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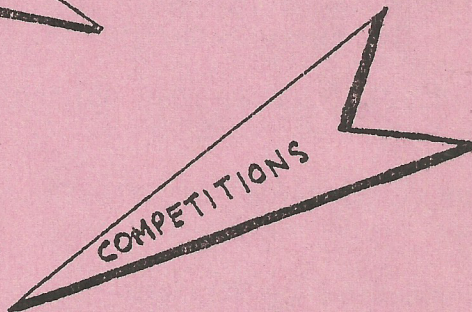
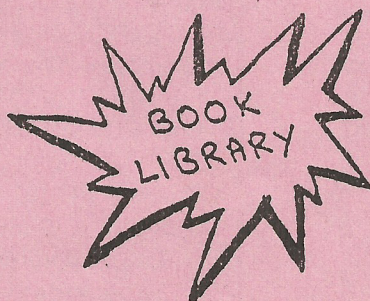
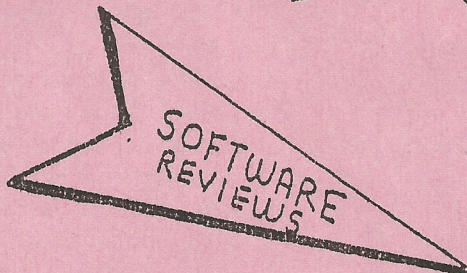
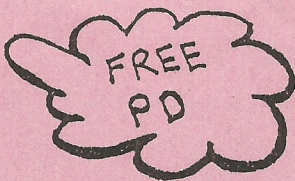
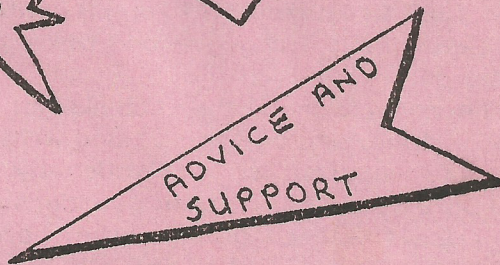
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THE BI-MONTHLY MAGAZINE OF THE UNITED AMSTRAD USER GROUP



The UNITED AMSTRAD USER GROUP was founded in 1986 by a handful of dedicated CPC enthusiasts. Membership now extends throughout Britain and overseas. The bi-monthly magazine CPC USER is written BY CPC users FOR CPC users and contains authoritative reviews and articles, and other regular features specific to CPC computers including MAILBOX (for general correspondence), 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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- CHAIRMAN: TONY BAKER
26 Uplands Crescent, Fareham, Hants. PO16 7JY
☎ 0329 234291
- SECRETARY: PAUL OWEN
41 Kings Road, Gosport, Hants. PO12 1PX
- EXECUTIVE EDITOR: STEVE HAYWARD
14 William St, Bedworth, Warwickshire. CV12 9DS
☎ 0203 312571
- SOFTWARE EDITOR: JOHN PACKHAM
60 Hightown Towers, Warburton Road, Southampton, Hants. SO2 6HH
☎ 0703 402155
- TREASURER & DISTRIBUTION: ALAN STEAD
65 Wallisdean Ave, Fareham, Hants. PO14 1HS
☎ 0329 289760
- ADVENTURE GAME EDITOR: DEBBY HOWARD
10 Overton Road, Abbey Wood, London. SE2 9SD
- COMMUNICATIONS EDITOR: TONY WALKER
24 Ullswater Road, Fulwood, Preston, Lancs. PR2 4AT.
☎ 0772 651698. B/Board (0772) 652212
- PD DISC LIBRARY: RICHARD SERGEANT
67 Nursery Fields, Hythe, Kent. CT21 4DS
- PD TAPE LIBRARY: GORDON WOOLLISCROFT
2 Wrenbeck Drive, Otley, W.Yorks. LS21 2BR
- BOOK LIBRARIAN: BRIAN McKIDDIE
29 Hill Park Road, Gosport, Hants. PO12 3EB
☎ 0705 580538
- ADVERTISING/DISCOUNTS: STEVE HAYWARD
see 'Editor' for address details
- STRATEGY SOFTWARE ED: DAVE HAVARD
21 Belvoir Close, Fareham, Hants. PO16 OPJ

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EDITORIAL RAMBLINGS

Well, another issue rears its head. Firstly a quick welcome to all the new members, and then swiftly on to the 'sorry' section.

Apologies to Tony Baker (our Chairman) for the delay in getting the finished 'copy' to him. I found it a little less work to produce the magazine this issue, which was lucky as something popped up that restricted the amount of time I could spend doing it (and so the delay). Thanks to John Packham (the ex-Ed of CPC User, and our current software Ed) for sending his contributions already laid out. This saved my 'life'. Thanks to all of this issue's contributors, and to those whose articles I hold for the next one.

I received a few more letters this issue, but more are always welcome. It's nice to know that someone cares!

No one entered the Starmagic competition. I think this is solely down to how I explained what PBM's were, as I'm sure that a lot of people would enjoy them if they took the plunge.

Looking in the computer press recently, I noticed that the price of hardware is tumbling rapidly. It's possible to pick up a new DMP2000 for around £50 now, and a 24 pin printer for around £120. The recession may not be doing the companies much good, but it sure does benefit us consumers. So the lesson is - shop around before you buy. You could save yourself quite a few pennies by going through selective mail order companies.

If anyone goes to the All Formats Fair in October (at the National Motorcycle Museum in Birmingham), you might see me there. I'll be wearing a T-shirt with the UAUG legend emblazoned across it. I know that a few other members will be there as well.

An idea suddenly struck me the other day (as they tend to do). There is a lot of knowledge in the world, and the only way to find the bits you want (most times) is to pop into your local library (one of my havens). Wouldn't it be better if all this knowledge was at your finger tips? Mythology, geography, history, local history, etc, etc. "But how?", I hear you ask. Easy. We could start our very own UAUG 'Tree of Knowledge'. The data would be stored on disc (ASCII format or otherwise) in a library very much like the PD disc library. All you'd need to do would be to scan the index, picking out the subjects you want, and then send some discs off. Exciting prospect eh? There is a snag though. We'd all have to chip in, writing the library ourselves (from reference material obviously). Would anyone be interested in a UAUG Knowledge Archive? And would anyone be prepared to actually colate and write the files? The librarians job would be hard work, but I'm willing to do it if no one else wants to. Let me know what you think on this, as it seems a really worthwhile idea.

Talking of ideas, has anyone else got one up their

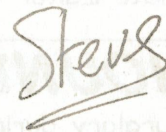
sleeve? Something that seems silly perhaps, that's dying to break out into the light of day? Write in and let me know no matter how trivial it may be.

I've printed the opinion poll again in this issue. We really need more people to complete it. Some things are starting to emerge already. The average member spends more on serious software/hardware, than he/she does on leisure software/hardware. Many people rate Word-Processing and DTP as their main interests. Please fill in the poll and send it to me today. SD Microsystems are still giving away a £1 voucher to everyone that replies. SD do consumables (printer ribbons, discs, etc) as well as software. Go on, what have you got to lose?

The price of membership may have to go up soon. You'll all be aware by now that the postage costs have gone up again. When you think of what you get for your money, it's amazing that the subscription is so low! This (I think) is mainly down to the excellent running of the Group, by the 'Powers that be' - namely Tony Baker.

That's enough ramblings for this issue.

Stay safe and happy!



FOR SALE

DISCS: Yes Primeminister, Trivial Pursuit, PHM Pegasus, Mini Office 2, Captain Blood, Driller, Darkside, Total Eclipse, Hunt for Red October. All £6 each.

TAPES: Dambusters, Jump Jet, Nexor, Red Arrows, Fighter Pilot. All 50p each.

Railway Simulations (tape only): Power Box Highlands (signal box), RTC Birmingham New St (signal box), RTC Kings Cross 1990 (signal box), Network Exeter (driving), Network Waterloo (driving), Talisman (driving), Avontawe (driving), Old Oak Common (depotmaster). All £5 each.

Contact: Phill Mackay, 12 Lydstep Rd, Barry, S. Glam, CF6 3EB. Tel (0446) 721289

FOR SALE/EXCHANGE

Timatic Serial Interface, manual on ROM. Serial interface cable M/F 25 pin. AMX interface plus manual, no mouse. Maxam, cassette version with manual. Laser Genius disc with manual. Mini Office 2 disc version with manual. Offers for any or all.

Manual for Elite, cost is postage only.

Brother HR5 serial printer, thermal or cassette, manual, paper, cassettes, battery or mains. Stored in box, as new, £25.

WANTED

Supercycle on disc

Contact: J McCubbin, 125 Eathorpe Close, Matchborough West, Redditch, Worcs, B98 0HH. Tel (0527) 28252.

THE CHAIRMANS BIT

First of all a welcome to Dave Havard who has kindly agreed to take on the job of Strategy Games Editor. You probably saw Dave's name included in our Staff list in the August magazine but my contribution for that issue had been sent in back in June so I was unable to welcome him then. In addition to writing about strategy games, Dave is a great adventure games enthusiast. You have probably seen his name mentioned in Amstrad Action and ACU offering help to readers who have difficulty with various adventure games. If you have similar problems or perhaps have never tried playing adventure games I suggest you buy Dave's book which was published some time ago and has proved very popular. It is called 'Beginners' Guide to Adventures' and is published by Adventure Probe, 67 Lloyd Street, LLANDUDNO, Gwynedd. LL30 2YP. The price is only £3 so it is a real bargain. With Xmas approaching it would make a really useful present.

Having read Dave's book you will now want advice on which games to buy. Nothing is worse for a beginner than buying a game which proves far too difficult to play! This brings me to Debby Howard, our Adventure Games Editor. Debby has started a PD library for adventure games called appropriately Adventure PD. For full details just send a stamped self-addressed envelope to Debby at 10 Overton Road, Abbey Wood, LONDON. SE2 9SD. Alternatively if you send a blank disc and a stamped self-addressed return label you will receive the PD catalogue on disc plus some adventure games reviews. Incidentally, Debby is writing a review of Dave's book which I hope will appear elsewhere in this issue.

Finally if any other UAUG members have written books and/or software for sale, just let me have details and I will gladly give you a mention. If you would like a full review in the magazine then send me a review copy (which will be returned to you) and I will see that the appropriate Editor receives it. Best wishes, Tony Baker. ●

GREYHOUND SOFTWARES' SALE!!

Following a burglary during which our CPC 6128 & PCW 256 were stolen, we offer the following software for sale. All come with original instructions, and prices include P+P.

For CPC only:

MASTERFILE III (needs 128K) by Campbell - £16
MASTERCALC 464 (see note 1) by Campbell - £5
MICRODESIGN (needs 128K) by Siren - £16
MINI OFFICE II by Database - £10
QUALITAS 464 by Seven Stars - £5
DEVPAC by Hisoft - £11
THE IMAGE SYSTEM (464, see note 1) by CRL - £8
TOOLKIT (see note 2) by Beebugsoft - £8
PROSCRIPT - £3
FORTH (464, see note 3) by Interceptor - £3

Notes: 1) This is on tape, but transfers easily to disc. 2) This is on tape, but can be transferred to disc. This is an excellent utility. 3) This is on tape. We only managed to transfer the program to disc, so new definitions are on tape.

For PCW only: THE DESKTOP PUBLISHER by Database - £16

For PCW & CPC 6128 using CPM Plus: "C" by Hisoft - £16, FORTH by Hisoft - £11, Ed80 (2.2 & +) by Hisoft - £5, COBOL by Nevada - £7, BCPL by Arnor - £7

Offers wanted on the following manuals & books: The Concise BASIC specification for the 464, Instruction manual for RS232 interface (Amstrad/Pace), Protex & Promerge+ manuals, "Amstrads & Artificial Intelligence", "Graphics Programming Techniques on the 464", "Making Music on the 464 & 664", "Master Machine Code on the 464", Mannesmann Tally Operators manual + Applications manual.

