

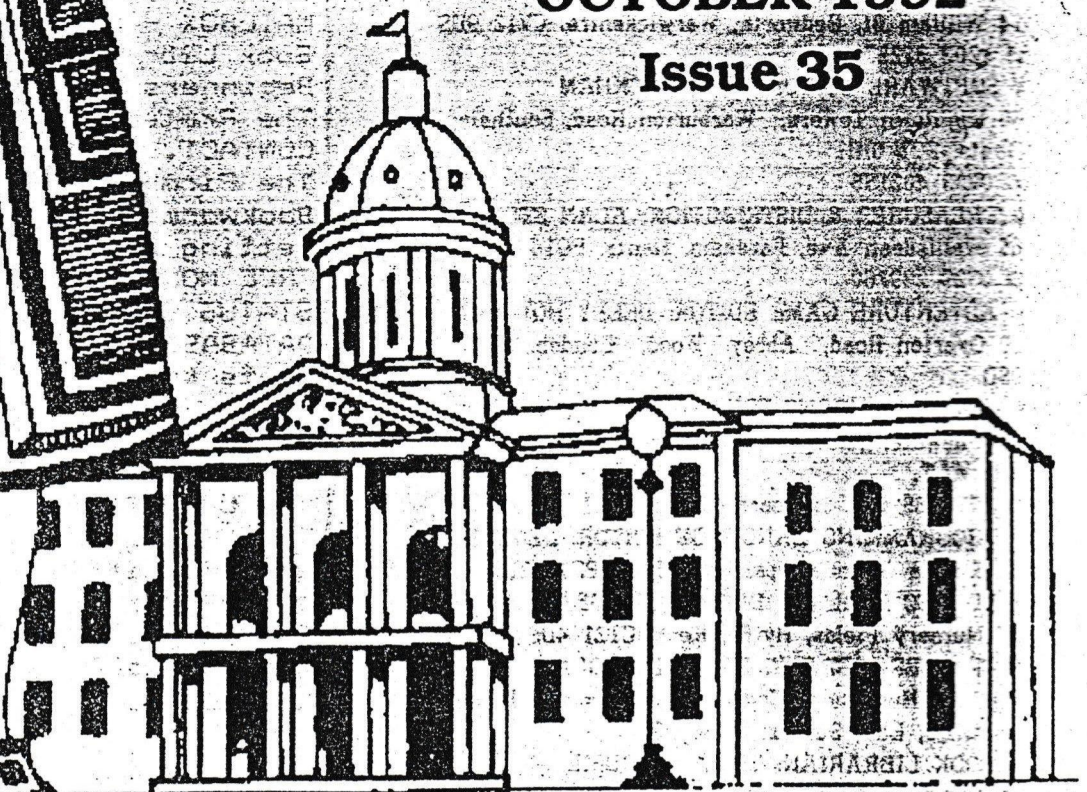
# CPC USER

464 - 664 - 6128 - 6128+

The Bi-Monthly Magazine Of  
United Amstrad User Group

OCTOBER 1992

Issue 35



Cover by GOLDMARK SYSTEMS

Clip-Art taken from our GRAPHICS GALORE collection

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), CONTACT for member-to-member contact and MONITOR (members soap box). 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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# EDITORIAL RAMBLINGS

One of the hardest things about doing an Editorial (or any written work) is actually getting started. There is something daunting about a blank screen (or blank piece of paper, whatever the case may be). It doesn't matter how much work you've done beforehand (sketching out the 'bones' of the piece, etc). But as soon as the opening paragraph is done, the rest just seems to fall into place. Some of you may have gathered by now that this is one such occasion (which is why you're getting so much flannel). Now that the hard work is over, we can resume normal transmission.....

Many thanks must go to everybody who has contributed something to this issue of CPC User (be it article, letter, or whatever). There has been an increase in the number of articles (and the like) sent into the magazine of late, which is why this issue is back up to its 'normal' size. But we always need more though! CPC User depends on YOU the members to fill its pages with interesting stuff. If nobody writes, nuffink gets printed (although this would save on the printing bills). So, put pen to paper (or finger to keyboard), and get writing! It's not as hard as you might think. Pick a subject (review, etc), and as soon as you start you'll probably find that you can't stop! Don't worry about the grammar (etc), as I proof read everything that gets printed. Go on, give it a try.

There appears to be a dearth of fanzines (amateur magazines) produced on the CPC. This is quite strange as the bare minimum needed is a typewriter, so someone equipped with a versatile CPC is in the lap of luxury. The series of articles being printed in Amstrad Action aren't as helpful as they could be. Laying out a page becomes second nature after a bit of practise, but filling a fanzine (and launching it) needs a bit more advice. If the thought of running a fanzine appeals to any of you, drop me a line and I'll see if an article about the basics can be cobbled together (along with a few bits of 'advice' from editors of different fanzines). You may not want to do a computer related 'zine, but that still leaves a lot you could do, such as: football (yeuch!); book review thingy; fan club; church 'newsletter'; a chat-mag; etc, etc.

One new fanzine to appear is called "Alive & Kicking". It's a CPC games mag (reviews, cheats, hacking tips, etc), produced by Lee Rouane. Lee is no stranger to the games/cheat scene, as he seems to have cheats printed in nearly every edition of both CPC Attack and Amstrad Action. Issue 1 should be available by the time you read this. It contains 34 pages stuffed full of things, and costs a measly £1.20. Lee hopes to have prize competitions in every issue, with Tasword 6128 (word processor) being the first one up for grabs. If you'd like a copy, send a cheque/PO to (and payable to):-

Lee Rouane,  
"Alive & Kicking!",  
3 Causeway House,  
Kelstedge,

Ashover,  
Chesterfield,  
S45 0DW.

Or send him an SSAE if you want more details (Lee also needs games reviewers, if anyone is willing).

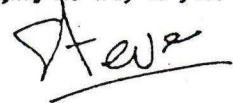
Remember, if you run anything that might be of interest to CPC users (PD library, fanzine, etc), drop me a line and you could get some welcome publicity in CPC User. If you are a member of the UAUG (and I'll need your membership number), a pre-prepared advert (up to half an A4 page in size) will be accepted for publication in CPC User - subject to available space of course (the smaller it is, the more chance it has of appearing).

I'm a student again (I almost feel young)! Because of my state of unemployment, I decided to make good use of the fact that all of the vocational courses at my local college are now free to me. I steered away from the obvious computer courses, because I don't really want a career in computers (well paid, but too boring). DTP on the Apple Mac tempted me for a while, but was thrown out of the window - when will I ever be able to afford an Apple Mac (come to think of it, when will I ever want one)?! Next on the agenda was Hair & Beauty (this had nothing to do with the fact that all of the classes are 100% female, honest!), but this too went as I can't stand the smell of hair spray. In the end, my final selection was as follows: electronics servicing (so that I can build things for my CPC); RSA typing (so that I can type very fast on my CPC); and word processing (because it was an all female class). The moral of this tale? Just this - your local college courses are free if you're unemployed, so use them! They can increase your chances of getting work, increase your enjoyment of your hobby, or both (such as in my case). Either pop down to the college (or school) and get a prospectus, or pop into the library to see if they have one.

One of the enjoyable things about being executive editor of CPC User, is all the letters I receive. I count myself lucky that I've got a sense of humour that is broad enough to appreciate the many things that get sent to me. The thing (small though it may be) that tickled my funny bone recently, was a letter I received this morning. Hiding silently amongst the other sentences was the phrase "The real reason I bought the computer was to draw knots". Now that is a perfectly reasonable statement, being that a DTP package (which the gentleman in question had) could very easily be used to draw knots. But it was also a statement that caused me to spit out my tea when I burst out laughing.

Thanks again must go to Tony Baker, Alan Stead, and the printing crew, for working very hard to get this issue of CPC User winging its way to you.

Bye for now!



# The Chairmans' Bit

By the time you read this, the UAUG Convention organised by John Packham will only be a few weeks away. I do hope that those who live reasonably near will make an effort to attend, and support, John's efforts. There may be some light refreshments available at the Convention, but if you want a more substantial meal I can recommend the Windhover Restaurant, which is part of the Brewers Fayre chain. It is situated at the side of the Tesco roundabout on the A27, just as you leave the M27 motorway (see John's map on page 28). The restaurant is open all day, and offers a wide range of cooked meals and snacks. I shall look forward to meeting as many members as possible at the convention.

In the August issue Steve announced the appointment of Dave Paul as Programming Languages Editor, and Richard Duggan as Tape PD Librarian. I had already sent in my contribution at the end of June, so was unable to give an official welcome then. Although it is now rather late, I would like to thank Paul and Richard for agreeing to take on those posts. My thanks are also due to Gordon Woolliscroft who developed the Tape PD section in the first place, and then willingly took on the additional job of Membership Secretary.

Finally, a reminder that the next big computer show is at Earls Court from November 5th to the 8th. It is advertised in Amstrad Action, and also the various PC magazines, so it remains to be seen how much of it will be devoted to the CPC computers. If you intend going, it is worth saving £1.05 by sending for a ticket beforehand. It will also avoid long queues to get in. Regards, Tony Baker. ●

## SCROLLER TYPE-IN BY DAVE PAUL

SCROLL is a short machine code program that allows the use of the firmware call SCR SW ROLL (&BC50). This routine is used to scroll a defined area of the screen up or down by eight bytes or one text line. The routine will work in any mode, but be careful to keep the parameters within the text boundaries of the mode in use. If you have any queries concerning this, or any of the articles I send to CPC USER, feel free to contact me at the address on the inside front cover of the magazine.

After you have run SCROLL, there are three calls to use. The first, and the one that must be used before any of the other two is:-

CALL &9400, left, right, up, down

This defines the area of the screen to be scrolled. The parameters are those of the text position you would normally use in the LOCATE command - ie, to scroll the whole screen, in MODE 1, use CALL &9400,1,40,1,25.

The two remaining calls determine whether the screen will be scrolled up or down:-

CALL &9422 - scroll screen area up.

CALL &943D - scroll screen area down.

```
10 *****
20 *** SCROLL1 - UP/DOWN scroll for CPC USER, By DAVE PAUL ***
30 ***
40 *** CALL &9400, left, right, up, down - for area to scroll ***
50 *** CALL &9422 - to scroll up ***
60 *** CALL &943D - to scroll down ***
70 *****
80
100 FOR a=&9400 TO &9441
110 READ d$:POKE a,VAL("&"+d$)
120 NEXT
130 DATA FE,4,C0,21,1E,94,DD,7E,0,3D,77,23,DD,7E,2,3D,77,23,DD,7E,4,3D
140 DATA 77,23,DD,7E,6,3D,77,C9,0,0,0,0,6,1,3A,1E,94,5F,3A,1F,94,6F,3A
150 DATA 20,94,57,3A,21,94,67,3E,0,CD,19,BD,CD,50,BC,C9,6,0,C3,24,94
```



# NEWS



## CHANGE OF ADDRESS

Dave Paul (our new Programming Languages Editor) has changed his abode. Dave can now be found at:-  
82 Acacia Avenue,  
Spalding,  
Lincs,  
PE11 2LR

## UAUG CONVENTION

Some news for anybody thinking of attending the UAUG Convention (see page 28) being organised by John Packham: John has said that (fate willing) both Brian McKiddie (UAUG Book Librarian) and Richard Sergeant (UAUG Disc PD Librarian) will be attending, bringing with them (again, fate willing) most - if not all - of the book and disc PD libraries.

John would also like to remind everyone to bring their sales/swops along for trade, along with anything else that might be of interest.

If you think you'll be attending, give John a call (details inside front cover).

## BRUNNING SOFTWARE

Now for an offer from Brunning Software. Unfortunately members can't get a discount on goods, but any member buying the Brunword Elite ROM Module (which has been given very good reviews in the 'glossies') can claim a free Font Editor program. To qualify for this you must place your order by post, paying by cheque, and quoting your membership number.

If you'd like more details about the goods that Brunning can supply, either take a look at their advert on page 13, or drop them a few stamps and ask for a product catalogue (their address is in the Discount section - on the inside back cover).

## DATABASE THINGIES

SD Microsystems (an excellent company who continue to actively support the CPC) have added yet another title to their ever growing list of software. This time it's a database proggy from our very own John Packham.

It's called "BigBase", and is a random access database (this means that it uses the disc itself to arrange/store the information, rather than the CPC's internal memory). On a normal 3" drive you have a whopping 180K database, and on a 3.5" drive you can have a humongous 800K database! I suppose that's why it was called "BigBase"!

To get details of this (and other SD' products), just send them an SSAE. Their address is in the Discount

section, which (surprisingly) is still located inside the back cover.

## LETTERS DISC

Yup, it's been updated again (as of October the 1st). If you want a copy just send me (Steve - the Big Ed') a blank 3" disc (or tape). You must also include the correct return postage (usually a 24p stamp), PLUS an extra 24p (1st class) stamp. This extra stamp is a sort of 'copying fee', and is used to keep the costs of the Group down.

## CO-OP CONVENTION

A few issue ago, there was mention of a residential convention that occurs twice a year. The next one is due on the 16th (to the 18th) of October. The conference lasts three days, and costs £65. This attendance fee includes all accommodation and meals.

Demonstrations are organised (this time it's mainly PC orientated), but everybody is encouraged to bring along their own systems and bits.

If you're interested, contact:

Judith Allibone,  
Co-operative Union Ltd,  
Stanford Hall,  
Loughborough,  
Leicestershire, LE12 5QR.

## REVIEWERS WANTED!

As part of an 'adventure drive', we need adventure game reviewers to help supply material to Debbie Howards 'Adventure Chronicle' column. If you play adventure games - and are prepared to write a review - please drop me (Steve - the Big Ed') a line. Go on, show Debbie your support! Remember - as long as you can write, you can write a review (going by my own past efforts).

## GAMES GALORE!!

Angela Swinbourne has been a busy person again. She has written another five games, to add to the ones already available: two more strategy (General X and Sector 5); two arcade (PZP and Mantis); and last, but not least, 'Justice' - a two part adventure game (being marketed by WoW Software I believe).

Next issue (hopefully) you should see reviews of all seven of Angela's games, but if you can't wait, drop Angela an SSAE for more details:-

11 Vicarage View,  
Redditch,  
Worcs, B97 4RF.

# Mailbox - Readers Letters

## NEW AMSTRAD!!

From ANDY GIBBONS of Peterborough.

● I trust that you are all looking forward to the UAUG Convention in October. Dave Paul and I hope to be there, and I may be taking the Plus and a few cartridge games along, to give a demo of the all the extra features.

I have bought an Amstrad NC100 Notepad and, if I can afford an RS232 interface before then, I shall take that along to show it off. It really is a marvellous machine for its' small size. For those of you who haven't seen one, it is a Z80 based, battery powered portable computer, with built in serial and parallel ports. It has 64K of useable memory, but this can be expanded by using SRAM cards which are ridiculously expensive. The best thing about it though, is the 256K ROM containing the Protext V5.0 based word processor, with built in expandable 48,000 word spell checker, and very versatile mail merge. It also has a calculator, diary, address book, and real-time clock with multiple time zones and alarms. There is also comprehensive communications software built in, which enables you to transfer files to and from other computers/modems etc. In addition to all of this, BBC Basic is included, but this doesn't have any of the sound or graphics capabilities of the BBC Micro, as the display is 80x8 LCD.

It really is a joy to use. Even a complete idiot could use it without any problems. All saving of files is carried out automatically, and there is an auto power off function. You can just switch the thing off in the middle of a letter, and when you turn it back on again your type will be back on screen just as you left it. Virtually everything is user definable and remembered by the computer. It is a very powerful machine, but a complete novice would not be put off by it. Cost is £200, but you would need to add the cost of an RS232 interface to that if you wanted to store your files on disc via the CPC/Plus. It takes four HP7 type batteries which last approximately forty hours, and a lithium battery which keeps the memory active and should last for years. The only drawback is that it takes over your life! I hope that I never lose or break it.

