64K COLOUR PERSONAL COMPUTER

CPC664 COLOUR
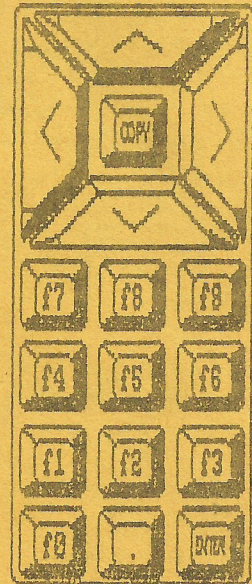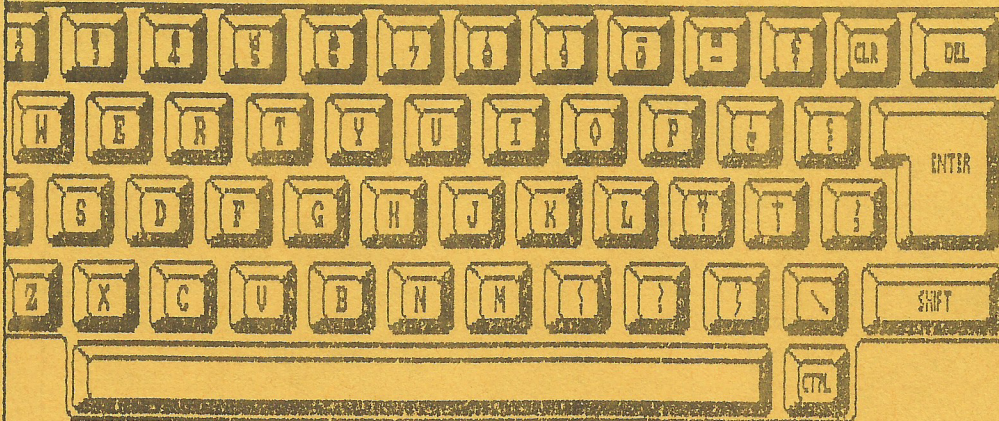
CPC USER

Regular Spots	Articles	Version	Reviews	Hints & Tips	Credits
Arcade Action Book Library Chairman's Bit Contact Discounts Page Editorial Homebrew Software Mailbox		ISSUE NO.: 31 DATE: Feb.			Stop Press Amstrad CPC Amstrad DMP2000

The UNITED AMSTRAD USER GROUP was founded in 1986 by a handful of dedicated CPC enthusiasts. Membership now extends throughout Britain and overseas. The bi-monthly magazine CPC USER is written BY CPC users FOR CPC users and contains authorative reviews and articles, and other regular features specific to CPC computers including MAILBOX (for general correspondence), CONTACT for member-to-member contact and MONITOR (members soap box). The magazine also carries trade and members' advertisements. The BOOK LIBRARY is operated by post and is open to ALL members. The books may be hired by the month for a nominal fee. The PD SOFTWARE LIBRARY (Discs AND Tapes) contains many programs covering such topics as Games, Business, Educational, Language and Utility programs. Again, it is open to ALL members and is free of charge.

The Editor welcomes the submission of articles for publication. Material should be submitted on tape/disc or typed. Hand-written articles are accepted but they MUST be legible. Contributions accepted for publication by CPC USER will be on an all-rights basis unless otherwise agreed and MUST be the senders own original work. No material may be reproduced in whole or in part without prior written permission of the Editor. Whilst every care is taken, neither the UNITED AMSTRAD USER GROUP nor its officers can be held legally responsible for any errors or omissions in articles, listings or advertisements. Material published does not necessarily represent the views of the UNITED AMSTRAD USER GROUP or its officers.

● CHAIRMAN: TONY BAKER
26 Uplands Crescent, Fareham, Hants. PO16 7JY
☎ 0329 234291
● SECRETARY: PAUL OWEN
41 Kings Road, Gosport, Hants. PO12 1PX
● EXECUTIVE EDITOR: STEVE HAYWARD
14 William St, Bedworth, Warwickshire. CV12 9DS
☎ 0203 312571
● SOFTWARE EDITOR: JOHN PACKHAM
60 Hightown Towers, Warburton Road, Southampton, Hants. SO2 6HH
☎ 0703 402155
● TREASURER & DISTRIBUTION: ALAN STEAD
65 Wallisdean Ave, Fareham, Hants. PO14 1HS
☎ 0329 289760
● ADVENTURE GAME EDITOR: DEBBY HOWARD
10 Overton Road, Abbey Wood, London. SE2 9SD
● COMMUNICATIONS EDITOR: TONY WALKER
24 Ullswater Road, Fulwood, Preston, Lancs PR2 4AT.
☎ 0772 651698. B/Board (0772) 652212
● PD DISC LIBRARY: RICHARD SERGEANT
67 Nursery Fields, Hythe, Kent. CT21 4DS
● PD TAPE LIBRARY: GORDON WOOLLISCROFT
2 Wrenbeck Drive, Otley, W.Yorks. LS21 2BR
● BOOK LIBRARIAN: BRIAN McKIDDIE
29 Hill Park Road, Gosport, Hants. PO12 3EB
☎ 0705 580538
● ADVERTISING/DISCOUNTS: STEVE HAYWARD
see 'Editor' for address details
● STRATEGY SOFTWARE ED: DAVE HAVARD
21 Belvoir Close, Fareham, Hants. PO16 0PJ

CONTENTS

EDITORIAL RAMBLINGS

Hello there everyone. I'll kick off this issues' Editorial with a major apology to everyone for the lateness of last issues' magazine. My apologies to Tony Baker (our Chairman) who then had to get the magazine printed as quickly as possible, and to Alan Stead (our Distribution Officer) who had to work even harder sending the magazine out. My New Years' resolution is to get every issue out on time (this issue SHOULD be okay). The next (April) issue is looking good, as all the articles I have for it are already 'laid out'.

All of the articles that I have left are now finished and waiting to go in the next magazine. There aren't enough however. So unless you want me to write a few things (and you don't want that), send me something! Articles, letters, one line tips - all are much needed.

Thanks to everyone who sent letters in. Only a few appeared in the Mailbox, because I only received a few. Luckily I was able to waffle on in a fairly relevant manner to fully answer a couple of queries.

Did anyone notice the 'deliberate' mistake in the last mag? On EVERY page! This issue is guaranteed to be nearly free of any proof reading errors, ommisions, and general mistakes. Maybe.

The opinion poll results will appear in the April CPC User. There were a few more replies to it, and so I ignored it over the Christmas 'silly season' and played with my new toys instead. In response to some of the points raised, next issue will see the start of a 'Jargon Page', so send in with any words that you don't know the meaning of, or words that you DO know the meaning of. There should also be a little type-in that allows you to mess around with some of the firmware calls in John Packhams' column.

There are a couple of PD reviews in this issue, and more are welcome. How about someone doing a couple of book reviews too? If anyone has a type-in they think would go in the magazine then PLEASE send it in!

If you run a PD library, CPC service, or produce a magazine of interest to other members just drop me (or Tony Baker) a line and you can get a nice bit of publicity.

Rumour has it that games on disc are becoming harder to get, and that the software houses are starting to settle with tape based software. It seems a little silly to me when there are lots of 6128 Plus users around who CAN'T use tape based software. Ever since I bought my disc drive I always buy disc software. What do you think?

Mr P.Borley put forward an interesting idea in this issues' Mailbox - that of having a UAUG convention. Is there anyone else who's interested? Maybe something can (hopefully) be worked out if enough interest is shown. Should it be for UAUG members only though? If it were for CPC users in general, then I'm sure AA & ACU would like to cover the event and it would be some nice publicity for the Group. If it were held over two days, the first day could be for UAUG members alone (and those who joined on the door), with the second being an 'open day'. What day/s would be best? The question of location also pops up. Birmingham would be perfect for me, and it is also the 'centre' of the countries rail network. Obviously the final location would be a compromise for everyone, but where would YOU prefer it to be? Send your thoughts on the matter to the Mailbox.

Paul Owen (one of the founder members of the UAUG) is having to pass on the position of UAUG Secretary due to pressures of work. I (and many others I'm sure) would like to thank him for all his efforts in the past, not least for helping to make the Group what it is today. Our PD Tape Librarian Gordon Woolliscroft will take over the post from the 1st of March. Any renewals or subscription on or after that date should be sent to him. Paul will still handle the selling of the back issues'. Gordons' address is printed on the opposite page (for this issue) under "PD Tape Library".

That's enough 'Ramblings' for this issue. Thanks to Kate Bush for providing the background music whilst putting the magazine to gether, and thanks to Mr Tips for all the steaming cups of tea.

Take care until next time, and be happy!

Steve

---

* REMEMBER! *

As from the 1st of March, GORDON WOOLLISCROFT takes over as the UAUG Membership Secretary

The Chairmans' Bit

Dear Members,

In the December issue of the magazine, I mentioned that Paul Owen wished to resign as Membership Secretary. Just before Christmas, our hard working Tape PD Librarian, Gordon Woolliscroft, rang offering to take over from Paul. I would like to take this opportunity to thank Paul for all he has done for UAUG in the past, and also to thank Gordon for agreeing so readily to take over the post. The changeover date will be March 1st in order to give all members plenty of time to receive this magazine, even if they live overseas. After that date all renewals and membership enquiries should be sent to Gordon, who will also continue as Tape PD Librarian for the time being. Paul has agreed to continue dealing with requests for back issues of CPC USER. This will save us the considerable expense of sending large parcels of magazines to Yorkshire every two months!

Some time ago a suggestion was made that we publicise any firms or shops who give goodsupport to computer users. I would like to mention a shop called JKL of Uxbridge in London. One of our members, Christine Russell, was having real problems with her Multiface 2. She sent it back and forth many times to the the manufacturer, but was always told that it was in perfect order. It was even suggested by some that her monitor or computer was at fault. Finally she loaded the whole system into a taxi and paid a visit to JKL. She was quite overwhelmed by the extent of the help they were willing to give. They tested all her equipment piece by piece on their own system and checked all leads etc. They then concluded that it was the Multiface which was at fault. After calling Directory Enquiries they contacted the Multiface people and arranged for a new unit to be sent to Christine. All this activity took about two hours during a very busy time for the shop, but they refused to take any payment for their time and help even though they probably lost a few customers who could not wait to be served. If any of you live in the Uxbridge area I suggest you give JKL your custom where you will no doubt get a fair deal. Christine thinks they are doing a major refitting job and changing their name to something like Softshop, but those are all the details I have at the moment.

Well that is all from me for this time. Happy computing. Regards, Tony Baker. ●

PD DISC LIBRARY UPDATE

ADDITIONS TO THE LIBRARY LIST PRINTED LAST ISSUE

PD 27/4	AMSDOS	Good Word Handling Suite of Programs
PD 28/1	CP/M & AMSDOS	Serious Business & Utility Program
PD 28/2	CP/M	PCW-World Disc No. 103A
PD 28/3	CP/M	PCW-World Disc No. 103A (Side 2)
PD 28/4	AMSDOS	Neutral Network Part 1.
PD 29/1	AMSDOS	Neutral Network Part 2.
PD 29/2	CP/M	Print Master System Disc No. 1
PD 29/3	CP/M	Print Master Data Disc No. 2
PD 29/4	AMSDOS	More Scull PD - Graphics Slide Show No. 2
PD 30/1	AMSDOS	Super Slide Show No. 3 - from Scull PD
PD 30/2	AMSDOS	Page Maker Clip Art Viewing (Scull PD)
PD 30/3	AMSDOS	Scull PD - More Pages of STOP PRESS
PD 30/4	AMSDOS	The Rocky Horror Picture Slide Show (Slide Show No.4)
PD 31/1	AMSDOS	The Paula Abdul & Delite Slide Show (Slide Show No.5)
PD 31/2	AMSDOS	Games Disc - Scull PD (GAM1)
PD 31/3	AMSDOS	Games Disc - Scull PD (GAM1 - Side 2)
PD 31/4	AMSDOS	Print-Shop (imported from Germany)
PD 32/1	AMSDOS	GPAINT - A German Art Package plus Xtra Clip Art

AMSOFT DISCS

MJC Supplies have finally run out of Amsoft 3" discs, and have now had to revert to the more expensive Maxell 3" discs. The good news is that due to the tremendous response to their adverts, they've bought the Maxell discs in BULK and are able to keep the prices as low as possible. If you have a look at their advert on page 13, I think you'll see that the price of ten 3" discs is still the lowest around (more so because of MJC's 'discounted discounts' to UAUG members!).

MICE FOR THE PLUS!

More good news from MJC. They've got some more stocks of AMX mice in, and they're CPC Plus compatible! The price to everyone is £34.95, but only £29.95 to UAUG members. Not bad eh?

DISC LABELS

If your stuck for 3" disc labels, why not give Goldmark (address in discount list) a call. They have stocks of white and coloured labels for sale at £4 for one hundred, and no postage. They're proper 3" disc size, and are ideal as either replacement labels or to shove through a label printer program (such as Goldmarks' Labelmaker).

WACCI BACK?

