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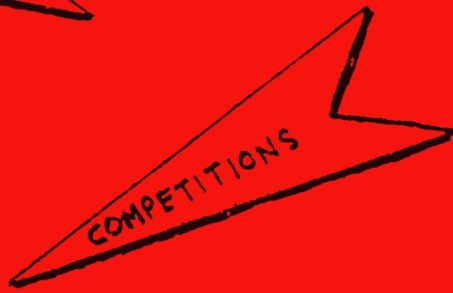
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THE BI-MONTHLY MAGAZINE OF THE UNITED AMSTRAD USER GROUP



The UNITED AMSTRAD USER GROUP was founded in 1986 by a handful of dedicated CPC enthusiasts. Membership now extends throughout Britain and overseas. The bi-monthly magazine CPC USER is written BY CPC users FOR CPC users and contains authoritative reviews and articles, and other regular features specific to CPC computers including 'MAILBOX', for general correspondence, and 'CONTACT', for member-to-member contact. The magazine also carries trade and members' advertisements. The BOOK LIBRARY is operated by post and is open to ALL members. The books may be hired by the month for a nominal fee. The PD SOFTWARE LIBRARY (Discs AND Tapes) contains many programs covering such topics as Games, Business, Educational, Language and Utility programs. Again, it is open to ALL members and is free of charge. The Editor welcomes the submission of articles for publication. Material should be submitted on tape/disc or typed. Hand-written articles are accepted but they MUST be legible. Contributions accepted for publication by CPC USER will be on an all-rights basis unless otherwise agreed and MUST be the senders own original work. No material may be reproduced in whole or in part without prior written permission of the Editor. Whilst every care is taken, neither the UNITED AMSTRAD USER GROUP nor its officers can be held legally responsible for any errors or omissions in articles, listings or advertisements. Material published does not necessarily represent the views of the UNITED AMSTRAD USER GROUP or its officers.

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→ POSITION VACANT ←

Due to the resignations of Debbie Howard and Dave Havard, we now have a single slot available for a Games Software Editor. The post involves writing articles on all matters to do with games software. If you are interested, then contact John Packham as soon as possible.

Hello and welcome to the August issue of CPC USER. As some of you longer lasting members will probably know, this is my first issue after an absence of about two years. It is taking a while to get back into the swing of things again, but hopefully I've put together an enjoyable issue for you all. Thanks to the excellent article in the July Amstrad Action by Simon Forrester, we have now increased our membership figures, so may I give a big welcome to all our new members. To all old and new members, we are constantly looking for material to publish, so don't hesitate. Send your articles in now, and your ideas or suggestions for the group and/or magazine. As we often state, this is YOUR group, so if you'd like some changes, then let us know, and we'll see what we can do.

Yet another UAUG convention is on its way, so please contact me soon to let me know if you will be attending. Turn to the last page for more info....

It has been reported that MJC supplies are no longer in business. However, this has not been officially confirmed, so you are advised to try and ring them first.

Many thanks for all the excellent articles sent in so far, and my apologies to those members who haven't yet seen them in print. I assure you, that what I currently have WILL be printed soon. It's just that I didn't have the room in this issue.

That's it for now...see you soon.





-First of all I wish to thank Steve Hayward for the excellent job he has done as Editor of CPC USER over the past two years, and also to thank John Packham for agreeing to take over. The changeover was carried out very smoothly - so smoothly in fact that the first I knew about it was when I read the news in the magazine ! I was therefore unable to pay tribute to Steve's work as Editor in the last issue. A few weeks ago I received yet another parcel of books for the library from our one and only Life Member, Mr T.W. Lomnicky. We are very grateful to him for the many generous donations of books he has made to us over the years. Without these gifts, our Book Library would be very small indeed. I expect many of you will have seen the two page feature about UAUG in the July issue of Amstrad Action. I thought it

was an excellent article and I know that even in the first week after publication Gordon received at least 20 enquiries. I hope that by the time you read this, we shall have many more new members in the Group. Finally the usual reminder that with the summer season here, you might find there are slight delays in answering your letters due to holidays being taken. Rest assured that you queries will be dealt with as soon as possible. I trust that you will all have time to take a well earned break from work. Happy computing. Tony Baker.

HINTS & TIPS

Fed up with your screen colours when using Protext (Amsdos)? Then why not change them for something a little brighter and clearer as I have done. It is quite easy if you have a basic knowledge of how to edit a line.

For Protext (Amsdos on Disc)

1. Load the program "DISC2.BAS" from your disc.

2. List the program.

3. Edit line 40 to read as follows:-

```
40 IF a$ = "Y" OR a$ = "y" THEN INK 0,25:INK 1,0:BORDER 10
```

(See manual on how to edit lines or merely type in the line under the "Ready" logo and press ENTER)

4. Save "DISC2.BAS" onto your Protext disc and catalogue the disc to ensure it has been saved (you should have "DISC2.BAK" as well as the original name).

5. Run your Protext program and when you press "Y" for colour screen you should have a pastel yellow screen with black lettering and blue border.



CHEAPIE NOTEPADS!

Richard Duggan...

I thought members might be interested to know that you can purchase a reconditioned Amstrad NC100 notepad for £104.50, inc.p&p, vat and 6 months on site maintenance from AMTRAC LIMITED, EUROPA BUILDING, VICTORIA ROAD LONDON NW10 6ND TEL 081 965 4727. I saw the advert in Exchange and Mart and bought one - although they state they are reconditioned, mine was brand new, still in sealed packaging. I'm very pleased with it as it has PC capacity and with interfaces can work on the CPC. Anyone considering buying one who would like to ask me anything about it - feel free to either phone or write. (Please enclose a SAE).

Well, there's your chance folks. Now all you hundreds of readers out there can take Richard up on his offer and give the poor feller a stroke!...Ed



RE-INKING HELP WANTED

David Mitchell

It appears to me that the LETTERS page has sadly disappeared, and has been replaced by two CONTACT pages. However, I am sending this as a letter and you can do what you like with it (Oh yea?...Ed).

I was interested to read the article by Bill Simister on re-inking DMP printer ribbons, but it was of no use to me as I had discovered the way to re-ink them

when I had one. I now have a Star 24-20 and this is a very different kettle of fish (funny, I thought it was a printer?...Ed). If he has any tips regarding inking the larger 24-10 or 24-20 ribbons, I would be more than happy to hear them.

Another thing...I would like to know if anyone has a program called 'Typing Aid'. It was printed in one of the CPC mags a long while ago, and I gave it away when I sold my 6128 and bought a PC (Tch! Tch!...Ed). I have been trying to find a PC prog that would do the same but without success. Mike Gribble had a go and produced a result but it was not quite what I wanted. It is a short prog that inserts a space after all punctuation marks, and a capital after full stops. I think it was written by Peter Ceresole, but although I rang him for assistance, he was strangley abrupt and shook me off, so I haven't tried him since.

If anyone can help with a copy, then please get in touch.

As you can see David, the Mailbox section is back in it's full glory (I think Steve must have fallen asleep on the job in the previous issue. The Contact pages are also back as one section.

Is there anyone out there who can help David? If so, please contact me and I shall forward it.

By the way David...what's a PC?



EXPANTIONATIONING

Jim Garsides

Against the background of diminishing supplies of the Amstrad CPC, I have been thinking what are the priorities. I am 75, so I have to keep what I have

got.

I have an Amstrad CPC464 with 64K extra memory, a 6128/464 rom changer, two Amstrad 3" disc drives and an Amstrad DMP2000 printer. Software includes Brunword WP, 'Genny' a genealogical program, Stop Press and Extra Extra.

What would be the advantage of replacing the second Amstrad drive with a 3.5" second drive? I would only get about £10 or £20 for the redundant drive.

I use Stop Press to design tickets and posters for the pensioners club. Would a Dart Scanner be of help to me? Anything connected to a video is out, as I do not have one.

I am using an Amstrad module MP-1 to plug into a colour TV set. I see a Glasgow company is selling an alternative, the Video Master, that is supposed to be a big improvement on the MP-1. Do I need a video?

I am writing my memoirs and family tree. Would extra memory on the printer be a good idea?

To complicate things, I have to do this on a pension. What do the readers think?

The two main advantages for me in using a 3.5" drive are the cost of discs (3.5" discs can be purchased for about 50p or less each), and the extra storage capacity of the discs (about 800K per disc when using large formatting software).

If you or someone you know is any good at drawing, then a Dart Scanner has got to be better than designing your stuff on screen. It simply scans a picture fed into the DMP printer, and copies it into screen memory, whereupon it can be saved as a normal binary screen file and printed out when needed. When money permits, I may even get one myself.

I'm not sure about the Video Master business. Perhaps someone else can help?

Extra memory is always a good thing to have, but I don't think you need it in your printer. It should go into your computer. Bear in mind though, that not all word processors utilise extra memory. Tasword does, and I believe the later versions of Brunword does too.

RAMS, ROMS AND DISC DRIVES

Jim Forrest. Tel: (0256) 50013

I am a new member of the Group in dire need of some unbiased and informed advice, regarding expansion of my green screen 6128 with a second 3" disc drive. It is used almost exclusively for word processing and, because I am totally blind to the inner workings of Arnold, I have had to be very careful when handling and storing very large files, because I do not know the machines limits. This lack of technical knowledge also makes it very difficult for me to expand the capacity of the thing in any efficient way.

I write technical articles for magazines and many of them are in excess of 100K in length, so, in order to avoid problems and speed up the work, I split them into manageable 20K chunks as numbered files and then print them in order. This has been okay up until now, but the possibility of writing a full book has arisen, and I feel that if there is a better way of doing the job then I ought to be doing it - if only I knew how. The trouble is that finding out means I have to ask a lot of questions, and I just hope that someone out there will be prepared to sit down and answer them.

All of my articles are submitted in draft format - wide margins and double line spacing - and the Publisher then enters it separately on his own terminal of a very powerful publishing system. I use Tasword because I learnt it in an afternoon and it suits me down to the ground, but it does have some awful drawbacks, such as when printer control codes are used within the text body. There are of course other word processors around - Brunword and Protext for instance - but I don't want to have to buy them and then learn how to use them, only to find that they have the same or even worse drawbacks.

The system is also very slow, and it gets slower as the text gets bigger, until a point is reached when I begin to wonder if it is going to manage to do whatever it was that I asked it to do. I hate it when the screen goes blank for a long time! Don't misinterpret this point though; I don't mind the fact that it is slow, but I

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wonder if my choice of software or the way I use the machine is actually making it worse. And so to the start of a lot of questions:

1) Is Tasword the most suitable processor for what I am doing, despite the niggle of printer control codes, or do other word processors have similarly limiting faults?

A. Tasword does utilise the extra memory on a 6128, which makes it very useful for managing larger files, but as you say, it is slow. The fastest one I've come across is PROTEXT, and I can't recommend it enough.

2) Are other processors better suited to the machine - faster processing or with greater power because the software is written to operate in a different way? (Ignore ROMS for now).

