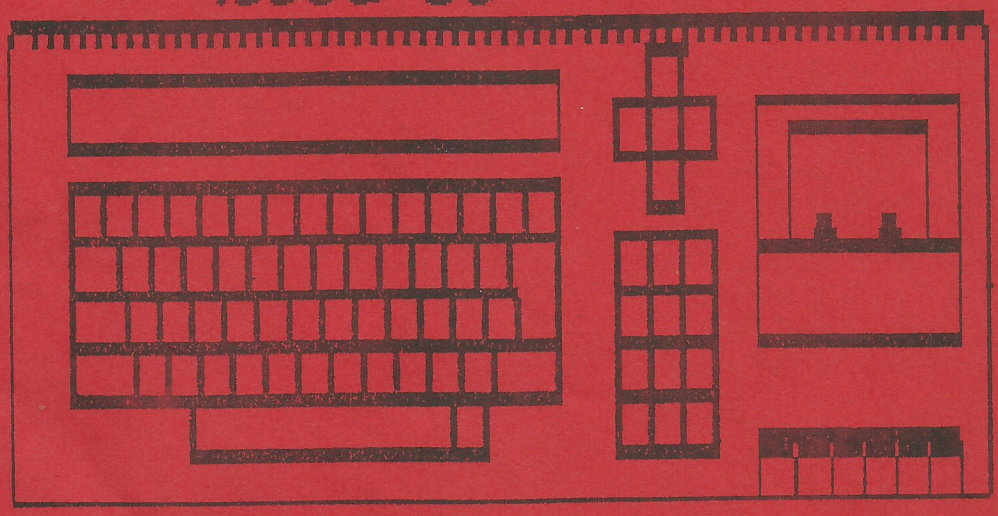
CPC USER

THE BI-MONTHLY MAGAZINE OF THE UNITED AMSTRAD USER GROUP

DECEMBER 1991

ISSUE 30



The UNITED AMSTRAD USER GROUP was founded in 1985 by a [illegible] dedicated CPC [illegible]

CPC USER is written by CPC users FOR CPC users and contains author[illegible]views and articles and other regular features specific to CPC computers including [illegible] (for general correspondence), CONTACT (for member-to-member contact and MONITOR [illegible] soapbox). This 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 [illegible] 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 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.

Copyright CPC User - United Amstrad Users Group 1991

CONTENTS

[illegible]

EDITORIAL RAMBLINGS

Hello everybody! May I give a big "Welcome" to all the new members that have joined the group before I go on to the 'apologies'.

I was told that it was traditional for Editors to start their editorial with apologies, and who am I to break with tradition! Firstly, sorry to all of you who phoned Hobbyxit only to get strange noises on the other end of the line. This was because I printed their fax number. Ooops! It's been corrected in this issues NEWS. Secondly, sorry AGAIN for the delay in getting the magazine 'copy' to our Chairman TONY BAKER in time for printing. I misjudged how long it would take me to get the Mailbox done (three nights!). Is there anyone local to me that's a fast typist? If you help I'll let you sit on the Editors knee (even the women)! Next a 'sorry' to all who haven't received their SD Microsystems voucher yet. Please forgive me. You should get them soon (if you haven't already). Last and least, a 'sorry' to anyone else who thinks they deserve one.

Before starting to type this, I began to wonder what purpose the Editorial served. Was it to inform the readers? Or to amuse them? I came to the conclusion that the only purpose is to stop the Ed going mad while putting the magazine together. Is it working? I'll let you know when I take the daffodils out of my ears.

No one saw me at the October All Formats Fair in Birmingham, because there wasn't one. It was in November. And nobody saw me there 'cos I didn't go. Sigh.

Many thanks to all those who sent me their replies to the opinion poll. The results will appear in the next issue when I decide how best to present them (and after I've recovered from this issue).

Many thanks to those of you who sent letters too. Not all of them have been put in the Mailbox (bad planning). Sooo....by the time you read this the Letters Disc should be available. At the moment (until it either changes appearance or Editor) it will be a Bulletin Board type thing. Both sides will be full of letters, with the first one on it being the first one to get 'pushed' when the disc gets full and more letters are added. To get it you must send me a blank disc along with a padded SSAE (remember to include the return postage), PLUS an extra thirty two pence stamp (or the nearest thing to it). The stamps will go towards cutting the cost of mailing CPC User to you. If you want it on tape, do the same but enclose a tape.

Remember that if you want to meet CPC or Plus owners local to you (with a view to starting a group perhaps) then by all means send your name in to the Contact section. It's there if you need help too.

Whilst reading through the blurb at the front of a Maplins catalogue recently (electronics), I noticed that the Chairman had some interesting predictions for the future. Such as: by 1994 there will be a computer around that will be able to make many millions upon millions of calculations per second. Fast enough to model the entire human brain. This has quite a big interest for me, as it means that home Virtual Reality sets won't be far behind. Virtual Reality (for those of you who've never heard of it) is a computer simulated world. You put a helmet on your head which has a little TV for each eye (this is normally no more than two). A sensor in the helmet tells the controlling computer what direction you're looking in, and the computer 'generates' a 3D view that changes as you look/move around. There are a few games already written for the system - one is the 'famous' Tomorrows World fighter combat simulation, and another is a combat game involving big robots where the weapon sights 'track' your line of vision. The ultimate games computer! Any interested parties should note that the cheapest VR system costs around £18000 at present. Of course you could always get a couple of portable TV's and make your own.....

Now to more interesting stuff. The 'Tree of Knowledge' has generated quite a bit of interest. At present I don't know how it will evolve. The potential amount of disc space it could take up is VERY large. Ideas on the solution needed please. One way around it would be to have a librarian with a 'big' drive, so that s/he could fit the data from two three inch discs on to one 3.5". Anyway, if you have anything that you want to contribute just get typing! We already have one member doing a large section on general tips (household, DIY, etc), and another who's FAMILY are keen to do a section on Geography. Anything can go in it. Now all we need is a librarian that doesn't mind doing a lot of work.

People who buy things by mail order with a credit card take note: contrary to popular belief, if a company goes bust (before supplying your goods) then the credit card company will not give you your money back UNLESS the amount spent was over £100. Food for thought.

If you're stuck for Christmas presents, what better gift could you give someone than a years subscription to the UAUG. Or you could treat yourself! There are also lots of goodies to be had from our discount companies, games, hardware bits, etc. With lovely savings too!

Well, another Editorial comes to a close. As I look out of the window snow is gently falling. Christmas carollers are sweetly singing hymns, and a lone robin sits quietly in a tree listening. All around is peace....which is quite strange as it's the middle of November here. Seriously, take care over the next couple of months. Don't drink and drive. Don't smoke under water. Spare a thought for those who are not as fortunate as yourselves. And when you get up tomorrow, look in the mirror and give yourself a little smile. The day will seem a whole lot brighter.

Merry Christmas everybody!

The Chairmans Bit

First the bad news! Regretfully we have had to increase the subscriptions. From January 1st 1992 the UK and European rates will be increased by 50p and the Overseas rates by 75p. The recent rise in postal charges has made this increase necessary but we have tried to keep it to a minimum. We hope that you will still think your membership of UAUG is worthwhile.

I was told recently that WACCI has not produced a magazine for some months now so it would appear that we are the only major CPC user group left. Your Committee felt it was worth advertising our services in Amstrad Action as many ex-WACCI members must be looking around for a replacement magazine. As it will probably take a few months for the advertisement to appear, it was also decided to place an information sheet/application form in this issue of CPC User and ask all of you to try to recruit a new member. Failing this you might be able to persuade your local library or computer store to display the information as a service to their customers.

At a recent Committee Meeting our hard working Membership Secretary, Paul Owen, indicated that he would like to give up his post in the near future but would continue until another volunteer is found. At the moment I am asking all our members in the Fareham/Gosport area to consider volunteering. It will ease communication and reduce costs if we can find a local replacement, but if this is not possible I might have to widen the appeal in the next issue - so you have been warned!! As I am writing this back in October we might even have a new Secretary before this 'BIT' is published!

Finally as we come to the end of another year I would like to thank all of you for your continued support. In particular a big thank you to all Officers, Editors and Librarians for the time and effort they devote to our Group. All that now remains is for me to wish everyone a Happy Christmas and prosperous New Year in 1992. Tony Baker. ●

WORDSTYLE

Reviewed by ANDY KEECH

I bought my copy many moons ago via the CPC User. It is a little known and ultimately little used word processor written in 1985 under the impressive name "WORD PERFECT".

My copy which started life on tape, but which I transferred to disc, was actually bought under this title. I was amazed to find that the program is 1K of basic loader (which I had to adapt for the disc version), and 8K of binary code. This leaves a massive 29K for text on my humble 464.

Wordstyle has all the looks and a lot of the commands of the "Word Perfect" used on a PC. The program gets right down to business, with no menus, just pure commands, which can be called at any time. Here is just a sample.

CTRL A	alter page width
CTRL B	return to BASIC
CTRL C	catalogue
CTRL I	set ink, paper and border colours
CTRL J	right justify current paragraph
CTRL L	load text file
CTRL M	merge text file to cursor position
CTRL N	erase all text
CTRL O	output bytes to printer
CTRL P	print text to cursor
CTRL S	save text
CTRL U	toggle underline mode on/off
CTRL -	set margins symmetrically

It has up to 128 columns per row and supports full printer codes for Epsom compatibles. It is simplicity itself, but there are no spell checker or other complimentary programs available. It is a shame that in the five years that this program has been around Supersoft have done nothing to improve its appeal.

Whether you buy it, is hard to say, but it is a great WP for the beginner or the mentally deficient (like me). I still have my tape version as backup and I will not be selling. For a quick one off letter it is the best, and its 128 column mode is useful for anyone with a big ego. ●

NEWS * * NEWS * * NEWS * * NEWS *

DISC AVAILABILITY

A bit of news from Cottage Computer Software first. It is sometimes difficult to get games on disc for the Amstrad. This is not solely due to the fact that (for instance) shops don't want to stock them, but also because although a game is available on disc it may not be FREELY available. The message from Cottage is to phone up (when 'mail ordering') to either make sure that the product is in stock, or to see if the company can DEFINITELY get it on disc.

HELPLINE

More news from Cottage. This time to remind people that their 'helpline' is still running. You can use it for any computer related problem you have, but please remember that they are in business and are only providing the service out of the goodness of their hearts. If it's abused, it'll probably be dropped.

The number is.....(0703) 740342 between 10am & 7pm.

NEW ART PACKAGE

SD Microsystems have just released a new art package for the Amstrad called 'Picasso'. It retails at £14.95 plus £1 P+P. UAUG members have got 10% discount of course.

The package looks very comprehensive, with all the 'usual' features normally found along with lots of others. Such as 3D effect filling, rotations, twisting the picture, and oodles more things. It runs in 64k, but disc only. SD's address is in the back of the mag in the discount section.

BIG DRIVES

Hot on the trail of Picasso, SD Microsystems are now doing a 3.5" drive package. All the normal benefits of a top quality package (800k software, side switch to 'flip' the disc, dual 180k/800k modes), along with disc management software and a pack of five 3.5" discs.

The price is £79.95. There is no discount to members, but SD have waived their postage fee of £4.50. Can't be bad! Their address is in the Discount section of the mag.

NEW DISCOUNTS!

SPM Software are kindly giving a discount to UAUG members on their Power Basic & General Military Simulator packages. Power Basic is a Basic compiler that was given a good review in CPC User a few issues back. General Military Simulator is a package that enables you to write your own strategy games. Dave Havard will be bringing you a review of it soon.

Both packages normally retail for £14.95 each, but you can get them on UAUG discount at £12.95 each. SPM's address is in the discount section of the mag (at the back!).

TOTALLY ZANE

Could anyone who replied to the Totally Zane fanzine advert many issues ago please get in contact with me (the Ed). The Editor of said publication has informed me that she has had major problems with the printer (and also the accountant) taking the money, but not producing anything.

AMSOFT DISCS

The price of Amsoft discs is beginning to rise again. The price originally went down because (so I heard) Amsoft stopped producing them, and 'dumped' them onto the market - flooding it and driving the price down.

Now it looks as though the stocks are beginning to run dry, so buy them while you can. Maxell will still be manufacturing them for the time being though.

MJC Supplies is still the lowest priced Amsoft disc supplier around, with the lowest figure going to UAUG members!

HOBBYKIT

The correct address and phone number of Hobbykit is:

Hobbykit,
Unit 19 Capitol Industrial Park,
Capitol Way,
London,
NW9 0EQ

Phone number.....081 205 7485

DARTSMA PD

Yup, another PD library. This one deserves your support because the charge is only 50p per two discs sides!

The man behind it all, Adam Shade, is rightfully very enthusiastic about his library. He currently has over 70 selections of goodies, with one selection occupying one side of a disc (total over over 35 full discs).

If you bung him a disc, along with stamped self addressed jiffy bag, he'll send you his PD lists (with some software as well). Or send an SSAE to get a printed list.

Dartsma,
c/o Adam Shade,
47 Kidd Place,
Charlton,
London,
SE7 8HF

The CPC User's MAILBOX - readers letters

HELP!!

From ADAM SHADE of Dartsma PD.

• I am writing to ask if any other members of the UAUG can help me with a few problems. I am looking for an EPROM blower for use in blowing my own ROM's. I am willing to pay around £20 for such an item. Also I need help with creating my own single ROM boards. All help and advice is wanted. Also if any readers have any PD they would like to give to my library 'Dartsma PD' then all is welcome - new or old stuff, utilities, adventures, games, etc.

□ *The address of DARTSMA is in the NEWS section. If anyone needs help of any sort please feel free to send it in to the HELP part of the CONTACT section.*

TREES

From BILL PRICE of Peacehaven, East Sussex.

• I like your idea of the 'Tree of Knowledge'. I have always thought that there is a lot of knowledge amongst the amateurs of this world. The advice they give is often better than from the 'professionals', because the amateur is cost aware and has to think his way around a bit of expensive apparatus.