Cheques payable to Greyhound Software, Kennel Cottage, Hockley Lane, Wingerworth, Chesterfield, Berbys, S42 6QQ.

NEWS NEWS NEWS NEWS NEWS NEWS

WOT NO ADDRESS?

In last issues mention of CpRs Design Technology's Game-Pro unit, I forgot to include a contact address! The address is:
CpRs Design Technology,
70 Potton Rd,
Eynesbury-Hardwicke,
Cambs,
PE19 2NN

Sorry about that!

NETWORK CORRECTIONS

News has just reached me that the prices printed last issue for Tearaway & Superwimp (both by CPC Network) were incorrect. The correct price is £12.50 including the disc, or £9.50 if you send your own (Maxell or Amsoft) disc. This one wasn't my fault!

EVEN LOWER MJC PRICES

MJC Supplies have once again dropped the price of 3 inch discs to UAUG members (see advert elsewhere). They're now down to around £14.50 for 10!

KDS NO LONGER RUNNING

While chatting with the guys at MJC, I discovered that KDS sadly went bust some time ago. So 8-bit printer ports cannot be obtained directly from KDS anymore. The good news is that MJC bought all the remaining stock off them. If you drop them an SAE, you'll get a detailed stock list (software and hardware).

GMF DISCOUNTS

GMF Programs have kindly offered a 10% discount to UAUG members. They do a variety of different software packages, one of which is reviewed by John Packham this issue. It's a program called "Cheque Checker", and is designed to make your banking transactions a little less fraught.

Next issue should see a review of their French language tutor program.

BASIC BOOK BOOB

I must apologise to Mick Baker for printing the price of his Basic tutorial book incorrectly. The full price is £12.50, but only £10.50 to UAUG members.

The book was reviewed last issue, and seems very good value for money. Cheques payable to C.Baker, the book is

available from:

C. Baker,
68 Northfields,
Clowne,
Chesterfield,
S43 4BA

Or send an SAE (minimum size 9" X 4") to get more details on the book.

GET YER CHEAP DRIVES

Just found out that Hobbykit of London, are selling 3 inch Amstrad drives (with power pack) for the amazing price of £30. They also have some 720k 3.5 inch drives (no power pack) selling at £26, and Amstrad SM2400 modems at £93. All the prices include VAT, but you have to add £3 P+P to each order (a bargain!).

Hobbykit can be found at:

Hobbykit,
Unit 19 Capitol Industrial Park,
Capitol Way,
London,
NW9 0EQ
Tel. (081) 205 0603

PHONE NUMBER CHANGES

The phone number for Tony Walker (our Coms Ed) has been printed incorrectly in the past few magazines. It has been corrected in this issue. Tony no longer has a Prestel number either, but he now runs his own bulletin board on (0772) 652212.

IMPORTANT ADVENTURE ADDRESSES

A few addresses that I had to cut out of Adventure Chronicle for lack of space:

WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. Features loads of reasonably priced adventures, Joan Pancott the proprietor also has a massive list of adventures that she has completed and is willing to give help on. Write with a Stamped Self-Addressed Envelope enclosed, for help or phone 0305-784155 between noon and 10pm.

Adventure Probe, c/o Mandy Rodrigues, 67 Lloyd Street, Llandudno, Gynedd, LL30 2PY. In its fifth year, Probe continues to grow from strength to strength, a bit difficult to appreciate at first, but once you get into it, very addictive. Priced at £1.50p for approx 48 pages per month in A5 format. Mainly feature hints, tips and reviews, covers all 8 bit machines.

Hope you find these useful! ●

THANKS

From TERRY GREEN Hayling Island, Hants.

● With reference to my request for information on the Family Tree program, I would like to say a great big thank you to all those who kindly replied.

The problem is now resolved, and consequently I am a poorer man. The answer was in the shape of a PCW 8512 which was which was my wife's choice of armoury in place of her CPC 6128 which is now up for grabs.

However, peace has once again descended upon the household, and I am able to spend more quiet moments with my own 6128.

□ *I'm glad you didn't sell yours as well Terry!*

RIBBON REFRESH TIPS

From GLYNN GODDARD of Sale, Cheshire.

● The magazines' fonts are fine, I can even read them without my specs.

Next next, to Gordon's article on Ribbon Refresh (CPC User 28). I've been using it for some nine months on my DMP 3160 ribbons in various ways. Spraying the ribbon and roller gave me plenty of splodges and smears, possibly by being a little heavy handed at first. The ribbons lasted about twenty pages of A4 before they were barely legible. Repeated light spraying of the roller only gave the most durable results, but took several days of spraying and drying before the ribbon was usable, not to mention the mess. Finally I put the rollers in a small glass bottle (a jam jar), and gave them several small doses of Refresh. This contained the spray and allowed plenty of ink to soak in, the original DMP ribbon absorbs ink like a sponge in comparison to some of the replacements I've bought. Re-inking like this has given the best performance and lowest use of Refresh so far, but none of the 'other' ribbons do as well as the original. There certainly is a difference in the composition of the roller. Overall it is cheaper than buying new ribbons and it certainly does seem to clean the print head, but you've got to be prepared for the odd splod of ink that escapes.

□ *Thanks for those tips Glynn. Personally I just splodge a load onto the pad in the casing (DMP 2000) every ten minutes - I do a lot of printing!*

THIS 'N' THAT

From STEVE LEE of Huntingdon, Cambs.

● Congratulations on Issue 28. A good job, keep it up (said the actress - Ed). I like the new small font that

you've used - nice, clear, and easily readable. Was there any reason for not doing the opinion poll as a separate form that could just be completed?

I look forward to your 'spotlights' of certain jobs within the group. Armed with a bit more information I might be more able to offer my help for something. I feel that I would like to help Richard with the PD library, but am unsure as to how I could be of help.

I like the idea of the letter disc (or tape) in between issues of CPC User. Do you really think there would be enough material to make it worthwhile?

You have a little dig at people for not entering the competitions set in the magazine. I for one only enter those where I fancy the prize. For example, I shall be having a go at the word transformation one in issue 28, but won't be bothering with the Whitegold one as I'm not interested in PBM type games.

At the end of Derek Murray's 'A Users Story', he asked if anyone could let him have a copy of Little Computer People. I have one that he is welcome to, but his address is not mentioned. Perhaps you could let him know that he is welcome to it on receipt of a stamped addressed jiffy bag.

□ *Glad you liked the 'new' look Steve. The opinion poll was put into the mag because I would have had to get permission to print 'special' sheets, and also because it used less paper. So far only around fifteen have answered the poll, and that would have meant 435 sheets going to waste if it had been printed separately.*

The 'Spotlight' section kicks off this month with the UAUG's tape librarian Gordon Woolliscroft.

The Letters Mag will not come about if more people don't write in, but I think I could fill most of the starting space up with enough 'meaningful' articles to start the ball rolling. We'll have to see how it goes.

My 'dig' was not meant nastily, but I know from personal experience that quite a few people don't enter because they think they won't win. I was trying to get everyone a little more involved with the magazine, rather than just reading it.

Thanks for the offer to Derek Murray. Unfortunately, I don't have his address either. So drop me an SAE Derek, and I'll send you Steve's address.

LACK OF SUPPORT?

From GERALD CAHILL of Stonehaven, Grampian.

● I am a new member of the UAUG, and have received only two copies of the CPC User magazine. I can only say that I enjoy reading it very much. Unlike another 'fanzine' that I receive monthly, I can say that it is ALL worth reading, there is no unnecessary patter nor irrelevant letters. So I look forward to the next issue, and then the next.

Now being a newcomer (and apparently missing the beginning of the topic) I may be sticking my neck out,

but why is there no support for Andy Keech's 'Beginners Basic'. Are all of the members boffins that know it all, or armchair computer bashers that cannot be bothered to boot up their word processor (etc) to support a fellow member who is giving up his time and effort to help someone, somewhere.

I have had a computer since the Z80 hit the market, and I have been with the Sinclair line of computers ever since. I am no mastermind, and machine code to me is Double-Dutch. Basic I have a good working knowledge of, but I never pass up any 'Basic For Beginners' articles because I know that there is always something to learn. So by all means count on my support for any Beginners Basic article. The day I don't read one because I know it all, I'll sling my computer into the rubbish bin because it will no longer be of interest to me.

Just to prove my point maybe someone can tell me how to get the fonts out of Advanced Art Studio into my own programs, so that I can print them out on my printer (KX-P1081). I can get them onto the program and they print out on screen, but the printout of the printer is normal printer font. I am always willing to learn.

Sorry, I did not intend this to be so long (and strong) winded, but it annoys me when members of a club will not support it.

□ *Welcome to the UAUG Gerald! I don't think the lack of support is down to indifference, more to thinking that someone else will (for example) write in to thank Andy. There were many times before when I wanted to write in to the mag to praise an article, but I never seemed to get the letter written. I'm sure that many people are grateful to Andy, but never got round to writing in to say it.*

You can't actually use the font's on your printer, as the printer as it's own internal character set. The only way around it is to buy a print utility to alter output.

NO CPC!?!

From ROGER LOXLEY of Doncaster, South Yorkshire.

● I'm sad to report that my faithful CPC 6128 which served my needs for quite a few years has now been sold. The need to upgrade my PC to a fast 386 to speed up CAD and other operations forced the liquidation of one or two assets to raise the necessary finance, and poor Arnold had to go.

Many thanks for an excellent magazine over the past years.

□ *Sorry to see you go Roger. Glad you enjoyed being a member.*

NO MORE BASIC ARTICLES?

From BILL TRICE of East Sussex.

● I was very interested in [Andy Keech's] last article "Appearance of Saturn". He seems to be interested in

Astronomy, which is one of my hobbies. It would be interesting to see if he could help on some Basic programs which are made to run on different machines other than the CPC 6128.

Please see if you can get him to keep up his articles in the magazine, which have given light on some of the puzzling parts of Basic. I don't like the look of "Final Installment" on top of his last article, but hope he keeps going.

The magazine. You ask for comments? Any chance somebody could give advice on the hardware of the computer, even DIY add-ons?

One thing that seems to be missing on the 'discounts page', do any of the advertisers supply any lists of their stock?

The magazine seems to be well balanced with interests for all tastes. I always read the letters section. You never know what is going to pop up next, and some good advice is often given to queries raised.

Not into games, so cannot comment other than they seem to be very well covered.

I hope somebody takes you up on the request for someone to write on CPM basics. What gets me is that I cannot list a CPM program to find out what is making it tick (most likely showing my ignorance here).

I've been a member of the group for a couple of years now, and have been very happy with the way it is run. I am not a great letter writer, but appreciate the work that all the officers put into it.

□ *My apologies Bill. I didn't mean to worry anyone with 'Final Installment'. Andy has sold his CPC and felt that he couldn't really carry on with the articles. Our illustrious John Packham offered to carry on where Andy left off, if he could find the time. Luckily, John decided that he will carry on the series. If he doesn't receive any feedback however.....*

Ta for the comments on the mag. If you send an SAE to any of the discount companies, they should send you a product catalogue. I'm thinking of giving a page to list the stuff that the different companies supply. What do you think?

Next issue should see an interesting article on how to convert a 5.25 inch drive to work on a 6128. We could do with a few more though (subtle hint time).

Anybody feel up to writing a CPM 'basics' article or column?

THE LETTERS DISC MAG

From MIKE CATTON of Gosport, Hants.