A. See above.

3) What is the machines approximate working capacity in terms of document size, with a processor such as Tasword entered from disc running?

A. I'm not sure off hand, but if you look somewhere on the screen when using it, you should see how many bytes are available for use.

4) What happens when the machine's processing limit is reached - does it lock up or crash, and is the text lost?

A. When Protext is full, you won't lose what is already there, and I would imagine that any decent program would be the same. It's always advisable though to save your work at regular intervals (say every few paragraphs), and not to fill up all the space anyway.

I understand that a ROM will provide 'onboard software', and that this will release extra workspace. I also know that a RAM will provide a direct expansion - but that is all I know. More questions:

5) Does a ROM provide worthwhile additional space, bearing in mind the cost of the ROM and board?

A. The Rom version of Protext does provide extra workspace, but, apart from instant loading, I can't see any reason for not using disc versions (unless you want to use PROSPELL and PROMERGE on roms alongside it).

6) Can I, or anyone else, transfer Tasword onto a ROM?

A. Theoretically, I suppose it could be done, but why bother, when you already have PROTEXT and BRUNWORD available.

7) Presumably a RAM is cheaper, but will Tasword (or any other processor) actually make use of the additional space?

A. As you already have a 6128 with an extra 64K of memory built in, I wouldn't think you would need any additional RAM, as not a lot of software (if any) would actually utilise it).

8) Can a ROM and a RAM be fitted at the same time, and what would the gain in workspace be?

A. They can both be fitted at the same time. See above for workspace question.

9) Do either a RAM or a ROM need special software to operate or access them?

A. Any extra RAM plugged in would need some Bank-Switching software (usually provided with it). ROMS don't usually need any additional software.

The last expansion area that I know of is the 3.5" disc drive. I understand most of what it does, but once again I can think of a whole series of questions about it's effects and use on the machine:

10) Can the bigger drive simply be plugged into the existing socket where my second drive is fitted now?

A. On your 6128, you should be able to, provided you have the correct lead attachment.

11) I understand that the 3.5" drive needs special software to operate it, but how will this interact with the

Tasword software, and how would it be loaded with Tasword in operation?

A. A 3.5" drive can either operate as a normal 3" drive (with no additional software), or, to use it to it's full capacity you will need something like MS800, RAMDOS, or ROMDOS. Usually it is loaded first so as to set up the drive ready for action. There shouldn't be any operating problems with Tasword.

12) Does the drive software reduce the available workspace?

A. MS800 doesn't.

13) Would existing files be able to be transferred straight onto the new bigger disc, or must these files have been created when the 3.5" drive software was in use.

A. There should be a program with the software which will enable you to do the transfers.

14) Does the bigger storage space in any way effect the size of files that can be handled or transferred within the machine, or does the system just allow more storage space with no other gain to the machine at all?

A. Larger discs will only provide more storage space on the discs, not in memory.

15) There appears to be a selection of bigger drives available, but are they all tied to their own software packages, or can I buy any Amstrad compatible drive and couple it with any of the softwares on the market?

A. There's no reason at all why you should use their own software.

16) Taking into account all of the items mentioned, which would be the best ones to install on my machine to expand it to cope with large documents, and which would not really provide any great gain as far as processing is concerned? (If for instance the 3.5" drive just provides storage space then it probably isn't worth the cost because disc space isn't a big problem).

A. If you type a lot of documents, then any extra storage space you can obtain should be a worthwhile investment. I personally would recommend the SD MICROSYSTEMS drive, and MS800 software.

I said earlier that my work is always presented in draft hardcopy form, and this means that it is manually transferred onto the Publisher's powerful desktop publishing machine after he has hacked it about. He seems quite happy with this arrangement, but I suspect that one very large document one day will cause him to object. Final questions:

17) Are any of the commercial 'big drive' softwares written to arrange the files in a form accessible to other PC's?

A. Not automatically, although a program called 2-in-1 can transfer ASCII format documents from a CPC format to a PC format.



STOP PRESS PROBLEMS
MRS Jo Wood

I am having a problem with Stop Press. Whenever I load a screen saved by any method (including Multiface) the top part is missing - obviously the bit that would normally appear where the line of pull down menus are situated, which seems to indicate that the screen on Stop Press isn't therefore a true screen. Does anyone know of a way around this problem, or is it just something I'm stuck with!

A. It's a problem that I'm not sure how to deal with. Does anyone else know?

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DISC ERRORS

Tom Walton

I decided recently to verify all of my discs, as I was "kicking my heels". I discovered to my horror that a fair proportion revealed disc errors. Some of these programs were comparatively expensive, but on using them they seemed to be perfectly okay. I verified them first with CPM+ Diskkit3 which I found quicker, and then with Maxidos which is a slower process, but both systems revealed disc errors on several of my discs. On "Plan It" almost half the disc revealed errors from about 90 to 178, and yet when I run it, it seems to work perfectly.

I also tried my "Electronic Music Utility" (EMU). This also seemed error ridden, but it also worked okay.

Can anyone out there explain the reason? Is there something built into the program that gives the impression of error when in fact none is present? Or are a fair number of my discs kaput? If the latter is true, my confidence in my current disc storage methods will be somewhat shaken. If the latter is in fact true, perhaps someone knows how to repair the damage.

A. Some software is copied in regular fashions, and may indeed show up as 'disc errors' when trying to verify them. All I can say is that if the programs run OK, then leave well alone (although it's always worthwhile to make a backup.

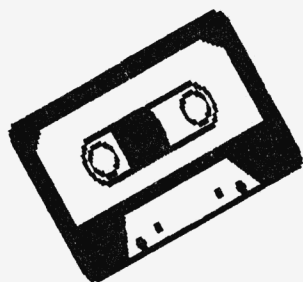


FILLER TYPE-IN

```

10 MEMORY &8FFF
20 FOR addr=&9000 TO &910e
30 READ a$
40 a=VAL("&"+a$)
50 POKE addr,a
60 NEXT
70 CALL &9000
80 END
90 '
100 DATA fe, 03, c0, cd, cc, bb, 44,
      4d, dd, 6e, 04, dd, 66, 05, 19, eb
110 DATA 21, 7f, 02, a7, ed, 52, d8,
      dd, 6e, 02, dd, 66, 03, 09, 44, 4d
120 DATA 21, 8f, 01, a7, ed, 42, d8,
      d5, 7b, cb, 1a, 1f, cb, 1a, 1f, cb
130 DATA 1a, 1f, dd, 77, 02, 2f, c6,
      50, dd, 77, 01, cd, 11, bc, 2f, d6
140 DATA fc, d1, 3d, 28, 06, cb, 2a,
      cb, 1b, 18, f7, cb, 28, cb, 19, c5
150 DATA 60, 69, cd, 1d, bc, dd, 71,
      05, 7e, cb, 01, 38, 03, 07, 18, f9
160 DATA cd, 2f, bc, cd, 2c, bc, 57,
      dd, 71, 03, cb, 09, dd, 71, 04, dd
170 DATA 7e, 00, cd, 2c, bc, 5f, c1,
      3e, c7, 91, 41, 4f, 04, e5, e5, c5
180 DATA cd, 9f, 90, c1, e1, 20, 05,
      cd, 26, bc, 10, f2, e1, 41, af, b8
190 DATA c8, cd, 29, bc, e5, c5, cd,
      9f, 90, c1, e1, c0, 10, f3, c9, dd
200 DATA 4e, 05, cd, 01, 91, c0, cb,
      09, 38, 05, cd, ef, 90, 30, 1b, dd
210 DATA 46, 01, af, b8, 28, 14, e5,
      cd, 20, bc, 7e, ba, 20, 05, 73, 10
220 DATA f6, 18, 06, dd, 4e, 04, cd,
      ef, 90, e1, dd, 4e, 05, cb, 01, 38
230 DATA 05, cd, f8, 90, 30, 17, dd,
      46, 02, af, b8, c8, cd, 23, bc, 7e
240 DATA ba, 20, 04, 73, 10, f6, c9,
      dd, 4e, 03, cd, f8, 90, af, c9, cd
250 DATA 01, 91, c0, cb, 09, 30, f8,
      c9, cd, 01, 91, c0, cb, 01, 30, f8
260 DATA c9, 7a, ae, a1, c0, 7b, a1,
      47, 79, 2f, a6, 80, 77, af, c9

```



TAPE
-PD-



The tape library has been very quiet of late - although when I mention this fact, one can be sure that there will be a rush for PD software, especially after the excellent write-up by Simon Forrester in the June AA. To cater for all tastes of software on one tape, I will start a 'PICK & MIX' service, which will allow flexibility of choice on all PD software presently available in the Tape Library. There is also a full list available from me on request.

FREEBIES:

Protect your software with Tape/Disc sized bubble bags. These are free to all members who send me an A4 SAE with sufficient return postage (approx 50 pence worth of stamps). I will then cram in as many bags as I can and post them the same day. This offer is only available until Christmas.

ANYONE WISHING TO DONATE PD SOFTWARE ARE MORE THAN WELCOME, AS ALL TAPE USERS WILL BENEFIT FROM YOUR DONATION.

TAPE PUBLIC DOMAIN LIST

1. ADVENTURE Adventure PD by Debby Howard.
2. PRINTING & UTILITIES Banker, Cassette Card, Home Accounts.
3. QUIZ/PUZZLES/BOARD GAMES Tower, Black Jack, Yatzee, etc.
4. WORD PROCESSOR, DATABASE E-Sheet, WP, etc.
5. GAMES Battleships, Lawn Mower, Angler, etc.
6. SOUNDS LIKE PD MUSIC & DEMOS ... Various sounds, demos, etc.
7. SCULL PD M-Artist, Datasystem, etc.
8. G.D.PD Imported from Australia, etc.
9. DARTSMA PD Whist, Pairs, Roulette, etc.
10. ROBOT PD Pbase2, Romprobe, etc.
11. EGERTON PD Superbasic, Birth Facts, etc.
12. WORD GAMES Warren, Word dominoes, Steal, etc.

PROCEDURE FOR PUBLIC DOMAIN SOFTWARE TO BE COPIED ONTO YOUR TAPE

- 1) Enclose an SSAE with two (2) 2nd stamps attached - (a small padded bag).
- 2) One GOOD quality C60 TAPE.
- 3) Clearly state category no(s) of tape(s) required.
- 4) State your membership number.
- 5) Please send you request to:- Richard Duggan, Tape Librarian.

YET MORE COMPATIBLE

DENIS ANTHES

Concerning the CPC 6128 to CPC 464 disc problem, I detail below some thoughts on the subject. I sent the UAUG PD Library a program "UPGRADE" (c) CWA Dec. 1985 (PD 2/5) which would cope with cases where the program is visible, i.e. a listing in a magazine etc. Amstrad Action No.68, May 1991 has a type-in called 6128 Emulator. I have not used it but it looks comprehensive, the code is at &8000 and does not appear to be re-locatable.