But (why is there always a 'but' to a good idea?), how would you go about collecting this knowledge together? You can't ask somebody to write a semi-book on a subject. But you could ask members to give a low down on their hobbies. Maybe some advice, or recommend books on the subject.

I could offer myself with the first 'low down': Ex-carpenter retired (70). Practical hobbies. Astro telescope making. Ideas on photography with Astro telescopes. Also same with Archaeology which I would like to expand with anyone that may be interested. Could recommend books on telescope making, as well as practical advice. But how would you work this with a computer (a subject I am struggling with)?

Has anybody updated the library book storage program in the disc PD library (PD 9/1 - Libooks.bas), Qssort Missing so does not work? Maybe you or John Packham could fit something in.

In issue 28 you mentioned that the magazine depends on a handful out of a large membership to write articles. I think this applies to most magazines and societies. Most people join because they cannot write or talk with any authority on the subject (whatever it is), but wish to know more. Of course this usually falls on the hard working handful in any society. This appears to be an axiom, applying to all groups. So once again may I say thanks to the handful of this group.

□ *Personally I wouldn't mind writing a semi-book, but I see your point Bill. The 'low down' idea is a good one. All the different bits could be 'lumped' together under the different headings. It really boils down to what people want to do.*

I've never seen the library book program, but if someone wants to send me an updated version I'll shove it in the mag.

Yup, my thanks go to the 'handful' too. But even a one line tip is welcome.....

PRINTER PROBLEMS

From Mr W FORD of Newtown, Chester.

• I am a fairly new member, and am very pleased with all the help that I have had so far, especially from Gordon the Tape Librarian. However, I have still a few problems un-solved, the main one is - How do I get my CPC464 to give me a print out on my Epson RX 80 of the screen display after instructing it to CAT? I have tried #8 in every combination with every other letter and configuration of Command that I can think of, but the printer just sits there and smiles, but does not print! It does print beautifully AFTER "LOAD", but.....

How do I get my Epson to print a proper pound sign? It refuses to alter no matter what I do to the character control codes.

□ *As usual, I have to say that I can't help. It may be best if you send off for the manual. In the meantime however, can anybody lend a hand?*

RAMBLINGS

From RAY NEAL of Coventry.

• I own a CPC464 and a CPC6128, but I am pleased to say that the 464 has been taken over by my grandson. I am 63 years of age, and have been using computers for about 4 years. I don't think that there has been more than 6 or 7 days that I have not done anything with it. When I read about people writing to magazines to say that they have bought a computer and "what can they do with it" it amazes me. There is not enough hours in the day for me to do all that I would like to do (and I am retired). I am unfortunately not patient enough to learn programming, but I do like using commercial programs. By the way, many of the programs that I use are Public Domain. This letter was written on the Kirk Editor - a very good word processor indeed (cost me about £4 from WACCI), and worth every penny. The commercial programs that I use (such as Maxidos, MOII, Discovery, etc) I advertised for in the various computer mart mag's, and bought all of them from people who have upgraded to a PC or down to an Amiga (! - ED), whichever way you look at it, for approximately half price.

□ *The PD libraries are a treasure trove of goodies. It's just a case of sorting the good from the bad. A few*

reviews would come in useful (do I detect a subtle hint?).

LATE PHONE CALLS

From P CURGENVEN of Trevone Bay, Cornwall.

• I thought I'd better write in some praise for the PD Librarian Richard Sergeant. Five months ago I bought a brand new DDI-1 disc drive for my CPC464. I then started to get disc based PD from the UAUG. I had trouble with loading the PD so I phoned Richard for help at around 10pm. After the initial shock, it became apparent that my lack of 'know how' in using the disc drive was due to the fact that "they" are not supplied with instruction manuals. So after 10 minutes instruction from Richard, I was given two vital words - CAT and |DIR. Also he told me how to format a disc. Since then I have managed to proceed at full steam, and I'm now very competant at using the said drive. So very many thanks to Richard, and a big Raspberry to the Amstrad User Group (the commercial group, NOT the UAUG! - ED) for supplying a DDI-1 without an instruction manual.

□ *It's my own fault, I should have added something to the list of Officers. But I'll say it now instead - "Please only phone between the hours of 7pm and 8pm". You can phone me (the Ed) anytime between 6.30pm and midnight though.*

Glad you got the hang of disc drives, as they really are a 'must' to have. It was a naughty oversight of the AUG to omit the manual. Did you get in contact with them?

MICROSTYLE: FOR

From KEN DRYDEN of March, Cambs.

• Microstyle: there has been a lot of bad press (and feelings) about this company of late regarding their service. I would just like to say that they appear to have done what they promised, and got their act together. I ordered a copy of Maxidos from them by phone, at 2.30pm on 22/10/91. 8.30am THE NEXT DAY my copy of Maxidos dropped through the letter box. Well done Microstyle!

□ *Wait for it.....*

MICROSTYLE: AGAINST

From our very own JOHN PACKHAM.

• This is a small letter from myself and has NOTHING to do with the UAUG or CPC USER. It is a letter of WARNING. Some of you readers may remember that we used to have a Technical Adviser for CPC USER called Phil Craven. Well this is the guy who owns and runs (or is it owned and ran) MICROSTYLE. Now I must say that he was a big help to the UAUG in this role, and also provided free plugs for the group in his own advertising. To this end I am truly grateful, as are I am sure all the members. However, all this doesn't help me or other so called customers of his. Back in January I sent MICROSTYLE a cheque for £100, and ordered a 3.5" disc drive, plus discs, plus his so called wonderful new software MS800. Well, I was patient, but after 6 or 7 months, I lost patients. After several costly phone calls, several assurances that it was in the post that very day, after politely requesting a full refund, after NOT receiving a refund, I had no option but to take him to the small claims court. This also cost me £10 for the summons, to which he didn't answer, then a judgement was taken out in my favour, to which there was no reply, then a further £16.50 to take out a warrant of execution to get the bailiffs out to him and if necessary, take his property. Well, it is now October, and I now know that the court now has the money, and should be with me any day now. So be warned, as far as I can tell, this business has bitten (or is about to bite) the dust. He may be nice and polite over the phone, but I for one would steer well clear of MICROSTYLE. Again, this is my own opinion, and I'm entitled and justified to give it.

□ *To be fair, Johns' problem DID start before Microstyle said they'd got things together. But it's up to the individual if they want to send any money off. Microstyle have only themselves to blaim however, as a bad reputation always spreads faster than a good one.*

I'd also like to thank Phil Craven for all that he has done for the UAUG in the past.

MORE 'BEGINNERS' BITS!

From STAN GARDNER of Stratford, London.

• I feel that the magazine is too biased towards the more expert members. I purchased my first Amstrad 4 years ago, a CPC464. A year ago I gave this machine to a friend, and upgraded (so I thought) to a 6128 Plus. Woe is me!

Is there no possibility of a section devoted to type-ins? I have found that I learn more from typing in these listings and correcting my mistakes, than from any amount of time studying the manual. At the moment the mag' gives plenty of reading (if one can understand it all), but does not give the reader anything to do. Take away the Editorial, letters, news, Beginners Basic, and the magazine has little to offer members of my limited ability.

I have availed myself of the PD disc service. Once. Two Beginners BASIC programs. One I could not load or run at all using any of the normal Basic commands. The other I found unsatisfactory as I could not look at the listing and the program when run at the same time. With a printed listing I could see the results on the screen and still have the listing in front of me.

A suggestion: the tape, disc, and book libraries. The summary of contents is too brief. Could you not give more detailed information of contents. Eg, six items

featured in each section, each issue.

I have purchased Mick Bakers book 'Better BASIC', and am finding it invaluable (reviewed issue 28).

Finally, who designed the indecipherable issue number on the cover of the last mag, and was he drunk at the time?

□ *You've taken the first step in changing the magazine Stan - by writing in! It's very easy to fall into the trap of thinking that everyone is equal in computer know-how.*

I don't have time to look through the PD libraries for suitable type-ins, but I'll print any that are sent to me.

The selection of six items is a good idea, but a little tricky to get done. Who is to do it? It should really fall on the members to send the info in, but I'll see what can be arranged in the meantime.

The issue number on the last cover was done by a friend at work, when I realised that I'd left it off. He wasn't drunk. He's an artist (say no more!).

LOOOOOOONEY!!!

From MERI STUBBS of Barton, Oxford.

● I desperately need some assistance. I don't know what you can do, but here goeth!

I have a CPC664 (called Lancelot) who resides in my front room, and generally does what he is bid.

There is also a very slightly difficult Brother M-1309 printer (called Galahad!) what usually does what he is bid, but I'm afraid he just stubbornly (like some men what I know) refuses to accept downloaded fonts like what he is told! There is a buffer on the M-1309 for doing this according to the manual.

The quality of the print for what I paid for the printer is beyond question, but (as usual) I want to run before I can even crawl. I have Printmaster by Siren Software, and have designed a font I would like to actually use. I'm not sure what I am doing wrong!

Please help if you can.

□ *Yet again I can't help, but there must be some knowledgeable members who can. Drop me a line.*

My CPC464 is called Arnold (Schwarzenneger), because he's all knowing, capable, and always there when needed (just like a man). My Mother reckons he's a man because he clutters up the house doing nothing. Sigh.

Now tell me about your childhood Meri.....

PROBLEMS + PROGRAMS

From ANDY GIBBONS of Peterborough, Cambs.

● I wonder if any of the members could help me with a few queries that I have? Has anyone managed to connect a mouse to a 6128 Plus? If so, could they tell me how they did it? Would I need a serial interface, and if so could I use the same interface to connect a modem?

Has anyone got an instruction file for the PD program CPM Printmaster. The instructions that I have got are fairly brief, and I think that some of the files are missing. I understand that articles have been published on the subject, and would be most grateful if I could obtain copies of these from anybody.

Another program I recently obtained is B-ASIC from Logon Systems of France. This is software which, despite Amstrad's claims, lets you use the extra facilities of the Plus computers - eg 4096 colours, hardware scrolling, hardware sprites to name just a few. Unfortunately there are no instructions for this at the moment. The only way to get anywhere is to use good old trial and error. Again, if anyone has got any instructions for this I would be very interested. B-ASIC can be obtained from Robot PD, 2 Trent Rd, Oakham, Rutland, LE15 6HF. Contrary to some letters in AA, delivery time is about a week.

The magazine is great! It is nice to have a magazine not totally devoted to games. Not that there is anything wrong with games though. It just seems that the serious stuff is taking up less and less space in the 'glossies'.

Finally thanks to Mick Baker for sending me a copy of his excellent character designer program. Cheers Mick!

□ *Guess what! I can't help ya! Once again I have to turn my weary head to everyone else, and plead for help.*

Nice to know you like the mag Andy. ACU still run serious articles (thankfully), while AA seems to cater almost solely for the games player.

SLAPPED WRISTS!

From WAL SAVIN of Birmingham.

● Thanks for the mag. You're doing a good job. I know the problems you have putting it together, having had a few lengthy chats to you on the phone (I'm sure the wife thinks there's something going on between us). Thanks also for the credit for my idea about members getting in touch with each other locally. Unfortunately it was not my idea, it was Tony Bakers in the april issue this year. I would love to hear from other members in the Solihull and Birmingham area. I know you're out there somewhere, because I conned at least 8 into joining the group! As far as I can see we could only benefit from local groups. We could swap/lend, talk about software/hardware, exchange ideas or just get together. At least we would have one thing in common - the good old CPC. And of course there's always the pub. So come on lets hear from you all. You must admit that it does get a bit lonely at times. It gets a bit daunting when you look through the mag and you would like a chat, as everyone seems to be miles away in Hampshire, Yorkshire, and Lancashire. So c'mon, let's have a bit of local contact.

□ *Well, we've run out of room for another issue. Drop forget to drop me (the Ed) a line (letter, one line tip, article, etc). The Letters Disc should also be up and running by the time you read this.* ●

Cat No. Book Title.

B1001P The Colour Coded Guide to Micro-Computers
B1002P Computer Programing In Basic
B1005P Writing Adventure Games On The Amstrad
B1006P 60 Programs For The Amstrad 464
B1008P Machine Code For Beginners
B1009P Using Your Amstrad 464-Made Easy
B1010P Computer Challenges For The Amstrad
B1011P Advanced Amstrad Basic
B1012P Introducing Amstrad CP/M Assembley Language (3 copies)
B1013P Subroutines For The Amstrad 464 & 664
B1014P Sensational Games For The 464
B1015P Applications For The 464 & 664
B1016P The Working Amstrad (2 copies)
B1017P Filing Systems & Databases For The Amstrad CPC 464
B1018P Amstrad Advanced Users Guide
B1019P Using Dr.Logo On The Amstrad
B1020P The Amstrad Pentacle Adventure Creator
B1021P Write Your Own Adventure Games For Your Micro-Computer
B1022P Understanding Computer Graphics
B1023P Amstrad CPC 664 Computing
B1024P Introducing Logo
B1025P Mysterious Adventures for your Amstrad
B1026P The Amazing Amstrad Omnibus $$
B1027P The CP/M Bus $$
B1028P Master Machine Code on your Amstrad 464, & 664
B1030P 100 Programs for the Amstrad 464, 664 & 6128
B1031P The Amstrad Disc Companion for the Amstrad 464, 664 & 6128 (2 copies)
B1032P Amstrad Machine Language for the Absolute Beginner (2 copies)
B1033P Amstrad CPC Whole Memory Guide
B1034P Illustrating Basic (basic tutor)
B1035P Simple Applications of the Amstrad CPC's for the Writer
B1036P An Intro to Programming for the Amstrad 464
B1037P How to write Word Games on the Amstrad 464, 664, & 6128
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
B1043P Basic Programming on Amstrad 464,664, & 6128
B1044P The Punters Revenge (Gambling & Computers)
B1045P The Amstrad CPC 464-Advanced Users Guide
B1046P Amstrad Computing with the CPC 464
B1047P Graphic Programming Techniques on the CPC 464
B1048P The Amstrads Programmer's Guide
B1049P The Amstrad Games Book
B1050P Easy Add-On Projects for the Amstrad 464, 664, & 6128
B1051P A Z80 Workshop Manual
B1052P Computer Engineers Pocket Book
B1053P Your First Amstrad Program $$
B1054P Mastering Machine Code on your Amstrad 464,664, & 6128
B1055P The Ins & Outs of the Amstrad
B1056P The Anatomy of the CPC's $$
B1057P Advanced Programming Techniques on the 464
B1058P Programming in "C" on the Amstrad $$
B1059P Computer Programming in Pascal
B1060P "C" For Beginners
B1061P Introducing Pascal $$
B1062P Using A Modem With Your Computer
B1063P Beginners Guide To Basic Progamming
B1064P Introduction to "C"
B1065P Fortran For Micros
B1066P An Introduction To Z80 Machine Code
B1067P Mastering Pascal Progamming $$
B1068P Computer Programming in Fortran
B1069P A Crash Course In Pascal $$
B1070P Introducing "C" $$
B1071P The Hitch-Hikers Guide To Artificial Intelligence (Amstrad Basic Version)
B1072P Databases For Fun and Profit
B1073P Introduction To Microcomputer Programming
B1074P Further Computer Programming in Basic $$ (designed for "A" level studies)
B1075P Get More From Your Epson Printer
B1076P Hacker's Handbook 111 (comms + hacking)
B1077P Powerful Progamming for Amstrads 464,664,6128
B1078P Forth - The Next Step (Advanced)
B1079P A Guide To Playing the Hobbit.

