the way they are written.

- Unique facility to turn ROMs off and on again. Unlike all other ROM managers, this feature does not use 'unofficial' memory. Two bytes of normally user-inaccessible memory on the RAM card are used to ensure ROMs are disabled WHERE OTHER ROMS FAIL.

**Only £59** (carr £2)

(Price includes a comprehensive manual and the ROM)

## INCREDIBLE WORDPROCESSING DEAL

Watford's 32K SHADOW RAM CARD and Computer Concept's INTERWORD Wordprocessor package.

at Only **£89** (carr £2)

## BBC SOFTWARE'S Popular Educational Software

- Maths with a Story 1 (Disc). 4 primary level maths programs .....£11.25
- Maths with a Story 2 (Disc) 4 further maths programs .....£11.25
- Picture Craft (Disc) 6 - 14 age group. Pack consists of flexible geometrical design & colouring programs .....£17
- RELATIONSHIP: Science (Disc) O Level Biology program. ....£20.00
- BONDING: Science (Disc) O Level Chemistry program. ....£20.00
- ELECTROMAGNETIC SPECTRUM (8 Discs) O Level program. ....£20.00
- ELECTRONICS IN ACTION (Disc) O Level program .....£19.95
- NEWTON & THE SPACE SHUTTLE (Disc) O Level program. ....£20
- ECOLOGY (Disc) O Level program. ....£20
- POLYMERS (Disc) O Level program. ....£20
- Classification & Periodic Table O Level. The suite is supplied with its own database of chemical elements which can be classified according to your own rule. ....£20
- FOOD & POPULATION (Disc) O Level program. ....£20
- MICROTECHNOLOGY (Cassette) O Level program. ....£11.25
- A VOUS LA FRANCE (2 Cassettes) A French language home study aid. ....£21.70
- DEUTSCH DIREKT! (Disc & Audio Cassette) .....£19.95
- Modem Master (Disc) .....£11.25
- ADVANCED TELETXT SYSTEM .....£8.65
- PERIOD TABLE SOFTWARE .....£20
- Astronomy - Primary (Disc) .....£12
- Computers at Work - Primary .....£17.35
- Introducing Geography - Primary .....£17
- Introducing Geography 11-17yrs .....£17.50
- Electric Fields 6-14 years .....£11.25
- BlackQueen Contract Bridge .....£13
- Espana Viva - 3 Discs .....£19.95
- A Vous La France Disc .....£21.50

### Educational Software

FUN SCHOOL 2 - Red: 6-8 yrs - Eight programs on Disc, Number Train, Shopping, Maths Maze, Treasure Hunt, Bounce, Packing Caterpillar, 3 Number jump.

£11

FUN SCHOOL 2 - Green: Over 8 yrs - Eight programs on Disc. Build a Bridge, Passage of Guardians, Unicorn, Logic Doors, Souvenirs, Code Boxes, Mystery Machine & Escape.

£11.25

**CREDIT CARD 24 HOUR  
Ansaphone Hot Lines  
(0923) 50234 or 33383**

### Versatile **BEEB SPEECH SYNTHESISER** Unit



The Watford Speech Synthesiser is a very flexible speech synthesis unit based upon the powerful phonemes system. This system stores the building blocks of speech (called phonemes) and allows you to combine them quickly and easily to form virtually any word imaginable.

Supplied with an advanced ROM, you are provided with a 500 word dictionary to get you started. These can easily be added to by following the notes given in the comprehensive manual.

**SPECIAL PRICE £32** (carr £2)

**Continued** →



## COMPUTER CONCEPT'S ROMS

ACCELERATOR	£30
CARETAKER Basic Utility	£23
DISC DOCTOR	£28
Graphics ROM	£29
TERMI	£25
COMMUNICATOR	£49
Printmaster	£24

## Wordwise

£26

## Wordwise plus £40

We are giving away absolutely **FREE**, the superb Word-Aid ROM worth £24, with every WORDWISE PLUS package bought from us.

## Word-Aid

The most comprehensive  
utilities ROM  
for Wordwise-Plus

Extend the power of your Wordwise Plus word processor with this most advanced ROM from Watford. By utilising the powerful Wordwise Plus programming language, WordAid provides a whole host of extra features, all accessed via a special new menu option. This ROM has been personally approved by Mr Charles Moir, the author of WORDWISE PLUS.

- Alphabetical sorting of names and addresses.
- Text transfer options.
- Chapter marker.
- Epson printer codes function key option.
- Search and display in preview mode.
- Embedded command removal.
- Print Multiple copies of a document.
- Multiple file options for print and preview.
- Address finder.
- Label printer.
- Mail-merger.
- Number/delete/renumber.
- Clear text-segment area.
- BBC B, B+ and Master compatible.

Only £24

(N.B. Word Aid requires a Disc Interface in your Micro)

HI-WORDWISE-PLUS DISC: £5

SPELL MASTER £42

Inter SHEET ONLY £37

## INTER CHART

ONLY: £25

## Inter-WORD

£36

## MEGA-3 ROM

Interword, Intersheet & Interchart –  
3 in one ROM

£76

## INTERBASE £49

All Prices Exclusive of VAT

## MINI OFFICE II

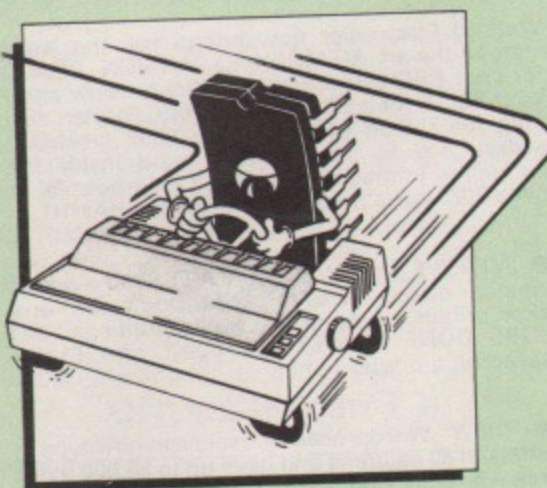
DISC Version for BBC B & B+	£14.00
DISC Version for BBC Master	£16.50
Disc Version for the Compact	£18.00

(When ordering please specify for which Micro & 40 or 80 track Disc).

## Advanced Computer Products

Advanced Disc Toolkit	£30
Advanced Disc Investigator	£25
Advanced 1770 DFS BBC	£29
Advanced 1770 DFS Master	£30
Advanced File Manager	£25.00
Advanced Control Panel	£30.00

## VIEW PRINTER DRIVER ROM



View is a powerful word processor, but until now has seriously lacked in terms of printer support. With the launch of our Printer Driver ROM, which includes an extremely powerful and easy to use Printer Driver Generator, View users can find themselves in the realms of advanced word processing only at a small outlay.

The VPD extends View's printer command with a series of mnemonic commands. All standard highlight sequences are also supported. A large range of printers are supported by drivers contained within the ROM (the drivers can be downloaded and customised). Printers supported include: Epson's MX, RX, FX, LX, JX80 range, Hi80, KP810/910, PW1080, JP101, HR15, M1009, GLP, Panasonic KX-P1081/2, JUKI 6100, etc.

Other printers are readily supported by defining a Printer Driver using the built in Printer Driver Generator. The features mentioned below are available to both the built in Printer Drivers and user defined drivers (assuming the printer supports the features).

NLQ control, Underline, Bold, Proportional Spacing, Microspacing, Italic, Superscript, Subscript, Condensed, Enlarged, Double Strike, Set lines per inch numerically (e.g. LPI 6), Set characters per inch numerically (e.g. CPI 5), Select printer font, Select printer ribbon colour, Translation sequences, Emulation of BBC Character Set, Simple numeric expressions for certain operations, Full printer setup, Send control codes, Print prompt on screen, Redefinable Pad character, Pause for key press, Prompt to change daisywheel, and Execute \* command when printing.

Other features include a very powerful on screen preview, with bold, italic, underline, super/subscript, enlarged highlights, and a special printer driver to allow memory based text to be previewed by View 1.4. Of course, View 1.4, 2.1 and 3.0 are all supported, as is Shadow RAM and 6502 Second Processors. The BBC B series and Master series of micros are supported. A comprehensive manual is supplied. All in all, a very professional product for the discerning user who wants power at their finger tips. (Write in for a detailed leaflet).

Price: Only £33

VIEW WORDPROCESSOR 2.1 £35

VIEW 3.0 ROM £48

VIEW PROFESSIONAL £59

VIEW SHEET (Acornsoft) £36

VIEWSTORE £36

VIEWSPELL with 80 track disc £29

VIEWPLOT Disc £20  
(Please specify for Master 128 or Compact)

VIEW-INDEX £12

OVERVIEW Packs 1 & 2 £69

## Watford's own Sophisticated VIEW PRINTER DRIVERS

Epson FX80 & Kaga KP (Disc)	£8
Juki & Brother HR15 (Disc)	£8
Silver Reed Printers (Disc)	£8

## OFFICE MASTER



**CASHBOOK** – A complete "Stand Alone" accounting software package for the cash based sole trader/partnership business. It is designed to replace your existing cashbook system and will provide you with a computerised system complete to trail balance.

**FINAL ACCOUNTS** – Will take data prepared by the Cashbook module and produce a complete set of accounts as following: Trial Balance with inbuilt rounding routine; Notes to the accounts; VAT Summary; Profit & Loss A/C; Balance Sheet.

**MAILIST** – A very versatile program. Enables you to keep records of names and addresses and then print, examine, sort and find them, all with special selection techniques.

**EASILEDGER** – A management aid software tool designed to run alongside an existing accounting system. Essentially a Debit/Credit ledger system which can handle sales, purchase and nominal ledger routines to provide instant management information.

**INVOICES & STATEMENTS** – Greatly reduces the time and cost of preparing Invoices and Statements by storing essential information like customer names, addresses and account numbers. Has VAT routines and footer messages facility.

**STOCK CONTROL** – Allows you to enter stock received, stock out, summary of stock items and current holdings together with details of total cost, total stock to minimum level, units in stock ordering, quantity and supplier detail.

All this for only £21 (Disc)

## OFFICE MATE



- DATABASE
- BEEBCALC SPREADSHEET
- BEEBLOT GRAPHICS

**DATABASE** – Set up a computerised card index system with powerful search facilities.

**SPREADSHEET** – Offers many calculation and editing features.

**BEEBLOT** – Provides visual representation from Spreadsheet data.

OFFICE MATE Only £10 (Disc)



## BOOKS (No VAT on Books)

15 Hr Wordprocessing BBC/View	£5.95
15 Hr Wordprocessing BBC/WW & WW+	£5.95
30 Hour BASIC (BBC Micro)	£12.95
6502 Assembly Language Programming	£19.95
6502 Application	£13.95
6502 Development Package	£7.50
6502 Programming the	£16.95
6502 Reference Guide	£10.95
68000 Assembly Language	£15.95
68000 Assembly Language Prog.	£19.95
68000 Assembly Language Techniques	£24.95
68000 Machine Code Programming	£13.00
68000 Microprocessor Handbook	£14.95
68000 Programming the	£22.95
68000 User Guide	£8.95
6809, Programming the	£18.95
<b>Advanced User Guide for BBC</b>	£10.95
Amiga Hardware Ref Manual	£23.70
Amiga Machine Lang. Guide	£19.95
Art of Microcomputer Graphics	£16.95
Assembly Language Prog. for the BBC	£10.95
Assembly Language Quick Ref.	£21.95
AY-3-8910 Programmable Sound Generator	
Data Manual	£3
BASIC 2—User Guide	£2
BBC—Advanced Graphics with the	£11.75
BBC—Advanced Programming	
Techniques for	£8.95
BBC Basic Guide	£19.95
BBC Computer Handbook—	
The Complete	£14.95
BBC—Mastering Assembly Code	£8.95
BBC Micro & the small Business	£5.75
BBC Micro—File Handling On	£8.50
BBC Micro—within the	£13.95
BCPL User Guide	£14
BCPL The Language & its Compiler	£8.50
C Big Red Book of	£7.50
C—A Dabhand Guideto	£14.95
C for Programmers	£9.95
C Programming Lang. 2nd Edition	£24.95
COMAL—Introduction to	£9.50
Complete FORTH	£6.95
Computer Graphics & CAD fundamentals	£9.95
Deutsch Direkti (Book only)	£5.95
DNFS Instruction Booklet	£2
<b>DISC FILING SYSTEM (DFS)</b>	
<b>Operating Manual for BBC</b>	£6.95
File Handling on BBC Micro	£8.50
FORTH—Advanced	£9.95
FORTH on the BBC Micro	*£9.95
Hackers Handbook—New	£6.95
Hitch-Hikers Guideto A.I.	£8.95
Introduction to COMAL	£9.50
Inside Information, Computers & Coms.	£9.95
ISO-PASCAL Reference Manual	£9.95
LISP the Language of	
Artificial Intelligence	£13.95
Logo on the BBC Micro	£7.50
<b>Mysteries of DISC DRIVES and DFS</b>	
<b>REVEALED</b>	£5.95
Mastering Assembly Code	£8.95
Mastering Interpreters &	
Compilers	£14.95
Mastering Music	£6.95
Mastering the Disc Drive	£7.95
Master 512 Guide—Dabs	£9.95
Master Operating System	£12.95
Master Reference Manual Part 1	£14.00
Master Reference Manual Part 2	£14.00
Master Reference Manual—Advanced	£19
MINI OFFICE II—A Dabhand Guide	£9.95
PASCAL—Introduction to	£17.95
PASCAL Programming	£9.45
Practical Disc File Techniques	£5.95
<b>The Epson FX-KAGA PRINTER</b>	
<b>Commands REVEALED</b>	£5.95
The Software Business	£5.50
Towers Int. Transistor Selectors	£14.95
Understanding Interword—	
A Beginners Guide	£6.50
Using DOS+ on the 1512	
(95% Ok for 512 Bd)	£9.95
View 3.0 User Guide	£10
View Guide (View 2.1)	£4.50
Viewsheets & Viewstore Dabhand Guide	£12.95
Mastering View, Viewsheets &	
Viewstore	£12.95
VIEW Dabhand Guide	£12.95
Viewsheets User Guide	£10
Viewstore User Guide	£10

Writing Interactive Interpreters	
& Compilers	£8.45
Wordwise + A User Guide	£9.95
Z88 Computing	£9.95
Z88 Using Your	£9.95

**Carriage on Books vary between £1 to £3.50, depending on their weight.**

## BOOKS for IBM PC & Compatibles

1-2-3 For Business 2nd Edition	£20.95
1-2-3 Command Language	£19.95
1-2-3 Special Edition (QUE)—Using	£21.95
8086/8088 Assembly Language Prog.	£12.45
8086/8088 Programming the	£17.95
Ability—Using	£12.95
Accountancy software in Business—	
Using	£12.95
Advance C Tech & Application	£19.95
Advanced Tech. in Turbo Pascal	£19.95
Aldus Pagemaker—Using	£21.45
Amstrad Basic 2 Manuals	£12.95
Amstrad Technical Manual for 1640	£19.95
Amstrad PC Programmers Ref Guide	£7.50
Amstrad PC 1512-1640 Step by Step—	
Using	£8.50
Amstrad PC 1512/1640—Using 2nd Ed.	£9.95
Amstrad PC 1512 PC User Guide—2nd Ed	£9.95
Autocad—Using Release 10	£26.95
Business companion on the 1640	£12.95
dBase II & III—Understanding	£7.95
dBase II—Working with	£9.95
dBase III—Mastering	£21.95
dBase III Plus	£12.95
dBase III Plus—Complete Reference	£19.95
dBase III Plus—Mastering	£21.95
dBase III Plus Handbook 2nd Edition	£20.95
dBase III Plus—tips, tricks and traps	
(QUE)	£20.45
dBase III Plus—Quick Ref. Guide	£4.95
dBase III Plus—Quick Prog. Guide	£8.95
dBase Instant Reference (III & III+)	£10.95
dBase IV—Handbook	£19.95
dBase 4—Understanding	£22.95
DOS Instant Reference (upto 3.3)	£10.95
DOS, Mastering for Versions upto 3.3	£19.95
DOS Power Tools (includes a disk)	£39.95
DOS Plus Manual/Amstrad PC	£10.95
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## The Advanced Reference Manual for the BBC Master

At last Acorn's long awaited Advance Reference Manual for the BBC Master Series of Microcomputers has now been published. Watford Electronics' own authors have edited and added missing sections to the original script and produced a very high quality publication.