● I like the idea of your 'letters-on-disc' magazine, but I can see lots of difficulties. It'd have to go out in Brunword, Protext, and Tasword if some readers weren't to get left out, which would involve a lot of work for someone and would result in mix-ups with people getting discs in a word-processor they can't handle. You could get around it partially by using ASCII, but Tasword can't take that.

You would also get liable to find people replying in

the proper magazine to letters in the other one, and vice versa.

It would probably best be done by a separate Editor from the one running the magazine, so as to avoid adding to the letters workload, and to avoid possible confusion. If a scheme could be devised, I might have a go at it myself.

If something were started I'd join it.

□ *If I do the mag there won't be any text files as such. The data will be encoded to save space, and to enable graphics commands to be mixed in. There will be no way to copy the text files, except to physically print them out (unless I wrote a de-encryptor program).*

A separate editorship might be possible, but I need more feed back (especially on layout/format of the disc mag) before anything is decided on.

CPC MINUS THE "C"?

From DAVID MITCHELL of Clacton-on-sea, Essex.

● Many thanks for printing my letter in last issues magazine, but I'm afraid I've been untrue to you because since I wrote that letter I've been and bought a PC 1640ECD. There wasn't anything wrong with my CPC, but I think I just felt it was time that I had a change.

What I would like to suggest (and obviously what you will all jump on no doubt) is a corner for those of us who no longer come under your wing, we green and ignorant PC users. I've never pored over a manual as much as I have trying to get this new beast working.

I note with considerable interest that Richard Sergeant offers a service whereby 3 inch (and 3.5 inch) discs can be copied to 5.25 inch. Would I get my ears boxed if I asked whether he would supply PD on 5.25 DS DD from the library to use on a PC?

□ *I'm afraid that we couldn't print a 'PC only' article, although CPC/PC articles are very welcome. Try contacting BACC (see Micro Mart) to find out the address of a PC user group.*

The only PD that will work on a PC is the CPM stuff. You need an emulator though, so it might be easier if you used the PC PD libraries. Drop a line to Richard if you still want the CPC stuff though.

Have fun with the PC Andy!

INSURANCE POLICIES?

From JIM McCUBBIN of Redditch, Worcester.

● I think you have a good idea there (the Letters disc-mag - Ed). Yes I would buy that. BUT! You will have to think that one out carefully as it could turn out to be a really big job. In actual fact the letters are the first pages I turn to when I get a magazine from any source, followed by Hints & Tips, Hardware Projects, and Type-Ins.

As to the cost of the letters magazine, I think the

price of SAE+20p could prove a little low (that was my initial thoughts on the price - Ed), which wouldn't help if you started thinking "Sod this for a kettle of fish".

To change the subject a little, I read that Richard Sergeant has received some duff discs to copy on to, and he feared for his disc drives. If one DID slip through and damage his drive, wouldn't the club cover him for that? If not then WE should, and that includes printers (etc) of any of the team who produce the magazine. Call it the Wear & Tear fund. I wouldn't mind paying a small increase in subscription to cover that. After all, compare that to WACCI's £18 subscription, and £6.50 for PD! No wonder our librarians are deluged with requests!

□ *I'm going to have to keep this short as I'm running out of space. 1) I think that I'd enjoy doing the disc mag. It wouldn't be 'subscription' so I wouldn't feel honour bound to produce it. The editorship of CPC User will eventually pass on to someone else, and I'd like to carry on in some editorial capacity.*

2) There is no Wear & Tear fund as such. It would be difficult to decide which were justified claims, and which were not. Nice idea though. Only one person produces the magazine (myself at the moment), as splitting the responsibilities up would prove horrendous to run unless the people lived local to each other.

3) WACCI is run on a commercial basis, so they have to charge more. I still think their PD prices are a rip off though (that is MY opinion, and not the opinion of the UAUG).

4) Thanks for keeping me amused with your letters Jim!

PD PRINTMASTER SOLUTIONS

A quickie from James Verity of CPC Network.

● To James Garside for his PD Printmaster problems: looks like your machine is having problems with the edge connectors of your CPC. CPM Plus is very temperamental on 464's with Rampacks and disc drives.

Use a rubber to clean the edge connectors on the back of your CPC, and on the back of the Rampack. Also (this may seem silly), make sure you're using CPM Plus (3.0), as on the CPM system discs you also get CPM 2.0.

Another thing that could be happening is that the bank switching software could be taking up some memory, in which case back-up your CPM disc and create a stand alone version that doesn't require the software to be loaded first. How to do this should be explained in the manual you got with your Rampack.

□ *It could also be the difference in the internal software/hardware of the 6128. Thanks for the info James. Hope that it helps with the Printmaster problem.*

Well that rounds off for another issue. If you've got something to say, just drop me a line. Mark it 'Mailbox'. I reserve the right to print (and edit) anything that you send unless it is marked 'NOT FOR PUBLICATION'. More letters next issue..... ●

THE BOOK LIBRARY LISTS

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| B1038P | Using your Amstrad CPC Disc Drives | | |
| B1039P | The Amstrad 464, 664 & 6128 | | |
| B1040P | Amstrad CPC 464 User Instructions | | |
| B1041P | Amstrad Graphics-Advanced User Guide | | |
| B1042P | The Amstrad CPC 464 Disc System Including CP/M & Printers | | |

NEW BOOKS

- | | |
|--------|--|
| B1075P | Get More From Your Epson Printer |
| B1076P | Hacker's Handbook 111 (comms + hacking) |
| B1077P | Powerful Programming for Amstrads 464, 664, 6128 |
| B1078P | Forth - The Next Step (Advanced) |
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The above Books have been donated by various members, many thanks to them.

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CHEQUE CHECKER		October 1991	
		£9.95	
As Reviewed by John Packham		GMF PROGRAMS	

Are you completely wrapped up in cheques, standing orders, direct debits and the like?...You are!!....well, worry no more because now you can keep a watchful eye on all those transactions and watch as your bank balance grows (or shrinks if you're anything like me!). I'm speaking of course about CHEQUE CHECKER. This program has none of the complexities found in many others of its kind, but then again, it isn't suppose to be complex. Instead, it has been designed for home use. There are no complicated business entries such as VAT, but merely the bare essentials of standing orders and direct debits, plus other little pluses such as Reminders (so you can't forget when that next payment is due).

Upon loading, you are presented with a non-cluttered screen giving just three options.....LOAD CURRENT ACCOUNT, LOAD OTHER ACCOUNT or OPEN NEW ACCOUNT. A single sheet of instructions is all that comes with the program, and even this isn't needed after brief use. For instance, the only keys that you'll need to use are the cursor keys to highlight the option you want, followed by the Enter key to select. This is the same in all menus within the program.

You can select which month of the year to start your transactions. This is then followed by (if you're just starting) entering data. You simply enter the date, followed by the particulars...ie.CAR TAX, MORTGAGE etc, followed by the amount and whether or not it's a deposit or withdrawal. Up to ten entries per day are catered for. If you've made a mistake, simply use the Edit Data facility. If you have a printer attached, then a hard copy of the months transactions can be printed. BE WARNED here!! If you try to get a printout and your printer isn't ready, then the program will lock-up and you'll have to start again.

If you have a lot of entries which you want categorised, then this too is catered for simply by inserting a prefix to the particulars at the time of entry. Different categories can then be listed independantly as required.

All in all, CHEQUE CHECKER is ideal for small home use, and the only gripe I have about it, is the amount of disc access time the program requires. It really does slow things down. However, if you can handle that, then it might well be worth a look at. For only £9.95 on disc only, you really haven't lost a lot if you don't like the program.

CHEQUE CHECKER can be obtained from....GMF Programs, 21 Northwick Park Road, Harrow, Middlesex, HA1 2HY...Tel. 081 861 2891. And by the way, mention that you are a UAUG member and that you saw the review in CPC USER, and they'll give you a 10% discount.

FOR SALE

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All of the above available from....John Packham, 60 Hightown Towers, Warburton Road, Southampton, Hants, SO2 6HH.

BEGINNERS

BASIC

by

John Padden



As Andy Keech had to give up his series on BASIC Programming, I thought it only fair that someone should continue on with it. As I have very little spare time, I can't promise that there will be an instalment in every issue. However, I shall do my best. Rather than try to continue where Andy left off, and considering that we have recruited new members since his series began. I have decided that it would be far better to start again. My apologies to all of you who 'knows it all', but it really is the best way to proceed.

I'm no teacher, so you'll have to grin and bear it and put up with me leaping about all over the place. Perhaps I should say that those with sufficient knowledge of BASIC should skip this article completely, as you probably won't find anything new here. Maybe the best way for me to proceed with future articles is for YOU to write in with your questions and I shall attempt to give the answer here. I realise that you may not know what to ask, so perhaps something like...."what does ASC do?" or "how can you do this...?" sort of thing. It's up to you readers. If I don't hear anything from you, then I shall assume that you don't want the series.

I shall start this one by introducing a few simple KEYWORDS that the computer understands, and then finish the piece by including a simple demonstration. If there are any differences in the 464 & 6128 versions, I shall attempt to point them out. Where ever you see (ENTER), this means that you press the blue ENTER key on your keyboard and NOT type enter. **ALSO, NEARLY ALL COMMANDS AND FUNCTIONS THAT THE COMPUTER RECOGNISES NEEDS A SPACE BETWEEN THE NAME AND ANY OTHER ITEMS FOLLOWING IT.** For future reference, DIRECT command mode means typing the line in WITHOUT any line numbers and pressing ENTER. Program mode means that the following lines should be preceded by a line number (as type-ins).

MODE num (ENTER)

If you switch on your computer and type MODE followed by any number from 0-2, you'll notice that the screen clears, and you are presented with the READY prompt indicating that the machine is awaiting another command. Try the same thing again and again using the different numbers. You can see that different numbers gives different sized text on screen. Mode 0 gives the biggest and therefore you can only have 20 characters across the screen before it scrolls (rolls upward). With Mode 1 (as switch-on state) you can have 40 characters across, and in Mode 2, you can have 80. The latter mode is often used in business type software to allow for more information on screen at once.

INK 1,c1,c2

This command is used to change the colour of the ink used in a certain pen. There is a MAXIMUM of 16 pens that can be used on screen at one time, although this is only so in MODE 0. If you are using Mode 1, then only 4 are available. In Mode 2, only 2 are available. To change the ink colour in a pen, the first number following the INK command is the pen number (0-15), the second number is the colour number (0-26). These can be found in the user manual. For anyone without a manual, let me know with an SAE and I'll send them to you. The third number is optional (that means it doesn't have to be included) and is again 0-26, and if present will make that particular pen flash between the two colours. For example.....

INK 1,0....Sets Pen 1 to Black
INK 2,13...Sets Pen 2 to White
INK 3,4,6..Sets Pen 3 to FLASH between Magenta & Bright Red

BORDER n1, n2

This is almost identical to the above but works on the Border colour/s. The second number is again optional and if present and different from the first will give you a flashing Border.

With both INK and BORDER, by setting both colour numbers to the same number, then the colour will remain steady, but this is pointless since just the first colour number is required.

If you decide to experiment with colour changes, then it's a good idea to type this first in DIRECT command mode (no line numbers).....

KEY 128,"MODE 2:INK 0,0:INK 1,26:BORDER 0:PEN 1:LIST"+CHR\$(13)

Now, if you get yourself lost in all sorts of colours, simply press the ZERO key on the numeric keypad and VOILA!!

PEN num

Once you've set the colours of each pen, this command allows you to select which PEN to use, ie....PEN 1 or PEN 2 etc

This command is only normally used for text and NOT graphics.

As an example, reset the computer and type in DIRECT command mode the following.....