NEW BOOKS

B1080P The Amstrad Programmers Guide $$
B1081P Z-80 Reference Guide $$
B1082P Microcomputer Puzzles
B1083P Structured Basic (BBC Computers) $$

Many thanks to the members who sent in these books. Books marked $$ cost £1.50 because of their size. Will members please return all books PROMPTLY.

BOOK HIRE SECTION

***** CURRENT FEE:- £1.25. per book per month *****

If you wish to hire a book please send a letter containing the book Catalogue No. and Book title together with a Cheque or Postal order to The Library Book Manager.

If by any chance the book you require is already out on loan then it will be reserved for you. Once the book is returned (usually no longer than a month) it will be sent straight to you. Please return the books promptly, as this will avoid disappointment for other members. CHEQUES AND POSTAL ORDERS ONLY PLEASE. Payable to the United Amstrad User Group.

DISCBASE - By SD Microsystems

SD MICROSYSTEMS' * DATABASE FOR DISCS * - REVIEWED BY THE ED

DISCBASE is a database utility specifically for keeping records of the files on your disc collection. Pretty useless huh! Well no. In my first session with DISCBASE (known as DB from now on), I managed to 'reclaim' 7 out of my 15 full discs. In the the second session I fed all of my discs into the database. In the third I created a new database containing all of the discs with clip-art on, and in the fourth I created another to hold the info on any of my discs which hold files relating to the production of CPC User (some of which were also the clip art ones).

Before using DB, you should individually number all of your discs (many do that already). Any number between zero & 250 can be used. You should also make sure that both sides "A" & "B" are easily distinguishable from one another. Now you are ready to start adding the discs to the database. At first (until you get the hang of the package) I recommend that you simply enter ALL of your discs into DB.

On loading DB you are presented with a 'single keypress' type menu, (logically) laid out in alphabetical order. The first option is "A", which is also the option to initially create your database.

A) Add to database: If there isn't a database info file already in memory, this option creates one. You are asked to give a name for the info file, which can be a maximum of three characters long (the reason for this is explained later). Now you are prompted to start inserting your discs, so that they may be catalogued and the results stored. You are given the option of either having both sides of the disc processed, or just one side. The program asks you for the number & side of the disc in the drive, and then for a 'title' that it stores for that disc side (eg "Misc.files"). You are also asked if you want to save a 'descriptor' file to each of the discs sides that are entered. This enables DB to instantly recognise what disc is in the drive, but more of this later. When you have finished adding to the database, you exit back to the main menu.

B) Exit to Basic: This is slightly confusing, as you can change the on-screen colours with this option. It also 'drops' you back into Basic if you wish.

C) CATalogue of current disc: Performs a normal CAT.

D) Disc utilities: Gets you into a sub-menu that allows you to: change the current drive; do a normal CAT; do a normal DIR; erase a file; REName a file; change the current USER number; delete a 'descriptor' from a disc; or return to the main menu.

E) Erase database from memory: This simply deletes the current database from the computers memory. So SAVE the database file if you want to keep it!

R) Record - load or save database: This lets you save the database file in memory, or load another one. This is where the three character database name comes in. Each DB file is saved with the "DATAFILE" prefix. So a DB file called "MIK" willed be saved as "DATAFILE.MIK". When loading back into memory, all you have to enter is the name "MIK" (in the case of "DATAFILE.MIK").

S) Search database directly: Conducts either a simple 'match-up' search, or a more complex search (with the format of the search chosen by yourself). It either selects (for viewing) or de-selects any that fit the specified criteria. Quite comprehensive really.

T) Toggle search: Switches between simple, and complex searches (along with FORCED, OR, and AND searches).

U) Update disc: When selected, you are asked to enter the disc to be updated (for when you've made changes to the disc contents). If the disc has a 'descriptor' file on it, then DB recognises it and automatically updates it's files. If it doesn't have one, then DB asks you to tell it what disc/side is in the drive before updating. The 'disc recognition' is a very handy feature.

V) View database: The complete database can be viewed in three formats; as CAT lists (all files shown, selected ones highlighted); as Disc Sides (one line entry showing the title of the disc and other information, de-selected discs 'hidden'); or as a long list of File Names (in disc order, de-selected files 'hidden'). Each format has it's uses. File length, free disc space, disc numbers, disc 'titles', and other things are listed. You can 'hide' or 'unhide' files (so that the lists do/don't show them, and lots more.

As I mentioned earlier, I have a number of DB database files now. They are all divided into different subjects. One holds my clip-art lists, another holds a list of my discs that have printer utilities on them. Nearly all of the databases contain the same disc info, but the ability to selectively 'hide' & 'de-select' files/discs means that I only have the information that I need showing. When printing the CAT files, all of the selected files are printed in bold for easy recognition.

DISCBASE is an excellent product. It's operation is smooth, error free, and user friendly. The manual is easy to understand, giving a comprehensive picture of DB's capabilities. My first session with DB saved me the price of buying another seven discs! It even comes with a free disc manager program (Discus), which you can (and should!) copy on to every disc in your collection.

DISCBASE is available from SD Microsystems priced at £12.50 plus £1 P+P. UAUG members get their 10% discount off that. SD Microsystems address is in the Discount section of CPC USER. ●

BEGINNERS BASIC

By JOHN PACKHAM

This issue sees the introduction of 2 more KEYWORDS. Don't forget, I'm here to help, so drop me a line if you have any questions. If you want a personal reply then PLEASE include a stamped self-addressed envelope, otherwise I shall answer through these pages. In fact, I may do that anyway if I think that others might have similar queries. Anyway, on with the show.....

DIM

This is used to set the dimensions of an ARRAY. An array can be thought of as a simple list containing either numbers, characters or strings. Each item in the list is referred to by an index number. The number depends entirely upon the initial size of the array, for instance....

```
DIM a%(5)
```

This example would set aside enough space (boxes or cells) to hold 6 INTEGER numbers (integers are numbers with no fractional or decimal part such as 23 or 342 or 8). You may be wondering why space is reserved for 6 numbers, when the above DIM statement says 5. Well, arrays are ALWAYS counted from ZERO upwards which gives us 0,1,2,3,4,5. Hence, 6 numbers. Unless you have a really large program where memory is tight, then you can do as I do and simply ignore the zero element and just count from 1 to 5. It makes life a lot easier.

Now to access the individual values we simply use the correct index such as....

```
PRINT a%(2) or b=a%(5) etc.
```

This is of course providing you have values stored in the array in the first place. One method of doing this for example is.....

```
a%(3)=36
```

this will store the value 36 in the 4th box/cell of the array a%, although you can consider it as being stored in the 3rd if it makes life easier for you.

The above examples demonstrate a simple one-dimensional array (a simple vertical list if you like). Arrays can be two, three, four or multi-dimensional depending uponmemory limits. For example, to set a two-dimensional array the following format is used.....

```
DIM a%(3,5)
```

You could imagine this as a grid of values with 3 rows and 5 columns, ie...15 different boxes/cells or 24 if you're counting from 0 upwards. A three-dimensional array is set up like so.....

```
DIM a%(3,5,6)
```

Imagine this as a cube with length, height and depth being 3 rows high, 5 columns wide and 6 deep. This would give a total of 90 different boxes/cells or 168 if counting from zero.

Of course, although it's entirely possible to have more dimensions than this, you stand the risk of losing yourself in all the different dimensions, so I wouldn't advise it until you are completely confident.

Another point to take into consideration is the actual amount of memory needed to store each value. All the examples above use integers, and these use 2 bytes of memory for each value, so the first example would be 5*2=10 bytes or 6*2=12 bytes if counting from zero. The next example would be 3*5*2=30 bytes or 4*6*2=48 bytes if counting from zero. The final example would need 3*5*6*2=180 bytes or 4*6*7*2=336 bytes if counting from zero.
Imagine something like.....

```
DIM a%(100,100,100)
```

Instead of needing 300 bytes of memory which you may think it needs, it would need 101*101*101*2 = 2,060,602 bytes. I don't think that even DK'Tronics make a Rampack that big, although if any reader has a hardware project

in mind, then please feel free to let me know.

With String arrays, each string needs 3 bytes instead of 2 (although that doesn't include the space taken up by the actual String information - ED). And with Real arrays (numbers with fractional or decimal parts such as 34.76 or 3.29), each value requires 5 bytes for storage, which for the last example would mean a total of 5,151,505 bytes of memory needed just to store them. So, you really need to consider carefully the number of dimensions AND the size of each dimension of your array/s.

Once your program is finished using the arrays, you can quickly recover the memory which was allocated to them by using ERASE. For the examples above simply use.....ERASE a% ... There is no need to mention the dimensions or size. Once this is used, almost all of the old arrays' space is available for other use. I say ALMOST all, because a few bytes are still used for some reason (and I can't work out why) although these are negligible.

Next time, I'll show you how to store values/strings in your arrays using RESTORE, READ, DATA, FOR & NEXT. Until then have fun... ●

* * 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. Also utilities for use with Brunword: initialization, letter-templates, draw tables & family trees on screen using IBM box characters, control Qualitas. Send a stamped-addressed-padded-envelope with blank disc to get these. Contact: M.CATTON, 11 Battery Close, Gosport, Hants. PO12 4PA. Tel: 0705 585764

Help for anyone with problems in BASIC. Contact:DERRICK SHERWOOD, 13 Rodney Close, Bilton, Rugby, Works. 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 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).

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

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"!!

DISCOUNT SOFTWARE

FROM MJC SUPPLIES

SPECIAL OFFERS TO UAUG MEMBERS

AMX STOP PRESS SOFTWARE A great Desktop Publishing program allowing text and graphics to be edited on one page, with excellent quality print outs. The package comes complete with a variety of Font styles and some clip art, ideal for producing leaflets, posters, newsletters or just good quality text print out. (NOTE: 6128 only)

RRP 49.95 MEMBERS PRICE 32.95

EXTRA EXTRA Two discs full of extra fonts and clip art for use with the Stop Press program - a useful addition!

RRP 24.95 MEMBERS PRICE 12.95

STOP PRESS SOFTWARE + EXTRA EXTRA - Both packages for just 39.95

AMSOFT CF2 DISCS

Prices have gone up: - but we are still holding large stocks and can still offer UAUG members their favorite CF2 discs at incredibly cheap prices.

5 off Amsoft CF2 just 8.50 10 off Amsoft CF2 just 14.95 20 off Amsoft CF2 just 28.95

EDUCATIONAL - FOR THE KIDS ! - Fun School 3 from Database Software is a range of educationally based games split in to three age groups. Each package contains six different "games" and has been recently voted Best Home Education Package at the European Computer Leisure Awards '91.

FUN SCHOOL 3 under 5 years FUN SCHOOL 3 5 to 7 years FUN SCHOOL 3 over 7 years

Each Fun School 3 package on disc is RRP 16.95 - Members 10.95

on Cassette RRP is 14.95 - Members 8.95

The Advanced Art Studio: (disk 128K only) The best Art package for the CPC. Features include Mode 0, 1 and 2 drawing screens. Shrink, expand, move, copy and rotate. Zoom facility for fine detail. Full colour 16 Pens, 8 Sprays and 16 Brushes. Keyboard, joystick or mouse operation (Genius and AMX).

RRP 24.95 MEMBERS PRICE 17.95 (Disc machines only)

ORDER FORM

NAME: _____ DATE:

ADDRESS: COMPUTER MODEL: 464 464D 464+ 664 6128 6128+

_____ GOODS REQUIRED:

_____ 1. _____

_____ 2. _____

_____ 3. _____

PAYMENT BY: Post Orders Cheque Credit Card:

No: Expiry: Total £ _____

MJC Supplies Unit 2 The Arches Icknield Way Letchworth Herts. SG6 1UJ

Tel: (0462) 481166 Fax: (0462) 670301

The above goods represent a very small example of our range of CPC products - please call or write for a full list.

THE PD TAPE 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 were included in the October 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 and 3 will be able to be read. However I have still to obtain the new Telephone Codes for London to replace the old one on the tape.

With regard to the Tape Programs themselves I feel that I should again point out that almost ALL of these programs 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 UAUG 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 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 UAUG 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.

I shall only send out the GAMES/UTILITIES tape unless asked SPECIFICALLY for the full set.

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

If you ask specifically for the set of three tapes please send FOUR 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

John Packhams' Firmware Guide

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

33 &bb63 - TXT SET GRAPHIC

ACTION:-
Enables or Disables graphic character writing on the selected screen.
ENTRY CONDITIONS:-
If graphic writing is to be enabled:
A must be non-zero.
If graphic writing is to be disabled:
A must contain zero.
EXIT CONDITIONS:-
AF is corrupted.
All other registers are preserved.
NOTES:-
When enabled, all control codes are printed rather than obeyed.