In October of last year I telephoned Microstyle and ordered a 3.5" second drive, paying by visa. Four weeks passed, and no disc drive shaped parcels were delivered to my door, so I thought that I would ring Microstyle and see what was causing the delay. I'm not one for exaggerating, but I must have rung their number six times a day for two weeks, and could get no reply. Perhaps they were on holiday, I naively thought, so I sent a letter by recorded delivery cancelling the order. This was promptly returned by our friends at the Royal Mail a week later. The only conclusion that I could draw from this was that Microstyle had gone out of business. I was relieved that they hadn't actually taken the money

from my account, so I put it down to experience and left it at that. I moved house at about this time, so I had to put the new drive off until the new year. Eventually in March, I travelled the fifteen miles to SD Microsystems in Holbeach, and bought a 3.5" drive (which I can report is excellent, and I don't know what I ever did without it).

Imagine my surprise when, in July, a visa statement popped through my letterbox showing a transaction of £82.95, and the name of GVL Microform. Now I can't have been the only one to have noticed a striking similarity between the adverts and product ranges of Microstyle, and firstly GVL Bagsform, then GVL Microform, so I was not totally flabbergasted by this. I immediately rang GVL Microform in an attempt to discover what was going on, and was told that they knew nothing about it, which was odd as they were named on the statement. They gave me Phil Craven's number which I rang, and was told that some mistake must have happened and a credit note would be sent to Barclaycard that week. I rang Barclaycard a week later, but they hadn't received any such note. So I rang Phil Craven, but his number was now unobtainable. I then rang GVL Microform....[and] the phone was answered by a pleasant woman who explained the whole saga. GVL Microform is run by John Craven, the brother of Phil Craven! John had been letting Phil use his credit card facilities in order to get his business back on its' feet again, but there were now difficulties with the relationship. They would make sure that the matter was sorted out within the week. About three weeks later it was finally resolved, and the money was credited to my visa card at last.

I must stress that I know people who have ordered, and received promptly, goods from GVL Microform - so there is no problem there. What upset me most of all was that one company was using the credit card facilities of another, and that this deduction had caused my credit limit to be exceeded.

Finally, another request for help with VDE as I've had no responses. Is there anybody out there who knows how to configure it to send printer control codes? Please, please, please?

□ *I've been looking at the Amstrad NC-100 myself Andy. It's left me a little confused as to what portable to get. The PPC640D has more power, but the NC-100 is slightly easier to cart around - and looks a whole lot flasher (I was even contemplating a Psion 256K palm-top word processor thingy, but the keyboard was a little TOO small, even if the spec's seemed better than the NC-100). At the moment, it's all academic though - I'm skint!*

*I knew about Phil Craven's association with GVL Bagsform a while ago (I was actually told that 'Bagsform' was being jointly run by the two brothers), so it would appear that the company was renamed to 'Microform' when the 'difficulties' took hold. I haven't heard anything to the contrary, so it would seem that*

your problem was an isolated (and unfortunate - for both of you) incident.

## ADVENTURES BITS

From IAN WARD of Beeley, Derbyshire.

● I have been a member of the UAUG for about a year now (well, just over). I was glad to see the adventure column start, and wish for it to continue (or has it been there all along). As usual with these columns, the column is well read, but the author does not get any feedback, and so believes it to be unpopular and drops the column. At this point, sacks of letters arrive saying how much they miss it and want it back. The popularity is only found when it stops. I personally do not wish this column to be discontinued, and ask other members to support Debbie and her regular (will it continue to be) column.

My conscience has finally caught up with me. I have to tell a tip on unerasing a file on disc.

When a file is erased, it is not destroyed, only moved to User 229 (&E5), and can be accessed until overwritten by a saved file. Memory address &A701 can be used to gain access to the user areas outside the usual 0-15. So to unerase a file you:-

```
POKE &A701,229 (to change to User 229)
CAT (to check the file has not been over written)
|REN,"destination user:FILE.EXT","FILE.EXT" (to
  REName to specific user area)
|USER,"dest.user" (to change to the right User)
CAT (to check it has been unerased)
```

Once mastered, this method is quicker than booting up your disc utility program and doing it that way. One last thing, does anyone know how to squeeze/unsqueeze files, or where I can get a copy of NSWP?

□ Firstly, NSWP can be found on disc PD 1/1 of the UAUG PD Library (I think).

I'm sure that a lot of people will miss Debbie's column if it permanently goes, but (as you said) she needs more visible support to continue. It's no fun giving up your free time in such a way, if no one appears to appreciate it. So, if you want Debbie's column to stay as a regular feature, either write to Debbie and tell her, or drop a line to the Mailbox. I'm sure that if people can't find a few minutes to show some appreciation for the regular columns, the authors will be quite willing to spend their time on other things.

Thanks for the 'unerasing' tip Andy. It could even be shoved onto one of the keys of the numeric keypad:

```
KEY 135,"POKE &A701,229: CAT:
INPUT a$:ðREN,"+CHR$(34)+"0:"+
CHR$(34)+"a$,a$: ðUSER,0: CAT"+
CHR$(13)
```

This example would do the complete job (including asking for the filename) upon pressing 7 on the keypad.

## EXPANSION PROBLEMS

From JAMES GARSIDES of Airdrie, Scotland.

● On the back of my CPC 464 I have a Brunword ROM, DK'Tronics 64k memory expansion, and a disc drive interface. I also have a ROM changer, but have to remove the Brunword ROM before plugging it in. I have had them all plugged in at the same time (and it works), but when CATaloguing, the screen goes wild for a few seconds, and it is difficult to read. Apart from that everything is okay.

In issue 3 of CPC Attack (page 61) was the answer to my prayers - an Amstrad Disc/Interface cable FD24B, and reversiboard GD37S. When I wrote to Maplin, they said both items had been discontinued. I am pinning my hopes on somebody who has one as upgrade, and is willing to sell it.

□ I experience the same problem with my 464 James. With just a rampack and silicon disc I get no problem, but a ROMboxonit's own DOES cause a major CATaloguing problems (there have been times when I've spent nearly five minutes trying to get a readable CAT). It doesn't happen every time though. Strange.

The cable would solve the connection problems, but you might find that your CAT's are even worse. I've been given three possible reasons for this: the connectors are dirty; the drive cable has been extended too far (the greater the distance between the computer/drive, the weaker the signals are); all the add-ons are draining too much power from the computer. I don't know which one has the most truth in it. (James can be contacted at; 24 Station Rd, Airdrie, Scotland, ML6 7BZ.)

## THANKS!!

From TOM WALTON of Manchester.

● I would like to thank UAUG just for being there. Prior to discovering it, I was beginning to think that the 6128 (and in fact the 464 & 664) were becoming objects for the Museum. But now I get hours of entertainment (if that is the right word) in the knowledge that a lot of people out there still have faith in the CPC. I am still fascinated by its capabilities. At 61 years old my first computer was my ten fingers, and the smell of sweaty feet indicated that I'd had to go past ten.

I only wish I was a bit more computer literate, and could understand machine code (etc), but I am afraid it is too way out for me. I am quite happy loading programs, and seeing what they do. Here at the University, they have all sorts of fancy machines that produce beautiful print-outs (etc), but one item of software for them can cost more than all of my system, so I have no designs on them.

I would also like to thank the people who have answered

my query about Stop Press. I now have it sorted, and I can't think why I had difficulty in the first place.

□ *When you thank the UAUG for being here Tom, you're actually thanking yourself as well. Although many members only see the magazine part of the Group (and a few people are under the impression that the magazine IS the Group), the important part of the UAUG is the members. We (and by 'we' I mean every single member) are the UAUG!*

*The hardest part of learning machine code (and nearly everything else in life), is actually starting. Once the basic concepts are grasped, the rest comes fairly easily. If my memory serves me correct (which it doesn't very often), someone has offered to do an article on the subject.*

### RED GREEN BLUE?

From RON JONES of Snodland, Kent.

● Can anyone please help me with a circuit diagram, to enable the RGB output to be converted to composite video. As with my VCR (that's American for 'Video Recorder' - Ed), most will not accept direct RGB signals, and this will enable the Amstrads screens to be recorded via a video recorder. I do not wish to use the inferior MP2 via the aerial socket. Many thanks in anticipation.

□ *Can anyone help (Ron's address is the 'Help' section of the Contact page)? Perhaps someone would like to write an article on the subject!?*

### CUSTARD!

From JOHN DE RIVAZ of the Fractal Report.

● Is anyone in the group into reprogramming the Amstrad FX9600AT combined telephone, fax and answering machine? The program in its ROM ought to be in the Guinness Book of Records, as the most user unfriendly program there is. To cite some of the absurdities:

1) There is no single keystroke to listen to recorded calls. You have to press several keys to get the tape to rewind and play back the messages.

2) Most answering machines erase the tape backwards, ie you play it until the end of the messages, then it rewinds and erases at the same time. Not this one! You have to wind it back, and then erase in the forwards direction, guessing where the messages ended. Then you have to rewind it again!

□ *Don Snod suggests replacing the ROM with one from another machine. (If anyone is willing to give the reprogramming a go, John can be contacted via Fractal Report, West Towan House, Porthtowan, Truro, Cornwall, TR4 8AX.)*

### PC FILE TRANSFERS

From DAVID LAULIGHT of Leighton Buzzard.

● In response to the letter from Bill Simister (in the last issues Mailbox), and your editorial note on whether MS-DOS disc can be used with the CPC:

It IS possible to use MS-DOS discs in the way Bill envisages. With the right software (and, of course, a 3.5" or 5.25" drive), the CPC can be used to prepare MS-DOS discs which can be read by IBM PC's. It can also copy text files from MS-DOS discs to CPC format discs, so that they can be read on the CPC. In fact, I have been doing exactly what Bill says he wants to do: using my CPC (an expanded 664) to put articles on IBM compatible discs, so that publishers can use them directly. I am also able to receive texts on IBM disc and copy them over to the CPC discs.

The "2-in-1" software by Moonstone Computing does the trick neatly; I have been using it for some time. I have also heard of other software for the purpose but have not used it; no need, as I have been very happy with "2-in-1". Bill says in his letter that he has "2-in-1" on disc. The problem seems to be that he does not have the manual explaining how to use it. Where to get a manual? The manual (published in 1989) gives the following address for Moonstone:

Moonstone Computing, Strathclyde Business Centre, 31 Clyde Street, Clydebank, Glasgow, G81 1PF.

Bill also mentions possible complications resulting from switching the drive connections from a 6128 to a 464, but it's not clear from his letter if that's part of the problem.

□ *Ooops, wrong again! I was working on the assumption that the disc Bill had was an MS-DOS boot up disc (where the DOS can't be used on the CPC), and not that the disc was simply MS-DOS formatted. Oh well, I can't be right all of the time (it's hard enough being right some of the time). Thanks for clearing things up David.*

### MISSING FANZINES!!

From DEREK MURRAY of Cumbria.

● Whatever happened to AIM, the new Fanzine? I sent off £10 for 6 copies, and have not seen or heard from them since. What is happening? Your readers should be told if the Zine is to be, or not to be. Please someone let me/us know what the score is. Have I/we thrown my/our money away on an advert in your pages?? Please have the mag sent, or the money refunded!

If you use RUN"D (or any other single letter name), for your much used programs, by IREnaming them you save an awful lot of time and typing over the years!

I have recently joined CPC Domain, which is a Disc Magazine run by Simon Warford. I sent £1.25 for a sample disc, and enjoyed reading it so much that I sent £15 for 2 back issues and 10 further copies. The snag, if it is one, is that you have to send in a 3" disc for each copy

you subscribe for - it is returned to you with the Magazine on it. It is very easy to read it off screen, and any/all items can be printed out if you wish to read it like CPC User (which gets a mention in an article for its valued support of the CPC.)

CPC Domain's Letters Editor returns all letter discs with a sample of some useful/interesting PD on them, along with guidelines on writing articles. It might encourage people to write to CPC User. What do you think?

□ *The AIM advert wasn't really an advert Derek. It was merely free publicity given to a new CPC magazine/group. AIM is not connected with the UAUG in any way (to my knowledge), so the UAUG cannot really refund anyone's money or deliver the magazine. I can't even tell you if AIM is still being printed or not, because I'm as much in the dark as you are. This may seem obvious, but has your cheque been cashed? Have you written to find out what's going on? I'll see what I can find out anyway.*

*Disc Magazine's are a bit of a sticky subject with me (and bear in mind that this is my own personal opinion - not that of the UAUG). It's not the concept, but the price. A printed magazine (depending on the volume printed, size, etc) costs about £1 to produce/post, and sells for around £1.25. The people running it don't see the 25p profit however, until the printing costs have been recouped (which could very well mean having to sell 80% of the magazines-first). With a disc magazine, most (if not all) of the money is immediate profit for what is basically a simple disc copy. As long as the people buying it are happy with the price though, everything's fine. If the Ed's of CPC Domain (or anyone else) would like to send me some details, I'll shove them in the News section.*

*I'm not going to start showing PD on to peoples discs, as I just don't have the time to investigate any of the PD titles (much to my annoyance), but I will supply the Letters Disc for no charge (as long as the disc contained material for CPC User that is).*

*It's a good idea about having 'writing guidelines', so I'll see if something can be cobbled up in time for the next issue.*

## THE ITALIAN JOB!

From BRIAN WATSON of Ely, Cambs.

● I think the whole membership must have flown south for the summer, as nobody has contacted me about connecting my CPC to a FAX. Perhaps it's a silly idea after all.

On the general subject of spelling checkers/word processors that work in other languages (as raised by Mr A. Howard in the last issue), I don't know of one that is specially designed for the CPC range to be run in the Italian language, but Protext and Prospell will do the job after a fashion.

You have to create, and build, your own dictionary. This is not as bad as it seems, as you can do it as you

go along. The first time you spell-check a document, you have to look up all the words in a book dictionary (or your tutorial book) if you are unsure of them. When you are sure they are right, you save them, thus creating your own special dictionary on disc. Next time you spell-check a document, the words you have saved will be ignored, and the new ones queried.

As I'm not very familiar with Italian, I don't know of all the accents used, but Protext can redefine the keyboard to cover a lot of them simply by typing 'IT' in its command mode. There are full, and easy to follow, instructions in the Amsdos Protext manual. Epson compatible printers can be set up to print the accents too. Drop me a line for details. (Ed's note: Brian's address can be found in the Contact section)

□ *No one has written to the Mailbox about connecting a FAX Brian, but the CPC is a versatile machine.....*

## PROBLEMS SOLVED

From MIKE CATTON of Gosport, Hants.

● A. Ford asks the very common question "How do I get a 'E' on my printer?". I'm not certain about his RX80, but the following should work with any printer that obeys Epson codes:-

Change the printer from the American character set (in which chr\$(35) is a '⌘') to the English one (in which it is a 'E'). You can usually do this with the dip switches, otherwise send the code sequence - 27, 82, 3. The 'E' key, which produces chr\$(163), then prints as 'E' since the 7-bit limitation of the CPC turns it into chr\$(35) (unless you have an 8-bit port, in which case use the '⌘' key). Protext incorporates the codes in the 'E' and '⌘' keys, so that with it you can get either by just pressing the relevant keys, and I have programmed keys in Brunword to do the same.

Meri Stubbs asks how to get her printer to accept downloaded fonts. A messy business, and the manuals aren't as a rule very helpful. There can also be minor variations from one printer to another. It's too long to explain here, but if she drops me a line with a bit more detail (and copies of the relevant pages from the book) I'll see if I can help her out.