News has just reached me that WACCI is back in production, thanks to a rescue package put together to save the mag. Clive Bellaby is now the Editor (I think). I haven't got an address to send off to though.

BEGINNERS BASIC

Some bad news this time. The price of Mick Bakers' book "Better Basic" for beginners has gone up to £15. The price to to UAUG members is £12.50 however. If you want to buy the highly rated book, make cheques payable to C. Baker (add £1 postage) and send to:-

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

Or send a Stamped-Self-Addressed-Envelope (9" X 4") to get more details.

CHEAP DRIVES

More cheap drive news (and I promise not to include any Fax numbers!):- Hobbykit are selling 3.5" 720K drives for £26 (£3 P+P) & First Choice are selling 3.5" 720K drives for £19 (VAT & carriage extra).

Bear in mind however, that these are just the drives with no power supply, no connecting leads, and (more than likely) no case. You would have to make a lead up yourself, and get the right connections on the drive to the right connections on the CPC. And you'll have to buy any high formatting software (to get up to 800K per disc) separately.

If that's a little intimidating for you, you can buy a ready built 'full featured' drive from SD Microsystems for £79.95. SD's address is in the discount section in the back of the mag.

Hobbykit,
Unit 19 Capitol Industrial Park,
Capitol Way,
London, NW9 0EQ.
Tel. (081) 205 7485

First Choice Maintenance Ltd
(no address available)
Tel. Bedford (0234) 741540

RSX-LIB VERSION 2

Smogware Systems are in the design stages of RSX-LIB version 2. They have a number of idea's for the package, such as the ability to use any extra memory available, use of extra drives, and generally more power. If any existing user has comments or suggestions, Smogware would be very grateful to hear them.

The original RSX-LIB is still available at the special UAUG price of £14.95 (remember to include your membership number). Smogware Systems address is at the back of the mag in the Discount section. Comments and suggestions about version 2 should go straight to Smogware.

NEW UAUG SECRETARY

As from the 1st of March the position of UAUG Membership Secretary will pass over to our Tape PD Librarian - Gordon Woolliscroft.

Paul Owen (the current Secretary and one of the founders of the UAUG), has to pass on the responsibility due to pressures of work. Back issues of CPC User will still be available from him. Paul is still listed as Secretary in THIS issue of the magazine.

Subscriptions/Renewals sent BEFORE the 1st of March 1992 - SHOULD BE SENT TO PAUL OWEN.

Subscriptions/Renewals sent ON/AFTER the 1st of March 1992 - SHOULD BE SENT TO GORDON WOOLLISCROFT.

GORDON WOOLLISCROFT,
2 Wrenbeck Drive,
Otley,
West Yorks, LS21 2BR. ●

The CPC Users' MAILBOX - readers letters

KNICKERS!

From Wal Savin of Solihull.

● A lot of us entered the Protext competition in the hope of winning - including me, but oh no, not me, no such luck. In a 2 prize comp, I ended up with the much coveted 3rd prize of a pair of THUNDERPANTS, that were sent to me by Brian Watson (cheers Bri love you too)! So exactly what possible application could I use them for on Arnold? No matter how I tried they would not go into the drive. I put them ON Arnold. Apart from looking stupid, I had to put my hands through the leg hole to press the keys. Brian suggested I wore them over my head in a shower. I tried that and ended up with 2 black eyes, a bloody nose, dislocated knee caps, and heavily bruised....ahem. Laugh you may, but you try walking home from the pub after 12 pints on a dark rainy night, with a pair of underpants over your head. I bumped into lord knows how many trees and lamp posts. Thanks for the thought Brian - a nice gesture, but next time could you send me some french panties, as at least I can see through the lace on them.

One query - is our bi-monthly mag slowly turning into a quarterly one? I sit here biting my nails in anticipation of its arrival.

Regarding the tree of knowledge, I think it's a great idea. Up to yet I have compiled around 14k of general hints and tips, so if you know any jot them down on paper and send them to me. I will tag them onto the end of mine and put them in the tree of knowledge (no tips about underware please). Send them to:

W.Savin, 201 Ulverley Green Rd,
Solihull, West Mids, B92 8AB.

Many thanks again to all you bods who between you make the mag a great one as usual.

◻ Erm, no Wal. The magazine isn't becoming quarterly - the Editor is. To set the record straight - I'M SORRY!!!

I understand that Brian has helped Wal with his 'underpant problem' by sending him a copy of the User's Manual that came with the said item of underware.

If anyone has any hints or tips to go into the 'Tree', you know where to send them.

UAUG CONVENTION?

From Mr P. Borley of Northolt, Middlesex.

● Has any member made or bought the MAPLIN's Amstrad Expansion System? If so, could you let us know if it's a worthwhile expansion system to buy. Also can anyone recommend the best repair service for a DMP 3160 print head.

Idea: how about a 1st Annual UAUG Convention, where you could; meet other members, talk about the future of the UAUG, buy back issues of CPC User, meet one or two of the Discount companies, etc.

Am I right in stating that all PC's use Mallard Basic?

◻ PC's can use whatever version of Basic they want to (TurboBasic, QuickBasic, etc), so although they CAN all use Mallard, I suspect that many users don't. I think.

Try contacting Binary Bits (address on the Discount list, inside back cover), as I know they do repairs on things. If there is something wrong with the actual head though, I think it might have to be replaced. Again, have a word with Binary Bits.

I myself have the Amstrad Expansion System. It was bought secondhand, and so was cheaper than buying it from Maplins. If it's just a ROM box that you want, then I would suggest buying one that is considerably cheaper (the Rombo one for instance). The basic Maplin system is an eight socket ROM box, but you can buy a Motherboard to fit on the side of it. The Motherboard allows you to plug expansion stuff onto it (ROM cards, memory expansions, etc), and is powered by an external 5 volt power supply. Everything is in one handy box, which doesn't drain excessive power from the computer. In theory you could have a couple of add-on drives, some ROM boards, memory expansions, and whatever else you want all housed in the same box (which would have to be a fair size!) as the Maplin system - connected to the CPC via a lead, and all externally powered.

The UAUG convention is an excellent idea. There could be a Bring 'n' Buy stall, games competitions (anyone want to take me on at Laser Squad?), serious subject tutorials, general CPC chat, and lots more. But....there are a few problems to overcome. Such as where it should be held. Birmingham would be the ideal place for me. and it's centrally located in the country. What's the best (or the best compromise) location for other people though. An admission fee would have to be charged (I would think) to cover the cost of the place, plus any insurance that might be needed, but would that be exceptable?

Who would arrange it all? Does anyone in the group have that sort of experience, or know someone they can ask?

Should it only be for UAUG members, or for any CPC user (with either a reduced admission for members, or other special activities for members only)? If it were for anyone, then we could virtually guarantee coverage from AA/ACU which could generate new UAUG members. And what day should it be held on, or should it be held over a whole weekend?

I like the idea of the convention, and would love to go to it. What does everyone else think?

DISC DRIVES

From Terry Green of Hayling Island, Hants.

● The recent articles on disc drives prompts me to

mention that I have been using a 5.25" floppy drive as number two drive for about four years. This was connected without too much trouble, although I had help from a knowledgeable friend - what would we do without them! The advantages have been mainly in cost. The drive was less expensive than the FD1, and the discs have been far cheaper than CF2's. The disc storage and data format is the same as the 3" first drive.

My interest and aim is to use the 6128 to control other devices, but have not got a clue how to go about it. If any of our members can help with this I would appreciate their advice.

I think that is enough for now, except to wish all and sundry the very best for the New Year.

□ *At one of the All Format Fair's recently there was a stall selling 5.25" drives for a tenner. I nearly bought one, but I'm a bit thick when it comes to making power supply units (we may have an article about them in the near future though!).*

I think that there may be a few books in the UAUG library about controlling external devices Terry, but articles from members on the subject would be most welcome (hint). I'm almost sure that there is a book in the library with instructions on how to build a CPC model railway controller, called Easy Add-on Projects or something similar.

SILICON DISCS

From Arthur Cook of Worthing, Sussex.

● When using CPM, if you have a silicon disc you can save yourself some typing (and time) if you set up a PROFILE.SUB to copy your most used programs on to drive C (drive B on a one drive system? - ED), and to configure the numerical keys to:

```
F1  DIR
F2  PIP
F3  ERA
F4  NSWP
F5  WS
F6  A:
F7  B:
F8  C:
```

With the keys set up this way you can get a full DIR without having to type DIR[FULL]. You do this by the keystrokes F7 F1 F6 ENTER. If you want drive B you press F7 F1 F6 ENTER. The same thing can be done without a silicon disc by configuring the keys the same, and pressing F5 F1 F6 provided that you have a disc with DIR.COM in drive A. I find that this saves a bit of typing if you wish for a full DIR.

A request now - how do you configure your keys so that you can use CONTROL or SHIFT on the numerical keypad in CPM?

□ *Thanks for the CPM tips Arthur. Unfortunately they*

don't mean a thing to me! The only time I use CPM is when I play Infocom adventures. It cuts down the 'irritation factor' to copy the game over to the silicon disc, so that it keeps accessing the silicon drive rather than the floppy.

I can't answer your question, but I'm sure somebody else can (so write in people!).

SCANNERS

From Allen Rose of Hull.

● I'm after information in respect of a Video Digitiser or Scanner to to use on my 6128. I have been in touch with both SD Microsystems and MJC Supplies who told me that there is (was?) a scanner called Dart, and there is a digitiser by Rombo, but the picture quality is average. Do you need both of these items, or is the scanner independent of the digitiser?

□ *The digitiser and scanner do different jobs Allen, and are not used together:-*

The Dart scanner has a little 'scanning head' that is fixed to the print head of your printer. You put a picture (or something) in the printer, and the scanning control program moves the print head back and forth (as if it were printing) so that the scanner can 'read' the picture into the CPC's memory.

The digitiser is connected to either a video camera or a video recorder, and it 'grabs' a frame from the video source to store in the CPC memory.

The picture quality is 'average' because both the scanner and digitiser have to convert a real world image (along with the millions of possible shades), into a screen image that is made up of (in mode 2) only two colours. If you take this into account, the quality is actually quite good.

Rombo Vidi-digitiser: £69.95
Rombo Productions,
6 Fairbairn Road,
Kirkton North,
Livingston,
Scotland, EH54 6TS.
Tel. (0506) 414631

Dart Scanner: £79.95
Dart Electronics,
Unit B5 Oulton Works,
School Road,
Lowestoft,
Suffolk, NR33 9NA.
Tel. (0502) 513707

Well, that's all of the letters for this issue. Please write in (I get very lonely here). Articles, one line tips, letters just saying 'Hi', offers of help, pleas for help - ANYTHING!

Remember that the Contact section is open for people looking for help, offering help, wanting local contacts, etc. Just ask to be put in the Contact section. ●

HINTS 'N' TIPS

BY GORDON WOOLLISCROFT

ROUTINE

Always establish a routine when you use your computer - work methodically and tidily. This applies especially to the times when you start and switch on the computer and when you have finished with the computer and switch off.

Switch on the computer in the correct order - in my case it is power on to the multi point outlet, followed by external disc/monitor/computer and then printer if it is being used. Failure to do this could mean that the computer will not recognise some of the external units (this is so if you have a 464 with interface + disc - failure to power the disc means that the computer is not aware of the presence of the disc).

Turn off the computer in the correct order AFTER ensuring that you have saved any programs that you will require again and that all discs/tapes have been removed.

Keep a note of the contents of your discs (there are programs to do this) and also make sure that the "write protect" is on to prevent accidental erasure of important material. The same rules apply to tapes - you can always put sellotape over the holes if you wish to save anything later.

Finally do store tapes and discs away from sunlight/ any strong electric current/magnets (e.g.Hi-Fi speakers) and in a dust proof environment to avoid corruption of the magnetic material & loss of data.

TAPE PROBLEMS

Although at times the use of good quality and short tapes may appear to be expensive, do bear in mind that loss of important material is also expensive. Therefore I would recommend well known brands of tape many of which are specially made for computers in the C10, C15, & C20 sizes. Whilst the PD library uses longer tapes do remember that they are not in use daily for long periods (and are of good makes).

Should you get "read error (a)" or "read error (b)" with programs that have previously loaded alright, it is often due to a dirty head in the cassette recorder which has become coated with oxide from the tapes. All cassette recorder heads should be cleaned from time to time to remove this film from them. Use a proper cleaning fluid and cotton wool buds being careful not to leave any cotton on the heads. It also helps to run a cleaning cassette through the machine from time to time.

Another problem, especially when using a separate recorder (eg. with a 6128 as I do), is that some programs load better at different volume from others especially if the source is different. It is therefore a good idea to try loading at different volume levels.

Finally, it may be necessary on very rare occasions to adjust the alignment of the recording head. DO NOT EVEN THINK ABOUT THIS UNLESS YOU KNOW WHAT YOU ARE DOING as you could upset the alignment altogether. I would recommend you obtain expert advice if you think that head adjustment may be necessary.