34 &bb66 - TXT WIN ENABLE

ACTION:-
Sets the boundaries of the window on the currently selected stream.
ENTRY CONDITIONS:-
H contains the physical column of one edge.
D contains the physical column of the other edge.
L contains the physical row of one edge.
E contains the physical row of the other edge.
EXIT CONDITIONS:-
AF, BC, DE and HL are corrupt.
All other registers are preserved.
NOTES:-
Physical coordinates means that ROW 0, COLUMN 0 is the top left hand corner.
The left of the window is the smaller of H & D. The top of the window is the smaller of L & E.
The cursor is moved to the top left of the window, and the window is NOT cleared.

35 &bb69 - TXT GET WINDOW

ACTION:-
Get the boundaries of the window on the currently selected stream and whether or not it covers the whole screen.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
If the window covers the whole screen the the CARRY flag is FALSE, otherwise it is TRUE.
H contains the left column.
D contains the right column.
L contains the top row.
E contains the bottom row.
A is corrupt.
All other registers are preserved.

36 &bb6c - TXT CLEAR WINDOW (B)

ACTION:-
Clears the text window of the currently selected stream to the paper ink of the currently selected stream.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
AF, BC, DE and HL are corrupt.
All other registers are preserved.

37 &bb6f - TXT SET COLUMN

ACTION:-
Moves the current position of the currently selected stream to a new column.
ENTRY CONDITIONS:-
A contains the required logical column for the screen.
EXIT CONDITIONS:-
AF and HL are corrupt.
All other registers are preserved.
NOTES:-
Logical coordinates means that ROW 1, COLUMN 1 is the top left hand corner.

38 &bb72 - TXT SET ROW

As above, but for ROW instead of COLUMN.

39 &bb75 - TXT SET CURSOR

ACTION:-
Moves the current position of the currently selected stream to a new row AND column.
ENTRY CONDITIONS:-
H contains the required logical column.
L contains the required logical row.
EXIT CONDITIONS:-
AF and HL are corrupt.
All other registers are preserved.

Well that's it for another issue. Bye!

RSX-LIB - By Smogware Systems

SMOGWARE SYSTEMS' ** RSX CREATOR ** - REVIEWED BY THE ED

RSX-LIB simply stands for RSX Library, and it is a utility that enables you to create your own RSX's either by writing them yourselves (in machine code), or stripping them from other sources (a type-in for example). You don't even have to understand machine code!

Down to basics - an RSX (Resident System eXtention) is a machine code program that you can easily use from Basic. They can range from simple things that change the screen colour, to complex ones such as the "|DIR" disc command. That's all you need to know really.

Before running RSX-LIB for the first time you must make a back-up copy of the RSX-LIB disc. The utility has it's own database that holds all the info on your RSX routines, and it's stored on the disc that the program is initially run from. The maximum number of routines that can be stored in a library is 150. That may seem limiting, but a solution will be revealed later on in the review. ALWAYS work from the back-up copy. To get you started, the package comes with over 50 RSX routines already stored in the database.

Another thing is to name the disc that you copy it on to. This can either be a simple number (such as disc "1"), or a name (such as "RSX routines"). You now write the name on to the disc label. This enables RSX-LIB to ask you to insert whatever disc it needs.

When the program loads, you're presented with a nice 'clean' menu screen. To simplify matters in reviewing, I'll explain them in the order that they appear on screen.

1) Assemble RSX's: When selected, the screen changes to show all the RSX's that are stored in the library. To actually assemble a few, all you need to do is to highlight the chosen ones by moving the 'selector' up and down with the arrow keys. Then you press the COPY key to select the RSX (press COPY again to de-select it). When you have finished, press ENTER and the program asks you to insert whatever disc (by name) that it needs. You now get to name the file (the program file of RSX's), and then save it to the disc of your choice. Get a pencil and paper ready, because you are now told what to type to get the RSX's running from Basic. Write it down correctly, or it may not run.

2) Dis-assemble RSX's: This enables you to 'extract' the RSX's from ready made programs (such as type-ins). The process is simple enough, and after RSX-LIB has finished it presents you with a list of the RSX's that it managed to extract. You can then select the ones that you want to save. The manual states that it doesn't always work (due to various things), but so far I've had no problems with it.

3) Add RSX to library: this asks you for the name of the disc that the RSX machine code file is stored on, along with the name you want to call the RSX (and also a few details specific to the routine). The RSX is then added to the database. Job done!

4) Remove RSX's from library: You're presented with a list of the RSX's that are in the database, and allowed to select the ones for removal. The selection process is the same as for option 1 (arrow keys to move, COPY key to select/de-select). Only the RSX entry in the database is removed. The actual machine code file (on whatever disc) is left intact.

5) View RSX information: Again, the presentation and selection process is the same as option 1. Upon selecting an RSX you get shown all the information that the database is holding about it.

6) Alter RSX information: The same as option 5, but allows you to alter the information.

7) View library information: This allows you to view the information about the library itself, as opposed to the info IN the library. This is a) what (named) disc the current library database is stored on, and b) how many changes you can make to the library before it AUTOMATICALLY saves the changes.

8) Alter library information: Enables you to change the info viewed in option 7. To create (or use) another library database, all you need to do is to tell RSX-LIB what (named) disc to use.

9) End session: This saves any changes that have been made to the library, and then returns you to Basic.

That's all the information you need to know about the program, as it is EXTREMELY simple and easy to use. Each sub-screen is clearly labelled so that you always know which option you have selected.

RSX-LIB enables you to have a vast array of different RSX routines that can be assembled in whatever variation YOU want - all at the touch of a few keys.

The manual itself is a joy to read. Everything about the program, it's operation, and RSX's in general is explained in a clear, easy to understand way. It would have been easier for me to have copied the text for this review straight out of it. Not to save time or 'cheat', but because it is so comprehensive and straightforward. It's just a shame that all manuals are not written in the same fashion.

All in all I can highly recommend RSX-LIB. It has proved invaluable to me, when initially I thought it would have limited uses. It is now in my top three list of essential software utilities.

The normal price of RSX-LIB is £19.95, but members can get it at 25% discount (price £14.95). Smogware Systems address is listed in the Discount section of CPC User. ●

John Packhams' Firmware Guide

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

33 &bb63 - TXT SET GRAPHIC

ACTION:-
Enables or Disables graphic character writing on the selected screen.
ENTRY CONDITIONS:-
If graphic writing is to be enabled:
A must be non-zero.
If graphic writing is to be disabled:
A must contain zero.
EXIT CONDITIONS:-
AF is corrupted.
All other registers are preserved.
NOTES:-
When enabled, all control codes are printed rather than obeyed.

34 &bb66 - TXT WIN ENABLE

ACTION:-
Sets the boundaries of the window on the currently selected stream.
ENTRY CONDITIONS:-
H contains the physical column of one edge.
D contains the physical column of the other edge.
L contains the physical row of one edge.
E contains the physical row of the other edge.
EXIT CONDITIONS:-
AF, BC, DE and HL are corrupt.
All other registers are preserved.
NOTES:-
Physical coordinates means that ROW 0, COLUMN 0 is the top left hand corner.
The left of the window is the smaller of H & D. The top of the window is the smaller of L & E.
The cursor is moved to the top left of the window, and the window is NOT cleared.

35 &bb69 - TXT GET WINDOW

ACTION:-
Get the boundaries of the window on the currently selected stream and whether or not it covers the whole screen.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
If the window covers the whole screen the the CARRY flag is FALSE, otherwise it is TRUE.
H contains the left column.
D contains the right column.
L contains the top row.
E contains the bottom row.
A is corrupt.
All other registers are preserved.

36 &bb6c - TXT CLEAR WINDOW (B)

ACTION:-
Clears the text window of the currently selected stream to the paper ink of the currently selected stream.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
AF, BC, DE and HL are corrupt.
All other registers are preserved.

37 &bb6f - TXT SET COLUMN

ACTION:-
Moves the current position of the currently selected stream to a new column.
ENTRY CONDITIONS:-
A contains the required logical column for the screen.
EXIT CONDITIONS:-
AF and HL are corrupt.
All other registers are preserved.
NOTES:-
Logical coordinates means that ROW 1, COLUMN 1 is the top left hand corner.

38 &bb72 - TXT SET ROW

As above, but for ROW instead of COLUMN.

39 &bb75 - TXT SET CURSOR

ACTION:-
Moves the current position of the currently selected stream to a new row AND column.
ENTRY CONDITIONS:-
H contains the required logical column.
L contains the required logical row.
EXIT CONDITIONS:-
AF and HL are corrupt.
All other registers are preserved.

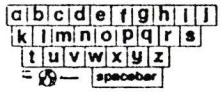
Well that's it for another issue. Bye!

Triple 'R' Education

Expertly designed products for ALL ages and home computers

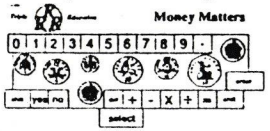
NO MORE KEYBOARD CONFUSION!

Young children frequently find the capital letters of computer keyboards confusing!



They're fine for typists, but far from ideal for use with educational software. So, to give YOUR computer a purpose-designed keyboard, Triple 'R' Education has designed a UNIQUE series of overlays. ***They simply attach to your normal keyboard and can be quickly fitted and removed as necessary.***

Your child need no longer be forced to use a keyboard designed for adults. As requested by teachers, they all have lower-case letters and there's even one showing coins to help children get to grips with money.



Keyboard overlays are invaluable to help children learn more from their computer!

Essential educational software for YOUR child

Picture book*: Probably the best introduction to computers. This super package will introduce your child to the keyboard, spelling and counting.

Money Matters+: Give your child the chance to learn about coins with FOUR excellent programs that teach them all about British currency.

Target Maths: An immensely popular suite of fun-to-use programs teaching and emphasising some of the essential foundations of arithmetic.

DataWord*: This innovative database/word processor has hundreds of uses from simply storing facts to designing a complete GCSE revision course.

Converta-key*: Use the alphabetic keyboard overlay with almost any software.

From only £12.95

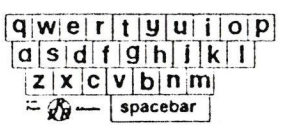
** Supplied with two* **FREE** *lower case keyboard overlays.*

+ Comes complete with a **FREE** *overlay showing the British coins.*

Triple 'R' Education products are expertly designed with your child and the National Curriculum in mind.

Only £2.95

kids keys



Quickly convert ANY computer keyboard to lower case

By popular demand from teachers we are now supplying the unique Triple 'R' lower case keyboard overlay for use with any software. It's quickly fitted and removed and eliminates the confusion caused by capital letters. It's available from dealers or send a cheque or Postal order for £2.95 + £1 p&p to Triple 'R' Education, Neepsend House, 1 Percy Street, Sheffield S3 8AU. ***Telephone orders cannot be accepted for this product.***

School packs of 10 overlays can be obtained from *Triple 'R' Education* for £14.95 + £1 p&p.

SEND FOR YOUR FREE FULL COLOUR CATALOGUE

Telephone 0742 - 780370 NOW!

Write to : ***Triple 'R' Education,*** **Dept. CPCU 12, Neepsend House, 1 Percy Street, Sheffield S3 8AU**

Dealer enquiries welcome

For: Amiga, PC and compatibles, Atari ST, Archimedes, BBC A3000, Amstrad CPC, Spectrum, Commodore 64 and 128, BBC and Electron

DIY Shugart 5.25" second drive

PART ONE - By PETER NASH

Now there are so many "ex-equipment" and obsolete disc drives to be seen at the numerous Radio, Electronic and Computing Fairs held these days, the following notes may be helpful to anyone brave enough to risk their money on one of these desirable boxes of electro-mechanical magic.

The unit described below was one of three bought for £10.00 in 1989 (two for 'spares' just in case!). Made in the USA by SHUGART about ten to twelve years ago - a company famous for creating the "industry standard" for disc drives - there was a good chance one of the three could be made to work. Being so old in computer terms, the PCB interface contained mainly standard resistors, capacitors, IC's and only one 'custom' chip, so fault finding and repair would be a reasonable possibility if necessary. Some bench testing proved that two worked without fault. None of the heads showed any signs of wear and the two used have never produced any read or write errors. Modern ex-equipment disc drives may have a more exciting performance and bigger capacity but the interfaces will use surface mounted components, two or three custom chips and are almost impossible to repair without specialist test equipment and access to the manufacturer's servicing data and spares.

NOTES ON MODIFYING A SHUGART 405R 5.25" DISC DRIVE FOR USE WITH A CPC6128

The SHUGART 405R is fitted with a single R/W head and can only access one side of the standard DS/DD 5.25" floppy. With slight modification and a separate power supply (5v+ 500mA & 12v+ 700mA DC stabilised), it makes an excellent second drive.

* PREPARATION *

- - - WARNING - - - WARNING - - - WARNING - - -

DO NOT TOUCH ANY OF THE SCREWS OR NUTS WHICH ARE SEALED. SOME OF THESE SET THE MECHANICAL POSITIONING OF THE HEAD AND SHOULD BE LEFT WELL ALONE!!!

Unplug connectors from controller board, unscrew the two retaining screws (one each side of panel - don't lose washers) and remove board from chassis. The thin PC board acting as a shield over head assembly must also be removed (two metal screws, one plastic screw) to gain access to the disc compartment. If a disc is now loaded, you will see how the metal pillar which acts as a stop locates it correctly under the R/W head when fully inserted. For the CPC6128 DOS to operate correctly with this particular drive unit, pin 34 of the edge connector must be switched to the controller board 'ground' when a disc is loaded. An easy solution to the problem is to fit a microswitch to the chassis which makes the desired connection when a disc is loaded.

* METHOD *

A brass bracket, dimensioned to suit the microswitch selected, should be made with a slot cut in the foot to allow for final adjustment of position when fitted. The vertical height of switch when bracket is in place should be sufficient to allow operating lever to extend not more than 3/16" (5mm) above edge of floppy. In case the manufacturer made alterations during different production runs to the casting which carries the R/W head, verify there is adequate clearance between the top of lever and underside of casting when in 'closed' position. Locate by experiment the optimum position for the bracket (see diagram) and mark drilling point (remember to allow for adjustment by the slot in foot of bracket).