MODE 1:PEN 1:PRINT"HELLO MATEY!" (ENTER)

Now change the 1 in the PEN command to a different number and try again. Notice that if you start with a 0 and then 1, 2 and 3, by using 4 you go back to 0 again, 5 gives you 1, 6 gives 2 and so on. This is because of only 4 colours being permitted in Mode 1. By changing the number following MODE, then a lot more colours can be used. Try it and see.

LOCATE x,y

This command is again used for placing text onto the screen at a certain position. The number 'y' can be from 1-25 in ALL screen modes. However, the number 'x' will depend upon the mode. In Mode 0 it can be from 1-20, in Mode 1 it can be 1-40, and in Mode 2 it can be 1-80. For example.....

MODE 0:LOCATE 4,12:PRINT"HELLO MATEY!" (ENTER)

This should PRINT the message in the centre of the screen.

Change the MODE number to a 1 and try again, then again with a 2. You'll notice that the message appears to the left of centre. Can you put it into the centre in these modes?

FOR . . . NEXT

These two keywords are ALWAYS used together, and are the basis of a very simple Loop (a routine that repeats itself 'x' amount of times). This is best demonstrated with an example. Reset the computer and type in the following....

```
10 FOR x=1 TO 500 (ENTER)
20 PRINT x (ENTER)
30 NEXT x (ENTER)
```

Once this is typed, type in DIRECT mode (no line number) RUN.

Line 10 simply starts the Loop with FOR. This example will repeat whatever is BETWEEN the FOR and NEXT parts 500 times (hence 1 TO 500).

Line 20 PRINTS the value of 'x' each time through the Loop.

Line 30 contains a NEXT x instruction which informs the computer to add 1 to 'x' and repeat the process.

When all is done the program will end with the READY message.

Be sure to leave a space between the Line numbers and the rest of the line, otherwise you'll get what is called a 'Syntax Error'. It won't hurt your machine though. As another example, type in the following onto the end of Line 10. First leave a space and then type STEP followed by a space and any number between 1-500. Now RUN the program again and see what happens. Now, instead of the program counting in STEPS of 1, it's counting in steps of whatever number you put in. Notice that if the program is counting in steps of 1, the a STEP is NOT needed. Now try the program again with the '1' and '500' in Line 10 reversed. In other words...FOR x=500 TO 1 STEP -1. Notice how this time a STEP is needed even though it's only in steps of 1. But this time the program is counting BACKWARDS and a negative STEP IS needed.

Well that's it for now except for the demo. You've now learned (I hope!) about MODE, BORDER, INK, PEN, LOCATE, FOR, NEXT, STEP plus a mention of PRINT of which more later. Not bad for beginners huh? If you have any questions about this or any others on BASIC programming then please drop me a line. If you require a personal reply, then please include an SAE.

DEMONSTRATION

```
10 MODE 0
20 INK 0,0:INK 1,24:INK 2,6,26:INK 3,26,6:BORDER 0
30 SPEED INK 3,3
40 FOR x=1 TO 19 STEP 2
50 PEN 2:LOCATE x,1:PRINT CHR$(143);:PEN 3:LOCATE x,25:PRINT CHR$(143);
60 NEXT x
70 FOR x=2 TO 20 STEP 2
80 PEN 3:LOCATE x,1:PRINT CHR$(143);:PEN 2:LOCATE x,25:PRINT CHR$(143);
90 NEXT x
100 FOR y=2 TO 24 STEP 2
110 PEN 3:LOCATE 1,y:PRINT CHR$(143);:PEN 2:LOCATE 20,y:PRINT CHR$(143);
120 NEXT y
130 FOR y=3 TO 23 STEP 2
140 PEN 2:LOCATE 1,y:PRINT CHR$(143);:PEN 3:LOCATE 20,y:PRINT CHR$(143);
150 NEXT y
160 GOTO 160
```

It's not elegant but it works!!

DISC PD LIBRARY COLUMN

Unfortunately (or was it by design) I only received the August Issue (No.28) of CPC USER on the 8th August, and I see that our New Executive Editor has declared the date of 25th August as the copy deadline for the next edition (Heh heh - ED). That gives me just over two weeks to dream up something 'of interest' (sic) to say to all current and would be users of the UAUG Public Domain Disc Library.

I am happy to report that the past two months have been quite peaceful, for me at least. Most members responded to my appeal, to moderate their requests for software. I actually had a few spare evenings. Needless to say, I didn't spend them all glued to a VDU and was able to take advantage of the better weather.

This month my special thanks go to Dennis Anthes (0644) for donating some very interesting material to the library. The files are simulation type games based on his experience whilst in the Merchant Navy on World War 2 Convoy Duty. All of these files can be found on PD 24/3. Another welcome contributor is Pat Hannon from Zimbabwe. The files he has sent me, for inclusion, have been added to PD 10/2 and 17/3. My final vote of thanks goes to Trevor Wells (0505) who has sent the library some interesting Animation demo programs. These originated from Scull PD, and can be found on PD 27/1. Trevor also mentioned that the file AMGRAPH on PD 22/3 needs some REM lines added to work as it GOSUB's to non existant lines!

Reading through Issue 28 (CPC USER), I was most impressed with the excellent presentation and high standard of the magazine, this issue being the first under the editorial control of Steve Hayward, I consider it can only go from strength to strength. Well done, and keep up the good work, Steve.

I was also very pleased to read Derek Murray's "A User's Story (Part 2)" article (pages 18-19), he mentioned one of my favourite PD programs "PORTFOLIO". Since receiving this useful program from Dave Cutts, way back

in December 1989, I have been using it on a regular basis. Apart from making what I consider to be a number of cosmetic changes, one little improvement I can offer is a PRINT GRAPH option. However, to take advantage of this extra feature you will need the KDS 8 Bit printer port. This modified program will also run from a D20 Ramdos formatted disc, provided RAMDOS is loaded into normal memory and not banked ram. I haven't put this program into the library, as it was only done for my own personal use, but if any member would like a copy, they have only to ask. Should there be a demand for it, then "PORTDUMP" as I call it can be added to PD 6/1 at a later date.

POSTAGE COSTS

To return to more mundane matters, even though the cost of postage is to rise again shortly, all being well, I will be able to hold the current cost of providing a 3" disc etc. at only £3.50 each plus (I'm sorry to say) an extra £1.00 for our overseas members.

IMPORTANT!

As another reminder, for those members sending me discs for copying, the following are essential requirements:- a return sticky self addressed label (including correct return postage), a good quality Jiffy bag, a Maximum of three (3) Only branded (Amsoft/Maxell) discs and clear instructions when ordering (some peoples handwriting, including my own, leave a lot to be desired).

Also (and this is very important), **will everybody please quote their membership number**, when writing to me. It saves an awful lot of time and some possible embarrassment, ie member 194, please remember your manners and take note.

Finally, now that autumn is with us again, why don't all you programmers get back to your keyboards, produce and then send me that little public domain gem you have been waiting all summer to write.

Bye for now, happy computing until the next issue of CPC User, and I look forward to receiving your requests for PD. ●

COMPUTER SHOW NEWS

There's just enough room to give you a few computer fair/show details. Well klok off with the Computer Shopper show. The venue is the Wembly Exhibition Halls, Wembly Conference Centre, Wembly, London, HA9 0DN. It runs from the 5th to the 8th of December. Admission is £6 for adults, £4 for children, or £18 for a family ticket. Open 10am to 6pm Thursday to Saturday, and 10am to 5pm Sunday. This is a big show, and there are bound to be a few bargains going.

Now for the All Format Fair's. Admission in all of them is £4 (but if you're lucky you can dodge the collector). These are not highly polished affairs, but there ARE lots of bargains to be had. Opening times for all are 10am to 4pm. Venues are: The Brunel Centre, Bristol Old Station, next to Temple Meads Station (on the 6th October); Royal Horticultural Hall, Greycoat Street, Westminster, London (on the 10th); National Motorcycle Museum, Solihull, Birmingham (on the 10th); National Motorcycle Museum, Solihull, Birmingham (on the 10th); National Motorcycle Museum, Solihull, Birmingham (on the 10th).

If you go to any of these shows, wear a UAUG badge so other members can spot you.

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.

26 &bb4e - TXT INITIALISE

ACTION

Full initialization of the Text VDU (as used during EMS).

ENTRY CONDITIONS:-

None.

EXIT CONDITIONS:-

AF,BC,DE & HL are corrupt, and all other registers are preserved.

NOTES:-

The Text VDU indirections are set to their default routines. The control code table is set up to perform the default actions. The user defined character table is emptied. Stream 0 is selected.

All streams are set to their default states:-

The text paper (background) is set to ink 0.

The text pen (foreground) is set to ink 1.

The text window is set to the entire screen.

The text cursor is enabled but turned off.

The character writing mode is set to opaque.

The VDU is enabled.

The graphic character write mode is turned off.

The cursor is moved to the top left corner of the window.

27 &bb51 - TXT RESET

ACTION:-

Reinitializes the Text VDU indirections and the control code table. This routine does not affect any other aspect of the Text VDU.

ENTRY CONDITIONS:-

None.

EXIT CONDITIONS:-

AF,BC,DE & HL are corrupt, and all other registers are preserved.

NOTES:-

The Text VDU indirections are set to their default routines. The control code table is set up to perform the default actions.

28 &bb54 - TXT VDU ENABLE

ACTION:-

Permit characters to be printed when requested (by calling TXT OUTPUT or TXT WR CHAR). Applies to the currently selected stream. The cursor blob is also enabled (by calling TXT CUR ENABLE).

ENTRY CONDITIONS:-

None.

EXIT CONDITIONS:-

AF corrupt and all other registers are preserved.

NOTES:-

The control code buffer used by TXT OUTPUT is emptied and any incomplete control code sequence will be lost.

29 &bb57 - TXT VDU DISABLE

ACTION:-

Prevents characters being printed on screen (when calling TXT OUTPUT or TXT WR CHAR). Applies to the currently selected stream. The cursor blob is also disabled (by calling TXT CUR DISABLE).

ENTRY CONDITIONS:-

None.

EXIT CONDITIONS:-

AF corrupt and all other registers are preserved.

NOTES:-

The control code buffer used by TXT OUTPUT is emptied and any incomplete control code sequence will be lost. In V1.0 firmware (464), control codes are still obeyed by TXT OUTPUT. In V1.1 firmware (6128), only those control codes marked in the control code table will be obeyed.

30 &bb5a - TXT OUTPUT

ACTION:-

Output characters to the screen and obey control codes. Works on the currently selected stream.

ENTRY CONDITIONS:-

A contains the character to send.

EXIT CONDITIONS:-

All registers and flags preserved.

NOTES:-

Control codes may take up to 9 parameters and no more. If the VDU is disabled, then no characters will be

printed. If the Graphics character write mode is enabled then all characters and control codes are printed using the Graphics VDU routine GRA WR CHAR.

31 &bb5d - TXT WR CHAR

ACTION:-

Print a character on the screen at the cursor position of the currently selected stream. Control codes are printed and not obeyed.

ENTRY CONDITIONS:-

A contains the character to print.

EXIT CONDITIONS:-

AF,BC,DE & HL corrupt and all other registers are preserved.

NOTES:-

To put the character on the screen, this routine calls the TXT WRITE CHAR indirection.

32 &bb60 - TXT RD CHAR

ACTION:-

Read a character from the screen at the cursor position of the currently selected stream.

ENTRY CONDITIONS:-

None.

EXIT CONDITIONS:-

If a recognisable character is found:-

Carry flag TRUE.

A contains the character read.

If no recognisable character found:-

Carry flag FALSE.

A contains Zero.

Always other flags corrupt and all other registers preserved.

