

A Magazine For CPC Users And Members Support Club

ISSUE 120

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**A Day In The Life Of A
WACCI Editor....**


WACCI

the only monthly CPC magazine and user's club


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Front Cover: I'm the guilty one..

Benefits of Membership

- * The best magazine for serious CPC users.
- * Index covering issues 1-104, soon to be updated..
- * Telephone helpline (indispensible)
- * Bargain buys/wanted list from Market Stall.
- * Discount off goods from advertisers.
- * List of PD discs, tapes, library books and services.
- * Above all the advice, assistance and friendship from other WACCI members. Benefit List: by *Ernie Ruddick*

WACCI on the web

Matthew Phillips.
The URL, is:
<http://users.ox.ac.uk/~chri0264/wowwww.html>

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Production Method

WACCI is created using Protext and Promerge on a CPC 6128+ and laid out using a CPC and a lot of help from a PC. The magazine is then printed on a Epson Stylus 200. WACCI is photocopied and collated by A 2 Z! WACCI is distributed by the Bowley family for your enjoyment.

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Thanx & Stuff

Edited By: John Bowley

Owned By: The Club Members

Chairman: Doug Webb

Conceived and Founded

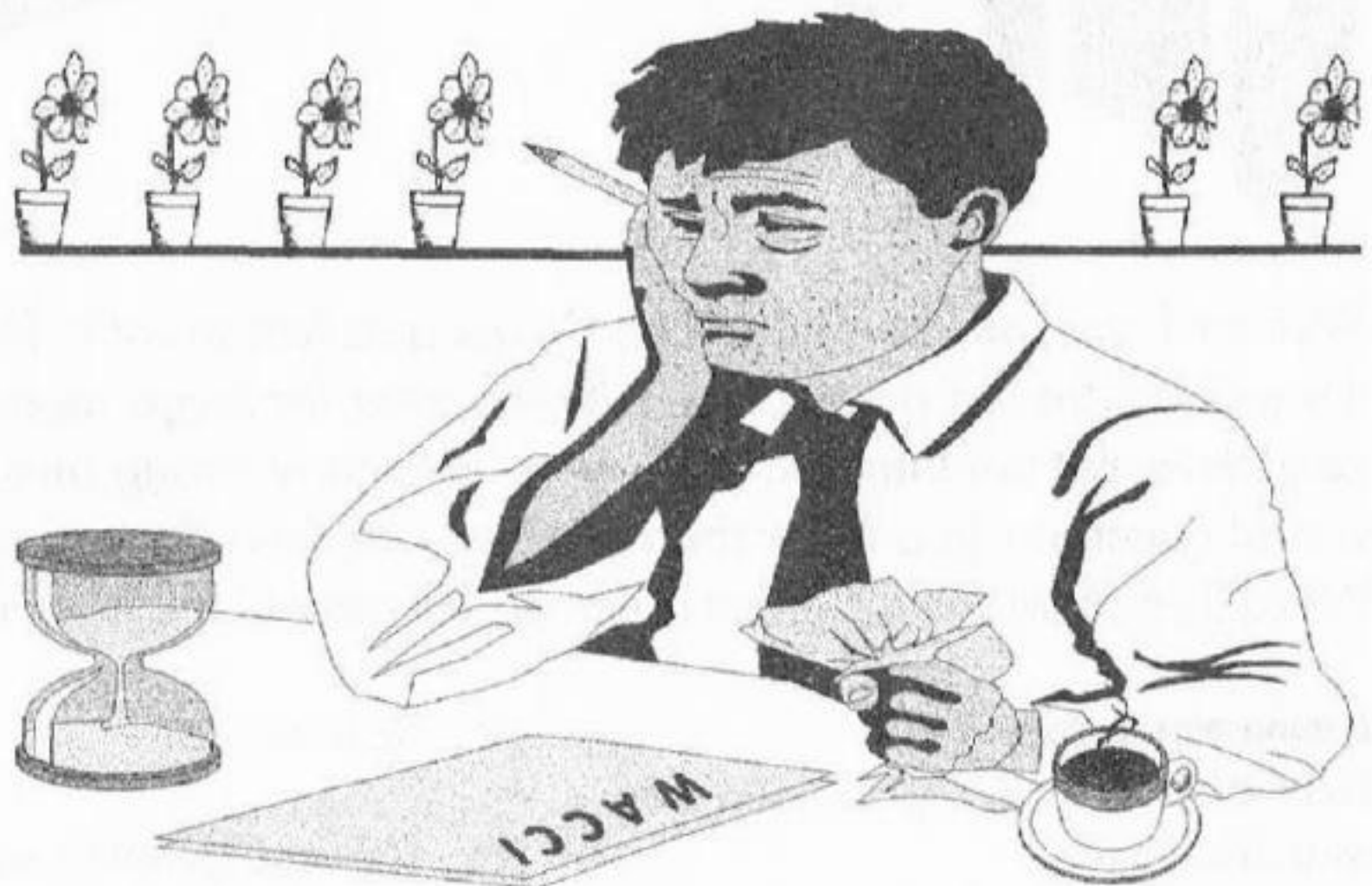
By: Jeff Walker

In: October 1986

Developed and Expanded by: Steve Williams, Clive Bellaby, Paul Dwerryhouse and Philip (Tigger) DiRichleau.

Copy Date: 15th March 1998

Membership: 272



What a terrible month I have had, first I've not been well, I had that dreadful flu bug that's doing the rounds at the moment and all I wanted to do is sleep (nothing new there) then my car engine decided to die on me blue smoke pouring out and then I went and made a fool of myself on the internet.

This issue

I'm afraid this issue is for March and April I need a rest and plus that fact I also need more articles my stock is nearly empty and without articles I can't produce a WACCI for you. So please get writing. *Thanks*

Convention 98

The cost of the convention tickets is now £2.00 each. If you would like to book your ticket then please get in touch with Angie Hardwick, her address is on page 2.

Come on everyone lets make this years convention the best yet. So what are you waiting for? Don't worry if you've already paid £3.00 you will get a rebate soon.

Correction

Last month I got Angie Hardwick e-mail address wrong it should have read angie.hardwick@cablenet.co.uk

Sorry Angie.

Binders

Please no more requests for WACCI binders they are all gone now.

Fact or Fiction?

In issue 119 I asked if you were not going to re-subscribe because I use a PC to produce WACCI. You will see some of the letters in Fair Comment and these really says it all. I have get loads more letters which won't be published since there is no reason to do so. Thanks everyone for answering my question. *John*

Hard To Get

If some of you have been having trouble getting in touch with me over the last month or so I'm sorry if by turning off my telephone has upset anyone. I make myself available most days and evenings to answers members enquires, but sometimes I just want to take it easy and for a change have my dinner hot or even watch a film all through..

I was going to get an answer phone, but decided strongly against it, so in future if you need to contact me for any reason and I don't answer please get in touch with Angie Hardwick her telephone number is on page 2 and Angie will pass on your message as soon as possible. *Thanks*

New Fonts

Have you noticed that I've gone and changed the main font from Times New Roman to Galliard BT.

In my opinion this makes WACCI even more clearer to read than before, but if I'm wrong and you don't like it then please write to me

Visitors

A month ago I had the pleasure of been visited by Angela Cook, Rob Scott and Richard Fairhurst eating and drinking everything in sight, I don't know where they put it all. Carol did us proud as usual. Richard and I stayed up much of the night talking about improving WACCI, the result you can judge for yourself. All in all a good day was had by all.

My Thanks Goes to

Jonty Jones, Angie Hardwick, Richard Fairhurst, Matthew Phillips, Carol, Bowley (who?) Mick Gushlow, Brian Watson and Clive Bellaby without their input you wouldn't be reading WACCI to-day. Sorry if I left anyone out. Don't forget WACCI will be back in May. Happy reading. *John.*

Carols PUZZLER



Well well, you all seemed to like Daves quiz last month. There were 44 entries for it so I am well pleased. My grateful thanks go to Dave with the plea for some more of the same please. I must say that you are a very clever lot out there as there were not many wrong answers given. So if any of you have some of these sort of questions in a book then please write them down and send them to me. Dave wins himself a £5.00 WACCI voucher for his great quiz. So lets reveal the answers then.....

Answers Issue 119

Here they are then for those of you who didn't enter.

Intelligence Test - Answers

1. Name should not be written next to question, square is at bottom of page. *(Yes I know I drew a rectangular square, but John didn't check my page before he printed it or he would have noticed and corrected it! - Carol)*
<<Gee! This must be a first. Carol didn't pass the buck onto me, she must be sick or she wants something -John>>

2. Moses didn't build the Ark, Noah did.

3. They all have 28 days, but some also have a few more.

4. 70. *(Divide by half = multiply by two)*

5. One hour. *(1st now, 2nd half hour later, 3rd hour later)*

6. One. *(Inside)*

7. Half way, then it is running out.

8. All of them.

9. The match.

10. White. *(House with 4 south-facing walls only possible at North Pole, therefore Polar bear)*

11. One. *(Only born once)*

12. He is not dead.

13. 10p and 1p *(ONE coin is not 10p but other is)*

14. None. *(No soil in hole)*

15. None. *(Monkeys cannot talk)*

16. Not possible. *(If wife is widow, he would be dead)*

17. What ever the name of the person answering. *(If YOU...)*

Winners

As I said, the standard was very high so finding spot on entries took a lot of finding. then after going through all of them and not being able to see lots of errors I decided to do the hat draw again. And here are the Winners names:

***1st Roy Nicholls ***

***2nd Pat Evans ***

***3rd Ray Powell ***

So there you have it. Vouchers of £8, £5 and £3 respectively to the winners.

Now on to the next quiz.

This question has been set for you by Les Oliver who wishes to test your knowledge.

The average speed of a train travelling the 120 mile journey from WACCI to Wocci was 60mph. here the driver

received a phone call from his girlfriend at WACCI. The return journey was run at an average speed of 100mph. What was the average speed for the round trip? The drivers name is immaterial. Funny name but theres no accounting for taste!

The second question is one of my own so it won't be up to the same standard as the others but here goes:

On page 16 of last months issue (119) What famous WACCI cartoon character made his long awaited return appearance?

Answers please by April 20th. The address is as usual but for those of you new to WACCI it is:

97 Tirrington

Bretton

Peterborough

PE3 9XT

Tel: 01733 702158

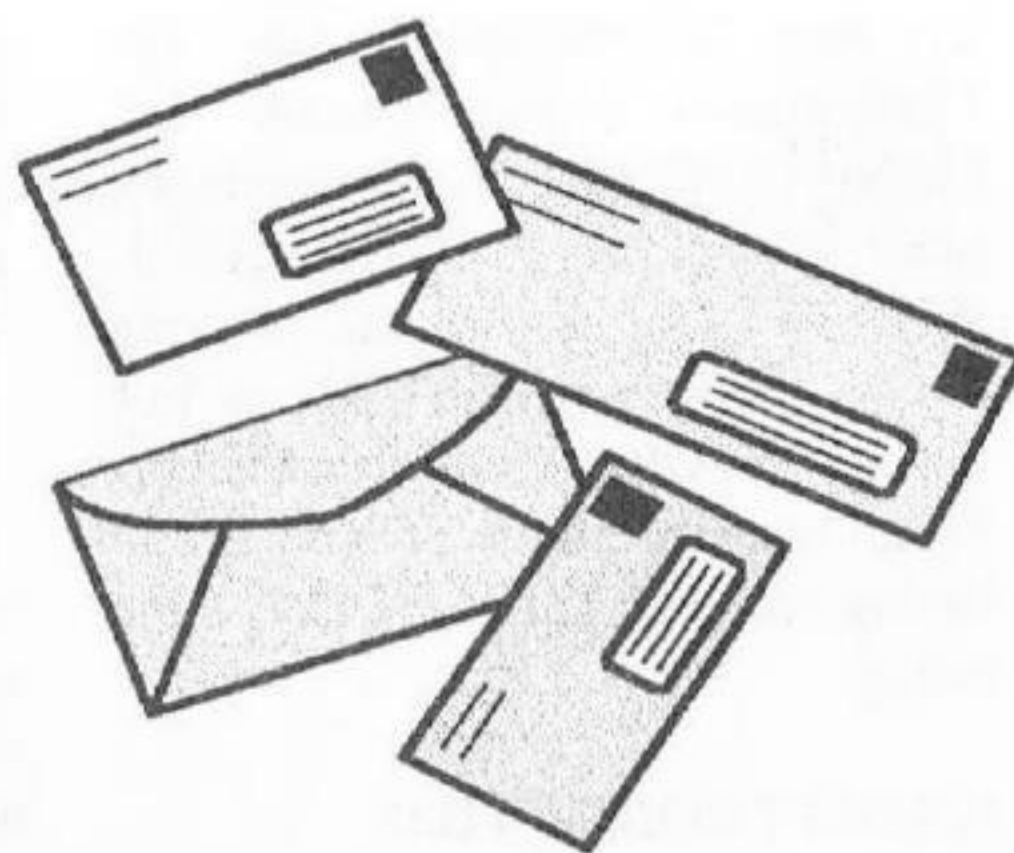
E-mail: cazbowley@aol.com

Lastly, because I am lazy and pushed for time, I am offering a £3.00 WACCI voucher for the best Members Spotlight sent in.

Please feel free to make it as funny as you like and don't worry if it might over run a page because that will be less for John to worry about filling. So get writing in folks with this or anything else you want to write about. John always needs new articles. Until next month. Have fun. Carol

Fair Comment

with Uncle Clive



**Please send all letters on disc (if possible) to: Frank Neatherway,
3 Glebe Close, Rayleigh, Essex. SS6 9HL**

HE'S NO SQUARE

Dear Clive, Have I missed a point, regarding the square root problem. Is it not easier to use the ARNOLD keyword SQR.

For instance:-

$$\text{SQR}(51.00,00,00) = 7.14142843$$

At least that what ARNOLD says. Not the answer given in the February issue.

Or:-

$$\text{SQR}(532.703) = 23.0803596$$

The answer to that one was not to far out, accordingly to my friend ARNOLD. And to reverse the process.

(n ^ n - to the power of)

$$7.14142843 ^ 2 = 51$$

$$23.0803596 ^ 2 = 532.702999$$

And just for the hell of it.

$$\text{SQR}(31.36) = 5.6$$

Having a very limited knowledge of maths, also a dismal academic record, having virtually no education after the age of thirteen, thanks to Hitler, remember him? I realise that maybe I am out of my depth here. Or as I said before perhaps I missed some thing, or maybe you like to do it the hard way.

Jack Butler
Grays, Essex.

<<Hiya Jack. I trust that you are well? No you haven't missed the point and I'm sure that you are not out of your depth. I like it, a straight forward simple solution to a problem, you must be a good swimmer!

The answer to the square root of 51 to three decimal places 7.141, however, the true answer goes on for dozens of decimal places and would have filled half the magazine <<That'll be a novel way of filling WACCI - John B.>>

The discussion moved away from a simple CPC solution of the square root problem on the how square roots should be (are) calculated. We need to understand the correct method of calculating the answer because, like your CPC, my trusty CPC gives me the same answer as your, however, due to the inaccuracy of 8bit (and pentium) processing, the answers are always almost right. A quality calculator shows that :

$$7.14142843^2=51.0000000208$$

and not the bland 51 given by the CPC. If you need an accurate answer you have to program the CPC using the good old fashioned methods as all computers and calculators round answers up (or down) to suit the available memory.

You'll also have noticed that Doug picked a number that had an easy solution, mind you, he knows what he's doing. Hitler, I remember learning all about him may years ago, the only thing I'm not sure about is whether he had one or none? Best Wishes. Uncle C.>>

Please send your letters on disc if possible.

JONTY SUPPORTS JOHN B!

Dear Uncle Clive, Welcome to the driving seat of FC. Yeah, John does have a wonderful way of asking you to do something, hasn't he? Anyway, to the point of Issue #118, Ron Izzet's .DR problems. The best way I've found of transferring DR files is to just use PowerPage 128: here's how ...

Load PPage by typing RUN"128", when the program's loaded use the CTRL and CURSOR RIGHT keys to move across the function selections at the base of the screen, select FILE. Again this time using the UP CURSOR key select CLIP ART. When you are invited to insert a filename remember to ADD the file extension .DR too.

