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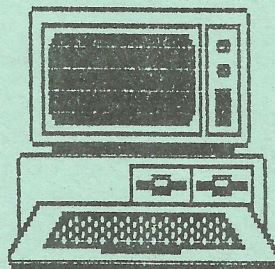
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CPC 464--664---6128--6128+ CPC

# CPC USER

bi-monthly magazine



Regular Spots		This Version		Member's Perks
Arcade Action Articles Chairman's Bit Contact Discount's Page Editorial Mailbox News		Issue No--33 Date----JUNE		Book Library Disc Library Tape Library Hints 'N' Tips Honebrew PD Help from UAUG Reviews Technical Info

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

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

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- ◆ BACK ISSUES: ALAN STEAD (above) or PAUL OWEN, 41 Kings Road, Gosport, Hants. PO12 1FX



## EDITORIAL RAMBLINGS

'Technician' is one of those strange words that always seem to bug me. No matter how hard I look at them, they never seem to be spelt right. It's annoying, because they always pop up while I'm spell checking an article, and I have to wander off to look it up in my dictionary. Nine times out of ten it turns out that it IS right. Strange that. I never wholly trust my spell checking program, ever since I found a mis-spelt word in it! We computer users have the edge over the 'general public', in that we know that the job a computer does is only as good as the software. This little fact is starting to make itself known in the 'outside world' in some nasty ways (not least is getting an automated bill for £00.00). The latest American Stealth Fighter encountered a few problems with its' internal flight control software - it crashed. There are also strong rumours flying about that the flight control software on commercial 'planes isn't quite up to scratch, and a few air crashes have been 'unofficially' blamed on this. Makes you wonder just how safe the nuclear power stations (not to mention the nuclear missile launchers) are.

Hello everyone! I thought that a cheery start to this issue was needed, but now on to the normal bits (there's a 'normal'?!). Welcome to all the new members. I hope you find your time with the UAUG rewarding and entertaining, and that you write in if you don't!

Many thanks to all who sent letters and articles in. There has been quite a little flood of articles since last issues plea (are my articles so terrible?), but - as ever - more are needed. Remember, CPC User is the members magazine. If the members don't support it (ie, write some stuff), it'll end up very anorexic. Everything is welcome, letters, articles, one line tips, etc.

I promised to say hello to one of our members up in Scotland. He's got an embarrassing problem - a Commode 64. I pointed out that it's a useful machine that burns very well. To spare his blushes, I won't mention Master Insch's name.

Talking about embarrassing problems, I bought a Spectrum recently (swapped for some blank discs actually!). We (my chum and I) cut our teeth on the Spectrum, and had many happy hours blasting pirates out of the sky in Elite, or bashing little robots in Quasitron. Ah, those were the days. Then the Amstrad came out, and the rest - as they say - is history. I can't decide whether to hunt out some of the old 'classics', or to mount the beasty on the wall (it's the Spectrum 128K, which comes with a lovely whopping heat sink stuck on the side of it).

Now to more interesting news. Mr T. Lomnický (a 'life' UAUG member due to his continuing generosity) has made another donation in the form of 56 computer books (YES, 56!) for the UAUG's library. Many, many thanks from all of the UAUG Mr Lomnický.

This issue of CPC User was produced on an Epson LX800. My trusty DMP2000 just had to go. A typical page of CPC User took 20 minutes to print out using the DMP, but only takes three minutes on the Epson. Bliss! The only

problem is that it doesn't have a tractor feed built in (which the DMP has). I use continuous paper for producing the magazine, and not having the tractor feed means that I have to keep re-aligning the paper. So does anyone have a tractor feed unit for the LX800 (or maybe the LX80) to sell?

The appearance of the new printer prompted me to make another of my awful bodge ups. I decided to spray the ribbon with WD-40 so that I could get the ink spread out more evenly. After a whole day the ribbon was still soaked (the WD-40 should have evaporated off), so a bit of investigating revealed that I'd actually sprayed it with a rust penetrator. I ended up having to run the ribbon through a tissue four or five times (CPC User was only half finished, and I didn't have enough money to buy a new ribbon), very messy. I'm sure there must be other people that do stupid things, so PLEASE write in and share your stories. If there are enough stories, we could even start a new column especially for them (I could fill a few pages!).

If you: know of (or produce) a fanzine using a CPC, know of (or run) a PD library, know of (or run) a CPC group, or anything else that would be of interest to CPC owners, just drop me a line (along with a copy of the publication, etc) and I'll see what I can do about giving you a bit of publicity. (For the uninitiated, a 'fanzine' is a magazine produced by fans of a certain thing - FAN magaZINE. Fanzines are known as 'zines for short.)

People keep writing in to show an interest in the 'UAUG Convention'. Hopefully someone will organise something soon. The questionnaire that was going to appear in this issue hasn't appeared. I forgot about it until too late. So if you've anything to say on the matter, please write in. For instance: what sort of things would you like at the convention/show, what are you interested in, how long should it last (one or two days), where should it be held (and how far would you travel), if it's held over two days should other activities be organised (something for the kids - a 'bouncy castle'?! - or maybe a show (theatre, cinema) for the night time), would you need amenities for children, would you want to bring your computer (either to do a demonstration, or to perhaps challenge passers by to a game of something). Just think about what you'd like to see, or participate in, and write in (to me, the Ed!).

