

CPC USER

The magazine for serious CPC & Plus users



Issue 49...February 1995

United Amstrad User Group

Your ever-ready staff...

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(contact this Richard for all your Tape PD)

***** BOOK LIBRARIAN *****

Brian McKiddie, 29 Hill Park Rd, Gosport, Hants, PO12 3EB
(contact Brian to hire one of our excellent books)

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(Trade advertisers should contact this fellow...he's very friendly!)

Vacant Posts...

COMMS EDITOR

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Advertising Rates:-

Full Page	£15.00
Half Page	£8.00

*Members Ads are inserted
free subject to available
space.*

Editorial

Hello again!

As you can see we have decided to reduce to size of CPC USER but without (hopefully) reducing the contents. I would very much like to hear all your comments and/or suggestions, whether good or bad.

As I usually forget, I must take this opportunity to thank all of you who have contributed to this issue. It was touch and go there for a while as, due to an error on my part, I had absolutely no articles whatsoever for this issue. However, all is well now, although I must make the usual plea for material from you for the magazine. It can be reviews, letters, type-ins, hints & tips or whatever you like (so long as it's clean and CPC related!).

If you look at the page opposite, you will notice that we have a new Software Editor (Matt Hare). On behalf of everyone I would like to welcome him to the fold. Hopefully in the next issue, we'll have an introduction from him. He certainly seems keen, and I hope you give him the support he needs.

In the mean time, I hope you enjoy the read, and I'll catch you all again in April. TARA!

John Packham.

The Chairman's Bit



Dear Members,

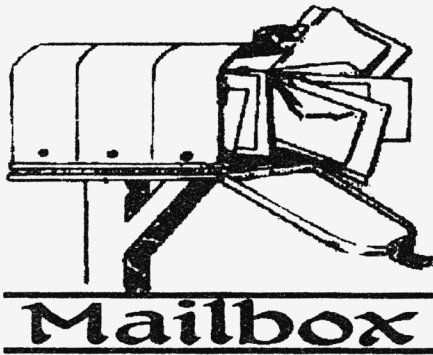
Welcome to the new look magazine as we enter our ninth year as a User Group. I hope you will like the A5 format but please let us have your views for or against. I would however like to make it clear that there is no reduction in the amount of material published. John still produces the camera ready pages in A4 size as before. These pages are then reduced to A5 during the printing process, and then fed into a machine which folds them and staples the booklets automatically. One great advantage to us is the reduction in the amount of paper used and therefore the lower printing costs. This should enable us to keep the subscription at its present level even if postal charges rise in the future.

Recently I had enquiries from some of the companies on our Discount page checking whether a particular customer is really a UAUG member. Please quote your membership number when ordering from these firms otherwise they might delay sending you the goods until they have checked with me. Usually if you state your number, this is accepted without further question. If you have forgotten your number you will find it on each magazine address label together with your subscription renewal month.

Finally I wish you all a happy and prosperous 1995. Please try to keep John supplied with letters and articles for the magazine. If you have recently joined us remember that you can advertise surplus software or hardware free of charge in the magazine. Just send your advertisement to John and he will publish it just as soon as there is room for it.

Regards, Tony Baker.





GORDON WOOLLISCROFT has some FREE 'Masterfile' formats:-

Further to my articles on Masterfile and replies / correspondence with various members I would like to report that I have on disc 2 completely separate sets of Formats for Masterfile which are available to members.

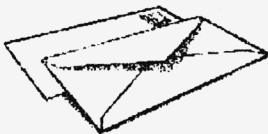
First of all I have received from Robert Douglas formats which hold details of Records (music) and tapes etc together with details of the composer and recording e.g. singer. He is quite willing for me to let copies be sent to other members.

Secondly I have a series of formats that I have made up for Denis Rawling which produces a Concordance i.e. a catalogue of words with details of their derivations / meanings and sources.

If any members are interest in these formats I will forward them on receipt of a formatted disc (DATA) and return postage.

Please note however that you do not receive the Masterfile programme so you will need to have a copy of MASTERFILE in order to load and run them.

Many thanks for the offer Gordon. I'm sure they will be extremely useful...Ed



DENIS ANTHES is baffled by 'Memlook':-

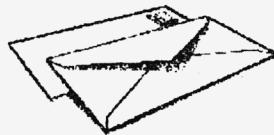
Thank you for the recent copy of 'CPC USER'. I'm glad to hear that the contents problem has eased a little. I know almost nothing about printer controls, but have managed to fathom out what line 1060 of *Mr Mead's* article MEMLOOK is doing. However, there appears to be no line that GOSUB's 770, which seems to be the underlining instruction to the printer.

Similarly, line 950 states "Space bar held.." etc.. but I cannot find any routine to do this. Have some lines been omitted after 870?

Incidentally, the print of the suggested **VAL (US)** in the penultimate line of the paragraph towards the foot of page 6 is illegible. If all copies are the same, it might be worth a mention in the next issue.

It's nice to hear from you again Denis. First of all, if you look through the program, you will see a few lines which GOSUB to line 760. In that line, if the value of variable 'c' is less than 32 then it RETURNS, otherwise, line 770 is checked.

Your point about the illegible print is also true for my copy, and I can only assume it is the same for all others. However, I hope we have now cleared that one up...Ed



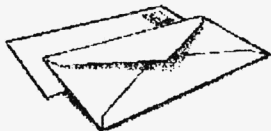
JAMES SAUNDERS needs some help with 'Football Manager 3':-

I enjoy playing games on my 464 and have a wide selection. A few months ago I picked up a game called *Football Manager 3*. There is one slight problem though...I'm **stuck!!**

Can anyone help me in any way with the game. I've only scored once, and have never won. What should I do?

If anyone does want a crack at this game, then send me a S.A.E. and I will forward it to you. You can contact me at... 17 Sedgewick Close, Rowner, Gosport, Hants. Tel: 01705 783501.

James is certainly desperate for any assistance. I hope someone out there can help him...Ed



RAY NEAL has printer problems:-

I am having problems printing out graphics from Art Studio and Stop Press on my Epson LQ 100 24 Pin printer. Can anyone help me?

You don't exactly say what sort of problems you are having Ray. However, if anyone feels they can help, then you can contact Ray on 0203 362063...Ed



If you have anything to say to us or have any problems you would some help with, then why not drop a line to the Executive Editor right now. He'll be pleased to hear from you.



Members in easy reach of Bolton or Blackpool may be interested in the following Amateur Radio & Computer exhibitions to be held in the north-west.

Radio Club Rallies on 20th August & 26th November at the Bolton Exhibition Centre, Silverwell St, Bolton. Tel: 0204 33122

Norbreck Amateur Radio Electronics & Computing Exhibition on 19th March at the Norbreck Castle Hotel, Queens Promenade, Blackpool. Tel: 0253 52341

One of the stallholders at Bolton carries a good stock of Amstrad User & service manuals. He will also supply by mail. Call ALLEN on 0279 433843

The Norbreck fair usually has a good deal of CPC games and software on offer plus CPC keyboards & monitors. ?

TAPE PD LIBRARY

TAPE 1 Adventure

House Out Of Town, Rouge Midge, Underground, Labarinth, Secrets Of Ur

TAPE 2 Utilitles

Banker, Romread, Cardcassette, K&Kat, Typetutor, Taperead, Homeacct, Maxi-Ram, Mortgage, Toolkit

TAPE 3 Quiz, Puzzles, Games

Anagrams, Loo maze, Nobble, Puzzle, Tower, Wordfind, Simon, Blackjack, Draughts, Yahtzee

TAPE 4 Serious

Delkword, E-Sheet, Phone, WP, Accounts, Database, Provert, Reviews, Swttext, Textread

TAPE 5 Games

Angler, Battleships, Froggy, Invaders, Ladders, Lasball, Paperman, Sportman, Treasure, Vaders

TAPE 6 Music & Demos

Entertain, Flag, Heyjude, Organ, Polygons, Rocking, Selfdest, Solafast, Amsfax, CPCmusic

TAPE 7 Scull PD

Bak2Fron, Drums, PPairs, Amgraph, Dissolve, Reaction, Calendar, Whist, Minlist

TAPE 8 GD PD

Boxing, Buzzy/bee, Dbase, Lunar, Briddayer, Alien, Dogfight, Battle, Snake, Defuse

TAPE 9 Dartsma PD

Pairs, Roulette, Skul, Whist, Windmill, Wordproc, Boxmaker, Trig, Database, Dropsy

TAPE 10 Robot PD

Cards, Dbase, Copy+, Hanoi, Headread, Noughts, Pontoon, Powerbase, Romprobe, Scales, Teletext

TAPE 11 Egerton PD

3DDesign, ASCread, Treasure, Birthday, Tracker, Shark, Gambler, Birthfacts, Superbas, Turbosav



All of these programs are also available from our disc library.

Please send a jiffy envelope with two second class stamps and quote your membership number and tape request (limited to one tape per month). I will then send the tape by return of post. Please copy it and return it within three weeks.

Anyone wishing to donate PD software are more than welcome, as all tape users will benefit from your donation.

Please send all requests and/or donations to... Richard Duggan, UAUG Tape Librarian, Flat 15 Hughenden Court, Mount Pleasant Road, Hastings, East Sussex, TN34 3ST.

EXPANDING MASTERCALC

Part 1

By BRIAN SOAN

I have not seen much comment in *CPC USER* about spreadsheets. Maybe all that can be said appeared in issues before I joined *UAUG*. Perhaps other readers find them easy to use or have no occasion to do so. Having now retired, for me they are a necessary weapon in my armoury in budgeting for and keeping a positive cashflow, and checking for income tax overpayments and other hazards to our savings.

When I first bought *MASTERCALC* my hands-on experience of computers was virtually nil. However thanks to the well written manual I was able to get started. At the back of the manual was a section which began...