The file will take a second or two (longer if you didn't change the discs over!) to load: you'll know it's done this by the appearance of a wire frame which can be moved around the screen with SHIFT and CURSOR keys. On placing the frame where you want it press COPY to confirm the position, the file should now load and be displayed to the screen. If in most cases with MicroDesign screens the picture or clip art is too big for the PPage screen display there are two ways of making alterations.

1) Run MicroDesign Plus and load the chosen piece of clip art, re-save the clip art using a tighter frame when saving thus cutting off as much empty screen as possible around the clip art. Transfer into PPage as stated above.

2) Run MicroDesign Plus File Manipulation section. Enter DR MANIPULATION, reduce the chosen piece of clip art by HEIGHT 1, WIDTH 1. Re-save to the working disc by pressing A/RETURN or just hitting RETURN. Now transfer into PPage as stated above. If Ron is still having problems I'm in the Help-Line listing.

WACCI PRODUCTION

This seems to be a matter which has been questioned: by whom is not known to me. I must say I personally would like to make it known that as long as the CPC is functioning within an established group of the level it is today then it has nothing to prove. WACCI being produced via a PC, is it truly so bad? Amstrad Action was produced on Macs. Who complained then? Certainly not the seven thousand readers Future Publishing claimed to cater for.

When ever previous WACCI editors were PC based who complained then? The April issue #111: apparently the layout alone was a hit amongst some if not all the members. I feel this is an unnecessary argument, the point of which whilst it is still a valid comment is nothing more than a stupid attempt to knock the only release of a serious magazine we have left today.

Whilst I sympathise with those wanting to see WACCI produced on the CPC in FULL again I have to ask myself "Are we as a group so selfish that we'd ask ANY editor to give up three weeks of his personal life for OUR own wants?" Why would we want to start a stupid argument over something which is below us? I say IF producing WACCI via a PC (or MAC!) means the current editor can lay out a copy of WACCI in ten days or less, keep the contents CPC based, give us a magazine that reflects a commercial standard without raising the price and pull in old members once again then this has my backing - and increased subs when the last few months run out. We as a group, if we truly are such, should be pulling

together not apart! The past is over, we only have the future to look forward to now: senseless arguments aren't the way forward.

Jonty
Ashington

<<Hiya Jonty, Many thanks for the lucid explanation of how to transfer .DR files using PowerPage 128 (a seriously good program.)

I'm with you , who cares how the CPC is produced? Not me, I only care that it is produced to same old fashioned quality standards that I've enjoyed for over 10 years.

As an ex-editor I have a better insight that most (and worse spelling than even more) in to the problems of editing WACCI. I liked the concept of a CPC magazine produced on a CPC! However, I didn't have access to todays powerful computers - if they'd been available, I'd have used them to improve the appearance of the magazine! Contrary to popular belief, you can teach an old dog new tricks.

I wondered about who raised the question and why they raised it? Who in WACCI would received loads and loads of letters telling them that they were not going to subscribe to WACCI as it was produced on a PC? Why would loads and loads of members write to a particular individual rather than to Fair Comment or Doug Webb. (It can't have been Doug 'cos he'd have written to Fair Comment and discussed the question!)

I've met over half the members over the years and all those I've met wanted and needed WACCI, and were not concerned about how or where WACCI was (or is) produced. Keep on trucking John, you're doing a good job!

Best wishes. Uncle C.>>

NOT WORRIED EITHER!

Dear Clive, I thought I'd put John's mind at rest with regard to the likelihood of members failing to re-subscribe because WACCI's being produced on a PC rather than a CPC. I suppose that I'm very much a typical member, and my attitude probably reflects that of the bulk of the membership. True, it would warm

something deep inside my little cockled tummy if WACCI was produced on a CPC, largely because it would remind me on a monthly basis that my humble little 8-bit is capable of such marvels. And I would wave my copy of WACCI in front of the Great British Public and smile sort of secretly to myself because I know something that they don't.

But the dreadful truth is WACCI is better presented and more legible than it ever was in the good old CPC-only days. That on its own wouldn't matter so much, but combined with the relative ease for the Editor and the comparative speed with which pages can be laid out and printed it presents a compelling argument.

So with a few reservations I happily accept the new-look magazine. There's only one thing I don't understand from this debate and that is to do with an apparently huge postbag an unnamed member has received on the subject. I mean, who on Earth writes to anyone but your goodself, Clive, on such matters? It makes one wonder about agendas and other even murkier things....

I have a second little point to raise. I've recently had a deep and so far almost unresolved dispute with my keyboard membrane. I could kick myself! A word of warning, brethren, don't be too violent with the little ribbons of fragile transparent plastic which connect same membrane to the main PCB of little Arnie. I was, and woe-a-plenty unto me, did I suffer the consequences or what? The thing is one of the two ribbons of fragile material completely and utterly sheared off.

I tried all manner of little tricks in order to repair same, and most failed completely. I made some goo out of glue and carbon powder and tried to paint with it over the break, but that didn't work (though a similar trick was wonderfully successful on the rubber membrane of a 464 years ago). I tried using a similar conductive goo to stick strips of aluminium foil over the gap.

Partly successful, I crowed my triumph to the skies. But it was only partly and thus not good, not if I wanted to CAT a disc as opposed to ATing it, or RUN a program as opposed to RNING it. Anyway, my goo had a nasty habit of spreading to touch the adjacent track, where it was more successful at conducting an electric current than it was on its own track - the electronic personification of Sod's Law.

Finally I pretended I was watching Blue Peter and reached for the sticky-backed plastic and allied odds and ends, and you'll never believe that at the moment my 6128 is working at 100% efficiency courtesy of some tiny strips of sticky tape and single strands of copper wire unravelled from a three-inch length of twisted cable and actually held against the conductive tracks with same tape. Spooky or what? But I've a feeling that any moment one of the bits of sticky tape might come unstuck and have a radically scaring influence on my spelling.

The good news is a fellow member has promised to send me an old keyboard complete with membrane, for which I will be eternally in his debt. Many thanks, Anthony Taylor of Aylesbury. May the sun always shine on the path before your feet and bathe your spirit with Fine Ales. And all of you at WACCI HQ, keep up the good work.

Yours sincerely
Peter Rogerson
Mansfield Woodhouse

<<Hiya Peter, How's life in "Wooders" these days? I've got a friend who lives just down the road from you at Lansbury Gardens (which is near to Forest Town.) I pick him up most Mondays for Dominoes - So if you see an old man driving a new car - it's not me - I've got an old car! I'm with you - I just want a CPC magazine, and I don't mind how it's produced. It would be interesting to find out if there's a member with a hidden agenda? If there is, I can't see what they have to gain. Perhaps the person in question will write to Fair Comment and list the members who are not happy.

Better still, those members who are not happy could write directly to Fair Comment (or to Doug Webb if they want privacy) to express their concerns on a first hand basis, and to convince me that it's worth quitting about.

Do they still give out Blue Peter badges? If they do I write on your behalf and ask for one - you deserve it. It takes a lot of courage to attempt to repair a computer, especially if it means a lot to you! I gld tht ll your keys work, s my "s gone funny.

I'm sure that Martin Bela (just down the road and over the border) at Derby has probably attempted similar repairs, and may know of other methods of repairing flexible circuit boards. Best wishes. Keep taking the Mansfield Bitter

- Uncle C.>>

AND ANGIE'S NOT WORRIED

Dear Uncle Clive, Further to John's comments regarding the use of a PC to help with the work for WACCI, I would like to make the following comments. What I want from my WACCI is clear text, interesting content and reasonably clear graphics.

The help lines and information on who does what is also very valuable. Now to my knowledge that's what I'm getting and I don't care one bit what machine produces it, if using a PC helps the Editor get the job done quickly and easily then that's fine by me, we as members have to remember that Editors do have another life, such as family and work.

On a totally different subject namely Piracy the old letter was very interesting and I have to agree with the comments. Those of us with children and young people will know how quickly they get bored with the same game. I watched one of mine on the PC last night in two hours of play she tried 8 different games, say each of those games were £25.00 that's £200.00's worth of software. As a single parent I would have to not eat to afford such things. Yes I admit it I have bought from Car Boots and I shall continue to do so. The likes of Bill Gates can afford to build multi-million pound houses on the profits from software. I would much rather

buy from the retailer so that I get the full instructions etc., but this is just not possible. If they brought down their prices they would put the pirates out of business and still make a handsome profit.

Angie Hardwick
Bloxwich.

<<Hiya Angie, I hope the family are well? Can a person with a split personality be a single parent? Sorry!

You can hit me when you see me at the next WACCI convention on Sunday 20 September, anytime between 9.00am and 5.30pm at the Bescot Stadium, where I'll be having a great day out with my wife and lots of WACCI'ites.

Again, I'm with you, who cares (apart from the person who raised the question and a odd letter-writer or two) how WACCI is produced? We should care about the content and not about the production method.

It's odd to think that a letter written for issue 1 should still be topical some 119 magazines and 11 years later on. I suppose that the software houses are in a vicious circle, as more software is copied, the real costs of production have to be born by those who buy legally, and so the price goes up, and as it does so, more people are forced in to copying the software.

Almost everyone I know has a copy of Microsoft Word for Windows v6, and almost ever single one is an illegal copy. That's not a surprise. The only surprise is that Microsoft expect home users to pay £222 + VAT for a product that's not worth that much.

It gets worse of course as Software houses continually raise the machine specification needed to play their games, and Microsoft's policy of completely upgrading the operating system every few years adds to the burden.

I'm sure that many software houses would raise considerably more money if they charged a more realistic price for their software, with a maximum price of £9.99 for Microsoft Office 97.

Now Ernie should include that on his (our) wish list. Best wishes. Uncle C.>>

THAT OLD DOUBLE LINER

Dear Doug, Thanks for returning my call so promptly on your return home.

I noticed that in the WACCI library edition five that you stated that if there was an interest more could be compiled. I would be more than a little interested in anything that is available. I wish to use the illustrations on posters for our shops. Anything connected with catering, hardware, flowers, stationary, toys or fancy goods.

Are they available in .DR file type, to load straight into MicroDesign? If not are Stop Press or Power Page still available?

Can you help me with another matter? Until recently I used a Amstrad DMP2000 (*sadly, now defunct*) and a Citizen 120D plus. Both worked wonderfully and I encountered no problems with line spacing when using word processing programs.

I have just purchased two more second hand <<Ah, you mean "pre-used!" - Uncle C.>> printers, an Amstrad 3250di and a Citizen Swift 9x (wide carriage). Both printers now throw in a extra line when they print.

I cured the Amstrad by disconnecting the number 14 pin from both ends of the cable. Any ideas how to cure the Citizen? Thanks for your help and prompt service.

Peter J Hodgson
Longridge
Preston

<<Hiya Peter, Clive here. Doug passed the letter over to me (having asked your permission and having taken note of your first point) as I'm always on the look out for interesting letters for inclusion in Fair Comment.

Art for adverts in MicroDesign .DR format? There are 11 discs full of it in the library, all of which are available from Stuart Gascoigne whose address in on page 30. There are also lots of picture discs which contain standard 17k picture

screens. These are available from different librarians and are listed as "Pictures n" in list library listing.

Many of the pictures are available in both formats. MicroDesign plus will import and export pictures in a range of formats including: Standard 17k screens, Stop Press, MicroDesign and Text files. The discs are not sorted by subject, so you'll have to take pot luck when you order a disk.

A short note to Angie Hardwick's Market Stall should obtain you a pre-used copy of Stop Press and Power Page. I'm led to believe that Power Page 128 is still available from BTL. As an alternative, Mini Print Shop (PD Disc 27) includes some nice graphics and two interesting fonts.

When Amstrad developed the CPC the made two mistakes with the printer port, they should have made it 8 bit (so we could access all the characters) and they should have solved the double line feed problem.

The computer sends either a high or low signal down the cable to the printer and the printer converts the signals into commands. The signal on pin 14 should have been set low when a line feed was sent, however, it was set high and so the printer receives both a Line Feed (LF) command and a Carriage Return (CR) command.

When I was young, all that Line Feed did was to move the print head on to the next line (by feeding the paper through) and all the Carriage Return did was to move the print head back to the start of the line it is on, without moving on to the next line.

A genius (believed to work for Epson or Microsoft) decided that it would be quicker and easier if one command moved the print head back to the start of the line and on to the next line. This meant that older machines now sent one Carriage Return (CR) command and two Line Feed (LF) commands, and thus the double line feed problem was born. (The cleverer manufactures added a dip switch setting to allow this change to be compensated for.) Most printers will behave once pin 14 on the CPC cable has had the snip. However, some will not, these are normally curable by amending

the dip switch settings on the printer so that the automatic line feed is disabled. The printer manual may refer to either "automatic line feed" or to "Line Feed:

CR=CR+LF". The setting will normally need to be either "automatic line feed: disabled" or "Line Feed: CR=CR only". Again, another of those however, different manufactures use different instructions for the same settings.

Before altering the dip switches you must switch the printer off. Altering dip switches with the printer switched on will usually damage the printer. It's also pointless altering dip switches with the printer switched on as the dip switches are only "read" once by the printer, and this is when it goes through its start-up sequence.

If playing with dip switches stops the line feeding all together, then you're suffering from a very rare third syndrome. This happens when the printer believes that the page is say 8 inches wide, and the word processing package believe that the page is say 8.1 inches wide. The word processing package sends one line of text, but because of the settings the printer believes that it needs two line of text.

Many word processors have in-built commands that allow them to stop the double line feed problem via software commands.

The most novel approach I've come across was several years ago, I can't remember who did it, but they altered the number of lines per inch from 6 (1/6 of an inch) to 12 (1/12 of an inch), so the double line feed became 2/12 of an inch (or 1/6) which is what they wanted in the first place.

Feel free to yell (or write) if you're more confused than you were. What I want to know is why short questions always have long answers? Best Wishes. -Uncle C.>>

MANY THANKS

I would like to thank all those who wrote directly to me to say that they don't mind me using a PC to produce WACCI. Judging by the response I got and reading the letters in FC. Members don't mind what I use as long as they get their WACCI. John.

First Steps In Machine Code

Chapter Seven

Now that you know all the Z80 instructions, we can do some programming in Z80 machine code! It's customary, whenever you learn a new language, that the first program you write is one that prints up "Hello World!" on the screen, so here's one in Z80. Type it into your assembler, and then CALL &8000 (the assembler will probably have a different way of doing this, look in the manual!).

Hello World

;Program to print "Hello World"
;by Richard Fairhurst

org &8000

ld hl,text
loop: ld a,(hl)
or a
ret z
call &BB5A
inc hl
jr loop

text: defm "Hello World!"
defb 0

An explanation of this line-by-line: you'll notice that the first few lines start with ";". This is like a REM in BASIC, your assembler will probably just print it on the screen. It doesn't get poked into memory in any way at all!

The next line, "org &8000", isn't an op-code, so if you're worrying that you've forgotten something already, don't worry! It just tells the assembler where to assemble the code to. &8000 (32768 in decimal) is as good a place as any.

"ld hl,text" sets HL to be the address of the text. This illustrates how assemblers use labels. Instead of having to work out the address where the text will be put, just enter "text" and, when you come to the text later on, write "text:" at the start (this is called a label). You can do similar

things with any op-code, such as JP or CALL. In fact, a label "loop:" is defined in the next line!

This next line is "ld a,(hl)". What this does is take a byte from the address in memory HL (which you have just set to be the address of the text), and put it in the A register. So A will contain the first character code in the text this time.

Then there is an "or a". As you can probably remember, this is used to set the flags according to the contents of A. I have chosen to mark the end of the message with a byte 0 (after the "!" of the message), so when the Z80 has that in the A register (from the last line), an "OR A" will make it set the zero flag (because A is 0).

The next line, "ret z" returns if the zero flag is set - i.e. if the end of the text has been reached. It will probably return into the hands of your assembler!

If it's not 0, the next line it does is "call &BB5A". This might not seem to make a lot of sense, as what's the point of CALLing &BB5A - there isn't any of this program there!

However, it IS useful, because those nice people at Locomotive Software, to save us all having to write routines to put a character on the screen by poking screen memory, have supplied us with ready-written routines. CALL &BB5A has the effect of

printing the character on the screen whose character (ASCII) code is in the A register. The next line "inc hl" just increases HL by one. This is so that, next time the program gets a number (ASCII code) from (HL) into the A register, it will take it from the next address on.

Then there is "jr loop". This is the effective end of the program, because it simply jumps back to the "loop:" label and carries on from there (a bit like a GOTO command in BASIC, whereas CALL is like a GOSUB).