Considerable care should be exercised when drilling the chassis to avoid fragments of metal finding their way into the mechanical system. If possible, use a vacuum cleaner to extract the swarf DURING the drilling operation.

Screw microswitch to bracket and solder light gauge flexible leads to the N/O contacts. Position bracket in chassis so that the microswitch contacts are closed when disc is fully inserted. Route twisted pair neatly towards edge connector taking care not to impede the movement of the R/W head casting. Replace screen and controller board. Using a miniature soldering iron, connect one lead to pin 34 connection (remember connector has to be pushed on - SOLDER LEAD TO CORRECT END OF CONNECTION!) and the other to junction indicated on diagram. Refit connectors and using a floppy, check pin 34 and junction show S/C when disc is inserted and O/C when removed. Make sure configuration links are correctly positioned as indicated on diagram.

A cable will be required to connect the drive interface to the CPC6128 second drive port, and another to connect PSU to power socket on interface. See diagram for details of plugs, sockets, bracket dimensions and other information.

* TESTING *

Apply power to disc drive before switching on CPC. When CPC is switched on, LED on front panel of 405R will light and drive motor should start running at reduced speed and will continue to do so until computer is switched off (this is probably 'normal' and designed to reduce access time but if a fault condition, has no effect upon the performance of drive). If nothing happens, check there is 12v and 5v present at power connector and that removing the various plugs has not

detached a lead. If no loose wires can be found, disconnect drive from power supply and computer. Using a digital test meter on a low ohms range (not the lowest!) in preference to a multimeter which might apply a damaging potential to the microchips, check each lead for continuity (where lead terminates in a plug, check actual pin or socket), examine all resistors for signs of overheating (usually discolouration) or dramatic change in ohmic value. You will have to do some circuit tracing to avoid being mislead by other components in parallel such as diodes, faulty capacitors or other resistors. If you are unable to find a dud component or broken lead and are not really familiar with electronic servicing, this is probably the point at which you should give up and hope for better luck next time!

However, if the drive kicks into life, TABLE ONE shows the response in each case resulting from various operating conditions and keyboard input.

If the results of your tests are similar to those listed, you should be able to use DISCKIT3 and format a floppy in your new drive and read/write to it as if you were using a FD1 3" unit. Using "|B" and "CAT" should show you have 178K free. Only one side of each DS/DD floppy can be used unless you are prepared to undertake major surgery on the sleeve. To use both sides, it is necessary to duplicate the index aperture and R/W notch on the other edge of sleeve. Although it is not difficult to remove the magnetic disc from sleeve, the surface can be easily damaged and returning it to the sleeve after the hole and notch have been cut is not as easy as getting it out! Since good quality "double sided double density" 5.25" floppies can be bought at the ten rate mail order for less than 50p each (VAT and postage paid - see advertisements in any of the PC magazines), two cost a lot less than one Amstrad 3" disc.

These notes only refer to the SHUGART 405R disc drive and controller which was first in use before 1983. It is possible that some of the SHUGART SA series (SA400 - 40 track/48TPI: SA460 - 80 track/96TPI: SA455 - half height/40 track /48TPI) which were in use after 1982 may also be suitable. The PCB controller panel fitted in these models appears to be similar in construction to the one fitted in the 405R. When selecting a unit, it should be remembered that a single head drive will work as an AMSTRAD FD1 under AMSDOS, CPM2.2 or CPM+. A drive which formats to 360K or more will require additional DOS software to make use of the increased capacity.

CUSTOM CHIP – An IC designed for a particular piece of equipment and generally only available from the manufacturer of the equipment.
S/C – Short circuit
O/C – Open circuit
PSU – Power supply unit

OPERATING SYSTEM	DISC DRIVE POWER SUPPLY	DISC LOADED	KEYBOARD INPUT	RESPONSE
AMSDOS	OFF	NO	|B	DRIVE B: DISC MISSING
AMSDOS	OFF	YES	|B	DRIVE B: DISC MISSING
AMSDOS	ON	NO	|B	DRIVE B: DISC MISSING
AMSDOS	ON	YES	|B	READY
* LOAD CP/M+ (DRIVE A:) FOR ALL FOLLOWING TESTS *				
CP/M+	OFF	NO	|CPM	DRIVE A: DISC MISSING
CP/M+	OFF	YES	|CPM	Failed To Load Boot Sector
CP/M+	ON	NO	|CPM	v1.0 61k TPA 1 disc drive
CP/M+	ON	YES	|CPM	v1.0 61k TPA 2 disc drives

FOR SALE:

6128 Advanced Art Studio, Mouse, Mouse interface & mousemat. All are "as new" and have hardly been used. All of these would cost you £50 new (More! - ED), but I am willing to part with them for £25 including postal charges.
Write to: Graham Porter, Eliot Ward, Ashworth Hospital (N), Maghull, Liverpool, L31 1HW

FOR SALE:

CPM Protext on 3" disc with manual. For PCW and 6128. With dictionaries, mail-merge, spell checking, utilities (anagrams & findword), etc. £20 plus P+P.
Contact: David Mitchell on (0255) 430485. Clacton area.

FOR SALE:

Qualitas Plus (printer 'print' enhancer); Cherry Paint (drawing package); Easi-draw (drawing package); Cyrus 2 Chess (chess package);Evening Star (steam loco simulation); Pendown (word processor); Renagade, Barbarian, Karate, Super Sprint, Rampage (games).

All are original discs (plus packaging), for £4 each including P+P.

8-bit printer port (KDS), unused, for £8.
Or all for £35!!

Contact: Ernest Freestone on (0243) 528491

✿ ✿ XMAS COMPO ✿ ✿ XMAS COMPO ✿ ✿ XMAS

COTTAGE COMPUTER & SOFTWARES' CHRISTMAS £50 GIVEAWAY!!!

While chatting to the guys at CCS, I asked them if they had any stuff (old stock, etc) that we could give away in a Christmas CPC User competition.

"No", they said, "we're not going to give you any of our stock. But we will", they added, "give you a prize of £50 of software, to be chosen by the winners!".

What more can I say!?!

The £50 prize is split into two.

1st prize - £30 of software.

2nd prize - £20 of software.

All you have to do is to answer a simple (!?!) question:-

Who is sponcering this Christmas competition?

Answers to me (the ED) to reach me no later than the 31st of December (so post early!). Remember that the choice of software is up to you.

There is also a second competition with some small goodies being given away. The question to this is:-

Name one of the people who run Cottage Computer & Software.

Have fun! ●

PROTEXT & PROTYPE WINNERS

Here are the winners of the Protext and Protype competitions in the last issue: Hazel Matthews wins the Amsdos Protext on Disc, and the Protype has been won by Rob Mundin.

I am pleased to say I received lots of entries, more for the Protext than Protype, so perhaps my review scared the rest of you off! The standard of the entries was very high too, ranging from need to greed, and so touched was I by Wal Savin's letter that I have sent him a new, clean pair of underpants as a consolation prize. Well, he did say it was what he really wanted!

The prizes were donated by Arnor of Peterborough and thanks are due to them.

Adventure Chronicle

WITH DEBBIE HOWARD

My husband is under the illusion that if a load of adventurers got together for a whole weekend, and said what they had to say, then there would be no reason to use the phone so often (and for so long). Of course he couldn't be more wrong. New friends are made, and the bonds with old friends are strengthened. Just in case you are not aware of what I am talking about, the second Adventure Probe convention took place in Birmingham on October 26th. Never has a hotel seen such mad people! Over 150 people attended on the day, although loads of people stayed overnight, and some even stayed Friday through to Sunday. I was one of these people, under the false illusion that I would be nice and refreshed for the long day ahead of me, as I didn't take into account that everything started as soon as you got there. If like me, you feel that such dedication to adventurers made you a bit of oddball, then Birmingham was the place for you. It was lovely to hear that other partners suffered as much as mine did. There was even an ugly rumour that somebody was looking for a joystick! There were quizzical looks over the table, and some adventurer had to have explained to them what a joystick looked like. All in all a great time was had by all. The hotel was pleased by the behaviour of everybody, and we have been asked to come back again next year. Well, by now you would have probably saw in the national computer magazines who won what award, but just in case you didn't there are a few that you might like to know about.

'Best PD' (covering 8 & 16 bit machines): 1st - Spectrum PD (run by Tim Kemp); 2nd - Adventure PD (run by me); 3rd - Syntax (run by Sue Medley) which is for the Atari/Amiga.

The 'Most Helpful Adventurer' was won by Barbara Gibb, followed by Walter Pooley and Joan Pancott.

'Best 8 Bit Text Only Adventure': 1st - The Axe Of The Kolt (by Larry Horsfield); 2nd - Spiro Legacy (by Ken Bond); 3rd The Golden Sword (Spectrum).

In my opinion one of the best awards went to Joan Pancott for her award as the "BestHonourable Member Of Adventure Probe", for which Joan gets a free life subscription to Adventure Probe. One of the reasons that she was awarded this prize was because Joan has answered over 8000 phone calls from people asking for help in adventures.

It is a shame that I have to bring you some bad news, but unfortunately there is something that has to be brought to your attention. Re-creation Recreation run by Mark Eltringham has folded up. Because of legal reasons I can't tell you exactly what has been going on, but my advice is to refrain from sending Mark any orders, until such time that he sorts himself out. The most unfortunate thing about it, is that when something like this happens it reflects badly on other small distributors that are doing such a good job. The actual adventures Mark was selling have not been lost forever, a new company is in the process in taking over the copyright to all the adventures. They have even got the un-bugged version of "Book of The Dead". I will bring you more news about it when they are up and running.

The first issue of Red Herring has been released, and what a little cracker it is. Packed full with maps, tips, solutions and the latest news on the adventuring grapevine. I was very impressed with the quality of the print and the general appearance. In this issue there were 78 pages in A5 format (that's halve the size of this magazine), a definite must to add to your collection. Each issue costs £2.95 and is printed bi-monthly. In the second issue there is a special offer of a free book if you subscribe. So if you are interested get your cheque book out and make it payable to Marion Taylor, 504 Ben Jonson House, Barbican, London, EC2Y 8DL.

EDITORS' NOTE: Remember - if you get stuck for adventures, Debbie runs her own adventure Public Domain library (called Adventure PD if you hadn't guessed). Debbies' address is in the inside front cover, so send her a Maxell or Amsoft (only) blank disc in a padded envelope (with return postage) to get a list of adventures, or a stamped-self-addressed-envelope for details about tape software. ●

FRENCH TEST - By GMF Programs

Reviewed by WAL SAVIN

FRENCH TEST is a teaching and learning aid up to GCSE standard in (would you believe it) French.

On loading the program, my first impression was "Hmm, seems quite good". As I looked further into it (and used it) I began to absorb just what it contained. I soon became very impressed, and with a little use realised just how comprehensive it is.

First there is a menu. I selected topic test, and looking into it was most surprised. There were nearly six full screens of topics to choose from. Looking down them all, I counted a total of 82 topics with over 2500 words. Some topics are basic and higher level. Some are topics and phrases. The range seemed endless.

I will list just a few to whet your appetite. These include: Personal identification; Human body; Clothes; House and home; Rooms in the house; Garden flowers and trees; School; Sport; Jobs; Countries; Letters; Animals; Food; Birds; Travel; Meeting people; Farm; Shopping; Bank; Hotel phrases; Music; Holidays; Freetime; Radio & TV; Weather; Camping.

Plus all the others that go to make up the 82 topics, but it doesn't stop there. You can also merge topics, such as Hotel phrases & Sport & Animals.

It puts 20 tests on the screen. When the 20 tests are completed (if any were not answered correctly), it returns to the incorrect ones for another try. There is also a load facility so you can type your own entries, or your childrens homework, and then save it onto disc for revision later on.

There are other options too. On all of the topics you can either opt for a quick or full test. The test displayed is also in two sections, basic or higher. The higher words are inverted. Also, you must be grammatically correct using accents, or you will be marked wrong. This a good aspect, because it is essential to be accurate with GCSE for marks.

GMF are so confident about FRENCH TEST that if a pass is not attained they will refund your money. It can't be bad when a company is that sure about its product.

FRENCH TEST was compiled with the assistance of fully qualified teachers, and is intended to be used by anyone no matter what stage they are at. I can vouch for that, as my french was so bad that I thought "oui" was a necessity when I got back from the pub (you may have gathered from previous reviews that the words "Wal" & "pub" are closely related - ED). After using FRENCH TEST it has improved somewhat. It does not give French lessons, but it does deal with the very important vocabulary. It conforms with four out of the five GCSE examining groups. As well as all this you can either opt for English to French, or French to English. There is a lot more in the program, and I feel I could go on writing about it so you will be able to understand how comprehensive it is.

On the other side of the disc there is another program called La Guillotine, a sort of french version of hangman. On running this there are three options: 1 is topic tests; 2 dictionary test; 3 own entries. On selection it asks if you want ALL/BASIC or HIGHER. Again you can either have French to English or visa versa. Make a selection and the selected data loads giving you a word to translate. A wrong letter and a part of the guillotine appears. Too many wrong ones and off comes your head. Get it right and the reward is the tune Le Marsiellaise and the words "tresbien". There is just one little quirk in LA GUILLOTINE. Once a word had been translated, it disappeared a little too quickly for me to study the translation.

I felt it would improve FRENCH TEST if I could have pressed a key to load the next test, allowing me time to study my translation due to me being somewhat of a novice. GMF class French Test as one program. I thought it as being two, French Test as one and La Guillotine as another, but both being interlinked.

I have a fifteen year old son who is in the top set at school in French, so who better to comment on it than the set it was aimed at. His opinion was...'a very good program that will be very useful for his GCSE work. It covers just the things he is expected to do in his school work'.

What he has said probably carries more weight than what I have written. I also have a daughter who has started doing French. I am sure she will be using it as she progresses. Overall FRENCH TEST and LA GUILLOTINE are two very good programs from GMF. If they do any other programs, then I would certainly like to know about them.