POWERS SUPPLIES

Whilst computers and other items of hardware run from the mains, it is the computer that it most susceptable to fluctuations in the mains supply. Some of these fluctuations are noticeable on your TV set when there are storms which affect the mains supply to the house but there are many minor fluctuations which go unnoticed but which may affect your computer and cause a temporary loss of the Random Access Memory and therefore a loss of the current material.

This is one reason for the need to frequently save the material you are currently dealing with to avoid loss of material and many hours of work. There are also a few more things you can do to avoid such losses, and in some cases corruption, of material.

First of all try to choose a power source (socket) that is on a separate circuit to equipment that is in intermittent use and has automatic switching such as refridgerators, washers, cookers, immersion heaters and heaters. When these switch on and off there is a surge of current which may affect your computer. If you have no choice then it may pay you to obtain a "spike suppressor" to reduce these surges to your machine especially if you find you are already affected by such surges.

Do use 4 or 6 way extensions with the correct fuse fitted - not one adaptor with all the plugs fitted like a Christmas Tree or an adaptor connected to a light socket! Choose modern good quality plugs for your equipment, again with the correct fuse fitted and wired correctly. If you are not sure of how to wire the plugs then seek advice from an electrician or from other capable persons. Ensure that all plugs are well fitting in the sockets on the wall and to the equipment. Check connections and wires from time to time for loose connections and damage to wires.

Run all cables in a tidy way without too many loops, so that they cannot be tripped over or caught and the plugs pulled out. Do try to keep mains cables away from printer and disc drive cables and thus avoid corruption of material being sent to the respective equipment.

Finally whilst dealing with electricity (even as low as 5 volts) do remember that liquids and electricity DO NOT MIX. So to quote a well known phrase DO NOT DRINK AND COMPUTE - IT MAY SERIOUSLY AFFECT YOUR HEALTH AND LIFE ●

UAUG BOOK LIBRARY

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.

THE 'ALL FORMAT' FAIRS

INVESTIGATED BY WAL SAVIN

By the time you read this you should all have had your tickets for the All Formats Computer Fairs' that are going on all over the country (tickets were included in the December issue of the mag - ED). I contacted Bruce Everiss (the fair organiser) to get the future dates and venues for the forthcoming fairs. I told him a bit about the UAUG (the magazine, how many members, etc) and asked would he send me the dates and venues. Not only did he send what I had requested, but also very kindly enclosed the discount tickets to the fairs. So I would like to give thanks to Bruce from all of our members.

Bruce is rather a bubbly chap, so we ended up having a fair old chat on the phone. During this chat I learned quite a few things about the fairs (all the things I always wanted to know but was always too afraid to ask [I thought that was sex? - ED]). A market research was done and these are the results:-

For instance:
The average person spends around £120.
73% of visitors at the Midlands fair are regular games players.
53% use a PC regularly.
47% own an ST or Amiga, the same percentage as own 8 bit machines (interesting).
Only 18% own a games console.
66% own multiple machines.
15% own 4 or more computers (if I were rich).
55% are attracted by the low prices (me).
28% are attracted by the wide choice (me).

The first few All Format Computer Fairs' were held in London at the Horticultural Hall early in 1991. This proved to be a great success, and was then tried at the National Motor Cycle Museum. This was also a success.

I can certainly vouch for that, having been to all the fairs at the Museum. There were certainly plenty of bargains to be had, and I had my share (it's a good job my wallet can't talk - the wife would kill me). At the last one I went to Amsoft 3" discs were £1.35 each, printer ribbons for my 120D were £1.60. There were 3" drives for £7.00, 3 quid got me my printer stand, and my printer was only 60 rupees. Software on disc for about a fiver (Infocom adventures for £7! - ED).

With my arms suitably full with bags of goodies, I made my exit. I had just got in the car when this sickly feeling came over me. I went into a cold sweat, the hairs stood up on the back of my neck, and my stomach filled with butterflies. I started to go into a state of panic. My eyes beginning to fill with tears, palms sweating, I reached for my wallet. With hands that were trembling uncontrollably, my eyes shut and saying a prayer, I opened it scarcely daring to look. Forcing my eyes open I meekly peeked in. YES! YES! YES! There IS enough left to go to the pub tonight! (WHEW!! nearly stopped my pacemaker that).

With the demand from both visitors and exhibitors 3 more fairs were organised. With 5 venues working these were running very well indeed. So well in fact that a further 3 venues were added. The 8 fairs are now giving national coverage, and the frequency of the events have been increased for 1992. Each venue will now host 4 to 6 fairs per year. I would imagine life gets a bit hectic at times, but also interesting going to different places, meeting different people etc (any jobs going Bruce?).

Here are the dates for the All Formats Computer Fairs' for the first half of 1992.

WEST MIDLANDS
The National Motor Cycle Museum, J6 M42.
JANUARY 11th
FEBRUARY 23rd
APRIL 26th

NORTH
University Sports Centre, Calverley St, Leeds.
JANUARY 12th
MARCH 22nd

SCOTLAND
City Hall, Candleriggs, Glasgow.
JANUARY 26th
MARCH 8th
JUNE 7th

NORTH EAST
Northumbria Centre, Washington, A194(M).
FEBRUARY 8th
APRIL 12th

LONDON
Horticultural Hall, Westminster.
JANUARY 18th
MARCH 14th
MAY 16th

WEST
Brunel Centre, Temple Meads, Bristol.
JANUARY 19th
MARCH 15th
MAY 17th

EAST MIDLANDS
Donnington Park, J23A M1.
FEBRUARY 1st
MARCH 21st

NORTH WEST
Haydock Park, J23 M6.
FEBRUARY 2nd
JUNE 14th

All of the fairs are open between 10 am and 4pm. ●

BEGINNERS
BASIC

WITH JOHN PACKHAM

In the last issue, I introduced you to the keyword DIM and its use with arrays, and promised you 5 keywords in this issue which can be used with it. These were RESTORE, READ, DATA, FOR and NEXT (for those keen ones among you, these last two ALWAYS go together). Well, as I've already covered FOR-NEXT loops in the August issue, I think it's probably best to start with READ and DATA.

These are two keywords which also ALWAYS go together, but, unlike FOR and NEXT where you need one NEXT to match every FOR, you can have more than one DATA for each READ. For example, type in the following little proggie and then run it. You'll notice that we have used FOR, NEXT and DIM. These have been covered already. The comments alongside the lines do NOT have to be typed in!!

```
10 DIM a(5)    [refer to last issue]
20 FOR x=1 TO 5    [refer to August issue]
30 READ a(x)
40 NEXT x    [refer to August issue]
50 FOR x=1 TO 5 .  [refer to August issue]
60 PRINT a(x)
70 NEXT x    [refer to August issue]
80 DATA 10,20,30,40,50
```

Line 20 sets up a loop and sets the variable x to the value 1.

Line 30 tells the computer to READ a value into the array a(), in this case into slot a(1). Now when the computer sees READ, it looks for the next DATA line in a program (this could be the first DATA line in a program), in this case line 80, then takes the first value it finds and puts it into a(1).

Line 40 says "add 1 to x, and if it's not greater than 5, repeat the process of READing a value into the array". In this case a(2). This continues up to and including a(5).

Lines 50-70 simply set up another loop to PRINT these values out to the screen.

As we are using an array of 5 subscripts....DIM a(5) (refer to last issue about subscript 0), there are only 5 values held in the DATA line. Try deleting the last value from line 80 and see what happens.....

You should have seen 'DATA exhausted' printed to the screen. This is because we have told the program to read in 5 values, and only supplied 4. Now change line 80 to:

```
80 DATA 10,20,30
```

then add line 90

```
90 DATA 40,50
```

and then RUN the program again. Everything still works fine, even though the values are split into two separate DATA lines. You could even have one DATA line for EACH value if you wished, although that would be a bit silly. One DATA line can contain any number of values up to the maximum line length of 255 characters.

Now, returning to the original program, I said above that when a program sees a READ it then looks for the next DATA line in a program (or the first DATA line if this is its first use). Well, we can change this fact with the use of the RESTORE keyword. Using this keyword on its own will inform the next READ command that information is to come from the very first DATA line in a program (wherever this line may be). However, if we follow the keyword with a line number such as:

```
    RESTORE 30
```

(or whatever the line number happens to be which contains the DATA required), then the next READ will get its information from this line.

To see an example, use the original program above, but this time insert the following two lines.....

```
15 RESTORE 90
90 DATA 60,70,80,90,100
```

and then RUN the program again. This time you should see the values in line 90 displayed, instead of those in line 80. If the original values are required, then change line 15 to....RESTORE 80.

Unfortunately, there is no documented way of using RESTORE with a computed value such as RESTORE a+b or RESTORE line%. However, there IS a way round this problem, and perhaps I'll show you how to do it in a future instalment. In the mean time, experiment with the above, and as usual, if you have any questions, then please feel free to ask me. If you want a personal reply I must ask you to include a stamped, self-addressed envelope. ●

✿ ✿ 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, Warks. CV22 7HJ

Have you any damaged, creased, distorted or snapped tape software? Or do they simply give read errors when loading? Send your tapes together with loading instructions & £1.00 plus 2 first class stamps to....STEVE MAKIN, 19 Westbury Rd, Dover, Kent. CT17 9QH. Programs will be retrieved and returned on a new tape (originals only please!!).

Help with CPM+ Protext/Promerge/Prospell (or try me with other versions). Contact:BRIAN WATSON, 39 High St, Sutton, Ely, Cambs. CB6 2RA. Tel: 0353 777006

Help with 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

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

HELP WANTED

How do you configure the keys so that you can use Control & Shift on the numeric keypad in CPM? Contact: ARTHUR COOK, Brympton Cottage, Brunswick Rd, Worthing, Sussex, BN11 3NQ.

How do you use the 6128 to control other external devices? Contact: TERRY GREEN, 197 Havant Rd, Hayling Island, Hants, PO11 0LG.

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

AMSOFTS HAVE GONE ! - but we have stocks of Maxell CF2 - and we can hold the price!

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

CPC AMX MOUSE & INTERFACE - Now available again. NOW CPC PLUS COMPATIBLE. Yes we can now offer this popular mouse and interface package again - even for the new CPC Plus range. Compatible with Stop Press, Advanced Art Studio and most other CPC mouse based packages.

CPC MOUSE & INTERFACE - Special Members price - £ 29.95

Please make sure you state exactly which machine you have: - 464/664/6128 PLUS or NOT

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 or 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 TAPE PD COLUMN

WITH GORDON WOOLLISCROFT

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.

40 &bb78 - TXT GET CURSOR
ACTION:-
Get the current cursor position, and the number of times the selected window has rolled.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
H contains the logical column
L contains the logical row
A contains the roll count
Flags are corrupt and all other registers are preserved.
NOTES:-
The cursor position is in logical coordinates ie..location 1,1 is the top left corner of the window.

41 &bb7b - TXT CUR ENABLE
ACTION:-
Allow the cursor blob for the current stream to be put on the screen.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
AF corrupt.
All other registers are preserved.
NOTES:-
Routines 40 & 41 are intended to be used by programmer.

42 &bb7e - TXT CUR DISABLE
ACTION:-
Prevent the cursor blob from being put on the screen.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
AF corrupt.
All other registers are preserved.

43 &bb81 - TXT CUR ON
ACTION:-
As 41 above.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
All registers and flags preserved.

44 &bb84 - TXT CUR OFF
ACTION:-
As 42 above.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
All flags & registers are preserved.
NOTES:-
Routines 43 & 44 are intended for use by system roms.

45 &bb87 - TXT VALIDATE
ACTION:-
Checks screen position to see if it lies in the current window. If not, it finds where the character would be printed forcing it into a screen position inside window.
ENTRY CONDITIONS:-
H contains the logical column to check.
L contains the logical row to check.
EXIT CONDITIONS:-
If printing at position would not cause window to roll:
    Carry = TRUE....B is corrupt.
If printing would cause an upward roll:
    Carry = FALSE....B contains 255 (&ff).
If printing would cause a downward roll:
    Carry = FALSE....B contains 0.
Always....
H holds the logical column, and
L contains the logical row where a character would be printed.
A and other flags corrupt.
All other registers are preserved.

46 &bb8a - TXT PLACE CURSOR
ACTION:-
Put a cursor blob on the screen at the cursor position for the current stream.
ENTRY CONDITIONS:-
None.
EXIT CONDITIONS:-
AF corrupt.
All other registers are preserved.
NOTES:-
This routine is to allow user to run multiple cursors. It is not safe to call this routine twice at a screen position without calling TXT REMOVE CURSOR in between.

47 &bb8d - TXT REMOVE CURSOR
ACTION:-
The opposite of above.
NOTES:-
This routine should only be used to remove a cursor which has been placed by TXT PLACE CURSOR. ●

THE PROTEXT PAGE

PRINTER CODES EXPLAINED - By BRIAN WATSON

This issue's Protext Page is devoted to Epson printer codes and how to use them in a document—to change the typeface, or font, on the printed page. Although I will describe the ways to use them in Protext, the same codes can be used with most other word processors, including the widely-owned Mini Office, although the way of inserting them will be different. Check your manual for further details.