I have a mammoth manual entitled "Programming for Epson serial dot matrix printers", which lists the codes for every Epson printer from the RX80 onwards (excluding the new "ESC P2" codes), with a brief description of their operation. Most of these are also obeyed by other printers. If anyone wants to know how to make their printer perform some exotic operation, the chances are that I can find the codes for it. You'll find my address in the Contact section, but please enclose an SSAE please.

□ *Thanks for those 'bits' Mike!*

*Well, that's all the letters for another issue. Keep them coming! If you've anything to say, drop me (the Big Ed) a line. ●*

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## NEW BOOKS

- 
- |        |  |
|--------|--|
| 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 \$\$                                     |
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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 to The Library Book Manager.

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Many thanks to Mr T.Lonnicky for again donating the above "New Books" to the UAUG.

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# BEGINNERS BASIC

BY JOHN PACKHAM

In the last Issue, I ended by asking a couple of questions. Here they are again....

Question 1...How do you change modes WITHOUT using the MODE command?

Question 2...How do we exchange the pen & paper inks WITHOUT using the PEN & PAPER commands?

I gave a clue by telling you that it was done using the PRINT command. Well read on, and all will become clear (I hope!).

In Chapter 9, Page 2 of the 464 manual (or Chapter 7 Page 3 of the 6128 manual), you will see a whole host of what are known as Control Codes. These range from 0 to 31, and can be used for a whole lot of things. To use these control codes we use the PRINT command with the CHR\$ function. For example, to answer the two questions above, the control code equivalent of the MODE command is code 4, so we use.....

```
PRINT CHR$(4)+CHR$(mode-number);
```

The 'mode-number' is what is referred to as a

'parameter', and is (as usual) any number from 0-2. The code for exchanging Pen and Paper Inks is code 24:

```
PRINT CHR$(24);
```

This time there are no 'parameters' following the code, as not all codes require them. To get back to normal, use it again.

Printed below is a list of the Control Codes and the number of parameters needed for each one, and a brief description of the effect. The range of values for the parameters can be found in your manual.

One way you could use these codes is by putting them into DATA lines, and you could then perform a list of operations by READING them into variables and PRINTING them out.

Well, that's about it for now, but here's another question for you.....

Q...How do you change MODES without using either the MODE command or the CHR\$ function? ●

<u>CODE</u>	<u>PARAM's</u>	<u>EFFECT</u>
0	0	None.
1	1	Displays the code rather than act on it.
2	0	Turns off Text cursor.
3	0	Turns on Text cursor.
4	1	Changes Screen Mode.
5	1	Prints the parameter character at graphics cursor.
6	0	Enable Text screen.
7	0	Beeps.
8	0	Moves the cursor BACK 1 character.
9	0	Moves the cursor FORWARD 1 character.
10	0	Moves the cursor DOWN 1 line.
11	0	Moves the cursor UP 1 line.
12	0	As CLS (clears screen)
13	0	Moves cursor to left of current line.
14	1	Sets Paper Ink.
15	1	Sets Pen Ink.
16	0	Deletes current character.
17	0	Clears from left of window to current cursor position.
18	0	Clears from current cursor position to right edge of window.
19	0	Clears from top of window to current cursor position.
20	0	Clears from current cursor position to bottom of window.
21	0	Turns off Text screen.
22	1	Transparent Printing option. (0 disables, 1 enables).
23	1	Sets Graphics Ink mode (0-normal, 1-XOR, 2-AND, 3-XOR).
24	0	Exchange Pen & Paper Inks.
25	9	Equivalent to SYMBOL command, but can cause problems.
26	4	As WINDOW command, the first 2 numbers represent the left & right edges, the next 2 are the top and bottom.
27	0	Ignored.
28	3	As INK command, and sets the Ink to a pair of colours.
29	2	As BORDER command, and sets the Border to a pair of colours.
30	0	Moves cursor to top-left corner of window.
31	2	As LOCATE.

# THE PROTEXT PAGE

WITH BRIAN WATSON

Since nobody sent me any of their tips as I requested last issue (tsk! tsk!), here are some of mine. If they don't work with your computer, Protext and printer, give me a call (my number is in the help column), and I'll suggest a modification for you. If I don't get any feedback I will assume nobody gives a damn and give up. Fair enough?

Note that in any of the cases below where a 'd' symbol is called for, it must be in the extreme left hand column for Protext to see it as an instruction, and not print it out. All the tips should work with all versions of Protext, unless otherwise stated. Please let me know if it appears they don't. Okay, now on with the good stuff.....

1) If you have set up a printer driver, called perhaps LC200.PTR, with all the special settings to get all of the print features, etc, which the Star LC200 can do, put the following line:

```
>PR LC200.PTR
```

at the top of your letter or document, making sure the printer driver file LC200.PTR is on the same disc. All the features you have set will be loaded, and can be called-up from the keyboard. This is an alternative to using the configuring procedure in the manual, and is also handy if you use more than one printer.

2) In CPM Protext, press the CLR key twice from command mode to clear the screen display. This prevents 'burning' the screen if you are going to be away from the machine for a while. Apparently, just one press of CLR does the same job on the ROM version. Pressing the ESC key gets you back to where you were before. Thanks to Steve Hayward for this one.

3) If you leave CPM Protext by typing 'Q' <RETURN>, the file you are working on will be saved to the disc you are using, and then reloaded automatically next time you load Protext - unless this is prevented by your startup file.

4) There are various different ways of using printer codes within a Protext document to tickle your printer into jumping through hoops (metaphorically speaking). Phone Epson Printers' freephone number (0800 289622) for a catalogue and price list, with information on their ranges, plus a full set of their printer codes. Thanks to Steve Hayward for this one too.

5) If your printer isn't set up to the length of paper you are using, perhaps you are using A4 paper instead of the usual 11"x9". Put '>st' on the first line after your text, and the printing will stop at that point.

6) Do you know you can use Control-H to call up the built in HELP facility commands, to find the abbreviations for commonly used commands? Eg, 'ps' for "Print this text to the screen".

7) When Protext loads, it can be set up to change the effect of pressing various key combinations. For full instructions on how to do this, and how to use 'one-key' commands, look back through CPC User magazines or your Protext manual. In the mean time try these:-

To get a tick displayed on screen include the following line:

```
KEY T ^191^
```

in your startup file, and hold down CONTROL and press 0 (zero). Then release both, and press 't' (for tick). The up-arrow symbol between the numbers, is obtained by pressing the key with a pound sign on it, without pressing the SHIFT key. To print the tick on an 'Epson-compatible' printer, include the following line:

```
SYMBOL 191 1 3 6 140 216 112 32 0
```

If you build in the following line in your startup file:

```
KEY R '^0^1^218^^6^^0^1^16^^'
```

you can put in a temporary marker to keep your place, re-format the paragraph you are working on, and return to where you started from by holding down CONTROL and pressing 0 (zero), followed by 'r' (for re-lay).

8) In the CPM version of Protext, if you have a file called EXFILE on your start of day disc, it will do useful things as you load Protext - like catalogue one or more drives for you then, say, automatically load a letterhead file for you, which you can then complete without having to type in the full letter from scratch.

9) If you invest in a DK'Tronics Silicon disc (now only available second-hand I believe), which just plugs into the back of your CPC, it can easily be set up to store the temporary files Protext makes when printing out your masterpiece, or when swapping documents in Promerge. Either version (64k or 128k) will work equally well for this purpose, but get the bigger version if you want to copy your Prospell dictionary to it. The Silidisc will thus considerably speed up Protext's already very nippy operation. The Silidisc unit WILL work easily with CPM+, contrary to what was said in CPC Attack's recent very good peripherals round-up. I've been using mine with Basic and CPM for three years without trouble, except for small difficulties when loading Discology and a couple of games. To get round that, I just temporarily unplug the Silidisc (after switching off first of course). In fact, just writing this makes me realise there is a whole article here for the future!

If any of the above tips sound like they could be modified to do something useful for you, let me know which CPC, Protext and printer you have, and I'll do you a special version. My address is in the Help section. ●

# BrunWord

## Elite ROM Module £125

This is the ultimate addition to a 6128 computer. Word processor, spelling checker, 33,000 word dictionary, relational database, 9 pin print enhancer, 24 pin 'type setting' routines and 10 superb fonts, all programmed into one high capacity ROM (256K bytes). Massive memory, small size and includes our latest innovations, the As You Type spelling checker and our System 2 simplified printer control.

We fit the ROM into a small ROM board and give it a thick coat of protective resin, making a neat module which plugs directly onto the expansion socket of the CPC6128 or 6128 Plus. The price includes our 8 bit printer status port.

## Great Power

Plug on the module, switch on, type !BW and the whole system is immediately ready for use. Type into the word processor, if the computer beeps, press <f3> and ask for help, transfer the correct spelling and resume typing. Use the database to print labels, search for an address, transfer it to the word processor and print it out, all without a single disc operation to slow you down.

## Exciting Features

The Elite ROM has a host of exciting features including 5 high quality high speed screen dumps for 9 pin and 24 pin printers. These are special routines using the 8 bit printer status port and they print incredibly fast compared to desk top publishers. Every dot of ink on this page, including the drawing, the large 'BrunWord', our name & address, credit card symbols and Teddy, was printed in one operation using the BrunWord Elite ROM module and an Epson LQ1070 printer (wide carriage LQ570).

For simple layouts, System 2 can be set to Auto-formatting which enables micro spaced printing to be used without any layout instructions even when using proportional fonts.

## Any Printer ?

All ROM modules work with any Epson compatible printer. All 24 pin printers can make full use of BrunWord Elite. Older designs of 9 pin printers (Amstrad DMP2160 etc) are limited to whole space justification but modern 9 pin printers (Star LC10 etc) can use micro justification.

## Free ROMDOS

If you have a second 3.5 inch disc drive then you need KDS ROMDOS. We can supply this programmed into your ROM at no extra cost. (Not 6128 Plus). BrunWord ROM solves the frustration of disc drive confusion by always using whichever drive has the disc in it. Using a 3.5 inch disc drive with BrunWord ROM is simplicity itself and the ROM manual now covers our 'undocumented' command which enables a 3.5 inch disc to import and export text to a PC.

Remember.... No ROM box is needed.

## BrunWord 6128 £30

Complete word processing package (disc) with word processor, spelling checker, 30,000 word dictionary and card filing programme. Type RUN "BRUNWORD" to load the word processor, spelling checker and the dictionary. BrunWord 6128 out performs all other word processors for the 6128. A fast screen response, extensive editor commands and the 4000 words per minute spelling checker, make it a joy to use. On the disc is a tutor file which takes even a complete beginner straight into word processing and demonstrates the powerful editing and formatting features of BrunWord. The 40 page manual includes step by step instructions to produce and print a simple letter.

## 6128 ROM Module £46

The same as BrunWord 6128, without the card filing programme, but supplied as a ROM module, with free ROMDOS (not Plus) and our fabulous As You Type spelling checker. (6128 Plus - add £12). Don't forget.... no ROM box to buy!

## Info-Script ROM £79

The Info-Script ROM module is a complete data processing package, including all the features of the 6128 ROM. Even with 1000 names and addresses loaded into memory for instant reference, you can type a 10 page document in the word processor and your spelling will still be checked while you are typing. Stop anytime, use the database to search for a reference (typically taking 1 second for the search) and return to your typing. You could, if you wish, leave a marker in your text and transfer the data. Each programme remains just as you left it, with instant access. Can be upgraded to the full Elite ROM.

## Comparisons

We have tested BrunWord 6128 and Protext with the same file of 3366 words.

The first test was to compare the scrolling speed of the screen, using line by line scrolling. This is a vital performance test as the CPC6128 tends to be naturally slow at this task. BrunWord scrolled 40X faster than Protext.

Protext was the fastest to justify but used a simple process that added spaces at the centre of each line, giving the middle of the text a bulging appearance. It did not display as it went along and so needed a separate operation to see the result. BrunWord displayed as it justified and produced a balanced appearance.

Our simulated typing test achieved 218 words per minute. Both BrunWord and Protext had no trouble at this speed.

The spelling test checked all 3366 words. BrunSpell took 52 seconds and needed no disc changes. Prospell took 6 min 24 sec and needed 8 disc changes.

The find and replace in Protext is confused by words starting with a capital letter so it always requires two separate operations. BrunWord is more sophisticated and automatically handles both variations in one operation.

## Quotes

"It's totally brilliant..... carries on the extreme user friendliness of Brunning Products to a very high standard..... I have one of these little gems plugged into the back of my CPC right now..... The BrunWord ROM has performed in an exemplary fashion on all fronts."  
Chris Knight (ACU Editor) - ACU August 1991.

"....(BrunWord) in itself is quite uncomplicated and easy to use. That's the beauty of the system - you can just sit down and start typing..... the fastest most efficient spell checker anywhere..... Info-Script is a formidable piece of software engineering. The fact that it's instantly available from BrunWord makes you realise just how powerful this whole package is..... The BrunWord ROM is a truly excellent product."  
Rod Lawton (AA Editor) - AA September 1992

"Two weeks ago today I received my copy of BrunWord 6128 and would like to say how delighted I am with it. Although I am a qualified touch typist, I expected to take ages to get used to my first professional word processor and could not believe that only after a few short hours, I was using BrunWord as if I had had it for years, it is so well thought out and user friendly. I often have very difficult documents to type, lots of centring, underlining, indentations and numbered paragraphs. Four days after receiving BrunWord I typed eleven letters, an agenda and a set of complicated minutes in just two evenings."  
Miss Veronica Petter (Bristol) 20th Aug 1992.



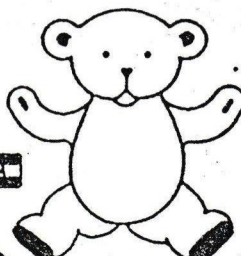
'The Gun Girl'

Delightful line drawing by Chris Rothers, Dart Scanned by agreement.

Send cheque/PO/Access, Visa, Connect number to:-

## Brunning Software

138 The Street,  
Little Clacton, Essex, CO16 9LS.  
Telephone (0255) 862308



BrunWord 6128 with BrunSpell (on 3in disc) . . £30.00  
BrunWord 6128 ROM Module with BrunSpell. . . £46.00  
464 ROM Module, BrunSpell & disc connector. . £59.00  
Info-Script ROM Module, BrunWord & BrunSpell. £79.00  
Elite ROM Module, BrunSpell & Info-script. . £125.00

\*\*\* You must state 'Ordinary' or 'Plus' \*\*\*  
464 ROM cannot be supplied with Plus connector

All prices are inclusive for UK. Overseas orders sent insured air mail - Europe add £2.50 : Rest add £7.50

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# \* \* CONTACT \* \*

## **OFFERS OF HELP**

Help with problems on a varied subject list except hardware and assembly language (full details on request).  
Contact: COLIN EVANS, Windsor Crescent, Monk Bretton, S. Yorkshire. S71 2LU.

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Help with Maths and Pascal programming. Contact: NEIL BUKHARAYEV, Abonent Box 120, Tatarstan str. 13-272, Kazan, 420021, U.S.S.R.

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

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Help for anyone with problems in BASIC. Contact: DERRICK SHERWOOD, 13 Rodney Close, Bilton, Rugby, Warks. CV22 7HJ

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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 to.... STEVE MAKIN, 19 Westbury Rd, Dover, Kent. CT17 9QH. Programs will be retrieved and returned on a new tape (originals only please!!).

---

Help with CPM+ Protext/Promerge/Prospell (or try me with other versions). I can also produce customised printer drivers for all versions of Protext. Contact: BRIAN WATSON, 39 High St, Sutton, Ely, Cambs. CB6 2RA. Tel: 0353 777006

---

Help with CP/M, BASIC, FORTH, assembly language (machine code), RSX's, etc. Contact: DAVE CHURCH, 1 Merston Close, Brighton, Sussex. BN2 6WJ.