It features information about:

- Memory Organisation
- Slow data bus
- Detailed circuit description
- Keyboard controller
- Screen display
- User port
- Serial Processor
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- 1 Mhz Bus
- Machine operating System
- Second processors—Internal, Z80 and 80186
- Disc Filing Systems
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- Terminal Emulator & Editor
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- Comprehensive appendix on 65C12 instruction set

At the rear of the manual there are pull out circuit diagrams for the Master 128K. A worth-while addition to any Master owner's library.

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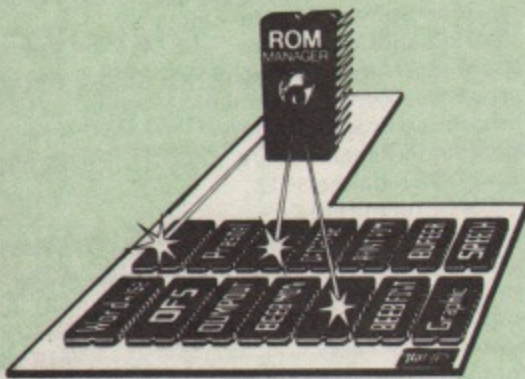
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## ROM MANAGER

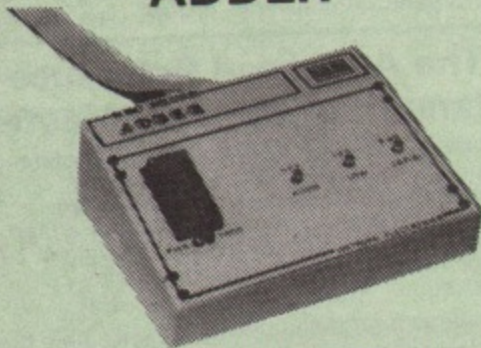


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- Automatic disc buffering to allow programming of 32K 27256 devices from a 32K file without extra effort.
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- Works with all standard filing systems. Generates header code for RFS ROMs to allow Basic programs etc. to be stored in EPROM. More than one file per ROM permitted.
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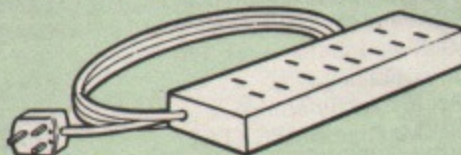
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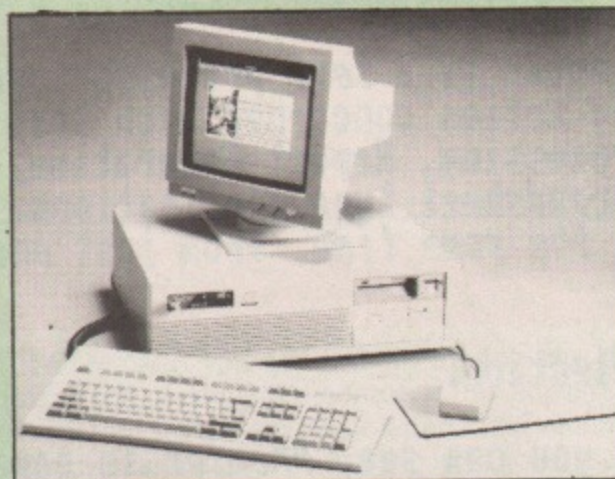
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### Specification:

- 16 Bit Intel 8088-2 or NEC V20 78108 microprocessor, running at 8MHz or 4.77MHz. (3 times faster than IBM PC/XT).
- 8087-2 maths co-processor, optional.
- 640K minimum expandable to 1024K on system board, extra 384K RAMDISK available.
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- CLOCK on System board, gives non stop DATE & TIME.
- 8 expansion slots.
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- Mono graphics/parallel card.
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- 150W power supply.
- GW-BASIC 3.21.

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- 80286 microprocessor.
- Optional 80287 Maths co-processor
- 640K RAM standard expandable on-board to 4MB.
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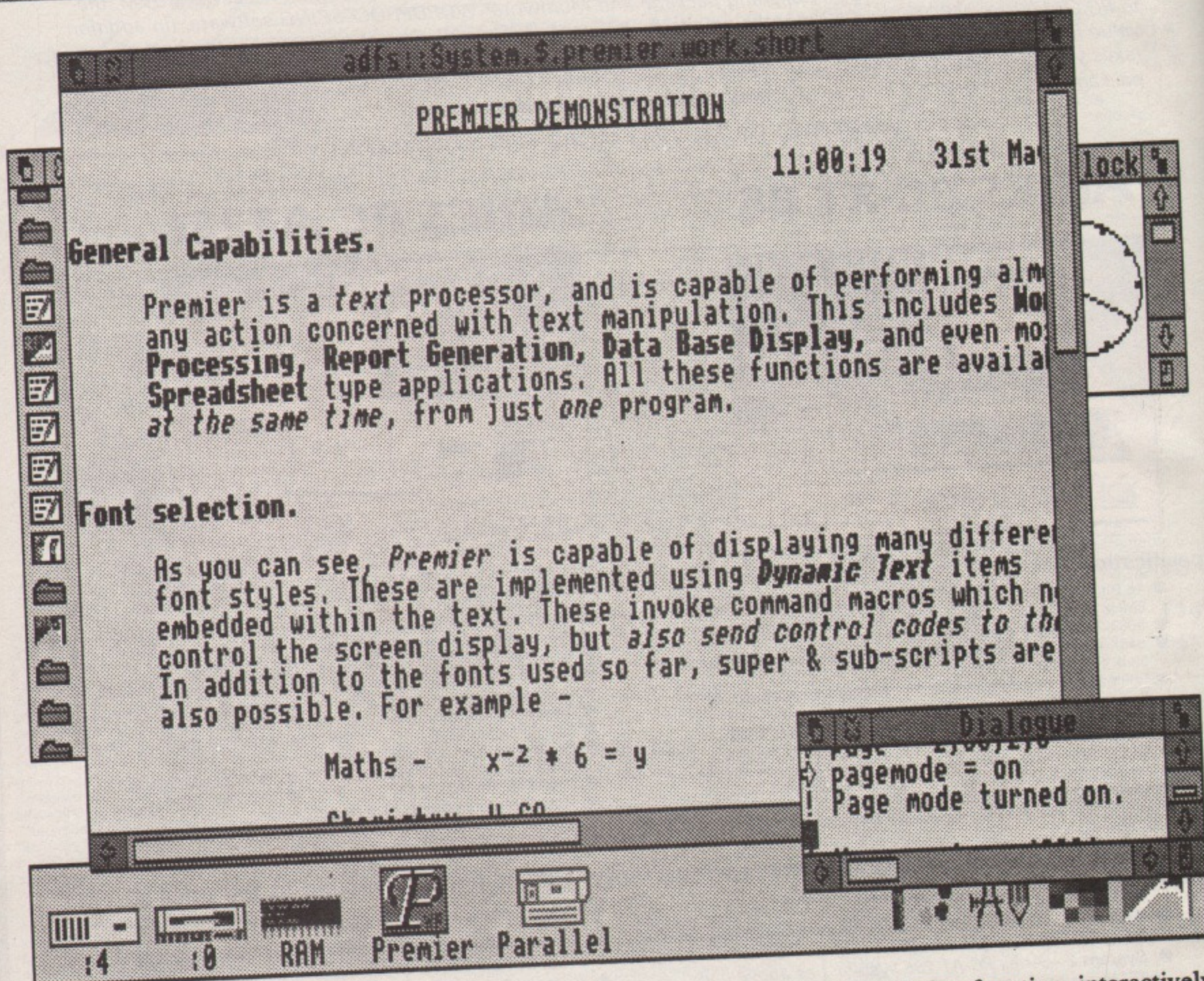
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# Spelling

# it out

*John Allen  
checks the  
usefulness  
of a new  
PipeDream  
adjunct*

Product: PipeDream SpellCheck

Price: £49.45

Supplier: Colton Software, Broadway House,  
149-151 St Neots Road, Hardwick Cambridge CB3  
7QJ.

Tel: 0954 211472

**P**IPEDREAM is proving to be a big seller on the Archimedes, which is good news for compatibility, since it is also available on three other machines – the BBC Micro – as View Professional – the Z88 and the PC. Colton Software is developing the product further and has produced a spelling checker add-on, PipeDream SpellCheck, which can be installed into PipeDream and work within it, rather like Spell-Master does with word processors on the BBC Micro.

Of course PipeDream is more than just a word processor – it is probably best as a spreadsheet – but the addition of a spelling checker means that it can be taken seriously for writing.

It works with PipeDream version 2.2 or later, but if you have an earlier one Colton Software will exchange it if you send in the master disc and a stamped addressed envelope. To install SpellCheck it is necessary to start again with a fresh uninstalled copy of PipeDream. It is quite simple and the result is more files on the PipeDream disc or in the hard drive directory if you have one and an extra *Spell* menu. Like the other PipeDream commands, SpellCheck can also be used via ALT sequences.

Before looking at SpellCheck in detail it is worth making it clear what a spelling checker does, which is compare words it is given against a dictionary to see whether they exist. It cannot check for context, so will not pick up mistakes like *there* in a document instead of *their*. Nevertheless most are simply typing errors which are found easily.

SpellCheck has a dictionary of around 80,000 words and it is possible to add more in the form of user dictionaries. These are intended for technical terms and proper nouns, but in practice I just use it to collect any words that I know to be correct but are not in the supplied dictionary file.

Both the main and user dictionaries are on disc, but if you are using floppies they should be loaded into the machine to allow faster access. This also means that the PipeDream disc can be taken out of the drive. There are a number of ways that SpellCheck can be used, but the two most useful ones, as with Spell-Master, are checking words as they are typed and checking whole documents.

With the former the micro gives a beep when a word isn't recognised. This can be ignored or, if the word is obviously wrong, it can be changed. Alternatively you can browse through the dictionary and locate the correct word. Once it is found, pressing Return puts it into the text at the cursor position, but it is still necessary to manually

## OTHER USES

As with Spell-Master, you can browse through the dictionary using wildcards in place of some of the letters. This allows the dictionary to be scanned for all words, say, with a particular ending, or by setting single letter wildcards it can be used to help solve crossword puzzles where only some of the letters are known.

The dictionary can also be searched for anagrams which might be useful to crossword addicts, provided they are prepared to cheat.



Turn to Page 100 ►



# REVIEW

PipeDream was reviewed in the August 1988 issue of *The Micro User*.

◀ From Page 99

delete the original.

If a whole file is being checked a dialogue box is displayed every time an unrecognised word appears, giving options to correct it manually, find a replacement by browsing through the dictionary, ignore the word or add it to a user dictionary. If the word is changed the new word will replace the original in the document before continuing with the check. I was disappointed to find that, unlike Z88 Spell-Master and many similar products on other machines, it does not make guesses at what the word should have been.

The usefulness of a spelling checker rather depends on what words are in the dictionary and the algorithms it uses to analyse text. SpellCheck defines a word as something that starts with a letter and only contains letters, apostrophes (') and hyphens (-).

I was reviewing SpellCheck at the same time as writing scripts for a Radio 4 science education series, so my exploration of the dictionary has been biased towards the scientific. The yardstick

I compared it against was Spell-Master and, in all, I found the coverage of useful words surprisingly patchy. Spell-Master has a smaller dictionary, but somehow it seems to contain more of the words I use.

SpellCheck follows correct usage more accurately, but that does mean that some words that are common usage are missing – like *contras*, *hand-held*, *forecasters* and *menstrual*. Also only very few of the common colloquialisms with apostrophes are there – omissions include *I've*, *shouldn't*, *they're*, *we'll* and *you've*. None of these are strictly correct in written English, but all are in common use.

As you would expect, very few names or places are there – although *John* was included – and two letter groups, such as post codes, were picked up as errors which Spell-Master simply ignores.

In order to be flexible a number of dialogue boxes appear from time to time. These often entail changing parameters which, while easy enough to do – generally only using the cursor keys – give scope for error when you are in a hurry and sometimes they are unnecessary. For example, after selecting check as you type from the menu a dialogue box appears to ask whether to switch checking on. This has a default of the current state *No* so to start checking it has to be changed to *Yes*, using the right cursor key, before pressing return.

Nevertheless, if you use PipeDream for word processing on an Archimedes then SpellCheck is close to essential.

## SUMMING UP

SpellCheck certainly adds the ingredient that turns PipeDream into a modern word processor. The dictionary is large but does have some surprising omissions. However these can be quickly covered by adding words to a user dictionary.

# The truth about TELEX

## How much does it cost to go on Telex?

You could go the conventional way and buy a dedicated Telex machine. The cheapest will cost you £1,604 (the Whisper), the dearest £2,892 (the Cheetah). You will also need a separate telephone line, costing £101 to install, plus £404 a year rental. That's a total outlay over the first year of a minimum of £2,109. (All prices include VAT.)

Or you could do what more and more BBC Micro users are doing – use your BBC Micro to double as a Telex machine. And just use your ordinary telephone!

## How do I turn my BBC Micro into a Telex machine?

All you need is a modem and appropriate communications software (see the advertisements in this issue), a telephone, and a subscription to MicroLink. Telex is just one of a growing number of services available to micro users on MicroLink. You can also read the news as it happens, go telesshopping, create your own closed user group, send telemessages and electronic mail right round the world, download free programs directly into your micro... and much more.

## But why use Telex?

Because it's a standard means of instant communication between businesses. Today there are 150,000 Telex machines in use in Britain – and more than 2 million worldwide. It's used to dramatically speed up business communications – it's just as quick as using the phone but far more efficient, because you have a hard copy of every "conversation" for your records.

But there's a big bonus you get when you use MicroLink for Telex that the conventional way doesn't offer.

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Price: £29.95 (mail order only)  
Supplier: Swift Software, 347 London Road, Hazel Grove, Stockport, Cheshire SK7 6AA

**W**HAT was that word? It was on the tip of my tongue a moment ago. Perhaps it will come back to me in a while if I don't think about it. If this thought has ever hit you while in the middle of writing some purple prose you will know how distracting, disruptive and irritating it can be. If it has happened to you you've probably discovered the benefits of a thesaurus – a book of words rather like a dictionary.

But whereas a dictionary is arranged alphabetically a thesaurus is organised by ideas or topics. So *bore* could lead you to the concepts *breadth*, *pierce*, *wave* and *tedium*, all relating to different meanings of the same word.