Most of the printers available to work with the CPC computers can be set to recognise most of the set of standard instruction codes which were established by the Epson printer company. Such printers are described as Epson-compatible. Check your printer manual if you are in doubt. The codes are still being added to, and the list I use has grown considerably since I started to compile it.

These can be made to work from within Protext in either of the following two ways:

1) Make sure the file called EPSON.PTR is copied from your original disc to your working copy of Protext, then use the CONFIG utility to set the default CPC printer to EPSON.PTR. This will load some of the basic codes into the computer's memory each time you start up Protext, ready to drive the printer by keypress combinations as described below. There are clear instructions in the manual on how to do this, but drop me a line if you still have problems setting it up.

You can test whether you have done this successfully by first loading a document you have already written then at the start of the document, in edit mode, press CONTROL and "x" together, followed by "I" (just the letters; don't type the quotation marks). Move the cursor on a few words and press CONTROL and "x" together followed by "I" again. In both cases an "i" should appear on the screen in the reverse of your usual screen colours. The inverse "i" will move all following text one character to the right on your screen. This is as it should be and will not upset your text when it's printed out onto paper.

To prove it, print the document onto a sheet of paper, and all the text between the reversed "i" symbols should be in italics. You will find that whatever printer codes you insert the screen display remains the same (apart from the inserted letters); it is only the printout that changes.

Delete the reversed "I" with the CLeaR or DELete keys as if it were an ordinary letter and try it again, but this time with CONTROL-x d, CONTROL-x u, or CONTROL-x l (lower case L). See what happens and remember you will have to type the sequence a second time to switch the effect off. You can have more than one of these codes "talking to" your printer at a time, just type the various CONTROL-x "whatever" letters wherever you want them to start and finish. If you want the codes to temporarily vanish so that you can just see the text, type CONTROL-v v. A repeat of this sequence and the codes will reappear on screen.

This is the "shorthand" way of sending the codes to the printer and once you've got the hang of it you will find it very easy to put all sorts of special effects into a document, actually changing the look of your text from letter to letter if you want to. When you become more confident, you can use SETPRINT to set up your EPSON.PTR printer driver to include codes to drive the colour options of the Star (and other) printers. See CPC User issue 27 (June 1991) for further details.

2) The second way to insert the codes is in some ways easier, but it will only take effect from the start of the following line. Option 1, above, will give a more flexible result if you can master it.

Using the same test piece of text type a ")" symbol in the left hand column followed by "oc 27 71". The complete entry will look like this:)oc 27 71

If you print this out, everything following the Epson printer Operating Code (because that is what it is) will be in "double-strike". That is, the printer will go over the text twice in draft mode - four times in all if you are printing in letter quality. A few lines down type)oc 27 72 and the effect will be switched off. For a very odd look to your text try entering the sequence)oc 27 65 6 15 27 83 1

If you save a document containing these codes they will be preserved for next time you load it up. This is very useful if you set up a letterhead or invoice template to save typing in the same standard details.

You will see from the Protext manual that the actual way that the codes starting with the ")" symbol can be expressed is quite variable and can include commas and/or letters. In the interests of not confusing yourself I suggest you stick to just the numbers until you understand what you're doing.

If you look in your Protext or printer manual you will find some other Operating Codes you can try. Alternatively, I can recommend the book "Get more from your Epson Printer" in the UAUG library for an almost complete list of codes. I have found that very nearly all of them work on my Amstrad DMP2160 and Star printers, and as a result I have compiled a full list for our PD library. If you would rather have a printed version, just send me a stamped addressed envelope. I would be pleased to hear of others I may have missed.

As always, get in touch if you have difficulties making this work for your particular combination of computing kit; there's no point suffering in silence! (Brians' address is in the Contact section - ED).

In the next Protext Page: CP/M PROTEXT vs AMSDOS PROTEXT. Which is the better buy, or should you save up for the ROM version instead? ●

PICTURE BOOK - Triple 'R' Education

EDUCATIONAL SOFTWARE REVIEWED BY TONY BAKER

Picture Book is a collection of four programs for Pre-school or Infant School children. The four programs that make up Picture Book are designed to take children from their first key press to their early school days. Lower case letters are used in all programs and two plastic keyboard overlays are provided giving a choice between a QWERTY keyboard or one with all the keys in alphabetical order. You can choose your keyboard arrangement on first loading the programs. The programs are:

1. PICTURES. - an electronic version of an ABC book.
2. SNAP. - a matching game for up to three players.
3. COUNT'EM. - a colourful introduction to numbers.
4. SPELL IT. - first steps in spelling.

All programs use the same set of words and pictures, and as they are all loaded at the same time children can be left playing - and learning - alone without the confusion of loading separate programs. However the instruction leaflet fails to tell you that pressing ESCAPE twice will return you to the menu. One family who tried it out thought it was necessary to reset the computer and reload the program each time! On loading from disc the first menu gives the choice of using a QWERTY or an alphabetical keyboard. The second menu gives five options, 1 to 4 being the programs and 5 for resetting the computer.

PROGRAM 1 - PICTURES

This is the electronic version of the traditional ABC picture book. Each picture is accompanied by the appropriate word. Picture size can be changed using the ⟨ and ⟩ keys. However if the picture is increased too much there is no room for the word! Some of the pictures are animated, so for example the apple is seen being eaten and repeated pressing of the 'a' key results in the apple being eaten several times. My only criticism of this section is the choice of words. A few of them are rather difficult for this age group.

PROGRAM 2 - SNAP

This is the usual matching game for up to three players. You can choose whether the matching is two pictures, a picture and a word or a picture and the initial letter. When first loaded you are asked for the players' names. Each player uses a different key when a matching pair is spotted. The keys to use are displayed on screen but disappear before you have time to take it all in! Luckily everything is also explained in the instruction leaflet. If a player presses his or her key when no match is displayed, a point is lost (providing the score is not zero!). The first to score 3 wins the game.

PROGRAM 3 - COUNT 'EM

Using the same pictures the player has to type in the number of pictures displayed on each screen. There are three levels of difficulty, numbers up to 3, up to 6, and up to 9.

PROGRAM 4 - SPELL IT

There are two levels offered, easy and hard. With the easy level the word is displayed at the top of the screen. Centre screen is a large picture corresponding to the word and also a clown with a sad face. The lower screen shows a small picture for each letter of the word. All the child has to do is copy the word at the top of the screen. As each letter is typed in it replaces one of the small pictures at the bottom. If the spelling is correct the clown's face changes from sad to happy. If a mistake is made, the first letter is given and the rest have to be typed in.

In the hard level the correct word is not given at the top of the screen, so the word has to typed in from memory. As before if a mistake is made, the first letter is given before a second attempt is made and so on. To make sure the player knows how to spell the word, the whole word has to be typed in each time, not just the missing letters.

CONCLUSION

I think Picture Book provides a good introduction to computer programs for very young children at reasonable cost (£12.95). For more information about this and other educational programs, write to Triple 'R' Education, Dept CPCU 12, Neepsend House, 1 Percy Street, SHEFFIELD, S3 8AU or phone them on 0742 780370. See also their advertisement in the December issue of CPC USER on page 17. ●

DIY SHUGART 5.25" SECOND DRIVE

PART TWO - By PETER NASH

COMPONENTS REQUIRED

2 IDC card edge connectors - 34 way.
1 length of IDC ribbon cable - 34 way.
1 length of of 4 core (or 2 X 2 core) 50v, 1 amp cable to connect PSU to drive.
1 four in-line disc drive power connector free socket.
1 microswitch. Electromail RS331-398, Maplin FP42V, Electrovalue F455C or similar.
1 piece of brass plate for bracket, approx. 5/8" X 2" (actual size depends on switch chosen).

FIG.1 Shows correct insertion of the configuration links and where the two wires for the microswitch are soldered.

FIG.2 Indicates where the bracket for the microswitch should be fitted.

FIG.3 Block diagram of PSU, cable and power connector.

FIG.4 Outline of bracket to support microswitch. Dimensions to suit switch selected.

FIG.5 Cable connecting CPC6128 second drive port to floppy drive. The length of the cables should be kept as short as possible to avoid picking up interference.

FIG.6 Connections between drive and controller interface, and pin layout of 34 way edge connector for anyone having to fault find!

FIG.7 Pin connections for dual power supply (5v & 12v) 4 in-line power plug (see FIG.3).

FIG.8 Signal connections between computer and disc drive interface. Note that the ribbon cable uses the following linking:-

CPC6128	1	2	3	-	-	-	-	-	-	-	-	32	33	34
	↑	↑	↑									↓	↓	↓
D.Drive	34	33	32	-	-	-	-	-	-	-	-	3	2	1

Reference to the Amstrad User Manual (Ch.7 p40) 2nd drive port diagram identifies pin 3 as "Side One Select". The FIG.8 signal interface table labels pin 32 as "Side One Select". Ensure cable and connectors are assembled so this can be achieved. The pin numbers are moulded onto the connectors.

For anyone not used to working with ribbon connectors, the following company can supply and will do assembly for a small charge:

Maplin Electronics, PO Box 3, Rayleigh, Essex, SS6 8LR. Sales (0702) 554161, and Enquiries (0702) 552911.

The ribbon cable, connectors, microswitch and 4 in-line power plug are also available from:

Electromail, PO Box 33, Corby, Northants, NN17 9EL. Tel. (0536) 204555

They also print two excellent data sheets on disc drives (RS5415 & RS5881) for anyone who wants to know more about them. These are free on request with an order. Figs 6 to 8 have been lifted from them. It is essential to have a copy of their catalogue if you want to place an order.

In view of the cost of a drive, a suitable power supply and the various bits and pieces, members without any previous experience of constructing electronic equipment should know some friendly expert who can give them 'on the spot' help and advice. An error in making the connections to the PSU could cause the disc controller interface to suffer an immediate terminal illness! A careless wiring error with the PSU could have a shocking effect on the member - so Beware. ●