The 464 uses Locomotive Basic V1.0, Basic V1.1 being used for the 664 and 6128. According to *Daniel Martin's Advanced Users Guide*, (published by Glentop) the 664 and 6128 have the same commands and functions so apart from the extra memory, the only difference appears to be the actual location of the firmware routines, thus &BC19 is at &07B4 in the lower ROM (6128), but at &07A4 (664). It would appear therefore, that any changes between these machines can be ignored apart from that extra memory.

Thus a CPC 464 user is faced with two problems when obtaining a PD disc:-

1. A limited amount of MEMORY, (this applies to the 464+ as well)
2. The additional commands used by BASIC v1.1. (As the 464+ uses the same ROM as the 6128+, there should be no problem unless there are other differences).

So far as I am aware, nothing can be done about "1" other than obtain the extra memory required but "2" can be dealt with as follows.

First of all catalogue the disc. I am lucky to have UTOPIA on ROM permanently attached to the computer so would then use it's PRINTON command to print out the cat. This enables me to make notes of anything that I might have to do to the programs to make them run on my 464, as and when I try them. For those without UTOPIA I am sure there is a PD disc to do the job. For those without a printer - make a copy of the cat. it's worth it! I have tried saving to tape and then cat, but even those programs using 6128 commands will be accepted as OK. Although they will not run!

Then list the selected program. If you are lucky it will work OK, or bring up a Syntax error in a certain line number. Study the LIST carefully as some 6128 commands are easily remedied as follows :-

ON BREAK CONT substitute ON BREAK GOSUB and enter a dummy line, RETURN.

DEC\$ (&FF,&72) this is an odd one! The 464 recognises the function but will not work unless this format is used DEC\$((n,"*****"). NB double brackets to start! So PRINT DEC\$((&500,"*****") will give the correct answer, 1280.

The tokens for the above are common to the 6128 and 464 machines, so as suggested above, when run they should only give a Syntax Error, if not amended. The following-command tokens are 6128 only. FILL (&DD), GRAPHICS (&DE), MASK (&DF), FRAME (&EO), CURSOR (&E1) also the functions DERR (&FF,&49), COPYCHR\$ (&FF, &7E). A line using any of these will not list on the 464. The listing will be normal up to and including the line before that where one of these tokens is used, then the machine will STOP showing SYNTAX ERROR and nothing else. Listing will again be normal above the faulty line, which enables you to pin-point the one to be corrected.

Special Feature

To proceed, some knowledge of how a line is saved in the computer's memory is essential. Briefly the program starts at &170 with 2 bytes for line length, 2 for line number, 1 for the token if it is a command, or 2 starting with &FF, if a function, a space is 20, a colon 01 and the end of line separator is 00. Mr. Taylor's articles in "PRINT-OUT" No's 7-11 give full information and there is a little on p34 of *The Advanced User Guide*, mentioned above.

Whilst I have MAXAM on ROM, there must be many memory readers in PD and there is quite a good one on the cover tape with No.69 Amstrad Action, called "Toolkit" by Michael Beckett, (also on WACCI PD Disc No.55). The code is self-locating so after loading, the screen tells you to type |T but before doing so, load the program to be searched, then type |T.

Suppose the machine has stopped after listing line 490. Then using the above Search Memory or Maxam's Find String look for &EA,&01 (remember low byte first) this will give the addresses where this combination can be found. If the lines are in the usual multiples of 10, then search for &F4,&01 which is 500.

An example would be 30 00, EA 01, A1, 20, FF 0E, 28, 03, etc, 00. This translates to length 30h, line no. 490, IF, space, LEN (FF,0E), opening bracket, string (03),etc., end line separator (00). The offending line will be similarly constructed and there is no alternative other than to copy it out very carefully until you reach the end of line marker (00) and study it!

Find String on MAXAM allows for wild cards which can be very useful. To get the address of line 500 above you would search for 00, ?, ?, F4, 01 where 00 is the separator at the end of line 490, the question marks represent the two bytes for the unknown length of line 500, and &F4,01 being 500 in hex. low byte first. Having found the 6128 tokens in the un-usable line, then amend as necessary. I hope this is clear. As you can not access the line, you have to work out what it means. Split it at a colon (01) and number that part of the line that is OK, this should work. Another way is MAXAM's FIND and REPLACE string. Using this detects the offending token and substituting that for REM - the short " ' " (apostrophe) token is 01,C0 or in full, &C5. All being well the program will now LIST.

GRAPHICS PAPER. Create off screen window say ORIGIN 0,0,1000,2000,3000,4000.

CLG to paper colour required then <Enter>. Reset to normal ORIGIN 0,0,0,639,399,0.

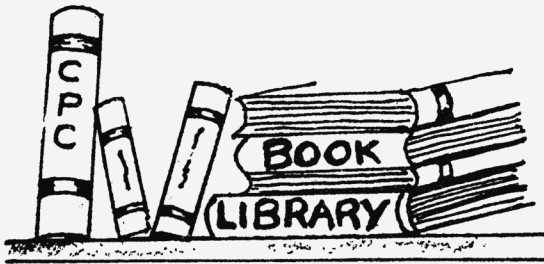
For the rest, I can only suggest the use of one of the UPGRADE programs above. For example, the CURSOR system/user switch, requires one of four Firmware calls &BB75, BB78,BB7B or BB7E, FILL is very complex and, to be honest, I do not know what tasks MASK and DERR perform!

One of the main differences between the 6128 and 464 machines is the handling of strings. For example, for me to delete a program called "SERGEANT" from disc, I must use this format. a\$="SERGEANT": |era, @a\$. I believe that MID\$ is also different, on the 464 you may enter a\$="AMSTRAD": PRINT MID\$(a\$,2,4) and get the answer MSTR but this is all, whereas the 6128 may deal with embedded strings.(?) I do not think these will affect the listing but might cause an error, when run.

I hope the above is of some help and I am very sorry that I cannot suggest an easy way to deal with some of the 6128 commands or functions.

EDITORS NOTE:

Thanks must go to Denis for this invaluable help. The article was originally longer, but I had to cut some out because we dealt with the relevant commands in the last issue. I hope you don't mind Denis?.



- | | |
|--|--|
| B1001P The Colour Coded Guide to Micro-Computers | B1038P Using Your Amstrad CPC Disc Drives |
| B1002P Computer Programming In Basic | B1039P The Amstrad 464, 664 & 6128 |
| B1005P Writing Adventure Games On The Amstrad | B1040P Amstrad CPC 464 User Instructions |
| B1006P 60 Programs For The Amstrad 464 | B1041P Amstrad Graphics Advanced User Guide |
| B1008P Machine Code For Beginners | B1042P The Amstrad CPC 464 Disc System, Including CPM & Printers |
| B1009P Using Your Amstrad 464 Made Easy | B1043P Basic Programming On The Amstrad 464,664, & 6128 |
| B1010P Computer Challenges For The Amstrad | B1044P The Punters Revenge (Gambling & Computers) |
| B1011P Advanced Amstrad Basic | B1045P The Amstrad CPC 464 Advanced Users Guide |
| B1012P Introducing Amstrad CPM Assembly Language (3 copies) | B1046P Amstrad Computing With The CPC 464 |
| B1013P Subroutines For The Amstrad 464 & 664 | B1047P Graphic Programming Techniques On The Amstrad 464 |
| B1014P Sensational Games For The 464 | B1048P The Amstrad Programmer's Guide |
| B1015P Applications For The 464 & 664 | B1049P The Amstrad Games Book |
| B1016P The Working Amstrad (2 copies) | B1050P Easy Add-On Projects For The Amstrad 464, 664, 6128 |
| B1017P Filing Systems & Databases For The Amstrad CPC 464 | B1051P A Z80 Workshop Manual |
| B1018P Amstrad Advanced Users Guide | B1052P Computer Engineers Pocket Book |
| B1019P Using Dr Logo On The Amstrad | B1053P Your First Amstrad Program \$\$ |
| B1020P The Amstrad Pentacle Adventure Creator | B1054P Mastering Machine Code On Your Amstrad 464/664/6128 |
| B1021P Write Your Own Adventure Games For Your Micro-Computer | B1055P The Ins & Outs Of The Amstrad |
| B1022P Understanding Computer Graphics | B1056P The Anatomy of the CPC's \$\$ |
| B1023P Amstrad CPC 664 Computing | B1057P Advanced Programming Techniques On The 464 |
| B1024P Introducing Logo | B1058P Programming In "C" On The Amstrad \$\$ |
| B1025P Mysterious Adventures for your Amstrad | B1059P Computer Programming in Pascal |
| B1026P The Amazing Amstrad Omnibus \$\$ | B1060P "C" For Beginners |
| B1027P The CPM Bus \$\$ | B1061P Introducing Pascal \$\$ |
| B1028P Master Machine Code on your Amstrad 464 & 664 | B1062P Using A Modem With Your Computer |
| B1030P 100 Programs for the Amstrad 464, 664 & 6128 | B1063P Beginners Guide To Basic Programming |
| B1031P The Amstrad Disc Companion for the Amstrad 464,664 & 6128 (2) | B1064P Introduction to "C" |
| B1032P Amstrad Machine Language for the Absolute Beginner (2) | B1065P Fortran For Micros |
| B1033P Amstrad CPC Whole Memory Guide | B1066P An Introduction To Z80 Machine Code |
| B1034P Illustrating Basic (Basic tutor) | B1067P Mastering Pascal Programming \$\$ |
| B1035P Simple Applications Of The Amstrad CPC's For The Writer | B1068P Computer Programming in Fortran |
| B1036P An Introduction To Programming For The Amstrad 464 | B1069P A Crash Course In Pascal \$\$ |
| B1037P How To Write Word Games On The Amstrad 464,664, & 6128 | B1070P Introducing "C" \$\$ |
| | B1071P The Hitch-Hikers Guide To Artificial Intelligence (Amstrad Basic Version) |
| | B1072P Databases For Fun And Profit |
| | B1073P Introduction To Microcomputer Programming |
| | B1074P Further Computer Programming In Basic (designed for "A" level studies) \$\$ |

B1075P Get More From Your Epson Printer
 B1076P Hacker's Handbook III (comms + hacking)
 B1077P Powerful Programming For Amstrads
 B1078P Forth - The Next Step (advanced)
 B1079P A Guide To Playing the Hobbit.
 B1080P The Amstrad Programmers Guide \$\$
 B1082P Microcomputer Puzzles
 B1083P Structured Basic (BBC Comps) \$\$
 B1084P Assembly Language Programming For The Amstrad 464,664 & 6128
 B1085P The Big Red Book Of "C" \$\$
 B1086P Logo Programming \$\$
 B1087P Amstrad Communications For The CPC & PCW Range
 B1088P The Z80 Microcomputer Handbook
 B1089P Z80 Reference Guide \$\$
 B1090P Pocket Guide To Pascal
 B1091P Pocket Guide To Logo
 B1092P The Hackers Handbook
 B1093P Dictionary Of Computers
 B1094P 28 Basic Programs For Your Micro
 B1095P Beginners Guide To Computers !
 B1096P Personal Computing !
 B1097P Introduction To Microcomputers A Beginner's Book
 B1098P "Teach Yourself" Electronic Microcomputers !
 B1099P A Microprocessor Primer !
 B1100P Computer Engineers Pocket Book

NEW BOOKS.