I could have used "jp" if I wanted to: the difference is that JR (Jump Relative) is restricted to addresses within 127 bytes of the current address of program being executed (the current value of the Program Counter, PC), but only takes up two bytes in memory (whereas JP is unrestricted but takes up three bytes).

Finally, there is the "text:" label (to tell the assembler where your text is, which it will want to know when it encounters the earlier instruction "ld hl,text"), followed by:

defm "Hello World!"
defb 0

The "defm", again, is not a real op-code, it just tells the assembler to poke, in turn, the individual ASCII codes of the message afterwards into memory. Similarly, "defb" tells the assembler to poke the following number

straight into memory, so "defb 0" as above pokes a 0 in (to signify the end of the text). A quick note on program planning. You will find it a lot easier to write programs in machine code if you draw up a flow chart to say what the program has to do.

I won't try to give an example here because different styles obviously suit different people best, so just find a way of planning your programs that doesn't mean that you get confused as to what the program does when you return from your tea-break!

The message printing routine above is a very useful one in general, and you might find it helpful to build up a "library" of such routines, to save you re-inventing the wheel every time you want to print a message from machine code. What you will normally find yourself doing is using it as a subroutine which is CALLED, like this:

```
print: ld a,(hl)
or a
ret z
call &BB5A
inc hl
jr print
```

Then, every time you wanted to print a message in that program, you would LD the register pair HL with whatever the address was of the message you wanted to print, e.g. "LD HL,goodbye" where the label "goodbye:" was somewhere else in the program:

```
goodbye: defm "Bye bye for now!"
defb 0
```

and the message ended with a 0 byte. Then you would simply "CALL print". Remember that the routine uses the A register, so if you wanted to preserve the A register because it was being used in the part of the program that called this message printing routine, you would need to call it like this:

<<The machine code tutorial can be obtained from Robot PD -John>>

```
PUSH AF      ;store AF on the stack
PUSH HL      ;store HL too, if that's being used!
LD HL,goodbye ;the address of the message
CALL print   ;do the printing routine...
POP HL       ;get HL back from the stack
POP AF       ;and then get AF back!
```

This program is an example of using it as a subroutine:

```
org &8000
```

```
ld hl,message ;the first message to print
call print    ;and print it
```

```
call &BB18    ;routine to wait for a key to be pressed, then return its ASCII
               code in the A register!
```

```
cp 89         ;check if it's "Y" (ASCII 89)
jr z,yes      ;if it is, then jump to "yes" routine
cp 121        ;check for lower case "y" too! (ASCII 121)
jr z,yes      ;if it is, jump to "yes" routine
```

```
ld hl,whynot  ;it's not "yes", so HL="why not?" address call print ;and print it!
ret           ;return to the assembler (or BASIC)
```

```
yes: ld hl,well done ;answered "yes", so HL="well done" address call print ;print
      it
ret    ;and return to assembler or BASIC
```

```
print: ld a,(hl) ;recognise this from anywhere?
or a
ret z
call &BB5A
inc hl
jr print
```

```
message: defm "Are you a Robot PD customer? Press Y or N"
defb 13,10,0 ;13 tells the computer to move to the start of the text line, 10 to
              go down a line (these are recognised by the &BB5A routine) and
              0 to end the text (acted on by the "print" subroutine)
```

```
whynot: defm "Why not?"
defb 13,10,0
```

```
welldone: defm "Well done! Good choice!"
defb 13,10,0
```

Assemble this and CALL it (at &8000) and you will be asked if you're a Robot PD customer. Press Y or N, and a reply will come out depending on what you pressed.

There we go - a not-too-simple machine code program! Hopefully the comments will show you how it works, and armed with this and all the Z80 instructions you now know, you can start to write a few yourself!

Richard Fairhurst



WACCI PD

Disc Library

PUBLIC DOMAIN DISC 19 - MICRODESIGN ART DISC 1

Backups, MicroDesign, Cleaning Times 1, Nudeart, Ideas, CPC Times, Scart1, Spacewar, Art 1, Art 2, Copyright Art, Caroline, Icons1, Race, World 2, Cleaning Times 2a & 2b.

PUBLIC DOMAIN DISC 20 - MICRODESIGN ART DISC 2

3 Daleks, Dinosaur Art, Dinosaur Art 1, Army1, HaHaHa, Icons 2, Telephone Call, Clock, Vidi, Create, Wacci 1, Age Art, Graphics 1, Art 3, Radio, Birthday 1, Bike, System XX, Cosmic & Stats Lies.

PUBLIC DOMAIN DISC 21 - MICRODESIGN ART DISC 3

Arrows, Arrows 2, Format, Gender, Birthday 2, Guarantee, Guitar, Change 1, Hands, Hands 2, Chinese 1, Drink, Horse Art, Drums, Perfect, Female Phone, Suckers, Arabs 1-4, Moon & Sun, Designs, Music Symbols, Nail Art, Disney 1-5, Net Work, New Flash, No Smoking, Flag, Invite, Sax, Scissors, Key Bolt, Signs.

PUBLIC DOMAIN DISC 22 - PICTURE DISC 1

Advert Rates, House, AJ Title Screens 1 & 2, Kids Face, BigBoobs, Captain Kirk, John Cleese 1, Labotomy 1, Fair Comment, Last Laugh, MoonDog, Dead Spock, Moire 1, Cut Ams & Cut Ams 2, Mention, Cut Out, Foul Play, Fred, Simply Saffron, Pointer, SimSpot, FSW Library, Spock, Back Picture, Fleet Street, Garfield & Oddie, The Bill, Thanx & Stuff, Piccy 1, Point 1, SDump 4, Thatcher, Thought, WACCI Ok, and 10 pictures of a cat.

PUBLIC DOMAIN DISC 23 - PICTURE DISC 2

Camel, Diablo, DripZone, Globe, Wogan & Sugar1, Wogan & Sugar 2, Wizard, Trolley, Trivia Screen, Squinty, Smart Tag 1-3, Reflection, Pontoon screen, 6 Jigsaw picture screens, Bird, Ball Point, Bolts, Buggs Bunny, Garfield, Graffiti 1, Mega File 1, Nuclear 1, Nuclear 2, Nuclear 3, Ship, Skeet, Skeet 2, RTA Heading, Trivia Quiz 2, Tree, Wall, Me, Me 2, WOPs & Max Headroom.

PUBLIC DOMAIN DISC 24 - PICTURE DISC 3

Block Busters, Amiga, Six pictures from East Enders, Dalek 1, Iggy 1, Michael Palin 1, O'Sullivan, Prison 1, Prison 2, Tim 1, Window, WOLI, Betelgeuse, James Bond, JR Ewing 1 & 2, Top 20 FSW, Top 5 Authors, Utilities, Mans Face, Rachael, Satellite, Ship 1, Spit Spok, Thanx & Stuff 1 and 2 and 8 assorted VIDI Digitiser screens.

PUBLIC DOMAIN DISC 25 - MICRODESIGN ART DISC 4

First Class, Bear, Bells, Bunnies, Burst, Small House, Symbols 2, Thanx & Stuff, Thought 2, Burst 1, Mouse, R.I.P, Castle, Church, Cottage, Factory, Garage, House, Sky Scraper, Green House, House Symbols, Medium House, Octopus, tennis 2, UK, UK 2, Video Tape, Visa, Prison, two A4 pages full of people, three A4 pages of Vehicles, three A4 pages of sport figures and eight A4 pages full of small clip art (that's about 240 pieces.)

PUBLIC DOMAIN DISC 26 - MICRODESIGN ART DISC 5

ABC Page Headers (1 & 2), House, Inspiration Page Header, WACCI Birds 1 & 2, BJ10ex Page Header, Pointer, Spock, WACCI 53 & 54 Covers, Treading The Bauds, Dead Spock, Two

Victorian scenes, Fair Comment, Aztec Art 1, Book, Book 2, Boy, Boy & Girl, Radio Cassette, Dalek 1-3, BlackBoard, Daily Record, leech, Nato 1 & 2, Talk Bubble, Planet 1 & 2, Bullet, Cats 1 & 2, Canada, Colorado and two A4 pages of assorted people.

PUBLIC DOMAIN DISC 27 - MINI PRINT SHOP

An excellent PD utility disc (imported and translated by the Robot PD Library) which gives you around 200 pieces of small clip art to play around with. You can load these onto the screen and place them anywhere you like. Documentation updated and additional documentation supplied by WACCI. There are two beautifully crafted fonts, ideal for producing headlines, titles etc. Screen pictures can be saved to disc as standard 17k screen files. These can be loaded into GPAINT using the "Load section" option and MicroDesign Plus using the screen convert option.

PUBLIC DOMAIN DISC 28 - MICRODESIGN ART DISC 6

FSW Library, 6128, AJ Titles 1 & 2, Last Laugh, Mention, Arab Art, Art Hole, Candle, Fair Comment, Moondog, TV, Cinema, Skulls, Trolley, Trumpet, Weather, Foul Play, Club, Coins, Globe 2, Lady, Oval, Psysm 1-4, Sick 1, Spell, Spheres, T2 C&DE, Target, Tennis, Type, Pure Genius and The-End.

PUBLIC DOMAIN DISC 29 - MICRODESIGN ART DISC 7

Access, Aids, A Point, Exclamation Mark, Medievel, Pens, Coat Hanger, Calculator, Clarinet, This Morning, Phone 2, Pirates, Question Mark, Scarecrow, Senator, Culture, Willow, Cromwell 1, 2 & 3, Chew (Bite), J Cole, Jim Jones, John Major, 464 & 6128, Bastet, Chinese, Compass, Crunch, Brix 1, Computer, Future, Gorby 1 & 2, News Paper, Man 1, Lith 1 & 2, Odd Phone, Old Clock, Old Woman, Quill, Times, Iraq, Iraq Sign, Horizon and Argentina 1, 2 & 3.

PUBLIC DOMAIN DISC 30 - GPAINT & RSXLIB

GPAINT is probably the best PD Art program, it was imported from Germany by Robot PD. It comes complete with its own instructions, however, the on-screen display is in German but don't let that be a worry as you soon get use to it.

RSXLIB This program allows you to quickly and easily build up an RSX command for use in your own programs. You can select the commands you want from a library of some sixty existing commands or you can write your own routines.

PUBLIC DOMAIN DISC 31 - AMIGA GRAPHICS 2

David Carters second graphics disc. The disc contains 47 screen pictures. The pictures include: Ice Cream, Abc, Jetta, Amigac, Lamborgini, Art Deco, Lost In Space, Bike, Eye, Minion, Bird Woman, Plane, Bugatti, Ruger, Champagne, Sachshom, Strawberries, F15, Self Portrait, Fighter, Wood, Shuttle, Grand Canyon, Hotdog, Lizard, Amigac, Model T, Buggs Bunny and the Bull, New Tut, and more.

These screens are supplied in a squeezed format to ensure you receive value for money.

PUBLIC DOMAIN DISC 32 - MICRODESIGN ART DISC 8

20th Century Fox, Bear, Cowboys, Dalton, Horses, Enable, Kats, Fist, Liberal Democrats, Newton, Nude, Frump, Satellite, Ghost Ship, Bart 1, Trek 1, Cartoon 1, Cavalier, Paper, Pardon, Poltext 1, C/Man Face, Comms 1, Cornwall, Ship 2, Squinty, Text 1, French, J R Ewing, Kurdistan, Thanx, Mars and Town.

PUBLIC DOMAIN DISC 33 - MICRODESIGN ART DISC 9

Cilla 1, Face 1, Henry Cooper, Insect, Shades, Scotland, Surprise 1, Thing, The Management 1 & 2, Ovals, No Mode 2, Paranoia, Wizard, Servant, Whitehole, Trek 5-8, Raven, 7 Up, Crunch 1, Witches, Cartoon 2 & 3, Faces, Liberal Democrats 1 and Squel.

PUBLIC DOMAIN DISC 34 - MICRODESIGN ART DISC 10

Anadig, Gemini, Bighands, Har-CCT, Har-COMP, Cat & Mouse, Boot, Heracles, Dave, Doveleft, Lba Chart, Hr-CCT, Oz, Doverite, Dowwheel, Form 1, Form 2, Fun Car, Simplex, Riley Dov, T-N-CCT, Gate, Witch, Video Gen, Video Gen 1, TOA 1-4, Vox, Statistics & Lies, Waylonsw, Wind Surfing and Perfect.

PUBLIC DOMAIN DISC 35 - PICTURE DISC 4

The WACCI picture discs have a picture view, unsqueeze and picture transfer program. Use RUN "DISC, then follow the easy to use, on-screen instructions. Babs, Berger 1, Brix 1, Cutout 2, Cutout 4, Cutouts, Int, Face 1, Spaceman, Terry 2-4, Roads, Globe 2, Gremic, Hicks 1 and Zener. On side B, there are lots of Mandlebrot set of pictures with a program that rotates the colours to bring them to life.

PUBLIC DOMAIN DISC 36 - "TEACH YOURSELF PASCAL"

This tutorial is split into two parts. Side A is a 'Teach Yourself Pascal' series, whilst on side B there are loads of example programs. All the files on this disc are pure ascii files - and they can be loaded into any good word processor. Based around the Msdos version of TurboPascal - but easily adapts to CP/Ms JRT Pascal.

PUBLIC DOMAIN DISC 37 - ADVENTURES DISC 2

Ghost House, Secrets of Ur, Adult1, Blue Raider Part 1, Blue Raider Part 2 and Raider Graphic Adventure.

PUBLIC DOMAIN DISC 38 - AMSDOS - GAMES DISC 2

CROCO MAGNETO	Guide your ball onto the targets.
CROCO DESIGNER	Too easy? Design your own game.
LUCKY SQUARES	Pick out the right square.
DREHDRISS	Super quality Tetris clone.
FIREFOX	Fly a combat mission.
SPACE FROGGY	Collect the objects to win.
WARZONE	Plan your own campaign.
TREASURE ISLAND	Find the hidden treasure.
TETRIS	Another version to play.
AMSTETRIS	And another
KILLEM	Easy to learn and play game.
TOM+LIZ	Artificial Intelligence.
BIRTHDAY	Sit back and relax.
PICK THE PAIRS	A quality implementation.
PONTOON	Relaxing, score 21 and win.

PUBLIC DOMAIN DISC 39 LOGOS, WOMEN PICTURES

Side A: Batman, Bloom, Channel 4, ChildShr, Chat Show, Clips, Paul Hogan, Psion, Scload, Sign Time, Superman, n Swish, Chart Show, Couplehr, Terminate, Dartmrhr, Graft, Garden Hour, Julian Clary, Tiger Picture, Neighbours, NCE, Various 1 and Various 2. Side B: 16 Assorted pictures of women and 5 assorted pictures.

PUBLIC DOMAIN DISC 40 MICRODESIGN ART DISC 11

Heads, Accordion, Apostle, Bristol, Bruiser, Fool, Plug, Cowboy, Droids, Drum Boy, Clint Eastwood, Foreign Legion, Buddah, George & Dragon, Chaplin 1, Chaplin 2, Ice Skate, Goblin, Chaser, Chopper, Concorde, Indian, Beauty, Crime, Religion, Bike 2, HeliCopter, Old Soldier, Pirates and many more.

PUBLIC DOMAIN DISC 41 - ADVENTURES DISC 3

Side A: Eve Of Shadows by Rod Buckley, a challenging adventure that takes up the whole of side A. Side B: Dick (*play a detective*), Dungeons of Hell (*you got to escape from them*), City of Flames(*collect 10 gems and become a warrior*), Quest (*the chieftans daughter has been kidnapped*) and more.

PUBLIC DOMAIN DISC 42 MS DOS ON IBM COMPATIBLE PC

22DISK which offers CP/M to PC file transfers.
22NICE the CP/M emulation program that sits on a PC.
This disc was reviewed by ChrisGreen in issue 70 on pages 21 & 22 in the article entitled FILE TRANSFERS.

PUBLIC DOMAIN DISC 43 - PICTURE DISC 5

Abbey, Clock, Frosties, Game Screen 1-4, Garden, Arch, Road, Shed, Stairs, Trees, Woods, Advert for Adverts, Auntie John, Amsig 0, Bald Terry Wogan, Barry, Bulls Eye, February, Fonts, Label, Funny BB, Globe 3, Maggie, Bob Holness, Label, Lofty, Monty Python 1, Spaceman 1, Michael Palin 2, Pointing Dog, Rowan Atkinson, SimSpot picture and support.