For those people who need to do special things to their spreadsheet data, we have provided access in Basic cell-by-cell. Thus with a small knowledge of Basic you can extend the MC128 Basic loader program and pass data to/from any cell ...

..and so it went on, muttering darkly about floating-point binary, ASCII strings and higher maths functions such as SIN and LOG. I closed the manual and contented myself with simpler things like addition and multiplication.

I was working on wind turbines (an up-market term for modern windmills) which were a very new breed of machine at that time. Most of the development had occurred in Denmark, Holland and the States. For the UK to enter this field without having to 're-invent the wheel', we needed to discern what design trends were emerging elsewhere. Hopefully we could then avoid the pitfalls and setbacks others had had already.

A wind turbine has many vital statistics. Taking the rotor, for example, one needs to know its diameter, number of blades, speed of rotation, design wind speed, power coefficient, how much the blades, hub and other bits weigh, and, as they say in the *AA* mag, much much more!

A spreadsheet is the ideal means of setting out data for comparison. However as details of more and more designs became available so it became clear that

☞muttering darkly
about floating point
binary, ASCII strings....

the spreadsheet needed rearranging to re-classify the data in different ways, by order of size, say, by type or by country of origin. Also other spreadsheets were needed using only some of the data for detailed analysis. Here I found *MASTERCALC* had a limitation. There was no way of altering the layout without entering the data anew - both tedious and open to typing errors. I realised I was wanting to do 'special things' with the data.

On the Top Menu of *MASTERCALC*, 'X' marks the key which precipitates you out of the ordered realm of the spreadsheet into Basic, where apart from a listing of the MC128 loader program there is a blank screen with only a cursor for company. I **WAS ON MY OWN!**

This is the loader listing:

```
10 MC=&6000: GETC=&6002:
PUTC=&6005: ind$=" "
20 MEMORY &27FF
30 LOAD"MC128AR", &3000
40 LOAD"MC128MC", MC
50 POKE &8792, &E8: POKE &8793, &97
: POKE &879B, &E8: POKE &879C, &97
60 INK 0, 0: INK 1, 26: BORDER 0:
PAPER 0: PEN 1
100 CALL MC 110 LIST .
```

Pressing 'X' effectively gives the command GOTO 110. The first thing to do is to write an option menu and attach it to line 110 in place of LIST, then there is some chance of order prevailing over Basic too. Something like this:

```
110 MODE 2: PRINT"OPTION:"
120 PRINT" [T]ransfer data"
150 PRINT" [R]eturn to
Mastercalc"
160 PRINT" [E]xit to Basic"
170 jj$="RTE": GOSUB 3000: IF
o$=oo$ then 250
180 ON jj GOTO 100, 200, 230
200 oo$="T": CHAIN MERGE"mc-t",
250, DELETE 250-2900
230 CLS: END
2990 GOTO 110
3000 jj=0: WHILE jj=0: o$=UPPER$
(INKEY$)
3010 ON BREAK GOSUB 2990: IF o$>" "
THEN jj = INSTR(jj$,o$)
3020 WEND: RETURN
```

The ON BREAK GOSUB 2990 in line 3010 is an [ESC][ESC] clause if you decide you want to abort the transfer. When you type in this menu, stick to the line numbering. It will make life easier as we proceed with future instalments.

THE UTOPIA ROM

By Dick Hornsby

A year or so ago, during a discussion regarding the *ARNOR ROMS* - Protext, Maxam and Utopia, I was told that a) I hadn't lived until I had the Utopia ROM and b) that once I had it, I wouldn't know how I managed before without it!! This prompted me to obtain all three of these ROMS, and what a wonderful combination they have proved to be. My comments below are confined to the Utopia ROM - a collection of about 50 extremely useful, additional, commands relating to many aspects of *Amstrad CPC* computing, which I have found to be an absolute boon.

First of all, The Utopia ROM is a 16K ROM which according to the makers should be installed in a romboard, a) in a slot less than 7 (Amsdos occupies slot 7), and b) in a slot number lower than Maxam. It is one of the *ARNOR* family of ROMS, and consequently all Utopia's commands are available from BASIC, Protext, and Maxam. It's very user friendliness allows one either to enter the command with the required parameters after the command name, separated by commas, or if one's memory lapses, just enter the command, press ENTER or RETURN, when Utopia will prompt for the required parameters.

The Utopia commands can be used, as such, within any BASIC program, but if this is done, it must be remembered that the program will only run on a machine fitted with Utopia.

In the 50 or so Utopia commands, there are many which I found particularly useful for day to day computer operations, and these I list below (not in order of merit). All these, and most of the other functions provided by Utopia, obviate the need to load in individual programs to perform these tasks.

1) ACCESS

Gives the ability to set files attributes bytes to READ ONLY, READ & WRITE, SYS, and DIR status.

2) CAT

The facility under this heading that I particularly liked was the use of |CAT,1 to catalogue the disc in drive B without changing the default drive.

3) CDUMP

This copies all text on the screen to the printer. I found this very useful when used to produce a hard CAT (ie. clear the screen, enter the ordinary CAT command in Mode 2, and then CDUMP the screen to the printer. No problem.

continued on page 31....

COMPETITION TIME

As competition No.11 was void, and competition No.12 was in the Christmas issue, there were 3 winners for No.12.

Congratulations go to...

PETER JONES of Pudsey CHRISTINE RAISIN of Nottingham TOM
WALTON of Manchester University

COMPETITION NUMBER 13

The Davis Cup is awarded for which sport?

With which sport is the James Norris Trophy associated?

In which sport do you 'bully-off'?

How many points do you get for the black ball in snooker?

The Ryder Cup is presented in which sport?

Which sport is associated with Bisley?

What is the name of the New Zealand rugby union team?

What is the USA's most famous motor race?

Who was known as boxing's 'Brown Bomber'?

Which sport is Hickstead famous for?

Write your answers down and send them to Richard Duggan to arrive no later than the 17th of the month shown on the cover. Or, you can telephone or fax your answers to him but please remember to quote your membership number. ?

COMPETITION TIME

DISC PD LIBRARY

The Disc PD section has now been split into AMSDOS & CPM grouping to reduce the amount of space used in the magazine. The two groups will alternate between magazine issues.

Also, because of the size of the library, you are advised to send for the LIBINDEX which gives a fuller description of the library and only occupies 2 disc sides.

This issue shows the AMSDOS PD.

- PD 2/5 ... Snooker,Blackjack,Horoscope.
- PD 3/1 ... Games & utilities etc...
- PD 3/2 ... Masterfile index for AMSMAGS
- PD 3/3 ... Like above but ASCII format
- PD 3/4 ... Blue Raider adventure
- PD 3/5 ... Font designer & utilities etc...
- PD 4/2 ... Tele exch in alphabetical order
- PD 4/3 ... As above but ASCII format
- PD 6/1 ... Misc BASIC programs
- PD 6/2 ... Unix Shell (Centrox)
- PD 6/3 ... Documentation for 6/2
- PD 7/1 ... Random Database (2 drives)
- PD 7/2 ... Misc BASIC files & utils
- PD 7/3 ... Pascal programs & demos
- PD 8/1 ... Tourist guide of Wales
- PD 8/2 ... Most files need UTOPIA
- PD 8/3 ... Graphic Adventure
- PD 8/4 ... STD codes in numerical order
- PD 8/5 ... BASIC utils incl calendar printer
- PD 9/1 ... Mostly word games
- PD 9/2 ... Games, Utils, Novelties
- PD 9/3 ... BASIC programs
- PD 9/4 ... Mandelblot generator
- PD 10/2 . Doc for FORTH 83
- PD 12/1 . Assorted BASIC utilities
- PD 12/3 . Assorted BASIC utilities
- PD 12/4 . A teaching aid (needs printer)
- PD 13/2 . Mostly files for Adv Art Studio
- PD 13/3 . Related to parts of PD 14/1
- PD 14/1 . Mandelblot
- PD 14/2 . BASIC utilities, Passwords
- PD 15/1 . Tele codes similar to PD 8/4
- PD 15/2 . Databases for music lovers
- PD 15/3 . Misc graphics childrens games
- PD 15/4 . More fractals
- PD 15/5 . Adv game & drawing progs
- PD 16/1 . Adventure games & mazes
- PD 16/2 . Utilities, Games & Quizzes
- PD 16/3 . A.A.Collection PD Type-ins

- PD 16/4 . A.A.Collection PD Type-ins
- PD 16/5 . Games:- Fruit Machine, Card & Yahtzee type-in
- PD 17/1 . A.A.Collection Games reviews
-85-91
- PD 17/2 . Citizen 120-D Printer utilities
- PD 17/3 . BASIC tutorial
- PD 18/2 . COBOL Documentation
- PD 18/5 . Stop Press clipart Vol 1
- PD 19/1 . Quilled adventures 1
- PD 19/2 . Quilled adventures 2
- PD 19/3 . Beginners Basic tutor & examples
- PD 19/4 . Stop Press clipart Vol 2
- PD 19/5 . Stop Press clipart Vol 3
- PD 20/1 . Compilation of adventures
- PD 20/2 . Music files for AMS
- PD 20/3 . Music files for AMS
- PD 20/4 . Music files for AMS
- PD 20/5 . Music files for AMS
- PD 21/1 . Music files for AMS
- PD 21/2 . Music files for AMS
- PD 21/3 . Music files for AMS
- PD 21/4 . Music files for AMS
- PD 22/1 . Music files for AMS
- PD 22/2 . Music files for AMS
- PD 22/3 . Graph and database programs
- PD 22/4 . Graphic and Music demos
- PD 22/5 . More demos
- PD 23/1 . Lotus 123 style spreadsheet
- PD 23/2 . Stop Press clipart Vol 4
- PD 23/3 . Stop Press clipart Vol 5
- PD 23/4 . Games & Utilities
- PD 24/1 . Tearaway (cut down version)
- PD 24/2 . Page Maker (simple DTP)
- PD 24/3 . Comms program in Basic & M/Code
- PD 25/1Clipart
- PD 25/2 . Games Poke disc
- PD 25/3 . View & Create squeezed
-screens
- PD 25/4 . Misc programs
- PD 26/4 . More misc programs
- PD 27/1 . Animation demos
- PD 27/2 . Amiga graphics No.1
- PD 27/3 . Amiga graphics No.2
- PD 27/4 . Word handling suite of progs
- PD 28/4 . Neural network part 1
- PD 29/1 . neural network part 2
- PD 29/4 . Graphics slide show No.2
- PD 30/1 . Super slide show No.3
- PD 30/2 . Page Maker clipart viewing
- PD 30/3 . More pages of Stop Press
- PD 30/4 . Rocky Horror slide show 4
- PD 31/1 . Paula Abdul slide show 5
- PD 31/2 . Games disc
- PD 31/3 . Games disc
- PD 31/4 . Print-Shop
- PD 32/1 . Gpaint (art pack & clipart)