B1101P Amstrad Assembly Language Course (Book and Tape)
 B1102P Using Amstrad CP/M Business Software
 B1103P Ready Made Machine Language Routines For The Amstrad
 B1104P Amstrad Explored (CPC 464)
 B1105P Amstrad CPC 464 Learning Programmes
 B1106P Basic for Micros !
 B1107P A Glossary of computing terms !
 B1108P Machine Code and Better Basic !
 B1109P Your own computer !
 B1110P The Easy Way To Program Your Computer !

Books marked ! are not 100% Amstrad but cover general-computing subjects.

PLEASE RETURN ALL BOOKS PROMPTLY

Many thanks to Mr. T. Lomnický for again donating the above books to U.A.U.G. Several more books were received from Mr Lomnický which are

duplicates of books already held by the library.

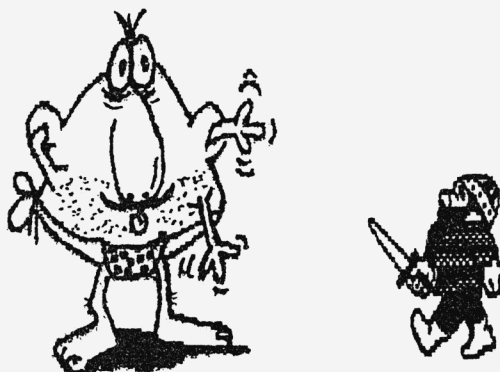
BOOK HIRE SECTION

CURRENT FEE: £1.25 per book, per month. Books marked \$\$ cost £1.50 to cover postage (due to size and weight). If you wish to hire a book, please send a letter containing the book Catalogue No. and title together, with a Cheque or Postal order (made payable to the 'UAUG') to The Library Book Manager.

BEGINNERS BASIC DEMO

Following is a short demonstration from the Beginners Basic series. It's nothing spectacular, but it should prove informative. Turn up the volume on your keyboard, and after each beep, press a key.

```
10 MODE 0
20 INK 0,13:INK 1,0:INK 2,6:
   INK 3,24:INK 4,26
30 WINDOW#1,2,10,2,9
40 WINDOW#2,12,19,2,9
50 WINDOW#3,2,10,12,23
60 WINDOW#4,12,19,12,23
70 PAPER#1,1:PEN#1,4
80 PAPER#2,3:PEN#2,1
90 PAPER#3,2:PEN#3,3
100 PAPER#4,4:PEN#4,2
110 CLS#1:CLS#2:CLS#3:CLS#4
120 FOR loop=1 TO 4
130 PRINT CHR$(7);
140 CALL &bb18
150 PRINT#loop,"WINDOW ";loop;
160 NEXT
170 GOTO 170
```



COMPETITION TIME

Here is competition No.4 with the 10 very hard clues, all of the answers to the clues are hidden in the wordsearch, when you have found them either cutout the page or please write them down on a plain sheet of paper, thus saving cutting their Magazine. Please send it to the follow address:-

Richard Duggan,
Tape Librarian,
Flat 15, Hughenden Court,
Mount Pleasant Road, Hastings,
East Sussex TN34 3ST.

Please don't forget to add your name and membership number. Please have a go, there is a mystery prize for the first person pulled out of the hat and it only costs you the price of a stamp. This month's mystery prize will be tape based, one of the many prizes doned by Lee Rouane, Editor of Alive and Kicking - Thanks Lee!

CLUES

- 1) The spinner follows the flower for part of the printer.
- 2) Sid backs onto smacker for the information.
- 3) The curve leads on to the bees home for the record.
- 4) Listening device found in a rug, perhaps.
- 5) The business leads to a battle with a point coming last for the fixed instructions.
- 6) Lead with a digit?
- 7) Ten backs on to task to find this grid.
- 8) Taut mao I.C. lacking spontaneity (anagram).
- 9) The trundler comes before the narrow raised strip to make this container of magnetic tape.
- 10) Capital city loses point for computer term.

N	O	A	G	E	Y	E	N	F	L	N	E
B	U	G	U	R	R	E	Y	E	W	G	Y
C	K	N	F	T	T	A	E	C	I	U	D
B	S	U	P	W	O	H	W	R	B	P	I
K	U	J	O	E	W	M	D	M	O	U	B
S	C	R	H	Y	V	T	A	I	R	W	J
I	K	M	S	I	R	M	N	T	J	I	O
D	E	I	P	A	U	T	B	E	I	N	F
Y	A	P	C	D	R	N	F	U	S	C	X
D	E	C	N	N	M	O	F	S	P	V	B
A	R	C	H	I	V	E	M	T	E	R	N
M	B	N	J	D	F	E	U	Q	T	R	M

COMPETITION NO.3 ANSWERS

- | | | | | |
|-------------|-----------|----------------|------------|------------|
| 1. SOUND | 2. TOKENS | 3. SIMULATIONS | 4. LOG | 5. FOR |
| 6. LANGUAGE | 7. TAPE | 8. CLEAR | 9. CHANNEL | 10. SPRITE |

The winner of Competition No.3 will be announced in the next issue.

CPC TO APPLE MAC -FILE TRANSFERS-

RICHARD DUGGAN

Yes it can be done! As pointed out in the Amstrad Action letters page (February 1993), copying text files from a CPC 6128 to Apple Macintosh computers can be done without using any RS interfaces (ie, linking modems, and any other RS information transferring systems).

"How?", you may ask. Well to start with, the tools needed to do the job are as follows:- one 6128 computer, a 3.5" disc drive (with discs), and the "2-IN-1" file transfer utility. That's all. It may sound a very expensive outlay at first, but I think you'll find it's worth it, as we did.

The 3.5" discs are easy to come by, and also considerably cheaper than the 5" discs. The 3.5" disc drive can cost between £65-£80, but if you shop around you will probably pick one up for about £30-£50 second-hand. As for the CPM+ (v3 not v2.2) program, as far as I know it comes with the 6128 machine, as it is important that CPM+ is launched before using 2-IN-1 to have the desired result (ie, transfer of text files between CPC to PC, and also CPC to Apple Mac). The 2-IN-1 can be picked up second hand for around £8, but the full price is around £25 which you can get from most software houses.

The 2-IN-1 program comes from Moonstone Computing, and is a very powerful utility which allows you to transfer an Amstrad PCW or CPC file to an IBM PC (or close compatible), including the Amstrad PC1512. It is mostly used for all data file transfers from word-processors, spreadsheets and databases, but I must point out that nearly all CPM programs (".COM" files) will not run under DOS formats, and likewise DOS programs will not run under CPM. With the 2-IN-1 program you can create dual format discs, which can be used in both your CPC and PC. This option is used mostly, as you'll find it's easier and quicker for CPC to PC file transfers only, but if are using it on a PCW then you can use drive M as a RAM drive to store transferred data. This you'll find easy to do. The formats that are available under the Utilities menu are as follows:-

- A - Single-sided, 8 sectors per track (160K)
- B - Single-sided, 9 sectors per track (180K)
- C - Double-sided, 8 sectors per track (320K)
- D - Double-sided, 9 sectors per track (360K)
- E - Double-sided, 9 sectors per track (720K)
- V - Verify DOS disc

There is also the usual facility for a wildcard transfer which makes things easier, but 2-IN-1 comes with an excellent instruction book that covers all areas that you are not quite sure of, as it's impossible to cover all the workings of this powerful and comprehensive program.

Back to the main reason I wrote this review, which is concentrating on the Apple Macintosh desk top publishing machines. As I write this article, The Mail On Sunday reports that Apple Mac's are going to be an every day item in the Dixons group shop window - from around about £800 upwards (a very expensive computer, but if you want a Rolls Royce in computers it'll cost you an arm/leg. I'll stick to my Mini - my reliable Amstrad).

The 2-IN-1 Moonstone Computing programmers had the foresight to use the Word

Star format, which can be easily transferred on the Mac through it's "Apple File Exchange" program which reads the PC Word Star to Macwrite. I think it is time now to stop all my ramblings, and get down to the business of how and what you have to do to transfer text files over to the Mac!!

How to Transfer Text files only to the Mac?

DISC 1 = 3" disc SYSTEM FORMATTED TO A DISC WITH PURE ASCII FILES;
DISC 2 = COPY OF 2IN1
DISC 3 = COPY OF CPM+ (v3 not v2.2)
DISC 4 = UNFORMATTED 3.5" DISC

[A]

Using backup copies, of course, of your master CPM+ (known as 3) and 2IN1 (known as 2), you can start to make a SYSTEMS 3 INCH DISC (known as 1) for putting your text files only onto. I saved mine from protext, the rom version, into a pure ascii format (PF) code onto disc 1 take note of the filename which will help you when converting the ascii to Word Star, most word processor's can save a text file to pure ascii format and there are a lot of PD programs in both libraries which are also able to do this.

[B]

With three 3 inch discs and one 3 1/2 disc in front of you ie. disc 1 with the ascii files on it disc 2 copy of 2IN1 and disc 3 a copy CPM+ not forgetting the unformatted 3 1/2 disc none as disc 4, you can begin by putting in CPM+ disc 3 and typing in |CPM, this will launch CPM+.

[C]

Replace disc 3 with 2 and type in WSCNVERT which will ask you what Word Star conversion your want to use, I used 2 and now put disc 1 and type in your ascii file name it will convert the file into Word Star format very quickly on disc 1.

[D]

Insert 2IN1 DISC 2 going straight to the formatting Utilities putting your disc 4 into the B drive ready for formatting to choice E 720 which THE MAC will read in Apple File Exchange, the 2IN1 program is very easy to use and flexible, so you can then go back to the file exchange mode CPM to MS-DOS.

[E]

Insert DISC 1 SYSTEMS DISC with the converted Word Star files on it and simply transfer the files over to the formatted 3.5" disc in drive B ready for APPLE FILE EXCHANGE program on THE MAC.

CONCLUSION

There are many more utilities and different formats included in this program, but this review is strictly for CPC to Apple Macintosh text file conversion, and hopefully has pointed the easy way in which it performs this complicated task. Well worth a slot in your top ten disc list I think.

The only problem I found with this program is that it is a lengthy process and it does sometimes crash, but the end product is great.

My wife, who is a freelance writer, thinks 2-IN-1 is an invaluable program which has already paid for itself, as she uses it to transfer stories and write-ups on to a MSDOS disc for any 3.5" disc format, including the Mac.