PUBLIC DOMAIN DISC 44 DEMO DISC 2

BMC DEMO 3	TEN colours simultaneously in MODE ONE.
GRAFTER	Graphic picture using all the screen.
LDC 21	Nice raster effects, made by DEMOMAKER.
MALIBU 2	Short and simple but good nevertheless.
McPADDY	Collection of demo bits and bad language.
SPANN	VorSpann demo creator.
YAO DEMO	Good borderless demo.

PUBLIC DOMAIN DISC 45 - THE PARADISE DEMO

A complete seven part demo - with lots of wonderful graphic effects. This superb demo even includes a inbuilt game.

PUBLIC DOMAIN DISC 46 - THE LOGON DEMO

This demo has to be seen to be believed - it's the world famous - often talked about - great graphics and in-built disc copier demo. This Demo is regarded by many as the best, complete, Amstrad CPC demo ever. If you ever wanted to know how good demo's are - then the Paradise Demo or The Logon Demo are for you.

PUBLIC DOMAIN DISC 47 AMSDOS UTILITIES DISC 1

A-TO-B	Turn ASCII files into Basic DATA statements.
ADV-TEXT	Advanced Text Editor.
ASCII	Creates an ASCII dump of the CPCs memory.
BIGDUMP	15 shade screen dump utility.
CALENDAR	Prints a calendar for years 1000 - 9999.
CMAF	Convert binary file to ASCII for use in Maxam.
CUTOUT	Stop Press cutout viewer.
DISCOPY	CP/M or DATA disc copier, but 6128 only.
DISCTRAC	Keep track of your. discs.
DISCUTIL	View files, print CATs, search files etc.
DISKDOG	CAT discs, get file info, zap file etc.
DISKMENU	Make a menu and even print the CAT.
FILECOPY	File copier.
GRAPH	Draws graphs for you.
HARDCOPY	Prints Mini Print Shop pictures.

PUBLIC DOMAIN DISC 47 UTILITIES 1 CONTINUED:

MAGDOS	Three and Half Inch Disc Operating System.
CONVERT	Multiface screen to AMSDOS screen.
MPACK	Alternative to BANKMAN.
MULTI-REN	Multiple renaming utility.
ORGANIZE	Keep track of your discs and files.
PB6128	Print buffer and file spooler program.
POKES	Pokes for games in an ASCII file.
READAGE	Reading age checker for ASCII files.
READWRIT	Read and write disc sectors.
SPREAD	A spreadsheet program.
SQ23	Squeeze files.
SYMBOL	Symbol designer.
TVSAT	Geostationary satellite program.
USQ2	Un-squeeze files.
BIGCHARS	Big character RSX.
CUTEDISC	Disc utility program for the 464.
ENC-DEC	Encode a file or message.
FONTS	Alter internal fonts.
MODEINKS	RSX for modes and inks.
MONYMATE	Look after your money.
PROCS	Procedure RSX.
RD	Turn 2nd 64K into a RAMDISK (6128 only).
ROMSCAN	ROM utility.
SCRNCRVE	RSX to add curvy effect to your screens.
SCRNGRAB	RSX to grab screens.
TURBTEXT	Speed up the text output to the screen.
VARIABLE	Check BASIC's variables.
VIEWTEXT	View text in any program.

PUBLIC DOMAIN DISC 48 AMSDOS ADVENTURES 4

Doomlord, Dungeon Adventure, Firestone Adventure, Jason of the Argonauts, Roog, The Caves of BewsBews, Search for Largo Grann, Ghost House, Quest Adventure, and The Race.

PUBLIC DOMAIN DISC 49 - PICTURE DISC 6

Andy Capp 1/2, Advert 1/2, Arab 1-6, Argentina 1-3, Army, Aztec, Beadle, Bite, Boy 1, Canada, Cartoon 1-3, Chew, Colorado, Cromwell 1-3, Crunch, Disney 1-5, D Record, Dinasaure 1, Exclamation Mark, France, Hole and Tyre.

PUBLIC DOMAIN DISC 50 - PICTURE DISC 7

3 Daleks, 9 Inch Nail, Boy Girl 1, Dalek 1-3, Gum 1, Horizon, Hsap 1, Iraq 3, ITN, Jim Cole 1, John Major, Liberal Democrat, Nato, Question Mark, Old Woman, Panda 1, Papers, Poltext 1, Pope, Posysim 1-4, Pure Genius, Sick 1, Spider 1, Squeal, Target, Tennis, Text 1, The Times, Victoria 1-4.

PUBLIC DOMAIN DISC 51 - PICTURE DISC 8

7 UP, B Simpson 1, Bastet, Cartoon 1, Cats 1, Cavalier, Cornwall, Enable, Fist, Gorby 2, Ghost Ship, Hungary, In Shadow, Iraq, Iraq Sign, Jones 1, Jones 2, Lith Lizaed 1, Mars 1, M 2 Newton, Nazi Art 1, No Mode 2, Paranoia, Scotland, Ship 2, Specs, Surprise, The End, This Morning, Town, Trek 3-6, Woman 1 and Woman 2.

PUBLIC DOMAIN DISC 52 - PICTURE DISC 9

20th Century Fox, Art File, Bear, Cats 2, Cilla Black 1, Cowboy, Culture, Timothy Dalton, Face, Future, Gorby 1, Henry Cooper, High Chaparal 1, High Chaparal 2, Hitler 1, J Bellaby 1, Kate 1-4, Man 1, Medieval, The Management 1/2, Old Man, Paper, Pirates 2, Scarecrow, Satellite, Skull, Tommy Cat, Torys, Trek 1, Trek 6, Victoria 3 and Visa Face 1.

PUBLIC DOMAIN DISC 53 - PICTURE DISC 10

Agression, AJ's Title Picture, Amstrad Sig 0, Barry No 1, Bullseye, Uncle Clive 1-5, Dalek 1-4 Factory 1, February, Funny BBs 1, Funny BBs 2, Ganster, Globe 3, Bob Holness, Kate 4, Label, Lofty, Maggie, Monty Python 1, Outdoor 1-3, Mr Parkins, Michael Palin, Point, Rowan Atkinson, Dave Shepperd, Simon Cobb 1/2, Sim Spot, Mike Smith, Spaceman 1, Stamper 1-3, Alan Tilling 1/2, Tommy Cat 1, Thatcher 2 and finally Doug Webb.

PUBLIC DOMAIN DISC 54 - PARROTRY DEMO

Side A: MicroDesign Art Disc 12

Andy Capp 1/2, Apeman, J Beadles x 2, Bits 1, Cars, Dinosaur 1, Enterprise, Gum 1, Hsap 1, Lizard 1, Planes, ScsFrame.DR, ScsFrame.IC, UK and Zodiac Signs.

Side B: Parroty Plus Demo. A complete demonstration of Parroty Plus (Treasure Island Software). This demonstrates all the Parroty Plus features and also allows you a £5.00 discount off the price of the package. If it still available.

GENERAL INFORMATION

**** Please make all cheques payable to WACCI ****

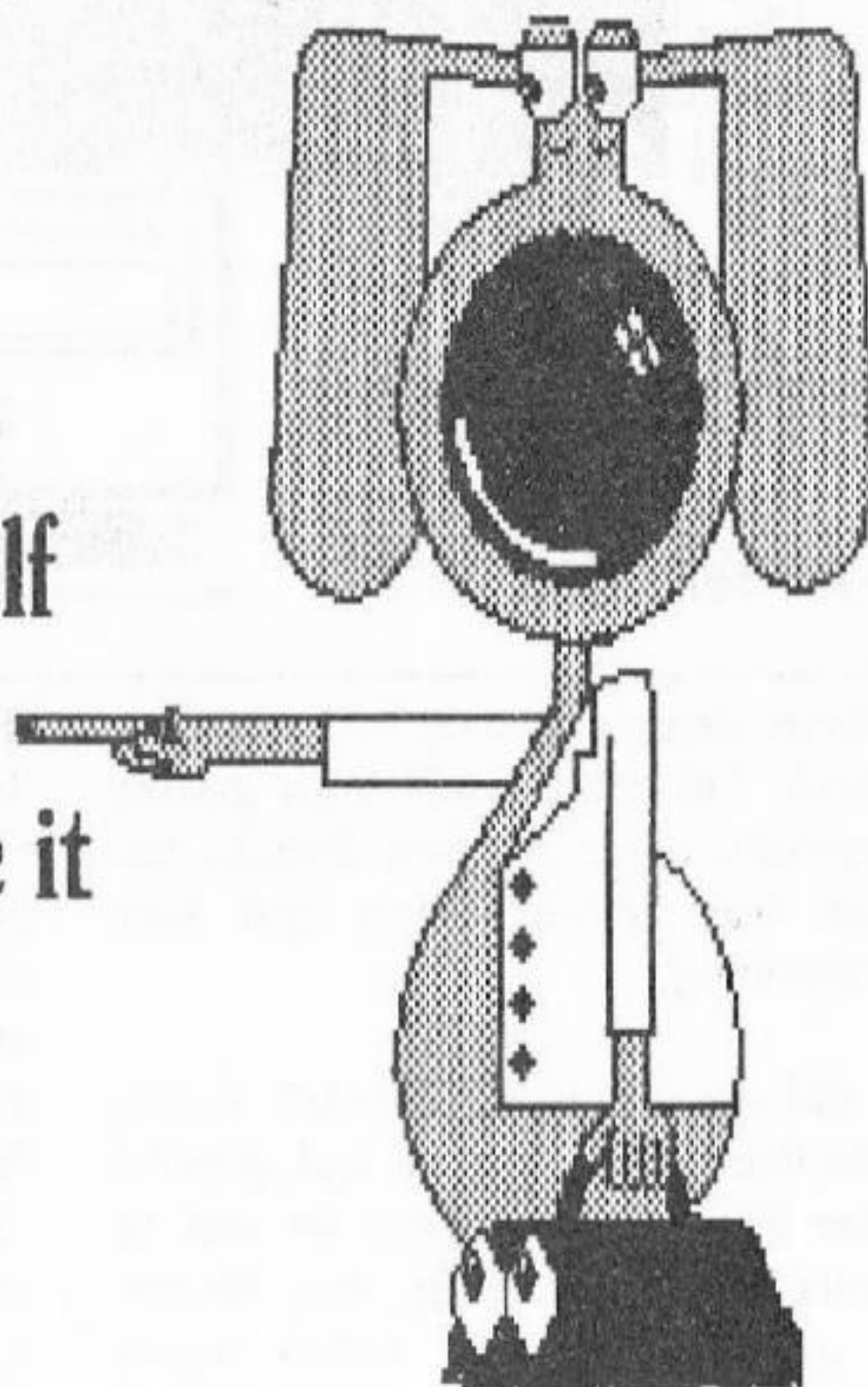
If you wish to order discs from more than one library but only want to write out one cheque then send your order and cheque to Doug Webb at the address below and he will gladly sort it all out for you.

4 Lindsay Drive
Chorley
Lancs
PR7 2QL

NEW PD

If you have any new PD will you please send it to Stuart Gascoigne his address is on page 30.

Treat
yourself
you
deserve it



3" disc costs £2.50, 3.5" costs £1.00

Love At First Sight

by Jonty Jones

I'd waited all night for this moment. I'd lusted after her from the moment I heard all about her. She was big, dark and mysterious my kind of beast. A real handful, heavy and solid in the hand, but best of all, she'd go the distance. I'd heard that when John Bowley the last person to have her, went for a good nine hours with her and she didn't object.

There's a knocking at the door, she was here, my mouth dried, I opened the door. In no time I had her on the kitchen table, forcefully but collectively I peeled off her protective wrappings. At last she was in my hands, exposed. I turned her over to reveal her ready slot just waiting for me to slide my utility in.

KILLING TWO BIRDS WITH ONE POSTING

Four weeks prior to Xmas '97 the last thing I expected to happen, did. My Siren Software 3.5" B drive died an untimely death.

This is what you get for crying superiority over other lesser drives I suppose. Two lots of special projects specifically intended for the WACCI

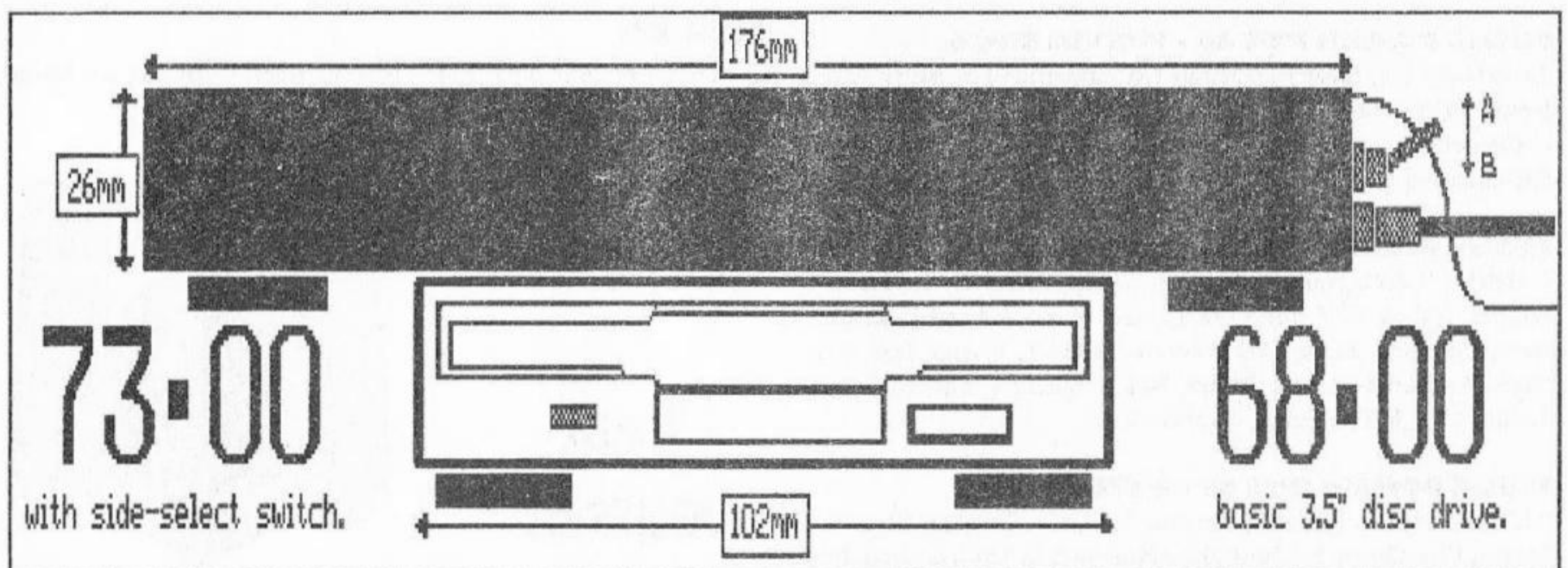
getting very far, I was sunk. I was made aware of certain for sales in Market Stall, most wanted to sell the entire listings as one and wouldn't split out the 3.5" drive for me.

That was it, I was dead, incapable of finishing my projects, my hopes of injecting something for WACCI's use was lost.

this drive a year ago, but *didn't*. One micro second later I accepted the challenge to do the review.

I had done it before with Megablasters, that was a challenge, not letting friendship get in the way.

This was another serious challenge, but one I enjoyed.



library were trapped on 3.5" out of my reach. Oh yeah, I had been getting transfers done by close friends, but this was getting costly and time consuming.

I did the one thing I could. I rang Merline Serve, begged and pleaded that King Arthur might be able to work his magic over my drive for me. I couldn't believe it Arthur wasn't

WELL BOWLEY ME OVER

John, our esteemed editor, during a conversation was made aware of my persisting drive problem, suddenly he did it again, he asked me to review something, something so unexpected that I simply couldn't refuse. The very first Freddy Drive created by Nigel Callcutt and Roy Everett that was intended for public sale. I weighed up the odds. John was supposed to review

LETS DRIVE

The moment I removed the packing from the Baileys original Irish cream box I found the Freddy Drive packed snugly in a huge padded bag. The instant I removed the Freddy Drive and held it, I was in love. This wasn't just a 3.5" drive, this is a work of art.