It can take a long time to find the exact meaning you want among the wealth of human intellect in such a book. Now Keyword has arrived, extending this idea to interactive help for word processing on the Archimedes. It offers more than 10,000 words and nearly 1000 subject headings.

Starting it up merely involves double-clicking on the directory viewer icon of !KeyWord, and after a few seconds the Keyword icon appears on the bar to show the utility is ready for action.

Clicking Select on the icon bar calls up the Keyword window. This consists of an 18-character one on the left where you type in your inquiry and a larger window on the right where words and categories found will appear. The dictionary is held on disc, which must therefore be present while Keyword is in use. You can also load it on to the ram disc for virtually instantaneous performance if you can spare 264k of memory.

Imagine looking for a word that has something to do with being speechless, you type in the word *speech* and after a brief whirr of the disc two matched words are shown – *speech* and *speechless*. Clicking Select on *speechless* yields two categories *muteness* and *wonder*. Clicking the former reveals 16 possibilities, of which *dumbfound* is close enough.

There is no doubt that this is a very useful and powerful piece of software. As it operates under Risc OS it can be used while you are in the middle of word processing – simply point the mouse and off you go. It also takes up much less shelf space than a printed thesaurus and it is much quicker,

even if you are an expert index-flicker. Lastly it is fascinating to browse through, illustrating the bewildering complexity of meanings inherent in the English language that makes a thesaurus necessary in the first place.

It has its drawbacks: It is more expensive than even the largest printed thesaurus I could find in my local shop and unlike book editions it fails to separate entries by parts of speech.

Sadly, there are a number of spelling errors – for instance *indefinate*, *defense*, *intelligability* – which the second edition, being supplied is claimed to rectify. Also, despite the implication on the back of the manual, it does not seem to show antonyms, only synonyms.

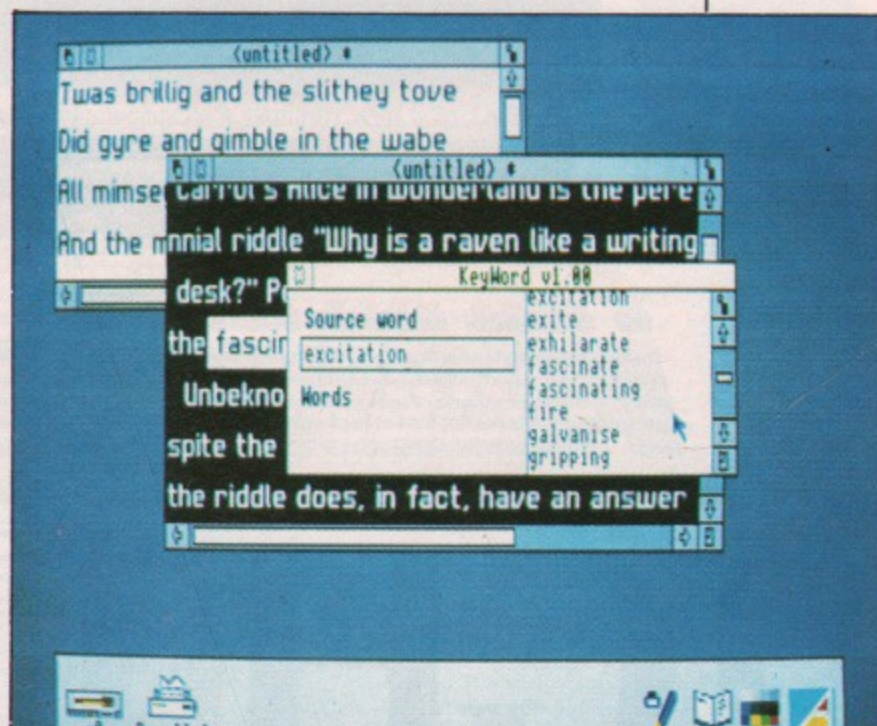
Purely from the point of view of someone who loves the richness of expression that the English language affords, I have to say, regretfully, that although 10,000 words represents many times the average person's vocabulary, the scope does not feel broad enough for use by professional writers who may need to write in depth on any subject.

As a true thesaurus, therefore, Keyword is limited by its size. However, as a word finder for everyday use it is excellent. Next time I am stuck for a word I shall be using Keyword rather than reaching for the thesaurus on the bookshelf. Give me convenience every time.

*Bruce  
Goatly  
goes word  
hunting*

## Summing up

Keyword is a very handy utility to have around, especially if your memory has gaps which once contained words. As a memory-jogger it is very quick and convenient to use. It does seem a bit pricey though for the number of words available.



Selecting the right word from Keyword



# SCAN

## The Hardware

**S**can-Light consists of a half-width expansion board (that will fit into any Archimedes), with on board ROM software and a choice of scanners. The hand-held scanner is able to scan or digitise pictures, text, signatures, diagrams from loose pages and books at 200 dots per inch. The full width version can scan complete A4 pages of information while the half-width scanner is restricted to a scan width of 105mm (just over 4 inches).

Both scanners have a brightness control and two different scan modes—normal monochrome mode suitable for line graphics or text, and a dithered mode suitable for photographs or half tone pictures.

Scanning a document is simple, the scanner is placed at the top

of the page, the scan button is held down and the scanner dragged down the page. As it moves over the document the scanned image is shown on screen and captured in the computer's memory.

## The Software

All the necessary scanner controlling software is included on a ROM as part of the interface board—it does not require programs to be loaded from disc.

The software is WIMP based and completely RISCOS compatible. This ensures it is both easy to use (all its features are controlled by menu options) and that it can multi-task with other RISCOS applications and run under the RISCOS desktop. (It is also completely compatible with the older Arthur operating system). Software features include:

- A full page preview is displayed, as the image is scanned, showing the digitised image as the

scan progresses down the page.

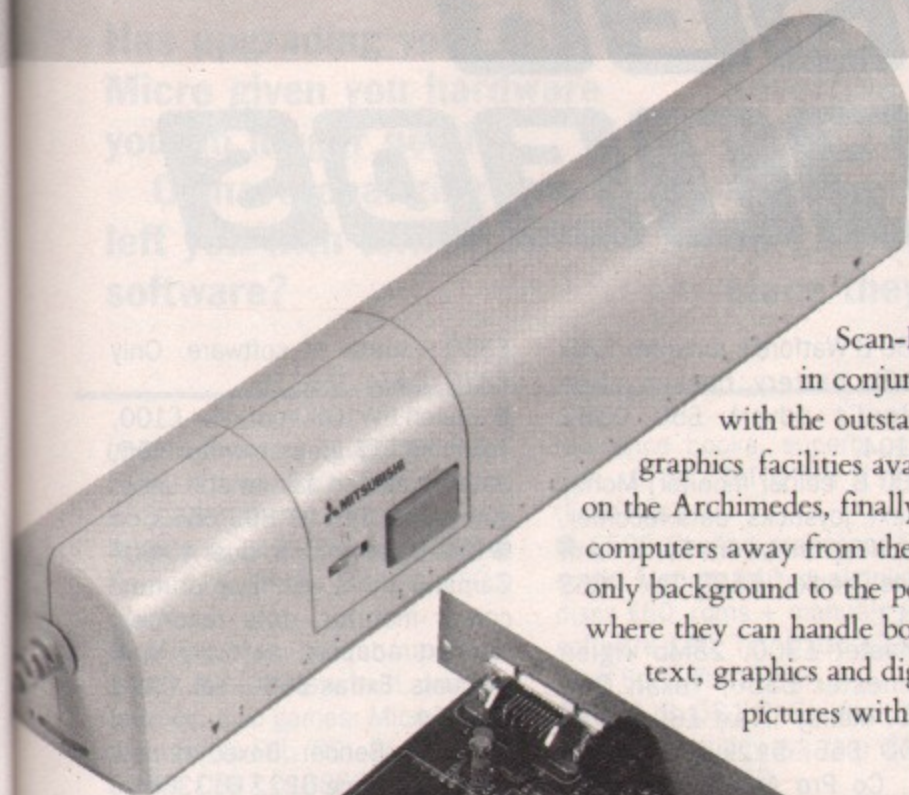
- Once scanned the image is shown full size within a resizable, scrollable window. The image may be magnified or reduced by any amount from 1% to 999% of original size.
- Pixel editing facilities allow individual pixels to be drawn or "undrawn".
- A variety of printer drivers is included to transfer the image to a range of dot matrix, inkjet and laser printers.
- A special grey-scale preview mode anti-aliases the scanned image to produce a true grey-level picture, allowing near photographic quality images to be obtained.
- Scanned images, or any selected part, may be saved in a variety of ways:
  - (i) As a compressed data file (saves disc space).
  - (ii) As a monochrome sprite.
  - (iii) As a 16 grey-level anti-aliased sprite.

The latter option is ideal for incorporating pictures or photographs into other programs such as Paint and Draw or any DTP program such as the Acorn DTP or Impression programs.



# LIGHT

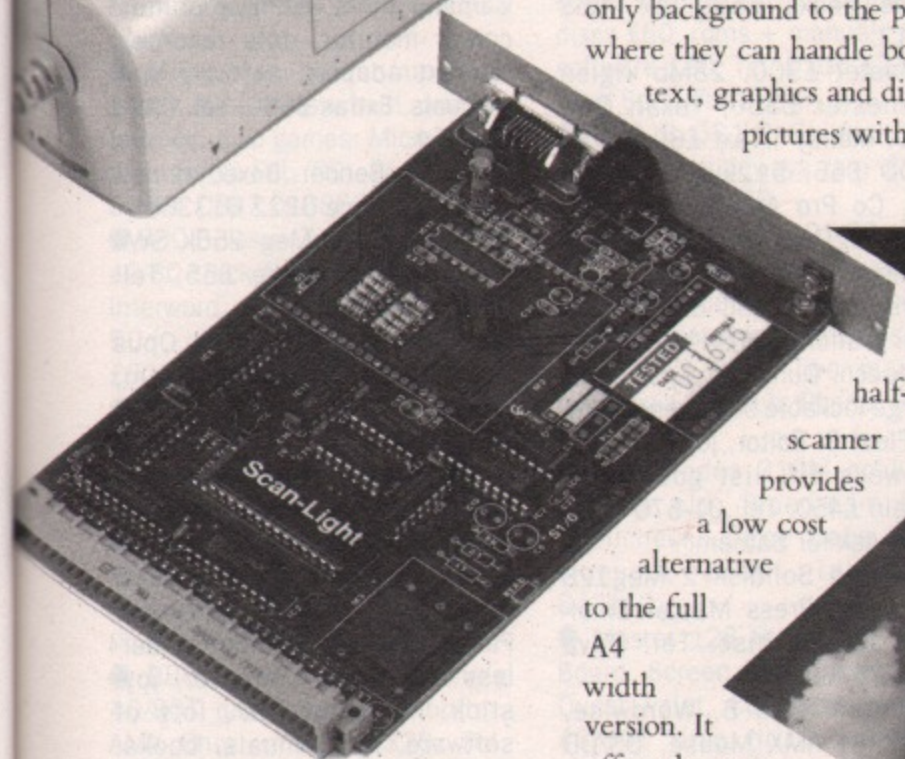




## Scan-Light

Scan-Light, in conjunction with the outstanding graphics facilities available on the Archimedes, finally takes computers away from the text only background to the point where they can handle both text, graphics and digitised pictures with equal ease.

# Now you have twice the choice!



## Scan-Light Junior

This half-width scanner provides a low cost alternative to the full A4 width version. It offers the same facilities and runs with exactly the same software but is limited to capturing 4 inch wide images. In addition, Scan-Light Junior offers a choice of scan resolutions from 100 dpi to ultra-high 400 dpi.



## Prices

**Scan-Light Junior**  
£189.00 + VAT for half-width scanner, interface board and software.

**Scan-Light** £449.00 + VAT for A4 width scanner, software and interface board.

Access and Barclaycard welcome.

Scan-Light runs on both the Arthur and RISCOS operating systems, and requires a 1 MByte machine.

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*We offer a full, no quibble, money back guarantee with Scan-Light. If for any reason you are not satisfied with this product you may return it for a full refund. This is in addition to our normal parts/labour guarantee and our free software update service.*

software for the Archimedes

The scanner, interface and ■



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B B+ M

**W**HILE wandering around Elsinor in Denmark — you know, the place where Hamlet had his castle — I was delighted to see *The Micro User* on sale in the town's main newsagents. Just outside the town is Denmark's technical museum where I saw a collection of ancient photographic equipment. Also on show was a collection of flick books and the idea suddenly clicked — or should I say flicked — why not a micro-generated flick book?

After all, a flick book is just a collection of drawings differing slightly from each other. To draw one by hand is slow and tedious, but a micro thrives on tedious repetitive tasks so it should be the ideal solution. Additionally, although flick books are generally considered childrens' novelties, I began thinking that maybe they also had some useful applications. The modern micro

with its graphic facilities can be a blackboard showing all sorts of moving systems with animated diagrams. However, the problem in a class situation is that once you have

shown an animation, it is difficult to set up the demonstration again. With a flick book each student could take home his own copy of the animation. Play it when he wanted, forwards, backwards and freeze frame whenever it suited. In short it would be on hand when needed.

The idea is to develop a program that will draw a series of images, then print out each frame which can then be photocopied, if necessary, and bound into a book. The major problem here is printing out the picture: While many commercial screen dumps exist they are designed to print single screens rather than a whole series.

Problems need to be divided up so each frame occupies a quarter of a Mode 4 screen. Then we need a printer dump that will print each frame along the width of the paper to give 12 frames per sheet — the idea is shown in Figure 1. The dump routine also needs to outline the frames for cutting and leave a margin at the top for binding.

Listing I is the source code of the dump routine and assembles it into memory at &A00. It is written for Epson-compatibles. However, it can be modified for other types capable of producing 640 dots across the paper. Some printers need different control codes to set them up to receive 640 dots, and these are placed in the subroutine at line 620.

The reason for choosing 640 dots is that this is exactly the number of pixels needed to dump two Mode 4 screens side by side. Also this dot density produces the correct aspect ratio on most printers, although the Epson LQ500 may give slightly elongated results.

When the dump routine is installed in memory the program in Listing II can be run. This is the outer shell of the program and supervises the drawing operations. The drawing is carried out by the procedure PROC\_DRAW, which has just one parameter — the frame number. If you look at Listing II you'll see that this procedure is not present.

The idea is simple, when you are developing a new flick book, first load in the shell (Listing II) and then add a draw procedure, which needs to be written independently. Once it has been developed you can save the whole program to disc using an appropriate name.

The shell sets up different areas of the screen for the draw procedure to use. It does this by setting the origin and defining a window for each of the four frames produced on the screen at one time. Thus the draw procedure need not concern itself with where the picture is going to appear on the screen, as it simply works in an area which is 640 by 512 — half the normal coordinate range.

Listing III is a simple draw procedure to produce a number of diamonds — you can add this on to Listing II for a complete program. When it is run you are first asked how many frames you want to use. This will set the total length for the flick book — 60 pages is about right for most. However you might like to look at the result quickly on the screen before you commit anything to paper, so select 12 to start with. You are then asked if this

*Mike Cook  
runs his  
thumb  
across an  
interesting  
idea*

# Flick book generator



is a test or to be printed. Type T to indicate a test. You will then see the first four frames on the screen; pressing the spacebar reveals the next four, and so on. The draw procedure uses the variable *FL%* — frame limit — to find out how many frames there are. This is a global variable from the shell and should not be changed by this procedure.