- PD 32/2 . Various type-ins
- PD 32/3 . A selection of Dartsma PD
- PD 33/4 . Easidraw - drawing package
- PD 34/1 . A selection of Basic type-ins
- PD 34/2 . More to compliment above
- PD 34/3 . Dwerry-Base
- PD 34/4 . The Kirk Database (6128 only)
- PD 35/1 . Squeezed graphics screens
- PD 35/2 . More grafix from WACCI
- PD 35/3 . The WACCI home-brew coll 1
- PD 35/4 . The WACCI home-brew coll 2
- PD 36/1 . Ispell V5.0 Spell checker (6128)
- PD 36/2 . Large shadow font (Stop Press
.....clipart) plus Page Maker
.....update
- PD 36/3 . Stop Press clipart 1
- PD 36/4 . Stop Press clipart 2
- PD 37/1 . Stop Press clipart 3
- PD 37/2 . Stop Press clipart 4
- PD 37/3 . Stop Press clipart 5
- PD 37/4 . Stop Press clipart 6
- PD 38/1 . RSX-LIB (full version)
- PD 38/2 . Another lot from Scull PD
- PD 38/3 . ASCII file scanner
- PD 38/4 . Telephone searcher (update of
.....15/1)
- PD 40/3 . The 2nd Amiga graphics disc
.....from the WACCI library
- PD 40/4 . The 2nd Amiga graphics disc
.....from the WACCI library
- PD 41/2 . Banner program
- PD 41/3 . Stop Press clipart Vol 8
- PD 41/4 . DTP selection
- PD 42/1 . Clipart 2 selection
- PD 42/2 . Keith Mortimer's Board games
- PD 42/3 . More of above
- PD 42/4 . Mixed bag of useful utilities
- PD 43/1 . More of above
- PD 43/2 . More German PD (requires
.....translation)
- PD 43/3 . Stop Press clipart Vol 9
- PD 43/4 . Stop Press clipart Vol 10
- PD 44/1 . Francais - an English/French
.....education program
- PD 44/2 . Logon System's B-ASIC
- PD 44/3 . A selection of BASIC programs
- PD 44/4 . BASIC programs from Tuck PD
- PD 45/1 . Alyssa database program
- PD 45/2 . A demo of Parotry Plus
- PD 45/3 . A screen squeezer & viewer
- PD 45/4 . A selection of visual programs
- PD 46/1 . Print enhancer by Geoff Short
- PD 46/2 . Print enhancer fonts
- PD 46/3 . Australian PD from GD PD
- PD 46/4 . Australian PD from GD PD
- PD 47/1 . Pro Script Publishing package
- PD 47/2 . Stop Press clipart Vol 11
- PD 48/4 . Zap 'T' Balls demo
- PD 48/4 . The Philip Jimenez Collection

- PD 49/1 . Misc programs
- PD 49/2 . Ispell V7.0

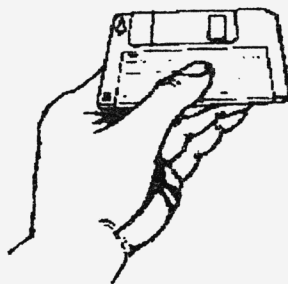
The above PD disc programs will all run under Amstdos, and should therefore easily run on tape systems.

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 Ramdos 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 U.A.U.G.). The price includes 2 selections of PD and postage & packing.

Please send all orders to... *Richard Sergeant, UAUG PD Librarian, 9 The Haven, Kingsnorth, Ashford, Kent, TN23 3NA.*

Your cooperation is appreciated, and helps to improve our service.



If you think you have written a good enough program for the library, then why not send it to Richard now for inclusion in the library.

LOOKING AFTER DISKS

HEAD CLEANING

The smallest particles of oxide, dust, dirt, smoke, fingerprints, even human hair, can cause problems with your equipment. You may experience media wear, data loss, data errors, distortion, or worse, a total breakdown. See Figure 1 for an illustration of some particles and how they can interfere with proper contact between the read/write heads and the disk media.

The simple routine of head cleaning with 3M's Head Cleaning Diskette Kit can save you all those headaches. They're designed to take the hassle out of cleaning heads. We've been making computer products for over 40 years so we know how important it is to have a simple, safe and effective way to perform your preventive maintenance. The same quality and reliability that's built into all our other media products goes into 3M Head Cleaning Diskette Kits. That's why the cleaning fabric and cleaning solution are non-abrasive - perfect for delicate equipment.

To make our head cleaning kits as easy-to-use as possible, all you simply do is apply the specified number of drops of the cleaning solution onto the white cleaning fabric exposed by the head access slot, insert the cleaning disk into your disk drive and cause the disk drive to turn on for about 30 seconds. Easy to

follow instructions are included in each head cleaning kit.

It is recommended that read/write heads be cleaned after 40 hours of operation. In environments which contain a large amount of airborne debris, head cleaning should be performed on a more frequent basis. Think of periodic head cleaning as preventive maintenance - clean heads mean less trouble later on.

INCREASING THE LIFE AND RELIABILITY OF YOUR DISKETTE

- ⊙ Refrain from eating, drinking or smoking when handling a diskette. This will help to keep damaging contamination from getting on the media surface.

- ⊙ NEVER allow a diskette to be placed near the magnetic field of a magnet,

electric motor or transformer. Direct contact with these objects can erase recorded data.

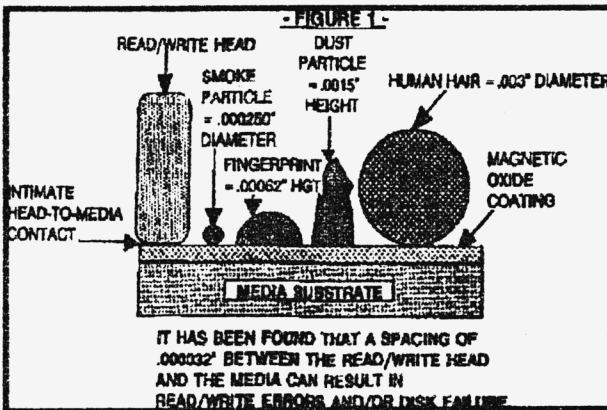
- ⊙ Do not bend or fold a diskette. This will damage the media and cause lost data.

- ⊙ Never use paper clips or rubber bands on diskettes. Again, damage can occur.

- ⊙ NEVER touch or attempt to clean the exposed media in the diskette head access slot. This can cause contamination and possible data loss.

- ⊙ Don't allow a diskette to be exposed to excessive heat (greater than 140°F) The distortion caused to the plastic jacket/clamshell could result in lost data.

- ⊙ Never place heavy objects on a diskette. Again, damage could result.



- ⊛ Always remove write-on labels when replacing with new ones. Stacked labels could cause drive problems.
- ⊛ Do not use an eraser on diskette labels. When changing labels, create new ones.
- ⊛ Use only a soft felt-tip pen to write on the labels if they are already applied to the disk surface. Media indentations could result from ball-point pens or pencils, causing loss of data.
- ⊛ Best results are obtained when diskettes are stored at room temperature conditions.

THE TRUTH ABOUT DISKETTE ERASURE

Magnetic media products are extremely reliable and offer extreme stability of the recorded data. Once recorded, the magnetic field strength of the bits will remain indefinitely, unless they are altered by an external magnetic field. The following points are intended to cover facts about diskette erasure, what causes it and what does not.

- ⊛ Magnetic fields of high density can erase the signal on a diskette. Magnetic fields drop off by the cube of the distance from the source. This means you have to be very close to the magnetic field to effect erasure. A spacing of only a few inches is usually all that is necessary to totally protect a diskette from even extremely strong magnetic fields.
- ⊛ Utility magnets and "refrigerator" magnets are strong enough to erase data from a diskette if direct contact is made with the magnet and diskette.
- ⊛ A magnet as described in #2, when affixed to a file cabinet with diskettes inside the cabinet, would not be able to cause any erasure to the diskettes.
- ⊛ Diskettes cannot "conduct" the magnetism applied by a permanent magnet. If a stack of diskettes were contacted directly by a magnet, only the closest proximity areas could be erased, and not the whole stock.

⊛ Heat cannot cause data loss, although extreme heat can distort the polyester diskette base, causing read back problems.

⊛ Static electricity discharge cannot cause diskette erasure. There is no magnetic field associated with static electricity, and extensive testing has shown no erasure. Lightning discharge in close proximity to a diskette through a pipe could generate a magnetic field strong enough to erase a diskette (and probably destroy it as well). Static discharge into a computer with a diskette in it could cause incorrect information to be recorded, thus static strips and mats are recommended.