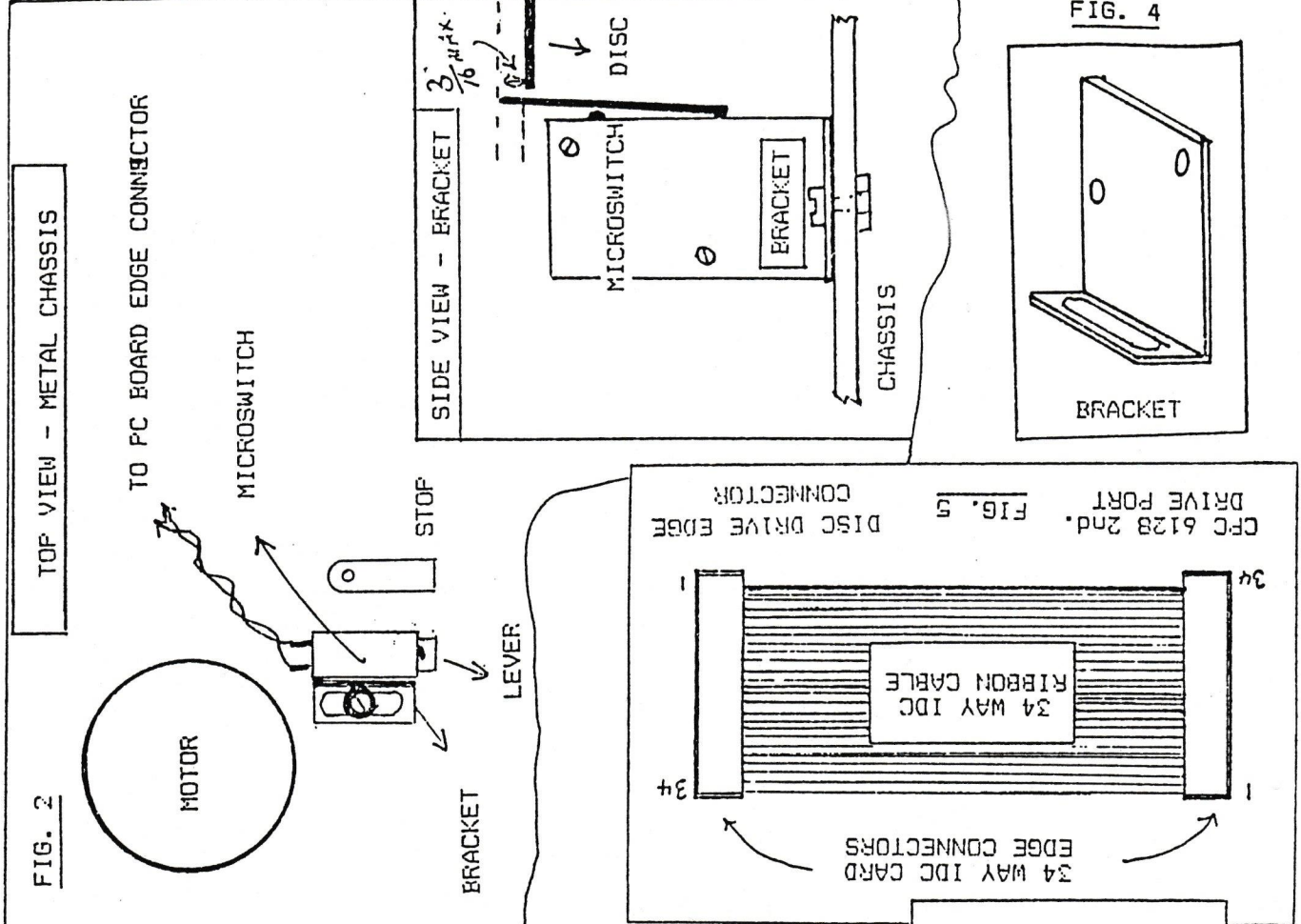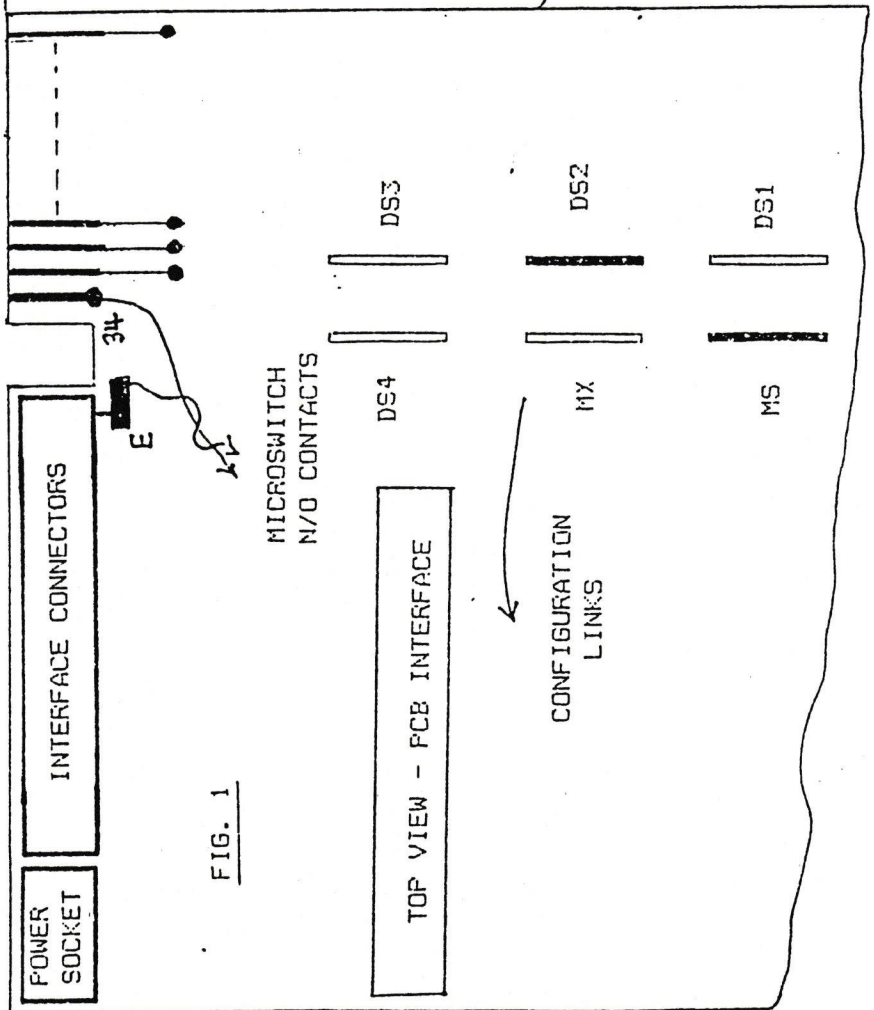* * Electricity is not easily seen, but can be felt - and fatal! * *

FIG. 1

POWER SOCKET

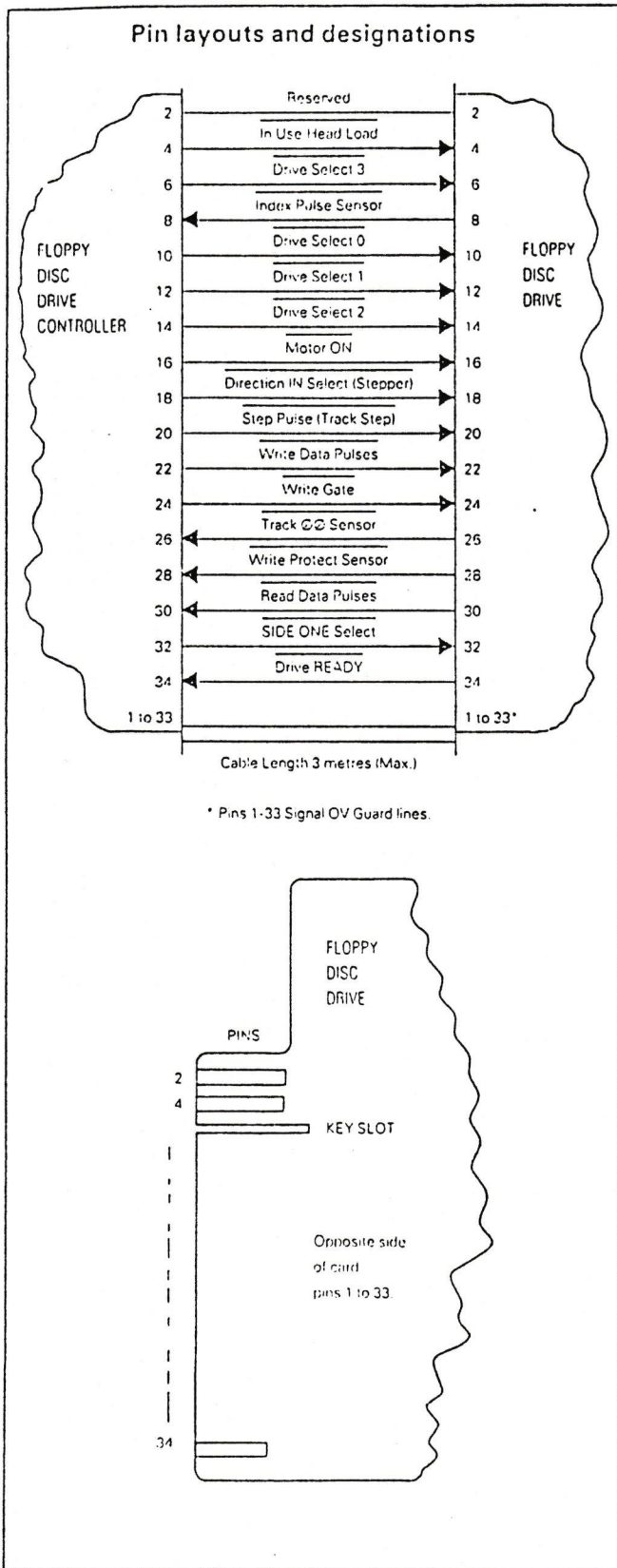INTERFACE CONNECTORS

MICROSWITCH N/O CONTACTS

TOP VIEW - FCB INTERFACE

DS4   DS3   DS2   DS1

MX

MS

CONFIGURATION LINKS

34

E

FIG. 2

TOP VIEW - METAL CHASSIS

TO PC BOARD EDGE CONNECTOR

MICROSWITCH

MICROSWITCH

MOTOR

STOP

LEVER

BRACKET

SIDE VIEW - BRACKET

$\frac{3}{16}$ MAX.

DISC

MICROSWITCH

BRACKET

CHASSIS

FIG. 4

BRACKET

FIG. 5

CPC 6128 2nd. DRIVE PORT

DISC DRIVE EDGE CONNECTOR

34 WAY IDC RIBBON CABLE

34 WAY IDC CARD EDGE CONNECTORS

1

34

34

1

FIG. 3

4 way in-line power connector

STABILISED DC POWER SUPPLY 5v. & 12v

FIG. 6   FIG. 7

Pin layouts and designations

FLOPPY DISC DRIVE CONTROLLER

Pin	Signal	Pin
2	Reserved	2
4	In Use Head Load	4
6	Drive Select 3	6
8	Index Pulse Sensor	8
10	Drive Select 0	10
12	Drive Select 1	12
14	Drive Select 2	14
16	Motor ON	16
18	Direction IN Select (Stepper)	18
20	Step Pulse (Track Step)	20
22	Write Data Pulses	22
24	Write Gate	24
26	Track 00 Sensor	26
28	Write Protect Sensor	28
30	Read Data Pulses	30
32	SIDE ONE Select	32
34	Drive READY	34
1 to 33		1 to 33*

FLOPPY DISC DRIVE

Cable Length 3 metres (Max.)

* Pins 1-33 Signal OV Guard lines.

FLOPPY DISC DRIVE

PINS
2
4   KEY SLOT

Opposite side
of card
pins 1 to 33.

34

Drive power connections

PCBA   1 2 3 4 ← Terminal Nos.
                       ← Power connector

(Viewed from rear of drive)

Voltage	Terminal Nos.
DC + 12V	1
0V	2
0V	3
DC + 5V	4

FIG. 8

Signal interface connections

Signals	Directions	Terminal Nos. Signals	Terminal Nos. 0V
Reserved		2	1
In Use (or Motor On 2)	Input	4	3
Drive Select 3 (or Motor On 1)	Input	6	5
Index	Output	8	7
Drive Select $\emptyset$	Input	10	9
Drive Select 1	Input	12	11
Drive Select 2	Input	14	13
Motor On ($\emptyset$)	Input	16	15
Direction Select	Input	18	17
Step	Input	20	19
Write Data	Input	22	21
Write Gate	Input	24	23
Track 00	Output	26	25
Write Protect	Output	28	27
Read Data	Output	30	29
Side One Select	Input	32	31
Ready	Output	34	33

Note: SIDE ONE SELECT signal is used only for double sided FDD.

ADVENTURE CHRONICLE

WITH DEBBY HOWARD

I have never tried to use my position in UAUG to promote my various other adventure projects. In fact I have tried only to give them a passing mention as I have felt that it is improper to use my position to advance myself. However on request of several people I am going to try and review Adventure Public Domain.

Here are the facts; Adventure Public Domain holds about 65 adventures in it's library and on average you get about 4 adventures to one selection. Each Selection costs £1 each. The best advice is to write in for a Stock List (enclosing a Self Addressed Stamped Envelope), if you are a disc owner then send in a disc, with return postage. Make sure it is an Amsoft or Maxell. On the disc you will get the full stock list with reviews on each adventure, along with various other items such as competitions.

COMPUTER ADVENTURES - THE SECRET ART

Reviewed by JOHN PACKHAM

First of all, may I apologise to Amazon Systems, and to anyone else who may have been waiting for a review of this book. I have no excuses, except to say that it was put with my other books and was forgotten about (John also had a heavy workload as the Editor - ED).

For anyone wanting to write (or already is writing) adventure games, then this book is a must. It assumes the reader has had some experience of playing these games, although no programming knowledge is necessary to read it.

CHAPTER 1
Simply a gentle lead in to the subject, and will present no problems.

CHAPTER 2
This covers PRESENTATION of games, such as whether graphics should be included, and if so what type, or whether the game should be text only. It also briefly mentions the uses of windows and sound effects. As far as sound goes, I know of only one adventure writing package which allows you to include sound, and that is GENESIS by Camel Micros. As it happens, it also allows multiple windows and split-screen displays, so if you can get hold of a copy to try out then do. However, I seem to recall that it contained a bug or something else wrong with it, which put me off using it.

CHAPTER 3
Briefly mentions game styles and themes.

CHAPTER 4
This is the most interesting and informative. It gives you a run down of what many games require, such as possessing equipment, collecting, transformations (ie items changing from one thing to another in various ways), discoveries, weapons, clothing, puzzles, bribery, mazes (logical and geographical), secret entrances and exits, riddles, transport plus many others I am unable to list here.

The other chapters go on to discuss Characters within a game, how to develop and test your game, publishing and protecting it (ie copyright). Chapter 8 goes into the architecture of adventures by which I mean the locations, items, characters, messages, commands, variables and flags.

In the back of the book you will find a list of game writing systems, and of particular interest will be the checklists. Here I found many useful ideas, even though I have already written three games myself.

The book is not aimed at any particular make of computer, or at any particular game writing system (if any), so anyone with an interest in such a topic will, I am sure, find it interesting and most informative.

The book costs £4.95, and is available from:
AMAZON SYSTEMS,
Merlewood,
Lodge Hill Road,
Farnham,
Surrey, GU10 3RD.
Or try phoning them on 0252 716669.

I don't think you'll be disappointed....John. ●

EDITORS NOTE: The current price of 'Computer Adventures' is indeed £4.95. BUT....Amazon Systems have very kindly offered members the chance to get an additional 75p off the price by sending the '75p off' voucher (at the foot of the page) along with their order. The offer ends on the 29th of February 1992 though, so don't delay! Many thanks to Amazon Systems for the offer.