When you are satisfied with the drawings you can use a large number of frames and send the results to the printer. You will notice that the draw procedure prints the frame number in the corner of each picture. This is not essential but is quite handy when assembling the flick book.

Now printing out 60 frames, 12 to a page, will give you five pages of printout. Carefully cut along the dotted lines so that each frame is separate, but do not cut across the solid line at the top of each as this is the margin used for binding. Arrange all the pages in the correct order, hold the top between your thumb and forefinger and have a small flick. You should now see that the animation is correct. If it is not, the pages must be in the wrong order.

Now you have to bind the book so that it can be used permanently. Take the stack of pages and wrap it round completely with what Blue Peter viewers know as self-adhesive tape. Make sure the Sellotape is level with the line across the top of the frame. You will find that it protrudes over the end of the book.

Now take some PVA wood-working adhesive — the white sort — and flood the edge of the book with a thick layer — the tape will act as a retaining wall. Let it dry, preferably overnight, and keep the flick book in the upright position, this can be done by resting it between two books. When dry the adhesive will become translucent and the excess Sellotape can be trimmed.

Your flick book is then ready for its public performance. I've found that standard continuous paper tends to lose its rigidity and acquires a curl after a lot of use, but if rested the paper regains its original springiness.

Now let's see what other movie classics we can generate. Listing IV shows the transformation of

## Mixing and matching

The checksums for each part of the program have been created independently so to use them each listing must be typed in by itself, saved and then checksummed. To add the various draw routines to Listing II you should load the one you want then type:

```
*SPOOL DRAW
LIST
*SPOOL
```

Now load Listing II and type:

```
*EXEC DRAW
```

and the draw routine lines will be added.

one shape into another. What we have to do is define two shapes and let the micro calculate all the inbetween frames. When the flick book is made one shape will transform itself into another. We need to add Listing IV to Listing II in order to produce the book.

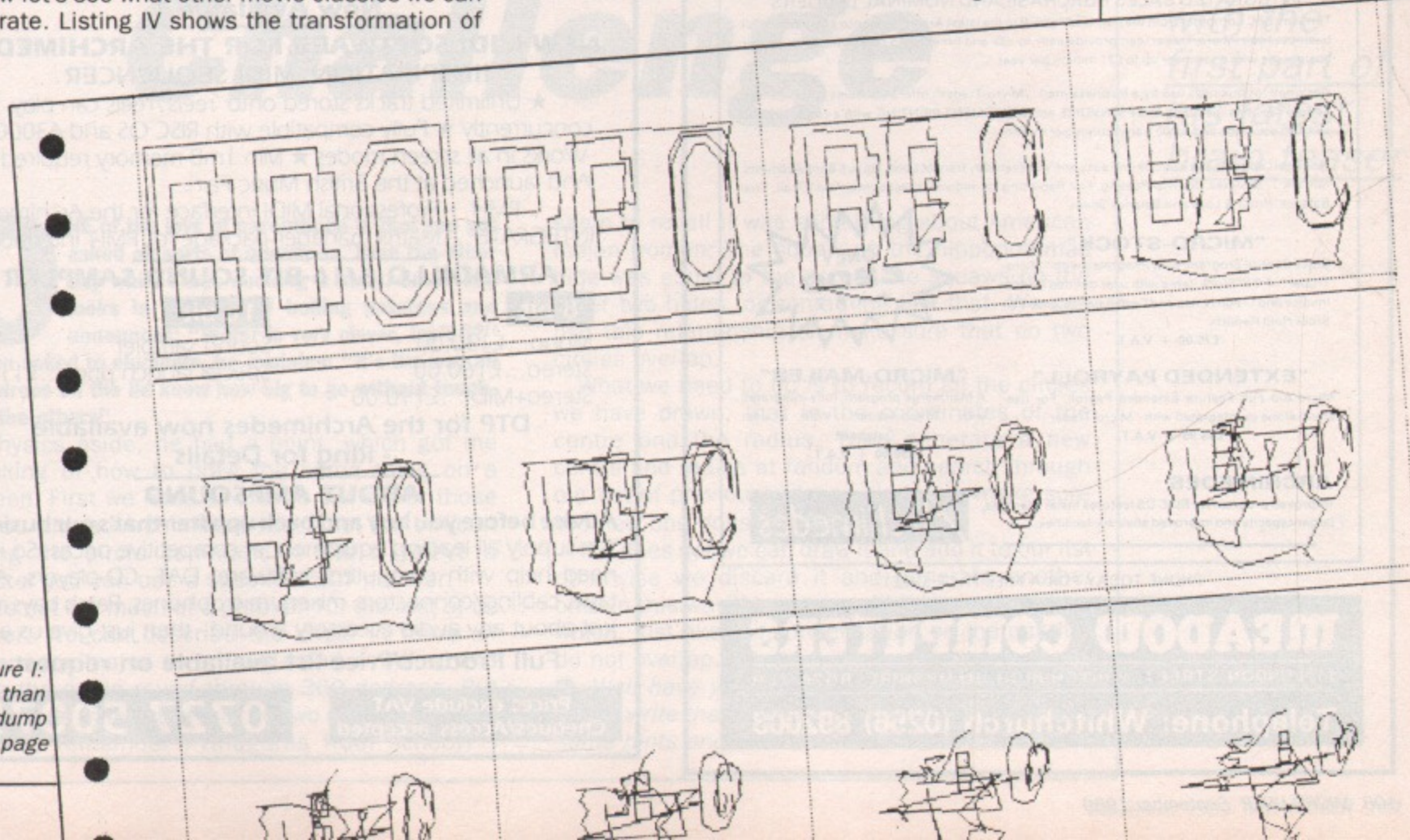
The two shapes are defined in the data statements. The format is simple — each pair of numbers represents coordinates and successive pairs are joined together by lines. The coordinates 0,0 are used to indicate that a new line should be started. When the shape is finished the coordinate pair -1,-1 is used.

The only restriction about the shape is that each should have the same number of lines and corresponding ones in the shape and each should have the same number of points. This might appear a hefty restriction at first, but it can be circumvented.

The two shapes in Listing IV are a star which needs nine points and a square that has five — remember the start and end point are the same place but still need to be entered. What we do in

Turn to Page 108 ►

Figure 1:  
More than  
one dump  
per page





## ◀ From Page 107

the line of fewer points is to add dummy ones; here they are the mid points of the line. Where this is more difficult to calculate, you can simply repeat coordinates in the shorter line.

It is best if you draw your own shapes on graph paper first and then read the points from this. The procedure works by reading all the points into an array — make sure it's big enough to take them all by altering the DIM statement in line 1190. It then calculates a point to use in the drawing that is a fraction of the way between the two that makes the start and end shape.

The fraction used depends upon how far the frame number is advanced compared with the total length of the flick book. For example, if we are halfway through the book, the point used to draw the line will be halfway between the position of the point on the starting shape and that of the ending shape.

Listing V contains new data for Listing IV, which defines the shape of the letters BBC and a picture of an owl. For best results run this with 120 frames and watch a complex picture emerge from the initials.

You might like to play about with the lines: By putting them in different orders you can get different intermediate messes. It is quite fascinating to watch the letters dissolving into a mass of lines and then miraculously a picture emerging

from them. Of course you can run the movie backwards simply by flicking the book the other way.

There is a serious side to flick books: I remember learning all about transverse waves and longitudinal waves in school — this is basically the two different ways a wave can propagate through a medium — and to illustrate these two types of propagation I have written two draw procedures for the flick book shell. These are shown in Listings VI and VII.

The first is the transverse wave, where each particle in the propagating media moves at right angles to the direction of the wave. This is illustrated by numbers — you can see each move up and down, but the result is a wave that moves from left to right.

In Listing VII a longitudinal wave is illustrated by a number of straight lines which move backwards and forwards as the wave moves from left to right. The beauty of using flickbooks to illustrate these waves is that they can be replayed quickly when needed to reinforce the concepts.

There are many more examples I would like to produce for the flick book but space does not permit. How about sending in your favourite drawing procedures or data statements of transforming shapes and we'll publish the best of them? Until then, happy flicking.

Turn to Page 122 ▶

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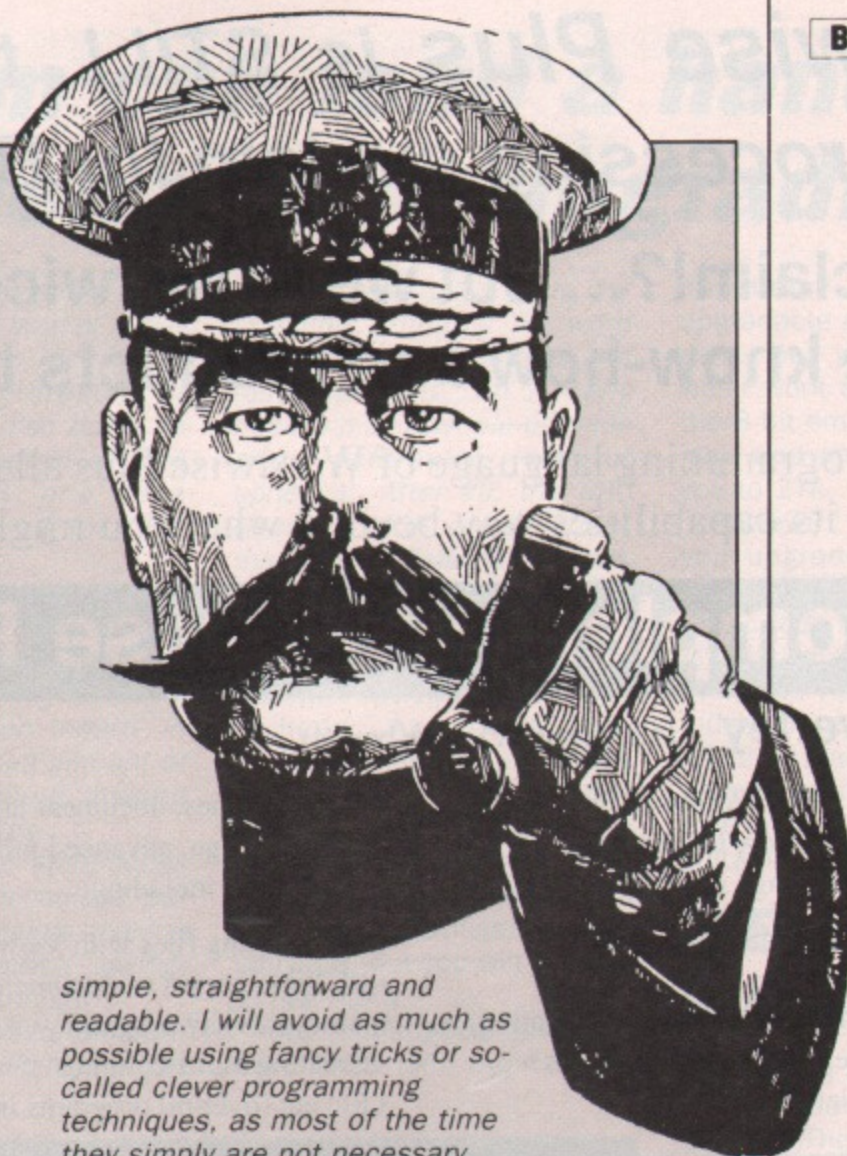
*Programmers' Challenge is a series of articles to let you exercise your programming skill at any level. It comes in three parts: The challenge, some hints and the solution.*

*In the Challenge I outline a problem for you to solve using your micro. This contains all the information you need to write the program. If you are a reasonably competent programmer you will need no further help. However if you are just beginning you might not be able to sort all of it out. Nevertheless, thinking about the problem and trying out a few ideas will help you develop your skills. What you need is the next section: Hints.*

*Here I set out an algorithm you can use to code up the problem. An algorithm is simply the method you are going to use to implement the solution. It should be relatively straightforward to convert into a simple program providing you are familiar with the language.*

*Finally, in the solution I will give you a simple, no frills program that does the job, along with suggestions for further improvement. You can check this against your own solution and perhaps sort out any points with which you had difficulty.*

*Remember, as far as a program is concerned, there are as many right answers as wrong ones, but the solutions I favour are*



*simple, straightforward and readable. I will avoid as much as possible using fancy tricks or so-called clever programming techniques, as most of the time they simply are not necessary.*

# Programmers' Challenge

Mike Cook  
has you  
going round  
in circles  
with the  
first part of  
his latest  
brain teaser

**O**NE of the joys of parenthood is that you get asked all sorts of questions. Take the other day while I was cooking a meal. Small boy looks in the pan of boiling potatoes and announces: "Water is very clever, isn't it?"

When asked to elucidate, he explains: "It's the way all the drops on the lid know how big to go without touching the others".

Physics aside, he had a point, which got me thinking of how to draw the same thing on a screen. First we need to draw a circle. For those of you with an Archimedes that's not too difficult using the circle command — and if you've a Master you can use a specific PLOT number.

It's not too much of a problem for the rest of us either. We can describe the circle in terms of polar coordinates as an angle and a radius, and step the angle round through 360 degrees. But how do we make sure that no two circles overlap?

Well, remember Pythagoras from school? I

seem to recall it was something about American Indian women: The squaw on the hippopotomas hide was equal to the son of the squaws on the other two hides, or something like that. We can use this relationship to make sure that no two circles overlap.

What we need to do is to record all the circles we have drawn, that is the coordinates of the centre and the radius. Then generate a new centre and radius at random and search through our list of previously drawn circles to make sure the new one does not overlap.

If it does not we can draw it and add it to our list otherwise we discard it and generate another one. In this way the screen will fill up with circles which, just like the condensation on the pan lid, do not overlap.

● *Well have you enough to go on? I challenge you to write the program. See you next month with some hints and the month after with a solution.*



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  - Mark paragraph
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## Arm can lend a hand when you're upgrading

I HAVE been a prolific and contented user of a BBC B for many years and would have every intention of continuing in this happy state for many more to come.

But I am continually being told by dealers and colleagues in the industry that the poor old BBC Micro has had its day, that it is now obsolete and has been superseded by other and better machines. My question is what machines?

I require three harmonic voices and more if possible, which would seem to rule out the IBM PC and its clones. I don't particularly need advanced graphics, though if I had such a facility I would probably amuse myself with it for a little while.

What I am looking for is a much better disc filing system than the 31 file seven character name system I have at present and, despite having the Aries memory extension

board, I would like a little more than my present limit of about 26k ram.

I am also interested in adding a hard disc drive, to increase the number of files visible at any one time without the need for disc swapping.

It is very important that I find an upgrade on to which I can transfer my data files and which can run my existing software, written mostly in Basic with a small amount of assembler, without making extensive changes.

The Master or Archimedes do seem obvious choices, but again I hear dealers making discouraging noises, saying: "It's still Acorn though".

So tell me, where should I go and how should I spend my

money wisely? I use my machine primarily for word processing, with comms and music printing. All I really need is a compatible upgrade and continuity without upheaval. After all, the BBC Micro is still an excellent machine. — **Colin M. Johnson, Hythe, Kent.**

● In some ways your requirements cancel out your choices. As you've discovered, adding shadow memory gives you the maximum of 27k main memory but changing to a Master won't help — the extra 64k won't be utilised by your software, but you will be able to use ADFS.

The Archimedes machines have more ram, eight sound

channels, ADFS and are upgradable or contain a hard disc. But your 6502 code won't work except on one of the 8 bit emulators which are slow and once again restrict you to 27k.