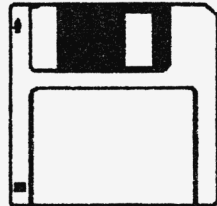
⊛ Radar and microwave transmissions cannot effect magnetic media unless they are directly in front of the antenna (this would also be a burn hazard to humans).

⊛ X-Rays cannot erase magnetic fields. For all practical purposes, the magnetic field component of an X-Ray is extremely small and is essentially nonexistent with regard to data storage on diskettes. Extensive testing has not found any erasure evident with high level exposures. An X-Ray of sufficient power to affect diskette data would produce enough heat that a diskette's polymeric materials would become physically damaged and this could then cause data loss.

⊛ Metal detectors in airports do not have a high enough field to erase magnetic media. These devices will require posting if they evolve to higher level fields that could affect magnetic media, hearing aids, pacemakers, etc.

We hope this has provided you the proper facts about diskette erasure.

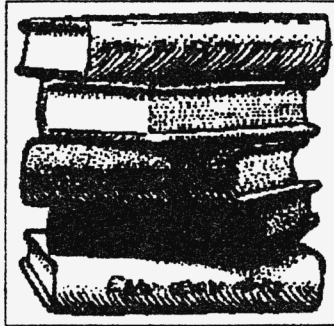
Many thanks to 3M for providing this valuable info on disc care...Ed ?



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- 55....THE INS & OUTS OF THE AMSTRAD
- 56....THE ANATOMY OF THE CPC'S
- 57....ADVANCED PROGRAMMING

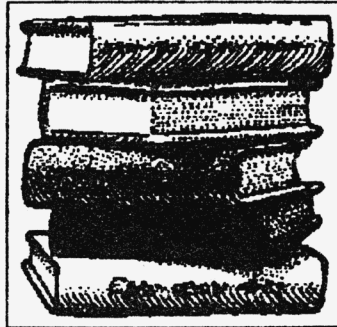
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- 111...MASTERING PASCAL PROGRAM-

MING

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- 152...POWERFUL PROGRAMMING 6128, 664 & 464
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Secretary

Reviewed by Tony Baker

Some time ago I was asked to help one of our members with the word processor **SECRETARY** which is a CPM program on disc PD 1/5. It is not a very user-friendly program as it involves the use of line numbers for the manipulation of blocks of text. **SECRETARY** (i.e. **SECRETARY** but using only eight letters) started off life as **MARYELLN**, a word processor for the North Star DOS. It was line orientated instead of screen orientated and most of the commands were similar to the ones used in North Star **BASIC**. Anyone knowing **BASIC** could immediately use **MARYELLN**.

Later on, **MARYELLN** was greatly enhanced and renamed **SECRETARY** because of so many questions about why it was called **MARYELLN**! It is still popular on North Star systems and is now available to CPM users for people who need a word processor for just a few letters but not the expense or complications of more extensive full screen editing.

On PD/5 there are 13 files with the extensions .TQT, .AQM or DQC which need 'unsqueezing'. These are the files which produce the Instruction Manual, sample files and information files. As there are so many, there is not room on the disc for the 'unsqueezed' versions some of which are not needed anyway, so I suggest you prepare a working disc with the program itself on one side and the text files on the reverse. (Or if you prefer the text files can be put on a second disc, especially if you have a second disc drive). I proceeded as follows :-

1. Format both sides of a disc. This will be the WORKING DISC

2. Copy PD 1/5 on to side A. This will later be known as the SOURCE DISC. Side B (or a second disc if you prefer) will

be known as the DESTINATION DISC, and will contain the instruction and sample files.

3. Having copied PD 1/5 to side A of the WORKING DISC, and before 'unsqueezing' the text files, delete the ones which I believe are not needed. These are **SECRETARY.TQT**, which is an earlier version of **SECRETARY.DQC**, and **SECRETARY.AQM** which appears to be a file used by the CPM assembler **ASM** to compile the **SECRETARY** program. Since **SECRETARY.COM** is already on the disc I can see no reason for keeping the .AQM file. However if I am wrong you still have it on the original PD 1/5 disc.

Now you are ready to 'unsqueeze' the compressed files by using the program **NSWP** which is on PD 1/1. For those who have not used it before, work through the following steps :-

A. Load CPM by inserting side 1 of the System Discs and type |CPM.

B. Insert PD 1/1 and at the A> prompt type NSWP.

C. Insert side A of the WORKING DISC (i.e. the side containing the copy of PD 1/5) and type L to log in this new disc.

D. When asked New Drive/user/mask? type A for Drive A.

E. Tag each file which ends in .TQT or .DQC by pressing the SPACE bar to scroll through the filenames and pressing T at each TQT or DQC file.

F. Next press Q to select the Squeeze/Unsqueeze option.

G. Press U to 'unsqueeze' the tagged files.

H. When asked Which Drive? , press B for drive B even if you only have one drive.

I. Follow the screen prompts for inserting SOURCE and DESTINATION discs. If you are using only one disc as I suggested remember that Side A is the SOURCE and Side B is the DESTINATION disc. You will have to swap over sides many times so be patient! Remember that when it says PLEASE PUT THE DISC FOR A: INTO THE DRIVE, you should be inserting Side A and similarly insert Side B when it says PLEASE PUT THE DISC FOR B: INTO THE DRIVE. If you have a second drive it will be much quicker if you put a second disc in Drive B.

J. Finally delete all the IQT and DQC files on side A by inserting that side and scrolling through the filenames and pressing D to delete and Y for Yes at each 'squeezed' file. Then press X to return to the CP/M prompt.

The next step is to print out the Instruction Manual and the other information files which should now be on Side B of the WORKING DISC the Instruction Manual is contained in files USERMAN0 to USERMAN5. These have been produced with the SECRETARY program and therefore have to be printed using that program. When you print USERMAN0 it should automatically load and print USERMAN1 etc. but I found that the program 'crashes' part way through USERMAN1, so I had to load USERMAN1 separately and type LIST instead of PRINT. This results in a printed listing of USERMAN1 which will show all the control codes and line numbers in addition to the instruction file. Assuming that you have the same problem the following steps will print out the whole set of files :-

1. Insert Side A of the WORKING DISC, and at the CP/M A> prompt, type SECRETARY

2. When asked if you wish to CONFIGURE Y/N , type N for no, but you must use upper case N or there will be no

response.

3. Insert Side B which contains the text files and at the SECRETARY prompt (a hash sign), type **LOAD USERMAN0.TXT**

4. When loaded type **DEVICE L** to send the output to the printer (DEVICE C will return output to the screen). You will get the message **PRINT DEVICE CHANGED**.

5. Type **PRINT**, and the files should be printed out.

If, as I found, the printing program stops halfway through a page it means that USERMAN0 has been printed but USERMAN1 has only printed the first half page. In this case proceed as follows :-

6. Type **LOAD USERMAN1.TXT**, then when the loading is finished, type **LIST**. (If you type PRINT you will still only get a half page). The listing will give you the USERMAN1 file complete with all the line numbers and control codes. When finished it will return to the hash sign.

7. I then found that if I loaded USERMAN2 and tried to print it, the printer would not respond to the PRINT command. The only way I could print out the rest of the Instruction Manual was to reset the computer, reload CP/M then reload SECRETARY from Side A.

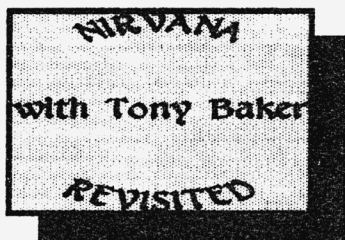
8. As before answer N when asked if you wish to CONFIGURE Y/N then with Side B inserted type **LOAD USERMAN2.TXT**

9. Next type **DEVICE L** and finally **PRINT**.

You should then find that all the remaining USERMAN files will print out. However because the printing has been done in three stages, the page numbering will not correspond with those in the table of contents, but that is a minor irritation!

Finally in a similar way you can print out the various sample text files which illus-

trate the effect control codes have on the output. If at the start you answer Y when asked about CONFIGURATION, you will be able to specify such things as the number of lines per screen, input line length, line wrap etc. I have not as yet tried this out, but I am fairly certain that it is not necessary in this CPM version. ?



It is now four years since I reviewed NIRVANA, my favourite utility, so with a new version 2.1+, complete with a poem on the opening screen, I thought it was time to update my previous review. Quite a number of new UAUG members have bought secondhand CPC's and often they have no system discs so are unable to carry out basic functions such as formatting discs etc. Instead of going to the expense of buying system discs I always suggest investing in NIRVANA as the formatting, copying, renaming processes are much quicker and in some cases more reliable than those supplied with the official discs, which you will only need if you want to run CPM programs. This new version will run on 464's with disc drives, 664's, 6128's, and with one minor exception the 6128 PLUS.

NIRVANA comes with a 13 page manual which together with very helpful on-screen instructions makes the program easy to use. To load the program just type RUN"DISC or RUN"NIRVANA. The main menu offers seven options as follows :-

- 1) File Management.
- 2) Directory Editor.
- 3) Disc Map.
- 4) Sector Editor.

5) Disc Archive/Restore - NOT 6128 PLUS

6) File Archive - NOT 6128 PLUS.

7) File Restore - NOT 6128 PLUS.

NB If you have adapted your 6128 PLUS to run tape software, then you can use the Archive and Restore options as long as your data recorder is relay controlled i.e. it allows the tape to pause when the program requires it to. This was achieved with 6128's by means of the remote lead.

1) FILE MANAGEMENT.