MAIL-MERGING

MICK BAKER

If you already use Arnor's *Protext* word processor, then you don't need me to tell you that it is top of its class. But if you don't have a version with *mailmerge*, then you may not be aware of what you are missing, particularly if you do as much document printing as I do. *Mailmerge* is with the CP/M and later ROM versions of *Protext*.

Let's get one thing straight. *Mailmerge* does a heck of a lot more than just adding names and addresses to a standard letter. By using combinations of the 15 *mailmerge* commands, you can produce all sorts of documents such as standard letters, invoices, quotations, goods purchased, orders, etc, etc. In general, data (numerical or strings) to be merged in the main document during printing is obtained by user input, or read from a separate data file previously typed and saved to disc, or a combination of both. Lines taken up for any *mailmerge* commands do not take up lines in the printed document.

These are the commands - note that the "greater than" symbol '>' must be typed in column 1, or it will not be recognised by *Protext*:

```
>AV ask for variable to be entered.
>SV state variable value.
>DF define data file to read.
>RV read variable from data file.
>RU read variable unconditionally from data file.
>IF check a condition.
>EL else (used with IF).
>IE if data file is exhausted.
>ID if variable is defined execute block up to >EI command.
>IU if variable is undefined .. .. .
>EI end of any of the 'IF' blocks.
>SK skip if condition is true.
>RP marks the start of a block to be repeated.
>UN ends repeat block if condition is true.
>CF close data file.
```

EXAMPLE FOR

```
>AV (ASK FOR A VARIABLE TO BE ENTERED.)
```

```
>AV "Enter today's date:           " date           (No dollar sign!)
>AV "Enter our reference (if any):  " ouref
>AV "Enter their reference (if any):" theiref
```

&dat&

```
OUR REF : &ouref&
YOUR REF: &theiref&
```

Dear Sir, (.....then the rest of letter.....)

NOTE! To print any variable it must be enclosed between '&' symbols.

EXAMPLE FOR

>SV (STATE A VARIABLE.)

Note that both number and string variable labels are stated without a dollar sign (\$).

>SV vat = 0.175

>AV "Enter description of goods: " descrp

>AV "Enter quantity: " quant

>AV "Enter price each (excluding VAT): " price

>SV vatamt = quant * price * vat

>SV priceinc = quant * price + vatamt

GOODS SUPPLIED	QUANTITY	PRICE EACH	VAT	PRICE NET
-----	-----	-----	-----	-----
&descrp&	&quant&	&price&	&vatamt&	&priceinc&
-----	-----	-----	-----	-----

EXAMPLE FOR:

>DF (STATE THE DATA FILE TO BE READ FROM DISC) and

>RV (READ VARIABLES FROM A DATA FILE)

>DF debtors

>RV name, addr1,addr2,addr3,addr4,addr5

&name&

&addr1&

&addr2&

&addr3&

&addr4&

&addr5&

Dear &name&, (.....then the rest of letter.....)

NOTE. The data file is quite easy to make. Here is an example of a couple of records for the one above. This would be saved under the filename 'DEBTORS':

MR. M. Baker
68 Northfields
Clowne
Chesterfield
Derbyshire
S43 4BA

<--- leave a clear line between records

Mr. S. Hayward
14 William Street
Bedworth
Warwickshire
CV12 9DS

>RU READ VARIABLES FROM A DATA FILE UNCONDITIONALLY.

This is similar to >RV but would be used when there are the same number of fields in each record in the data file. A 'field' is one item in a record, eg. Mr. M. Baker or S43 4BA etc. In the above example, there are 6 fields in the first record and 5 in the second.

EXAMPLE FOR:

>IF (AS USED IN BASIC FOR CHECKING IF A CONDITION IS TRUE OR FALSE.)

>EL (ELSE - AS USED IN BASIC)

>EI (END BLOCK OF IF STATEMENTS.)

The Serious Side

```
>AV "Is this a (T) trade or (R) retail sale ? : " sale
>IF sale = "T"
>SV disc = 0.10
>EL disc = 0
>EI
```

Note that the statements to be carried out if the condition is true are typed on separate lines after IF. The example gives a 10% discount for trade sale if 'T' is entered. 'THEN', as used in Basic, is not used with mailmerge.

EXAMPLE FOR:

```
>RP (REPEAT A BLOCK)
>UN (END REPEAT BLOCK IF CONDITION IS TRUE.)
```

NAME	JOB DESCRIPTION	DEPARTMENT	RATE

>RP			
>AV "Enter name: " name			
>AV "Enter job description: " job			
>AV "Enter department: " dept			
>AV "Enter hourly rate of pay: " rate			
&name&	&job&	&dept&	&rate&
>AV "Another entry (Y/N) ? " yesno			
>UN yesno = "N"			

Here, the headings are printed first, then the user enters the data. This is printed, and then the user is asked whether he wishes to make another entry. If he enters 'Y' then the whole block is repeated, and data printed until he enters 'N'.

The other (lesser used) commands, in brief, are:

>CF (CLOSE DATA FILE)

Normally, the data file will be closed automatically when the last item has been read, but sometimes it is necessary to close a data file before this happens. Another use of >CF is to close one data file and open another with >DF, so that continuous printing can take place.

>SK (SKIP A RECORD IF THE CONDITION IS TRUE)

Although 'skip' can be used for any purpose, it is mainly used when reading a record to check whether some condition is true. If it is, the rest of that record is 'skipped' and the computer goes on to the next record without any further printing.

>ID (IF A VARIABLE HAS NOT BEEN DEFINED)

Useful after an >AV command to check whether a variable has been given some value. If it has, then the following block is printed or executed up to the next >EI command.

>IU (IF A VARIABLE HAS BEEN DEFINED)

Similar to >ID, except it checks if a variable has no value, ie. it is an empty string.

>IE (IF DATA FILE IS EXHAUSTED)

Useful at the end of a document to make a summary etc. If the file is exhausted then the block following >IE is printed.

DISC-LIBRARY UPDATE

This Disc PD section has now been split into AMSDOS and CP/M grouping. This has been necessary to reduce the amount of space used in the magazine. The two groups of PD will be published in alternate issues....

- PD 2/5. Games, etc: Snooker, Blackjack, Horoscope...
- PD 3/1. Games utilities etc.
- PD 3/2. Comprehensive 'Masterfile' index for AMSMASS
- PD 3/3. Like PD 3/2 but ASCII format
- PD 3/4. 2 part Adventure game. BLUE RAIDER
- PD 3/5. Font designer utilities disc menu etc.
- PD 4/2. Telephone exchanges in alphabetical order also see *PD 8/4 (better)
- PD 4/3. ASCII As PD 4/2 above but ASCII
- PD 6/1. Miscellany of mostly BASIC programs.
- PD 6/2. &&& UNIX SHELL (Centrox) LATEST VERSION (JUNE 1989)
- PD 6/3. &&& Comprehensive & LATEST DOCUMENTATION (JUNE 1989) for PD 6/2 above.
- PD 7/1. Random Database (2 DRIVES!) & Election forecasting.
- PD 7/2. Miscellany of BASIC files and utilities etc.
- PD 7/3. PASCAL programs and demos.
- PD 8/1. Tourist guide of Wales.. plus others.
- PD 8/2. Most files need UTOPIA.
- PD 8/3. Graphical adventure.
- PD 8/4. PROTEXT STD codes in numerical order. Filename=1st 2 figs of exchange.
- PD 8/5. BASIC util's, includes calendar printer etc.
- PD 9/1. Mostly word games. Some utilities.
- PD 9/2. Miscellany of games and utilities/novelties.
- PD 9/3. Assorted and varied BASIC programs.
- PD 9/4. A Mandelblot Generator
- PD 10/2. ASCII Documentation for FORTH 83 & CP/M+ HELP
- PD 12/1. Assorted BASIC utilities etc.
- PD 12/3. Assorted BASIC utilities etc.
- PD 12/4. A teaching aid (NEEDS PRINTER)
- PD 13/2. Most files are for ADV.ART STUDIO but some may be used from Basic.
- PD 13/3. Related to parts of PD 14/1. For Math buffs?
- PD 14/1. Mandelblot. Needs PD 13/3 to be of any use.
- PD 14/2. Useful Basic Util's: Screen Dump, Passwords
- PD 15/1. Telephone codes. Similar to PD 8/4. Enter code to determine Exchange name.
- PD 15/2. Databases mostly for 'music lovers'.
- PD 15/3. Miscellany of graphics childrens' games etc.
- PD 15/4. More fractals.
- PD 15/5. Adventure game and drawing programs.
- PD 16/1. Adventure games and mazes.
- PD 16/2. Utilities Games and Quizzes.

- PD 16/3. A.A. Collection 'Public Domain Type-ins 1'
- PD 16/4. A.A. Collection 'Public Domain Type-ins 2'
- PD 16/5. Games:- Fruit machine Card & Yahtzee type-in
- PD 17/1. A.A. Collection - 'Games Reviews 1985-91'
- PD 17/2. Citizen 120-D Printer Util's- Updated 9/2/91
- PD 17/3. Basic Language Programming Tutorial.
- PD 17/5. & CP/M Basic Data Base and CP/M Utilities.
- PD 18/2. PROTEXT Cobol Document's - Booklet Demo See PD 17/2
- PD 18/5. Stop Press Clip Art & some new Fonts: Vol. 1
- PD 19/1. Compilation of Quilled Adventures - 1
- PD 19/2. Compilation of Quilled Adventures - 2
- PD 19/3. Beginners Basic Tutorial Program & Examples
- PD 19/4. Stop Press Clip Art - Vol. 2
- PD 19/5. Stop Press Clip Art - Vol. 3
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- PD 20/2. Music Files for Advanced Music Sys. Disc 1/A
- PD 20/3. Music Files for Advanced Music Sys. Disc 1/B
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- PD 24/2. Page Maker - Simple DTP from Scull's Library
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- PD 25/2. Games Poke Disc - originally Scull PD
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- PD 25/4. Miscellaneous & Interesting Progs: Scull PD
- PD 26/4. More Miscellaneous Scull PD programs
- PD 27/1. Animation DEMO progs - originated Scull PD
- PD 27/2. AMIGA GRAPHICS No.1 - originated PENGUIN PD
- PD 27/3. AMIGA GRAPHICS No.2 - originated PENGUIN PD
- PD 27/4. Good Word Handling Suite of Programs
- PD 28/4. Neural Network Part 1.
- PD 29/1. Neural Network Part 2.
- PD 29/4. More Scull PD - Graphics Slide Show No. 2
- PD 30/1. Super Slide Show No. 3 - from Scull PD
- PD 30/2. Page Maker Clip Art Viewing (Scull PD)
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- PD 32/1. GPAINT - German Art Package & Xtra Clip Art
- PD 32/2. A Sample of DARTSMA PD type-ins
- PD 32/3. Another selection of DARTSMA PD. (DPD 06)