The inch high by four inch by eight inch (*approx.*) casing was painted in a beautiful black lustre finish. Unlike

most drive casings this one had the added bonus of having a perfect crocodile skin finish. The screws holding the casing together were perfectly drilled and aligned. The side switch was positioned in the middle of the rear end of the drive next to the phono connection power input point.

There was ample spectra strip ribbon cable to allow me to have the drive virtually anywhere I wanted on my six foot by three foot desk, *nice*.

POURING ON THE POWER

I plugged in every peripheral and ROM I have. My AMX mouse, my Arnor mother board containing Protext - with Promerge+ on the Honeysoft board too. I then slung onto the rear of that my Rombo Rombox which contains DES 1&2, Nirvana and Prospell. I already had my printer hooked up.

The power pack, I have been informed, comes with a fail safe feature, it being you can't switch it to the wrong power setting. the + - set switch has been disabled, it remains set correctly. before powering up the drive I was advised to slide the 0 - 12 volt power output to 12 first, and when switching off the drive from the mains the reverse was advised, slide the power output down to 0 before final switch off at the mains supply. Power spikes can hit during switch on and off so not only was this a viable idea it was possibly the best advice I've ever been given.

DRIVE HANDLING

The drive had been given a couple of very vigorous tests prior to my receiving it, such as leaving it powered up overnight. The drive became merely warm to the touch.

Apparently, if you try and format a HD disc to RomDos format from the B side of a disc most drives go clack. This had been an unfortunate and none deliberate act which this very Freddy Drive I had been sent had been put through. It didn't blow, the disc formatted perfectly!. I haven't repeated the test, even though Roy

said I could, should I want to try the theory myself. *No thanks Roy!*

With my last drive I could place my hand on the drive during it's running and feel the thing running, if I didn't have any background music on.

My last drive could be heard over the telephone working too. I placed a hand on the Freddy Drive and set it in motion. I felt nothing. I turned off all CPC and radio sounds and set the drive in motion once more, then and only then did I become aware of the faintest sounds of the drive thrumming into life... *Very nice*.

THE SALES PITCH

Since the creation of the Freddy I'm using for this review I have been informed there are a couple of new features incorporated into the new Freddy's.

You can buy a Freddy Drive in two formats, both come with a power pack as standard, and carry the same safety features for the + - switch's.

The first format is minus a side switch. In this format a Freddy will cost you the sum of £68.00. The second format obviously includes the side switch for an extra few quid making the cost £73.00.

Alternate drive types TEAC, SONY, PANASONIC, NEC etc., but not JVC. created by Nigel Callcutt. After sales service 1 year for parts and labour (*must be carried out by Nigel only*).

1mm steel casing fully painted inside as well as outside in high gloss crocodile skin lustre (black). Easily switched over to PC from CPC by the internal switch settings> - If returned to them.

- 0 - CPC DRIVE
- 1 - CPC B DRIVE
- 2 - PC A DRIVE
- 3 - PC B DRIVE

It is suggested that you should send the drive directly to Nigel if you require any of the changes listed. You

must include return postage and a clear description of what you want.

Discounts are not given so don't ask. The only reduced rate of after sales service considered would be the part replacement of a motor or disc head for example. Final costs and replacements should be discussed with Roy Everett directly.

STAYING ON TRACK

I transferred 12 HD RomDos formatted discs over to 3" in a continued action, then transferred 14 3" 178K formatted discs to HD 178K formats. I then checked the 14 3.5" discs transfers I'd made, I wrote a compilation of articles for WACCI, drew and saved MD+ artwork for the articles to 3.5". Then in the last back breaking none stop bench test I ran Euro-WACCI twice, wrote and saved a reply to Tiggers half told fiction (*a 16K reply*). And then I finished off by writing this review.

Several hours later the Freddy was sat to the right of my 6128 and just seemed undeterred at all. The disc transfers were faultless, and I must add seemingly quickly done I only used Discology v0.6 and or Maxidos.

I have only a few things left to say on the Freddy 3.5" disc drive. I personally feel the asking price could possibly come down a shade, but then I suppose so would the cosmetics of the drive and I have to say they are beautifully done.

Finally how long will you give me Roy to save the cash to buy this Freddy? Because I want it, want it and I want it now! From now on it's a Freddy for me no other drive can touch it in my opinion, if you need a new drive do the right thing, get a Freddy it's far from a nightmare on any street.

Jonty

(I really want it Roy... Roy!!!)

Roy Everett's address is:
2 Coldnailhurst Avenue,
Braintree, Essex,
CM7 2SJ
Tele: 01376 344572

Programmers' Patch by Matthew Phillips

Continuing our look at programming MIDI interfaces, this month we will find out how to select instruments and use various other MIDI commands. Next month we might even manage a program that actually plays a tune...

First an apology for some mistakes in last month's article. Table 1 got printed slightly wrongly as the headings RAM, EMR and DHCP were meant to be lined up above the three columns of figures. Still, I expect you all worked out what was going on.

It is difficult to get tables like this converted from CPC to PC form, so slip-ups like this happen from time to time. The second mistake was my fault, because I completely forgot to put a "NEXT" command at the end of lines 40 and 60 in the BASIC listing I gave. I hope that didn't cause too much confusion.

Last time we used a piece of BASIC to control the MIDI interface. This month we have printed another listing which uses machine code to do the same job. Listing 1 is a piece of BASIC which installs a couple of RSX commands, and Listing 2 is the assembly language for the RSXs.

To use the RSX commands, type in Listing 1 and run it. If you have made any mistakes in the typing, these will be spotted when you run the program. Once the RSXs are installed, you need to use the |CHOUT command to select the type of MIDI interface you are using.

```
|CHOUT,0 - RAM Music Machine
|CHOUT,1 - EMR interface
|CHOUT,2 - DHCP interface
```

The |CHOUT command makes the necessary adjustments to ensure that the correct port addresses are used, and also sets the MIDI interface to be ready to send data. Next you can use the |SEND command to send instructions to MIDI instruments. The |SEND

RSX takes as many arguments as you like, and they are sent out via the MIDI interface in order. Last month's example of starting a Middle C on Channel 1 would be done like this:

```
|SEND,&90,60,64
```

and to turn it off you would do the same but with &80 instead of &90.

MESSAGE PARLOUR

Perhaps it is time to explain a bit more about the different MIDI messages available. No? Well, if you would rather I cover it next month then you will have to get out the scissors and paste and make a mess of your WACCI.

MIDI messages are made up of status bytes and data bytes. The status byte tells us what kind of message it is, and the data bytes fill in the details. Status bytes are always between 128 and 255, and data bytes are always less than 128. It is easiest to think of status bytes in hexadecimal. The following table lists all the types of message:

&8x	Note off (2)
&9x	Note on (2)
&Ax	Polyphonic key pressure (2)
&Bx	Control change (2)
&Cx	Programme change (1)
&Dx	Overall key pressure (1)
&Ex	Pitch bend (2)
&Fx	System messages

The number in brackets is the number of data bytes that must follow for that status byte. The "x" represents the second hex digit, or nybble, and in most cases determines the channel number, 0 to F referring to channels 1 to 16. As I explained last month, different channels might refer to

different pieces of MIDI equipment, or on a polyphonic keyboard or voice box can be used to distinguish between several different instruments played on the same piece of MIDI equipment.

The status byte &90 would be a Note On event on channel 1, and &81 would be a Note Off on channel 2. The only exception in fact is &Fx, the system messages, which affect all channels at once. Here the "x" distinguishes between different kinds of system message instead.

ONE MAN BAND

The next most useful MIDI message after Note On and Note Off is &Cx, Programme Change. This is used to select what instrument noise to use for the notes on a channel. It takes one data byte as a parameter, allowing you to choose from 128 different instruments numbered 0 to 127.

Unfortunately different types of MIDI keyboard use different numbers to select a violin, say. Some keyboards follow a code called General MIDI, and to select a violin on channel 1 you would do: |SEND,&C0,41

I am guessing a bit here, as it might not be a violin, but it would certainly be a string instrument. If your keyboard does not conform to General MIDI then there may be a list of the numbers in your manual or on the keyboard itself. After that, |SEND,&90,69,64 would play the A above Middle C (known as International A) using the violin noise. If you then did

```
|SEND,&C1,57,&91,60,64
```

it would select a brass instrument on channel 2 and start playing Middle C.

To turn the notes off, you would then do |SEND,&80,69,0 (for the violin)
|SEND,&81,60,0 (for the brass)

On a polyphonic keyboard you can have several notes sounding at once even on the same channel, so you could start several violin notes at once on channel 1:

```
|SEND,&90,60,40,&90,64,40,&90,67,40
```

and then turn them off one by one with the appropriate &80 Note Off events.

RUNNING COMMENTARY

Before we look at the other status codes, it seems like a good point to mention "running status". We have just turned on three notes, each by sending the status byte of &90 followed by two bytes of data. We could have also done it like this:

```
|SEND,&90,60,40,64,40,67,40
```

After the volume byte of 40 for the first note, instead of the &90 status byte we have gone straight on to the pitch data for the next note. Because data bytes are all less than 128, the pitch of 64 must be a data byte not a status byte, so MIDI equipment assumes that the missing status code is the same as the last one we sent, that is another byte of &90.

Of course, you can put in those &90 bytes if you like, and if you are just sending MIDI data you do not really need to know about running status. If you are receiving data from the keyboard though, you will have to cope with it. When I first started experimenting with recording data from a keyboard, I did not know about running status, so I thought there was something wrong with my interface!

You are also allowed to turn a note off using a Note On event with a velocity of zero: |SEND,&90,60,0 would turn off a Middle C playing on channel 1.

When you combine this with running status, you can play long pieces on one channel without sending any status bytes apart from the first Note On.

AFTER EFFECTS

Getting back to the status codes, if you want to change the volume of a note after it has started, you need the services of &Ax, Polyphonic Key Pressure (or aftertouch). This takes two data bytes: first the pitch of the note concerned, secondly the new pressure (or volume) value.

Obviously with some instruments, like piano, you cannot change the volume of a note once the key has been struck, and some keyboards will take account of this. Less expensive models of keyboard do not implement aftertouch at all.

Status byte &Dx, Overall Key Pressure, works in a similar way, but applies to all notes on the channel. It only needs one data byte, the new pressure value.

URANIUM ORE

Pitch Bend, &Ex, is for varying the pitch of notes that are playing. It is followed by two data bytes which are put together to give a "modulation value", ranging from 0 to 16383. If

the modulation value was m, then the two data bytes are calculated as follows:

```
byte1=m MOD 128  
byte2=m\128
```

A modulation value of 8192 is the centre setting, which means that the pitches of the notes will not be altered. Giving smaller or larger modulation values slightly changes the pitch of the notes playing on that channel. You would have to send quite a lot of pitch bend messages to achieve any useful effect like vibrato.

HERE WE ARE AGAIN

Yes, we're drawing to the end of another article. We have not yet covered all the MIDI status codes, but the most important ones are out of the way. If you are really getting into this, why not pop down to your local library and see what books they have on MIDI? I will try to compile a list of good ones to look out for to be printed with next month's article.

Matthew

LISTING 1

```
10 SYMBOL AFTER 256:MEMORY &9CFF  
20 RESTORE 100:er=0:addr=HIMEM+1  
30 FOR i%=0 TO 14:READ cod$:chk%=0  
40 FOR j%=0 TO 11:a%=VAL("&"+MID$(cod$,j%*2+1,2))  
50 POKE addr,a$:chk%=chk%+a$:addr=addr+1:NEXT  
60 IF chk%<>VAL("&"+RIGHT$(cod$,3)) THEN  
PRINT"Error in line";i*10+100:er=-1  
70 NEXT:IF er THEN END  
80 CALL HIMEM+1  
90 PRINT"|CHOUT and |SEND installed."  
100 DATA 01099D211B9DC3D1BC119DC3541  
110 DATA 989DC3779D53454EC443484F590  
120 DATA 55D40000000000C3379DC3543D7  
130 DATA 9DC3379DC3549DC3439DC3636B1  
140 DATA 9DC34F9DC3729D01ECF83E03644  
150 DATA ED793E15ED79C901F2F83E03614  
160 DATA ED793E16ED79C901E0F818F26CC  
170 DATA 01EEF8F5ED78E60228FAF10D749  
180 DATA ED79C901F2F8F5ED78E60228784  
190 DATA FAF10CED79C901E0F818EFFF804  
200 DATA 01C0DD7E00111F9D01060021311  
210 DATA 259DB72004EDB018923D212B46D  
220 DATA 9D28F621319D18F14FCB01064D4  
230 DATA 00DD0947DD2BDD2BDD7E00C555D  
240 DATA CD229DC110F2C90000000000418
```


LISTING 2

;Send version 2.00, 11/5/1997
;designed to be assembled with ZMAC

;initialise RSXs by CALL &9D00

```
initialise:  AORG 9D00h
             LD BC,rsxtab
             LD HL,wrksp
             JP 0BCD1h
rsxtab:      DEFW names
             JP send
             JP chout
names:       DEFB "SEN","D"+128
             DEFB "CHOU","T"+128
             DEFB 0
wrksp:       DEFS 4

jumpblocks:
jmpreset:    JP ramreset
jmpmidisend: JP ramsend

RAMblocks:   JP ramreset
             JP ramsend
EMRblocks:   JP emrreset
             JP emrsend
DHCPblocks:  JP dhcpreset
             JP dhcpsend

ramreset:    LD BC,0F8ECh
             LD A,3
             OUT (C),A
             LD A,15h
             OUT (C),A
             RET

emrreset:    LD BC,0F8F2h
ehscommon:   LD A,3
             OUT (C),A
             LD A,16h
             OUT (C),A
             RET

dhcpreset:   LD BC,0F8E0h
             JR ehscommon

ramsend:     LD BC,0F8EEh
             PUSH AF
ramslp:      IN A,(C)
             AND 2
             JR Z,ramslp
             POP AF
             DEC C
             OUT (C),A
             RET
```

```
emrsend:     LD BC,0F8F2h
ehscommon:   PUSH AF
emrslp:      IN A,(C)
             AND 2
             JR Z,emrslp
             POP AF
             INC C
             OUT (C),A
             RET
```

```
dhcpsend:    LD BC,0F8E0h
             JR ehscommon
```

```
chout:       CP 1
             RET NZ
```

```
choutjp2:    LD A,(IX+0)
             LD DE,jumpblocks
             LD BC,EMRblocks-RAMblocks
             LD HL,RAMblocks
             OR A
             JR NZ,notRAM

copyblocks:   LDIR
             JR jmpreset

notRAM:       DEC A
             LD HL,EMRblocks
             JR Z,copyblocks
             LD HL,DHCPblocks
             JR copyblocks
```

```
send:        LD C,A
             RLC C
             LD B,0
             ADD IX,BC
             LD B,A

sendloop:     DEC IX
             DEC IX
             LD A,(IX+0)
             PUSH BC
             CALL jmpmidisend
             POP BC
             DJNZ sendloop
             RET
```

Merline-Serve

*

The Wizzard 8 bit Printer Port is now
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March already spring is springing I feel old but not out!! Modern technology is straining my brains but I'm getting there slowly I have to write notes all the time but I'm having fun. By now you should have heard the news of the next Wacci Convention at Bescot (that's been the subject of some discussion) but at the end of the day it's local for me and I'm the one that has to do the work. If anyone has items I can sell to raise money for the Convention please let me know (thanks Doug) I can surely use them. The more money I raise the cheaper the tickets can be, also if I don't sell 100 tickets then I have some money to cover difference. If you wish me to send you your ticket when you book PLEASE send me a stamp addressed envelope, the postage cost £25.00 last year!!!

FOR SALE:

Amstrad 6128 c/w colour monitor, loads of games, Tasword with manual. £60.00 o.n.o.

PLEASE CONTACT: Chantell Purcell TEL: 01234-348285 (Bedford) after 5.00pm.

FOR SALE:

Amstrad CPC464 c/w green screen monitor. Colour TV adaptor module MP1. Set of very fetching covers with red piping & Amstrad CPC464 in red written on the cover. Amsoft Joystick JY2 User instruction manual. All in mint condition.