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BRUNWORD ELITE

REVIEWED BY MIKE CATTON

When the advertisements for Brunword Elite came out a year or so ago I was very intrigued by the possibilities it offered and, after some discussions with Peter Brunning, I eventually succumbed and bought a copy.

With it you get: the standard word-processor Brunword with its integral memory resident dictionary and spelling-checker; elaborate page-processing facilities similar to those of a desk-top publishing program; an extensive range of fonts in various type-faces and sizes; a disc utility that enables you to format and copy discs, perform tape-to-disc and disc-to-tape transfers, and edit the directory, all without leaving Brunword.

These are recorded on both sides, so that you have back-ups if anything should get corrupted.

In addition you get an 8-bit port that as well as providing the 8th bit displays an appropriate message if the printer is Off-Line, not switched On, or out of paper. Versions are available for both 9-pin and 24-pin printers.

The 9-pin version costs £55, which although it sounds a lot is actually cheaper than Brunword, Qualitas and an 8-bit port combined. Together with the database Infoscrypt it costs £92. 24-pin version's only available combined with Infoscrypt, at £90. A font editor with some additional fonts is also available as an extra for £25. You can also get the disc utility as an extension of Brunword for £7.50.

The page-processing facilities enable you to produce elaborate layouts such as the one below, in which the a's, b's, and c's denote different type faces and sizes.

```
aaaaaaaaaaaaaaaaaaaaaaaa  aaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaaa                aaaaaaaaaaaaaa
aaaaaaaaaaaaa  bbbbbbbbbbbbbbbbbbbbbbbbbbbb  aaaaaaaaaa
aaaaaaaaaaaaa  bbbbbbbbbbbbbbbbbbbbbbbbbbbb  aaaaaaaaaa
aaaaaaaaaaaaa                aaaaaaaaaaaaaa
aaaaaaaaaaaaaaaaaaaaaaaaaa  aaaaaaaaaaaaaaaaaaaaaaaaaa
cccccccccccccccccccccccc  cccccccccccccccccccccccc
```

Brunning's advertisements give even more elaborate examples, including a line-drawing facility with which you can box in blocks of text or produce tables and family trees. The lines can be drawn in up to eight different thicknesses.

The fonts are produced in one of two ways, depending upon the version. With the 24-pin one they are downloaded from disc into the printer's RAM. Apart from this, everything functions normally. Printing takes place at the printer's normal speed and all the standard printer control functions of Brunword, such as italic, double-height, and underline are still available. Four type faces are supplied, one in three sizes and another in two. Where more than one size is available, both

height and width are varied together so that the characters have the same proportions whatever the size.

With the 9-pin version the fonts are produced with the printer in the graphics mode much as they are with Qualitas but compared with the latter a much wider range of type-faces and sizes is available. These are similar to those of the 24-pin version but more extensive. As well as fonts 16 dots high that print in two passes there are others 21, 24, or 32 dots high that take four. Printing speed for the two-pass fonts is a slightly slower than that of normal NLQ. As with the 24-pin fonts, height and width are 'scaled' correctly. Characters can be printed single, double, or octuple height and up to nine times width. Qualitas fonts will also work, and the same height and width variations can be applied to them. These fonts can also be used with a 24-pin printer and, because they can be taller than the 24-pin ones, are useful for eye-catching captions.

Both the 9-pin and 24-pin fonts use proportional printing and to go with this some very powerful justification facilities are incorporated. As well as having the text justified or unjustified you can have it centred between the margins or printed right-justified (ragged left, right-aligned), which is useful for your address. You can also arrange that instead of the number of characters a line being fixed by the screen settings, it is determined by the printer's page width in inches. For each line the word-wrap then varies the number according to the text and the pitch of the font so making it possible for instance to have fonts of different pitches justified to the same width.

Something I haven't yet explored is the font editor, which can be used to produce fonts for both the 9-pin and 24-pin versions. It appears to be similar to that for Qualitas but goes further than the latter by catering for characters up to 32 dots high and by having facilities for changing the height or width of a character with one key stroke. A fascinating feature of it is that if you have a DMP printer and a Dart scanner you can load characters into the font editor.

All-in-all this is an outstanding piece of software which, like its parent Brunword, I consider to be far superior to anything else for the CPC on the market. Being so powerful it takes a bit of learning, but the obliging Peter Brunning has provided a very comprehensive set of examples which you can either use as they stand, apart from the text, or titivate to suit your needs. It does however place some demands on the printer. In particular, it is very desirable that the printer obeys the reverse feed control code, ESC j. Although 24-pin ones almost always do, a lot of 9-pin ones don't. The 9-pin version has a way round this, but it's much better if the facility is incorporated. Some 24-pin printers, in particular the Star LC10 and Panasonic KXP 1124, also need additional memory before they can accept the down-loaded fonts. Of the printers that Peter Brunning has tried, only the Epson LQ550 and Citizen HQP40 work without any snags. ●

Prototype is a new program on disc which is advertised as a print enhancer for use with all Amstrad CPC computers and dot matrix printers. The press coverage to date stresses its ability to handle the diacritics (additional strokes and accents) used commonly in other written languages, as well as printing different sized characters above and below the normal base line of a piece of text as in, for example, chemical formulae and mathematical expressions. I have not included a sample print-out as the Arnor advertisement does it better than I can (yet). The program costs £30 including V.A.T.

I came to this program from the same point of view which I suspect most will; a Protext word processor user wanting to expand the program's already considerable abilities with an add-on from the same stable. I have the CP/M+ version of Protext, complete with Promerge Plus and Prospell, and was frustrated by the fact that I cannot immediately use Prototype as an extension to my version as the new program will only work directly with the Amsdos Disc and ROM versions of Protext or from Basic. Using Prototype on text created by other programs, including mine, is a little more complicated and will be the subject of a follow-up article on the Protext Page. I look forward to a directly usable CP/M+ version of Prototype. From Arnor's point of view they already have a huge CPM+ Protext user base on the PCW, reputedly largely vicars producing parish newsletters and this should appeal to them as well as us CPC owners.

HARDWARE REQUIREMENTS

Prototype's basic requirements are (1) A CPC, original or Plus, with at least 128K of memory, either as supplied or as an add-on pack (2) a 3" disc drive (3) a 9 or 24 pin printer of the type generally described as "Epson compatible"; this will cover most printers but it is a good idea to check if in doubt. There is a rather ambiguous instruction in the manual on whether to set your printer's DIP switches to "text" or "graphics"; the "text" setting is what you want. It works with the original 7-bit printer port and will recognise additional drives including the dk'tronics silicon disc. It works with the Utopia ROM and Promerge or Promerge Plus, but disables some of their features to work.

The publishers, Arnor Ltd., kindly provided me with a copy of Amsdos Protext on disc for this review, as well as the new program, so what you read is based on my first experience of both.

PACKAGING

Prototype comes in a very sturdy library case matching the Protext box. The disc fits its moulded recess well on one side and the double-stapled manual with the special peel-off, stick-on, labels for the "f" function keys are stored in a pocket on the other side of the case. The disc is supplied unprotected and you are advised in the manual to make, and work from, a copy of the disc. I would also strongly suggest you make an early back-up of the manual as it is going to get VERY extensively thumbed in use.

GETTING STARTED

Before I started to work with the program, I read the Prototype manual from cover to cover. Not exactly a gripping read, but some of the information must have sunk in. Of course, the danger in doing this is that you

can scare yourself off by a glimpse at some of the more advanced functions but having risked that I emerged at the end of the book with the knowledge that Prototype works by using embedded command codes to change the size and position of letters and symbols on the paper. This will be familiar to existing Protext users. These are added to your text by using combinations of keys making the work look like nonsense on the screen but it does print out the desired result via the printer, without the codes, if you've done it right.

CP/M+ Protext does allow the same to a limited extent, and the Amsdos version supports some of the more common language variants, but with Prototype the choice is amazing. There are also many new bar commands to amend the style of the layouts.

PROBLEMS!

Confidence suitably boosted, I followed the Prototype manual's instructions to load Prototype and Protext, with Prototype sitting in the background ready to leap into action when required. Doing this, I hit a problem; the instruction book omits the crucial fact that you have to quit Protext once it has loaded just before you activate Prototype for the first time in a work session. I spent HOURS trying to figure out what I was doing wrong. Eventually, a phone call to Arnor revealed the error in the book and I could get on.

PRINT SPEED

Better to test for any difficulties sooner rather than later so I typed a couple of lines of this review and tried to print it out. The version of Protext I am used to creates, and then draws from, temporary files to let you get back to work during the printing of a long document. With Prototype you can almost make, and drink, a pot of tea while it prints a page. But what was printed on the sheet of paper was my text, right-justified and beautifully printed as black as a piece of coal, at midnight, at the bottom of a mine.

To do its stuff, Prototype makes 12 passes over a line when in "letter quality" to build up the image so you will probably be able to relax the ribbon pressure adjustment by a click or two. I also got a right margin which was 5.5cms. larger than the left one; not a fault, just an effect of the program printing according to the chosen font and its related settings.

SOME HANDY TIPS!

There is a tendency among word processor users to "over-edit" text; to keep going over the same piece of work changing a word here and there, reformatting, then changing a bit of punctuation, and so on. If you start that with Prototype you'll be up all night, every night. So to get a good, relatively quick, result follow these

PROTOTYPE REVIEW (CONTINUED)

steps, using the backs of old letters or cheap listing paper to save paper, money, and trees, until you are ready to print out the final, perfect copy.

- 1) Type in the bare text with no fancy additions and save it to disc. Then put this copy aside for emergencies.
- 2) Spelling check it (if you can) and save it to another disc.
- 3) Print this out in draft, with Prottype switched off to check for basic layout errors (missed lines, ragged margins, inconsistant use of headings etc.).
- 4) Switch on Prottype and set up the main font by entering the relevant code letter.
- 5) Do a test print in draft and adjust the margins to suit the font.
- 6) When you are satisfied, save this latest version to disc.
- 7) Go through the text adding the particular accents, font changes and underlinings you require.
- 8) Print a copy to check AGAIN for any formatting changes needed now and repeat until you're satisfied. This really takes time.
- 9) At last, print the final copy on your best paper.

CONCLUSION

So, to conclude, who's going to use Prottype? Firstly, anyone who needs the facility to print out the wealth of available diacritics; apparently the program can provide for over 40 European languages' idiosyncrasies, even allowing for recent E.E.C. directives to discontinue the use of some, and it's relative ease of use, despite the reservations above, will be a blessing for students, scientists and mathematicians if they can tear themselves away from their Mac's, Archies and PC's. The price of even a full ROM Prottext set up with all the add-on's still only costs just over £100; incredible value for the results achieved.

Secondly, font freaks; those "wireheads" who meddle with weird typefaces just because they are there will love Prottype. There used to be a CPC user living not far from me who was a legend in his lifetime for the biggest, ugliest, typefaces anyone had ever seen. I bet he regrets moving on to a PC and missing out on the cameleopards you can produce with this, just for fun.

But mainly, Prottype will suit any CPC user who wants to produce text with lettering, either for business or pleasure, of truly outstanding quality and is prepared to take the time needed to do it. ●

Play Mates is a fanzine for people who like to play games on their CPC. It has reviews of games which are written by the readers of Play Mates. Also there are the odd page or two of games tips and pokes.

One of the main section of Play Mates is called "Bonzo's Litter Tray". This section is for users of the Bonzo Super Meddler and Bonzo Blitz discs. These disc will transfer over 1000 games to disc (Please note that multiloader games will only transfer the main file, levels are still got from tape) for faster loading and ease of use. In the Bonzo Litter Tray section I pass on the news of any new transfers or new programs to get games to disc. Plus some times we get new loaders for games that when run will load and poke the game at the same time.