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Help with all sorts of Amstrad problems. Software, hardware, games, tape to disc. No problem too small! Please send a stamped addressed envelope. Contact: CHRIS WILLIAMS, 6 Frank St, Great Horton, Bradford, BD7 3BT.

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Help offered to anyone using the ROM versions of Protext, Maxam, and Utopia. Contact: PETE DUNLOP, 6 Lychgate Park, Locking, Avon, BS24 8DE.

## **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? Contact: STEVE HAYWARD (address inside front cover). Tel (0203) 312571

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CPC or PLUS local contacts wanted (ale quaffed? - ED). Contact: WAL SAVIN, 201 Ulverley Green Rd, Olton, Solihull, West Mids. Tel 021 706 0992

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

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

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

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

## **HELP WANTED**

I have just acquired a PCW 8256 and greatly appreciate any help on locating information regarding the memory layout of the PCW, perhaps something similar to CPC Firmware guide. Contact: JOHN PACKHAM (details inside front cover).

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Can anyone help me with a circuit diagram to enable the RGB output of the CPC to be converted to a composite video signal, to allow the CPC screens to be recorded on video. Contact: RON JONES, 8 Taylor Rd, Snodland, Kent, ME6 5HH.

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I am having a hard time getting Qualitas Plus (CPM patch version) to work with CPM Protext. I took this task on to help out a member, but it is driving me nuts. Does anyone have a working version I could have a look at? Contact: BRIAN WATSON (details above, under "Help Offered").

Any 'Help Wanted' will be in one issue only. Please keep as short as possible and mark them "CONTACT"!!

# JOHN PACKHAMS FIRMWARE GUIDE

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.

## 68 &bbcc - GRA GET ORIGIN

### ACTION:-

Finds where the current user coordinate origin is located.

### ENTRY CONDITIONS:-

None.

### EXIT CONDITIONS:-

DE contains the standard X coordinate of origin.

HL contains the standard Y coordinate of origin.

All others preserved.

## 69 &bbcf - GRA WIN WIDTH

### ACTION:-

Set the left and right edges of graphics window.

### ENTRY CONDITIONS:-

DE contains the standard X coordinate of one edge.

HL contains the standard X coordinate of the other edge.

### EXIT CONDITIONS:-

AF,BC,DE and HL are corrupt.

All others are preserved.

### NOTES:-

The coordinates are given in Graphics coordinates.

The smaller number of the two is deemed to be the left edge.

If the screen Mode is changed, the window defaults to its original size.

## 70 &bbd2 - GRA WIN HEIGHT

As above but for the TOP & BOTTOM edges of the window.

## 71 &bbd5 - GRA GET W WIDTH

### ACTION:-

Finds the Left & Right edges of the graphics window.

### ENTRY CONDITIONS:-

None.

### EXIT CONDITIONS:-

DE contains the standard X coordinate of the left edge.

HL contains the standard X coordinate of the right edge.

AF is corrupt, and all others are preserved.

## 72 &bbd8 - GRA GET W HEIGHT

As above but for the TOP & BOTTOM edges.

## 73 &bbdb - GRA CLEAR WINDOW

### ACTION:-

Clears the graphics window to the graphics paper ink.

### ENTRY CONDITIONS:-

None.

### EXIT CONDITIONS:-

AF,BC,DE and HL are corrupt.

All others are preserved.

## 74 &bbde - GRA SET PEN

### ACTION:-

Sets the graphics pen ink.

### ENTRY CONDITIONS:-

A contains the required ink.

### EXIT CONDITIONS:-

AF is corrupt and all others are preserved.

## 75 &bbe1 - GRA GET PEN

### ACTION:-

Finds what the current pen ink is set to.

### ENTRY CONDITIONS:-

None.

### EXIT CONDITIONS:-

A contains the ink.

Flags are corrupt.

All other registers are preserved.

## 76 &bbe4 - GRA SET PAPER

As 74 above but for Graphics Paper.

## 77 &bbe7 - GRA GET PAPER

As 75 above but for Graphics Paper. ●

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### FOR SALE

Microstyle 3.5" disc drive with MS-800 software - £68 including postage & packing.

Contact: NOEL MORGAN (0693) 61875 - (Ireland)

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### BEGINNERS BASIC:

Mick Bakers' teach-yourself-Basic book is still available. Given excellent reviews, it seems the ideal introduction for people learning Basic. (Advert placed by the Ed).

Price is £12.50 to UAUG members, or £15 to non-members (both add £1 P&P). Payment (or large SSAE for more details) should be sent, and made payable to:-  
C.Baker, 68 Northfields, Clowne, Chesterfield, S43 4BA.

# BOOKWORMS' BOOK REVIEWS

There have been a few letters in CPC USER recently, asking about adding bits and pieces to the CPC I/O ports. Since the Maplin Amstrad Expansion system has been discontinued, making up any kind of unit will be a DIY job requiring a few workshop skills, and some understanding of how your chosen device works - and how it can be safely connected to your CPC!

If you have previous experience of electronics, a low priced book to introduce you to computer hardware is:-

"Elements Of Electronics - Book 4, Microprocessing Systems And circuits" by F.A. WILSON. Published by Bernard Babani 1980 ISBN 0-900162-97-X.

This is the last book in a series of four by the same author. If all are to the standard of this one, the series would make an excellent study course.

If you are new to electronics, try these first:

"Basic Electronics", Books 1 to 5. By Schools Council - Project Technology. Published by Hodder & Stoughton Schools Council.

- Book 1. Introducing Electronics, Measuring Instruments
- Book 2. Resistors in circuits, Capacitors in circuits
- Book 3. Inductors in Circuits, Diodes in circuits
- Book 4. Meters, Voltage dividers
- Book 5. Transistors in circuits, Transistors in action, Post-transistor projects.

Computers not only have Integrated Circuits which take care of the LOGIC but resistors, capacitors, diodes, transistors and transformers which are essential for making a computer work - and also many I/O devices.

These books should also be available through your local Public Library.

Although it is possible to 'hard wire' an add-on, a printed circuit board is the best solution. Most simple I/O units for a CPC can be accommodated on a single sided PCB. Converting the schematic circuit diagram into a circuit board layout is the most difficult part. I have been unable to find a book intended for the amateur which describes all the factors involved in designing and making PC boards.

"A Guide To Printed Circuit Board Design" by C. Hamilton, published by Butterworths 1984. ISBN 0408-01398-2 deals with the design and manufacture on a commercial basis. Information about the manufacturing process can be disregarded but the sections on layout, using crepe tape and transfers might be found helpful.

ELECTROVALUE of Egham, Surrey, market kit containing all materials necessary for making PC boards and a book, "PCB Manual" with tips and ideas about making the boards. I have not seen a copy of this book so cannot comment.

Although the MAPLIN expansion system has gone, there is one book which could provide all the answers to questions about expanding the CPC, and - despite what was said in the introduction - this one was written for the entire CPC range. Unfortunately it now appears to be out of print. Check the secondhand book shops, or use the Public Library Service to borrow a copy:

"Understanding And Expanding The CPC 464/664/6128" by A. Trevennor, published by SIGMA. ISBN 1-85058-018-9.

The text is tutorial in style, and assumes some basic knowledge of electronics and an understanding of the way in which computer hardware works.

A number of units for home construction are described including:-

Key Matrix Port: allows a large number of switches connected to external devices to be monitored.

Sense Register: 8 bit input port for data logging.

EPROM Programmer. To program your own EPROMS.

ROM Disk: An extension to the above project

Expansion ROM Board: which interfaces with each unit.

All the Basic and machine code programs necessary to make to units work with the CPC are included in the book.

When first published (1986/87), it was intended that printed circuit boards for the various projects would be made available for purchase. Unfortunately, the company engaged to produce the boards failed to deliver.

However, the book contains full circuit details for each project. Any member with some experience of constructing projects from designs published in the electronic hobby magazines would have no difficulty making a circuit board. Consider the VERO board wiring system or have a shot at making the real thing using copper clad PCB, black crepe tape and PCB transfers.

Lots of discarded computer bits and pieces can be found at car boots sales these days, as owners change to bigger and faster models. I recently found a set of discs supplied with the PCW series which included Mallard Basic. This version of Basic is primarily intended for the business user. It has a special 'keyed file manager' as part of the implementation of Basic. There is no provision for graphics. For anyone involved in keeping lots of data on file it can produce useful programs.

The official "Amstrad BASIC Manual (Book 2) for the PCW8256/8512" is better than the average run of manufacturers' manuals.

"Program Your PCW!" by Ian Sinclair published by Glentop 1986 ISBN 1-85181-091-9 has a number of example program listings.

"The Amstrad Companion" by Lawrence and England, published by Sunshine Books 1987 ISBN 0-946408-95-5. This book contains programs in Mallard Basic for managing a bank account, card index system, balance sheet and similar subjects - also a very good description of the GSX interface (with listings) which adds graphics to Mallard Basic. Although CPM gets a poor rating in the Opinion Poll, at least five members may feel their interests have not been overlooked!

Something now for those with experience in repairing Analogue electronic equipment, who feel up to taking on Digital technology.

One of the best ways of finding out how something works is to try and mend it. "Fault Diagnosis Of Digital Systems" by D.L. Cannon, published 1983 by Texas Instruments, ISBN 0-904047, starts with OHMS Law and works its way through the elementary principles of fault finding using an ordinary multi-meter. Use of a logic pulser and probe are explained. Reference is also made to advanced fault tracing such as examining the relationships existing between the various timing sequences within a computer. The book contains plenty of diagrams and circuits to illustrate the faults described in the text.

Texas Instruments also publish an "Understanding Series" of books which include Automotive Electronics, Security systems, Computer science, Telephone electronics (very good). Write to Texas Instruments, 36, Manton Lane, Bedford, MK41 7PA for full details.

As the cost of computer repairs continues to rise, and machines eventually become obsolete, some CPC owners will eventually be in the same position as the owners of old cars - the quote for a repair exceeds the value of the machine. The pricing policy of most service companies now, is to make a set charge which bears little or no relationship to the work done. This means you may pay a considerable amount just to have an internal fuse replaced, or mains plug refitted - so a little informed DIY may save a fat bill.

There are very few books about repairing computers. The 6128 and DMP2000 service manuals consist mainly of the circuit diagrams and parts lists. However, with a copy of "Servicing Personal Computers" by M. Tooley, published by Heinemann Professional Publishing, 1988, ISBN 0-434-91975-6, by your side, enough basic knowledge to read a diagram and understand the text, all may not be lost!

Although the title might lead you to believe the book is not intended for home computers, you would be wrong.

Most of the book is concerned with computers based on the Z80. The IBM PC and 8086 chip do not appear until the last chapter. The book covers microprocessors, I/O circuits, memory, tape and disc drives, monitors, and printers. Programs in Basic and machine code are included for testing memory, disc drives and printers. They would need some alterations to the Peeks & Pokes, and I/O commands, before working on the CPC. The chapter on tape systems will interest 464 owners who experience problems.

A lot of initial fault finding can be done with a reasonable quality multi-meter. A very high proportion of faults in electronic equipment turn out to be breaks in mains and connecting cables, broken leads or bad connections at plugs and sockets, 'dry' soldered joints and worn components like switches and volume controls (don't forget to check the fuses!). Testing digital circuits can be made fairly easy by using a logic pulser and probe. All is very well explained in the book.

**\* WARNING \***

Before attempting any kind of work on a computer or associated hardware, remember to take precautions against causing static damage to integrated circuit components. (Some useful static control workshop accessories are available from MAPLIN).

Any member who would like details of the corrections to the listings in "Expert System" or a data sheet correcting errors in circuit diagrams appearing in "Understanding and Expanding....." should send a SAE plus a first or second class stamp to the Executive Editor stating which they require.

Any member interested in experimenting with Analogue to Digital (A/D) and Digital to Analogue (D/A) Converters as I/O devices for the CPC should also send a SAE + stamp as above for details of publications which explain how A/D and D/A converters work, contain circuit diagrams, and machine code listings for interfacing to Z80 computers. ●

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## **CORRECTIONS**

**BY JOHN PACKHAM**

In the last issue, I gave you what I thought were some additions to the FIRMCALL type-in published in the April issue. Well, it has been brought to my attention that a couple of errors crept in. Thanks must go to Mr D.S. ANTHES for pointing this out. The corrections are:-

The figure of 65536 should be changed to 65535, and the 255's should be 256.

Also, the CPC 464 chucks out an 'Overflow' error with line 103. Try changing it to:-

103 lowbyte=value-highbyte\*256.

Sorry about the errors, but we geniuses do have off days you know... ●

# GETTING STARTED WITH CPM PLUS

## THE BASICS OF CPM - BY ANDY GIBBONS

It has been brought to my attention that certain members of the United Amstrad User Group, including our esteemed Editor, have fallen victim to a condition commonly known as Seapeaemophobia. This is a fear, quite unfounded in my opinion, of using the CPM Plus operating system as supplied with your Amstrad computer.

It is my intention to help those of you who are indeed suffering, to overcome this fear, and to make the use of CPM beneficial and stimulating to both you and your computer.

The main reason for wanting to use CPM must surely be to make use of the wealth of good software, which is available for little or no cost in the Public Domain. Just to quote a couple of examples; the excellent VDE which is not an embarrassing disease, but a fully featured word processor; and the wonderful Newsweep, which no-one should be without.

Let me stress this. Using CPM is not difficult. If I can do it, anybody can! The Amstrad manual is hopeless in this respect, but with a little perseverance and a bit of common sense you will soon figure it out.

I would think that all of you will have at least used DISCKIT, even if only to format your blank discs. So that is where we will start, by using DISCKIT to make a working copy of the CPM Master Disc. I am going to assume a single drive system, but if you are lucky to possess two drives things will be speeded up considerably.

Switch on your computer. Ensure that the 'write protect' holes on your Master disc are OPEN. This will make sure that we don't accidentally erase its' contents. I once had the misfortune to do exactly that to one of my friends' discs, and cannot recommend it as a way of gaining popularity!

Type |cpm (CPM automatically converts all input into upper case). The '|' symbol is obtained by pressing SHIFT and '@' (which looks like an 'a' with a circle around it). I don't really need to tell you that do I?

After some whirring of the disc drive you should see the usual CPM start-up message telling you if you have one or two drives, and perhaps even a serial interface connected. You will also see the term 61K TPA displayed. TPA stands for Transient Program Area, and as the name suggests, is the amount of memory available for use by CPM. Underneath this you will see the prompt:

A>

You will be seeing a lot of this. It merely means that the computer is ready to input a file from drive A.

Next type DISCKIT (and Return). This will load in the DISCKIT program. Press f7, as we wish to copy a disc. Follow the 'on screen' instructions very carefully and, after a few disc changes, you will have an exact copy of side one of the CPM Master disc. There is not much point in copying side two of the disc unless you are a real masochist, and intend to write CPM assembly language programs using CPM's own assembler - definitely not to be recommended. Put your original disc somewhere safe. You might need to make another copy from it one day.

Just to confirm that we have indeed made a copy of our CPM disc, press f0 to exit DISCKIT, and at the A> prompt type:

A>DIR

You should then see a directory of the files on the disc. One thing that will be apparent to you is that, unlike the Amsdos CAT command, DIR does not tell you how long each file is, or how much space is left on the disc. This can be found out quite easily, by adding an additional parameter to the DIR command. Type:

A>DIR [FULL]

and you will see much more information about the discs' contents. There are many variations on the DIR command which I will try and deal with at a later date. If you just want to know how much free space is available on the disc, we can use the SHOW command in its' simplest form:

A>SHOW

If you have previously logged on your B drive, you will see the space left on both drives, otherwise you will just see what space is left on the disc in your A drive.