However, all is not lost. If you upgrade to the 32 bit machine you can convert your 6502 code back to Basic and it will probably run fast enough for your needs. Indeed, Arm code is similar to 6502 in many ways and very easy to learn, so perhaps this type of conversion would be suitable.

### Expert debugged

THERE is a very minor bug in Table Expert from the June issue of The Micro User.

The problem arises when incorrect answers are given for two multiplications, and the correct response for the first is greater than 10 while the right reply for the second is less than 10, meaning the second correct answer fails to completely overwrite the first.

It is easily overcome by adding the following to the end of line 1840:

```
;SPC(1)
```

— **Maurice D. Hodges, Tiddington, Dunstable, Beds.**

● You're quite right — it's one of those little errors that are so easy to miss.

### Strictly for the birds

SHEILA Hall, the keen bird watcher who wants to put her records on a micro, may be disappointed with Bird Spy from BBC Soft as mentioned in the June 1989 edition of The Micro User.

The program, which is excellent in its own way, is designed to be used with

Turn to Page 112 ►

### £10 Prize letter

#### Further into fractals

I READ your article about fractals in July's issue of The Micro User and found it very interesting. However, there seem to be two errors in the rules given to experiment with:

□ In the Peano Curve, the rule for X should be XFYFX+ F+YFXFY-F-XFYFX.

□ In the Dragon Curve, the rule for Y should be FX-Y.

Also the main program can be improved by adding the following lines:

```
1060 Nx=(MaxX-MinX)/1276
1070 Ny=(MaxY-MinY)/1016
1080 SX=(SX-MinX)*Nx
1090 SY=(SY-MinY)*Ny
1091 SFx=Nx*SFx
1092 SFy=Ny*SFy
```

which works out the correct screen size after just one execution, instead of two — maybe saving quite a bit of time as well.

Here are some curves I

designed myself:

□ Squares  
Start angle=90  
Turning angle=45  
Axiom=S  
Rule for S=[G+G+S]H  
+[G+G+S]H+[G+G+S]H+  
[G+G+S]H+  
Rule for F=FF  
Rule for f=ff  
Rule for G=f  
Rule for H=FFFF

□ Sierpinski space filling curve  
Start angle=-270  
Turning angle=45  
Axiom=S  
Rule for S=L+D+L+D+L+  
D+L+D+  
Rule for L=L+L+L--E--L+D+L  
Rule for D=FFF  
Rule for E=FFFF

□ W curve  
Start angle=0  
Turning angle=90  
Axiom=S  
Rule for S=L+F-F+L+F-  
F+L+F-F+L+F-F+  
Rule for L=L+G-G+L-F-L+G-  
G+L  
Rule for G=F

□ C curve  
Start angle=-270  
Turning angle=-135  
Axiom=TF

Rule for F=FP--F  
Rule for P=P++  
Rule for T=T+

I hope these will be of interest. — **Douglas Boffey, Halewood, Liverpool.**

● A couple of signs were missed from the rules printed. You are correct in putting the minus in the Peano Curve formula, but in the Dragon Curve a plus was missed off the rule for X, which should be:

```
X+YF+
```

### Win a tenner

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# LETTERS

◀ From Page 111

observations of birds coming to and going from bird tables. I assume that Sheila would want to record more than this.

A database would be useful, although again limited in its application. It really does matter what you intend to record. It would take time to set up even a simple database with fields for:

Name of species:  
Where seen:  
Date seen:  
Male:  
Female:  
Immature:  
Status:  
Weather conditions:  
Sighting confirmed by:

It would be fairly straightforward to do this on most databases and produce separate files for a life list, own area list, holiday lists and anything else of interest.

It's important to check the number of records the software you're going to use will hold - I have used Masterfile II successfully recording birds observed by schoolchildren.

If Sheila wants to do anything on the lines of counting the number of birds observed on visits, the use of a spreadsheet can be an invaluable aid with the species down one side and dates along the top.

It pays to take some time to work out what you want to record, because once you get into listing large numbers of species in detail you can get

ALL programs printed in this magazine are exact reproduction of listings taken from running programs which have been thoroughly tested.

However, on the rare occasions when mistakes occur corrections are published as a matter of urgency. Should you encounter error messages when you type in a program, they will almost certainly be the result of your own typing mistakes.

Unfortunately we can no longer answer personal programming queries concerning these mistakes. Of course letters about suggested errors will be investigated without delay, but any replies found necessary will only appear in the letters pages.

into all sorts of trouble with space available and the amount of memory on the BBC Micro. - Alan Clamp, Failsworth, Manchester.

## Two Beebs made better

THANK you for printing my letter - Two Beebs are better than one - in the June issue. Unfortunately line 40 of Program I was incorrect: It should read

```
40 *FX2,1
```

This causes the GET command to fetch characters from RS423 at line 60. - Nigel Barrett, Prescott, Merseyside.

## Adventurous Archimedes

I AM developing an adventure for the Archimedes and although I have not yet started entering things like

the locations I have written a number of routines to deal with text compression and inputs. They are in Basic but I feel are quite adequate for the job.

I hope to use a compiler once I have finished to make the game run more smoothly and quicker. Although I feel this adventure will be good - and hopefully of marketable quality, but I have a long way ahead of me yet.

I would feel happier if it were a graphical adventure and not solely text, but I have a problem. I know that sprites take up large amounts of memory - which is valuable for producing a good adventure - and if I incorporate graphics I will have wasted the advantage I have gained from using a text compression program.

I have heard of a technique from compressing graphics - used in Clare's Render Bender called Delta Compaction and if I could use this for compressing sprites in my adventure it would make a graphical one easier to

produce.

Please could you tell me if you know where I could get a program solely for compressing graphics and re-expanding them? - Max Palmer, Rutland.

● Delta compaction is fine for sequences of similar pictures because it stores differences rather than complete scenes. This wouldn't be applicable to an adventure.

An Archimedes screen compaction technique was published in the October 1988 issue of *The Micro User* for complete screens. You could modify this to display individual pictures and partial screens.

## Checksum discrepancy

IN the June edition of *The Micro User* there is a type in game called 5 Alive. After typing it all in, I ensured it was right using the checksum program - machine code version from February 1989.

I noticed that line 40 of Listing II was making the checksums incorrect. It said the following:

```
40 DIM H%(6),V%(8):*LOAD DATA
```

But line 90 of Listing I - the data creator - contained:

```
90 *SAVE XDATA  
4F00+900
```

Shouldn't the filenames be

# Dealing with the taxman

I WOULD like to comment on Jon Revis' review of accounts packages which appeared in July's issue of *The Micro User*, in particular Taxman. I would expect a reviewer to familiarise himself with a package before commenting on it, even if it is a bit unfriendly for the newcomer.

The program was developed over a period of two years and was written with the purpose of cutting out the author's accountant. For the small businessman who is prepared

to take some trouble to learn how to deal with his own tax affairs, Taxman can save the fee that the accountant pockets.

The author, Bob Allan, is a friend of mine and I have acted as a test bed for Taxman. I sacked my accountant three years ago on the strength of Bob's program. I now save myself about £600 a year and take up less time than when I used an accountant.

Had the review been con-

ducted correctly Mr Revis would have discovered that the presentation of the print-out is just what the tax inspector wants - in fact my tax office has commented favourably about it.

From the BBC B I now use it on my Archimedes which, despite the fact that for the purist it is badly written, neither my Archimedes nor bank manager complain.

To sum up, Taxman is not friendly until you learn how to use it. You will then see its

advantage: It produces a trading account, capital allowance computation and schedule of fixed assets as well as calculating the tax and NIC due. Taxman was not designed to do the job of the other two packages. - Stan Marshall, Newquay, Cornwall.

● We have no doubts that Taxman does the job for which it was intended. However, the unfriendliness of the program will prevent many people getting very far into it without giving up.

It's a pity that such a potentially useful piece of software is ruined by a poor user interface.



the same? After altering these lines, I checksummed lines 2920, 2940 and 2960 of Listing III:

```
2920 - - Tune 1
2940 - - Tune 2
2960 - - Tune 3
```

The checksums for these were:

```
2920 = 5956 7
2940 = 6965 E
2960 = 7914 2
```

but mine read:

```
2920 = 5956 6
2940 = 6935 8
2960 = 7914 C
```

Overall I found the game brilliant. Here's my evaluation along with Mike Goldberg's other game, *Skulls*, from the February 1989 issue:

```
5 Alive
Sound 10
Graphics 4
Playability 4
Addictiveness 10
Skulls
Sound 7
Graphics 8
Playability 8
Addictiveness 9
```

I must congratulate him on his super programs. — **Stephen Scott, Englefield Green, Surrey.**

● The checksums themselves do match the published listing — although you're right about the data filename. A development version was printed where we had changed the name to prevent accidental erasure of the correct data file.

The filenames should be the same but, providing you are consistent, you can change them both to anything you want.

As you say, your checksums for lines 2920 to 2960 match the ones published — but remember, only the first four digits refer to the current line. The fact that the last one is different shows that you have a discrepancy earlier in the program.

As Basic is an interpreted language, lines are only acted on when control reaches them, so you can put anything you want in a line — with or without a REM — providing the program never tries to execute it.

## Master roms socket snag

I HAVE a Master 128 and have bought the Dumpmaster screen dump rom from Beebug. It would only work when inserted in the middle of the Master's three rom sockets. Having recently bought Spellcheck III, I have encountered the same problem, and the only way to use Spellcheck is to unplug the Dumpmaster rom from the middle socket and replace it with the Spellcheck one.

Is it normal that I can only use the middle socket, and if not is there any way of overcoming the problem? — **Adam**

Wall, Lightwater, Surrey.

● The Master can take up to nine roms in positions zero to eight:

Rom	Location	Size
8	internal	16k
7	Internal	32k
6	Internal	
5	Internal	32k
4	Internal	
3	Cartridge	16k
2	Cartridge	16k
1	Cartridge	16k
0	Cartridge	16k

Rom eight is the middle one of the three you've

mentioned. The other two are roms seven/six and five/four which will take either a 16k rom or a 32k one.

However, the two internal 32k sockets — roms four to seven — can also be switched to be four banks of sideways ram which is already plugged in to your Master.

Currently your machine has the links set up so that the two 32k sockets are not in use, and instead 64k of sideways ram is available.

If you use the sideways ram — or have games that do — your best option is to buy a cartridge and plug your extra rom into that and then insert it into your machine.

To switch from sideways ram to internal rom socket you need to alter either link LK18 or LK19 which affects the socket it is closest to.

## Printing tips

MANY thanks for printing David Watts' letter — It's all Greek to the printer — in the June edition of *The Micro User*. It follows on well from Peter Harris's article, *Join the View Club* (September 1988).

Peter explained how highlight two can be used for Escape codes by using the edit command HT 2 27. This works fine for single letters or digits, but is no good for others like backspace, for example, which needs the sequence Escape BS.

The printer will accept the first letter, B, as a non-existent code and then print the second, S, in the normal way. However, highlight one can be used for backspace as in Figure IV of this article.

It is rather cumbersome, especially as View is not a wysiwyg language, but David Watts' method can be used for adding umlauts to vowels in German, even though the daisywheel of my Juki 6100 has no umlaut available. Turn the printer into graphics mode, and print two full stops for the umlaut as follows:

```
Bl*3a*--*-D. .*U *4tter,
```

This prints Blätter. Note

that \* is used to replace highlight two and — for highlight one.

Escape 3 is the code for graphics mode, cancelled by Escape 4. Escape D is the code for a half-turn of the platen, so that the full stops are printed up in the air and Escape U reverses this process, bringing the rest of the word level again. Note that two backspaces — each 1/120 inch — equal one forward space — 1/60 inch.

The same procedure can be used in a Basic program using the VDU1 command and Ascii numbers. For example, VDU1,27,1,8 produces a backspace. This was explained by Peter Noble in his article *Power to your printer* back in March 1987.

There is, however, one problem which David Watts does not mention, perhaps because it does not arise with his Greek alphabet. It is impossible to start a fresh line of text neatly with an umlaut over a letter, because one of the full stops needs to be backspaced slightly into the left-hand margin. This minor inconvenience can be overcome, if need be, by a judicious setting of rulers. — **S.A. McCoy, Wollaton, Nottingham.**

## Playing the generation game

I DO a lot of word processing, mainly on Wordwise Plus, and although it's a good program it sometimes crashes. Keeping backup copies is always a good idea, but somehow you never seem to get round to it.

However there's a really quick way of keeping up to seven generations of files. Give the file you're working on a single letter name — A — type for a little while, then enter the save option.

Wordwise Plus gives you the name of the program, so copy it and add a +. Then continue typing again and perform the process again and again copying the old filename and adding another +.

Eventually you get to the filename length limit. At this point just copy the letter name and start all over again.

When you restart work next day perform a \*INFO command and the longest file should be the last one you were working on and you can continue from there. — **Peter Lee, Stockport, Cheshire.**