After choosing this option you will be told to insert your SOURCE disc which is the disc you wish to work on. The working screen now appears. This displays information about the files on the disc, the amount of free space, the disc format etc. The rest of the screen shows the commands available. These are a) COPY FILE. b) COPY DISC. c) FORMAT DISC. d) CHANGE FILE ATTRIBUTES. e) LOG IN NEW DISC. f) ERASE FILE. g) RENAME A FILE. h) SELECT DRIVES.

Before attempting to copy, erase, rename or change file attributes you have to highlight the required files with the cursor keys then select the highlighted files by pressing the COPY key.

a) Copy File.

When copying files, NIRVANA makes full use of the extra memory of the 6128 or any additional (Dktronics) memory packs on all three CPC's (up to 256K). Multiple files can be selected and if you have only one disc drive, many files can be copied with only one disc change. There is full on-screen reporting of how the copying is progressing.

b) Copy Disc.

This option can be used to copy individual tracks from one disc to another or to back up whole discs. It will handle most of the commercial discs available today. I have yet to find a disc that it will not copy.

c) Format Disc.

Discs are formatted very quickly in both

DATA and Vendor formats.

d) Change File Attributes.

Files can be set to RW/DIR, RW/SYS, RO/DIR, RO/SYS. The manual explains what these terms mean for those new to computing. There is also an UNERASE option.

e) Log in New Disc.

This is used when you want to use NIRVANA on a different disc.

f) Erase a File.

As with the copy file option single or multiple files can be erased after first selecting them with the cursor and COPY keys.

g) Rename a File.

Files can be selected then renamed. I find this useful when there are long filenames to type in. For example I renamed TASWORD by calling it just T, then loading it by typing RUN"T.

h) Select Drives.

This option will allow any disc drive combination to be selected, so for example you can copy from A to B, B to A, A to A or B to B. NIRVANA will also read or write to 3.5" and 5.25" drives running under AMSDOS but does not support any other operating system.

2) DIRECTORY EDITOR.

This section provides a very extensive set of file management options similar to those in the FILE MANAGEMENT section with the addition of a CHANGE USER NUMBER option. The display takes up more room than the previous option so pressing N will bring up a second page of information. Another difference is that if you make changes to names, attributes etc you must remember to press the SAVE CHANGES key.

3) DISC MAP.

This maps the source disc then reports on the track and sector for each file on the disc. The information can be sent to the screen or the printer. This is a very valuable option to choose before using the

Sector Editor as it will save you a considerable amount of time searching the disc for each part of the file.

4) SECTOR EDITOR.

This option allows you to examine all tracks and sectors, make alterations and save the changes. First you choose the track and sector. The screen is split into three areas. The sector is displayed on the left in Hex notation and on the right in ASCII code. The command keys are shown in the lower portion. A flashing cursor can now be seen on the left character of the first byte in the Hex area of the display. Hitting F1 will toggle between the Hex and ASCII areas, so the code can be changed in either area. For more information on using this option see my article in issue 24 of CPC USER. If there is sufficient interest in this I will ask John to reprint the article in the next issue.

5) DISC ARCHIVE/RESTORE.- NOT 6128 PLUS.

This option is very much like "tape streamers" on the IBM PC's used to back-up the computer's hard disc. A complete disc can be backed-up to tape thus saving valuable disc space. A DATA formatted disc will archive to tape in about 15 minutes without any attention from the operator. Restoration also takes about the same time. With a 6128 computer it is important that the correct cassette recorder leads are used to allow the computer to start and stop the tape as it requires. There is also a verification option provided.

6) FILE ARCHIVE.- NOT 6128 PLUS.

This option is similar in operation to the Disc Archive but differs in the method used. It also archives the files in standard form by name and in alpha-numeric order. If there are several files to be archived you are advised to copy them first to a DATA format disc and then archive them from there. Verification can be simply done by CAtaloguing the tape and checking that each block is OK.

7) FILE RESTORE.- NOT 6128 PLUS.

This option is used to restore files from

tape to disc after being archived with option 6. Having chosen this option you are prompted to enter the number of files to be restored. If you do not know the number of files or their position on the tape just enter 0 (zero). Next you can choose Manual or Automatic. Usually you would choose A for auto which restores files using their original filenames. However if you wish to only restore a few files or if you wish to rename them, you would choose the Manual option. In this case as each file is retrieved from tape the program will wait for a filename to be entered. Pressing the ENTER key will restore the file under its original name. If you do not wish to restore a particular file, pressing the CLR key will cause the program to miss the next file. Full information on each file is given either on screen or to your printer as it is restored.

DOCUMENTATION.

NIRVANA now comes with a thirteen page manual which lists all the options and gives additional information to back up the on-screen instructions. A DATA format sector map is given together with further information in the SECTOR EDITOR section explaining the connection between block numbers and the track and sector numbers.

CONCLUSION.

In my original review of NIRVANA I stated that this was the best file and disc management utility I knew, and although that was over four years ago, my opinion is unchanged. It is available from GOLDMARK SYSTEMS, 3 OAKDALE, WELWYN GARDEN CITY, HERTS. AL87QW. Tel:0707 321711. There is a 10% discount for UAUG members. An added bonus is that if you encounter any problems (and this is unlikely) you can phone Brian Barton and he will sort it out. A few minutes conversation with Brian will convince you that you are talking to a real enthusiast.

STOP PRESS.

GOLDMARK have produced an in-house

formatting utility that will deal with the many inferior quality discs now on the market. It will DATA format such discs and when it comes across a bad track it will try to format that track again before reporting it as faulty. When the formatting has been completed you can use the tracks which are error free. A normal CAT will tell you how much space is available for use. This new utility will be provided by GOLDMARK only when you buy NIRVANA but you must ask for it at the time of purchase. ?

WANTED

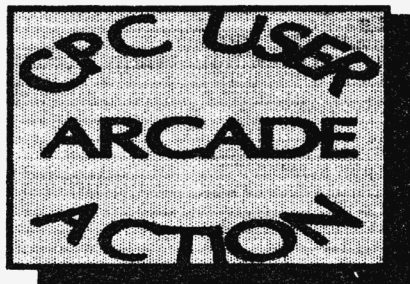
We are always on the look out for more material for CPC USER, and also for ways to improve the groups services in general.

If you have written any programs you would like reviewed, or have written any reviews yourself, then why not send them to the Executive Editor right now.

Perhaps there is a service you would like to group to offer, or perhaps there is a service you can offer (keep it clean please!!). Either way, we want to know about it.

Maybe you feel that you could occupy one of the present posts on the staff, if so, why not send your name to the Chairman now (careful what you say or he'll send the boys round!).

Whatever your contribution to the magazine or group be it large or small, it is ALWAYS welcome.



PEGASUS BRIDGE

Reviewed by Angela Cook

Well. This is all well and good. Actually, these are quite cool. Oh! Erm. Sorry, where was I? Ah yes, the war game review.

I was supposed to review it for CPC User. Gosh, I hope I am not too late in doing it.



Okay, lets get my thoughts straight. Pegasus Bridge is some sort of a war game,

not a very good one though.

I like war simulations games, I love them, but this one does not quite have what it takes. There is some sort of logic, but I cannot quite figure out what. The graphics are okay, but there is not much to it.

Erm, what else shall I say? Hang on, I'll just go and put a CD on, it will help me think. There. Now, the sounds, or the music. There is not much to that either, just some simple bips and bops. No, I don't like this CD. Ahh, it's dad's one. "The Mamas and The Papas." Oh dear. "The Eurythmics", much better. Any how, the game play is not wonderful. I hardly discovered the game, even Lewis could not, and he is excellent at these types of

games.

I think it is supposed to be some two-player war effort, but I think I will let every one know not to bother.

What was the other thing I had to do? Oh yeah, a round up. Well, graphics are a bit poor, so they can have about 80%. Around 70% for the Sonics, seeing as there is no in-game music. The playability is, to put it bluntly, naff, so that can have 60%. Seeing as it is a budget game, you can not complain that much, 75%. Overall I reckon it's worth around about 70%.

HIDEOUS

Reviewed by Angela Cook

For some time, scientists had been working on a new form of radiation, called Delta Radiation. Unfortunately (for the scientists) Delta was much stronger than they had anticipated, and the result was that all the underground life forms mutated into vile beings intent on....yes, you've guessed it, taking over the world (Honestly, you'd think they would come up with something original).

These mutated life forms (probably all the people who work for Amstrad Action) now run the underground complex, and it is your job to make the radiation safe, and stop it from mutating anything else. To do this, you must find and collect eight pieces of lead that are laying somewhere around the massive complex, and place it around the source, which you also have to find!

Well, there is the rather good (ahem!)

☞ **...quite a few power ups...**

plot. Now, how good was it? Well, personally, I did not like it all the much. Each screen was a separate entity, there was no real link between them. Everything was really too slow, you moved slow, and

the animation was a bit blocky. The graphics were reasonably good. They were simple and effective. Some things were detailed, but others should have had more detail.

There were quite a few power-ups, but it was hard to tell what they did. There were other items around, but seemed to be of no use.

.....bigger than
Pavarotti's underpants....

The game is massive, it is bigger than Pavarotti's underpants, but in the same respect, it is a little boring. You seem to be wondering around for ages doing nothing much, which gets tiresome. There are also places where you get stuck and can't get out.

Basically, I would not recommend this to many people, you will either love it or loathe it.

ROUND-UP:

Graphics : Quite well done, but not good enough, 80%

Sonics : Annoying I think describes it quite accurately, 75%

Playability : Tends to get boring, 70%

Value : For a budget game it is not so bad, 80%

Overall : You could do worse, 76% ?

**WRITE IT - WRITE
NOW!**

By Gordon Wooliscroft

I am hoping that our Executive Editor's plea for articles stimulates some of you to contribute to the CPC User for the magazine is the main method of communication between members and must be supported for it to continue. Whilst the title of CPC User applies to anyone using the

CPC machines nevertheless I feel that to be a true User one must not only take from the Group but also give something for someone else to take from the Group.