DISCKIT is all well and good if you want to make an exact copy of a disc, but what if we only want to copy one or two files between discs? Well we could use PIP (Peripheral Interchange Program) which has many uses, but unfortunately is not quite the 'State of the Art' in file copying utilities. I would recommend that you contact one of the many flourishing Public Domain libraries, and get hold of an excellent program called NEWSWEEP (UAUG library, PD 1/1? - Ed). I have found this to be invaluable, not only for CPM disc maintenance, but also for Amsdos discs. It comes with a very comprehensive documentation file, so I won't go into its operation here. Needless to say though, it is a very versatile and user-friendly program, and life would not be worth living without it!

Armed with Newsweep you ought to be able to reorganise some of your crowded discs, and will probably find that you can 'free' some of them. If you are using expensive 3" discs this might mean that you don't have to buy more discs needlessly.

There are two main types of CPM commands; Direct Console Commands, and Transient Commands. Transient commands are 'programs' which are loaded into the

computer in order to act upon other files or data. DISCKIT is an example of a Transient program.

Direct Console Commands (DCC's) are the six functions built into the operating system. On the whole these are cut-down versions of Transient programs, but are still extremely useful.

The six DCC's are:

```
TYPE(TYP)      DIR
DIRSYS(DIRS)   RENAME(REN)
ERASE(ERA)     USER(USE)
```

We have already looked at DIR, and DIRSYS is very similar but only shows files with the 'SYS' attribute. This can be useful for finding 'hidden' files on AMSDOS discs, which can then be 'un-hidden' with the SET command (which will be explained in a later feature). DIR does not show SYS files, but tells you that they are present.

RENAME uses a very similar syntax to its' Amsdos equivalent:-

```
AMSDOS: |REN,"newname.ext","oldname.ext"
CPM: REN newname.ext-oldname.ext
```

The DCC version of RENAME cannot handle wildcards, whereas the transient version (RENAME.COM) can.

ERASE is also very much like its Amsdos brother but, unlike RENAME, it is able to deal with wildcards. For example;

```
ERA *.DOC
```

will erase all DOC files, after first asking you for confirmation. The transient version of ERASE (ERASE.COM) is also capable of erasing 'Read only' files.

TYPE is a very useful function which enables you to view on screen any ASCII file. These are usually recognised by the DOC, TXT or ASC file extensions.

TYP (filename).DOC will display the said file on screen, pausing every time the screen is filled. As you may have guessed there is also a transient version (TYPE.COM) which has a few more features.

Finally there is USER. This is identical to the Amsdos |USER command, and enables you to log onto any one of the sixteen user areas, although you will probably never have cause to venture away from user area zero.

That then, was a very brief look at the built-in (DCC) commands. As I said earlier, even more powerful versions of the same commands are supplied on your CPM system

disc. Perhaps the most powerful of these is DIR.COM which has literally dozens of parameters which I could not possibly discuss in an article of this nature.

My final subject for this time is the SUBMIT command. This is quite a neat little routine, whereby when you load CPM, the program automatically looks for a .SUB file. Usually this is called PROFILE.SUB, and it can contain any valid CPM commands. The possibilities are endless, but for an easy example we will change the screen colours on start-up, which are usually white type on a blue background.

We must create the file PROFILE.SUB. This can be done with a word processor, but is quite easy to do from BASIC. Type in and run the following program, whilst your working copy of CPM is in the drive.

```
10 'Prog to create PROFILE.SUB
20 OPENOUT"profile.sub
30 ?#9,"palette 63,0
40 ?#9,"language 3
50 ?#9,"setkeys keys.ccp
60 CLOSEOUT
```

Type DIR, just to check that the file PROFILE.SUB is on your disc, and then reset the computer. Start CPM in the usual way, and you will see the screen colours change and the other two commands executed. 'LANGUAGE3' merely tells CPM to use the UK character set, and 'SETKEYS' redefines the keyboard, but more of that next time. 'PALETTE 63,0' sets the screen to white type on a black background. The full list of colours can be found in chapter 5 of the 6128 manual.

One interesting thing to note is that, if the write protect holes are open, this feature will not work. This is worth bearing in mind if you ever use the Public Domain program 'Printmaster', because it won't work after issuing a SETKEYS command. The write protect hole needs to be open, because CPM creates a temporary file (SYSIN59.\*\*\*) which it then deletes.

Next time we'll have a look at: the SETKEYS command which allows you to redefine any of the keys; SETLST which enables you to send control codes to your printer; and a few of the less masochistic PIP commands!

Until then, try and find your CPM Master Disc, and see if you can get anywhere. If you're feeling really adventurous you can get hold of some Public Domain software. All of the libraries have got tons of it, and it won't cost you an arm and a leg. ●

## FREE MONEY!!

I thought that would get your attention. CPC User always need more material, so here are a few guidelines on what you could do (send to the Exec' Ed' - me, Steve!):-

Articles: These can be about anything connected with CPC's (or computers in general).

Reviews: Any CPC related product can be reviewed, but you must still be able to obtain it.

Type-ins: This speaks for itself really. Type-ins should be a maximum of two pages long (unless you're willing to have it 'serialized').

Fillers: These are little bits (tips, small type-ins, etc) that can be used to fill up the odd spaces that occur. Size should be between 1 and 15 lines in length. ●

# FILE STATUS CHANGER TYPE-IN

BY JOHN BROWN

As a bit of a follow up to the Disc Hacking article in the last issue, up you may be interested in the program presented here. It is a Basic program, with a machine code routine, to alter the status of disc files. It sets up two RSX's, which will read or write the directory sectors of a disc in drive 'A', of either Data or vendor (CPM) format.

The two RSX's are:-

|READ.DIR ....Read the directory sectors into memory  
|WRITE.DIR ...Write the directory sectors back to disc

The program is simple in operation, and I am sure that others will be able to adapt it for their own use, and extend its' capabilities. The important part of the program is the machine code which can be used in any way others find fit.

There are a few simple rules to the use of the RSX's, which are as follows:

- Before loading and using the RSX's, the memory must be set to &7FFF as the directory sectors are read in to &8000 onwards.
- Before reading the directory sectors into memory, the disc needs to be catalogued to ensure that the Extended Parameter Block (XPB) holds the correct information for the disc in the drive. The RSX's check the XPB for the information on the format of the disc.
- The machine code routine only works on drive 'A'. It should be easy to alter this for two drives if necessary. ●

```
100 *****
110 ***** File Status Changer *****
120 *****
130 ***** JW Brown ** July 92 *****
140 *****
150
160 ***** Poke Machine Code *****
170
180 IF PEEK(&9000)<>&1 THEN MEMORY &7FFF:GOSUB 760:CALL &9000
190
200 ***** Initialize *****
210
220 MODE 2:PRINT TAB(24)"JB's Status Changer ";CHR$(164);" July 1992"
230 PRINT TAB(24);STRING$(31,"="):PRINT:WINDOW #0,1,80,4,24
240
250 ***** Select File *****
260
270 CLS #0:CAT:PRINT:INPUT "Filename.Ext to Alter (*. * for All) :";a$
280 IF a$="" THEN 270
290 all=0:a=1:a$=UPPER$(a$):IF a$="*.*" THEN all=1:a$="All Files":GOTO 440
300
310 ***** Pad Out Filename With Spaces *****
320
330 WHILE 1:b$=MID$((a$),a,1):IF b$="." THEN 340 ELSE a=a+1:WEND
340 b$=LEFT$((a$),a-1):b=LEN(a$):c$=RIGHT$(a$,b-a)
350 b=LEN(b$):b$=b$+SPACE$(8-b):c=LEN(c$):c$=c$+SPACE$(3-c)
360
370 ***** Save Filename in Memory at &50 *****
380
390 FOR a=1 TO LEN(b$):POKE &4F+a,ASC(MID$((b$),a,1)):NEXT
400 FOR a=1 TO LEN(c$):POKE &57+a,ASC(MID$((c$),a,1)):NEXT
410
420 ***** Read Directory and Select Option *****
430
440 |READ.DIR
450 PRINT:PRINT "Set ";a$;" to :";TAB(24)"1 ... Read/Write"
460 PRINT TAB(24)"2 ... Read Only"
```

```

470 PRINT TAB(24)"3 ... Directory"
480 PRINT TAB(24)"4 ... System"
490 z=0:WHILE z<1 OR z>4:z=VAL(INKEY$):WEND
500 PRINT:PRINT "Working on Files ..."
510 IF all=1 THEN r=0:GOTO 620
520
530 **** One File ****
540
550 FOR t=&8001 TO &87E1 STEP &20
560 r=0:FOR s=0 TO 10:a=PEEK(t+s):b=PEEK(&50+s)
570 IF a=b OR a-&80=b OR a+&80=b THEN NEXT ELSE r=1
580 GOSUB 700:NEXT:GOTO 660
590
600 **** All Files ****
610
620 FOR t=&8001 TO &87E1 STEP &20:GOSUB 700:NEXT
630
640 **** Write New Directory To Disc ****
650
660 !WRITE.DIR:GOTO 270
670
680 **** Poke Relevant Addresses ****
690
700 IF r=0 AND z=4 AND PEEK(t+9)<&80 THEN c=PEEK(t+9):POKE t+9,c+&80
710 IF r=0 AND z=3 AND PEEK(t+9)>&80 THEN c=PEEK(t+9):POKE t+9,c-&80
720 IF r=0 AND z=2 AND PEEK(t+8)<&80 THEN c=PEEK(t+8):POKE t+8,c+&80
730 IF r=0 AND z=1 AND PEEK(t+8)>&80 THEN c=PEEK(t+8):POKE t+8,c-&80
740 RETURN
750
760 **** Machine Code ** RSX's - !WRITE.DIR and !READ.DIR ****
770 **** Write/Reads Disc Directory using &8000 onwards ****
780
790 FOR x=&9000 TO &90BF:READ t$:t=VAL("&"+t$)
800 POKE x,t:chk=chk+t:NEXT
810 IF chk<>&32F6 THEN PRINT "DATA ERROR !!":STOP ELSE RETURN
820 DATA 01,0D,90,21,09,90,C3,D1,BC,00,00,00,00,15,90,C3
830 DATA 27,90,C3,2B,90,52,45,41,44,2E,44,49,D2,57,52,49
840 DATA 54,45,2E,44,49,D2,00,3E,84,18,02,3E,85,21,85,90
850 DATA 32,85,90,ED,73,83,90,21,85,90,CD,D4,BC,22,86,90
860 DATA 79,32,88,90,2A,42,BE,11,0F,00,19,7E,FE,41,CC,6F
870 DATA 90,C4,74,90,06,04,21,00,80,1E,00,C5,D5,E5,DF,86
880 DATA 90,30,16,E1,11,00,02,19,D1,C1,0C,10,EE,18,0F,0E
890 DATA 41,16,02,C9,0E,C1,16,00,C9,3E,07,CD,5A,BB,ED,7B
900 DATA 83,90,C9,00,00,84,00,00,00,00,00,00,00,00,00

```

### FOR SALE

Budget tapes. £1.50 each, or 3 for £4!:-  
 Animal, Vegetable, Mineral (Educational); Bridge It;  
 Enterprise; Fruit Machine; Ghost Buster; Grand Prix;  
 Harrier Attack; Knight Games; One Man And His Droid;  
 Rescue On Fractulus; Rock 'N' Wrestle; Roland In The  
 Caves; Roland On the Ropes; Rygar; Shard Of Inovar; Soul  
 Of A Robot; Storm; Strong Man; Sultans Maze; The  
 Galactic Plague; Time Man One (Educational); Venom.

Contact: RICHARD (0424) 439583 - between 6pm & 7pm

### WANTED

DK'Tronics 256K Silicon Disc for Amstrad CPC 6128 - will  
 pay £35  
 DK'Tronics Speech Synthesiser for Amstrad CPC 6128 -  
 will pay £15  
 Rombo Vidi-Digitiser - will pay £35  
 Dart Scanner - will pay £35  
 Magnetic Scrolls or Infocom adventures - will pay up to  
 £10 each.  
 All products must be in good condition and contain  
 instructions.

Contact: OWEN PHILPOTT, 22 Whiterock Drive, Graigwen,  
 Pontypridd, Mid-Glamorgan, CF37 2 HA

# DATABASE TYPE-IN (PT 2)

BY JOHN PACKHAM

Well hello again. Here we are with the second instalment of our database type-in. For the more clever BASIC programmers, you may notice that some of the code could have been written more efficiently. Well, this is true. The reason I have written it this way is so that owners of the package called 'POWER BASIC' can compile the program into machine code. So far, this and the last instalment are compatible, and hopefully I'll be able to make further parts compatible too.

Anyway, on with the program.....

```
1220 '
1230 get$=INKEY$:IF get$="" THEN GOTO 1230
1240 IF INKEY(64)=0 THEN GOSUB 3000:GOTO 1000
1250 IF INKEY(65)=0 THEN GOSUB 4000:GOTO 1000
1260 IF INKEY(57)=0 THEN GOSUB 2000:GOTO 1000
1270 IF INKEY(56)=0 THEN GOSUB 5000:GOTO 1000
1280 GOTO 1230
1290 '
1999 REM ****FILE OPTIONS****
2000 MODE 1
2010 ORIGIN 0,0,24,592,368,130:CLG 1
2020 ORIGIN 0,0,32,600,376,138:CLG 2
2030 PRINT CHR$(22);CHR$(1)
2040 LOCATE 13,3:PEN 1:PRINT"MAIN FILE OPTIONS":PEN 3
2050 LOCATE 11,6:PRINT"A.....Enter Filename"
2060 LOCATE 11,7:PRINT"B.....Enter Date"
2070 LOCATE 11,8:PRINT"C.....Name Fields"
2080 LOCATE 11,9:PRINT"D.....Print Record/s"
2090 LOCATE 11,10:PRINT"E.....Enter Record"
2100 LOCATE 11,11:PRINT"F.....Condense File"
2110 LOCATE 11,12:PRINT"G.....Sort Records"
2120 LOCATE 11,13:PRINT"H.....MAIN MENU"
2130 get$=INKEY$
2140 get$=UPPER$(get$)
2150 IF get$="" THEN GOTO 2130
2160 choice%=ASC(get$):choice%=choice%-64
2170 IF choice%<1 THEN GOTO 2130
2180 IF choice%=8 THEN RETURN
2190 IF choice%>8 THEN GOTO 2130
2200 ON choice% GOSUB 6000,7000,8000,9000,10000,11000,12000
2210 GOTO 2000
2220 '
2999 REM ****LOAD FILE****
3000 '
3999 REM ****SAVE FILE****
4000 '
4999 REM ****WIPE FILE****
5000 '
5999 REM ****ENTER FILENAME****
6000 '
6999 REM ****ENTER DATE****
7000 '
7999 REM ****NAME FIELDS****
8000 '
8999 REM ****PRINT RECORD/S****
9000 '
9999 REM ****ENTER RECORD****
10000 '
10999 REM ****CONDENSE FILE****
11000 '

```

11999 REM \*\*\*\*SORT RECORDS\*\*\*\*  
12000

### EXPLANATION

LINE 1230...This line simply waits for a key to be pressed using the function INKEY\$, and puts the result into 'get\$'. If 'get\$' is blank ("") then the program is told to return to the beginning of the line again.

LINES 1240-1270. Please refer to last Issues BEGINNERS BASIC.

LINES 2000-2120. Please refer to last issues instalment.

LINES 2130-2190 are written to be compatible with POWER BASIC.

LINE 2130...As line 1230.

LINE 2140...This converts the character held in 'get\$' to an uppercase (capital) character.

LINE 2150...Again, if 'get\$' is blank, then go back to line 2130 and wait for a keypress.

LINE 2160...This line first finds out the ASCII 'value' of the character held in 'get\$'. We need to have a value of 65-72 (A-H...please check manuals). This value is placed into the variable 'choice%'. The next part of the line subtracts 64 from this value, so we SHOULD now have a value of 1-8, although at this stage it could contain other values depending upon whether you pressed an valid key or not.