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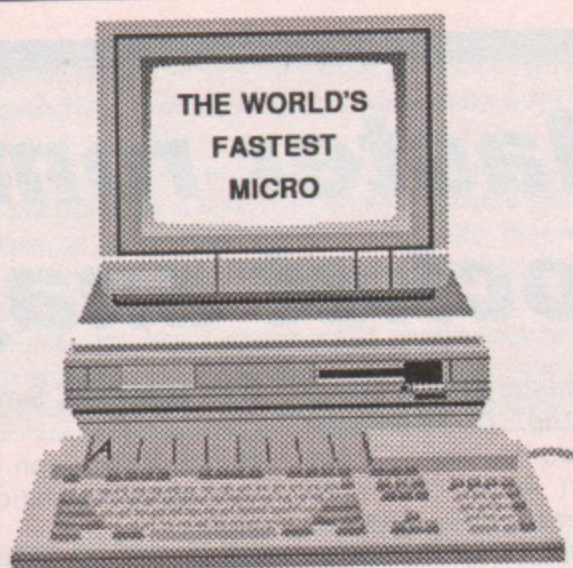
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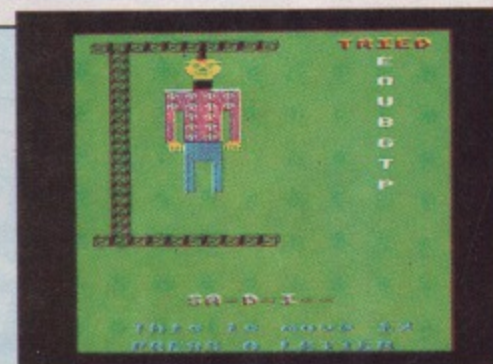
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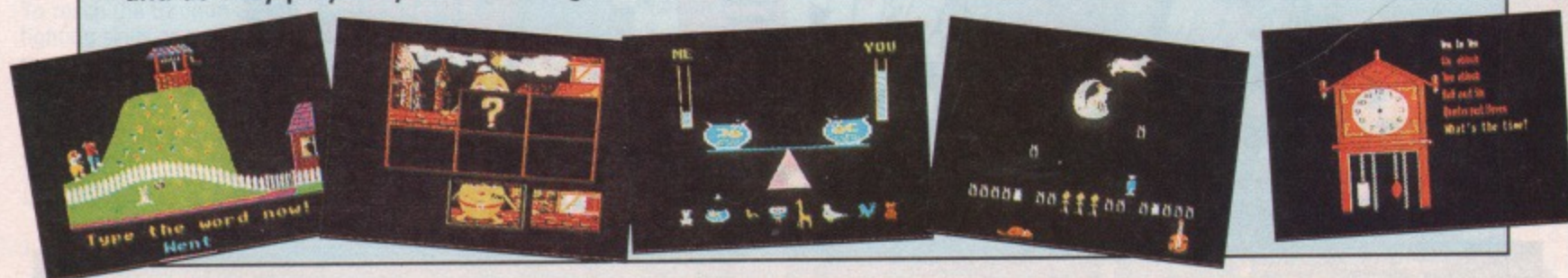
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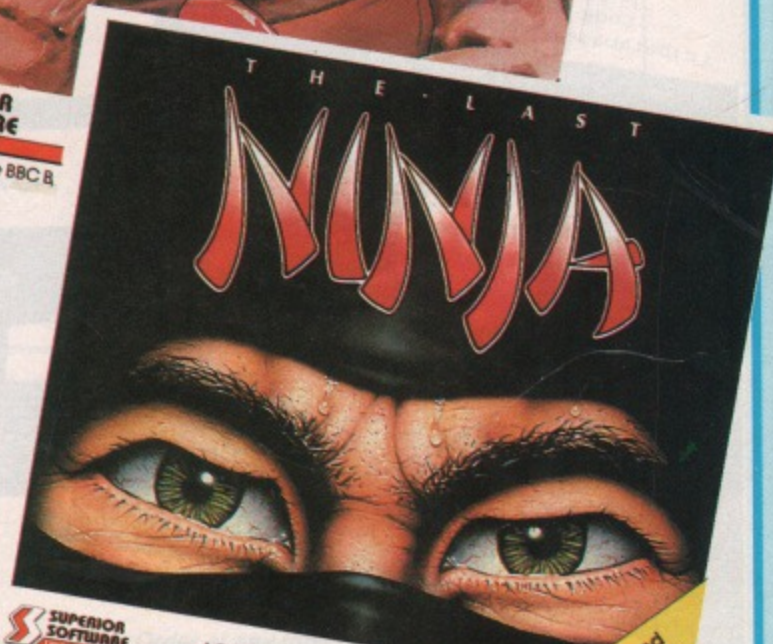
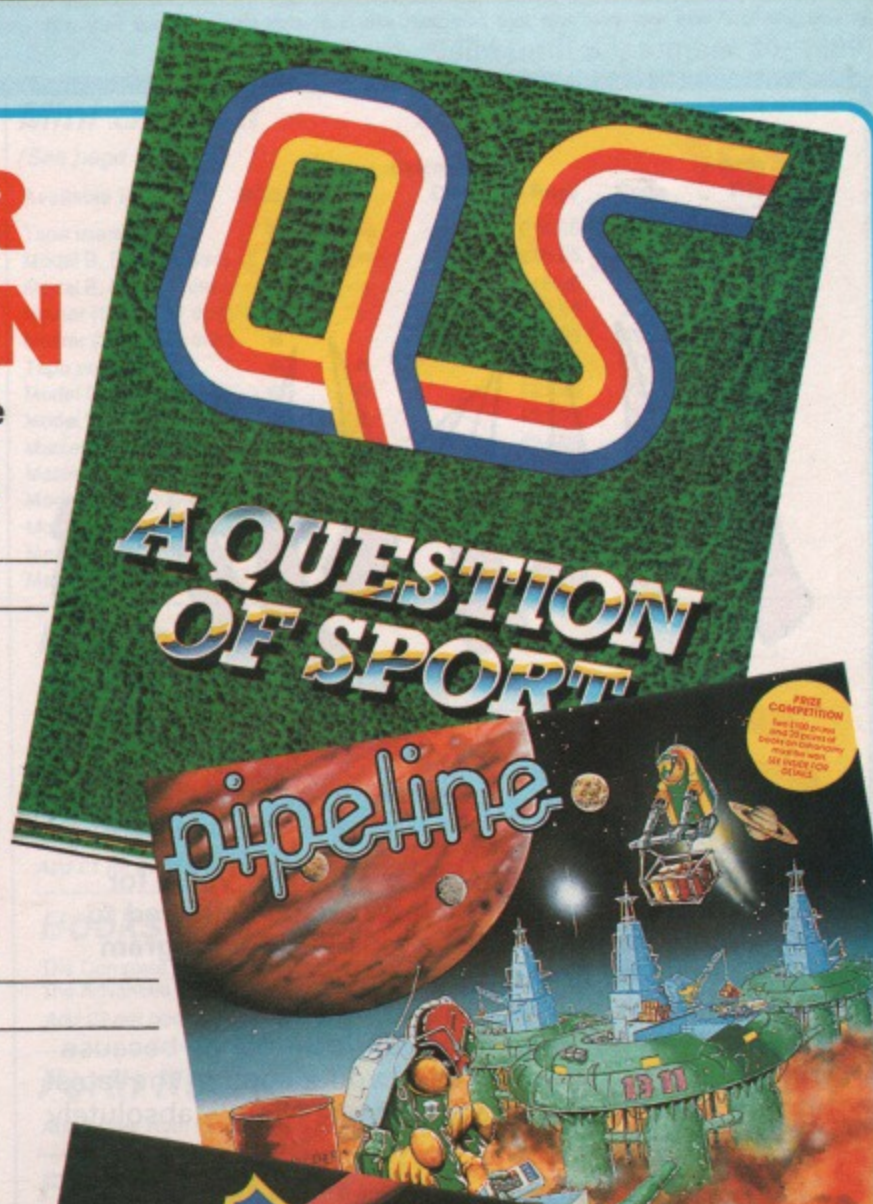
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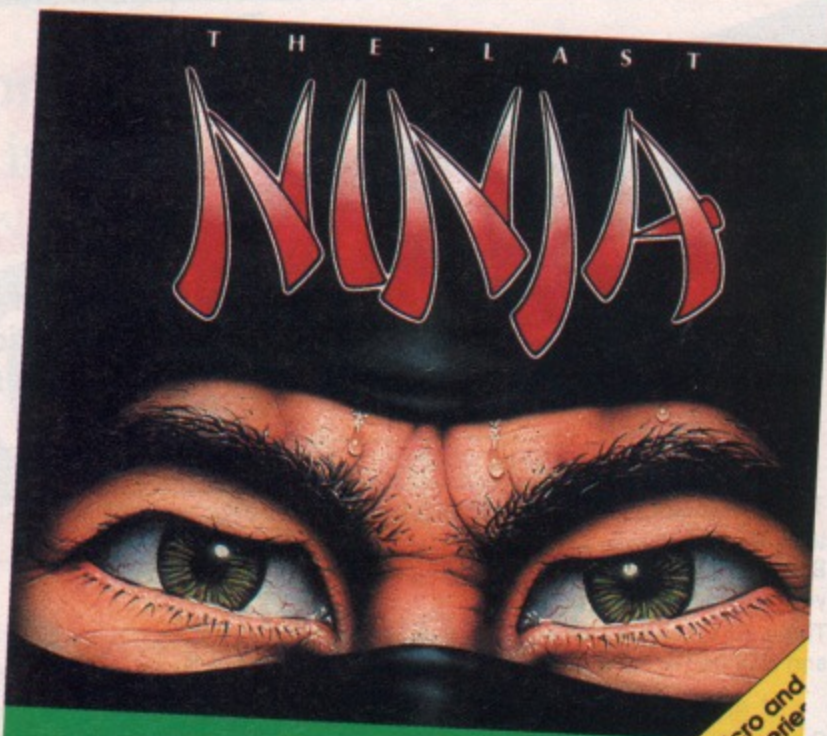
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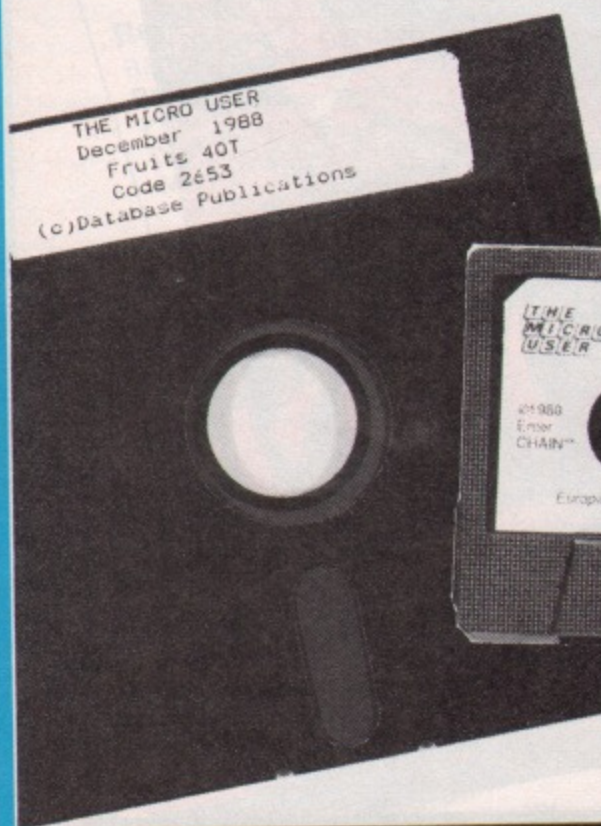
"None coveted these secrets more than the evil Shogun. Seizing the opportunity of the ritual he sprang a fiendish trap that destroyed the brotherhood, except for one... You. The Last Ninja.

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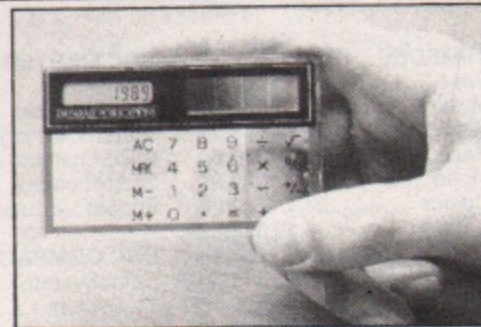
(see page 74)

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## ◀ From Page 81

```

230 :
240 DEF FNinput:LOCAL A%,X%,Y%:*FX15
250 VDU31,10,4:PROCcursor(1)
260 !&70=&700:??&72=29:??&73=0:??&74=255
270 X%=&70:Y%=0:A%=0:CALL&FFF1
280 PROCcursor(0):=$&700
290 :
300 DEFPROCdetails:PROCcursor(0)
310 FOR Y%=1 TO 2:VDU31,12,Y%,131,141
320 PRINT"QUICK MENUS":NEXT
330 PRINTTAB(8,4)CHR$130"Written by Al
i Harwood"TAB(10,6)CHR$134"(c) The Micro
User"
340 PRINTTAB(0,10)CHR$129"Menu items (
15 max)"CHR$133"<00>"
350 PROCcursor(1):*FX15
360 REPEATIS="0":REPEATVDU31,23,10:REP
EATREPEAT=GET-48:UNTIL=79OR(A>-1AND<1
0):IFA=79IS="0"ELSEIS=STR$A
370 PRINTIS:UNTIL<79
380 VDU31,23,10:REPEAT=GET-48:UNTIL=
79ORA=-35OR(A>-1AND<10):IFA=79IS="00"EL
SEIFA>-35IS=IS+STR$A
390 IFA=-35IS="0"+IS
400 IFVALIS>15ORVALIS<1VDU7:IS="00":A=
79
410 PRINTCHR$8IS:UNTIL<79:items%=VALI
S
420 PROCcursor(0):VDU28,0,21,39,16
430 PRINTTAB(0,4)CHR$131"Heading"CHR$1
30"<SPC29>";:h$=FNinput
440 PRINT:FORI=1TOitems%
450 PRINTCHR$129"Item "STRING$(2-LENST
RSI," ");I;CHR$134"<SPC29>";:item$(I)=
FNinput
460 NEXT:start%=1+(15-items%)/2
470 ENDPROC
480 :
490 DEFPROCshow:VDU26,12
500 PRINTTAB(0,start%)CHR$146STRING$(3
8,CHR$175)CHR$130CHR$141SPC(19-LENh$/2)
h$CHR$130CHR$141SPC(19-LENh$/2)h$CHR$1
46STRING$(38,CHR$163)
510 Q=0:FORA=1TOitems%:IFLENitem$(A)>Q
Q=LENitem$(A)
520 NEXT:Q=Q+4:startx%=20-Q/2
530 FORA=1TOitems%:IFA=1PRINTTAB(start
x%-2)CHR$129CHR$157CHR$130item$(A)SPC(Q-
2-LENitem$(A))CHR$156:NEXTELSEPRINTTAB(s
tartx%)CHR$130item$(A):NEXT
540 PRINTCHR$146STRING$(38,CHR$240)CH
R$130SPC2"Use ^ and"CHR$141"*CHR$140"th
en Return to select"CHR$146STRING$(38,
CHR$175)
550 ENDPROC
560 :
570 DEFPROCdisplay
580 PRINTTAB(0,start%)CHR$(144+c%(0))'
CHR$(128+c%(1))CHR$(128+c%(1))CHR$(144
+c%(0))
590 FORA=1TOitems%:IFA=1PRINTTAB(start
x%-2)CHR$(128+c%(3))CHR$157CHR$(128+c%(2
)):NEXTELSEPRINTTAB(startx%)CHR$(128+c%(
2)):NEXT
600 PRINTCHR$(144+c%(0))CHR$(128+c%(0
))CHR$(144+c%(0))
610 PRINTTAB(1,24)CHR$(c%(0)+128)"BORD
ER"SPC5CHR$(c%(1)+128)"HEADING"SPC4CHR$(
c%(2)+128)"TEXT"SPC4CHR$(c%(3)+128)"BAR"
;
620 ENDPROC
630 :

```

```

640 DEFPROCcolours
650 X=0:REPEAT
660 PROCcursor(0)
670 PROCdisplay
680 PROCcursor(1)
690 VDU31,x%(X),24:A=GET
700 IFA=136X=X-1:IFX<0X=3
710 IFA=137X=X+1:IFX>3X=0
720 IFA=139c%(X)=c%(X)+1:IFc%(X)>7c%(X
)=1
730 IFA=138c%(X)=c%(X)-1:IFc%(X)<1c%(X
)=7
740 UNTIL=27:CLS
750 PROCcursor(0)
760 ENDPROC
770 :
780 DEFPROCsave
790 PROCcursor(1):INPUTTAB(0,3)"Enter
line number: "line
800 VDU31,0,6,131:INPUT"Enter filename
: "fn$:PROCcursor(0)
810 ON ERROR GOTO 100
820 PROCoscli("SPool "+fn$)
830 @X=0:PRINTline"DATA "h$;
840 FOR c%=0TO3:PRINT,"c%(c%):NEXT
850 PRINT,"start","startx","items%;
860 FOR AX=0 TO items%-1
870 IF AXMOD4=0 line=line+1:PRINT"line
"DATA "; ELSE PRINT,";
880 PRINT item$(AX+1):NEXT
890 PRINT:PROCoscli("SPool")
900 ENDPROC
910 :
920 DEFPROCoscli($&700):LOCAL X%,Y%
930 X%=0:Y%=&7:CALL&FFF7:ENDPROC

```

## Program 11

```

10 REM Quick Menu demo
20 REM by Ali Harwood
30 REM (c) The Micro User
40 :
50 DIM it$(15)
60 MODE7:VDU23,8202;0;0;0;
70 RESTORE430:o$=FNmenu
80 PRINTTAB(0,23)"You chose: "o$
90 END
100 :
110 DEFFNmenu:*FX4,1
120 LOCAL h$,c0%,c1%,c2%,c3%
130 LOCAL sx%,its%,ymx%,ymn%
140 LOCAL S%,Y%,Q%,Z%,A%,L$
150 READ h$,c0%,c1%,c2%,c3%
160 c0%=c0%+144:c1%=c1%+128
170 c2%=c2%+128:c3%=c3%+128
180 READ S%,sx%,its%
190 L$=CHR$c0%+STRING$(38,CHR$44)
200 FORAX=1TOits%:READit$(AX):NEXT
210 Ymn%=S%+4:Ymx%=S%+its%+3:Y%=Ymn%
220 FOR AX=1 TO its%
230 LX=LENit$(AX):IF LX>Q% Q%=LX
240 NEXT:Q%=Q%+4:CLS
250 PRINTTAB(0,S%)L$
260 LX=19-LENh$/2:FORAX=0TO1
270 PRINTCHR$c1%CHR$141SPCLh$
280 NEXT:PRINTL$
290 FORAX=1TOits%:LX=Q%-2-LENit$(AX)
300 PRINTTAB(sx%-2)CHR$c3% "CHR$c2%it
$(AX)SPCLXCHR$156
310 NEXT:PRINTL$
320 PRINTCHR$c1%SPC2"Use ^ and v then
Return to select"
330 PRINTL$:Y%=Ymn%
340 REPEAT VDU31,sx%-1,Y%,157
350 AX=GET:VDU31,sx%-1,Y%,32
360 IFA=139Y%=Y%-1:IFY%<Ymn%Y%=Ymx%
370 IFA=138Y%=Y%+1:IFY%>Ymx%Y%=Ymn%
380 FOR Q%=1 TO its%
390 IF AX=ASCit$(Q%) Y%=Q%+S%+3:AX=13:
Q%=its%
400 NEXT:UNTIL AX=13
410 =LEFT$(it$(Y%-S%-3),1)
420 :
430 DATA"HELLO THERE",3,6,4,7,6,12,5
440 DATA"Here is","One super","Quick m
enu","Inc. colour"
450 DATA"Too !!!..."