PD 33/4. EASIDRAW - Drawing Package
 PD 34/1. A Large selection of BASIC type-ins.
 PD 34/2. More type-ins to compliment PD 34/1.
 PD 34/3. Paul Dwerryhouse's DWERRY-BASE (Database)
 PD 34/4. The Kirk Database (6128 Only)
 PD 35/1. Graphic Screens - Originated WACCI PD. Needs to be unsqueezed - use NSWP.COM
 PD 35/2. More Grafix from WACCI Collection (See 35/1)
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 PD 36/1. ISPELL Version 5.00 - Paul Dwerryhouse's Spell Checker (CPC 6128 Only) their ADVENTURES 14 Disc
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 PD 38/2. Another Selection that came from Scull PD
 PD 38/3. A Very useful ASCII file scanner with plenty of information to read!!
 PD 38/4. Telephone Searcher (Update of PD 15/1)
 PD 40/3. The Second AMIGA Graphics Disc from the WACCI Library as WACCI 31 (A)
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 PD 41/2. Donated by TUCK PD (Banner Program)
 PD 41/3. Donated by TUCK PD (Clip Art 1 Selection) Plus Stop Press Clip Art - Vol. 8
 PD 41/4. Donated by TUCK PD (DTP Selection)
 PD 42/1. Donated by TUCK PD (Clip Art 2 Selection)
 PD 42/2. Keith Mortimer's Board Games
 PD 42/3. The Second Part of Keith's Board Games
 PD 42/4. Mixed Bag of Useful Utilities
 PD 43/1. Another Dip in the Disc Based Utilities Bag
 PD 43/2. More German PD - Requires translation
 PD 43/3. Stop Press Clip Art - Vol. 9
 PD 43/4. Stop Press Clip Art - Vol. 10 Donated by TUCK PD
 PD 44/1. Francais - An English/French Education Program written by Andy Gibbons.
 PD 44/2. Logon Systems' B-ASIC, this is the program for PLUS owners to access the 4086 colours
 PD 44/3. Another selection of a variety of Basic program from programs from TUCK PD.
 PD 44/4. More Basic programs from TUCK PD.
 PD 45/1. Alyssa v1.6 written by Julian Cassin A database program imported from Australia
 PD 45/2. A rolling demo of Parrotty Plus Graphics package from Treasure Island Software
 PD 45/3. A screen squeezer and viewer from WACCI
 PD 45/4. Selection of various visual programs
 PD 46/1. Print Enhancer by Geoff Short
 PD 46/2. Print Enhancer Fonts. If you have a 'B' drive have these files available in it.

PD 46/3. Australian PD imported by GDPD
 PD 46/4. Australian PD imported by GDPD their GAMES 13 Disc
 PD 47/1. Pro Script a Professional Publishing Package by David Wilde.

The above PD Disc programs will all run from AMSDOS, and SHOULD therefore easily run from tape systems.

When ordering, only send good quality branded discs, and if using 3.5" discs, then please verify them before sending them. You may send up to three 3" discs (6 selections of PD), or one 3.5" disc (4 selections of PD) in RAMSDOS D20 format for copying in any one month. If you don't have any spare discs, then I can supply brand new MAXELL discs at £3.50 each (cheques made payable to UAUG). The price includes 2 selections of PD and postage & packing. Please send your discs in a good quality jiffy bag and include return postage. Your cooperation is appreciated, and helps to improve our service.

FOR SALE:-

Silicon Dreams (3 part adventure) on disc..... £8
 Fun School 1 (age 5-8 and 8-12) on disc... £3 each.
 Giant Killer (Maths adventure game) on disc... £8
 The 3 Bears (children's adventure)..£8
 Caesar's Travels (multiple choice story game) on tape... £5

Contact Maureen Webb on 0582 660652

FOR SALE:-

£10 for each of the following.....
 Brunword 6128, Fleet Street Editor, Hisoft C, Ramdos.

Genius Mouse, Art Studio & Stop Press...£25 for all three.

Contact Sue Ilsley on 0242 245916

BACK ISSUES

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This is the section of the magazine for all machine code addicts. As the Firmware Guide is no longer available, I have decided to provide you with all the necessary firmware jumpblock addresses, along with their relative entry and exit conditions. Most of the addresses can only be accessed via machine code, but some can also be CALLED via BASIC. In these cases, the address will be marked alongside with a (B). Some of these may not have obvious effects. Also, those routines which have NO entry conditions and are not marked, you could also try calling from BASIC, but the effects are unknown to me so try with care. If you have any questions about the routines, then please contact me. If a personal reply is wanted, then please include a stamped, self-addressed envelope. I must tell you though, that I am no expert. I am merely taking the info straight from the guide.

103 SCR GET INK - &bc35

ACTION:-

Gets the two colours used in displaying an ink on screen.

ENTRY CONDITIONS:-

A contains an ink number.

EXIT CONDITIONS:-

B contains the first colour.
C contains the second colour.

AF,DE and HL are corrupt.

○-○-○-○

104 SCR SET BORDER - &bc38

ACTION:-

Sets the two colours which are used to display the Border.

ENTRY CONDITIONS:-

B contains the first colour.
C contains the second colour.

EXIT CONDITIONS:-

AF,BC,DE and HL are corrupt.

○-○-○-○

105 SCR GET BORDER - &bc3b

ACTION:-

Gets the two colours used to display the Border.

ENTRY CONDITIONS:-

None.

EXIT CONDITIONS:-

B contains the first colour.
C contains the second colour.

○-○-○-○

106 SCR SET FLASHING - &bc3e

ACTION:-

Sets the flash periods for the two colours of each ink.

ENTRY CONDITIONS:-

H contains the period for the first colour.
L contains the period for the second colour.

EXIT CONDITIONS:-

AF and HL are corrupt.
All other registers are preserved.

○-○-○-○

107 SCR GET FLASHING - &bc41

ACTION:-

Gets the time for which each of the two colours associated with an ink is displayed.

ENTRY CONDITIONS:-

None.

EXIT CONDITIONS:-

H contains the period for the first colour.
L contains the period for the second colour.

AF is corrupt.

All other registers are preserved.

○-○-○-○

That's it for this month. Don't forget; if you need fuller explanations, then please contact me with a SAE, and I shall do my best to answer your query. Until then....Ta! Ta!

SIMPLE MACHINE CODE (PT 2)

DAVE PAUL

Hopefully, if you read part 1 of this series of articles, you should now understand a little better how the binary and hexadecimal systems of counting work within the CPC environment.

As a quick refresh, the binary system is a way of representing numbers using 0's and 1's and the hex system can be looked at as a 'short-hand' way of expressing these binary numbers.

In this second article we shall look at assemblers and how they make the life of the machine code programmer easier. In part three onward there will be some actual programming to do, so it might be a good idea, if you are interested in writing machine code programs, to obtain an assembler. I use MAXAM II, but as this is quite expensive, it would probably be better to obtain one from the PD library to start with. There is a Z80 assembler and monitor on PD 1/4, just send a disc to Richard Sergeant whose address is on the inside front cover.

USING AN ASSEMBLER

When you write a program in machine code, what you are actually doing is placing a list of numbers into consecutive addresses in memory for the CPU to access and then perform the task required. It is vital that the order of the numbers placed in memory is correct as any slight deviation could have disastrous consequences.

This where assemblers earn their keep. Instead of having to memorise a whole list of binary or hexadecimal numbers, and what task is done when they are placed in a certain order, an assembler allows programs to be written using a common language which it can then convert to the necessary code and place into the correct addresses. An assembler also gives the added advantage of checking the program as it assembles it and makes correcting mistakes easy. Most commercial assemblers also allow break points to be placed in long programs so that small sections of a program can be checked at a time.

REGISTERS

When the CPU does any calculations it has to use 'fingers' to count on. There are several 'hands', that have eight 'fingers', for the CPU to use and these 'hands' are called registers.

Throughout the programs used within this series of articles we shall be using eight of the available registers. These are called A, F, B, C, D, E, H and L. There are others for use but they will be looked at later towards the end of the series.

THE ACCUMULATOR

The A register is probably the most used register of them all. It is the register in which the result of most of the operations performed by the CPU is

placed and is thus called the accumulator. There are also some operations which can only be done using this register.

FLAGS

The F register is used to indicate the state of the results of arithmetic operations carried out by the CPU. The eight bits of the register are assigned to different states or flags and the diagram below show which bits are used for which flags. The flags can be in two states, set or clear (1 or 0) and this indicates whether they have been affected by the operation that has been performed.

BIT	7	6	5	4	3	2	1	0
FLAG	S	Z	O	H	O	P/V	N	C

Bits 5 and 3 do not have a flag assigned to them, which means there are seven flags (bit 2 has two) which we shall look at.

The C flag

This is called the carry flag and is used to indicate when the result of an operation has produced a number that is greater than 255 (the largest number an 8 bit register can hold). A register can be looked at as a clock face with one hand and numbers running from 0 to 255, when the hand reaches the number 255 and then moves on it automatically goes to the number 0 onward. Likewise if you are subtracting then if the hand is on 0 and 1 is taken off the hand moves to 255. As you can imagine this can be confusing and in these circumstances the result of the operation will appear to be incorrect (i.e. $255 + 1 = 0$). Therefore when ever this 'overflow' of the register occur's the carry flag is set.

The N flag

This flag simply tells us if the last operation done was a subtraction. The flag will be set if it was or clear if not.

The P/V flag

As you can see bit 2 has two flags assigned to it depending on the type of operation that is being performed. They are the PARITY flag and the OVERFLOW flag. I will only give a quick explanation of these flags as we will not be using them within the context of the series.

The parity flag indicates whether a byte has an odd or even number of the bits set within it. If it has even parity then this flag will be set, if it has odd parity then this flag is clear.

The overflow flag indicates if the result of an addition has given rise to a negative number. It is used when dealing with two's complement numbers.

The H flag

Again this is a flag we will not use in this series. It is called the Half Carry flag. It indicates if a borrow or carry as occurred from the 5th bit of the A register during some special arithmetic operations.

The Z flag

This is called the Zero flag and is used to indicate if the result of an operation is zero or not. The result should be in the A register and if it is zero this flag will be set, if it is not zero the flag will be clear.

The S flag

This is called the sign flag and is used to indicate if the result of an operation is negative or positive. It is set if the result is negative and clear if the result is positive.

I think that will do for this part of the series. If you want to know more about flags, or anything that we have looked at so far, then I am sure there are some good books in the PD book library you could use.

TYPE-IN

As promised in the last issue, a machine code routine has been included in this issue for 464 users which will enable them to fill selected areas of the screen with various colours. Type the program in and BEFORE running it type SAVE"FILL" and record the program on your tape or disc.

I have inserted spaces between the commas and hex digits in the DATA statements. This is only for reading purposes, and they should not be included in your listing. The routine itself can be found at the end of the 'Mailbox' section.

Once the routine has been saved, type RUN, press ENTER, and the routine will be installed. You use the routine as such.....

```
CALL &9000,x,y,p
```

The 'x' is the graphics x-coordinate where filling is to start from.