75p
OFF!!

amazon
systems

TAPE PD SOFTWARE REVIEW

WITH GORDON WOOLLISCROFT

In response to a few requests I have been asked by the Editor to give a few more details about some of the programs on the Games/Utilities tape available from the Library. If possible I will review a few in each issue - but do bear in mind that this takes time, so perhaps some members could send in a few themselves (Gordon will have even less time now that he is Membership Secretary - ED).

I have chosen the items in any order, and have tried to give a brief outline of the purpose of the program and how it performs. Any opinions are my own and in some cases come from personal experience.

ETCHSKCH.BAS

A very short program which is a computer version of the old childrens toy which used a screen and two knobs to move the drawing "pen". You are presented with a blank screen containing a dot in the centre which you can move about to draw a black line on the screen. To operate you should use Z X , . - these move the "pen" around allowing you to draw almost anything. Should you go off the screen at the side or bottom the "pen" appears at the opposite side or top. Although I have not tried it, you could possibly print out the screen using a screen dump program that you have previously loaded. Have Fun !!

CALLENPT.BAS

If you wish to have a calendar for any year from 1801 to 2500 then this is the program for you. All you need to do is to follow the very simple instructions/requests which are 3 in number. You are asked for the year, and then whether you wish to have the output to the Screen or the Printer.

Should you require output to the screen, then you are presented with your chosen year in blocks of 4 months at a time. Output to the printer obviously requires the printer to be on line and loaded with a sheet of A4 paper. The chosen year is printed out and afterwards you are back to the request for another year if required.

The program takes care of the first day/date of each year and also calculates the Leap years and adjusts the program accordingly. I have used it quite a lot recently for working out my Rota's (etc) for the next 2 years and find it quick and easy to use giving a nice clear printout.

EASTER.BAS

This is a similar program to the calendar one but this only produces the date of Easter Sunday. I have again found it useful for I have friends in France with whom I "twin" with at Easter and I need to have an idea of the dates ahead in order to plan visits.

LABELS.BAS

The origins of this program are Australian and hence the reference in the text to ZIP CODES (Post Codes to you). However with experience it's a nice little program with built in instructions that requires some practice to get the best from it.

It will print out up to 800 labels, and up to three across. You are asked for the details to be printed avoiding punctuation marks etc, followed by a check for the correct details. There is then a test run off and you are asked if the alignment is alright. If all is well then the labels are printed out.

I would recommend that you do a few practice runs using paper first to get the hang of the program before committing labels to it.

CARNUM.BAS/CARNUM.DAT

This program will produce the registration town from 2 letters of the registration mark, or the registrations used by a town by entering the town. It will also print out a full list of all the towns and registration letters used if required.

You are presented with a self explanatory menu and need to enter the two letters of the registration number - these are the last 2 letters in the 3 letter section of the numberplate, eg. F361 FNW gives NW.

Alternatively you could enter the registration town/area to get the 2 letters used by them. However you must be aware that not all large towns are registration centres. For example - Nottingham is one but nearby Derby is not, so the results would indicate Nottingham as the centre.

A useful source of information, but of limited use now that cars move long distances from their original registration areas. ●

GREMLINS *IN YOUR CPC!*
GREMLIN GRAPHICS' FOOTY GAMES - REVIEWED BY JOHN PACKHAM

GARY LINEKERS' HOT SHOT
£9.99 tape & £14.99 disc.

I've never really been a great fan of computer football games, and when this one arrived on my doormat I thought....oh no, not another one!

Well, my mind hasn't changed any. I'm afraid this one was just as bad as all the others, although it does have one good feature; and that is the intro music.

The title screen and the selection menu promise you some great graphics, but I'm afraid they're in short supply. They consist of an overhead view of the match of which two-thirds of the screen is used for, the rest of the screen (below the match) displays your score, kicking power, game time. The two shades of green used for the grass passes by vertically in a rather flickery fashion, and after playing for a while, I started getting one of my headaches. Although you can choose the colours of your team, it's a bit pointless because, as I said, the view is from overhead so there really isn't that much to see. There is a small display at the bottom of the screen which shows your position in relation to the rest of the field, but it's awkward looking at that while you're trying to concentrate on keeping the ball.

The controls can be either Joystick or keyboard, but either way actually controlling things is a totally different matter. The in game sound effects comprise of a refs' whistle, the bounce of the ball, and a lot of white noise which is suppose to be the cheering crowd. To sum up, I don't think it's a game that'll keep you coming back for more.

SOUND............8 for MUSIC, 4 for in-game effects
GRAPHICS.........5 (6 if I'm in a good mood)
PLAYABILITY......5 (poor control)
VALUE FOR MONEY..4 (look out for a bargain copy)

ROY OF THE ROVERS
£9.99 on Tape & £14.99 on Disc

Oh my god! Five of my top players have been kidnapped, and I've only until 7pm tonight before the charity match kick-off!

This is the story behind Roy of the Rovers from Gremlin Software. Melchester Rovers faces closure unless the match scheduled for the evening raises enough cash to keep the place open. The only trouble is that five of your top players are missing and are being held somewhere in the town. As Roy Race, your task is to find them, or else face playing the match without them (you may be good, but not THAT good!).

The game is split into two parts. The first part is in an arcade adventure style, where you have to move Roy around the town looking for his players. A map of the streets is essential, and fortunately for you, one is provided. Various characters are met along the way; some friendly, and some not so friendly. In fact they'll rob you blind if you're not careful. You can interact with the characters via pull-down menus. These menus are accessed by pressing F0, F1, F4, F7 keys. For instance, with characters you can talk to them, smile at them, fight them or simply ignore them, although the latter is inadvisable because they may have some vital information for you.

Various objects are also found along the way such as keys, wallets, hard hats. They can be taken, dropped or used, and again all this is done via pull down menus. Some buildings you come across can be entered immediately, whilst others need some form of pass, whether it be a hard hat for the building site, or a key for a locked door etc.

While you're searching for your team mates, an on-screen clock is ticking away, and should you fail to find your friends in time, then it's off to the match on your own I'm afraid. Normally Roy is walking around the streets, but there is an option to run, which cuts down on the amount of time used. After a while though, Roy tends to get tired of this and starts to walk again.

There's quite a large area to explore in this part of the game, and without the map, I think it would take some time to draw one. The graphics are very well drawn, and rather than a continuous scrolling of the screen, as you reach one side of the screen, it immediately flicks to the next part (providing of course that you can continue in that direction). An on-screen compass shows the direction you're facing, and small arrows show the possible directions of travel from any particular point. There is also a Help option, but this will cost you, and doesn't always provide you with any help.

The second part of the game is the football match itself. Unlike another magazines review, which states that you have to play both parts of the game, you can in fact choose to play the match only.

I think I prefer the first part rather than the second. The choice of team colours of both teams tend to clash a little and although the graphics are generally pretty good, this seems to be a little off putting. Controls are via Joystick or Keyboard, and selection of player to manipulate is via a simple pressing of the fire button. Although control of the ball is quite good, I did wonder why at one minute I have the ball and I'm running down the field, the screen flicks to the other half of the pitch, and suddenly the other team has the ball, although at the time, there was no opposition next to me.

I haven't yet managed to lose by less than three to Melchester and eleven to the All Stars, but I'll keep trying. The game is well worth a look at, and I think you'll either love it or hate it. ●

GRAPHICS........8
SOUND..........6 (limited in match)
PLAYABILITY.....8 (you may get tired of match part)
OVERALL........8

THE UAUG STAFF SPOTLIGHT!

Name: TONY BAKER

UAUG Position: CHAIRMAN

First of all a few personal details. I started a teaching career in 1948 and after working in Primary, Secondary and Further Education, I took early retirement in 1986. Since then I have taught part time in Primary Schools as a Supply Teacher.

I joined UAUG after seeing a leaflet in my local computer store. Within a few months I became Distribution Officer and was then talked into taking over as Chairman. As my address and phone number is used in all our publicity leaflets and magazine adverts, most new members contact me for further details. I try to answer all queries by return post as I know how annoying it is to be kept waiting a long time for replies.

My other official duty is to call meetings of your Committee and then send out copies of the Minutes to all Officers. I also receive from our hard working Editor the master copy of each issue of the magazine. I deliver this to the school which does all our printing and then later collect the 400+ copies and hand them over to Alan Stead for distribution.

My unofficial duties arise from the fact that my phone number reaches all parts of the world via the computer press. I have had calls from as far away as Australia and California. Phone calls from members are usually about missing magazines or queries about subscriptions. I keep a small stock of the current issue so that I can send a replacement magazine without further delay. Calls from non-members can be on any subject! Quite a few these days are from people who have bought second hand disc drives or CPC 6128's and then find that there is no System Disc included. They then want to know how they can format their discs. I offer to send a copy of a format program if they will let me have a blank disc, then I include an application form hoping that they will decide to join us. Some time ago a lady from Scotland called to ask how to use her computer for writing a letter. She explained that the shop assistant had told her that all she needed for letter writing was the computer and printer! I pointed out that a word processor was needed as well. In cases like this I send a selection of adverts from Amstrad Action and as before I include UAUG details and an application form. That just about sums up what I do as UAUG Chairman. I enjoy the work but I do worry when an Officer resigns and a replacement has to be found. Luckily so far I have always been able to rely on a willing volunteer to come forward.

EDITORS NOTE: Remember, if you think you'd like to fill any of the UAUG positions just drop Tony a line. Please also tell him if you'd like to go on the reserve list (for when a vacancy appears). Potential Chairpeople note that the 'Chair' position is not one that can be taken lightly, as it bears the greatest responsibility in the Group (I also 'phone you at all hours of the night to ask you UAUG type questions!). ●

IN PRAISE OF DLAN

I KNOW IT'S OLD.. BUT SO AM I!

BY JOHN STANFORD

Three of my most used programs are Protext, Masterfile and Money Manager. I use Protext for all my correspondence usually coupled with Qualitas, Masterfile to maintain my many colour slides in some semblance of order and Money Manager for keeping a check on my day-to-day finances. Although I have retired, I still have a small business interest and I use Money Manager to prepare the accounts for the taxman. The fact that so far he seems to be happy with them must be a good recommendation for that program!

To come to the point of this article; since my retirement I have had more time to dabble and I have spent some of this time (usually when my wife says "Why don't you go to your room and play with your computer?") experimenting with a program I have owned for a long time - DLAN.

This is a display language program, hence the name DLAN, that can display simple or complex messages on screen. These can be can be monochrome or coloured, still or moving, single or multi-screen and can be of short duration or last all day if required! I have found another use for DLAN; I use it to produce title screens for my colour slide shows and moving titles for use with my video camera. I also print notices for various purposes.
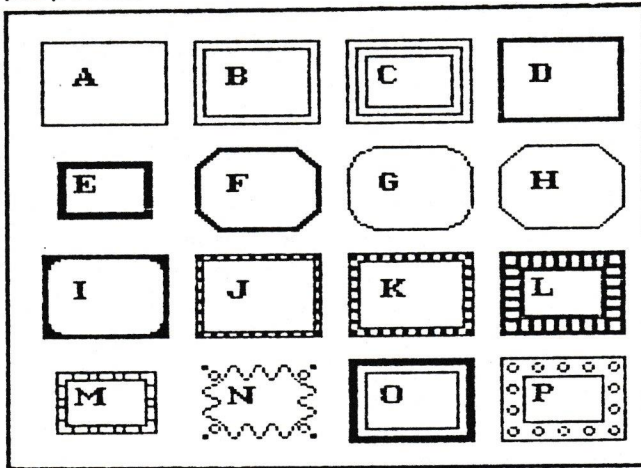

FIGURE ONE

ON-SCREEN MANUAL

On the DLAN disc is a file named DISC.BAS. This is a manual which you can view on the screen. On running the program you are confronted by the usual Amsoft title screen complete with the obligatory wait message. After a few moments there are options for green/colour screen and screen/printer. Then we get into the manual proper! The manual, which has an index, is quite comprehensive and at first I found that I was referring to it quite often due to the unusual nature of the DLAN commands but after a short while all becomes clear and easy. There is a facility to goto the next page, goto a specific page and even to search for a string. It is also possible to print the manual but make sure you load sufficient paper. It uses 31 sheets and prints two pages to a sheet (well OK it's only 61 pages - who's counting?). I chose the print option early on as I found it much more convenient to have the hard copy for quick reference, after all you need only print it once.

MAIN PROGRAM & DEMO

A loader is provided on the disc [DLAN.BAS] which loads in the main binary program DLANCODE. The loader also acts as a function key primer. Once loaded you are asked to press f7, f8 or f9 to run your BASIC program or list in mode 2 or 1. Pressing f7 (I have never used f8 or 9) clears the screen enabling you to run a demonstration file - DLANDEMO.BAS. This is a short routine which found quite useful especially if listed and printed because it is then possible to follow on paper what is actually happening on the screen. In view of what I have since discovered by experimentation, this demonstration rather understates the possibilities of DLAN. At the back of the manual are some handy exercises which show the practical uses of some commands.

PROGRAM CONVENTIONS

When writing your DLAN masterpiece, there are several conventions which must be obeyed. Programs must start with the first line as "call &3400,n". The "n" can be left as it is or replaced with the number of the first line you wish to be interpreted by DLAN. normally leave this as "n".