```

✓ Get it right!

10 = 00	320 = C980 B	630 = 9719 B
20 = 00	330 = 5398 6	640 = D2F2 A
30 = 00	340 = 5050 3	650 = 9231 F
40 = 9719 9	350 = CEBD 0	660 = EB93 F
50 = 8AFC 8	360 = ED51 D	670 = 2F83 B
60 = DEBB A	370 = DB95 A	680 = D8A2 3
70 = 1241 D	380 = 5A7E 6	690 = A559 0
80 = 85D2 9	390 = BF73 6	700 = CDCC 2
90 = 3F54 C	400 = A004 3	710 = 2A2E 3
100 = 90DB 0	410 = E228 D	720 = 57DA 4
110 = FD2E B	420 = 55EB C	730 = 784B D
120 = 9719 C	430 = A31E 4	740 = D64A 2
130 = B0F8 5	440 = C16B 0	750 = EB93 C
140 = F8EA 8	450 = C3D9 C	760 = ED0F 6
150 = CD97 5	460 = 6609 9	770 = 9719 0
160 = ED0F F	470 = ED0F D	780 = 7A2C 5
170 = 9719 A	480 = 9719 C	790 = 961F 8
180 = C718 5	490 = 3B0D 1	800 = B9DD 5
190 = 9719 D	500 = E025 3	810 = 8096 2
200 = 3BD 3	510 = A067 6	820 = 7859 A
210 = 65E3 B	520 = 7147 B	830 = C97F E
220 = ED0F 5	530 = 3792 8	840 = 72F9 B
230 = 9719 8	540 = EADA 2	850 = 977A 5
240 = 8876 0	550 = ED0F 9	860 = 2CE6 C
250 = FEF D	560 = 9719 D	870 = 82C5 7
260 = F494 1	570 = C225 8	880 = 350E E
270 = 6874 B	580 = C4A6 6	890 = 635B E
280 = 7A12 C	590 = 5D72 E	900 = ED0F 8
290 = 9719 6	600 = BA50 C	910 = 9719 A
300 = 1C3B C	610 = 8CF1 D	920 = AB72 5
310 = 8C3D 2	620 = ED0F 0	930 = 5FD3 E

✓ Get it right!

10 = 00	160 = 915D 9	310 = A611 3
20 = 00	170 = EAF4 C	320 = D65E 8
30 = 00	180 = E8A9 1	330 = -AF4 7
40 = 9719 9	190 = 70EE 2	340 = 2DA5 E
50 = EEE0 A	200 = 7ED8 0	350 = B8A6 D
60 = 8B0B E	210 = E492 3	360 = FB12 C
70 = B480 2	220 = B8CE C	370 = 6ABC 8
80 = 67E0 E	230 = 6BCA 6	380 = EDF3 B
90 = FD2E 9	240 = AC21 9	390 = 7A44 9
100 = 9719 A	250 = B02A C	400 = B9CC D
110 = D6D 8	260 = D7CB A	410 = CCB0 9
120 = 6E5C 4	270 = 35C6 E	420 = 9719 C
130 = 1394 A	280 = A611 5	430 = 5DB7 C
140 = 36A3 9	290 = 8058 0	440 = 9609 5
150 = 8D05 F	300 = 1F34 B	450 = F4A9 1



# FEATURE

Listing I: Screen dump

```

10 REM MODE 4 FLICK BOOK SCREEN DUMP
20 REM By Mike Cook
30 MODE 4
40 FOR A=0 TO 3 STEP 3
50 P%=&A00
60 [
70 OPT A
80 .DUMP
90 LDA =83
100 STA &78 \ MSB OF Y VALUE
110 LDA =8FF : STA &77
120 LDA =0 \ X VALUE
130 STA &70 : STA &71
140 JSR ALF
150 .PLINE JSR PPREP
160 LDA &77 : STA &72
170 LDA &78 : STA &73
180 .SMORE \ SEND A BYTE
190 LDA =8 : STA &79 \ BIT COUNT
200 .NPIXL
210 LDX =870 : LDY =80
220 LDA =9 : JSR &FFF1
230 ROR &74 : ROL &76
240 \MOVE Y POINTER ON
250 LDA &72 : SEC
260 SBC =4 : STA &72
270 DEC &79 : BNE NPIXL
280 \ GRAPHICS VALUE TO SEND NOW IN &7
6
290 LDA &76: JSR PPAIR
300 \RESTOR Y VALUE
310 LDA &77 : STA &72
320 \ MOVE X POINTER ON
330 LDA &70 : CLC
340 ADC =4 : STA &70
350 BCC NXWR
360 INC &71
370 .NXWR
380 LDA &71 : CMP #5
390 BNE SMORE
400 LDA =0 \ RESTORE X VALUE
410 STA &70 : STA &71
420 \RESTOR Y VALUE
430 LDA &77 : STA &72
440 LDA &73
450 AND =2 \ TEST TO SEE IF WAS LOWER
HALF
460 BEQ NLINE
470 LDA &78 : AND #1
480 STA &73 : JMP SMORE
490 .NLINE
500 \ END OF GRAPHICS LINE SEND A CR
510 LDA #13 : JSR PPAIR
520 \ DECREMENT THE Y VALUE
530 LDA &77 : SEC
540 SBC #32 : STA &77
550 BCS NWR
560 DEC &78
570 .NWR LDA &78
580 AND #2 : BNE LOOP
590 LDA #3 : JSR &FFEE \ TURN OFF PRIN
TER
600 RTS
610 .LOOP JMP PLINE
620 .PPREP \ PREPAR PRINTER FOR GRAPHI
CS
630 LDA #27: JSR PPAIR
640 LDA #42: JSR PPAIR
650 LDA #4 : JSR PPAIR
660 LDA #128: JSR PPAIR
670 LDA #2 : JSR PPAIR
680 RTS
690 .ALF \ ADJUST LINE FEED SPACING
700 LDA #2 : JSR &FFEE

```

```

710 LDA =27: JSR PPAIR
720 LDA =51: JSR PPAIR
730 LDA =24: JSR PPAIR
740 RTS
750 .PPAIR \ SEND JUST TO PRINTER
760 PHA : LDA =1
770 JSR &FFEE : PLA
780 JSR &FFEE
790 RTS
800 .SLINE \ SOLID LINE
810 LDA =1 : BNE DLINE
820 .MLINE \ MARKED LINE
830 LDA =0
840 .DLINE \ DRAW BLANK LINE
850 STA &74 \ STORE LINE PATTERN
860 JSR ALF : JSR PPREP
870 LDA =8AA : JSR PPAIR
880 LDX =4
890 .SLOOP LDY =159
900 TXA : CMP =1
910 BNE NLAST
920 DEY
930 .NLAST
940 LDA &74: JSR PPAIR
950 DEY : BNE NLAST
960 LDA =8AA: JSR PPAIR
970 DEX : BNE SLOOP
980 LDA =13 : JSR PPAIR
990 RTS
1000 ]
1010 NEXT
1020 PRINT Printer dump now loaded
1030 PRINT Now run the flick book progr
am

```

Listing II: Flick book core

```

10 REM FLICKBOOK
20 MODE 4
30 CLEAR
40 PRINTTAB(11,4); FLICK BOOK GENERAT
OR
50 PRINTTAB(14,6); by Mike Cook
60 PRINTTAB(0,10);
70 INPUT How many frames do you want
to use ,FL%
80 PRINTTAB(9,14); Enter mode Test or
Print (T/P)?;
90 MS=GETS : PRINT
100 IF MS=P THEN PRINT Press RETURN
when printer is ready:PRINT Or any othe
r key to cancel:RS=GETS:IF RS<>CHR$(13)
110 IF (FL% AND 3)<>0 THEN FL%=(FL% AN
D &FFFC)+4
120 FOR FX=1 TO FL%
130 PROC_FRAME(FX)
140 NEXT
150 VDU26
160 GOTO 20
170 DEF PROC_GRID
180 CLG
190 MOVE 0,512 : PLOT 21,1280,512
200 MOVE 640,0 : PLOT 21, 640,1023
210 MOVE 0,0 : PLOT 21,1279,0
220 MOVE 0,0 : PLOT 21,0,1023
230 MOVE 1279,0 : PLOT 21,1279,512
240 ENDPROC
250 DEF PROC_FRAME(FX)
260 LOCAL FT%
270 FT%=FX AND 3
280 IF FT%=1 THEN PROC_GRID:VDU 24,0;5
12;640;1023;:VDU29,0;512;
290 IF FT%=2 THEN VDU 24,640;512;1279;
1023;:VDU29,640;512;
300 IF FT%=3 THEN VDU 24,0;0;640;512;:
VDU29,0;0;
310 IF FT%=0 THEN VDU 24,640;0;1279;51
2;:VDU29,640;0;
320 PROC_DRAW(FX)
330 VDU26
340 IF FT%=0 THEN PROC_DUMP
350 ENDPROC
360 DEF PROC_DUMP
370 IF MS<>"P" THEN RS=GETS:ENDPROC
380 IF FX=4 THEN CALL &AA4
390 FOR MX=1 TO 5
400 CALL &ACA
410 NEXT
420 CALL &AC4
430 CALL &A00
440 IF (FX AND 15)=0 THEN VDU2,1,12,3
: IF FX<>FL% THEN CALL &AC4:VDU3
450 ENDPROC

```

Get it right!

10 = 00	360 = 5A71 F	690 = 34F0 A
20 = 00	370 = 112A 8	700 = B62F 3
30 = 20F1 1	380 = EC3E E	710 = C722 6
40 = 46C5 9	390 = 8DE6 4	720 = 614 6
50 = B886 D	400 = 9120 1	730 = C2BD D
60 = EB9E F	410 = 72A8 C	740 = 9843 1
70 = DDA7 D	420 = 0 C	750 = EE73 0
80 = F72A 8	430 = A3C3 9	760 = 1D0A 5
90 = 1AA7 9	440 = C115 3	770 = CBAF 4
100 = F7F8 2	450 = 8D9D F	780 = C54D 2
110 = D68B 4	460 = ADE A	790 = 9843 C
120 = 9120 B	470 = A0AB E	800 = 3555 0
130 = 72A8 D	480 = 4843 3	810 = D0A5 A
140 = BC17 1	490 = FF5B 1	820 = AF72 6
150 = 1776 D	500 = 0 1	830 = 295 7
160 = A3C3 A	510 = B702 C	840 = E790 9
170 = 38D1 2	520 = 0 C	850 = B295 5
180 = 8E9F 9	530 = D85D A	860 = C73D 3
190 = F9DC B	540 = 51AF A	870 = E318 3
200 = 9332 C	550 = 3E62 3	880 = AAC1 C
210 = 8BB7 D	560 = E2F0 2	890 = D051 7
220 = 1990 9	570 = 52B9 A	900 = 458F A
230 = 74BA 5	580 = A054 F	910 = F452 7
240 = 0 5	590 = B71E 9	920 = F888 3
250 = A1FA 7	600 = 9843 5	930 = 21C5 3
260 = 4129 F	610 = 62E7 C	940 = 4B7 6
270 = 8482 B	620 = 7D0B C	950 = 4018 8
280 = 0 B	630 = C722 A	960 = 5AAC A
290 = 25D 9	640 = 46E8 7	970 = 3DC0 7
300 = 0 9	650 = 7752 1	980 = B702 0
310 = A3C3 4	660 = DE99 D	990 = 9843 E
320 = 0 4	670 = F839 B	1000 = 8B58 3
330 = 38E2 E	680 = 9843 4	1010 = 2C83 1
340 = D463 B		1020 = 1764 A
350 = 66A 5		1030 = 1E65 A

Get it right!