The 'y' is the graphics y-coordinate where filling is to start from.

The 'p' is a Pen number from 0-15. If a value of zero is used then you probably won't notice anything different.

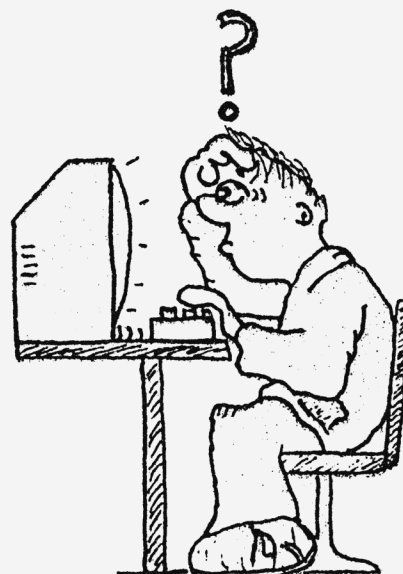
The routine MUST be used in a completely enclosed area of the screen ie.. no holes in the boundaries of the shape to be filled.

With complicated shapes, it will probably be necessary to use the routine more than once, starting at different coordinates within the shape.

BEGINNERS

BASIC

JOHN PACKHAM



In the previous issue, I said that we'd be dealing this month with the positioning functions used with the command PRINT. Well this will have to wait for now because I think we should first deal with the matter of PRINT 'streams'. The word 'streams' simply means 'windows'. There are also two others which are the 'printer stream' and the 'cassette or disc stream'. Our computer screen can be divided at any time into a maximum of 8 'text-displaying' streams, and each stream is referenced by its own number from 0-7. You can also have a simultaneous and separate 'Graphics window'. As this was covered in part 4, I shall not be covering it again here. To send any text to a specific window or stream, we use PRINT followed by a # sign followed by the stream number, followed by a comma which is then followed by whatever text we require. For instance.....

```
PRINT#2,"HELLO WORLD"
```

This would display the text 'HELLO WORLD' in stream number 2.

But, you may ask...how do we set up these streams or windows in the first place?...well read on.

Each window or stream is set up by using the WINDOW command. Each stream needs a separate command in the following format.....

```
WINDOW#window no,left column,right column,top row,bottom row
```

This will define the size of the window. When doing this, remember to take into account the current screen MODE, as this determines the maximum size of each window. For instance, in Mode 2 the value of 'right column' cannot be greater than 80. In Mode 1, the maximum is 40, and in Mode 0, the maximum is 20. Obviously, 'right column' should be greater than 'left column' and 'bottom row' should be greater than 'top row'.

A point to note is that all this defining of windows should be done at the beginning of your program (although it isn't necessary). Then each one can be called upon later in the program as and when needed. Each window can also have its own PAPER and PEN colours set which are entirely separate from each other. This could for instance, be used to show different menu selections in different colours to highlight them perhaps. To set the paper colour, use the following format.....

```
PAPER#window no,paper no
```

and to set the pen colour use....

```
PEN#window no,pen no
```

NOTE! These are PEN & PAPER numbers and NOT colour numbers. Each pen is set to a certain colour by using the normal INK command. For instance, to choose a black pen 0, you would use...INK 0,0:PEN 0. Again, the ink settings ought to be done at the beginning of your program.

When a particular window is needed, you can call it up by issuing a CLS command followed by a window number such as...CLS#2 (unless of course it's already on the screen and you don't wish to clear it first). See the demonstration elsewhere in the mag...

C O N T A C T

THIS IS THE SECTION FOR CONTACTING OTHER FELLOW CPC USERS. FOR WHATEVER THE REASON YOU NEED A CONTACT (PLEASE KEEP IT CLEAN!!), THEN THIS IS THE PAGE TO WRITE TO. JUST DROP A LINE TO THE EXECUTIVE EDITOR AS SOON AS POSSIBLE.....

OFFERS OF HELP

Help with problems on a varied subject list except hardware and assembly language (full details on request).

COLIN EVANS, Windsor Crescent, Monk Bretton, S.Yorkshire. S71 2LU.



Help with Brunword, printers. Also utilities for use with Brunword: initialization, letter-templates, draw tables & family trees on screen using IBM box characters, control Qualitas. Send a stamped-addressed-padded-envelope with blank disc to get these.

M.CATTON, 11 Battery Close, Gosport, Hants. PO12 4PA. Tel: 0705 585764



Help for anyone with problems in BASIC.

DERRICK SHERWOOD, 13 Rodney Close, Bilton, Rugby, Warks. CV22 7HJ



Help with CPM+ Protext/Promerge/Prospell (or try me with other versions). I can also produce customised printer drivers for all versions of Protext.

BRIAN WATSON, 39 High St, Sutton, Ely, Cambs. CB6 2RA. Tel: 0353 777006



Help with with CP/M, BASIC, FORTH, assembly language (machine code), RSX's, etc.

DAVE CHURCH, 1 Merston Close, Brighton, Sussex. BN2 6WJ.



Help with all sorts of Amstrad problems. Software, hardware, games, tape to disc. No problem too small! Please send a stamped addressed envelope.

CHRIS WILLIAMS, 6 Frank St, Great Horton, Bradford, BD7 3BT.



Help offered to anyone using the ROM versions of Protext, Maxam, and Utopia.

PETE DUNLOP, 6 Lychgate Park, Locking, Avon, BS24 8DE.



Help with MSDOS for newcomers to PC XT/AT systems.

PETER (0257) 421840.



SERVICES:

Have you any damaged, creased, distorted or snapped tape software? Or do they simply give read errors when loading? Send your tapes together with loading instructions & £1.00 plus 2 first class stamps. Programs will be retrieved and

returned on a new tape (originals only please).
STEVE MAKIN, 19 Westbury Rd, Dover, Kent. CT17 9QH.



PENPALS - LOCAL CONTACTS - DRINKING PARTNERS - ETC
Help and advice given about general computer stuff. Ale quaffed, etc, etc.
Interested in Lovecraft (the author, not the technique), or the Call of Cthulu game?
STEVE HAYWARD (address inside front cover). Tel (0203) 312571



CPC or PLUS local contacts wanted.
WAL SAVIN, 201 Ulverley Green Rd, Olton, Solihull, West Mids. Tel (021) 706 0992



CPC & CPC Plus contacts wanted to swap PD, games, and other software.
ANDERS NORDLI, Mo, 2072 Dal, NORWAY.



Fellow CPC users wanted as penpals/contacts.
R. PRIEST, 8 Motueka Street, Nelson, New Zealand.



Local CPC contacts wanted in the Reigate/Dorking area.
R. TYE, Rosemary Cottage, Gadbrook Lane, Betchworth, Surrey, RH3 7AH.



Local CPC contacts wanted. I may also be able to help anyone having problems with Basic programming. Enclose a stamp if you want help.
M. STUBBS, 8 Overdale Close, Barton, Headington, Oxford, OX3 9LE.



Local CPC contacts, and CPC "penpals" wanted.
MAX MAXFIELD, 6 Glenrosa Walk, Canley, Coventry. Tel (0203) 463064



Penpals and/or local contacts wanted about CPC.
ISOBEL SWADE, 41 Whitecross Rd, Warrington, Cheshire, WA5 1LR. Tel (0925) 58724.



I have full sets of Amstrad Action, Amtix, CPC User/Amstrad Computer User/CPC Attack, and Computing with the Amstrad which I am happy to make available to members. Also some PCW and French CPC magazines. Please contact me first by phone any evening between 7pm and 9pm.
BRIAN WATSON on (0353) 777006.



CONVERTING TO COLOUR

BERNARD EGERTON

There's been quite a lot of talk and previews on things to convert from your Green Screen to Colour, also on Video titling ie: connecting your CPC to a Video recorder so you can save your program,screens etc to Video tape.

Firstly lets discuss the in's and outs of your CPC. The humble CPC is only equipped with RGB output (Red,Green,Blue Signals) ie: you can only connect it to the monitor. If you have got a Television or Video recorder with a Euro Scart connector then you could get a lead made up to connect this up to your CPC, this is because the Euro Scart connectors except pure RGB signals which the CPC outputs. Using this method the picture on the television is very clear and stable and is as good if not better than a colour monitor but Televisions/Videos that have Euro Scart sockets are more expensive than an ordinary colour television.

Now we can't just connect our CPC's up to an ordinary Colour TV / Video because they are made to accept RF signals (Radio Frequency) and as I have said above our humble CPC only outputs RGB signals. So what we need to use with our CPC's is a Modulator, this converts the RGB signals to RF signals which the Television can understand. Amstrad did it's own Modulator/power supply unit the MP1/2 so people who had got Green screen monitors could use there CPC's on a domestic Television.

The MP1 was for use on the 464 and the MP2 was for the 6128 or 464 with a disk drive added. I purchased one myself and although you can use them on a Television the picture quality is pretty poor, It's good enough to play your games on the Television but for serious use It's hopeless, you have a job to read anything in mode 1 let alone mode 2 also the sound still comes from that horrible little speaker.

The reason the picture quality is poor is because the CPC sends out pure RGB signals which the Modulator converts to RF signals then the Television receives them and they are then converted back to Composite Video signals (More on this in a moment) which the Television then displays on the screen. All this changing eventually loses the picture quality.

So on to Composite Video signals, if you look at the back of your video recorder you will see that there are sockets to allow the use of connecting a video camera or another video recorder ie: Video In, Audio In, Video Out, Audio Out. These allow signals to be transferred from one unit to another. With composite video signals all the RGB, Syn, Luminence signals are mixed together and encoded and sent as one signal, our CPC's can send composite video signals but only in black and white which is no good if we want a colour picture.

There is a lead on the market from WAVE Electronics that allows you to connect your humble CPC to a video recorder but with this method you are limited to a Black and White picture. This is OK for doing some video titling ie: adding text to a film etc, but wouldn't it be nice to have colour and sound? The Video Star from Campursoft is a box of tricks that converts the CPC's RGB signals to composite Video. Mr Richard Duggan (Hi Richard & Elaine) who runs the U.A.U.G tape library did an article on the subject of the Video Star. It seems quite a good alternative for people to upgrade to colour, but it seems to need quite a lot of things to be working all at once ie: CPC and Monitor (if you don't have a power supply), television, video recorder and power supply for the Video Star. All of these things just to get a colour picture and sound?

So you may say what is all of this leading to. Well I was thinking about a new project for my CPC when I thought why not convert my MP1 modulator to composite colour so I can have all the benefits of the Video Star without all the messy wiring etc, also saving the £45 that the Video Star would cost.

With my conversion you get a perfect colour picture through your television / video recorder plus the MP1 has got it's own power supply for the CPC and you can keep the RF signal so it will still connect to a television if you so wish. The picture is so clear you can even use it in mode 2, and you can have the sound coming from your television as well. The only things you will need on using my conversion is a television, video recorder and the MP1/2.