Some of you obviously use the magazine to obtain contacts in your local area or even further afield abroad whilst others offer and require help from time to time. Others have wants and also items for sale - again a legitimate use for the magazine. There are other members are concerned mainly with the PD material available.

But what about YOU - the person who is not involved in any of the above activities or if he/she is it is at a very minimal level. Straight away excuses come to mind - No time ? Lack knowledge/expertise ? Can't Write ? Don't have any problems ? etc. etc. I will accept all of these to a lesser degree but feel that there is a fund of material out there just waiting to be sent to our Editor - however small or apparently (to you) simple the idea or article you can be assured that some other member will find it interesting, stimulating and of use.

So what can you write about. Well the list is endless and could include any or all of the following:-

1. Members Profile - tell us a little bit about yourself and your interests.
2. Give us a brief review of a piece of hardware or software you use giving us your personal opinion of its good and bad features.
3. Tell us about any difficulty or problem you have had and how you overcame it - or do you still want help with it?
4. Do you have any hints and tips for us related to computing that you have found useful however simple they may appear.
5. Are there any programs you have written that you are prepared to pass on to other members - some people like TYPE-INS.
6. Do you have any knowledge of sources of both hardware and/or software you can pass on to other members. You may also wish to comment on good or bad service

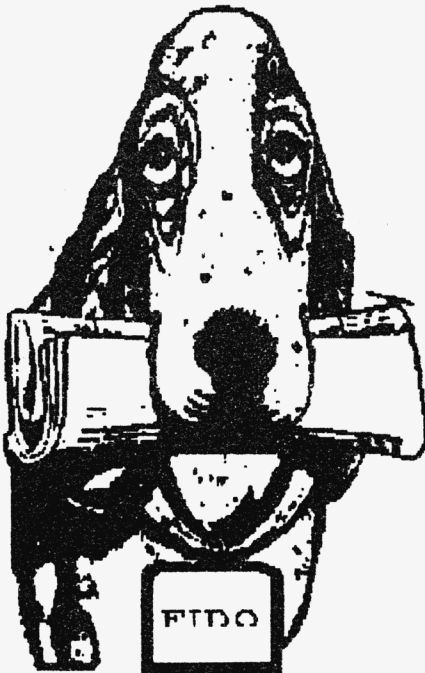
you have had from various sources e.g. Trade/Service outlets or through private advertisements.

7. Tell us little bit about what you use your machine for and how it may have helped you in your work/leisure.

8. I HAVE LEFT THE NEXT ONES FOR YOU TO ADD TO FROM YOUR OWN EXPERIENCE.

Full details of the forms in which it should be sent are on the back page of the rear cover of the CPC User so you do not really need a printer at all to write for us. If you can only write your item out on paper then I would recommend you contact the Editor first if it is a very long article. It may be possible that some member may be prepared to type out the article for you.

I do hope that I have given you some ideas of how you can become a true CPC User and that this item encourages some of you to send in articles for the magazine. SO WRITE IT - WRITE NOW !!! ?



CPC 464 & Green screen monitor plus some games. Good condition. £50 + postage. Tel:- Lyn on 01705 359823

Colour Monitor £15 Keyboard £5 3" drive + manuals + CP/M 2.2 (needs cable repairs) £8 3.5" drive + MS800 (needs cable repairs) £5 RS232 Interface + manual £10 DK'Troniks 64K Rampack £7 Mastercalc 128 + Mini Office 2 £5 Rombo Digitiser £10 Fun School 4 £5. I will split or £50 the lot. No sale of manuals alone. Cash only. Buyer to collect or pay p&p. Contact A.Denton, 19 Claremont Way, Higher Bebington, Wirral, Merseyside, L63 5QR.





The Membership Secretary

has a few words to say...

First of all a happy healthy and prosperous New Year to all our members who by now should have recovered from all the effects of the "goodwill" over the Christmas and New Year period.

Although we have a fairly healthy membership there is still a need for letters, comments, reviews, and any other material to fill our bi-monthly magazine as well as new members. Why not try to recruit at least one new member this year either by presenting someone with a belated Christmas or Birthday present or by telling them of the benefits of joining the Group. Most of our new recruits come from personal contact by members or as a result of purchases from firms like Techno Trade.

Now judging by the queries I get there are a lot of ideas as well as useful information that could be passed on to others as well as contacts made so let's hear from you! From some of the questions asked I feel this is the opportunity to suggest that it is to members advantage to read the CPC User more fully as often the answers are to be found amongst its pages - but if not then why not either ask for help in the appropriate section or write to the Editor to see if someone will provide an article on the subject in question.

It is also nice to hear from members about the ways in which they have used their computers either in their leisure pursuits or as a result of using them for business for this often gives persons new to the computing field some guidelines on how they may apply their progressively acquired skills and knowledge.

Finally after my Sales Talk a final reminder that all matters relating to membership should be sent to me and not to our busy Treasurer who also doubles as our Distribution Officer every other month.

Should you have any queries please do not hesitate to contact me either by phone most evenings (between 6pm and 7pm is best) or by letter if the matter is not urgent.

Gordon Woolliscroft
Membership Secretary



UNDER CONTROL

By D.S. ANTHES

In response to your request for "COPY" below is a draft of an article that might be suitable for publication if you can print it! Some of the characters will not print using PROTEXT or on my DMP 2000 printer. Somewhere there is a program to turn this into an eight bit machine but, although it can do all sorts of useful things, it means changing spectacles to read the manual, then again to enter the computer, if wrong again change to re-read manual etc. It's not worth the bother! My printer is a useful ADD-ON to do listings, letters etc. only! So, I have written in to this epistle those characters that I cannot print (I hope!), put it all on disc called "article" and the program in mode 1, called "WINE", in ASCII "WINE-ASC".

Quite frankly, I would not dream of using the CONTROL key in this manner unless there was a very valid reason for so doing! In issue #33 of CPC USER, page 30 is an article using CTRL and KEY DEF to set up other keys to list etc.

On the same page is one by me to set up the numeric key pad to avoid using the SHIFT key with my damaged hands! Like Mr. Dunlop, I have several versions of this program from which I select the most suitable for the work I'm entering.

You may be aware that I prefer the layout of the 464 keyboard with the arrow keys better placed also the space between the main keys and those, numeric. You see, I cannot type! One finger right hand only! Nevertheless my ROM-board and printer are attached to the 6128 so have been able to press the CONTROL key with my left hand as it is on that side of the 6128 machine!

So here it is! I tried to pick a subject not usually covered, it has been weeks in production because of working/printing problems and I still cannot do anything to print the 2 down arrows in line 171! You

may wish to insert spaces!

CONTROL CODES

The 6128 Manual (Chapter 7, Pages 3-6) or 464 Manual (Chapter 9, Pages 2-4) give lists of the control codes but neither give instructions for their use with the CONTROL key. Magazines, also, seem to ignore this aspect of computing, yet most of us use these codes frequently. Sometimes it is convenient to use them in listings in an abbreviated form, hence this article.

All can be accessed as follows:- CTRL and @ = 0: CTRL plus the letters of the alphabet = 1 to 26 so CTRL & Z = CHR\$(26). (Check by entering PRINT "CTRL & G" = beeper, CHR\$(7)). CTRL & [= CHR\$(27), CTRL & \ = CHR\$(28), CTRL &] = CHR\$(29), CTRL & ^ = CHR\$(30) and CTRL & 0 = CHR\$(31)

The above (to CHR\$(26)) are shown on Page 8 of Chapter 7 in the 6128 Manual and Appendix 3, Page 1 in that for the 464. (Mine has a misprint in that CTRL&@ is omitted, CTRL&C being shown twice).

Note the use of the word "print" and quotation marks in the above example and the program below, which illustrates some of these codes. These are ESSENTIAL as is anything that might interfere, such as TRANSPARENT printing, which, in this example is "banished" to the line 160, (later 171), where it is required. If you move line 160 to (say) 55, line 61 will not work!

```

5 REM GLASS AND WINE TO ILLUSTRATE
  USE OF CONTROL KEY
6 REM NOTE FROM THE EDITOR....
7 All the CTRL bits below marked
  in Bold means you should hold down
  the CTRL key and whilst held down,
  press the other key
10 MODE 0: BORDER 0: INK 0,0: INK
  1,26
20 SYMBOL AFTER 240: REM my
  machine always needs this unless
  complete reset, else IMPROPER
  ARGUMENT!
30 SYMBOL 250, 66, 66, 66, 66, 66,
```

```

66, 66, 102
40 SYMBOL 251,126,60,24,24,24,
60,126,255
41 `SYMBOL &X11111011,
&X1111110, &X111100, &X11000,
&X11000, &X11000, &X111100,
&X1111110, &X11111111
50 SYMBOL 252,0,60,60,60,60,60,
60,24
60 PRINT" This is the glass."
61 `PRINT"CTRL-x This is the
glass. CTRL-x": REM CTRL&X is
CHR$(24)
70 GOSUB 140
80 LOCATE 1,5: PRINT" Press any
key."
90 CALL &BB18
100 LOCATE 1,17: PRINT" And now,
the wine."
101 `LOCATE 1,17: PRINT" And now,
the CTRL-o CTRL-n wine."
110 `PEN 11: REM if you wish to
alter the colour of the glass!
120 GOSUB 160
130 LOCATE 1,22: END
140 LOCATE 10,10: PRINT CHR$(250)
CHR$(10) CHR$(8) CHR$(251)
150 RETURN
160 PRINT CHR$(22) CHR$(1)
170 PEN 3: LOCATE 10,10: PRINT
CHR$(252): PEN 1
171 `PRINT"CTRL-o CTRL-c CTRL-0
CTRL-j CTRL-j CTRL-v CTRL-a"
CHR$(252) ``CTRL-o CTRL-a": REM
PRINT is CTRL&o, CTRL&C = PEN 3.
CTRL&0 then CTRL&J twice = LOCATE
10,10. CTRL&V, CTRL&A = CHR$(22)
CHR$(1). CTRL&o, CTRL&A = PEN 1.
172 ` NB. Have used lower case
`o` above, to distinguish from
zero. Works OK.
179 PRINT CHR$(22) CHR$(0)
180 RETURN

```

To exchange pen and paper inks - REM line 60 and UN-REM 61. RUN

To print the word "wine" in a different colour - REM 100, UN-REM 101. RUN

Red wine into a white glass shows pink. If wanted, UN-REM 110. RUN

Finally, the wine. REM 160 AND 170, UN-REM 171. RUN. The first part of 171 will take the place of both!