So if you have any young, aspiring, would-be-interpreters and you are interested in FRENCH TEST, then the disc costs £14.95. GMF Programs are kindly giving 10% off for UAUG members (value for money there).

Just send off a cheque payable to GMF PROGRAMS (stating your membership number) to:

GMF PROGRAMS
21 NORTHWICK PARK ROAD
HARROW
MIDDLESEX HA1 2NY
(081) 861 2891

Or order by phone (including evenings and weekends). ACCESS and VISA accepted.

DATABASE DIRECT SALES LIMITED
MAIL ORDER BARGAINS FOR CPC USERS

PRO PUNTER

A remarkable piece of software that gives you a much higher than average chance of winning on the horses. Officially proven to the Racing Press and other magazines, Pro Punter has shown that it can predict winners with remarkable accuracy. And it is also cautious with your money. If it thinks there is any doubt about the outcome of a race it will advise you not to bet. The best news is that you can save over £32 on the recommended price if you buy it from us. You can't lose! Excerpts from the Racing Post: "Pro Punter is the best available ... The results were impressive: 102 selections produced 52 top-rated winners, providing an after-tax profit of £888.24 to a £10 level stake."

Pro Punter Disk £24.95 Code 6011 ☐

KEYBOARD DUSTCOVER FOR CPC 464/664

£3.95 Code 6037 ☐

GREEN MONITOR DUSTCOVER FOR CPC

£3.95 Code 6093 ☐

TIME AND MAGIK

Three of Level 9's most acclaimed adventures, LORDS OF TIME, RED MOON and THE PRICE OF MAGIK in one package. Travel through eons inside an amazing grandfather clock, rescue the power crystal or face near unsurmountable odds to defeat Mylgar the magician. All in all an unforgettable experience.

Time and Magic Cassette £7.95 Code 6003 ☐

CHARTBUSTERS

20 Classic games for the CPC including Ghostbusters, FA Cup Football, Ninja Master, Dan Dare, Formula 1 Simulator, Ricochet and Harvey Headbanger.

Chartbusters Cassette £4.95 Code 6004 ☐

FUN SCHOOL 1

The original best selling educational program for the CPC from Database Software. Available for three different age groups.

2-5 YEAR OLDS	5-8 YEAR OLDS	8-12 YEAR OLDS
Numbers	Maths Test	Anagrams
Seaside	Signs	Havoc
Counting	Spell	Oddman
Snap	Castle	Code
Alphabet	Balance	Nim

Fun School 2-5	Cost £4.95	Code 6077 ☐
Fun School 5-8	Cost £4.95	Code 6079 ☐
Fun School 8-12	Cost £4.95	Code 6082 ☐

RE-INK SPRAY

Save up to 90% on what you currently spend on new printer ribbons. Simply spray Re-Ink on your old fabric ribbon to give a clearer, blacker print with no blotches or patchy ink. Re-Ink, which is suitable for all fabric ribbons, can extend the life of your printer with its special lubricant oils, and you will be doing your part to cut down on the millions of ribbons being thrown away each year. Put an end to environmental waste with this cost effective and simple to use spray.

Re-Ink Spray £12.95 Code 6012 ☐

SPEECH

Speech is a powerful speech synthesiser which requires no extra hardware whatsoever. It has an unlimited vocabulary and is so simple to use. This amazing software is available for a short time at the low price of £2.00

Cassette £2.00 Code 6002 ☐

ROLLING RULER

It's amazing, it's radical, it's the rolling ruler. Its innovative design gives you the ability to draw vertical and horizontal parallel lines, angles, circles, music staves and graphs. Ideal for home, the office, school or the design workshop. Available in two sizes, 30 cm (12 in) and 22 cm (8 in). You get both for an amazing £5.95.

Set of two rolling rulers £5.95 Code 6010 ☐

PSYCHO PIGS

Get your teeth into this meaty pork pie of a game from Jaleco. Its trotters on the ground in the intergalactic pigsty as you take on a group of pigs wishing to avoid the Sunday dinner table. This game is not ripe but brilliantly imaginative and addictive.

Psycho Pigs Cassette £7.95 Code 6167 ☐

PENSET OFFER

Described as "probably the toughest set of pens in the world", the three pull top pens in their presentation case consist of one cartridge pen, one ballpoint pen and one fine liner. Made to the highest standards of workmanship an complete with a lifetime guarantee, they are not only robust, but are of classic appearance, suitable for all occasions from the home to the boardroom, for creating the school essay to the best selling novel. Retailing at £37.85, they are available for only £14.95 for one set or an unbelievable £20 for two sets.

Matt Black Penset	£14.95	Code 6005 ☐
Satin Chrome Penset	£14.95	Code 6006 ☐
One black and one chrome set	£20.00	Code 6007 ☐

Send to: Database Direct, FREEPOST,
Ellesmere Port, South Wirral, L65 3EB
(No stamp needed if posted in UK)
Products are normally despatched within 48 hours of receipt

ORDER AT ANY TIME OF THE DAY OR NIGHT

By Phone: 051 357 1275
By Fax: 051 357 2813
Enquiries: 051 357 2961

Don't forget to give your name, address and credit card details along with the items you require.

Payment: Please indicate method (✓)

☐ Cheque/Eurocheque payable to Europress Direct

☐ Access/Mastercard/Eurocard/Barclaycard/Visa/Connect

Card No ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date: ☐☐ / ☐☐

Name:.....

Signed:.....

Address:.....

.....

PostCode:..... Telephone no:.....

CPC01

UAUG SPOTLIGHT!!

Name: JOHN PACKHAM

UAUG Position: EXECUTIVE SOFTWARE EDITOR

After reading Gordon's little article about himself, I thought it was about time to introduce myself, so here goes.....

I am 33 years old, with a degrees in Physics, Chemistry and Maths...(well, one can dream can't one?). Actually, I'm a Royal Mail driver/postman, which is why I haven't got the time to be Executive Editor of CPC USER any more. I joined the Royal Mail, thinking that I would have some spare time on my hands to do the things I wanted to do, but unfortunately things never turn out the way you want them do they?

My interest in computers started when my ex brother-in-law introduced me to his Commodore VIC-20 back in 1980/81. I was so impressed I bought the company...well alright then, I bought one VIC. Just think, you could do an awful lot then with just 3K of memory. Ahhh those were the days...

I then progressed to the little rubber-keyed 48K Spectrum (If you can call it progressing!!). Now what happened to that?...Oh yes I remember, someone sat on it!!

I've had my CPC now for about 4 or 5 years and in that time have come to appreciate programming, rather than just using it to play games etc. In fact I've written 3 adventure games to date (available from WOW Software...just a quick plug Steve!), an art package called ART THE EASY WAY for any CPC with 128K of memory (another plug Steve), WINEMAKING THE EASY WAY for budding boozers, (yet another plug Steve) and MULTI-CODE, a utility for budding programmers available through SD MICROSYSTEMS....that's the last plug honest. With all these plugs, I should open my own electrical shop....

My first article for CPC USER was a review of Afterburner, following which was a nice little letter from our Chairman asking me if I would like to become Games Software Editor. When my feet touched the ground again I accepted. Then John Stanford had to resign as Executive Editor, and before I knew what hit me, there I was doing that too. Never having attempted anything like it before, I was a bit unsure, but as it turned out I enjoyed every minute of it, and probably still would if I had the time, but now Steve is in charge, and a darn good job he's doing too (modest blush - ED). Of course it's a lot easier when he receives plenty of articles from members, so come on boys and girls, give him the help he needs....

I'm now back as Software Editor....ANY software....so my job now is to report and review on all sorts, whether it is bought from shops or whether it's been written by yourselves. So if you have any, then send it to me for a complete review.

Anyway, this little bit has grown into a BIG bit, so I'll have to say goodbye for now, and see you soon. Ta! Ta!. ●

FOR SALE:

ACU from Jan 1987 to Nov 1990. CPC (CPC User? - ED) from Jan 1987 to Dec 1988. AA from Jan 1987 to Dec 1990.

107 magazines in pristine condition fro the sum of £26.75 (ie 25p each). P+P extra.

Contact: Ernest Freestone on (0243) 528491

WANTED:

Colour monitor for CPC 464, second hand or new.

Contact: Richard Eldridge, 16 Polwell Lane, Kettering, NN15 6UA. Tel: (0536) 83138

FOR SALE:

Various games on disc and tape. Send an SSAE for list.

Contact: Steve Hayward (details inside front cover).

BEGINNERS BASIC

Mick Bakers' 'teach-yourself-Basic' book is still available. Highly acclaimed, it seems to be the ideal introduction for people learning Basic. (Advert placed by the ED).

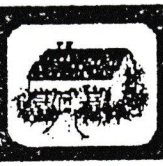
Price to UAUG members is £10.50, a saving of £2 on the normal price.

Available from: C Baker, 68 Northfields, Clowne, Chesterfield, S43 4BA

Or send an SSAE for more details (size 9" X 4").

FOR SALE:

Art The Easy Way - art package for the 6128, 664 (with 64k rampack), & 464 (with rampack). Price is £8.95 on disc, & £5.95 on tape.
Winemaking The Easy Way - for all CPC's. Price £7.95 on disc, & £4.95 on tape.
Contact: John Packham (details inside front cover)



Cottage Computers and Software

P.O. Box 34 Church Street Romsey Hampshire SO51 8YW England U.K.

ESTABLISHED 1989

OUR BUSINESS WAS BUILT ON OUR REPUTATION

Dear Reader
Cottage Computers and Software is an expanding company and is amongst the leading software and hardware mail order retailers in the country, offering a sophisticated selection of customer care services. With the flexibility of our services used across the board many businesses and families are now enjoying their computers and software to the full, in the safe knowledge that if requested we will support and advise them on all computer merchandise when ever possible. You will be pleasantly surprised just how helpful we can be.

The Special competition in this issue of CPC USER is sponsored by: Cottage Computers and Software. See COMPETITION page for full details

CCS TOP 10 CHART		RRP	OUR PRICE
3D Construction Kit	*T*	*£24.99*	*£19.49.*
3D Construction Kit	*D*	*£24.99*	*£19.49.*
Chips Challenge	*T*	*£11.23*	*£ 8.76.*
Chips Challenge	*D*	*£16.34*	*£12.75.*
Alien Storm	*T*	*£11.99*	*£ 9.35.*
Alien Storm	*D*	*£16.99*	*£13.25.*
Movie Premier Comp	*T*	*£14.99*	*£11.69.*
Movie Premier Comp	*D*	*£19.99*	*£15.99.*
Robozone	*T*	*£10.99*	*£ 8.57.*
Robozone	*D*	*£15.99*	*£12.47.*
Power Up	*T*	*£16.34*	*£12.75.*
Power Up	*D*	*£20.42*	*£15.93.*
Prince of Persia	*T*	*£10.21*	*£ 7.96.*
Prince of Persia	*D*	*£15.32*	*£11.95.*
Switchblade	*T*	*£10.99*	*£ 8.57.*
Switchblade	*D*	*£15.99*	*£12.47.*
Winning Team	*T*	*£15.32*	*£11.95.*
Winning Team	*D*	*£20.42*	*£15.93.*
Virtual Worlds	*T*	*£14.99*	*£11.69.*
Virtual Worlds	*D*	*£19.99*	*£15.59.*

FULL RANGE OF GAMES AND BUSINESS SOFTWARE AVAILABLE NOW

Cottage Computers and Software
P.O. Box 34 Church Street Romsey
Hampshire SO51 8YW England U.K.

Telephone Order /Advice Hotline
0703 740342
Facsimile
0703 740818
Contact us now for
* FREE *
CONSULTATION AND ADVICE

Credit Card
Facilities Available.

Full Range of
Entertainment Education and Business
Software
PC Compatibles Amiga Atari
Spectrum and CPC.
Also
Disks Leads Mice Joysticks Peripherals
Products U.K. Sourced. No Grey Imports.
CALL FOR FULL DETAILS 0703 740342
COMPUTER BROCHURE
AND
SOFTWARE CATALOGUE
AVAILABLE NOW
34p stamp appreciated

MERRY CHRISTMAS TO ALL

Choosing A Second Drive

By Mick Baker

In this article I am going to try and explain some of the various features that accompany the fitting and using of a second drive to your CPC. My comments only apply to the 464 if you already have a DD1 disc drive fitted. Personally, I consider a disc drive is a must today. I remember impatiently sitting and waiting for my old Spectrum 48k tape drive to load - never again. I waited until I could afford a 6128 - the best computer on the market (this definitely does not apply to the new Plus model).

CHOICE

You have the choice of another 3" drive (FD1 - similar to the one fitted to your 6128), a 3.5" or 5.25". As the latter two are very similar with regards to their functioning and operation, any of the following comments referring to a "larger drive" applies to both of them. The drive supplied on the 6128 is known as Drive A and the second drive as Drive B.

FD1

This is the "official" Amstrad second drive and uses 3" discs. 464 owners would need to have a DD1 already fitted to use this one.

Your computer will recognise this drive when you boot up CP/M and display it on the screen. You can format it just the same as you would your internal disc drive. This is because it uses exactly the same format, i.e. 40 tracks and 178K capacity. Again, when you use DISCKIT3 to copy, format or verify, it will prompt you for which drive you wish to use. In other words, very few (if any) problems.

When not using CP/M, whenever you want the computer to CAT, LOAD or SAVE (etc) to Drive B, all you have to do is type: |B [RETURN].

LARGER DRIVES

Fitting a larger drive is just as easy. It fits into the same socket on the 6128 (see below for the 464 and DD1). These drives have their own power supply. This is where the similarity ends, or at least it does if you want to take advantage of the larger capacity. If you don't, why the hell did you buy it?

First, about these larger drives. Don't buy one that does not use double-sided discs with 80 tracks possible formatting.

Let's take it step by step, starting with just fitting the second drive.

Q.Where does the second drive fit?

A.On a 6128 and 664 it fits in the socket on the computer marked "DISC DRIVE 2". On the 464 it will fit onto the black 34-way socket on the cable between the computer and the DD1 drive.

Q.Are there any basic precautions I should take?