Various Games as follows:

Welcome to Amsoft Continuous demonstration. Trivial Pursuit, Strike Force Harrier, Solid Gold - Gauntlet, Ace of Aces, Leaderboard, Winer Games, Arnham, Roland on the Ropes, Roland in the Caves, Grand Prix Driver, Oh Mummy, Solar Coaster, The Galactic Plague, Harrier Attack, Hangman, Zoids, Indiana Jones and the Temple of Doom, 3D Grand Prix, 3D Chess, SAS Assault Course, Fruit Machine, Animal Veg, Mineral, Sultans Maze, Bridge It, Ocean Comp-Driller, Captain Blood, The Vindicator, Daley Thompsons Challenge, SDI, Trantor, Fire Trap, Blade Warrior, Encore, Firelord, Bionic Ninja, Cobra Force, Green Beret, Championship Jet Ski, 8 Amstrad Action Cover disks (4,5,6,8,14, 4in1 Stubt Games Christmas Gift Pack, Christmas 7 games) Ocean -

Christmas gift 1985, Timeman One, Home Budget, Easi-Amsword. All the above in original boxes and manuals where applicable (mint). I have four tapes that have been copied as follows; Last Hope, Raiders from Mars, Programme title & Zebra windmills, Demo Disc by PSS - The Covenant, Get Dexter, Battle of Britain, Swords & Socery.

I would like to get £25.00 for the computer plus post and packing. I am open to offers on the software. I am prepared to split the software but would like (if poss) the computer to go in one lot to a good home.

PLEASE CONTACT: C.R.Boys TEL 01306, 740836 (Dorking Surrey) after 6.00pm

THE FOLLOWING ITEMS ARE FOR THE WACCI CONVENTION, and were donated by Doug Webb. Please make cheques payable to WACCI.

These are all original 3" discs and are complete with manuals, they are £5.00 each plus £1.00 post and packing. Microdesign, Mircodeign Plus. Mini Office II, Tas-Sign, Powerpage 128, Proprint, Protext, Prospell, Question of Sport, British Maps Library (for use with Microdesign Plus 2 discs), CPC Card (Knitting m/c Pattern Designer), Your Pattern Writer (Knitting m/c Pattern Designer CPC).

PLEASE CONTACT: Doug Webb, 4 Lindsay Drive, Chorley, Lancs. PR7 2QL Tel No: 01257-411421.

MORE ITEMS ARE ALSO FOR CONVENTION FUNDS, and were donated by Bob Moffatt. Please make cheques payable to Wacci. Thanks Bob.

CPC 664 (the write enable pin may be missing from the disc drive), c/w manual (tatty). £5.00, Colour Monitor (6128 style) £10.00, DMP 2000 Printer with expanded print buffer, manual, & 4 ribbons. £20.00, FD1 Second 3" Disc Drive. £8.00, Lihnet V21/23 Modem inc power supply and manuals. £20.00. ALL PLUS POSTAGE.

Books as follows:

Amstrad Advanced programming Techniques, Amstrad 464 Whole Memory Guide, Using CP/M, Amazing Amstrad Omnibus, Introduction to Amstrad CP/M Assembly Language, Mastering Machine Code on your Amstrad, Basic Computer Games + more BCG, Programming the Z80, 2 off 6128 Manuals, all these books are £2.00 each..Plus Postage.

Magazines as follows:

Wacci's 1-3, 24-110, 112, Amtix 3.4.6-9,11,15. CWA 1/6 3/5. ACU 8-29 All are in binders. All Mags are 25p each plus postage or the lot for £5.00.

PLEASE CONTACT: Stuart Gascoigne, 24 Ketch Road, Lower Knowle, Bristol. B93 5DQ TEL: 0117-9831361 between 7.00pm and 9.00pm

Don't forget your tickets

Future Perfect

Getting ASCII files from one computer to another is simple. But then there are screen files, Protext files, disc images, snapshot files... all of which make sense to one machine but not another. Here's how to cope.

Protext: plan B

Last time round we showed you how to ship Protext documents across to a PC as ASCII. This is simple and effective, but loses all the formatting information. More seriously, it messes up paragraph breaks something chronic.

Enter Sanko. A brand new release from Systeme D, Sanko sits in memory as an RSX (bar command). Usually, of course, you save Protext documents with the SAVE command. By typing SANKO, you can now save them in a form readable by almost all PC word-processors - RTF, or Rich Text Format. All you then need to do is DOS-Copy the RTF file onto a PC disc.

RTF was invented by Micro\$oft (boo, hiss) and has one major advantage over ASCII: it lets you store formatting information. A document saved in RTF with Sanko will appear on the PC with bold, italics and underlined text just where they were on the CPC. Paragraph breaks and tabs stay intact - as does pretty much everything, in fact, except for lines prefixed with an >. You have to recreate these yourself with your PC word-processor.

Sanko also performs one particularly neat trick: smart quotes. Rather than just having one type of quote marks and apostrophes (like the CPC), Sanko inserts proper open and close quotes as used by Real Typographers. (Who don't eat quiche.) These automatically replace the dumb quotes present in your original CPC document.

Screen files

I'm assuming here that the main reason you might want to use CPC screenshots on a CPC is that you want

to print them in a magazine, brochure, or something. In that case, they're going to be black and white, so they might as well be MODE 2.

SCR2BMP (aka MAKEBMP1), as used by WACCI, is the program you need for this. It takes a standard 17k screen file, and converts it into a .BMP file, which you can load into pretty much any PC or Mac art package or desktop publisher. .BMP files aren't generally compressed, so you might want to resave as a .GIF once it's safely across to the PC.

So much for Bill Gates

Probable scenario. You bought your shiny new PC three months ago. Windows now annoys you so much that you have decided to throw the nasty Pentium away and save up those few extra pennies for a twiffic Apple Mac. Hoorah! In the meantime, though, you've got a few files you want to transport *back* to the CPC.

For text files, just reverse all the ASCII stuff mentioned last month. Sanko only converts one-way, so you'll lose all the formatting information, but hey.

There are plenty of .BMP readers available in the public domain should you want to move graphics from a PC to a CPC, and these ones will do colour files as well: the best-known one is by Joker of BENG! (oh no), and despite being bloatware on the scale of Word 7 it actually works rather nicely: as ever, just DOS-Copy the files to the CPC, and run this program to convert the .BMPs to screen files. There is even a .GIF reader available by a French coder, Siou. Anyway, you're spoilt for choice.

Emulators

A-ha. The Internet is full of CPC software, as is the deeply wonderful

CD-ROM put together by French cracker Two Mag. It's all in .ZIP format. Running a .ZIP file on a CPC will not get you very far.

.ZIPs are composite files containing compressed versions of one or more original files. Their nearest equivalent on the CPC are .LBR files (for those still stuck in the CP/M past: hello, Clive), Space Archiver files, or Columbia multi-record files. Since CPCs won't understand anything but the most ancient .ZIP files - and even then, you have to use a CP/M program - it's best to get the originals out while you're still on the PC. A program like PKZIP will 'unzip' them for you.

If you're very lucky, the original files will have extensions like .BAS and .BIN, and all you need to do is copy them onto the CPC using DOS-Copy. They'll then run straight off.

If you're very unlucky, they'll have .SNA extensions. This indicates "snapshot file", an emulator equivalent of the Multiface's memory grabs. A utility to let you run these on the CPC has just been released by another French coder, Guillaume Genty. I wish I had a name like that.

.DSK files

Nine times out of ten, though, a couple of .DSK files will pop out. These are disc images, in a similar vein to those produced by Safesoft Disc Archiver, Turbo Imager, Desktop Organise (if you can get it to work), and so on. None of these programs will read .DSK images, but the rather splendid DSK-CPC will - by Divine Coding of Systeme D, aka Robin Tanner.

Firstly, and most importantly, format the 720k disc on the PC. DSK-CPC can be a bit funny about discs which aren't freshly formatted. Copy the .DSK files onto said disc, stick it in

your CPC's 3.5" drive, and run DSK-CPC. Insert a blank 3" into the CPC - you'll need one side of a 3" for each .DSK file - and let DSK-CPC do its stuff. After a few minutes, you'll have a CPC format disc containing the relevant programs. You don't even need to use DOS-Copy.

On the rare occasions that you might want to go the other way, an equally splendid program by Matthew Phillips makes .DSK images out of CPC discs - again, without the need for DOS-Copy. This one is called MKEXT.

If you actually have a PC on your desk, and you're not just surreptitiously carting 3.5"s full of DSKs home from the office every evening, it's probably easier to get the PC to format and write the CPC disc for you. The program you need for this is called CPDWRITE: its counterpart, CPDREAD, creates .DSK files from raw CPC 3.5"s. Both are fast, easy to use, and freely downloadable (there's a small shareware fee). Ulrich Doewich is the bloke to thank.

Endy story

And that really is (pretty much) everything you need to know about moving files between CPCs and PCs. All of the CPC programs mentioned in this article are available on the Robot PD Connectivity Disc, together with some other goodies: the PC programs are on the 'net site [ftp.nvg.unit.no](ftp:nvg.unit.no). Happy hunting!

Poking in the (Robot) Library

In the first of an occasional series extolling the virtues of New Robot (New Life for the CPC), Richard reviews a disc of Plus-only programs.

Doubtless it would be more sensible for a WACCI article to concern itself with the WACCI library, but since (unlike the Robot stuff) it's not sitting on my hard disc at the moment, you'll have to ask John for more on that. Sorry.

All the software listed below is contained on Robot Software disc 10000, subtitled 'The Plus Disc'. It doesn't take a genius to suss that this

disc is intended purely for Amstrad's enhanced CPCs: and like much PD software these days, you'll need 128k to run most of it.

Acid House Killed Rock'n'Roll

Perhaps the most technically impressive program on the disc is a demo by Cadjo Clan, c. 1992. Back in the early days of demo coding, a German chap called Weee! (Christian Lier) was renowned for being the only programmer to actually produce his own music. In 1992, of course, Soundtrakker was released, and everyone and their dog started producing 'original' music - so original it still always sounds the same. Hmmm.

Anyway, not to be left behind, Weee! promptly started investigating one of the lesser known features of the CPC Plus - its DMA sound capabilities. DMA stands for Direct Memory Access, and means that the sound chip can take music data straight from memory without having to tie up the main Z80 processor. Since the Z80 isn't normally too quick at sending music data to the sound chip, this enables a huge increase in the amount of data which can be sent per second - making instruments sound more realistic. To put it in perspective, while most game music is based around a frequency of 0.05KHz, the CPC Plus can pump sound data around at up to 15KHz. (True CD quality is 44.1KHz, although the 16-bit sound resolution of CDs is also much sharper.)

It looks like Weee!'s music editor using these features will never come out - although a French counterpart is in development - but we do have this short demonstration. Fittingly for something coded so long ago, it's a vintage piece of acid house, with frequent "Cadjo Clan" samples and high frequency bleeps. The power meters, brought to you by the miracle of hardware sprite technology, are also fairly cool.

Let It Shine

Another demo, this time by French group GPA, showcases the Plus's graphical capabilities. A huge (and beautifully smooth) scroll sends the

usual greetings to fellow coders, while an array of stars move gracefully over the top. All of this is accomplished with a fair selection of the 4,096 colours on offer.

Although this was the first demo ever released for the CPC Plus (way back in February 1991), only STS have as yet taken up the challenge with their Genesis demo. But all that could change...

Sugar Cane

...if Wulf has his way. In the meantime, you can create your own Plus masterpieces with Logon System's B-ASIC. The first program to crack the code which unlocks the Plus's extra features, it makes all the graphical enhancements (in short, everything except DMA sound and the new interfaces) accessible from BASIC with a couple of | commands.

The latest version, 2.1, is included on the disc. This sits in the 6128 Plus's extra memory, allowing you to use all the main 42k for your own programs. B-ASIC is remarkably simple to use, as the example program illustrates, but there's full documentation and a couple of support utilities on the disc should you get stuck.

March of the Scarecrows

Stormlord: so good they ripped it off twice. For anyone who has fond memories of Raff Cecco's all-time classic platformer, this disc is an essential.

French group Futur's are currently recoding Stormlord for the CPC Plus, with the intention of making full use of Plus features such as hardware sprites and smooth scrolling. So far, only level 2 and a brief intro have been released in preview form, but they're good enough (read: seriously fantastic). I'm not generally a game-player, and there are too many sudden death situations in this one for there to be any chance of this changing, but it's close.

Very close. What with this and the mooted Plus version of Jet Set Willy, all we need now is an enhanced Chuckie Egg...

Blowing Down the Stylus

Remember an AA article called "Making the Most of your Plus", by Keith Woods? Remember how Keith Woods used to start every paragraph with a rhetorical question? Heady days.

Anyway, a short warning. Said article is complete tripe, and just a badly executed rip-off of a far from great sprite editor by Blue Impuls (sic). It will not help you to make the most of your Plus. It will help you to crash your Plus, destroy your programs, and completely screw up the 50Hz interrupt. Ignore it. Use B-ASIC. Thank you.

Awaiting Mr Crow (bonus track)

And on the B-side of the disc, there's Rob Buckley's excellent Smart Plus, as reviewed by Ray Powell in WACCI 111.

Ready for the Rampage

For an accurate recreation of an Amstrad Action PD review, stick a rhetorical question at the start of the next paragraph, cut it out, put a border around it and write "Where To Go" in big letters on the top. Then stick a large piece of clip art showing a 6128 on the rest of the page to fill up space.

The Plus Disc is available from

Richard Fairhurst,
Tea Cottage,
Bottom Lane,
Bisbrooke,
Rutland,
LE15 9EJ

for £5 on 3.5" disc. If you want a 3" copy, enclose the disc with your order. I can also provide copies of the Robot Software catalogue, containing details of over 150 discs - including, at last, an English version of GPaint 2.

More on that, and the (real) new version of PowerPage 128, next time...

Richard Fairhurst

Market Stall

Disc Games as follows:

Ballyhoo, Zork III, Lurky Horror, Leather Goddesses of Phobos, Hitchhikers Guide to Galaxy, Neverending Story, Pawn, Starglider, Castle Master, Jinxter, Guild of Thieves, Starstike II, Tomakawk, Dandy, Roland in Time. All at £2.00 each. Plus postage. Tapes games Lords of Time and Colossal Adventure 50p each.

Serious Discs as follows:

Graphic Adventure creator, £4.00. Stop Press + Extra Fonts and Extra Clip Art £5.00, Advanced Art Studio (no box or manual) £3.00. Hisoft C £3.00. CPM and System Disc £3.00. Laser Basic/Laser Compiler £3.00. Nevanda Fortran £3.00, Prototype £3.00. Auntie John's Concept Disc from Wacci £1.00 CP/M disc 2 from Wacci £1.00. SURPRISE BOX, a small black box screwed down not quite sure what's in it £2.00.

All the above are plus post and packing.

PLEASE CONTACT: *Stuart Gascoigne, 24 Ketch Road, Lower Knowle, Bristol. B93 5DQ TEL: 0117-9831361 between 7.00pm and 9.00pm.*

WANTED

I want to make a switching unit for my 6128 expansion port to be able to use it for two different inputs without the bother, stresses and strains of changing plugs over. I can get a suitable expansion port edge connector plug from Maplin, but not the PCB part. Does anyone have a couple of junk circuit boards I can get these from or PCB edge connector transfers to make my own

PLEASE CONTACT *FRANK COSGROVE 59, Fenton Road, Bournemouth. Dorset. BH6 5BS TEL: 01202-423973.*

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11 Vicarage View, Redditch,
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Merline-Serve/KAD

Brympton Cottage, Brunswick Road
Worthing, Sussex BN11 3NQ
Tel/Fax 01903 206739

If you can't get hold of a CPC item, then try us, because we have probably got what you want. the latest Catalogue. KAD, a disc based PD library containing over 200 discs. For a catalogue send a disc (3" or 3.5") and a SSAE.