From the above, you should see that line 140 can be amended using CTRL&0 followed by CTRL&J (twice), PRINT CHR\$(250)"CTRL&J,CTRL&H"CHR\$(251). NOTE the syntax in line 171. Quotation marks essential and no commas.

As CTRL & @ does not print, it is difficult to use this method for CHR\$(22), CHR\$(0) but PRINT "CHR(0) works OK. The author has made no attempt to use the CONTROL key and "Y" for CHR\$(26). This needs nine parameters and does not seem to have any advantage over the usual SYMBOL command.

CTRL & other keys can be used to suppress unwanted spaces. Try this in direct mode. Enter n=30: PRINT"("n"): you will get (SPACE30SPACE) which is not what is required. To get the required result you have to "spoo" the computer to get rid of the leading space, by using a CHR\$ with ONE following parameter, but a backspace will see to the last one. Using CHR\$(23), (NB. others can give peculiar results!) now Enter n=30: PRINT"(CTRL&W30CTRLH)" result will be (30).

SYMBOLS.

These are usually created as line 40 above with the numerical value for each component following the symbol number. With complicated figures (in say MODE 0) it may be easier to plot them out on a piece of paper in binary form of eight figures, putting a "1" where you wish to print and a "0" to leave blank. This is repeated for the eight lines required to create the symbol. Line 41 is the same as line 40, with the symbol number (252) first, in binary also. Unfortunately, the computer suppresses the leading zeros of each number but the idea should be clear if you remember to read from the right!

HINTS AND TIPS.

When showing strings in listings with

many symbols involved, most of us would use say, a\$=chr\$(202);CHR\$(202);CHR\$(202);CHR\$(202) or more likely a\$=STRING\$(4,202) but another way is to actually print four characters (202) then use COPY to enter into the listing as A\$=" ". This method is particularly useful for a complicated string of standard characters briefly it is as follows:-

In direct mode type (say) PRINT CHR\$(214);STRING\$(4,143);CHR\$(215);CHR\$(0);CHR\$(0);CHR\$(214);string\$(2,143);CHR\$(215). These will then appear on the monitor as a print of twelve characters including two spaces.

KEYPAD

By Gordon Woollscroft

This little program is a useful aid when typing in and writing programs enabling some terms and words to be obtained at the press of an f key on the keypad.

Whilst I have developed this program for the 6128 you can use it on the 464 and the 664 as long as you only use acceptable terms or characters (see my previous articles on these).

First of all type in the program as listed below taking care to ensure that commas and full stops are not confused and all appropriate spaces are included e.g. after "auto" and "Print" etc. This will allow you to continue with the phrase e.g. edit 20 where you need a space to be inserted after edit to avoid a syntax error.

```
5 REM - KEY DEFINITION PROGRAM CPC
6128 - operates on f (function
keys) 0 to 9
10 KEY 128, "run"+CHR$(13)
20 KEY 129, "auto "
30 KEY 130, "edit "
35 KEY 131, "DATA"
40 KEY 132, CHR$(34) + CHR$(44) +
CHR$(34)
50 KEY 133, "PRINT"
55 KEY 134, "FOR"
```

```
60 KEY 135, "chr$("
70 KEY 136, ") "
80 KEY 137, ", &"
90 KEY 138, "cls:list"+CHR$(13)
100 CLS: PRINT: PRINT:
PRINT"          KEY DEFINITION
PROGRAM": PRINT: PRINT: PRINT
"Type in `NEW` and press the enter
key to make the program
transparent ----- Then press
Key f0.": PRINT: PRINT"The KEY
DEFINITION program is now ready
for use."
105 PRINT: PRINT: PRINT "NB - IF
YOU RESET THE COMPUTER YOU MUST
RELOAD THE
PROGRAM! !": PRINT"=====
=====": PRIN
T:PRINT
```

Now check through the program you have typed in again to ensure you have no errors and then save it as "KEY-DEF28.BAS" or "KEYDEF46/66.BAS" depending on the machine you are using. I would suggest saving 2 copies initially, although the program is not very long and it would not take very much time to retype it completely.

On then to testing the program. First IGNORE the on screen instructions for the moment as you may need to make some alterations and have to EDIT the program before saving the final copy. Alternatively you may already have a working copy of the original and wish to make additional programs with other characters or keywords in them. Type RUN and press RETURN and at the READY prompt press the keys as listed in the next section and check that you get the response listed.

- f1 Key 129 should give AUTO
- f2 Key 130 should give EDIT plus space
- f3 Key 131 should give DATA plus space
- f4 Key 132 should give ","
- f5 Key 133 should give PRINT plus space
- f6 Key 134 should give FOR plus space
- f7 Key 135 should give CHR\$(
- f8 Key 136 should give)

f9 Key 137 should give ,&
 f0 Key 128 should RUN the program you
 are typing in.
 Full Stop will CLEAR the screen and list
 the program you are typing and include
 any editing you have done.

If the program checks out then what you
 have saved is correct and can be used
 when required. If not first press the FULL
 STOP to list the program and then you can
 use f2 (EDIT) plus the line number you
 wish to alter and return - this will bring
 down below the READY prompt the line
 and you may now alter items in the line.
 After all alterations are complete then
 press RETURN to put the new line into the
 program. Repeat this process until all
 errors are eliminated and then save the
 final completed program.

On running the program from disc follow
 the prompts on screen and the program
 will be installed but be "transparent" i.e.
 present and operative but not affected by
 any program you run subsequently. DO
 REMEMBER HOWEVER that if you reset
 the computer you will lose the program
 and have to reload if needed in the next
 operations.

To aid in its use I would suggest that
 you use a "5" X "3" card, drawing squares
 on it to represent the f keys, number them
 in black and then enter the new definitions
 in the squares in red. You then have a
 ready reference to aid initially in the use of
 the program.

Should you have any difficulties please
 do not hesitate to contact me at the
 address in the front of the magazine.



BLASTRON

By Nicholas Campbell

```

10 MODE 1:PAPER 0:INK 0,0:BORDER
0:INK 1,26:INK 2,11:INK 3,2:
DEFINT a-z:SYMBOL AFTER 248:FOR
s=248 TO 255:READ s1,s2,s3,s4,
s5,s6,s7,s8:SYMBOL s,s1,s2,s3,
s4,s5,s6,s7,s8:NEXT:FOR b=1 TO
2:READ x,y,p,b$:b$(b)=CHR$(31)+
CHR$(x)+CHR$(y)+CHR$(15)+
CHR$(p)+b$:NEXT
20 PRINT b$(1) b$(2) CHR$(22)
CHR$(1):GOSUB 100:PEN 2:y=4:
WHILE o$<>" ":READ o$:LOCATE
(40-LEN(o$))\2+1,y:PRINT o$;
y=y+1:WEND:PRINT CHR$(22)
CHR$(0): WHILE INKEY$<" ": WEND:
CALL &BB18:CLS:PRINT b$(1) b$(2):
GOSUB 100:PEN 2:LOCATE 12,9:
PRINT"SELECT YOUR FIGHTER"
30 FOR f=0 TO 5:PEN RND*1+2:
LOCATE f*7+3,12:PRINT
CHR$(f+249);:PEN 1:LOCATE
f*7+3,14:PRINT MID$(STR$(
f+1),2,1);:NEXT:WHILE
INKEY$<" ": WEND:f$="" :WHILE f$ <
"1" OR f$ > "6":f$=INKEY$: WEND:
f=VAL(f$):
t$=CHR$(15)+CHR$(RND*1+2)+
CHR$(f+248):DATA 70,40,188,
219,126
40 CLS:PRINT b$(1) b$(2):GOSUB
100:t=51:q=1:ax=20:ay=7:x=RND*3
9+1:g=70:sc=0:PEN 3:LOCATE 1,24:
PRINT"TIME:";:PEN 2:PRINT
TAB(16)"SCORE:";:PEN 3:PRINT TAB
(32)"AMMO:" :EVERY 50,3 GOSUB 100:
WHILE t > 0:r=RND*10+480:SOUND
1,r,12,8:SOUND 2,r+RND*20-10,12,
8:DATA 103
50 LOCATE x,22:PRINT" ";:LOCATE
ax,ay:PRINT" ";:xd=RND*2-1:
yd=RND*2-1:ax=ax+xd:ay=ay+yd:IF
ax < 1 THEN ax=1 ELSE IF ax > 40
THEN ax=40 ELSE IF ay < 4 THEN ay=4
ELSE IF ay > 20 THEN ay=20:DATA
125,129,16,16,0,124,214,56,254,
56,0,16,16,56,84,214,238,16,16,