A.Yes. First make sure that the second drive is switched on before switching the computer on. Secondly, ensure that a disc is fitted before accessing the second drive and thirdly, try to keep the drive out of direct sunlight, which could affect the laser.

Q.What happens if you try to format the larger disc using DISCKIT3 as you would when using an FD1?

A.Nothing much - it just formats the disc with 40 tracks and 178K. In fact, you could go on using it as a 3" if you wished.

Q.But that's stupid. I want to use its full capacity. So what do I do?

A.Get yourself a program such as RAMDOS (preferably the KDS version) which is on disc. This is necessary to format the larger disc differently so that it has 80 tracks. Your supplier of the drive should have pointed this out. The file to load is "FORMATS".

With this file you can check the format of each of the two discs, change the format, catalogue disc, copy disc, customise RAMDOS etc.

RAMDOS is not only used for the above but also to enable your computer to recognise 80 track discs.

Q.Are these larger discs all formatted the same with 80 tracks etc.

A.No. With these discs you have a choice of a combination of maximum number of directory entries, storage capacity and single or double sided.

With RAMDOS you have a choice of formats (see table at end).

Other formats are possible but I don't wish to include these as they would only be misleading. There is also a lot of added technical data such as logical versus physical tracks, parameter blocks (etc) that would only interest advanced users. They are explained in the manual.

The discs can be formatted as DATA, SYSTEM, PCW, BUFFER (used for copying a larger disc by creating a temporary storage disc) or other formats.

Generally speaking, formats D10, 20, 40 and 80 hold more data because they use 10 sectors per track instead of the usual 9. Again, being able to have more directory entries takes up a little memory and reduces the storage capacity. KDS recommend that you stick to one format, preferably D1, which is compatible with most software. I would endorse this advice, particularly for beginners.

CP/M MODIFICATION FOR LARGER DRIVES

As you are no doubt aware, there are many "transient" files used by CP/M, i.e. files that are loaded, used and then discarded. Examples are when you type DISCKIT, PIP etc.

What you may not be aware of is that some of these files will NOT recognise 80 tracks drives. This is because they were (a) written for Drive A only or (b) because they expect Drive B to be exactly the same as

Drive A (i.e. 40 tracks).

Whether you are using CP/M 2.2 or CP/M PLUS, you can modify your system disc and save it to a new disc which will then allow you to use most of these transient files. Users of such programs as PROTEXT CP/M will find this is absolutely essential.

The manual supplied with RAMDOS should detail the steps necessary to modify CP/M and these must be implemented exactly as given. To try using 80 track formatted discs with normal CP/M inevitably results in error reports being displayed.

ROMDOS

ROMDOS is fitted to a rombox or romboard and is instant loading but one thing should be clearly understood, i.e. although ROMDOS will enable your computer to recognise 80 tracks discs, it will not allow you to format them - you still require RAMDOS for this task.

PERSONAL NOTES

I have only used a Siren 3.5" second drive on my 6128 (who the heck would want another one?) and, apart from a dicey ON/OFF switch that could be easily be replaced if I had the whim (I just never switch it off at the drive - only at the mains), it has given me two years very good service.

At first, I got all sorts of error reports and cussed the darned thing. This was entirely due to the fact that I had been previously been using the trouble-free FD1 but needed larger storage capacity and was too anxious to get the new drive into action.

I then read and re-read the manuals for the drive and RAMDOS, modified my CP/M to their instructions and then found most of my problems disappeared.

Since then, I have transferred loads of programs to my larger drive, overcome any snags due to the program itself, such as changing any program that stated Drive A to read Drive B, and now use them everyday. I would not be without one.

I should also point out that are some programs that would be very difficult, or at least require a knowledge of machine-code, to change them to be suitable for use with the larger drive.

My original reason for buying a larger drive and ROMDOS was that I already had a 6-ROM ROMBOX with PROTEXT on ROM installed, which supports massive text files up to 40K, and which I use almost every day. You don't have to be a mathematician to work out that I could only save 4 such files on a 3" disc with 170K capacity, and I was fed up changing discs. Now, using D1 format, I can get up to 18 files on one disc.

If any of you bought my book "BETTER BASIC" (£10.50 to members - blatant plug that!), then you may be interested to know that the whole script, 130+ A4 pages of it, and all graphics was stored on one 3.5"disc with room to spare.

The price of 3.5" second drives have reduced considerably since I bought mine, and I consider them one of the next best buys after a printer.

CLASSIFICATION

If you see any literature stating a disc or drive as being DSDD, this means double sided and double density. Again, where the drive automatically reads either side of the disc, then it is sometimes referred to as "flip-side". There are some disc drives that have a switch to read from one side or the other. I don't know anything about such drives and cannot help you.

DISCS

3.5" and 5.25" are both floppy discs (as your normal 3") but there is quite a difference in the method used to enclose them. The 3.5" is similar to 3", enclosed in a rigid plastic case which gives very good protection from damage. The write protect device is built into the case and can be easily moved to the open or protect position.

The 5.25" disc is not so well protected, only being encased in a sort of flexible cardboard envelope which is easily damaged. The write protect device in this case is by using a self-adhesive paper tab placed to cover a cutout notch in the case. What a crude idea!

FOOTNOTE: If any of you have a double-sided drive and RAMDOS but do not have the manual for the latter, then I will send you the instructions so that you can modify your CP/M if you enclose a stamped addressed envelope at least 10" x 4". You must state whether you are using CP/M 2:2 or CP/M PLUS.

If you want the full manual (14 pages) then it will cost you £1 + postage, which is the price I have to pay to photocopy it. If you want to order my book or for full details of it (was that another plug? - ED), send to:

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

Format	Double or Single sides	Tracks	Directory Entries	Capacity K
D1	double	80	128	716
D2	double	80	256	712
D10	double	80	128	796
D20	double	80	256	792
D40	double	40	128	396
D80	single	80	128	396

STRATEGY & SIMULATION

With DAVE HAVARD

HEROQUEST - GREMLIN GRAPHICS

Those of you who are religious followers of Laser Squad and Lords Of Chaos, will doubtless be wondering what to make of the latest "Role Playing" issue from Gremlin Graphics.

Once loaded you are presented with a short menu allowing: choice of keys or joystick; renaming one or more of the four characters; visiting Ye Olde Shoppe; selecting a scenario (FOURTEEN are supplied!); loading in more scenarios (when and if available); and playing the game.

Two of the four characters are able to use spells. You choose one set of three for the Elf, and the other nine for the Wizard. The Dwarf begins with a toolkit for removing traps when found, and the Barbarian has the muscle.

Selecting "Play Game" puts your team straight into the first room, though the first scenario "The Maze" sees them separately placed. The screen shows either a section of corridor, or a room nicely laid out in squares. The amount of movement allowed is decided by a dice which resembles a spinning coin. Each characters turn consists of selecting one of the following (or none): Search for secret doors or traps; search for treasure; cast a spell; or attack. One of these may be used prior to moving, during moving, or at the end, but once movement has begun use of any of them will end his turn.

Patience is the watchword here, as it it wise to stop and search for traps as soon as a character enters a new section of corridor. This highlights pit traps and secret doors. Searching for treasure usually results in finding Gold (for spending the Shoppe before the next scenario), potions (which aren't carried forward to other scenarios), a weapon (if in an armoury. Curiously this is only shown on the map screen), nothing, or a wandering monster who immediately attacks. One of the failings here is that not only do potions not get carried forward to other scenarios, but there is no "give", "drop", "take" or "swap" option. This means that whoever finds something is stuck with it.

Considering the "treasures" are randomly placed each time you play, it soon becomes apparent that some strategy should be employed in deciding who searches each time. I preferred to try and share things equally, though I wouldn't let the Wizard do much as so few items are available to him in the shop. Also as he should rarely get involved in combat he shouldn't need potions of Healing, Courage, Strength etc.

Each scenario is atmospherically described, and the rooms are well drawn from a high 3D view similar to Knight Lore from Ultimate (showing my age a bit there, eh?).

Encountering the enemy isn't usually a problem, as you can always retreat if necessary, though once you have entered a room you can't leave it on the same turn. Opening a door will reveal the contents of the room on a map, so again, patiently is the best way to proceed. The characters can be left on the same square, so I generally get all four of them together before entering a room. It is here that the board game background shows up when compared to Lords of Chaos and Laser Squad. It is possible to surround an enemy, getting up to four attacks (or more with the correct potion) before he even gets a chance to react. Using crossbows from the doorway can even dispose of them before you enter.

Combat is decided by dice rolls, controlled by the computer. A number of combat dice are rolled, consisting of shields and skulls. The number of dice depends upon the character. Each skull rolled equals a hit for one body point (hit point for us true D&Ders), unless the defender rolls a shield to counter it. The screen shows the result. Most, if not all of the monsters have only one body point, so there is usually a quick outcome, though in later scenarios they get more combat dice to roll.

I have referred to the map a few times here, and this is a very useful addition for the player. It shows at any one time where you have been, where you are, and where any enemies are if they have been, or can be seen. Attacking is done from the map screen as well, which comes up as soon as you select the "attack" icon. Other icons are "inventory" (to see who has what, and to select spells), "search" (for the traps, doors and treasure), "open door" (without entering a room), and "next player" to end the current characters turn.

Though I was disappointed at first to discover items couldn't be swapped, I soon got used to it, and developed my own way of limiting this disadvantage. It is a well laid out program, and the fourteen scenarios (some of them linked) allow for many hours of enjoyable play. Though it fails to approach the heights of Lords of Chaos, it is still an enjoyable game and arguably the best board game conversion ever seen on a computer. I would particularly recommend it for children, though don't let this put you adults off. This is one game you can complete without pokes! ●

HELP WITH C/PM

By PAT HANNON

On side four of the CP/M discs supplied with the computer, there is a program called HELP COM. This little program explains in detail (some of which is quite complex and confusing) about nearly all of the CP/M programs on the discs supplied and it is started off by typing HELP (ENTER).

Help is explained in the program as follows:

Syntax:

Help {topic} {subtopic1 - subtopic8} {[NOPAGE|LIST]}

Explanation:

HELP displays a list of topics and provides summarised information for CP/M Plus commands.

HELP topic displays information about the topics. After HELP displays information for your topic, it displays the special prompt HELP> on your screen, followed by a list of subtopics.

- Enter ? to display list of main topics
- Enter a period and subtopic name to access subtopics.
- Enter a period to re-display what you just read.
- Press the RETURN key to return to the CP/M Plus system prompt.
- [NOPAGE] option disables the 24 lines per page console display.
- Press any key to exit a display and return to the HELP□ prompt.

EXAMPLES:

```
A>HELP
A>HELP DATE
A>HELP>.OPTIONS
HELP>SET
HELP>SET PASSWORD
HELP>.PASSWORD
HELP.
```

Confused I was, so I typed HELP ? (ENTER) and a list of topics covered was displayed on the screen. How I wished I could print the file onto paper. Then I remembered if you held down CONTROL and at the same time pressed P this would send what ever was typed on the keyboard to the printer. So I tried it, and bingo! But what a waste of paper. That evening I started printing out the Help.com file on old sheets of paper.

The next evening I was as far as PUT.COM and found that it looked like just what I wanted.

The first read of PUT.COM saw me more confused, and more convinced that it was far better than CTRL P. However, after reading it a few more times I really thought I understood all of it, and was ready to go at producing a manual all about CP/M.

Step one was formatting a disc, and getting the files HELP.COM and PUT.COM onto it. Hopefully this would give me enough room and I could then load the end file into my wordprocessor for editing. So, all ready, I typed the following:

PUT CONSOLE OUTPUT TO FILE CPM.HLP [ECHO]

and pressed ENTER. Nothing happened. So I typed HELP ?, and pressed ENTER. The disc drive made noises, and again a list of topics appeared on the screen just like the previous night. Nothing daunted I carried on and listed a few more topics. The disc drive seemed to take longer to stop working as each topic was displayed through to the end, or was I imagining things. I then quit the help program doing a CTRL C to make sure that I had got out everything I could.

A DIR told me that there was another file on disc and it was called CPM HLP. I then wanted to see what was in it, so the next thing was to read it as quick as possible, and that was by getting it typed on the screen using TYPE. So I typed TYPE CPM.HLP and pressed RETURN.

To my surprise and joy there was all the topics that I had been reading on the screen in a separate file that I had made and there were control codes in it, but I was prepared to delete them with my wordprocessor. Now I knew that all I had to do was the complete HELP file the same way! Well a couple of nights later it was all finished, so into the wordprocessor with it to set it up the way I wanted. Now after checking them twice, my CP/M notes are filed both on a disc and in an accessible file. The amount of work was worth it. I found out that PIP.COM does a lot more than copy from one disc to another (there are 2 pages on it). As for DIR.COM, well this covers some 4 pages of my notes. In total all the notes cover around 57 pages.

There is the easy way out, and that is to get a copy of these notes from the PD. They have been set up using Tasword, and do not have any control codes in them.

The program HELP.COM only covers CP/M PLUS and not CP/M 2.2 so not all the CP/M programs are covered.

PD DISC COLUMN

It was a shame that our illustrious editor was unable, due to lack of space I presume, to include the latest list of the PD disc library in Issue 29.

However, I will once again remind all members that might be interested. The full library catalogue is only available on disc. One side of the disc is in the PROTEXT word processor format, and the other as a suite of basic (AMSDOS) programs that anyone can read, and doesn't need a W.P. Should you need a print out, then NSWP will deal with the text files and produce the hard copy.

Please Note: The library files are constantly updated as new or amended material is added, thus the LIBINDEX is normally one or two months ahead of anything you read about in the CPC USER.

The current restrictions on the number of (branded) discs you may send for copying remains in force, ie 3 discs per month. This still allows you to request 6 PD selections. Should you require more, then the option where you send £3.50 (cheque or Postal Order made payable to UAUG) for 2 selections is unrestricted, ie £217 buys you a copy of the complete collection on 62 3" discs, or £105 gets you it on 30 3.5" RAMDOS D20 formatted discs, (laugh).

I am happy to report that the disc library has run fairly smoothly since I last wrote my piece. One or two members tried it on by sending me lots of discs to copy, needless to say they suffered the fate of all who give me a hard time.