LINE 2170...This checks to see if 'choice%' is LESS than 1. If it is, then go back to line 2130 for another keypress.

LINE 2190...Checks for values GREATER than 8. If so, go back for another keypress.

LINE 2180...If 'choice%'-8 then the program RETURNS to the MAIN MENU.

LINE 2200...This line deals with values in 'choice%' of 1-7. If the value is 1 then SUBroutine 6000 is called. If it's 2 then SUBroutine 7000 is called etc, etc.

Once the subroutine has finished, the program returns to line 2210, which in turn goes back to line 2000 to display the options again.

For those of you without a copy of POWER BASIC, then replace the following lines.....

```
2130 get$=UPPER$(INKEY$):IF get$="" THEN 2130
2140 choice$="ABCDEFGH"
2150 choice%=INSTR(choice$,get$)
2160 IF choice%=0 THEN 2130
2170 IF choice%=8 THEN RETURN
2180 ON choice% GOSUB 6000,7000,8000,9000,10000,11000,12000
2190 GOTO 2000
```

Then delete lines 2200-2220. That's it for now...Happy typing!! ●

---

## \* HINTS & TIPS \* BY STEVE HAYWARD

```
KEY 135,"INPUT a$,a:OPENIN a$:WHILE NOT EOF:LINE INPUT #9,a$:PRINT
#a,a$:WEND:CLOSEIN"+CHR$(13)
```

This sets up key 7 (on the numeric keypad) to read in an ASCII text file from tape/disc, and then send it to the screen or printer. When the key is pressed the "?" prompt appears. You then have to type in the name of the ASCII file to be read, and the stream to send it to (0 for the screen, and 9 for the printer). The two must be separated by comma's, like so:-

? phonlist.doc,9 --- (this would send "PHONLIST.DOC" file to printer)  
Press ESC once to pause listing of the file, then any other key (except ESC) to re-start.  
Pressing ESC twice completely stops the listing. ●

# SO YOU STILL HAVE IT!!

BY GORDON WOOLLISCROFT

In the second article of the series, I shall be moving on to talk more about what you have bought, and what it can do for you, as well as sorting out some of the problems that annoyed all of us when we had just started computing. However, it is at this point that I would like to emphasise that I am NOT going to teach you BASIC, or how to write programs, but am more concerned with getting you going and keeping you going.

First of all, with the computer you should have been given a manual (at least 1" thick for the 6128), which has probably given you a fright with all the as yet confusing detail. Use your manual to help you set up your machine, and to check what to do if it does not work. Use it also as a reference book, to check on error messages/save & load procedures rather than trying to read it all through and understand it. If stuck, do use the index at the back to help you find an area that will most probably help you out. In addition to the manual, I keep a loose leaf file with other items that I need to refer to (eg, special printer commands, general commands, hints and tips, etc), adding to it from time to time).

Now on to what you have bought, and what each section does (in brief). You should have at least 2 items; a Monitor (like a TV, but does not normally receive TV programs), complete with power lead and sockets for connection to the other item, which is a keyboard. The monitor may have either a green screen, or a colour screen. Some people may be using their TV set via an MP1 or MP2 device. Whichever is in use, the end result (apart from colour/lack of colour) is the same.

The monitor contains the power supply, and has a screen that allows us to see generally what is happening, and allows communication to and from the computer. In the early days, the only way to talk to and hear from the computer was by punched tape, or by a print-out which made communication very time consuming and tedious.

You will also have a keyboard, with either a tape or disc input/output. The keyboard contains the "works", and allows you to communicate with the computer by typing in commands in English (unless you have purchased one of the price reduced models made originally for Europe, which will require knowledge of the language used!!). Now I know what you are going to say - why don't the letters follow in sequence like the alphabet (ie, ABCDEFG). Well, the keyboard has developed from the typewriter, which had the letters set out for ease of use. We appear to be stuck with it, although on some computers one can change the keyboard layout.

On then to some brief details of the "works" inside the keyboard. I am afraid that the computers' "brain" (the Central Processing Unit - CPU) only understands what is called Binary Code, so inside the keyboard there is a program which acts as a translator between the keyboard and the CPU, allowing you to type-in in English, and read material on the screen and printer in English.

Also inside the keyboard are silicon "chips", which

contain 2 types of memory. Read Only Memory (ROM) as its name suggests can only be read by you, and not altered in any way. It is permanent when the machine is switched off, and usually contains all the basic information and knowledge required to run the machine. On switching the machine on, the ROM checks the machine, prints the Logo, and indicates it is ready for use. After that it continues to check input, and produces the correct error message when necessary. It is possible to have external ROMs attached to the computer, via a ROM-board, which allow the information/programs contained in them to be called up immediately.

Finally, whilst there are connectors and other devices in the "works", the only other important item as far as you are concerned at the moment is the second type of memory. This is Random Access Memory (RAM) which is the temporary (and initially empty) section of memory which holds your program, and to which you have access so you can alter it, run it, save it, list it, etc. This memory is cleared when you switch off the machine, or when you load another program (although not when you merge a program). Therefore it is important that you save programs at intervals to a permanent back up medium (tape or disc) to avoid loss.

On then to the basis of computing, which involves you loading and running a previously prepared program (commercial or written by yourself) required to do the specific task you require the computer to undertake - eg, game, word processor, database. The program is loaded into the RAM, and occupies a specific space measured in Kilobytes, and written as so many 'K' (eg, 5K). The capacity left, in some cases, governs how much you can do with the program. In the case of the Protex word processor used to write this article, one is also told how much of the total 64K RAM is left for the text - just over 23K, which allows me to type in 7 pages only before the memory is full. I can use other versions of Protex; either the CPM one, which allows more free space, or the ROM version where the program is held in an external ROM leaving all the memory free.

You will by now have noticed an number of features of the computer which are important, and which you must remember in the future:

1. Correct spelling and spacing is important in typing in instructions, to avoid certain error messages.
2. There are certain keywords which are accepted in upper or lower case, followed by a space and a command (eg, RUN/SAVE/LOAD "program name", or LIST/PRINT to the screen, or LISTE8/PRINTE8 which lists or prints to the printer).
3. Some RSX's (Resident System Extensions) controlling

certain functions are built in (eg, [cpm, [tape, [disc ('I' is upper case @)). It is also possible to load in additional ones - I have a series of printer commands which I can load in to produce different types of print fonts.

4. When you type in instructions to the computer they usually appear on the screen, but nothing happens until you say to the computer "go ahead" - when Return/Enter is pressed. This allows you to check for any errors and amend any mistakes.

On then to other matters relating to tapes, which store information in a linear fashion - along the tape from start to finish. If you record over material on the tape, the original material is erased unless you prevent this by removing the tags at the rear of the cassette (just like music cassettes). Should you wish to record over the material later, you can always cover the slot with 2 layers of sellotape. It is therefore important that you know what programs are on the tape, and where they are, to avoid loss of material. I recommend that only C12/C15 tapes are used, and only one or two programs are recorded per side, rather than C60 tapes with many programs on them.

From time to time therefore, you need to catalogue a tape to note down the programs and their locations (using the counter). To do this, first wind the tape back to the start and place it in the tape deck. Now type in CAT (upper or lower case letters are acceptable), and press enter. Should you mis-spell CAT, then you will get an error message 'SYNTAX ERROR'. Follow the instructions on the screen, and there will appear a list of the program blocks in numerical order, plus a code indicating the type of program, and hopefully the letters 'OK'. This indicates that the program would load or run if required to do so.

Occasionally when using a tape deck attached to a 6128, one gets the error message "read error a" or "read error b", which may require an alteration in the volume or the cleaning of the recording head. There may also be occasions when the tape will not respond correctly, due to the fact that it was recorded on another tape recorder - this applies especially to "home grown" software rather than commercial programs.

When you have catalogued the tape (a C12 takes 6 minutes per side), it is a good idea to make a note of the programs listed on the screen, and keep this either on a cassette box insert or in a loose leaf book. You can also note their approximate length, using the fact that one Block is on average 2K in length. There are one or two programs which are in the Public Domain that are supposed to catalogue tapes, but I am not sure of their reliability. If this is required I usually load a Screen Dump program first, then use it to print out the screen listings.

Now on to discs, which store the material in a different manner - in 'segments' on the disc. They are said to be 'formatted', with the details of location of the programs being kept by the disc menu. Normally when you purchase new discs they are unformatted, so it is necessary for you to do this yourself. There are a

number of Public Domain programs that can do this, or you can use the Disckit program on the Master Disc supplied with your disc drive, following the instructions in your manual (look up in the index under "format - disc").

So how do you find out what is on the disc? Well, first of all ensure that the read/write spaces are in the protected position (usually moved to leave a space - but check with the instructions with your particular type of disc), and insert the disc with the side you wish to catalogue in the upper position. Type in CAT, and press enter to get the catalogue printed out on the screen. But the top has gone off the screen, I hear you say, and I missed the details. This will happen if the disc is very full, but do not worry. Type in MODE 2 (note the space) and press enter, repeating afterwards the catalogue process, and you will now have all the programs visible on the screen.

You will note that you only have the program as a whole listed, not the individual blocks as for tapes, and the type of program is usually indicated (eg, BAS/BIN) plus its size in K. You are also told of the remaining space left in K on the disc. One feature if you have previously used tape programs, is the fact that the program name is a maximum of 8 characters followed by a full stop, and then 3 characters usually indicating the type of program - eg, GASSCARD.BAS.

There are a number of Public Domain programs available that will allow you to print out the catalogue of a disc in varying sizes of print, so that you can have a more permanent record of the contents of the disc.

Finally, one or two words about discs - especially if you have only full ones and need room for another program. You can look through the discs, and decide which programs you no longer want to keep (such as those Back Up (BAK) programs that could be deleted), and use an erase program to clear some disc space. There are some Public Domain ones, often along with other disc utilities, or you could use my Public Domain program FILERID. But what if you have erased something important by mistake? Well, there is a Public Domain program called UNERA3.BAS to be found on Disc number 26/4 (in the UAUG disc PD Library), together with other utilities including a Formatting program.

Do bear in mind however, that when you erase a file you only initially delete the visible entry in the disc menu, and not the contents of the program UNTIL you have filled the disc on one occasion, after which new programs are saved on top of deleted ones.

Well that is all for the moment - more next time about error messages, and saving/listing programs, with some ideas about uses of computers. But in the meantime, if you have any queries I will try to answer them. Either direct (letter is best), or in the articles themselves, the aim being to keep you going with your computer. ●

# STRATEGY & SIMULATION

WITH DAVE HAVARD

If there is one thing to be said in favour of Strategy games, it is that they stand the test of time. Dedicated wargamers don't need multi-coloured sprites and digitised sound. We have also been spared the ravages of intelligence required to read storylines such as, "Guide your megafab-brill killer tomato through the inner workings of a computer, zapping hordes of alien ninja mutant doorhandles". Yes, some older strategy games are still as good as any of the latest releases, which is why I am pleased to be able to review a solid golden oldie - PIRATES from Microprose.

## PIRATES! - Microprose

First released in 1987, it has everything you could ask for, and is the most popular program loaded in our house, except for Tasword, Laser Squad, and Lords of Chaos. If I had to describe Pirates in one word it would be "Elite on the High Seas", or to be more accurate "EliteontheHighSeas"! Apart from the fact that every time it is loaded it plays differently, you actually get multitudes of choices between loading and playing. For a start there are six different periods to sail in from 1560 to 1680. You can select to sail as one of four nationalities, on any of four different difficulty levels, and each of these choices make a real difference to way it plays. There is also the chance to command a recreation of six different historical expeditions.

Once into the game, you will need to make decisions involving navigation, trading, smuggling, and sea battles, prior to boarding and fencing. You will be able to find pirate treasure, Inca treasure, rescue members of your family, seek a bride, and command a fleet of up to nine different types of ship.

Roleplaying comes into things, allowing you play as you wish, either as a freebooter, privateer, trader, smuggler, or outright pirate. Throughout your career you gain first letters of Marque, followed by promotions awarded for successful attacks on enemy ships and ports.

If collecting the plunder is enjoyable enough, you have to be responsible enough to keep a happy crew, and decide the best time to divide the plunder and start a new expedition. Each time you do this your profits are banked in readiness for retirement.

If all this wasn't enough, it has educational value as well. My 9 year old son now knows the names and locations of all the major ports and islands in the Caribbean, is aware of points of sailing and the difference between square rigged and fore and aft rigged. The 16 points of the compass are now second nature to him.

Inside the box along with the disc comes a hefty manual, and beautifully presented map of the Caribbean. The manual is easy to read, and takes you through all the possibilities explaining why for example it is a good idea to attack a port following a raid by local indians, but not after a pirate raid.

Once your choices have been made, and your career starts in earnest, you are faced with the main sailing

screen. This shows your ship (or one ship representing a fleet) at a port. Using joystick or cursor keys, you can steer to other ports far and wide in search of trade and plunder.

It is rare to have an uneventful journey, and when a sail is spotted on the horizon you can choose to investigate or sail on. If you investigate, the ship type and nationality are provided. Once again you can sail on, hail for news, or close for battle. Should battle be the case, you can select which of your fleet will be your flagship. Different ships have different handling characteristics, and the wind plays its part as well. Larger ships are ponderous, but carry many guns & crew, while smaller vessels are more manoeuvrable. Once battle is joined the screen changes to a close up of both ships approaching each other, not always on the same tack though. The control method changes slightly, with left and right turning your ship, while up and down raises or lowers the sails for combat or flight (as in 'flee' - this is no arcade dross). Though ships can only fire broadsides, they can be aimed at any part of the opponents vessel. So the standard tactic of firing through their bow, while weaving to avoid their guns, is a sure fire winner - when you get it right. After one or more exchanges you can close for boarding, whereupon the enemy may strike (surrender) or allow you to board and fight it out. This allows you to have it out with the opposing captain with a choice of Cutlass, Longsword or Rapier - again each plays differently. If successful you can keep the cargo and any gold, and even the ship if you feel it is still seaworthy.

Once exchanges are made, it is back to the main screen and on to pastures new, assuming the you get favourable winds. On higher levels the wind can be a tremendous asset, or a formidable foe, particularly with a damaged merchantman in tow. There are ports a plenty to put into, where you can sell your cargo, repair or sell some ships, collect more crew, visit the governor for promotions, and maybe even get a remnant of a treasure map.

Not all the ports are friendly, depending on your nationality and actions. If you come across an enemy port, you could always sneak into town and try smuggling (though the wealthier ports won't allow this), or attack it from sea or land. A seaborne attack is similar to the ship to ship attack screen, except you have to beach

your ship near the fort while avoiding their guns, followed by the sword fight. A land attack is something else. Your crew is split into several groups, which can be controlled together or independently. Terrain plays its part, as do tactics of ambush, as the enemy defence come out to meet you. Once past them it is onto the fort for the final fight before looting the town. You may even get the chance to install a friendly governor!

After a few successful missions, you will be told that a certain foreigner knows the whereabouts of one of your long lost family. Once you track him down, and beat him in a duel, he rewards you with part of a map. More parts can be found in a similar way, and before long you are off to rescue a long lost loved one. Once rescued they provide you with yet another map, detailing the whereabouts of some buried Inca Treasure. This is well

worth finding, and can be done four times in a career if you are bold enough an adventurer.

I can heartily recommend this game to anybody who enjoys adventuring, or has ever wanted to sail the high seas. The aspects of trading, with towns and ports growing in stature before falling, Spanish Treasure Fleets, The Silver Train, Expeditions, and so much more. If ever there was a reason for owning an Amstrad this is it. If you only buy one game this year, choose Pirates! Old but not dated.