```

0,16,56

```

60 PEN RND*1+2:LOCATE ax,ay:
PRINT CHR$(248);:IF INKEY(8) > -1
OR INKEY(74) > -1 THEN x=x-1:IF x <
1 THEN x=1 ELSE 70 ELSE IF INKEY(1)
> -1 OR INKEY(75) > -1 THEN x=x+1:
IF x > 40 THEN x=40 ELSE 70 ELSE IF
INKEY(9) > -1 OR INKEY(76) > -1 OR
INKEY(77) > -1 THEN GOSUB 90

```

```

70 PEN RND*1+2:LOCATE ax,ay:
PRINT CHR$(248);:LOCATE x,22:
PRINT t$;:WEND:k=REMAIN(3):PAPER
3:PEN 1:LOCATE 14,11:PRINT" OUT
OF TIME! ":FOR i=1 TO 250:WHILE
INKEY$<>"":WEND:NEXT:CALL
&BB18:RUN:DATA 84,254,84,56,16,
16,0,16,108,254,198,124,16,0,16
,56,124,0,56

```

```

80 DATA 16,16,16,68,108,146,
130,100,16,144,208,176,144,7,8,
9,7,17,1,3,BLASTRON,3,2,1,(C)
Nicholas Campbell February 1994,
"Welcome to Blastron, another
excellent", game from NichSoft.
Blast away at the,marauding
aliens coming down from the

```

```

90 IF q < 1 THEN RETURN ELSE LOCATE
x,ay:PEN RND*3:PRINT CHR$(238);:
SOUND 4,RND*200+1500,6,RND*5+10
,,,RND*10:LOCATE x,ay:
PRINT" ";:q=q-1:IF x=ax THEN
SOUND 132,0,1,0:sc=sc+1:FOR
u=800 TO 1200 STEP 50:SOUND
4,u,3,15:ax=RND*39+1:ay=7:NEXT:
RETURN ELSE RETURN

```

```

100 IF q=0 THEN FOR s=1 TO 100:
PLOT RND*639,RND*355,RND*2+1:
NEXT:RETURN ELSE IF q=1 THEN
t=t-1:PEN 1:LOCATE 6,24:PRINT t;:
LOCATE 22,24:PRINT sc;:LOCATE
37,24:PRINT g;:RETURN:DATA night
sky as you try to prevent their,
nasty plan to take over the world
(or

```

```

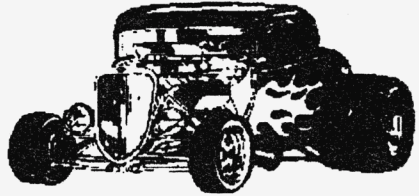
110 DATA at least the village of
Little Happening, anyway) ... ,
This game was written by
Nicholas, Campbell for NichSoft
and has been, donated to PD and the
Type- Ins section, "of Amstrad

```

Action. However, it must not", be altered in any way at all.,

120 DATA If you would like more information on, "NichSoft, send an SAE to: Nicholas", "Campbell, 24 Ballyminstragh Rd.,", "Killinchy, Newtownards, Co .Down,", "Northern Ireland, BT23 6RE.",, "Press any key," "

MOM'S WORST NIGHTMARE!



LISTER By Brian Soan

5 `|NOKEYS:*** For those with a UTOPIA ROM ***

7 `

10 MODE 1: WINDOW 5,36,1,25: z\$=CHR\$(11) + CHR\$(18)

20 PRINT"BASIC File Listing Printout

30 PRINT: INPUT"Name of file ",f\$

40 ff\$=UPPER\$(f\$): f\$="!" +f\$:

PRINT z\$+ "Name of file " +ff\$

50 PRINT: INPUT"Version No ",v\$

60 v\$=" [V "+v\$+"]": PRINT z\$+ "Version No " +v\$

70 PRINT: INPUT

"Date (dd.mm.yy) ",d\$

80 PRINT z\$+"Date " +d\$

90 PRINT: PRINT" Tape or Disc (t/d) "

100 r\$=UPPER\$(INKEY\$): IF NOT (r\$="T" OR r\$="D") THEN **100**

110 IF r\$="T" THEN r\$="Cassette": rr\$="Tape Deck" ELSE r\$="Disc": rr\$="Drive A"

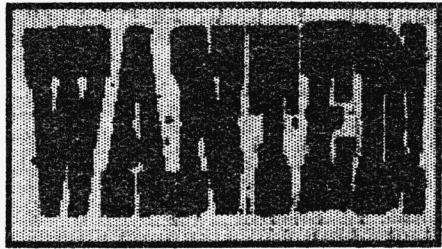
120 PRINT z\$+"File on " +r\$

130 PRINT: PRINT: PRINT

```

CHR$(24)+"*
Load "+r$+" in "+rr$+" **+
CHR$(24)
140 IF r$="Casette" THEN PRINT:
PRINT"- - and press
PLAY - -"
150 pp$="Pica or Elite": PRINT:
PRINT: PRINT"Printout in "+
pp$+" (p/e)"
160 p$=UPPER$(INKEY$): IF NOT
(p$="P" OR p$="E") THEN 160
170 IF p$="E" THEN p$="M":
pp$="Elite": l=15 ELSE pp$=
"Pica": l=0
180 PRINT z$+"Printout in "+pp$:
PRINT: PRINT: PRINT: tg=1
190 online=INP(&F500) AND 64:
tg=tg*-1
200 IF online THEN PRINT CHR$(11)
+ CHR$(24)+ "!!! Printer not
on-line !!!" + CHR$(7) ELSE 220
210 FOR t=1 TO 1000: NEXT: GOTO
190
220 GOSUB 280: IF tg=1 THEN PRINT
CHR$(24);
230 PRINT#8, ff$; TAB(25) v$;
TAB(70) d$: PRINT#8: PRINT#8
240 KEY 159, "KEY DEF 9, 1, 224" +
CHR$(13) + "PEN 1" + CHR$(13) +
"LIST 1- ,#8" + CHR$(13)
250 PRINT z$+ "Press [COPY] for
printout " + CHR$(15) + CHR$(0):
KEY DEF 9, 0, 159
260 LOAD f$
270 END
280 PRINT#8, CHR$(27)+"@";:
'Reset printer
290 PRINT#8, CHR$(27)+"=";: 'LSB
selected
300 PRINT#8, CHR$(27) + "N" +
CHR$(10);: 'Skip perforations
310 PRINT#8, CHR$(27)+p$;: 'Pica
or Elite pitch
320 PRINT#8, CHR$(27) + "1"
+CHR$(1);: 'Indent for Elite
330 PRINT#8, CHR$(27) + "R"
+CHR$(0);: 'USA chr set:ie #=#
340 RETURN

```



A copy of Jack Nicholas Golf game on tape for the 464 is required by David Holmes - Telephone 01384 370518 with details and price.

I am trying to trace/obtain a copy of "Amstrad Bridge Player" which was published by CP Software of 2 Hawthorne Road, Leeds Ls7 4PH and which was written by C.Burkinshaw. Letters have been returned by the post office and there is no listed telephone number. Has anyone a copy for sale at a reasonable price or have details of the present whereabouts of the firm or author of the programme. Please contact - Gordon Woolliscroft. Details inside front cover.

....continued from page 7

4) COPY

Version 1, copies swiftly to/from discs/tapes. Version 2, a fast copier which can be used for individual file copying or to copy discs file by file.

5) DISCCOPY

A simple and quick disc copier using drives A/A, A/B

6) DEDIT

Allows examination and direct alteration of the disc contents.

7) DUMP

Reads a file from tape or disc and displays the contents on the screen using both HEX and ASCII representations.

8) FORMAT

Formats a disc to Data or Vendor format quickly and effectively.

9) GDUMP

A shaded screen dump which can be used in any Mode, (16 shades in Mode 0, 4 shades in Mode 1, and black and white in Mode 2).

10) HELP,n

Lists the commands for ROM n

11) HELPR

Lists all RSX commands that have been loaded from tape or disc.

12) INFO

Will list all or individual files from tape or disc giving type, load address, length, entry address, and on disc, the size of the files.

13) LIST

Will read an ASCII file from tape or disc and list the contents on the screen.

14) PRINTON

Copies all screen output to the printer until PRINTOFF when the facility is switched off.

15) REN

Short for RENAME. Same as for the AMSDOS command, but will prompt for

parameters.

16) ROMON

Turns ON all or selected ROMS. ROMOFF Turns OFF all or selected ROMS.

17) STATUS

Will display status information on programs in Memory.

In addition, Utopia provides for some very useful strings to be assigned to the Function keys, facilitating easy computer operations.

All the foregoing, together with all the other functions provided by Utopia, are available *at the touch of a button*. What a clever little ROM!!

If you have anything to sell, buy or swap, then why not let us know about it.

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"TEARAWAY" c/o James Verity, 3 The Cottons, Outwell, Wisbech, Cambs, PE14 8TL. TEL:- 0945 772035 (after 6.30pm)...£7.50 on your disc or £11.50 on mine.

GMF PROGRAMS, 21 Northwick Park Rd, Harrow, Middlesex, HA1 2NY. TEL:- 081 861 2891...50% off Software.

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

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SPM SOFTWARE, 32A Albert St, Seaham, County Durham, SR7 7LJ...£2 off both Power Basic & General Military Simulator.

TECHNO TRADE, 167 West St, Fareham, Hants, PO16 0EF. TEL:- 0329 234199...10% off CPC's...Phone for carriage and availability. ?



CPC USER

If undelivered please return to....

Alan Stead, 65 Wallisdean Avenue, Fareham.

All material for publishing in 'CPC USER' should be sent directly to the Executive Editor, and preferably as an ASCII file on tape or disc.

All articles will be published as space permits, and at the Editors discretion.

If the recording media is to be returned, then it should be sent in a re-usable padded envelope. The UAUG will cover the cost of return postage.

ALL ARTICLES SHOULD ARRIVE NO LATER THAN THE 24th OF THE MONTH SHOWN ON THE FRONT COVER.