What you will need to do the conversion is a MP1/2 of course and a few bits and bobs from your local electrical store which costs about £3-£4, and a soldering iron (Very Easy). I have done a booklet complete with wiring diagrams for anybody who is interested (anyone who requires the booklet could they make a small contribution to cover my printing costs) or I could do the project in one of the next CPC user editions if the response is good.

I am very pleased with the results the picture quality is amazing and not only that I can save my screens that I have drawn or games that I am playing (including the sound) to video tape so I can show my visitors without having to load anything on my CPC.

LABELMAKER

WAL SAVIN

I know this one was reviewed by our chairman TONY BAKER in the JUNE 1990 issue, but as we must have had a good number of new members since then I thought it would be worth another visit.

LABELMAKER is a disc label utility from Goldmark Systems, yes I know most of us have got a disc label program, but this one offers a bit more than most of the others.

With LABELMAKER you can have your own personalised labels complete with a graphic on it, the graphic is loaded into the top left corner of the disc label. There are 12 different graphics for you to choose from, these are already on the disc. As well as the graphics there are 10 fonts to choose from, also there are 3 borders, one with a plain outline and 2 fancy ones.

The first thing I did after, I had a play with LABELMAKER and its fonts was to run the graphics program, this gives you a display of all the graphics on the disc, including the borders. Now you will need a blank disk, put the disk in drive A and as a graphic appears on the screen if you want to convert it to C.P.C just press COPY and that graphic will save onto disc in C.P.C format. Having converted and saved the graphics you are now ready to run the LABELMAKER program.

When you run the program the first option is what type of printer you have, it will run on a wide variety of printers, AMSTRAD 2000/3000 series and other Epson - compatibles, SHINWA'S, MANNESMAN TALLY'S, STAR'S, PANASONIC'S, and CITOH M8510. After making your choice it asks if you want 3" or 3.5" labels, once the selection is made the program then continues loading, the option screen then appears.

The options are:

(F)..SELECT FONT there are ten of these to choose from, as well as the standard computer font, if you do not choose a font and just press enter you are given the standard font.

(E)..ERASE this option is used to erase the upper half of the label entirely, and you use this before entering any text use this option with caution.

(B)..BLOCK this also destroys the top of the label by filling it with ink, handy if you start with a blank label it shows where text and graphics can be placed.

(O)..OUTLINE on/off this either draws or erases a plain border around the label printing area.

(T)..EDIT TITLE this option allows you to put a double height double width title at the top of your label, up to 19 characters in length. If you just press return you can print normal size letters on the title line.

(C)..CENTRE LINE allows up to 18 characters to be printed on the disc spine.

(I)..INVERT LABEL this one turns your label upside down, allowing you to print characters on the b side of your disc (if you try to load any graphics on this side it erases the whole label).

(L)..LOAD SCREEN catalogue the disc and you can load any 17k screen onto the label, but only if they are in mode 2.

There are other graphics available on the function keys for outlining and underlining text on the label, I enjoyed using LABELMAKER. My children also enjoy it they use it for putting graphics on letters and invitations to their friends, the address of Goldmark is.:

GOLDMARK SYSTEMS
51 COMET ROAD
HATFIELD
HERTFORDSHIRE, AL10 0SY.
Tel: 0707 271529

CONVENTION NUMBER 2

YES IT'S TRUE!...THE 2ND U.A.U.G. CONVENTION IS ON.

THE DATE IS... SUNDAY 10TH OCTOBER.

THE VENUE IS... THE TAMARISK SUITE, EASTPOINT CENTRE,

BURGOYNE RD, THORNHILL, SOUTHAMPTON.

THE TIME IS 1pm TO 6pm.

Due to ever increasing prices of renting the place, the admission fee will have to be a little more than last time at £4.00 a head. The price will of course again include a cold buffet.

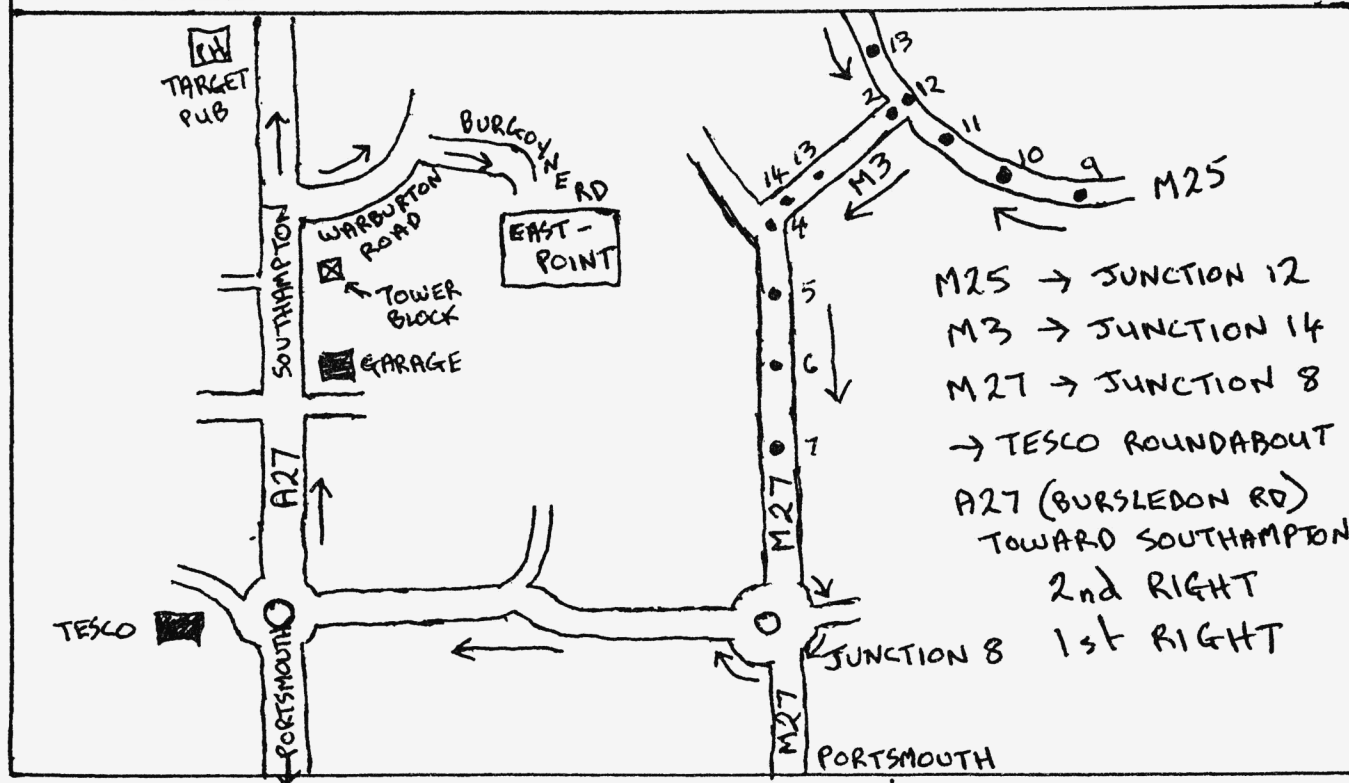
A cafeteria is in the building for anyone wishing to use their facilities, and a bar is also open (although normal Sunday hours apply).

With any luck, our FULL Book Library, and PD Library will be available for anyone wishing to delve in.

So come along and meet the UAUG staff, and other members, bring your equipment and/or software. Or come and get a glimpse of something you've always wanted to see in action (software I mean!). The 1st convention was a success, so lets make this one even better, especially with all our new members.

PLEASE CONTACT JOHN PACKHAM SO THAT HE CAN GET AN IDEA OF WHOS COMING AND WITH WHAT EQUIPMENT.

SEE YOU THERE!



The companies listed below offer discounts to members. Write direct to the company, quoting your membership number, the item/s required, the advertised price, the discount offered and enclose a cheque or postal order for that amount. Please patronise these companies to make it mutually worthwhile.

ABC HOLDINGS, 4 Westmeads Road, Whitstable, Kent, CT5 1LR.
12.5% off Dee-Cable.

ALIVE & KICKING, c/o Lee Rouane, 3 Causeway House, Kelstedge, Chesterfield.
Discount on the price of Lee's "Alive & Kicking" CPC games fanzine. The price to UAUG members (for single copies) is 80p - a saving of over 30%!!

BINARY BITS, 223 Lonsdale Drive, Rainham, Gillingham, Kent, ME8 9JW.
Tel: [0634] 366982.....10% off Games.....12.5% off Business Software.

BOURNE EDUCATIONAL, The Hundred, Romsey, Hants.
Tel: [0794] 523301.....10% off Software

BRUNNING SOFTWARE, 138 The Street, Little Clacton, Essex, CO16 9LS.
Tel: [0225] 862308.....No discount, but free Font Editor when purchasing the Brunword Elite ROM Module, by post, by cheque.

CAMPURSOFT, 16 Slatefield St, Gallowgate, Glasgow, G31 1UA.
Tel: [041] 554 4735.....10% off Software, and £2 off the price of the Video Master unit.

CPC NETWORK, 3 The Cottons, Outwell, Wisbech, Cambs, PE14 8TL.
Tel: [0945] 772035.....£2.00 off SUPERWIMP and TEARAWAY.

GMF PROGRAMS, 21 Northwick Park Rd, Harrow, Middlesex, HA1 2HY.
Tel: [081] 861 2891.....15% off Software.

GOLDMARK SYSTEMS, 51 Comet Road, Hatfield, Hertfordshire, AL10 0SY.
Tel: [07072] 71529.....10% off Software.

INCENTIVE SOFTWARE, Zephyr One, Calleva Park, Aldermaston, Berks, RG7 4QW.
Tel: [0734] 817288.....15% off Software.

MICRO-PROSE SOFTWARE, Market Place, Tetbury, Glos., GL8 8DA.
Tel: [0666] 54326.....35% off Software.

SD MICROSYSTEMS, PO Box 24, Holbeach, Lincs, PE12 7JF.
Tel: [0706] 720381
10% off everything except on the 3.5" drive package, but free postage on this.

SENTINAL SOFTWARE, 41 Enmore Gardens, East Sheen, London, SW14 8RF.
Tel: [081] 876 7032.....10% off all software, except "Zap 'T' Balls" as this has been reduced to £13.99 anyway.

SIREN SOFTWARE, Wilton House, Bury Rd, Radcliffe, Manchester, M26 9UR.
Tel: [061] 724 7572.....25% off Software.....Phone for Hardware Discounts

SMOGWARE SYSTEMS, 20 Grove Avenue, New Costessey, Norwich, Norfolk, NR5 0HN.
Tel: [0603] 749132.....25% off Software.

SPM SOFTWARE, 32a Albert Street, Seaham, County Durham, SR7 7LJ.
£2.00 off both Power Basic & General Military Simulator. Both normally £14.95 each, to UAUG members only £12.95 each (inc P+P)

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