Now if you fancy a copy of Play Mates and want to know how to get yourself a copy read on. Play Mates comes out every 3 months on the 1st of March, June, Sept and Dec and costs £1.30 an issue, that price includes postage. Orders for Play Mates are sent to Carl Surry 37 Fairfield Way, Barnet, Herts, EN5 2BQ.

Now Play Mates has been called one of the best CPC fanzine around. That may or may not be true I leave that for others to judge. But I will say this it is only as good as it is because of contributions from the readers. They write most if not all the reviews, pass on pokes and tips for games, and most of all pass on Bonzo news. So thanks to them and to you if you fancy your hand at reviewing a game and wish to see it printed in Play Mates.

Bonzo News

Do you want to transfer your tape games to disc. If you do try the Bonzo Super Meddler & Bonzo Blitz discs. These discs can be bought from Microstyle

Run By Carl Surry

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DEBBY HOWARDS' Adventure Chronicle

DAVE HAVARDS "A BEGINNERS' GUIDE TO ADVENTURING" REVIEWED

As the title of the book suggests it has been written for the novice adventurer in mind, but as a more experienced adventurer I found it very useful as reference guide. The book is very easy to understand and it is in the A5 format. There are 11 main chapters of the book starting from "The Novice Adventurer" to "The Experienced Adventurer", and it also includes 3 appendixes. There are various graphics spread throughout the book, some of them quite amusing. The book contains 53 pages.

CHAPTER 1 - THE NOVICE ADVENTURER.

This chapters deals with the different scenarios that you can expect from most if not all of the adventures that have been written.

CHAPTER 2 - WHAT IS AN ADVENTURE.

I have always found it a bit difficult to explain to a non-computer person exactly what an adventure is, perhaps I should carry this book around with me, and show them this chapter...

CHAPTER 3 - HOW TO PLAY AN ADVENTURE.

This takes you through an adventure called "The Golden Apple", which was released by Artic Computing on the Spectrum. It takes you through step-by-step, showing exactly what happens. Ideal if you've never actually played an adventure before.

CHAPTER 6 - SYNONYMS.

This is more detailed than the one that I have been featuring in my column, which promptly puts me to shame, and Dave at a distinct advantage.

CHAPTER 10 - MAZES.

You either love them or hate them, but they can't be ignored!!! Dave deals with this subject quite fully, explaining the different kind of mazes, and how to map them out.

I have just covered a few of the chapters in the book but if you want to see more then you will just have to buy it. Overall the book is fairly priced, and a definite must for every beginner.

The book costs £3 and is available from Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2PY. Make cheques and postal orders payable to Atlas Adventure Software.

COMPETITION!!

Along with Adventure PD users, UAUG members may enter a competition and win this book. There is no closing date on this one, just answer a simple question and the first person with the correct answer wins. The question is: in what adventure do I (Debbi Howard) feature as a character? (And no Dave you can't win your book back!!!)

Many thanks to Dave Havard - author and Mandy Rodrigues - distributor for the kind donation of the book for the competition.

I'm sure most of you who get engrossed in adventures have often been fooled by a red herring. Well believe it or not, a magazine is about to be released called Just that. Red Herring will be released bi-monthly covering all adventures on 8 bit and 16 bit machines. They are hoping for an October release. It will cover reviews, solutions, maps, coded hints, news, letters and so on. The cost will be £2.95p per issue, but there will be a minimum of 80 A5 pages. For more information write to Marion Taylor, 504 Ben Jonson House, Barbican. London, EC2Y 8DL.

In the last issue I made a mention of Larry Horsfield's "Axe Of Kolt" adventure. I forgot to mention that along the sale of Axe Of Kolt he is holding a competition for the first person to solve 18 anagrams, the prize believe it or not is £50. The anagrams consist of 18 well known adventurers all of which can be found in Adventure Probe. The anagrams are hidden in various parts of the adventure. Details will be enclosed in a leaflet on the sale of the adventure.

If you have ever seen Rob Buckley's PD adventure "Eve Of Shadows" you will know the kind of graphics which Rob can create. You might be interested to know that he has written his second adventure called "Butch Cowardice And The Undersea Adventure". I have seen the pre-release version (as it is not quite ready yet). It looks even better than Eve Of Shadows. Unlike most adventures this one is WIMP driven, which means that you can use the joystick or cursor keys to play it, but don't fret if that doesn't appeal to you, it also accepts key inputs. Unfortunately Butch Cowardice will not be public domain so you may have to pay a bit more for this one, Prices are not fixed yet but it does look like a £7 tag affixed to it.

Synonyms:

Wait, Wake, Waken, Wash, Watch, Water, Wave, Wear, Wind, Zap.

Adventure Chronicle

SOLUTION TO "THE HITCHHIKERS GUIDE TO THE GALAXY" BY KEN DEAN

By the way, somewhere along the line, you will get a message that one of the phrases you've used was instrumental in starting a war that wiped out most of a small galaxy. There is nothing you can do about this; no matter how you try. It will come to pass. Rather unfortunate, isn't it? Even more unfortunate, sooner or later, the survivors will figure out how that happened, and they will be looking for revenge....but more about that charming prospect later.

Right now, press the switch on the case. This will tell you what the code word is that will open the case so you can snatch the plotter. Make careful note of what word is required; it is chosen randomly each time. Too bad you have to listen to some pretty rotten poetry to get the word.

Speaking of poetry, in a short while, you and Ford will be hustled into the Captain's quarters, and strapped into Poetry Appreciation Chairs (worse things could happen, but right now, you probably can't think of any). After the Vogon Captain has tortured you with the first verse, grit your teeth and enjoy the poetry. He will then, to your dismay, read you the next verse.

While you could easily live without hearing it, in this case, you do need to listen so you know the word to type in. Fortunately, after the second verse, you don't have to enjoy the poetry. Unfortunately, since you survived both verses, the Captain is going to have you and Ford shoved out the airlock (you have now found something worse than appreciating Vogon poetry).

While Ford tries to talk the guard out of spacing the two of you, type in the word from the poem. You must put quotes around the word, or it won't go through. Then get the plotter when the case opens. Now just wait a while, and you and Ford will soon be in the airlock, with very little time left. In fact, time has just run out, and there you are in the depths of space. Lucky for you, the Guide explained how to survive all of 30 seconds out there! Well, perhaps not so lucky, since, considering the vastness of space, it's quite improbable that another ship will come by to pick you up before the 30 seconds run out. So naturally, 29 seconds later, the Heart of Gold (the HOG) comes past and picks you up.

There you are in the dark again. Wait and watch the display, until it no longer says you can't hear. Then listen, and you will hear the sound of the star drive. Now it gets cute: the program will lie to you, and say there is an exit to port. Don't you believe it! Go aft instead, and you will be in Entry Bay 2. You can ignore the brochure, if you like.

Go Aft again, and you're in the Fore End of the corridor. Here, Ford will find you, and take you up to the bridge, where you meet Zaphod and Trillian. Actually, you've seen them both before, at a party you attended a short time ago. While you listen to the chatter between Zaphod and Ford, you can begin to drop some items here.

You can drop the plotter, screwdriver, gown and signalling device. By this time, everyone else has gone to the sauna, leaving you alone on the Bridge with Eddie, the shipboard computer. Don't mind Eddie, he's a little over-protective, but he's a good sort at heart. In fact, you can pretty much ignore him, as well as Marvin the Paranoid Robot, although Marvin will be important much later on (depressing as that might sound).

Ok, time to prepare for some pretty weird happenings! First you'll need the spare improbability drive. So, go down, the Aft. Keep going Aft. The program just will tell you that the Engine Room is dangerous. It LIES! Don't listen to it, just keep going Aft. Eventually, you'll get there.

Of course, as soon as you're there, you'll want to look around. The program will tell you there is nothing to see here. That, too, is a lie! Keep looking, and you'll find that there are some things to see here, especially the spare drive.

Don't worry about the tools for now; you can leave them where they are.

Once you have the drive, go back to the Fore End corridor, then head Port where you'll find the Nutrimat (try consulting the Guide about the Nutrimat). Touch the pad, and you will be provided with a delicious (?) cup of advanced tea substitute. Fortunately, you don't have to drink it. Take the cup (ignore the carton, it's useless) and return to the bridge.

Drop the cup and the drive. Now, plug the small plug in to the small receptacle, and put the plotter's dangly bit into the tea substitute. Ok, you are about to have some pretty strange experiences, but before you throw the switch, some words of advice and caution.

There are five scenarios (all rather short, but all of them important), that have to be completed. They come up in random order, so each one has its own little section of the walkthrough. The lead-in to each of them is that familiar dark area, where you have to wait until one of your senses is working again. You will be in the dark area again when the scenario ends (and you will have to listen for the drive sound), which will then bring you back to the HOG.

Also, be aware there are times that you may briefly go back to one of the scenarios you have already completed. You just sort of bounce in and out of those, but you do have to spend time waiting in the dark. I couldn't find a way around this, so you'll just have to live with it. Finally, it's a good idea to save the game after you complete each scenario, just in case. With that said, it's time, so push the switch! ●

[CONTINUED NEXT ISSUE]

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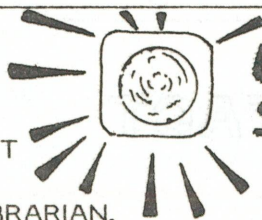
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UAUG STAFF SPOTLIGHT!

Name: GORDON WOOLLISCROFT

UAUG Position: UAUG TAPE LIBRARIAN.

A brief resume about myself and how I fit into the overall group of Officers of the UAUG:

A little about myself first - I am 62+ years of age and am working on the wards for 2 nights per week in a large Psychiatric hospital having previously been in charge of its School of Nursing for over 25 years.

I first became interested in computers around 1981 partly due to their gradual spread into the field of Education and also because I felt that should I retire I would like to have some mental stimulus in the future.

I have at present a CPC 6128, with an extra 3" disc drive and Citizen 120D+ printer (which does present problems from time to time with the PD tape library programs).

In 1982 I was a founder Member of the Ilkley Computer Club and have served in a variety of official capacities over the past 10 years. Later on in August 1988 I joined the UAUG as a member and found membership useful and rewarding. When the PD Disc Librarian at the time found that coping with disc requests was a full time job I offered to take over the PD Tape Library.

So what do I do ? First of all I deal with requests from members for the tapes from the Library ensuring that they are packed well and come back in good order. I also check with my membership list that the persons requesting the tapes are in fact members of the Group.

SO PLEASE QUOTE YOUR MEMBERSHIP NUMBER IN ANY CORRESPONDENCE WITH THE OFFICERS OF THE GROUP - it saves me a lot of trouble and ensures that ONLY members receive the PD tapes.

Secondly I deal with any queries from the members about the tapes or programs on the tapes giving help by letter or over the phone, or if they live nearby by inviting them to pop over and see me. The queries are very varied and sometimes require a little work and a 2/3 page letter to answer, but I believe that this is one of the functions of the UAUG to help others to improve their own level of skill and knowledge.

Thirdly I try to ensure that the tapes are in good order, at the same time try to improve and add to the programmes available on tape for 464 owners. As many of you will appreciate this is an ongoing and very time consuming task, especially to get a C90 tape recorded. Linked with this I also maintain a back up copy of the program in case the tapes get lost or damaged beyond repair. To this end in 1990 I compiled and sent out a questionnaire to 464 users regarding the Tape Library.

Finally from time to time I do contribute articles and small items to the CPC User - see my recent CARDASS type-in and explanation. ●

Next month the SPOTLIGHT falls on our Chairman TONY BAKER. Remember that if you think you'd like to do a certain UAUG job, just drop Tony a line. If the position is already filled, please let him know whether you want to go on the 'reserve' list.