10 = 00	160 = 2C82 2	310 = 6F10 D
20 = 20F1 1	170 = D44B 5	320 = E0B 3
30 = 4A75 7	180 = 6A37 0	330 = B962 6
40 = 2657 9	190 = FF64 B	340 = 38B7 3
50 = 8934 4	200 = 7CCF 5	350 = ED0F 9
60 = 5A44 7	210 = 4A3 1	360 = 5476 7
70 = 36DE 9	220 = 23E6 F	370 = 52D1 7
80 = 43A6 8	230 = 82CF 1	380 = 1139 2
90 = 432F A	240 = ED0F C	390 = C985 D
100 = 5BDE 2	250 = 9DEC 1	400 = 1BD1 4
110 = 795 D	260 = 535D 1	410 = 2C83 4
120 = 2B5B 4	270 = D1EC 5	420 = 35E3 C
130 = 411C 4	280 = D584 9	430 = 286D 6
140 = 2C83 1	290 = 92F7 C	440 = 76B 3
150 = B962 F	300 = EC 7	450 = ED0F 5



Listing III: Diamonds

```
10 DEF PROC_DRAW(F%)
20 VDU5 : MOVE 4,32
30 PRINT;F%;
40 IF F%<FL%/2 THEN P=F%*8 ELSE P=(FL
%-F%)*8
50 FOR DX=0 TO P STEP 16
60 MOVE 360-DX,256
```

```
70 PLOT 1,DX,DX
80 PLOT 1,DX,-DX
90 PLOT 1,-DX,-DX
100 PLOT 1,-DX,DX
110 NEXT
120 ENDPROC
```

10 = F1C9 9  
20 = 4670 1  
30 = 76D7 E  
40 = A56D 1  
50 = 7164 7

**Get it right!**

60 = EDA7 C  
70 = E50B 4

80 = EFAD A  
90 = B441 2  
100 = 8F9D B  
110 = 2C83 F  
120 = ED0F 7

Listing IV: Shape changer

```
1000 DEF PROC_DRAW(F%)
1010 IF F%=1 THEN PROC_INT:PROC_TD(0):E
NDPROC
1020 IF F%=FL% THEN PROC_TD(1):ENDPROC
1030 PF=F%/FL%
1040 NX=1
1050 XX=FN_T(CX%(0,0),CX%(1,0))
1060 YY=FN_T(CY%(0,0),CY%(1,0))
1070 MOVE XX,YY
1080 REPEAT
1090 XX=FN_T(CX%(0,NX),CX%(1,NX))
1100 YY=FN_T(CY%(0,NX),CY%(1,NX))
1110 IF CX%(0,NX-1)=0 THEN MOVE XX,YY E
LSE DRAW XX,YY
1120 NX=NX+1
1130 IF CX%(0,NX)=0 THEN NX=NX+1
1140 UNTIL CX%(0,NX)<0
1150 ENDPROC
1160 DEF FN_T(F%,T%)
1170 =F%+(T%-F%)*PF
1180 DEF PROC_INT
1190 DIM CX%(1,130),CY%(1,130)
1200 FOR PX=0 TO 1
1210 NX=-1
1220 REPEAT
1230 NX=NX+1
1240 READ CX%(PX,NX),CY%(PX,NX)
1250 UNTIL CX%(PX,NX)<0
1260 NEXT
1270 ENDPROC
1280 DEF PROC_TD(P%)
1290 NX=1
1300 MOVE CX%(PX,0),CY%(PX,0)
1310 REPEAT
1320 IF CX%(PX,NX-1)=0 THEN MOVE CX%(PX
,NX),CY%(PX,NX) ELSE DRAW CX%(PX,NX),CY
%(PX,NX)
1330 NX=NX+1
1340 IF CX%(0,NX)=0 THEN NX=NX+1
1350 UNTIL CX%(PX,NX)<0
1360 ENDPROC
1370 DATA 320,456, 380,316, 520,256, 38
0,196, 320,56, 260,196
1380 DATA 120,256, 260,316, 320,456, -1
,-1
1390 DATA 120,56, 320,56, 520,56, 520,2
56, 520,456
1400 DATA 320,456, 120,456, 120,256, 12
0,56, -1,-1
```

**Get it right!**

1000 = F1C9 9  
1010 = 22B4 C  
1020 = 681C 8  
1030 = 7562 8  
1040 = F44B 0  
1050 = 14C3 4  
1060 = 646 5  
1070 = D0D3 8  
1080 = BFBA 0  
1090 = ACED 7  
1100 = 8CB7 2  
1110 = F003 F  
1120 = E967 F  
1130 = DBFB 4  
1140 = 88A3 E  
1150 = ED0F 4  
1160 = 58D7 B  
1170 = C816 7  
1180 = F3E2 3  
1190 = B45D 6  
1200 = 4880 7  
1210 = 84F7 7  
1220 = BFBA 8  
1230 = E967 8  
1240 = 2120 9  
1250 = A010 E  
1260 = 2C83 5  
1270 = ED0F F  
1280 = C16A 4  
1290 = F44B 8  
1300 = 344A E  
1310 = BFBA 6  
1320 = F67A 6  
1330 = E967 9  
1340 = DBFB E  
1350 = A010 0  
1360 = ED0F B  
1370 = B76D 0  
1380 = 81E9 A  
1390 = 3418 3  
1400 = 64E8 6

Listing V: BBC to Owl data

```
1370 REM DATA FOR TRANSFORMATION OF BBC
TO OWL
1380 DATA608,144,608,96,576,48,528,48,4
80,48,448,96,448,144,448,208,448,256,448
,304,448,336
1390 DATA480,384,528,384,576,384,608,33
6,608,228,0,0,512,352,480,304,480,112,51
2,80,534,80,576,128,576,144,0,0
1400 DATA576,228,576,304,534,352,512,35
2,0,0,592,144,592,112,550,64,496,64
1410 DATA464,96,464,320,496,368,550,368
,592,320,592,228,0,0,64,192,144,192,144
,96,64,96
1420 DATA64,336,144,336,144,240,64,240
,0,0,272,192,352,192,352,96,272,96,272,33
6,352,336
1430 DATA352,240,272,240,0,0,32,384,160
,384,160,336,192,336,192,288,192,240,160
,240
1440 DATA160,192,192,192,192,144,192,96
,160,96,160,48,32,48,32,96,32,192,32,336
,32,384,0,0
1450 DATA16,24,64,24,128,24,192,24,256
,24,384,24,512,24,624,24,624,48,624,128
,624,256
1460 DATA624,336,624,384,624,408,512,40
8,384,408,256,408,128,408,16,408,16,384
,16,336
1470 DATA16,256,16,192,16,128,16,48,16
,24,16,24,0,0,240,384,368,384,368,336,400
,336
1480 DATA400,288,400,240,368,240,368,19
2,400,192,400,144,400,96,368,96,368,48,2
40,48
1490 DATA240,96,240,192,240,336,240,384
,-1,-1
1500 DATA382,265,390,282,397,264,414,26
7,431,262,444,278,450,261,459,253,459,25
0,465,230
1510 DATA464,214,454,205,447,205,449,19
4,437,197,432,205,0,0,447,207,441,213,43
6,216
```

```
1520 DATA433,232,441,245,447,251,456,25
3,0,0,454,229,458,233,459,226,456,226,0,
0,419,253
1530 DATA425,231,416,206,405,202,392,20
6,388,217,389,245,396,254,404,256,417,25
3
1540 DATA0,0,418,230,418,230,413,231,41
5,234,417,228,414,229,414,231,414,231,0,
0,466,213,466,213,457,190,445,175
1550 DATA422,163,388,155,341,152,341,15
2,0,0,451,182,429,137,471,103,446,106,41
6,122,402,132
1560 DATA426,92,444,73,411,82,396,98,37
9,124,387,88,398,73,364,104,358,121
1570 DATA363,71,337,111,337,111,0,0,357
,203,341,180,333,102,315,47,293,23,291,4
7,300,76
1580 DATA224,24,197,24,290,96,190,64,15
6,64,222,93,289,126,229,115,170,122
1590 DATA238,131,280,146,257,151,288,16
3,264,163,285,173,261,177,283,186,261,18
9
1600 DATA283,198,258,218,0,0,266,185,24
3,201,236,223,173,216,171,226,185,229,16
9,241
1610 DATA186,243,178,255,192,255,188,26
5,205,268,203,281,215,282,265,262,307,27
1
1620 DATA344,271,382,265,-1,-1
```

**Get it right!**

1370 = 0 0  
1380 = 1ACC C  
1390 = 69B7 F  
1400 = 6395 6  
1410 = 4EFA 0  
1420 = 598B D  
1430 = 8258 1  
1440 = 7AF3 A  
1450 = ACA9 2  
1460 = F866 2  
1470 = 88BA 7  
1480 = F5DA 6  
1490 = 58BC A  
1500 = FD36 1  
1510 = 208C 4  
1520 = CF04 6  
1530 = 4AF6 4  
1540 = 40B4 7  
1550 = B000 B  
1560 = 21C 3  
1570 = C024 E  
1580 = 6898 E  
1590 = 4C57 C  
1600 = 5988 B  
1610 = AA2D F  
1620 = B23C 7

Listing VI: Transverse wave

```
1000 DEF PROC_DRAW(F%)
1010 VDU5 : MOVE 4,32
1020 PRINT;F%;
1030 FA=(F%/(FL%/2))*(2*PI)
1040 FOR A=0 TO 9
1050 Y=192*SIN(2*PI*((A+1)/10)+FA)+256
1060 X=A*64+16
1070 MOVE X,Y
1080 PRINT;A;
1090 NEXT
1100 ENDPROC
```

**Get it right!**

1000 = F1C9 9  
1010 = 4670 1  
1020 = 76D7 E  
1030 = 5B10 5  
1040 = D89B D  
1050 = 5A1E 5  
1060 = D292 1  
1070 = F851 D  
1080 = 6568 B  
1090 = 2C83 9  
1100 = ED0F 5

Listing VII: Longitudinal wave

```
1000 DEF PROC_DRAW(F%)
1010 VDU5 : MOVE 4,32
1020 PRINT;F%;
1030 FA=(F%/(FL%/2))*(2*PI)
1040 FOR A=0 TO 7
1050 X=32*SIN(2*PI*((A+1)/8)+FA)+32
1060 Y=A*64+48+X
1070 MOVE Y,64
1080 DRAW Y,448
1090 NEXT
1100 ENDPROC
```

**Get it right!**

1000 = F1C9 9  
1010 = 4670 1  
1020 = 76D7 E  
1030 = 5B10 5  
1040 = 3955 3  
1050 = 18C5 A  
1060 = AE52 E  
1070 = 2460 C  
1080 = 5CD2 5  
1090 = 2C83 2  
1100 = ED0F 5







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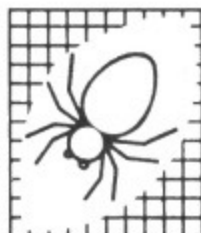
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## Dear Trev

According to the copy of the Guardian which held my fish and chips the other day – eat your heart out, Edwina Curry – the right to silence is going to be removed. I never knew I had it. Or needed it.

"I know what you're thinking and what you're going to say and you can forget it", Andrea used to announce before I'd uttered a word. Her pre-emptive headaches were little short of clairvoyance. Mind you, my head would ache if I'd done all that bellringing. Some of the others on the team used to say that she went like the clappers – apparently an in-joke among campanologists – so I told them to pull the other one.

Anyway, whatever Parliament does tomorrow The Micro User does today – and ITV Nut User does next month. And what they've done is print a reader survey.

Picture the scene, if you're brave enough. There we were at the Ram and Buffer knocking back the pints of Boddards. Even Doreen was on pints. "Bob's the only half-pint Doreen puts up with", Clive has been heard to say on more than one occasion. In fact it's hard to think of an occasion when Clive hasn't said it.

Anyway, I digress – a habit which I've resolved to break (as all the brackets and dashes get confusing – like this). There we were, all involved in a heavy nostalgia session – you know, the kind that starts in a rosy glow with "Remember the cassette bug fix?" and end up with yells of "Tha knows nowt" and arguments as to which month's listings had the most mistakes.

It was towards the end of one of these sessions – first Rogue: "Micro User isn't what it used to be", second Rogue: "Thank God" – that Doreen came across the reader survey underneath her scampi (at least that's what she called it) and we decided that she should fill it in as a representative of the Romchester Rogues. It was a decision in the great British tradition of the Light Brigade, the Titanic and the Electron.

At first she said she didn't like question papers that didn't give the marks, but eventually we persuaded her by saying that all the replies went into a draw and the winner got a plastic inflatable Mike Cook. With that prospect there was no holding her. (Not that there is much prospect of holding her nowadays, she seems to have got the Andrea syndrome. Next thing I know she'll be ringing bells.)

At the top it said You don't have to fill in an answer if you don't want to. "That's big of them", opined D. as she searched for a pencil with some lead in it. "Let's have a go". With that she settled down to fill it in.

"How old are you? What business is it of theirs?" she bristled (I've been meaning to talk to her about that). Eventually we persuaded her to

put down 21 and keep quiet about the base and after running the gauntlet of Sex? – a "Yes" from Clive and "Why do they put M/F and not F/M?" from Doreen – we got on to the next set of questions where we had to tick squares according to our level of interest in a series of subjects.

"Oh, it's a dot-to-dot! I like these", D. enthused, filling in the boxes to make a pretty pattern. Happily I had a rubber – I've found that it's always worthwhile carrying one when Doreen's around – and we soon had the survey back to its pristine state.

The idea was to score the subjects from zero to five. Doreen put down a zero for Desktop publishing as it reminded her of school, but everyone agreed that we should put down five for Future tech on the grounds that we were all keen to find out what it meant.

The answer to How do you rate your knowledge of the following subjects? was "More than I rate yours" while we lied and said that we had both a Z88 and an Archimedes on the grounds that we all love reading about things we don't have – Clive calls it the Page Three syndrome

I daren't repeat the response to the question about sideways ram though I thought Doreen's reply of "The operating system" to What software do you use most frequently? was brilliant. We decided that we used our micros for keeping our home accounts and a list of recipes with other uses only limited by our imaginations.

At this point we became a little creative and started asking our own questions. Never mind whether there's any software we've bought and never used. Surely the important point is have we ever bought any software in the first place? Clive admitted to buying a disc copier once, but said that after that he'd never seemed to need to buy other programs.

The question about how long we'd been reading the magazine threw us – there must be some slow readers out there if they take two to three years. And blood was drawn over what we liked least. That was funny as we had no problem about what we liked best, though modesty forbids. And if they ask for Any other comments, they deserve what they get.

"Well", I said as I staggered to the post box, "this'll give the lads at The Micro User something to think about".

"Will it?" asked Doreen with a funny expression on her face. "Take a look at the address".

I did. There, on the envelope just under Reader Survey 1989 (I can't remember the 1,988 previous ones) was the address – of Nut Abuser. I don't understand. But then that's often the case.

Yours,

**Bob**

PS. We also suggested a new bodybuilding project – attaching an Electron to the dashboard of a Sinclair C5.

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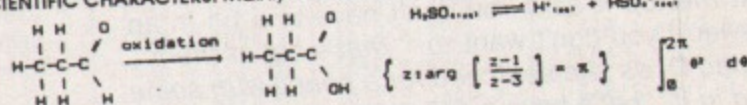
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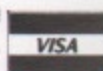
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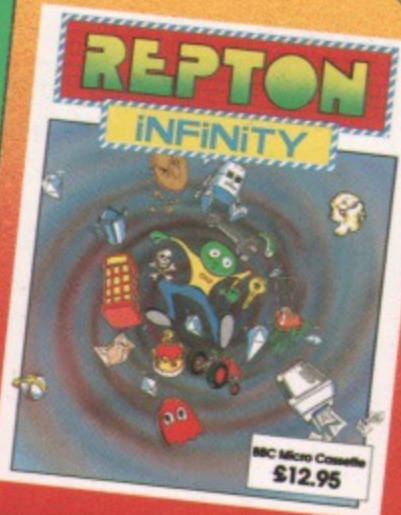


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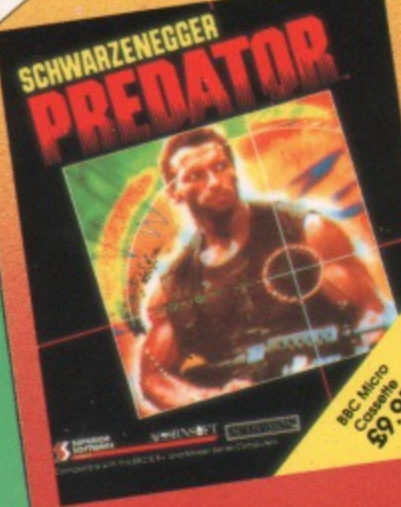
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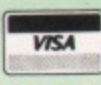
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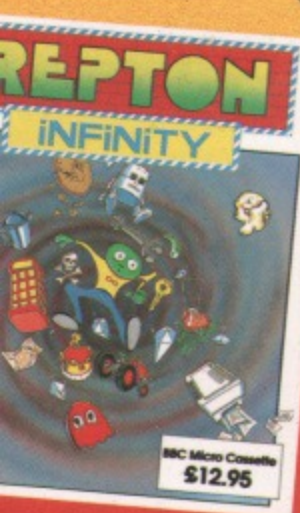
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