Next, all lines must be treated as REMS, in other words they must all start with a '(apostrophe).

Multiple DLAN codes can be strung together in one line but must be separated by the character "\" (backslash). Although it may not mean anything to you as yet, a typical

```
AAAAA          IIIII
BBBBB          JJJJJ
CCCCC
DdDdDd         KKKKK
EEEEE
fffff          LLLLL
GGGGG          MMMMM
HHHHH
```

line could look like this:

`100 'wb\n0\p3\c\fg\ta\=and the text here`

By the way, DLAN will accept all the codes in upper or lower case.

WINDOWS, FRAMES AND FACES

There are 26 pre-set windows - (A to Z) which range from the whole screen (window A) down to small sections of the screen and are accessed in the program with the 'W' command (eg WA for the whole sreen). The formats of these windows are all listed in the manual but you can also define your own windows (eg WA2,20,3,15). After defining a window it is advisable to clear it with code 'C'.

Next there are the frames (figure 1) which in a similar way are accessed by code 'F' (eg FC for frame C). There are 16 of these (A to P) and they cover most requirements.

Then we come to the typefaces, 13 of them, in various styles and sizes (figure 2). These are accessed by the use of, surprise, surprise, code T (eg TE to use typeface style E). The faces can be adjusted slightly by using a number suffix. The first number alters the line depth and the second the gap between characters (eg TE20,3 adjusts both, TE20 adjusts the depth only and TE,3 the character gap only). It is also possible with the program DLANTM (supplied) to alter the typefaces, create new faces or even logos. The process is explained in the manual.

INKS, PENS AND PAPER

As the program runs in mode 1, it is possible to have only four colours (plus border colour) on the screen at any one time. The colours are defined using the Amstrad CPC Master Colour chart in the program with B (border), N (pen) and P (paper); for example P0,0 P1,13 P2,3 P3,1 assigns black, white,

red and blue as the four paper colours. Pen colours are set in a similar way.

SETTING THE TEXT

Text is set using any of the available typefaces by first calling up the style and then using the text code '≝' (equals sign). Text is automatically justified to fit the space available and consequently lines will be truncated and also scrolled up if there is insufficient space within a window. Another text code is ';' (semicolon). Use of this will prevent a new line being forced and is mostly used during a pen colour change in a line of text. A further text code is '<'(less than) which left-scrolls a line of text within a window, the text disappearing at the left edge. While mentioning scrolling, the code 'S' combined with U(up) D(down) L(left) and you've got it, R(right) scrolls in the chosen direction. The scroll movement is 8 pixels up or down and 4 dots left or right so the command would need to be repeated several times to effect a large movement. This can be easily done by adding a prefix number to the code (eg 10< or 30SR)

For more accurate placing of text the current cursor horizontal position can be altered with code 'H' and +(plus) or -(minus) thus: 'H+12' or 'H-12'. There is a similar code 'V' to alter the vertical position and is used with the same suffixes as code 'H'.

A SLICE OF THE ACTION

The program when running can be made interactive. For instance if you were using it to display some irresistible message in your shop you might get the customer to participate by displaying an on-screen question. The display would wait for an answer before continuing. This is achieved by the code 'A'

WARNING! WARNING! WARNING!

When eventually your masterpiece is up and running, control/x will halt it and return to BASIC. There is a code to LOCK the program once it is running -code 'L'. Make sure you have saved the program before incorporating this code because when I tried it I could not escape from it and had to reset the computer.

NOW TO THE PRINTING

The screen image can be copied to an Epson compatible printer (beware! it will not work with an Amstrad DMP1). Unfortunately the print routine will print only black and white, no shades. This means that ink 0 is

not printed (in other words it reproduces as white) and all other colours print as black. Just out of interest, at figure 3 is an example of a print (which I prepared earlier, as they say on TV) and at figure 4 the program that produced it. If you are producing a display with the sole idea of printing it then this colour limitation should be borne in mind when planning the result. Printing is surprisingly fast on my Citizen 120D, the whole process taking about one minute. If you are not using the whole screen it makes sense to produce your display starting at the top left-hand corner because the print head travels to and fro down the paper even for the blank parts of the screen. Printing can be stopped with 'escape' followed by any key which will return a 'ready' prompt.

FIGURE THREE

IN CONCLUSION

Stand up the member who said "Thank heaven".

There are several other codes which I have not mentioned. Some of these are used only as aids to the development of your display program, but I think you have enough to get on with.

A few weeks ago I started to watch a video display in a local photographic shop advertising their special film and processing offers. I never really found out just what was on offer because the display was so painfully slow and unattractive that I quickly lost interest. The spindly characters in the display were labouriously drawn, one at a time mostly in black and white, taking well over a minute to fill the screen. I was tempted to tell the shop owner to buy himself a CPC and a copy of DLAN. In contrast the DLAN produced screens, even if composed of several windows in colour, are remarkably quick and attractive. I noticed that the next time I passed the shop, the display was missing. Perhaps I really should have told him about DLAN!

As you may have gathered, I am wildly enthusiastic about DLAN, but now for the crunch. DLAN was originally produced by Campbell Software Design in conjunction with Amsoft. My copy is version one dated 1985 and I don't know whether it is still available No doubt someone will tell us!

```
1 CALL &3400,n
100 'wa1,25,1,20\p0\n1\c\fc
150 'te\= cpc user\= magazine
250 'wb2,24,9,17\p1\n0\c\fn
260 'ta\=articles : reviews
     letters : discounts  free
     software :  tips book
     library : help ....and
     much more
270 'wc2,24,18,19\p0\n1\c\ta
     \= a must for cpc owners
300 'q
1000 'd1000
```

FIGURE FOUR

STRATEGY & SIMULATION
WITH DAVE HAVARD

Crete 1941 is not only another success from the CCS stable, it is also the first proper wargame I have reviewed for this column.

CCS have a very good reputation among computer wargamers for the quality of their programs, and have been producing for the Amstrad since it's inception. Previous well known titles include Arnhem, Desert Rats, and Vulcan, all by R. T. (Bob) Smith. As this one is written by Steve Thomas, it will be interesting to see how well it plays:-

CRETE 1941 - By CCS

"...On the 20th May 1941, German Paratroops heralded an invasion of Crete with the objective of using it as a bomber base, and refuelling point for their navy. Control of the island would also deny these facilities to the Allies. The German Paratroops had the objectives of capturing the three airfields at Maleme, Heraklion and Retimo, together with the port at Suda Bay.

"Very determined resistance meant the battle lasted until June 1st, when the remaining Allied troops surrendered. Evacuation had been taking place from the 27th.

"Errors of judgement on both sides meant that the island could have been successfully defended, or taken with less casualties on the Axis side..."

This scenario then makes it an absorbing re-creation to play. It was a very closely fought battle, and the first time paratroops had been deployed in any significant number. So how does it play?

There is a well written 20 page manual which competently describes the various phases, orders, terrain limitations, unit attributes etc. There are also a few pages of historical notes which do a fine job of setting the scene.

Upon loading the game, the player is presented with an options screen, giving choice of one or two players (for a one player game the computer will play either side). There is also a choice of whether German support convoys will always arrive, always be sunk, or arrive 50% of the time. The wind drift effect on paratroops may be selected, as can historical or free deployment of Allied forces. These choices represent a multitude of "levels".

The German forces are situated in a boxed area to the North of the map, representing Greece. They are then selected to be dropped on the island, or be transported to captured ports/airfields as the battle progresses.

Each turn follows pre-set phases of German Air movement, Orders, Arrival of Paratroops & Support Troops, Artillery Bombardment and Movement, followed by Combat. Each phase includes various choices accessed by single key presses. A cursor is moved around the map with the arrow keys or joystick, with Space or fire to select units.

The on screen map is well defined, with the screen display only showing a fraction of the whole area as it scrolls.

Once into the game, it flows well, with a competent system of selection and ordering. The computer opponent is intelligent if a little predictable.

Hidden movement is included, with enemy units not appearing until within visible range of your own. Combat occurs when two opposing units meet, and is not usually over in one turn. This allows for reinforcements to be sent, or for the use of a tactical withdrawal.

When playing, it soon becomes clear that the few AA batteries available to the Allies are of great importance, as they limit the effectiveness of air attacks. It soon becomes a race for the Germans to take at least one airfield and port, enabling support to be sent, and a frantic tactical effort to prevent this on the Allied side. Many choices need making to decide whether to hold a unit or evacuate. Although I say frantic, for those who have never played a wargame, I should point out that this is no arcade bash around. There is plenty of time to think should you need it as each phase awaits key presses and selection of orders.

Play ends when one side has lost all its units, or on the night of the 27th. Should the full term be used, then the points awarded during the battle decides the winner. There are 20 points for each airfield held, and the Allies score 2 points for each unit evacuated from a port, and 3 for each German unit destroyed. The Germans also score 2 points for each Allied unit destroyed.

There is little time to develop a long term strategy which is only in keeping with the historical account, but there is a facility to continue after the 27th, in order to see what would have happened next.

Crete 1941 is a fascinating scenario, which is easy to pick up and get into. I would highly recommend it to those who are wondering what wargames are all about, as it has a well defined map, and clear objectives. The computer opponent is intelligent enough to challenge more experienced campaigners, especially with the initial settings tweaked a little.

CRETE 1941 costs just £9.99 Cass & £14.99 Disc, but it may be cheaper if bought mail order. It can also be bought directly from:-

CCS,
14 Langton Way,
London, SE3 7TL.

heroquest - playing tips

1. Always take all four characters with you.
2. Work as a team.
3. When selecting spells at the beginning, give the Elf the Earth spells, and the Wizard the other three. The reasons for this are: a) It splits the two healing spells, and b) as the Elf has a good offensive capability with weapons, leaving the Wizard with all the offensive spells boosts your attacking capability against strong or grouped enemies.
4. As soon as you enter a new section or room, search for secret doors and traps. Don't worry about the possible waste of dice points, there is no rush.
5. Before entering a new section of corridor, ensure you have enough dice points to go back a couple of spaces. You may find yourself left open to an attack from a previously undiscovered enemy.
6. Always try to get all four characters on the same square before you enter a room. The more attacks you are able to get in, even on a single creature, during your turn, leaves you with less chance of being hit back.
7. When you pile into an attack, use your dice scores wisely. Remember that two characters can't attack from the same square, and leave the nearest squares open for low rolls.
8. Your first weapon should be a staff, as it enables diagonal attacks.
9. The shield and helmet are always useful in defence, while the bracers and cloak aren't available.
10. Unavailability of bracers and cloak means that all the Wizard can buy are the staff and toolkit. Don't let him search for treasure after he has bought these.
11. Whoever searches and finds treasure, keeps it. You can't drop, pick up, pass or share any of it. So spread your treasure searches between the three main characters.
12. The treasure is randomly determined each game, so don't bother mapping it in when you start to play.
13. It is not necessary to make your own map, as the computer does it for you.
14. Get a crossbow as soon as you can, after the staff. Use it to kill monsters from outside the door, or along the corridor.
15. When searching, instead of finding treasure you may attract a wandering monster. It will always appear on an adjacent square to the searcher, and always get a free attack. This can be avoided by standing the searcher in a corner of a room for example, and covering the adjacent squares with your characters. Then any wandering monster that may appear will not get a free attack, but you will have four characters to attack it with at the start of your turn!
16. As a general attack strategy, always try to get as many attacks as possible on the enemy, but limit theirs. The Tempest spell is excellent for nullifying that obstinate creature that just refuses to lay down!
17. Use your potions wisely! Don't use a healing potion until you have lost four points already. (Except for the wizard). Don't use the heroic potion (two attacks), unless you can position yourself to use it for two attacks.
18. Opening a door doesn't let the monsters out. Take your time and use the crossbows from the doorway.
19. Using these tips I completed the entire set of scenarios without losing a single character, completely clearing every map! ●

---

* * HINTS 'N' TIPS * *
MINI-PRINTING -
By Gordon Woolliscroft.

Normally when using either subscript or superscript on your printer, the printing only occupies half of the line. It is possible to get your printer to print TWO subscript/superscript on one line so enabling you to print mini labels or small print articles. When doing this it is better to use capital letters for clarity.

If you are using a Wordprocessor and can set up printer commands (as per Protext) then you can allocate the following code to a spare letter (I've used "v" and saved the Printer Driver). The code is:- 27 51 15 15 27 83 0.

It should work on other Wordprocessors where you can insert your own codes. ●

* * HINTS 'N' TIPS * *
CHANGING BETWEEN TAPE & DISC -
By Gordon Woolliscroft.

For those members who have a CPC 464 and have recently acquired a disc drive or have acquired a tape deck for your CPC 6128, it is possible to move from tape to disc and back again using the Resident System Extensions (RSX) built into the computer as follows:-

from tape to disc - type |TAPE (upper case @ and tape) and enter. You are now in tape mode.

from disc to tape - type |DISC (upper case @ and disc) and enter. You are now in disc mode.