COMPETITION NUMBER 1

In this issue you will find a review of Arnors PROTYPE, an add-on utility for use with the ROM or AMSDOS version of Arnors PROTEXT. Arnor have kindly donated a copy of Prototype to be given away in a competition. All you have to do to win it is to tell BRIAN WATSON (address at bottom) why you think you should win it. Make it as long, short, serious, or as silly as you like. Send your completed entry to Brian by the 20th of October.

COMPETITION NUMBER 2

Also donated by Arnor this month, is a copy of the AMSDOS version of PROTEXT, which Brian used to review Prototype on! A very good word-processor indeed, which can form the basis of a powerful system by the addition of Prospell, Promerge, and (of course) Prototype. Again, all you have to do is to tell him why you think you should win it.

Entries to either competition should be sent direct to BRIAN WATSON, "Harrowdean", 39 High Street, Sutton, ELY, Cambs., CB6 2RA. They must reach him by the 20th of October.

LAST ISSUES SUPERWIMP COMPETITION WINNER WAS.....

The Superwimp competition was won by Mr D S Anthes, who was the outright winner.
TAPE - TAPS - TIPS - DIPS - DISS - DISC five moves. Well Done!!

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.

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

Help with Brunword, printers (9 pin and 24 pin), the various models and their virtues and vices. Contact: M. CATTON, 11 Battery Close, Gosport, Hants. PO12 4PA. Tel: 0705-585764

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

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). 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

PENPALS, LOCAL CONTACTS, DRINKING PARTNERS

Help and advice given about general computer stuff. Ale quaffed, etc, etc. Pop round if you want a chat (phone first). Contact: STEVE HAYWARD (details in front cover).

OFFERS OF HELP WILL BE INCLUDED IN EACH ISSUE UNTIL THE MEMBER WISHES THAT HIS/HER OFFER SHOULD BE WITHDRAWN.

ANY HELP WANTED WILL BE IN ONE ISSUE ONLY SO MEMBERS ARE ADVISED TO RENEW THEIR REQUESTS.

PLEASE KEEP ALL AS SHORT AS POSSIBLE AND MARK THEM CONTACT!!

FOR SALE

464 upgraded to 128K, two 3" drives, Protext and Promerge on ROM with board, colour monitor, large number of discs & tapes, also mags, M/F2, extra 64k memory, all manuals, and 8-bit printer port. £200 collect or COD plus.

For PC & IBM compatibles WORDSTAR 1512 completely new £10, and SUPERCALC 3.1 new unused £10.

CPM Protext for all PCW & 6128 on 3 inch disc £30.

Contact: David on (0255) 430485

FOR SALE

DISCS: They Sold A Million (compilation of Sabre Wolf, Beach Head, Jet Set Willy, & Decathlon), Laser Squad, Myth, XOR. All £6 each.

TAPE: Lords Of Chaos - £4

Contact: Tony Baker (details in front cover).

WANTED

Bards Tale (disc if possible)

FOR SALE

DISCS: Cholo, Fernandez Must Die, Bubble Bobble, 1943.

All £3 each.

Airborne Ranger - £10

Contact: James Chaney, Merivale Farm, Selden Lane, Patching, Worthing, W. Sussex, BN13 3UL. Tel (090) 674276.

FOR SALE

CPC 6128 with MP2, manuals & system software - £120.

Portable colour TV - £45.

Or £160 for both.

Contact: Terry Green on (0705) 462201 (Hants area)

THE IMPORTANT OPINION POLL

SD MICROSYSTEMS have kindly offered to sponsor an opinion poll to find out what goods, services, and articles all you members want or need. Everyone who sends me their answers to it (and a Stamped Self-addressed Envelope) will get a voucher worth £1 off any goods supplied by SD MICROSYSTEMS. This is ON TOP OF the normal 10% discount offered!!!

Fill in the questionnaire, and post it off to me **TODAY PLEASE.**

- 1) What's your name?
- 2) Where do you live (including postcode)?
- 3) How old are you (21, again!)?
- 4) Are you male or female?
- 5) What's your occupation?
- 6) Is your average yearly income [A] 0 - £5,000 , [B] £5,001 - £10,000 or [C] above £10,000?
- 7) Do you use your Amstrad in your work (if you're self employed for instance)?
- 8) What computer do you have (eg CPC6128, 464 PLUS)?
- 9) What other computers do you have, and were they bought before or after your Amstrad?
- 10) How long have you owned your CPC/PLUS, and was it your first computer?
- 11) Do you own or have access to a printer (please state the make and model)?
- 12) What is your main use for the printer?
- 13) Do you own or have access to a modem?
- 14) How often do you use it, and for what use (eg business, leisure)?
- 15) What other hardware add-ons have you got (second drive, scanner, etc), and which of these do you use regularly?
- 16) What hardware add-ons would you wish to buy in the future (eg second 3" drive, second 3.5" drive, printer, etc), and what price do you expect to pay?
- 17) What consumables (supplies) do you buy on a regular basis (eg discs, printer ribbons, disc boxes, listing paper, labels, etc), and what price do you expect to pay?
- 18) What computer languages do you/can you program in?
- 19) What are your main computer interests (eg CP/M, games, business, etc)?
- 20) Rate your interest in the following subjects out of ten (ten=very interested, zero=not interested):- [A] Communications, [B] Word Processing, [C] Databases, [D] Home accounts programs, [E] Business accounts programs, [F] Desk Top Publishing, [G] CAD (Computer Aided Design), [H] Graphics/art, [I] Educational programs, [J] Spreadsheets, [K] Games, [L] Programming (what languages do you use?), [M] Utilities, [N] Other (please state)
- 21) What new piece(s) of serious software would you be interested in purchasing if it became available (see question 20 for a few examples)?
- 22) How much on average do you spend a year on [A] Games software, [B] Serious software, and [C] Hardware?
- 23) How often do you buy things from mail order companies (eg seldom, never, all the time)?
- 24) How long have you been a UAUG member?
- 25) Where did you first hear of the UAUG (eg word of mouth, saw it in a magazine (which one?), etc)?
- 26) How often do you use the Tape or Disc UAUG PD libraries?
- 27) Do you use any 'commercial' PD libraries?
- 28) How would you rate your knowledge of CPC/PLUS (eg very high, don't know much, etc)?
- 29) What do you think of CPC USER?
- 30) How much of CPC USER do you read (all, most, little)?
- 31) Do you want or need any articles on how to use your computer?
- 32) Do you want or need any articles on how to program (and in which languages)?
- 33) What kind of articles would you like to see in CPC USER?
- 34) Do you think you will write an article for the magazine at some time?
- 35) Do you think you will send anything in to the magazine (a letter for instance)?
- 36) Have you got anything else you want to add?

Remember to include a Stamped Self-addressed Envelope if you want the voucher.

The information you send WILL NOT be stored in any way, except as a statistic (eg "9 out of ten owners said their cats prefer....."). ●

STRATEGY AND SIMULATION

WITH DAVE HAVARD

After a fairly quiet start to the year, things are beginning to warm up a little on the Sim/Strat front lately. Recent releases include F-16 Combat Pilot (reviewed this month), Crete 1941, BAT, and Hero Quest. As none of these found their way into the bunker direct from the publishers, I have had to resort to the underhanded level of actually buying them! I doubt if there is much chance of the Big Ed' reimbursing me for this (doubtful - ED) unless I review them for him, so over the next few months that is what I shall be doing in the hope that he notices!

F-16 COMBAT PILOT

F-16 Combat Pilot has been 9 years in the making, which amazingly enough makes it older than most Spectrums! It certainly lives up to the advertising, being one of the most heart stopping flight sims' I have encountered. It has the immediate hook of being relatively easy to fly, but difficult to survive for extended periods.

The 100 page manual is well written, though a little vague until you realise just which parts have been omitted from the eight bit version. This is documented on a separate sheet, however, and once you come to terms with it there doesn't seem to be much missing.

The five missions available to the fresh pilot are Scramble, Hammerblow, Deepstrike, Tankbuster, and Watchtower. All except the first set you off to strike at ground targets, with the last one being primarily reconnaissance. This is not to say that there is little air to air combat. I can promise that you will be cursing the interceptors that tend to appear just as you are on the final approach to your target or even worse preparing to land after a successful mission. This ceases to be a problem if you first select training ON, but then you don't get to advance through the missions (which can be taken in any order). They must all be completed with training OFF before you can proceed to the final frontier of Operation Conquest.

This is a multi-mission strategic campaign, with your choice of operations against a whole range of targets. Basically it is down to you to influence the outcome of the war. You will need to decide which targets to strike at first in order to give your side the advantage, then continue flying missions to press home that advantage.

Although there are only five scenarios listed prior to Conquest, the missions are countless. Always different, and always with the constant threat of enemy interceptors. These can be despatched with short or long range air to air missiles, or cannon if you like to live dangerously. There is a range of weaponry available for ground strikes, including Maverick missiles and anti-runway Durandals. There is a crews' choice or you can choose your own armament.

Taking off is the easy bit. Even flying the Fighting Falcon isn't too difficult. Really sharp turns can be achieved by banking and then climbing. By making good

use of the Up Front Control Panel - UFCP, (not to be confused with the Head Up Display - HUD, below which it sits), it is easy to find waypoints, targets, enemy aircraft, and home fields. Three multi-function displays give you all the information you need, such as how fast you are approaching the ground, that you have no fuel left, and that you are approaching the runway 90 deg. off course.

Included in them, thankfully is the Instrument Landing System - ILS. This will land the plane automatically as long as you are fairly close to the beam. Graphically it is well up to par with any other eight bit, and only the wire frame targets give this away as such. Sound is naturally limited, but it's there when needed, and there are surprisingly few keys to master for such a complex programme. Tape users will probably be faced with a multi-load, so go for the disc version if possible.

F-16 Combat Pilot by Digital Integration. £14.95 Cass £19.95 Disc. (Cheaper from mail order, try MJC Supplies on 0462 481166).

Things are a little quiet on the tips front this month, as I haven't received any, and I don't intend to give all my secrets away too soon!

However, one tip I will pass on came to me as I was reading the preview of CpRs Design Technology's new Game Pro device. The unit will allow you to plug in foot controls, extra joysticks etc, which could be useful for some simulations. It brought to mind an idea I once had for a simulation on the old rubber keyed Spectrum. The game had a redefinable front end (choose your own keys), and they were basically brake, accelerate, left and right. I chose a key from the left for brake, a key from the right for accelerate, and used a joystick for left and right. Then I put the Spectrum on the floor, took off my shoes and socks.....

Please write to me at the address inside the front cover, with any tips or requests, or with any other news or gossip. This should turn out to be your column. Otherwise I might be tempted to turn it into a platform for myself. ●



We take the CPC seriously!

CURRENT SOFTWARE PRICE LIST

- PAYROLL PROGRAM (PAYE for up to 50 employees).....£52.50
- Tax codes, NIC, overtime etc plus printed payslips and reports.
- STOCK ACCOUNTING 6128.....£39.95
- Integrated stock control, invoicing and sales ledger package.
- GENERAL LEDGER 6128.....£29.95
- Simplified book-keeping system for small firms/self-employed.
- SMALL TRADERS PACK (464/664/6128).....£29.95
- Separate modules for sales, purchases, stock, mail and invoicing.
- PAGE PUBLISHER (6128 or expanded 464/664).....£24.95
- A very powerful text and graphics (Desk Top Publishing) package.
- HOME FINANCE (Personal Accounting).....£14.95
- Handles bank, savings, credit cards plus monthly standing orders.
- GRAPH-MASTER (Statistical Analysis).....£14.95
- Produces many types of graph including bar, line and pie charts.
- DISC-BASE (Specialised Database).....£12.50
- Catalogues your entire disc collection in a master database.
- KWIKFILE (General-purpose Database).....£12.50
- A very clever and versatile computerised card-filing system.
- PICTURE DISC (Graphics for Page Publisher).....£12.50
- Offers a variety of 400 plus superb quality 'clip-art' drawings.
- MULTI-CODE RSX (Toolkit with 60+ commands).....£12.50
- Enables BASIC programmers to write professional-style code.
- DISCUS...(File Manager currently free with all software orders!)
- Run/Erase/Rename/View/Print/Unerase files. Auto save to any disc.