Pirates is disc only, for the Amstrad CPC 6128 (or for the 64k machines with expanded memory? - Ed). The address for Microprose is on the back page for a 35% discount. ●

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## **THE MEMBERSHIP SECRETARY SPEAKS!**

First of all, many thanks to those members who have paid on time. ALL of whom enclosed details of their Membership Number, and alterations to addresses, making it easier to update the files. At the same time, apologies to the member who was missed off the last set of files - as I have pointed out before, this is a human error (my own), and not a computer one!!

On next to Membership numbers, and the renewal date of your subscription. Alan and I do seem to be having some success with our reminders on the labels. Do try to make a note of these - why not on a little label in the lid of your disc box! Then you can quote your number when communicating with me, any Officers of the Group, or for discount offers from the CPC User. It helps us to locate your "file" quickly and more easily than going through over 200 members each time.

We do not want to lose you, nor do we wish to upset you, by failing to send out your copy of the CPC User on time, or not allowing you access to facilities such as the PD Library or Book Library, for our Librarians do get a copy of the Membership files. However, if renewals are not paid when addresses go to Officers - just before publication of CPC User - then this may happen to you. So if your copy of the cpc user fails to arrive at the usual time, first check your renewal date before contacting either alan or myself.

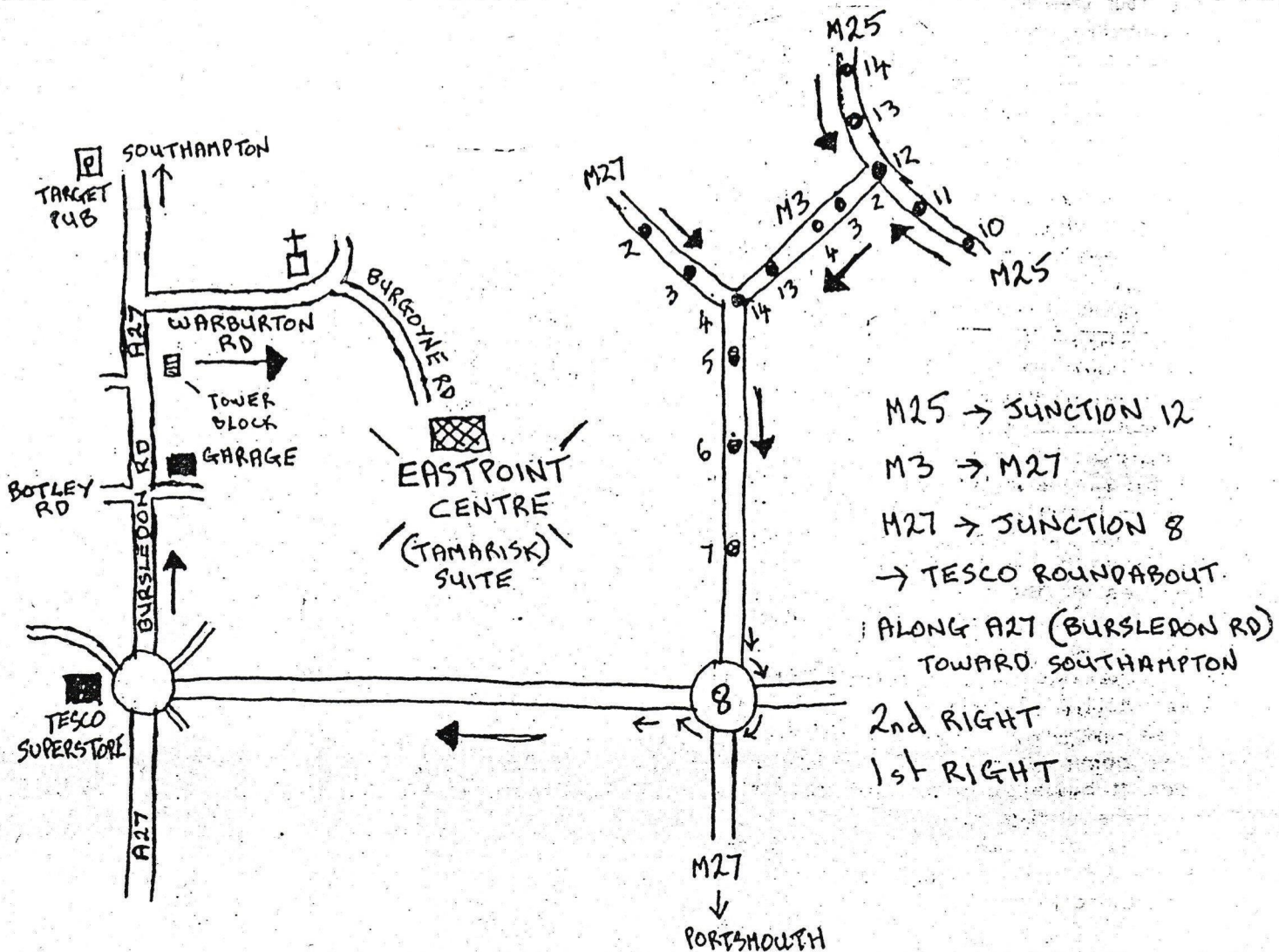
Alan has previously sent out renewal notices with the CPC User, with some little success. However, we are now adopting a better scheme (we hope) by adding your renewal date as well as your membership number on the label used to send out the Magazine (bottom right hand corner). So when the next one arrives have a look, and make a note of both membership number and renewal date. Please note that the renewal date will read as the following example: '92/04/30', because this is the way our database stores it.

Now on to Membership itself. At the moment we appear to be static around the 200 mark, but we still need more members. Whilst the Officers can do their bit in giving the Group publicity, do remember that most of the new members come through you the Members, who recommend the Group to others. So please make an effort to recruit at least ONE other Member, by passing on your enthusiasm, and telling them of the benefits of joining the United Amstrad User Group, and the reasonable price of the subscription.

On the other hand, if you do not wish to renew your subscription it would help us if, where possible, you could drop us a line and give us some idea why you are not continuing. I do know that some of you move on to other machines, or have financial commitments or alternative interests, but there may be reasons related to the service we have offered that we may be able to remedy in the future.

Finally, many thanks again to those members who have paid on time, and thanked us for the new style of reminder. Should you have any queries, please do not hesitate to contact me. Gordon Woolliscroft. ●

# UAUG Convention



## HOW TO GET THERE BY PUBLIC TRANSPORT

1. Train to Southampton (NOT Southampton Parkway). Exit platform 1.
2. Buses (Solent Blue Line) no. 18 or 19 to Hightown/Eastpoint Centre.  
OR
- 2(a). City bus from train station to the 'Target public house', then five minutes walk.  
OR
- 2(b). Taxi from train station to Eastpoint Station.

## ABOUT THE CONVENTION

DATE: OCTOBER the 18th, 1992. 1pm to 7pm  
VENUE: TAMARISK SUITE, EASTPOINT CENTRE, Burgoyne Rd, Thornhill, Southampton.  
ORGANISER: JOHN PACKHAM  
PRICE: £3.50

There is ample parking space available. Some sandwiches may be laid on, and there are drink machines in the centre.

SD Microsystems have kindly donated some stuff for a prize draw. Members are encouraged to bring along any soft/hardware for sale/swap. Most (if not all) of the book and disc PD library contents may also be there.

If you're interested, contact JOHN PACKHAM for more info. Please also contact John if you have any ideas of things to do at the convention.

JOHN PACKHAM: 60 Hightown Towers, Warburton Rd, Southampton, Hants, SO2 6HH.  
Telephone: (0703) 402155 between 5pm and 9pm.



# Tape PD Column

Firstly, I would like say hello to all of our CPC Tape only members, and urge you to make good use of the PD Tape Library. Sadly, since I have taken over, I have received no requests - hope it's nothing personal!!!

I have, however, not been idle: I have contacted several PD Tape Libraries, and have, in many instances, received permission to include some of their titles into our library. Also, Richard Sergeant has given me the 'OK' to adapt some of the PD Disc Library titles to tape. Therefore the Tape Library is now even bigger than before!! In fact I have personally donated 10xC60 Tapes to get things going, and hope that this will encourage members to donate any PD (which would be very welcome).

I'm having some difficulties in a few cases, especially the 'adventurer' series, as I keep on getting 'error b' messages. I am unable to transfer some of the interesting programs, because of lack of basic programming knowledge. So if you have any ideas on the subject of disc to tape transfer of larger programs of this kind, please contact me and tell what I'm doing wrong!!

## \* \* THE NEW PD TAPES \* \*

1. ADVENTURER (trouble with error b's)
2. PRINTING & UTILITIES .....Banker/Cardcass/Home accounts/etc.
3. QUIZ'S & BOARD GAMES .....Wordfind/Spelling/Blackjack/etc.
4. WORD PROCESSOR, DATABASE .....E-sheet/WP(Word Processor)/etc.
5. GAMES, TEARAWAY & CHEAT MODES ..Cut Down Version of Tearaway/etc.
6. SOUNDS LIKE P.D. MUSIC & DEMOS .Various sounds/demos/etc.
7. SCULL P.D. ....M-Artist/Datasystem/etc.
8. NOT READY YET
9. NOT READY YET
10. ROBOT P.D. ....Pbase2/Romprobe/etc.
11. EGERTON P.D. ....Superbasic/Birth Facts/etc.
12. HAWK P.D. ....Mostly Demos/Tunes/Tv/etc.

## THE NEW PROCEDURE FOR BORROWING THE TAPES

1. Send a jiffy bag (or other padded envelope), along with a self-addressed label, with the correct return postage (normally two second class (2x2nd) stamps). Once a month is best.
2. Enclose a good quality C60 tape.
3. Clearly state category no(s) of tape(s) required.
4. Clearly state your membership number.

I will copy the programs requested onto your tape, and will usually send them back by return of post.

Please send to requests, PD donations, etc, to:-

RICHARD DUGGAN  
TAPE LIBRARIAN  
FLAT 15  
HUGHENDEN COURT  
MOUNT PLEASANT ROAD  
HASTINGS  
EAST SUSSEX TN34 3ST

Remember - its only going to cost you two 2nd class stamps, a jiffy bag and a C60. What have you got to lose??? ●



# Disc PD Column

As I sit in front of my monitor and tap in (using two fingers, on my trusty keyboard) this latest article for the PD section of CPC User, it is a wet and blustery August evening. Looking at the clock the time is 19:15 Hrs, and it is already starting to get dark. Thus it can be assumed the seasons are heralding the end of summer, and the on set of the long winter evenings.

Hopefully, the interest in using and supporting the UAUG PD Libraries will be revived in the months to come. Fortunately, since the last time I wrote, I have been sent a lot more material which has filled up another eight selections (PD 41/2 to PD 43/2).

May I request members who send me programs they have received from other PD libraries, to weed out the files we already have in ours. Also a brief description of what each file is supposed to achieve would be appreciated.

I'm including in this column, a mini PD review sent to me by Brian Watson. I hope you enjoy it.

## Mini PD Review by Brian Watson

I ordered the Neural Networks programs (PD 28/4 & 29/1) with a proposal to review them. Well, I must eat my words as they are quite beyond my ability to understand how they work, even if I can see what they are doing. It appears they are illustrations of the CPC's ability to retain information from one process, and apply that information to the following processes - in other words "learn". Well, so what, I say! I can still beat the noughts and crosses game on the disc.

This, of course, is part of what PD is about; "horses for courses", so to speak. I wouldn't be without NSWP.COM (PD 1/1) for transferring and tidying-up the files on my discs. Incidentally, it works easily with both 3" & 3.5" discs under RAMDOS/ROMDOS. Also getting regular use by my son and I are the telephone code identifier files, the art/desk top publishing programs (with clip-art files), and various disc label printers and file unerasers in Basic. When I want a mildly education game I load up "Break" from PD 2/5. It is a general knowledge quiz with more questions than most people will be able to remember. (End)

Thank you Brian. If other members would like to see their efforts at reviewing PD printed in this column, a similar length review (200 words) sent to me (as any type of text file), will be just the job.

Last time, in issue 34, I mentioned Tuck PD. Now Matthew Tuck has sent the library a few of his programs. Find them on PD 41/2, PD 41/3, PD 41/4 and PD 42/1.

Richard Duggan, our PD Tape Librarian, sent the disc library a number of interesting word games (known as the Keith Mortimer Board Game Collection). Find them on PD 42/2 and PD 42/3.

Members Ronnie Baird and Derek Murray between them,

sent me over 200 files that originated from SCULL PD library. I have had to do a wee bit of editing, but the resulting effort is to be found on PD 42/4, PD 43/1 and PD 43/2. There are really a good selection of utilities to be found in these volumes, however PD 43/2 does require a working knowledge of German. DMANAGER.BAS (PD 43/1) is especially useful, and as for the program INLAY.BAS (PD 43/1) if you still use the little plastic boxes for your 3" disc this is the answer to your prayer.

In conclusion, I will once again (as I always do in every one of my articles) remind all the new and old members alike: only send me good quality branded discs for copying. This is especially the case now, as decent quality branded discs get harder and more expensive to obtain. A lot of poorer quality junk is beginning to appear. One particular type looks remarkable like the old AMSOFT, but has a shiny surface. As an extra precaution for members using 3.5" discs, please verify your discs after formatting. This will reduce the risk of disc failure. In my experience some cheap unbranded 3.5" discs are quite dodgy, however to be fair the majority are perfectly alright.

You may send me, up to three 3" discs (6 selections of PD) or one RAMDOS D20 formatted 3.5" (4 selections of PD) for copying in any one month. Please understand, if you don't use your allowance in the current month it CAN NOT be carried over to the next one.

If you don't have any spare discs, I can supply an unlimited amount of brand new Amsoft/Maxell discs at £3.50 each (cheques made payable to UAUG). This price includes 2 selections from the library, and all postage and packing. One last point: when you write to me, please send your discs in a good quality jiffy bag, and enclose a return self addressed sticky label plus (sufficient) return postage. One last point about sticky labels. I will accept the gummed ones that I have to lick, and the type that are self adhesive, but NOT ones I have to attach by the use of Selotape or PrittStick. My expenses don't run to such luxuries. One last point, please remember to include your membership number when requesting PD.

Bye, until the next issue. ●

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## FOR SALE

Winemaking The Easy Way - £7.95 DISC or £4.95 TAPE  
Art The Easy Way (for 6128 or 664/464 with extra memory)  
- £8.95 DISC or £5.95 TAPE

Amstrad Computer User magazines (1989), all except Feb  
- £7

Various Games for sale....Give me a call and see if I have what you want.

Contact....JOHN PACKHAM (details inside cover).