These can be built into programs to facilitate movement from one mode to the other. ●

THE DISC PD COLUMN
WITH RICHARD SERGEANT

Well, here I am again. How quickly another two months have passed. I am actually writing this on the 1st January, so hopefully by the time you receive the next issue of CPC USER, the New Year will be proving to be a better one than the last.

I hope you all had a great Christmas and Santa brought you lots of new computer related goodies. At this time of year, I expect, most of you spend more time than usual at your keyboard so I look forward to a higher than average demand as you all get tucked into the PD that is currently available in the disc library.

Many moons ago before I took over the 'heavy' mantle of Disc Librarian, I often wrote little review articles about some of the PD programs I had used, and was then currently available from the library. Since then I am sorry to say, apathy has triumphed, as hardly any PD reviews have appeared in CPC USER, except this month. I am happy to include a piece by Brian Watson that compares the various Telephone Exchange Code programs.

Another member, who shall remain nameless (fortunately, because I do not know it), has had the audacity to complain to the Executive Editor that he didn't know what programs to order from the library as he felt there wasn't enough information available, and he didn't want to order rubbish. Well anonymous member, I suggest you set the ball rolling, order lots of PD from me, sort out the wheat from the chaff, and then sit down and write a short review (about 500 words), for the benefit of all. This offer is also open to all members, who have found a utility, game or piece of serious business software, that you enjoy and use regularly. So, why not write to the Editor (NOT ME) enclosing your piece, for publication in a future issue of this illustrious magazine.

The Amstrad CPC/PCW PD Scene seems to be alive and well, as over the past couple of months I have been sent some really excellent stuff. My recommendation this month is CP/M PRINTMASTER to be found on PD 29/2 and 3. You will need a 6128 (CP/M Plus) and a printer. This program was reviewed by Don Snead in Issue 20 pages 12 & 13. It may not be Stop Press or Micro Design, however it is easy to use and contains an impressive range of useful features. LIBRARIAN'S RATING 9/10.

As I mentioned in the previous paragraph, many members have sent me lots of new PD. Much of it in the past seems to have originated from SCULL PD, and this month is no exception. I believe that Alan Scully is no longer a member of UAUG, however should you ever read this article Alan, I would like to thank you for all your efforts. Your material is always very popular in this library.

To continue, it is my pleasure to mention the members who have taken the trouble to donate the following software to the library:-

1. Bob Blanshard has kindly donated some CP/M programs that originated from PCW-WORLD, these can be found on PD 28/2 and PD 28/3.

2. Gerald Cahill has also sent some useful utilities and business files that can be found on PD 28/1.

3. Also on PD28/1 are the files CARDCASS.BAS and MCQANAL.BAS, these have been written and donated by their author, our very own TAPE LIBRARIAN Gordon Woolliscroft.

4. From Leonard Martin comes a selection of Artificial Neutral Network material, these can be found on PD 28/4 and PD 29/1 (There is a lot of documentation on these discs to help you along).

5. Lastly this month, Ronnie Baird has sent the library a huge amount of super PD software (mostly they seem to have originated from Scull PD). PD29/2 and 3 (Print Master), PD 29/4 (Graphics Slide Show 2), PD 30/1 (Graphics Slide Show 3), PD 30/2 (Page Maker Clip Art), PD 30/3 (Stop Press Pages), PD 30/4 (Graphics Slide Show 4), PD 31/1 (Graphics Slide Show 5), PD 31/2 (Games), PD 31/3 (Games), PD 31/4 (Print-Shop a German Graphics/Printer package), PD 32/1 (GPaint - German Art Package).

Earlier in this article I touched on Brian Watson's review, it's printed on the next page and I hope you enjoy reading it.

Now in conclusion, to remind everyone that the restrictions for ordering free software remains the same. You may send me:
1) up to 3 in number 3" discs (6 sides of PD), OR....
2) 1 in number 3.5" RAMDOS D20 per month.

Should you wish, then for £3.50 I will supply a new 3" disc and any two selections of your choice from the library, this small charge also includes the cost of postage and the supply of a new jiffy bag. This same price (£3.50) also applies for the supply of a 3.5" RAMDOS formatted disc, except you can have up to 4 or 5 selections per disc.

That's it for this month, Happy Computing, and don't forget, during these long dark winter evenings, if you can spare the time why not try something different and write a review about a piece of PD software. ●

FIND THAT 'PHONE CODE!

PD SOFTWARE TO SAVE YOU MONEY - REVIEWED BY BRIAN WATSON

GENERAL NOTES

All these programs have taken their authors a colossal amount of typing so to criticise them is potentially to attack someone's labour of love. But they are all available for use from the UAUG PD library so it is fair to ask if, and how, they work and what will suit your purposes. The main use I have for a program of this type is to check where an item in an advertisement comes from when, in the interests of saving money, a phone number but no address is given. I can then assess whether it is near enough to collect (after personal inspection!) or whether I must buy "blind". The same logic can be applied to, say, a job advertisement in a newspaper. Also you may wish to save a long-distance call until the evening when it will be cheaper, or have some other use I have not thought of.

DISC 4/2 NOTES

This program is basically dialling code information taken from the BT directory for use from your computer screen and must be used in conjunction with a word processor. CODEFIND.ER file is a duplicate of the README.NOW file and either (but not both!) can be deleted. INFOMAT.DIR is an index of information services. LONDON.DIR is London numbers, still all "01"-prefixed, and needs some tidying up to be in numerical order and to be more economical with disc space. OPERATOR.DIR is operator services. RADIOPHON.DIR is for (only) some areas radiophone services. STDCODES files A2G, G2R and R2Z are the STD exchanges in approximate alphabetical order. It is unfortunate that there are daft splits in the middle of the G's and the R's which mean it can take twice as long as necessary to find the required exchanges' code.

Incidentally, Disc 4/3 (not reviewed here) is the same as Disc 4/2, but in ASCII format, which might suit other word processors better.

DISC 8/4 NOTES

There are 8 data files (02, 03, 04, 05, 06, 07, 08, 09) all ending in .TEL which are simple lists of dialling codes followed by the exchange (or exchanges) name(s). A nice touch, this: try finding "0376" and you get about five town/village options all, of course, in the same area. These work best from within a word processor, but can be used, if rather awkwardly, by "LOAD"-ing and then "LIST"-ing the individual file to be searched from BASIC; to do this press ⟨ESC⟩ to pause the listing when you get to the code you want - any other key will resume the listing. Simple but effective.

DISC 15/1 NOTES

There are 8 data files the same as, or similar to, disc 8/4 above (02, 03, 04, 05, 06, 07, 08, 09) but with the addition of LONDON.071 and LONDON.081 and a "SEARCH" file which works from basic and asks you to enter the code you want to find in a way the program can understand - not difficult! This is by far the most versatile and easy-to-use of the programs examined and has some nice little extra touches of presentation; this is the one I will keep near the front of my disc box. When I get time I will make a small change to the program to allow for an automatic search through the other "LONDON" prefix file if the wrong one is tried first. I may also change the on-screen colours and build in an option to print out the result of a search. Greatly recommended! ●

The discs examined and compared are as follows:

UAUG P.D. Disc No:	4/2	8/4	15/1
Format	Protext	Protext	Basic + ASCII
No: of files	9	9	11
Largest file	33k	22k	24k
Total Size	107k	142k	167k
Help file?	README.NOW	README.PSE	Within SEARCH.BAS
A "search" file?	No	No	Yes
Works alone?	No	See below	Yes
Word Processor?	Yes	Yes	Yes-data files

✿ ✿ THE CCS COMPO RESULTS ✿ ✿

There were only around ten entries to the Christmas Compo, although this wasn't surprising considering how late the magazine was (sorry). The answer to the question "Who is sponsoring this competition" was of course - **Cottage Computer & Software.**

1ST PRIZE - £30 OF SOFTWARE....goes to LYNNE INSCH of Inverness

2ND PRIZE - £20 OF SOFTWARE....goes to GREG BROWN of Tyne & Wear

The winner of the runner up prize (to name one of the people who work at CCS) went to WAL SAVIN. Many thanks to Cottage Computer & Software for sponsoring the competition.
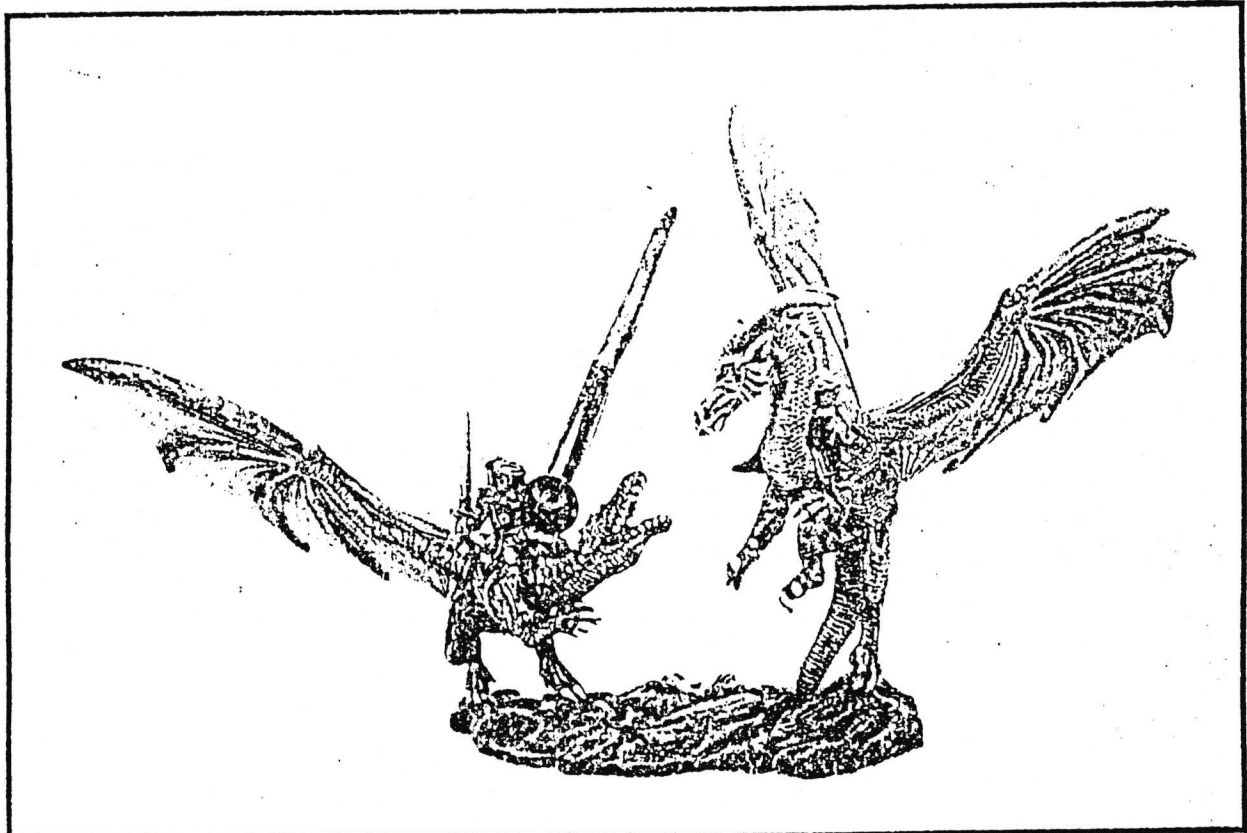
THE DISCOUNT PAGE

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

GMF PROGRAMS, 21 Northwick Park Rd, Harrow, Middlesex, HA1 2HY
Tel: [081] 861 2891.......10% off Software.

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

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

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

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

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

SD MICROSYSTEMS, PO Box 24, Holbeach, Lincs. PE12 7JF
Tel: [0406] 32252.......10% off everything.
CONSUMABLES ALSO SUPPLIED SUCH AS DISCS, RIBBONS etc. ALSO CLIP ART FOR PAGE PUBLISHER.
No discount on 3.5" drive package, but free postage (ie total cost is £79.95)

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

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

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

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

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

SPM SOFTWARE, 32a Albert Street, Seaham, County Durham, SR7 7LJ
Tel: [091] 581 7064.......£2.00 off both Power Basic & General Military Simulator. Both normally £14.95 each, to UAUG members only £12.95 each (inc P+P).

IF UNDELIVERED PLEASE RETURN TO:

ALAN STEAD
65 WALLISDEAN AVENUE
FAREHAM
HANTS
PO14 1HS

NEXT COPY DATE IS THE
29TH OF FEBRUARY!!

CONTRIBUTIONS

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

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

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

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

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

ADVERTISING RATES
FULL PAGE.......£12.50
HALF PAGE.......£7.00

MEMBERS ADVERTS ARE INSERTED FREE SUBJECT TO AVAILABLE SPACE.

MEMBERSHIP RATES
New Members......(UK) - £8.00	(Europe) £11.00	(Overseas) - £15.25
Renewals..............(UK) - £7.50	(Europe) - £10.50	(Overseas) - £14.75

BACK ISSUES OR SAMPLE COPIES
Members - £1.25   Non-members - £1.50
For these please contact Alan Stead or Paul Owen (details inside front cover)