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For the CPC and PCW.
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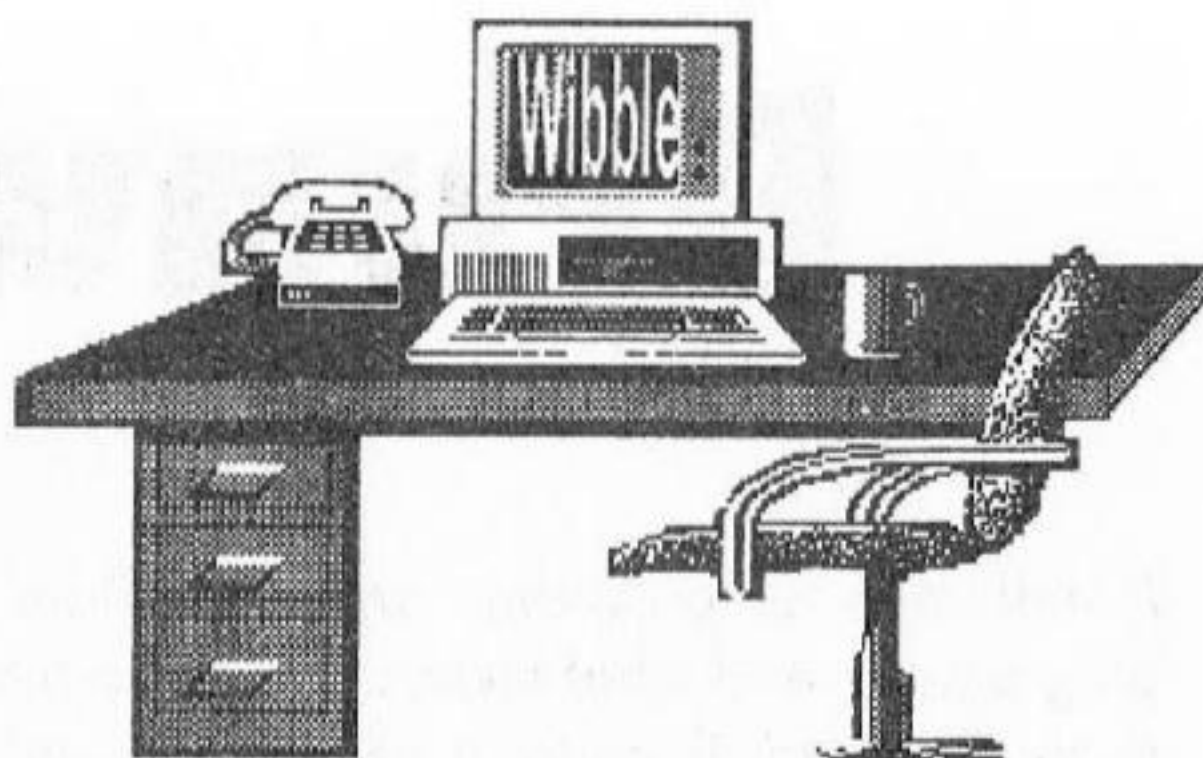
AKTIV

The printer supplies specialist. Cheap but good quality printer ribbons and cartridges. Tele: 0115 9308200 for details. Their address is AKTIV, Computer Products Ltd, Unit 1, Lyndal Court, Manners Industrial Estate, Ikeston, Derbyshire. DE7 8YA

The News Desk

with Angela (ITGA) Cook

Brympton Cottage, Brunswick Road, Worthing,
West Sussex, BN11 3NQ. Tel/fax; 01903 206739.
E-mail; angelacook@mcmail.com



Well my car did take to the engine swap. Unfortunately the bonnet didn't and kept flapping up. But John and some telephone cable did the trick. So I travelled 150 miles from Peteboghorror to Worthing with my bonnet tied down. Still never mind, it didn't have any effect on the car I nearly drove in to.

DEAR, DEAR ME

Still, less of my driving. After all the weekend went *almost* without incident. Rob Scott and I arrived at John's just before midnight on the Friday, having stopped off quickly at Richard Wildey's on the way through. A bottle of bubbly wine later we were all tired from laughing so much.

On the Saturday, once Rob and I finally emerged, we went and collected Richard Fairhurst from nearby Bisbrooke. The car had a little panic attack and then it was back to John and Carol's for lunch. Or so we thought. That actually turned up at seven that evening (*no matter, due to the age old BTL tradition of McDonalds*) but was as lovely as ever.

We saw Noel Edmonds get his gotcha on the biggest has-been's show ever, then promptly turned off the monitor on it's MP3 base. We then proceeded to have a really good evening talking, insulting various peoples and drinking the various ciders Rob and Richard had forced upon us. Later that morning John, Richard and myself were looking at improving the layout of WACCI (*some of which you may well be noticing soon*). But I couldn't keep my eyes open long enough. Richard and John didn't go to bed until about six in the morning they were so busy playing. Mad, mad people.

Next day involved John's youngest (*also a Richard, which made for an odd weekend in some places*) continuing his review of the film Hotshots. We also

had a fabulous lunch from Chef Carol before deciding it was time to leave all the mess we had made and disappear.

It was a lovely weekend, I don't recall when I have laughed so much. All that was left to do was the three hour drive back to Rob's house. On the way Rob and Simon Green (*previously of Penguin PD*) swapped various surreal messages on their pagers. That just about rounded off the weekend nicely. *Thanks John and Carol.*

SNAP2CPC

Genty Guillaume has released a program for the PC called Snap2CPC. Files converted from snapshots are now compressed. More information can be obtained in the information Genty provides at:
<http://www.perso.hol.fr/~ggenty>

CONVENTION ALERT

We're getting nearer every day. To this years convention that is. Angie has provisionally booked Bescot stadium for Sunday the 20th of September. This is the same venue and roughly the same date as last year. But this year the new lifts will be (*should be?*) finished.

This will allow easier access to those who are wheelchair bound, not as young as they used to be, have hundreds of boxes and the downright lazy. Also running this year should be a train service to the appropriate train.

Something else which is a new idea for this year is cross-formating the shows. This is to include PC and PCW

users, throwing the convention open to a wider audience of attendees and traders. There has been a mixed reaction so far, from the "Oh my God that's a dreadful idea" through to the "Great, I'm definitely coming now".

The important thing to remember is that the other formats are not taking over the CPC, they are just an added facility to allow a better convention for the CPC users. More traders may be able to come and more people attending not only means lots more people to swap stories with and meet, but also a lower ticket price. Originally set at £3 for this year John has now dropped this to £2, so it's an absolute bargain.

Angie Hardwick is selling the tickets that she and Chris Murray designed. Angie's address is on the Market Stall page. If you do want to come please order your tickets as soon as you can because Angie needs an advance booking to be able to confirm the booking. Angie is also running a fund to help with the costs this year.

If you have anything computer related (*not just CPC items*) that you would like to donate to WACCI so that Angie can sell them specifically to fund raise for the convention, please drop her a line.

No excuses this year, plenty of notice, cheap ticket prices, lifts in the building, a Sunday train service and I'll make sure John prints a map of how to get to the stadium this year. *See you there.*

Brunword Elite

Handbooks for programs are often hard for new users to follow, mainly because the writer is the programmer and what seems natural to him/her is often double dutch to the new user, again they seem to try too hard to make it as professional as possible and miss out vital pieces, Peter Brunning is no exception but he does provide plenty of examples to use as formats and learn from.

Hard Copies

I found one of the best ways to learn is to print out his samples then, using the Overwrite mode (Ctrl-Tab), go back over his coding changing the Incode for >. Print that out, then by putting the two hard-copies together and using the handbook one can see and understand the methods used and by experimenting get used to the commands and methods much quicker. For the rest of this article I will use > rather than type incode every time.

Personal Notes

One very useful tip gleaned from his examples is that one can add personal remarks to your on-screen files, that are not printed out on the hard copy, this can be done anywhere on your file, if you put > followed by your message enclosed between quotation marks, this will not appear on your hard copy. e.g. >"this will not print out"

Catch The Eye

Word processors are tools and the more skilled the user becomes the end result demonstrates how good that tool is. One of the biggest mistakes a user can make is to try and use too many utilities on the one document; the text is the most important part and there should not be other features that will tempt the readers concentration away from the theme of the text, so when incorporating drawings into your document they should catch the eye, convey the intended message and leave the text to be read and absorbed.

I use pictures quite a lot when designing headings, news-sheets and making up posters for Dart League and Club functions. Headings are in the

main, to show your title and logo so that when seen again, the reader will recognise them.

Drawings

On posters the drawing should be the first thing to attract a persons attention to the written word. With drawings that are going to printed full sized quite a bit of detail can be included, but those intended to be printed reduced size should be as simple as possible, nine pin printers cannot cope with a lot of fine lines when printing in reduced size.

Brunword has a really excellent facility for incorporating drawings, providing they are in binary. By using the Video command these can be viewed at any time, regardless of what else you're doing in Brunword and if you wish, compressed, to enable you to erase the large binary file and save disc space; they of course can be decompressed at any time.

Brunword commands cater for 9 or 24 pin printers and picture print-outs can be small medium or large depending entirely upon your needs. I use small for incorporating into headings and medium or large for the posters.

Print Out

As I use a 9 pin 3160 printer all references I make to measurements will as such, 24 pin users will have to adjust accordingly.

Because Brunword fonts are so perfect and you can Multi-strike up to nine times the end product on A4 is so sharp that it enlarges up to A3 as clear as a bell.

If your printer has the reverse facility Brunword provides two methods of moving the print head up or down the paper and these, combined with the Margin command enables you to put the print head precisely where you want it.

Measurements

RESET is done by measuring the distant required from the top of the paper and RELATIVE REVERSE works from a given reference point. Peter Brunning obviously respects his elders as all measurements are made in inches and not metric (*Thanks Mate*). Coding is done by converting your imperial measurement to a numerical one, 1" = 216, 9 pin. 1" = 180, 24 pin.

When working out RESET commands remember to subtract your existing GAP size from the required measurement. e.g. 6" = 6 x 216 minus GAP size. GAP is the distance between each printed line and can be changed at will.

Planning

When planning out a new project, letterhead, poster, invoice, payment sheets or whatever I always draw it out on paper first and when satisfied, measure everything, put the measurements in and work out the order of coding. I personally prefer to print all words first then add any lines or boxes, finishing with the drawings.

Make A Grid

An interesting exercise is to make up your own 1" square grid paper by using the BOX and LINE codes, print

the horizontal measurements in, then use that as a template. You cannot put in the vertical Margin coordinates as these vary depending on the font and whether or not >W and >F (width & size factors), are used. With normal non proportional printing in mode 2, there are 80 characters across the screen and margins are set by simply counting the number of characters that would be needed to reach that point.

Using Fonts

In Brunword when the font is changed the margin measurement will change according to the font character size.

When proportional characters are used the margin moves yet again according to the average number of characters per inch; it is able to do this because in the ROM is a table of widths that it uses to calculate the the required number.

With any of the Brunword fonts you can use non proportional or proportional characters, for proportional characters >W (width) & >F (size Factor) must be used and it is the only way to get the full effect of a font.

I have made a file of all the different font margins which prints onto the afore mentioned grid sheet and saves a lot of guess-work. By doing this you cut your test printing down to a minimum and can make adjustments as you go.

Clip Art

Another exercise is to make up clip-art sheets using the VIDEO, MARGIN, RESET and RELATIVE REVERSE commands and then box each one individually. A lot of fun and a good learning medium.

Most of my clip-art is from Stop Press, MD and Mini Print Shop, using Richard Fairhurst's excellent Convert Progs to put them into binary, I then put them into GPaint to alter them to suit my needs or just sharpen them up; to get the best results in Brunword they need to be in mode 2. One thing GPaint will not do is mirror a drawing, but thanks to Richard's advice I do this in PowerPage.

One of the first things I did when I started using GPAINT was to draw a grid in mode 2, and save it as GRID.BIN, now when I want to create a new drawing I can print the grid out, do my drawing on it, load GRID into Gpaint and copy the drawing, using the grid lines to get it positioned. It makes life a lot easier!

Making It Bigger

If I need to blow up a full screen picture I load it into GPaint then put small markers to divide the picture into 4., save this as a new screen, clear screen then using Load Section reload the new screen and transfer the first top quarter of the screen, using the guide markers, and save it as TOP-LFT, clear screen and repeat for the

other 3 quarters giving TOP-RT BOT-LFT & BOT-RT. These can then be reloaded individually, enlarged, cleaned up and saved again. Eventually you have 4 screens to put together in Brunword.

Offer

I am gradually making up an example disc, including drawings, that I will, when finished, give to the library for any Brunword users to use as a learning medium.

If anyone wants to jump the gun then drop me a line and a disc, 3" or preferably a 3 1/2", to get more on, I'll copy them off for you.

Wanted

If anyone out there has any drawings or clip-art they don't mind sharing give me a ring and I'll send them a ready formatted disc to be copied onto.

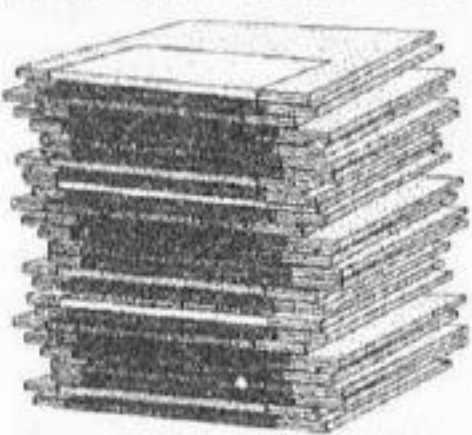
For the record I use a 6128, 3 1/2" Freddy 2nd Drive, DMP 3160 printer, Brunword Elite Mk.II. ROM with the Brunword 8 bit printer port. All I need now is a Dart Scanner (*Hint,Hint*).

Saving Files

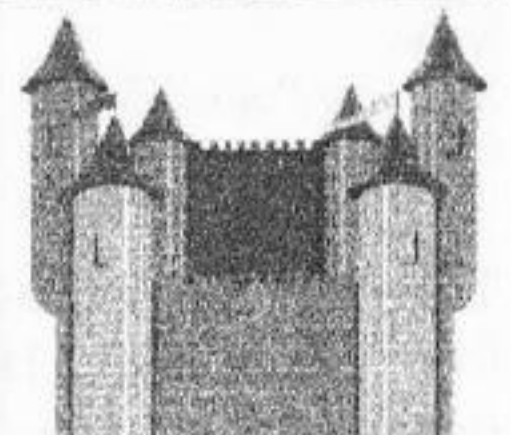
One very useful utility that the Mk.II.ROM has is the facility to save files directly onto a PC compatible 3 1/2" disc, and I have also taken many files straight off PC discs. My telephone number is: 01376 - 340783..Bye Bye Playmates, °

Mick Gushlow

Merline-Serve/KAD, Brympton Cottage, Brunswick Road, Worthing, West Sussex, BN11 3NQ. Tel/Fax 01903 206739

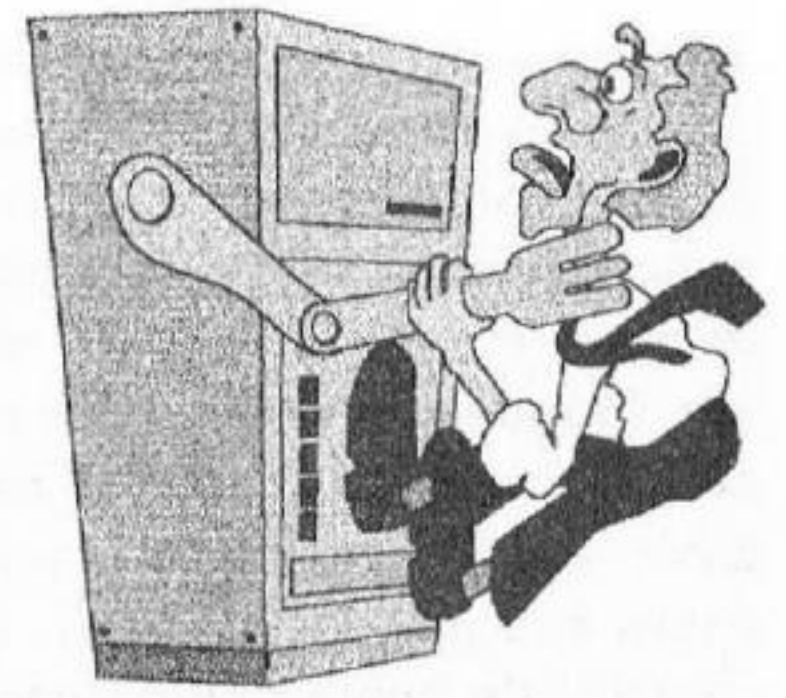


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Are You Game For A Game?



Well here we are on part 4 I'm quite surprised that there doesn't seem to have been any re-action I did think that you might object to games information, but not so and for that I'm glad as it keeps me busy each month. Sorry to go back to A this month but I found some more instructions so I thought I'd try and put them in so I can get back to alphabetical order so to speak, at least that's the idea but I've been wrong before! Angie Hardwick.