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# DISC PD LIBRARY LIST

- PD 1/1. CP/M CPM-utilities including DU, FIND, NSWP, SQUEEZE, UNSQUEEZE etc.
- PD 1/2. CP/M Compiler with 32Kb of documentation.
- PD 1/3. CP/M ZMAC assembler.
- PD 1/4. CP/M Z80 monitor and assembler.
- PD 1/5. CP/M SECRETARY Word processor etc.
- PD 2/1. CP/M Prestel link and Smart Modem utility
- PD 2/2. CP/M Modem utilities
- PD 2/3. CP/M Adventure games Calendar..Biorythm etc.
- PD 2/4. CP/M Games: Chess, Golf, Othello, Stones Life....
- PD 2/5. AMSDOS Games, etc: Snooker, Blackjack, Horoscope...
- PD 3/1. AMSDOS Games utilities etc.
- PD 3/2. AMSDOS Comprehensive 'Masterfile' index for AMSMAGS
- PD 3/3. AMSDOS Like PD 3/2 but ASCII format
- PD 3/4. AMSDOS 2 part Adventure game. BLUE RAIDER
- PD 3/5. AMSDOS Font designer utilities disc menu etc.
- PD 4/1. CP/M FORTH compiler. Editor. File Manager etc.
- PD 4/2. AMSDOS Telephone exchanges in alphabetical order also see #PD 8/4 (better)
- PD 4/3. ASCII As PD 4/2 above but ASCII
- PD 4/4. CP/M Dazzlestar full featured disassembler needs two drives.
- PD 4/5. CP/M File compress/decompress. To SORT it needs PCSORT.COM! Anyone help?
- PD 5/1. CP/M SCRIVNER - Mail and Data processor. 113K of documentation.
- PD 5/2. CP/M Database originally for food trade but flexible. Text editor + spell checker for editable dictionary.
- PD 5/3. CP/M Standard MBASIC and Compiler.
- PD 5/4. CP/M Pascal compiler & lots of documentation etc.
- PD 5/5. CP/M Small business accounts program. Must have DBASE II + CREATOR databasewhich needs MBASIC (PD 5/3 et al).
- PD 6/1. AMSDOS Miscellany of mostly BASIC programs.
- PD 6/2. AMSDOS &&& UNIX SHELL (Centrox) LATEST VERSION (JUNE 1989)
- PD 6/3. AMSDOS &&& Comprehensive & LATEST DOCUMENTATION (JUNE 1989) for PD 6/2 above.
- PD 7/1. AMSDOS Random Database (2 DRIVES!) & Election forecasting.
- PD 7/2. AMSDOS Miscellany of BASIC files and utilities etc.
- PD 7/3. AMSDOS PASCAL programs and demos.
- PD 7/4. CP/M Update of Library util. Lots documentation.
- PD 7/5. CP/M All progs 'cept KPFLY need MBASIC which is on this disc. NO documents tho!
- PD 8/1. AMSDOS Tourist guide of Wales.. plus others.
- PD 8/2. AMSDOS Most files need UTOPIA.
- PD 8/3. AMSDOS Graphical adventure.
- PD 8/4. PROTEXT STD codes in numerical order. Filename=1st 2 figs of exchange.
- PD 8/5. AMSDOS BASIC util's, includes calendar printer etc.
- PD 9/1. AMSDOS Mostly word games. Some utilities.
- PD 9/2. AMSDOS Miscellany of games and utilities/novelties.
- PD 9/3. AMSDOS Assorted and varied BASIC programs.
- PD 9/4. AMSDOS A Mandelblot Generator
- PD 10/1. CP/M FORTH 83
- PD 10/2. ASCII Documentation for FORTH 83 & CP/M+ HELP
- PD 10/3. CP/M Small C subset compiler. Lots documentation.
- PD 11/1. CP/M Assorted utilities etc.
- PD 11/2. CP/M Assorted utilities etc. Plus Star Trek game.
- PD 11/3. CP/M 80TRK.DOC details how to format DS/DD drive as B an needs other PD discs.
- PD 11/4. CP/M ISLAND.....Adventure game.
- PD 12/1. AMSDOS Assorted BASIC utilities etc.
- PD 12/2. CP/M Disc editor and library etc.
- PD 12/3. AMSDOS Assorted BASIC utilities etc.
- PD 12/4. AMSDOS A teaching aid (NEEDS PRINTER)
- PD 12/5. CP/M Small-C compiler.Assembler ZMAC on PD 1/3 but PD 10/3 is almost identical to this disc AND with ZMAC ZLINK etc.
- PD 13/1. CP/M Limited demos of ZBASIC. Some CPC, some PCW.
- PD 13/2. AMSDOS Most files are for ADV.ART STUDIO but some may be used from Basic.
- PD 13/3. AMSDOS Related to parts of PD 14/1. For Math buffs?
- PD 14/1. AMSDOS Mandelblot. Needs PD 13/3 to be of any use.
- PD 14/2. AMSDOS Useful Basic Util's: Screen Dump, Passwords
- PD 14/3. CP/M SUNix disc utilities similar to some of RODOS et al.ALL FILES SQUEEZED
- PD 14/4. CP/M Communications.
- PD 14/5. CP/M All files need MBASIC (See PD 5/3 & 7/5)
- PD 15/1. AMSDOS Telephone codes. Similar to PD 8/4. Enter code to determine Exchange name.
- PD 15/2. AMSDOS Databases mostly for 'music lovers'.
- PD 15/3. AMSDOS Miscellany of graphics childrens' games etc.
- PD 15/4. AMSDOS More fractals.
- PD 15/5. AMSDOS Adventure game and drawing programs.
- PD 16/1. AMSDOS Adventure games and mazes.
- PD 16/2. AMSDOS Utilities Games and Quizzes.
- PD 16/3. AMSDOS A.A. Collection 'Public Domain Type-ins 1'
- PD 16/4. AMSDOS A.A. Collection 'Public Domain Type-ins 2'
- PD 16/5. AMSDOS Games:- Fruit machine Card & Yahtzee type-in
- PD 17/1. AMSDOS A.A. Collection - 'Games Reviews 1985-91'
- PD 17/2. AMSDOS Citizen 120-D Printer Util's- Updated 9/2/91
- PD 17/3. AMSDOS Basic Language Programming Tutorial.
- PD 17/4. CP/M Useful Utilities.
- PD 17/5. AMSDOS & CP/M Basic Data Base and CP/M Utilities.
- PD 18/1. CP/M CP/M+ Utilities & Assembler Code for SUPERZAP.COM
- PD 18/2. PROTEXT Cobol Document's - Booklet Demo See PD 17/2
- PD 18/3. CP/M Number Cruncher - a formula calculator
- PD 18/4. CP/M Useful utilities with lots of documentation
- PD 18/5. AMSDOS Stop Press Clip Art & some new Fonts: Vol. 1
- PD 19/1. AMSDOS Compilation of Quilled Adventures - 1
- PD 19/2. AMSDOS Compilation of Quilled Adventures - 2
- PD 19/3. AMSDOS Beginners Basic Tutorial Program & Examples
- PD 19/4. AMSDOS Stop Press Clip Art - Vol. 2
- PD 19/5. AMSDOS Stop Press Clip Art - Vol. 3
- PD 20/1. AMSDOS Compilation of Adventures
- PD 20/2. AMSDOS Music Files for Advanced Music Sys. Disc 1/A
- PD 20/3. AMSDOS Music Files for Advanced Music Sys. Disc 1/B
- PD 20/4. AMSDOS Music Files for Advanced Music Sys. Disc 2/A
- PD 20/5. AMSDOS Music Files for Advanced Music Sys. Disc 2/B
- PD 21/1. AMSDOS Music Files for Advanced Music Sys. Disc 3/A
- PD 21/2. AMSDOS Music Files for Advanced Music Sys. Disc 3/B
- PD 21/3. AMSDOS Music Files for Advanced Music Sys. Disc 4/A
- PD 21/4. AMSDOS Music Files for Advanced Music Sys. Disc 4/B
- PD 22/1. AMSDOS Music Files for Advanced Music Sys. Disc 5/A

- PD 22/2. AMSDOS Music Files for Advanced Music Sys: Disc 5/B  
 PD 22/3. AMSDOS Graph and Database programs  
 PD 22/4. AMSDOS Graphic and Music Demo files  
 PD 22/5. AMSDOS More Demo's  
 PD 23/1. AMSDOS Super Lotus 123 style Spreadsheet  
 PD 23/2. AMSDOS More Clip Art for Stop Press Vol. 4  
 PD 23/3. AMSDOS Still more Clip Art for Stop Press Vol. 5  
 PD 23/4. AMSDOS Games and Utilities  
 PD 24/1. AMSDOS TEARAWAY - Multiface Poke finder (Cut Down Version)  
 PD 24/2. AMSDOS Page Maker - Simple DTP from Scull's Library  
 PD 24/3. AMSDOS Communications Prog in Basic & Machine Code  
 PD 24/4. CP/M Instructions and Examples for MBASIC  
 PD 25/1. AMSDOS Another selection of Clip Art from Scull PD  
 PD 25/2. AMSDOS Games Poke Disc - originally Scull PD  
 PD 25/3. AMSDOS View/Create Squeezed Grafix Screens:Scull PD  
 PD 25/4. AMSDOS Miscellaneous & Interesting Progs: Scull PD  
 PD 26/1. CP/M Complete JRT Pascal Program also PD 26/2 & 3  
 PD 26/2. CP/M JRT Pascal - See PD 26/1 & 3  
 PD 26/3. CP/M JRT Pascal - See PD 26/1 & 2  
 PD 26/4. AMSDOS More Miscellaneous Scull PD programs  
 PD 27/1. AMSDOS Animation DEMO progs - originated Scull PD  
 PD 27/2. AMSDOS AMIGA GRAPHICS No.1 - originated PENGUIN PD  
 PD 27/3. AMSDOS AMIGA GRAPHICS No.2 - originated PENGUIN PD  
 PD 27/4. AMSDOS Good Word Handling Suite of Programs  
 PD 28/1. CP/M & AMSDOS: Serious Business & Utility Program  
 PD 28/2. CP/M PCW-World Disc No. 103A  
 PD 28/3. CP/M PCW-World Disc No. 103A (Side 2)  
 PD 28/4. AMSDOS Neural Network Part 1.  
 PD 29/1. AMSDOS Neural Network Part 2.  
 PD 29/2. CP/M Print Master System Disc No. 1  
 PD 29/3. CP/M Print Master Data Disc No. 2  
 PD 29/4. AMSDOS More Scull PD - Graphics Slide Show No. 2  
 PD 30/1. AMSDOS Super Slide Show No. 3 - from Scull PD  
 PD 30/2. AMSDOS Page Maker Clip Art Viewing (Scull PD)  
 PD 30/3. AMSDOS Scull PD - More Pages of STOP PRESS  
 PD 30/4. AMSDOS Rocky Horror Picture Slide Show (No.4)  
 PD 31/1. AMSDOS Paula Abdul & Delite Slide Show (No.5)  
 PD 31/2. AMSDOS Games Disc - Scull PD (GAM1)  
 PD 31/3. AMSDOS Games Disc - Scull PD (GAM1 - Side 2)  
 PD 31/4. AMSDOS Print-Shop (imported from Germany)  
 PD 32/1. AMSDOS GPAINT - German Art Package & Xtra Clip Art  
 PD 32/2. AMSDOS A Sample of DARTSMA PD type-ins  
 PD 32/3. AMSDOS Another selection of DARTSMA PD. (DPD 06)  
 PD 32/4. CP/M Use this Database to get the feel of the real Ashton Tates dBASE2  
 PD 33/1. CP/M PC FILE - The Complete Database Package  
 PD 33/2. CP/M PRINTIT - add Xtra Fonts to your Hard Copy from MML the SCRIVNER (PD 5/1) people  
 PD 33/3. CP/M More very useful CP/M Plus Utilities  
 PD 33/4. AMSDOS EASIDRAW - Drawing Package  
 PD 34/1. AMSDOS A Large selection of BASIC type-ins.  
 PD 34/2. AMSDOS More type-ins to compliment PD 34/1.  
 PD 34/3. AMSDOS Paul Dwerryhouse's DWERRY-BASE (Database)  
 PD 34/4. AMSDOS The Kirk Database (6128 Only)  
 PD 35/1. AMSDOS Graphic Screens - Originated WACCI PD. Needs to be unsqueezed - use NSWP.COM  
 PD 35/2. AMSDOS More Grafix from WACCI Collection (See 35/1)  
 PD 35/3. AMSDOS The WACCI Homebrew Collection - 1  
 PD 35/4. AMSDOS The WACCI Homebrew Collection - 2  
 PD 36/1. AMSDOS ISPELL Version 5.00 - Paul Dwerryhouse's Spell Checker (CPC 6128 Only)  
 PD 36/2. AMSDOS Large Shadow Font (Stop Press Clip Art) plus Page Maker Update  
 PD 36/3. AMSDOS Clip Art in Stop Press Page Format - 1  
 PD 36/4. AMSDOS Clip Art in Stop Press Page Format - 2  
 PD 37/1. AMSDOS Clip Art in Stop Press Page Format - 3  
 PD 37/2. AMSDOS Clip Art in Stop Press Page Format - 4  
 PD 37/3. AMSDOS Clip Art in Stop Press Page Format - 5  
 PD 37/4. AMSDOS Clip Art in Stop Press Page Format - 6  
 PD 38/1. AMSDOS Smogware System's RSX-LIB. Enhance BASIC Programs with 52 New Commands  
 PD 38/2. AMSDOS Another Selection that came from Scull PD  
 PD 38/3. AMSDOS A Very useful ASCII file scanner with plenty of information to read!!  
 PD 38/4. AMSDOS Telephone Searcher (Update of PD 15/1)
- (Add your own from here on as and when published or send for latest LIBINDEX from the PD Librarian)

† † HOW TO ORDER † †

1. EACH of the sections above will fit on ONE side of a disc so send enough discs!
2. Use a good padded envelope; enclose sufficient postage stamps and a self-addressed gummed-label.
3. If you don't wish to supply discs then send a £3.50 cheque or PO made payable to the United Amstrad User Group. This will cover the cost of the disc plus postage and packing and TWO sections of the library.
4. Some of the documentation files have been compressed to save disc space. This is indicated by a "Q" as the second letter of the filetype eg. READ-ME.DQC would be a SQUEEZED version of READ-ME.DOC. These can easily be converted into normal ascii with either UNSQUEEZE or NSWP on PD1/1 (easier still use the 'P' option in NSWP to print an unsqueezed version) so you should order this section of the library first.

† † STERLING drafts ONLY please for £4.50 from our Overseas readers. † †

SEND REQUESTS TO:

Richard Sergeant  
 UAUG PD Librarian  
 67 Nursery Fields  
 HYTHE  
 Kent.  
 CT21 4DS.

**WANTED**

Dart Scanner to connect to my CPC 6128. Send me your offers (note: I can pay in Pounds with a Eurocheque). I am also interested in other hardware add-ons.

Contact: STEFAN KUHS, Muensingerstr 35, W-7424 Heroldstatt-z, Germany.

# Discount Page

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.

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

**BINARY BITS**, 223 Lonsdale Drive, Rainham, Gillingham, Kent. ME8 9JW  
Tel: [0634] 366982.....10% off Games.....12.5% off Business Software.  
THEY ALSO SUPPLY 5.25" DISCS AT AROUND 26p EACH.

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

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

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Tel: [061] 724 7572.....25% off Software.....Phone for Hardware Discounts

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

**SD MICROSYSTEMS**, PO Box 24, Holbeach, Lincs. PE12 7JF

Tel: [0406] 32252.....10% off everything.  
CONSUMABLES ALSO SUPPLIED SUCH AS DISCS, RIBBONS etc. ALSO CLIP ART FOR PAGE PUBLISHER.  
No discount on 3.5" drive package, but free postage.

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

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

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

**CPC NETWORK**, 3 The Cottons, Outwell, Wisbech, Cambs, PE14 8TL  
Tel: [0945] 772035.....£2.00 off SUPERWIMP and TEARAWAY. Also 10% off SEGA software & hardware

**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)

**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.

**IF UNDELIVERED PLEASE RETURN TO:**

**ALAN STEAD  
65 WALLISDEAN AVENUE  
FAREHAM  
HANTS  
PO14 1HS**

**NEXT COPY DATE IS THE  
31<sup>ST</sup> OF OCTOBER (HALLOWEEN!!!)**

**CONTRIBUTIONS**

All material sent for publishing in CPC USER should be sent directly to the Executive Editor, and should preferably be sent as a Protext file on 3" disc (or tape). If Tasword is used, then the article must be in ASCII format with NO control codes.

As a secondary option they should be typed. If hand written articles are sent, then the sender should ensure that they are as clear as possible, as some handwriting is difficult to read.

If articles are sent on tape or disc, and the sender requires their media to be returned, then they should be sent in a padded envelope with return postage, and sealed with a plastic clip that's normally given with the envelope on purchase.

CPC USER has a selection of Sub-Editors, and it might be easier if specific questions are sent to them directly.....ie Modems to the Communications Editor.

Any general correspondence can be sent directly to the Executive Editor.

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For these please contact Alan Stead or Paul Owen (details inside front cover).