A couple of issues ago, I mentioned that I was prepared to offer a CPC/PCW/MSDOS data transfer service. Well, I am now able to get many original CP/M (NOT AMSDOS) programs like SC2 and dBASE2 (those two mentioned are examples and definitely NOT PD) to actually run on a PC. I have also got hold of the MSDOS version of NSWP version 3, so anyone who has or uses a PC and would like to still use their original programs, I may be able to help. This particular transfer service is not part of the UAUG library, the short list of low priced charges for the various options remain as detailed in my column as printed in Issue 28.

Now, I come to my thank you to everyone who has donated CPC PD, that has now been added to our library, over the past two months:

1) Owen Philpott Member 0706 has sent a disc full of excellent 'Amiga' Graphics converted to run on the CPC. This two part program originated from PENGUIN PD. These Mode 2 hi-resolution graphic images can be found on PD 27/2 and PD 27/3. In my opinion, the best results are achieved by using a green screen monitor.
2) Ray Neal Member 0699 has contributed a good selection of AMSDOS and CP/M files, find them on PD 27/4 and PD 28/1.
3) Frank Ellis 'Ex' Member 0211 has unearthed the missing file DM3.BIN that should have been with the 'DISC MENAGERIE' set, find it on PD 12/3
4) Al "The L Plate" Cooper Member 0516 has once more upgraded his popular printer utilities. I have added these new files to PD 22/3. Also on this disc is AMGRAPH. It is now fully working, the original program that was sent to me was unfortunately heavily corrupted. AMGRAPH as supplied is for use on a 6128/664, should you use it on a 464 alter line 40.

That about concludes my comments for this the December 1991 issue, except to say that as I write this it is the middle of October and in a few days time I shall be off to Majorca for a week in the sun, so I'll apologise in advance for any delays in sending back your requests.

Finally, I read in the computer press that AMSTRAD have updated the PCW range of computers to now include a 3.5" 720K disc drive, thus doing away with both the 3" 180K and 720K versions. Will they eventually update the 6128+, I hear you cry? Only time will tell. However, as a Christmas present to yourself if you haven't already made the jump, buy a 3.5" 'B' drive with the RAMDOS operating system software (I can't comment on the MS80 DOS, available from MICROSTYLE, as I don't have a copy to evaluate).

The reason for my outburst is that I think within a year, you won't be able to buy a new 3" disc drive, as production in Japan stopped ages ago. I'm sure the only reason Alan Sugar has changed to using 3.5" drives on the PCW is that he can't get sufficient new supplies. Also, only MAXELL now make the 3" discs, which is a shame as in my opinion the AMSOFT product was far superior.

Enough of my ranting, just heed my warning.

Bye for now, Merry Christmas and a Happy Computing New Year to you all. ●

TO ORDER DISC PD SOFTWARE
To get the library list - send a blank Maxell or Amsoft disc, in a padded envelope with enough return postage. Or send a cheque/PO for £3.50 (payable to the UAUG).
To get PD software - send UP TO 3 Maxell or Amsoft discs, in a padded envelope with enough return postage, stating selections required. Or send cheque/PO for £3.50 (payable to the UAUG) PER DISC, stating selections required.
REMEMBER TO INCLUDE YOUR MEMBERSHIP NUMBER!!

PD 1/1.	CP/M	CPM utilities including DU, FIND, NSWP, SQUEEZE, UNSQUEEZE etc.
PD 1/2.	CP/M	Compiler with 32Kb of documentation.
PD 1/3.	CP/M	ZMAC assembler.
PD 1/4.	CP/M	Z80 monitor and assembler.
PD 1/5.	CP/M	SECRETARY Word processor etc.
PD 2/1.	CP/M	Prestel link and Smart Modem utility
PD 2/2.	CP/M	Modem utilities
PD 2/3.	CP/M	Adventure games Calendar..Biorythm etc.
PD 2/4.	CP/M	Games:- Chess..Golf..Othello..Stones Life etc.
PD 2/5.	AMSDOS	Games etc. Snooker..Blackjack..Horoscope etc.
PD 3/1.	AMSDOS	Games utilities etc.
PD 3/2.	AMSDOS	Comprehensive index for AMSMAGS. Masterfile format.
PD 3/3.	AMSDOS	Like PD 3/2 but ASCII format
PD 3/4.	AMSDOS	2 part Adventure game. BLUE RAIDER
PD 3/5.	AMSDOS	Font designer utilities disc menu etc.
PD 4/1.	CP/M	FORTH compiler. Editor. File Manager etc.
PD 4/2.	AMSDOS	Telephone exchanges in alphabetical order also see *PD 8/4 (better)
PD 4/3.	ASCII	As PD 4/2 above but ASCII
PD 4/4.	CP/M	Dazzlestar full featured disassembler needs 2 drives.
PD 4/5.	CP/M	File compress/decompress. To SORT it needs PCSORT.COM! Anyone help?
PD 5/1.	CP/M	SCRIVNER - Mail and Data processor. 113K of documentation.
PD 5/2.	CP/M	Database originally for food trade but flexible.Text editor + spell checker for editable dictionary.
PD 5/3.	CP/M	Standard MBASIC and Compiler.
PD 5/4.	CP/M	Pascal compiler with loads of documentation etc.
PD 5/5.	CP/M	Small business accounts program. Must have DBASE II + CREATOR database which needs MBASIC (PD 5/3 et al).
PD 6/1.	AMSDOS	Miscellany of mostly BASIC programs.
PD 6/2.	AMSDOS	&&& UNIX SHELL (Centrox) LATEST VERSION (JUNE 1989)
PD 6/3.	AMSDOS	&&& Comprehensive & LATEST DOCUMENTATION JUNE 1989) for PD 6/2 above.
PD 7/1.	AMSDOS	Random Database (2 DRIVES!) & Election forecasting.
PD 7/2.	AMSDOS	Miscellany of BASIC files and utilities etc.
PD 7/3.	AMSDOS	PASCAL programs and demos.
PD 7/4.	CP/M	Update of Library utility. Lots of documentation.
PD 7/5.	CP/M	All progs 'cept KPFLY need MBASIC which is on this disc. NO documents tho!
PD 8/1.	AMSDOS	Tourist guide of Wales.. plus others.
PD 8/2.	AMSDOS	Most files need UTOPIA.
PD 8/3.	AMSDOS	Graphical adventure.
PD 8/4.	PROTEXT	STD codes in numerical order. Filename-1st 2 figs of exchange.
PD 8/5.	AMSDOS	BASIC utilities including calendar printer etc.
PD 9/1.	AMSDOS	Mostly word games. Some utilities.
PD 9/2.	AMSDOS	Miscellany of games and utilities/novelties.
PD 9/3.	AMSDOS	Assorted and varied BASIC programs.
PD 9/4.	AMSDOS	A Mandelblot Generator
PD 10/1.	CP/M	FORTH 83
PD 10/2.	ASCII	Documentation for FORTH 83 & CP/M+ HELP
PD 10/3.	CP/M	Small C subset compiler. Lots of documentation.
PD 11/1.	CP/M	Assorted utilities etc.
PD 11/2.	CP/M	Assorted utilities etc. Plus Star Trek game.
PD 11/3.	CP/M	80TRK.DOC details how to format DS/DD drive as B an needs other PD discs.
PD 11/4.	CP/M	ISLAND.....Adventure game.
PD 12/1.	AMSDOS	Assorted BASIC utilities etc.
PD 12/2.	CP/M	Disc editor and library etc.
PD 12/3.	AMSDOS	Assorted BASIC utilities etc.
PD 12/4.	AMSDOS	A teaching aid (NEEDS PRINTER)
PD 12/5.	CP/M	Small-C compiler.Assembler ZMAC on PD 1/3 but PD 10/3 is almost identical to this disc AND with ZMAC ZLINK etc.
PD 13/1.	CP/M	Limited demos etc. of ZBASIC. Some CPC..some PCW
PD 13/2.	AMSDOS	Most files are for ADV.ART STUDIO but some may be used from Basic.
PD 13/3.	AMSDOS	Is related to parts of PD 14/1. For Maths buffs?
PD 14/1.	AMSDOS	Mandelblot. Really needs PD 13/3 to be of any use.
PD 14/2.	AMSDOS	Useful Basic Utilities..Screen Dump..Passwords..

PD 14/3. CP/M SUNix disc utilities similar to some of RODOS et al.ALL FILES SQUEEZED
PD 14/4. CP/M Communications.
PD 14/5. CP/M All files need MBASIC (See PD 5/3 & 7/5)
PD 15/1. AMSDOS Telephone codes. Similar to PD 8/4. Enter code to determine Exchange name.
PD 15/2. AMSDOS Databases mostly for 'music lovers'.
PD 15/3. AMSDOS Miscellany of graphics childrens' games etc.
PD 15/4. AMSDOS More fractals.
PD 15/5. AMSDOS Adventure game and drawing programs.
PD 16/1. AMSDOS Adventure games and mazes.
PD 16/2. AMSDOS Utilities Games and Quizzes.
PD 16/3. AMSDOS Amstrad Action Collection 'Public Domain Type-ins 1'
PD 16/4. AMSDOS Amstrad Action Collection 'Public Domain Type-ins 2'
PD 16/5. AMSDOS Games:- Fruit machine Card and the Yahtzee type-in.
PD 17/1. AMSDOS Amstrad Action Collection - 'Games Reviews 1985-91'
PD 17/2. AMSDOS Citizen 120-D Printer Utilities - Updated 9/2/91
PD 17/3. AMSDOS Basic Language Programming Tutorial.
PD 17/4. CP/M Useful Utilities.
PD 17/5. AMSDOS & CP/M Basic Data Base and CP/M Utilities.
PD 18/1. CP/M CP/M+ Utilities & Assembler Code for SUPERZAP.COM
PD 18/2. PROTEXT Cobol Documentation - Booklet Demo See PD 17/2
PD 18/3. CP/M Number Cruncher - a formula calculator
PD 18/4. CP/M Useful utilities with lots of documentation
PD 18/5. AMSDOS Stop Press Clip Art & some new Fonts - Vol. 1
PD 19/1. AMSDOS Compilation of Quilled Adventures - 1
PD 19/2. AMSDOS Compilation of Quilled Adventures - 2
PD 19/3. AMSDOS Beginners Basic Tutorial Program & Examples
PD 19/4. AMSDOS Stop Press Clip Art - Vol. 2
PD 19/5. AMSDOS Stop Press Clip Art - Vol. 3
PD 20/1. AMSDOS Compilation of Adventures
PD 20/2. AMSDOS Music Files for Advanced Music System Disc 1/A
PD 20/3. AMSDOS Music Files for Advanced Music System Disc 1/B
PD 20/4. AMSDOS Music Files for Advanced Music System Disc 2/A
PD 20/5. AMSDOS Music Files for Advanced Music System Disc 2/B
PD 21/1. AMSDOS Music Files for Advanced Music System Disc 3/A
PD 21/2. AMSDOS Music Files for Advanced Music System Disc 3/B
PD 21/3. AMSDOS Music Files for Advanced Music System Disc 4/A
PD 21/4. AMSDOS Music Files for Advanced Music System Disc 4/B
PD 22/1. AMSDOS Music Files for Advanced Music System Disc 5/A
PD 22/2. AMSDOS Music Files for Advanced Music System Disc 5/B
PD 22/3. AMSDOS Graph and Database programs
PD 22/4. AMSDOS Graphic and Music Demo files
PD 22/5. AMSDOS More Demo's
PD 23/1. AMSDOS Super Lotus 123 style Spreadsheet
PD 23/2. AMSDOS Another selection of Clip Art for Stop Press Vol. 4
PD 23/3. AMSDOS Still more Clip Art for Stop Press Vol. 5
PD 23/4. AMSDOS Games and Utilities
PD 24/1. AMSDOS TEARAWAY - Multiface Poke finder (Cut Down Version)
PD 24/2. AMSDOS Page Maker - Simple DTP PD from Alan Scull's Library
PD 24/3. AMSDOS Communications Program in Basic & Machine Code
PD 24/4. CP/M Instructions and Examples for MBASIC
PD 25/1. AMSDOS Another selection of Clip Art from Scull PD
PD 25/2. AMSDOS Games Poke Disc - originally Scull PD
PD 25/3. AMSDOS View and Create Squeezed Graphic Screens - Scull PD
PD 25/4. AMSDOS Miscellaneous & Interesting Programs - Scull PD
PD 26/1. CP/M The Complete JRT Pascal Program also PD 26/2 & 3
PD 26/2. CP/M JRT Pascal - See PD 26/1 & 3
PD 26/3. CP/M JRT Pascal - See PD 26/1 & 2
PD 26/4. AMSDOS More Miscellaneous Scull PD programs
PD 27/1. AMSDOS Animation DEMO programs - originated Scull PD
PD 27/2. AMSDOS AMIGA GRAPHICS No.1 - originated PENGUIN PD
PD 27/3. AMSDOS AMIGA GRAPHICS No.2 - originated PENGUIN PD
(Add your own from here on as and when published or send for latest LIBINDEX) ●

IF UNDELIVERED PLEASE RETURN TO:

ALAN STEAD
65 WALLISDEAN AVENUE
FAREHAM
HANTS
PO14 1HS

NEXT COPY DATE IS THE
[illegible] OF DECEMBER

CONTRIBUTIONS

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

ADVERTISING RATES
[illegible]
[illegible]

MEMBERS ADVERTS ARE INSERTED FREE SUBJECT TO AVAILABLE SPACE

MEMBERSHIP RATES
[illegible]

BACK ISSUES OR SAMPLE COPY
[illegible]

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: [0811-861 2891] - 10% off Software.

BINARY BITS, 220 Lonsdale Drive, Rainham, Gillingham, Kent, ME8 9JW.
Tel: [06841 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 [illegible]] - 10% off Software.

MICRO PROSE SOFTWARE, [illegible]
Tel: [illegible] - 25% off Software.

SIREN SOFTWARE, [illegible]
Tel: [illegible] - 25% off [illegible]

[illegible]

[illegible]

[