ALIEN INTERVENTION (AA 112)

A REVIEW. Alien Intervention is essentially a clone of the classic game where aliens attack you from below the surface of the Earth, rather than from their usual stomping grounds in the cold regions of outer space.

Quite how they managed to sneak underground is never fully explained but their friends have finally arrived to free them and unless you can keep them below the surface, you'll be the first to feel their wrath.

The rescuing alien hovers in the sky and throws bits of ladders to its underground pal. If enough ladder parts hits the surface, the alien escapes and fries you on his way out. To prevent this you have to get in the way of the falling ladder, which appears in any of five locations. (*Sounds riveting eh!*)

ATOM ANT

Keys.
Key 1 to Pause Game
Esc to Quit.

The Mayor has received a ransom note from Mad Dof Jackson. He has threatened to blow up the cities treasured buildings unless he is paid One Million Pounds.

Atom Ant must find and disarm numerous bombs using his atomiser. These are planted on various buildings throughout the city, but beware the bosses hired hands are close by.

THE ADDAMS FAMILY

Controls: Keyboard or Joystick

Q	Up	A	Down
O	Left	P	Right
Space	Fire	R	Pause

Loading; The Addams Family is on side two of the tape and can be run direct from the main menu. 128k is required.

Platform japey abounds as we dish up a massive chunk of the latest big name license from Ocean. Based on the smash hit movie, set in the Addams famous house, this is a flashback to the platform-em-ups of old (*Manic Miner, Technician Ted and all that mob*). It's very tricky too. Lots of puzzles you'll encounter will require precision timing and a steady hand.

THE ANTIDOTE

Solution by Philip Reynolds. Part One. Go to sleep and you find yourself at the foothills of Damar. Get the plank and go South, then East to the Green Meadow. Get the Lantern then go to the Mirrormere Dell and Get the Peg.

Return South to the soggy Junction then West to the Security Guard. Go North and get the Sponge, then return South and East to the Muddy Path and go South into the Bog, continue South, West, South.

Get the Matches then go West, South, West into a clearing. Go South to the Cave and light the Lantern, then drop the matches and the peg. Go East

into the Cave system then North, East, East, South, East, East to a Chasm. Drop the plank to form a bridge and continue East to the Cave mouth.

Go North until you reach the small hill then West and get the parrot. Return East then North and East again to a Small Field. Examine the monolith and enter the fissure then go East, and get the honeycomb, return West then up and go to the Small Dale then go South until you find some cigarettes in the Wood.

Get the cigs then go East, South, East and South through the desert and get the Security Pass. Go North until you come to an Oasis and dip the sponge in the water, now go South, South, West, North, West to get out of the desert and continue West to the junction in the woods.

Then go South to the Cave mouth. Go through the tunnels back to the Bluebell Woods by the following route, West, West, West, West, North, West, West, South and West. Drop the Lantern and get the Peg.

Then go North to the clearing then East, North, East, north, east, North and North through the Bog until the Castle Gardens then go North, North and East through the Maze to the Moat. Swim across the moat and go to the Library in the Castle. Get the cards and return to the Moat, then swim back across the moat and go West into

the Maze. Go South to the Gardens then West to the Elf's Glade, now go South to the Muddy Path and West to the Security Guard. Show the Pass to the Guard who will let you through to the Factory entrance. Go South into the Doughnut factory and talk to the man (*he asks for some cards*).

Give the cards to them man and he gives you a hole from a doughnut. Go South into a factory unit and talk to the man (*he wants some cigs*). Give the cigs to the man and he gives you a domino. Look and see he's blown a smoke ring so get the smoke ring and return to the entrance. Go East and talk to the Apprentice (*he's hot*). Give the sponge to the Apprentice and he will give you a bubble.

Continue East and talk to the Vet (*he wants some company*). Give the parrot to the vet and he gives you a wag (*from a dog's tail*). return to the Entrance and go North. Drop the pass and go to the Elf's Glade. Go West to the Dragons Lair and drop the honeycomb. A giant Bee will arrive and fight the Dragon, during the fight the Dragon will loose a scale, so get the scale and return to the Castle Gardens.

Go North and get the Machete then continue North then East to the moat. Swim across the moat and go to the Library in the Castle, go East into the Cupboard and pull the buton. The Oracle will take the items needed to make the Antidote and give you a bottle of the Antidote in return, he will then transport you to the soggy junction. Go North to the Course grass then West to the Elephant grass.

Cut the grass then drop the machete and go South to the Muddy Path. get the peg and go through the Bog to the Bluebell Wood. get the Lantern and go East, North, East, East, South, East, North, East then North to a Large Cavern.

Go down into the pit and examine the gwark. Look and get the rope then go back up then launch the waft and you have complete Part One and given the password "WADI" for Part Two. (*Pheh I finish the solution next month*).

What Is He Up To In 1998?

What I will be doing on the CPC Scene throughout 1998:

On all the following some things apply; fuller details on anything upon request (*send A4 SAE*), cheques/POs (*payable to B Watson*) only.

No all-over discounts but several specific reductions. The Spheroid Web Site, with pages covering all the following topics and lots more besides, will be up and running by the time you read this.

1) WACCO Software - the Protext family and a couple of related programs will continue to be published and supported throughout 1998. A newly upgraded version of Protext is in preparation and should be released mid-year. At the moment anything supplied from the WACCO ****or ComSoft**** ranges (*with a couple of exceptions*) can be ordered ****through Brian Watson only**** at half price.

2) Protext Software. Publishers of the PC/Atari versions of Protext and Prodata. Much the same as this year, but on-line support and a "chat room" will be available through the Protext web page.

3) PipeLine Tutorials. These printed tutorials are now ****all**** recompiled and ready to ship at 5 pounds each. Some special offers are available.

4) 8BIT magazine will continue and continue to improve until it closes with issue 25, but that's still well over a year away!

5) The Independent Eight Bit Association (*Hon Publicity Officer: Brian Watson*) still only costs a fiver to

join, and 1998 will see a huge blossoming of its work to spread the word about the benefits of 8-bit computing.

That yer lot. I'll give you the URL of the Web Site when I have it.

Send all orders, or an A4 SAE, to

"Harrowden",
39, High Street,
Sutton-in the Isle,
ELY, Cambs
CB6 2RA.

Tel: 01353 777006.

E-mail: brian@spheroid.demon.co.uk.

Brian Watson

For Sale

AMSTRAD 6128 for sale. Very good condition. Three complete systems, consisting of monitors, keyboards and additional drives. £80 o.n.o for each system. Willing to sell part units if required. Selected software and manuals for the AMSTRAD

Please contact *John Aczel* at: 26 Marine Crescent, Deganwy, LL31 9BY. Tel: 01492 593100 (North Wales)

For sale

WACCI 98 Convention tickets going for £2.00 each. All are welcomed.

Write to: Angie Hardwick

23 Station Place,
Bloxwich, Walsall,
West Midlands.

WS3 2PH

Tele: 01922 449730

email: angie.hardwick@cableinet.co.uk

Cheques payable to WACCI please.

There Must Be An Easier Way!

When I first started editing WACCI I thought it was going to be so easy, boy was I wrong! Using a PC to do WACCI is not as easy as you may think. I first had to learn about Microsoft Publisher. Then I had to learn how to transfer screens and text files over to the PC. This is my story.

How It All Began

When Philip resigned editing WACCI, I said to Paul I would like to give it a try and what you see now is the results of my labour.

But Why A PC?

I thought about using the CPC 6128 to do WACCI, but how could I? When members were shocked and delighted with the issue that Richard Fairhurst did as a April Fools joke and wanted more of the same quality.

Although Richard used a Mac and not PowerPage Professional which we were lead to believe. Paul produce the very next issue using a PC, so that left me with a problem, what do I use? Well I decided to use a PC, but that's when I hit more problems.

Text Files

Since everyone that sends articles used a CPC I needed to convert these files over to a PC. I made mistakes and funny little characters appeared on my screen which took ages to remove.

I thought there must be an easier way of doing this. I telephoned Clive and he gave me an in depths guide on how to save out text files from Protext (CPC) to pure ASCII. Great!

A couple of days later Richard Fairhurst came down for a visit and I told Richard about the problems I was having, seconds later we were sitting at my PC and loaded a article into Microsoft Word, Richard went so fast, I got completely lost and then he said "Why don't you use a new PD program of mine called Sanko?"

Sanko

First of all you run Sanko then call Protext, load in a text file, do all the editing like bold, italics, underline etc., then go back to the command line and type in |Sanko then give it a file name and Bobs your uncle.

Sanko saves it out in RTF (*Rich Text Format*). << A much better review will be with you soon. -John>> Its then ready to be transferred from the CPC (using Doscopy) to the PC...

Pictures

Well that's the text part sorted out, but what about pictures? I really dreaded having to cut out pictures and paste them onto another piece of paper something of a nightmare to me. How all the past editors did it I never know.

What I wanted is a program to transfer screen files into a format that a PC can understand I mentioned this to Richard and blow me down with a wet kipper he said "I'll send you a copy of MAKEBMP" which will do what I had asked.

MAKEBMP

Yes great! It works, but it can only transfer mode 2 screen files into BMP format. So I look through our PD Library and came across a program called Model-2 this converts mode 1 pictures into mode 2 simple really when you think of it.

This program is from Richard Fairhurst's PowerPage 128, I'm seriously starting to hate this man or love him.

Other Screen Files

Everything was going great then Jonty sent me an article, but this wasn't the screen file that MAKEBMP understands they were *.DR file from MicroDesign. Another problem to solve this was quickly done by using Richard's (no! Not Fairhurst again), but Richard Narrain's program called Proclip, with this program I was able to load in a .DR files and once loaded I used the Multiface to capture the screen and save it to disc. Easy

MULTICON

Easy I thought. No way, nothing in my life is that easy and then I discovered that MAKEBMP didn't understand MultiFace screens either, so what was I to do. Again of I go, looking through the PD Library in hopes that I could find a program that can convert MultiFace screens to that of Amsdos, yes here it is MULTICON, this program is by Rob Scott, all you have to do is run Multicon then type in the file you want to convert and that's about it.

Not Easy At All

When you see pictures inside of WACCI in the future, just spare me a thought, that I'm mad enough to go through all this aggro to give you a magazine that hopefully you all enjoy and which I enjoy producing for you.

Apologies

If my spelling and grammar are not correct please accept my sincere apologies I'm only the editor and what do I know of any those things.

Members Spotlight

On Carol Bowley



Yes, I know this may seem like a spoof spotlight to you but as I didn't have time to get in touch with anyone else, John suggested that you may be interested in hearing about little 'ol me. Don't worry - I laughed too.

Well where do I begin?

My interest began, I suppose, was when a friend suggested getting myself a computer to do some typing practise on. At the time I was at college doing a clerk typist course and she thought that a computer would be a good idea because I could test my speeds. So our very first addition to the Bowley household was a Commodore 64. At the time I thought it was the bees knees except that we didn't know quite how to operate it properly to get the best out of it.

A year or so later a friend of John's was selling a CPC6128 complete with monitor, books and a vast array of games. John was quickly hooked and I was left behind in the computer stakes. Somehow my interest became John's and I went off the whole idea of a home computer for quite some time.

Now many years on we have about 7 computers of some kind or other. I went on another college course to learn word-processing in the attempt to find a better job. Unfortunately the job never happened but through the course I found I got on better with a PC. Now of course I enjoy a small role within WACCI which has only come about because of John being given a PC by his brother.

Our house is filled to the brim with WACCI and computer related stuff. I couldn't possibly tell you everything there is here as there is so much. Every available space is filled, much to my annoyance and it can even sometimes be found in the loo!

Unpaid Secretary

Some days go by without a single phone call or letter but then suddenly BAM! Call after call and a pile of letters to be dealt with.

The thing that gets me about this set up is that most of the calls will come when John is at work so there I am sitting on the steps chatting away to friends around the country on behalf of WACCI while my poor kids are waiting to be fed or getting irritated because half way through the bedtime story I have to go to the phone.

I suppose a lot of WACCI members partners know exactly what I mean about that. One monumental evening while John was at work, I took eleven calls almost one after the other from 8.45pm through to 11.50pm when I had to finally call it a day and turn off the phone so I could go to bed.

Personally Speaking

Ok then Carol what about your other interests I hear you sigh. *Right* then, these are probably the most exciting bits about me (*yawn*).

Just before I was expecting Richard, probably about nine years ago, I was asked to do a kissagram for a friend's husband. It was meant to be a joke but I enjoyed myself and it went so well.

My friend was really pleased and her husband approved of my 20's flapper outfit. It seems that not many men will admit to not really liking being the brunt of everyone's joke, having to pretend to enjoy a lady stripping off her clothes and performing whatever,

much to the amusement of the poor chaps friends. Anyway I was a hit and was asked to do many more. I never needed to take any clothes off as I did a good show without having to and always got lots of compliments, mostly from the ladies.

Last September I became an assistant Beaver Leader with my Sons Scout Group and just recently was promoted to Leader due to a resignation. I presently have 18 children in my care and as yet I find it tiring but most enjoyable. John helps out whenever he has the spare time. *Which is rare.*

A Spanner in the Works

Earning a crust is done at Asda. I have been there for nearly five years working in the restaurant doing all sorts of jobs. Serving, cooking, till, cleaning and washing up to name but a few. At the time of going to press I am waiting to have my interview for Restaurant Supervisor. I wasn't sure about applying but as I have been doing most of the job for a while now I thought I might as well get paid for doing it, so fingers crossed *eh*.

And Finally

I am 26 (*alright 40*) years old, 5ft 10in tall, weigh 16st 10oz and have silver hair dyed brown. My eyes are a grey, green, brown colour with a yellow fleck. I have a pale skin with freckles and can be prone to spots just lately so I think I am heading rapidly for 'the change'. John and I have been married for 23 years (*feels like 50*) and have 3 children. So there you are that's all about me. *Goodbye!*

Services

Homegrown, PD Extra, Discs 1-18:

Dave Stinson, 4 Connaught Avenue, Mutley, Plymouth, PL4 7BX

☎ 01752 254404

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H6-9	Games 1-4	1	Forth Programming	11	Adventures
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H15	Pagesetter 64	3	MBasic	13	Demos 1
H16	Family Tree	4	PowerPage, RAMbase,	14	Amiga Graphics 1
H17	Family History		PD Planner, RAMdisc	15	Flags, Animator Demo
X1	Maxidos, Procopy	5	CP/M Games	16	PPC Pascal, ZBasic
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Stuart Gascoigne, 24 Ketch Rd, Lower Knowle, Bristol, BS3 3DQ

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25-6	MicroDesign Art 4-5	37	Adventures 2	45	Paradise Demo (Paradox)
27	Mini Print Shop	38	Games 2	46	The Demo (Logon)
28-9	MicroDesign Art 6-7	39	Logos, Women & pics	47	Utilities 1
30	GPaint, RSXlib	40	MicroDesign Art 11	48	Adventures 4
31	Amiga Graphics 2	41	Eve of Shadows & advs	49-53	Pictures 6-10
32-4	MicroDesign Art 8-10	42	22disk/22nice for PC	54	Parrotty demo & clip art

Discs 55-84:

Ian Parker, 24 Oxford Drive, West Meads, Bognor Regis, West Sussex, PO21 5QU

55	Utilities 2	65	Games 3	75	Utilities 5
56	Star Trek pics, music	66	Overcan demo (18+)	76	Megaparty Demo
57	ZDE & CP/M utilities	67	Demos 7	77	Computext, pictures
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59	Demos 5, Face Hugger	69	CCC 4 fanzine	79	Games 5
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64	Demos 6	74	Epic, utilities 4	83-84	Printmaster Graphics

Discs 85- and mixed PD orders:

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How to order PD:

PD discs cost £2.50 (3") or £1. (3.5") each, or you can borrow a 3" copy for £1..50. Please make cheques payable to WACCI and send them to the relevant librarian.

Other WACCI services:

Tapes: Arthur Cook, Brympton Cottage, Brunswick Road, Worthing 01903 206739
Books: John Bowley, 97 Tirrington, Bretton, Peterborough, PE3 9XT 01733 702158
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Chairman: Doug Webb Tel: 01257 411421

Editor: John Bowley Tel: 01733 702158

Dear Members,

When placing adverts into your local newspapers would you please also state somewhere in the advert that we are a "**Amstrad CPC club**". I've had calls from some people who have seen these adverts and then enquiring about other Amstrad computers. *Thanks*

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WACCI will be back next month. *John*

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