All programs are supplied on 3" disc and will run in 64K ram unless otherwise stated. All work with Epson-compatible printers. We reserve the right to alter prices/specifications as necessary.
 Post/Packing(per order): £1.00 (UK) £2.00 (EEC) £5.00 (Elsewhere)

Computer supplies at special prices, for example:-
 Amsoft 3" Discs @ £17.50 for 10, DSDD 3.5" @ £5.50 for 10,
 Cleaning Kits @ £3.00, Lockable Disc Boxes (large) @ £7.50,
 Anti-static Non-slip Mouse Mats @ £2.00, Copy Holders @ £3.00.

10% DISCOUNT ON ABOVE SOFTWARE/SUPPLIES TO U.A.U.G. MEMBERS!

(For office Use)
 RECD:
 CHQ:
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MAIL ORDER FORM:

NAME: _____
 ADDRESS: _____

 GOODS REQUIRED: _____

 CPC MODEL: _____ PRINTER: _____
 CHEQUE/PO/ACCESS/VISA AMOUNT: _____
 (delete as applicable)
 CREDIT CARD NO: _____ EXPIRY: _____

Post to: SD MICROSYSTEMS, P.O. BOX 24, HOLBEACH, LINCS, PE12 7JF.

or telephone: (0406) 32252

TAPE PD LIBRARY COLUMN

There are now 2 sets of tapes and the waiting list has been reduced. However if there is a little time before you get your set of tapes please be patient - I will deal with the requests in order of receipt.

We now have, thanks to Steve Hayward, a replacement for the Tape Number 1 - Games and Utilities which has some of the original programs (that we have checked and also arranged for any documentation to be read more easily) plus some new programs. The listings are included in this issue of the CPC User but due to the fact that they occupy 2 pages do please save them for future reference. Copies of the listings will of course be sent out when the Tapes are loaned. Again Steve - Many thanks for your help.

The fact that Steve has put on a "TEXTREAD" program onto the tape means that it will now be possible for the ASCII files on tapes 2 & 3 to be read and printed out. However I have still to obtain the new telephone codes for London to replace the old one on the tape.

With regard to the actual programs themselves, I feel that I should again point out that almost ALL of these tape program are present on our PD Discs and therefore even if you have only one disc drive with your 464 it is to your advantage to use the PD Disc Library with its ease and speed of loading and saving. The PD Tape Library was created for those members who have the tape loading facility only, in order to be able to offer them some of the PD programs already available to disc users.

Another point that I would like to make is that whilst the Tape Library is Public Domain material, the Tapes will only be loaned to members of the U.A.U.G. as part of our service to members - would you therefore **please quote your membership number and full name** in your correspondence so that membership can be verified.

Finally with many forms of Public Domain software, quite a few of the programs are supplied either with very limited instructions (in the form of a document file or sometimes as a basic file for screen or printer) and some in fact have no instructions at all and the user has to work out what to do. This is the case with some of the programs supplied for the Public Domain to the U.A.U.G. by some authors.

FOR TAPE OWNERS WISHING TO BORROW THE TAPES

Those programs from the library which should run on a 464 have been collected together onto three C90 tapes. Disc to tape copying is a time consuming task and so we have decided to adopt a different system for the tape owners wishing to obtain tape compatible PD software. **WITH EFFECT FROM THE JULY EDITION OF THE MAGAZINE** I shall only send out the GAMES/UTILITIES tape unless asked specifically for the full set.

Please send TWO X Second Class stamps for the Games/Utilities tape.

If you ask specifically for the set of three tapes please send FOUR X First Class stamps to me and I will send you all 3 library tapes. You may then copy those programs you require and return the library tapes. **PLEASE RETURN THE TAPES WITHIN THE SPECIFIED TIME**, as another member may be waiting for them (use original packing).

Please remember to add your names, address and Membership number.

Write to:

GORDON WOOLLISCROFT
2 WRENBECK DRIVE,
OTLEY,
WEST YORKSHIRE.
LS21 2BR

THE TAPE PD LISTS

TAPE 1 - Side 1.

+ - main program file

- | | |
|--------------------|---|
| + 1. Froggy.Bas | New to library. Glenco Software PD Platform Game. |
| 2. Froggy2.Bin | Quite Good. |
| 3. Froggy3.Bin | |
| 4. Froggy4.Bin | |
| 5. Froggy5.Bin | |
| 6. Froggy6.Bin | |
| + 7. Raidhelp.Bas | Information about Raider Games which follows. |
| + 8. Raider1.Bas | First part of Raider Game which loads 9. |
| 9. Mapdat.Dat | |
| + 10. Raider2.Bas | Second part of Raider Game which loads 11. |
| 11. Mapdat2.Dat | |
| + 12. Callenpt.Bas | Calenders to Screen or Printer. |
| + 13. Carnum.Bas | Find out the Town your car was registered in. |
| 14. Carnum.Dat | Data file for 13. |
| + 15. Cryptone.Bas | Cryptogram Game - very little instructions. |
| + 16. Electbil.Bas | Calculates your Electricity Bills. |
| + 17. Flag-1.Bas | Draws Australian Flag. |
| + 18. Homeactt.Bas | Easy to use Home Accounts Program. |
| + 19. Labels.Bas | Label printer program. |
| + 20. Lasball.Bas | Breakout with a difference. |
| + 21. Mcqanl.Bas | Multi-choice question analysis program. |
| + 22. Odeprint.Bas | Novel rhyming couplet generator. |
| + 23. Paperman.Bas | Management simulation exercise. |
| + 24. Sideways.Bas | Prints ASCII file sideways (Maximum of 60 lines). |
| + 25. Spelling.Bas | Spelling game. |
| + 26. Tvsat.Bas | Calculates positions of TV satellites. |
| + 27. Banker.Bas | Bank Account program - quite good. |
| + 28. Biochart.Bas | See your bio-rhythms for the month. |
| + 29. BkckJack.Bas | BlackJack card game. |
| + 30. Cardcass.Bas | Programme to print out cards for cassette cases. |
| 31. Busy.RSX | Loads with 30. |
| + 32. Chimes.Bas | Simulation of chiming clock by computer. |
| + 33. Chrdesig.Bas | Character designer. |
| + 34. Digicloc.Bas | Digital clock with alarm - on screen. |
| + 35. Gra-mem.Bas | Graphic display of memory use. |
| + 36. Horoscop.Bas | Horoscope generator. |
| + 37. Keys.Bas | Redefines keyboard. |
| + 38. Mortgage.Bas | Calculates your mortgage repayments. |
| + 39. Polar.Bas | Calculates Polar equations. |
| + 40. Portfol.Bas | Records shares. |
| + 41. Quest.Bas | Text only adventure. |
| + 42. Sportman.Bas | Sport Management game. |
| + 43. Today.Bas | Calculates days/dates. |
| + 44. Typtutor.Bas | Typing tutor program. |
| + 45. Useofmin.Bas | Graphic demonstration. |
| + 47. Surfaces.Bas | Graphic demonstration. |
| + 48. Easter.Bas | Calculates Easter Day. |
| + 49. Etchskch.Bas | Modern version of old sketch idea. Use Z X , . |
| + 50. Yahtzee.Bas | Popular game written for the computer by John Packham - originally a Type-in in CPC User. |

PLEASE NOTE:-

Most of these programmes can be loaded into your computer and then saved to another tape. Use whole name to load/run e.g. Easter.Bas

THE TAPE PD LIST (PT II)

TAPE 1 - Side 2

+ - main programme file

- + 1. Textread.Bas New - Reads an ASCII file and prints it out if required. Does a better job than SWTEXT.BAS
- + 2. Swtext.Bas ASCII file reader/creator/printer/
- + 3. Romread.Bas Saves Rom as a Binary file.
- + 4. Helpwndo.Bas Window designer.
- + 5. Window.Bin
- + 6. Merchant.Bas Space trading game.
- + 7. Input1.Bas General Input sub routines.
- + 8. Life10.Bas Life game.
- + 9. Codedoc.Bas
- + 10. Bud.Bas
- + 11. Decode.Bas Decodes program coded under Encode(No 12)
- + 12. Encode.Bas Encodes program.
- + 13. Amshelp.Bas Help program for 14.
- + 14. Amsfax.Bas Teletext Simulator.
- + 15. Fonthehelp.Bas Directions for Fonty.
- + 16. Fonty.Bas Font designer.
- @ 17. RSX.Doc File (ASCII) - Instructions for RSX program.
- + 18. Roll.Bas Basic version of Roll RSX.
- + 19. Roll.Bin Binary version of Roll RSX.
- + 20. Roll.Dem Demonstration for Roll RSX.
- @ 21. BBlist List of Bulletin Boards.(ASCII)
- @ 22. BBoards as above in 21.
- @ 23. Amsdir0 Tape Catalogue (note 0 - zero at end of title).
- + 24. Amsdir0.Bas see above re zero title.
- @ 25. Icon2 ASCII/Prestel converter instructions.
- + 26. Icon2.Bas ASCII/Prestel converter program.
- + 27. Toolkit.Bas New - Machine Code Tool. Reads memory, disassembles etc etc.

- 28. Toolkit.Bin
- + 29. Twister.Bas New - Graphics demonstration.
- + 30. Tower.Bas New - Very good puzzle game - addictive!
- + 31. Twriter.Bas Amstrad Action's Programme checker.

@ - This is a document file - use TEXTREAD.BAS to read this file.

PLEASE NOTE:-

Most of these programmes can be loaded into your computer then saved to another tape. Use whole name to load/run e.g. Twister.Bas

FOR SALE

Brunword/Brunspell 6128 - £10, Smartkey - £5, Toolkit (Beebugsoft) - £5, Procopy - £5, DK'Tronics speech synth/stereo ROM - £8

Contact: Roger Loxley, Avalon, Silver St, Stainforth, Doncaster, S. Yorks, DN1 2TF. Tel (0302) 845175

FOR SALE

DMP 2000 printer - £70. CPM on ROM (2 ROMs) with instructions - £25. Supercalc 2 (CPM version) - £25. CPC-PC-CPC file transfer utility by Moonstone - £20. Rembrant Paint disc - £7. AMX Stop Press (with mouse & interface) - £50. Extra-Extra for Stop Press - £10. WOPS disc utility - £5. Tasword 6128 & Tas-spell disc (6128 only) - £22.

Contact: Phill Mackay, 12 Lydstep Rd, Barry, S. Glam., CF6 3EB. Tel (0446) 721289

**DON'T FORGET!!
FILL IN THE
OPINION POLL
AND SEND IT
OFF TO ME
TODAY**

THE DISCOUNTS 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.....10% 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.

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

INCENTIVE SOFTWARE, Zephyr One, Calleva 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.

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.

MERCIA WARGAMES SUPPLIES, 110 Leicester Road, Bedworth, Warks. CV12 8AG
Tel: [0203] 310719.....Free postage to all members of UAUG.

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

IF UNDELIVERED PLEASE RETURN TO:

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

**NEXT COPY DATE IS THE
29TH OF OCTOBER**

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.

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 hand writing 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.

ADVERTISING RATES:

FULL PAGE.....£10

HALF PAGE.....£5

QUARTER PAGE ..£3.50

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