The front cover for this issue was again produced by Earnest Freestone, and much appreciated it was too! The background music that soothed my fevered brow was provided by Rozalla, with liquid refreshment in the form of some stomach bleaching Diet Coke. Mr Tips took a back seat, because of the hot weather (it's been lovely hasn't it? Far too good to sit in front of a computer screen).

Stay safe and lovable 'til next time!





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## **24 PIN BITS**

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Some new (to me) information on the utilities available for 24-pin printer users.

1. Miracopy: a screen 'dumping' utility.
2. Miraprint: this isn't a print enhancer as I previously thought. It is actually a 'font pack', with fonts that can be downloaded to the printer. This enables you to use lots of different type styles. I believe it also comes with a font designer/editor.

Both of the above are available from MJC Supplies.

3. Page Publisher: a DTP package that works with both 9 and 24 pin printers. Some DTP packages don't work properly with a 24 pin printer, but this one does. It is available from SD Microsystems (address in the Discount section).

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## **\* \* AIM \* \***

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"AIM" is the name of a new CPC fanzine from the Amstrad CPC Information Group. The fanzine received was issue number one, so I would assume that the group is in it's infant stage.

The aim of the group is to collect as much information about CPC's as possible, so that it is freely available to its' members. This would seem to indicate that the group is targetted at the serious user, with no space for games reviews. But I may be wrong.

The fanzine itself is the same format as CPC User (A4 sheets, stapled down the edge), although I don't know whether it will stay this way. The Editor (also the groups 'organiser') apologises for the lay-out and contents, as he had to write the complete fanzine himself!

"AIM" is sent to members 'approximately' every month, and the subscription/membership rates reflect this. For 12 issues the cost is £18. For 6 issues the cost is £10.

If this has wetted your appetite, the address to write to is:

AIM,  
5 Guildford Road,  
Woking,  
Surrey,  
GU22 7PX.

Tel. (0483) 747724

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## **STRATEGY GAMES**

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With the lack of strategy software around, it's refreshing when someone starts to fill the demand. Such a person is Angela Swinbourne.

So far, Angela has written two games, with two more nearing completion - and more in the pipeline.

The first game is called Cloaker. There are two opposing space fleets, and the aim is to destroy the other. This is not as easy as it seems however, as the ships can be fitted with force fields and cloaking devices (which render the ships invisible). It can be two player, one player (versus computer), or computer against itself.

The second game is called Pacifist. The world is at war, and your job is to stop all the armies fighting. It is one player only, but don't let this put you off as it is an enjoyable game.

The cost is £1.50 (plus disc/tape, and jiffy bag with return postage) for each game. Cheques payable to A. Swinbourne (mention CPC User if replying!).

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

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## **ADDRESS LABELS**

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To enable you to re-subscribe to the UAUG on time, your membership expiry date is now printed on the address label that is stuck to CPC Users envelope (the clear plastic one that it arrives in).

The format is "year/month/day". Remember, your membership number is printed opposite it.

Have a look at the label now, and make a note of the information somewhere. CPC User will not be sent to you if your membership has lapsed!

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## **LETTERS DISC**

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The Letters Disc is now available, updated as from the 1st of June.

The disc contains the letter files, the disc PD list, the book library list, the Contact section, small ad's section, the full (uncut!) opinion poll results, a run down of the goods that the discount companies supply, and a few other things that I've forgotten! There will also be a Jargon section, when people send some Jargon in (words/phrases that you don't know the meaning of)!

The tape version is the same as the disc, except (obviously) that the tape PD lists are included, and the disc PD lists are ommitted.

Suggestions as to what else could go on the disc would be most welcome. Think BIG(ish)!

To obtain the disc/tape, just send me (the Ed') a blank tape or disc, along with the correct amount of return postage. Please also enclose an additional 28p stamp. This is the 'charge' for copying, with the stamps going to cut the cost of mailing CPC User to you. ●



# The CPC Users MAILBOX - readers letters

## KNITTING MACHINES

From Tom Walton of Manchester.

● My wife uses a knitting machine. At the weekend I spotted an article in one of her old mags (1988) about programs for use with these machines, for the 6128.

A chap named Dave Jackman was mentioned, who had written such programs. I rang his number, but unfortunately he no longer does them. I wondered if any members of the UAUG had such a program, and if they were prepared to part with it - just as a matter of interest to me. My wife shrugs off the idea, but who knows, she may find such a program useful.

□ *I've never come across such a program myself Tom, but it doesn't surprise me in the least. In the 'early days of the CPC there were a lot of the more 'unusual' programs being advertised. The many uses to which a CPC can be put is quite an eye opener though. Flipping through a few AA's recently (from around two years ago), I found articles on using a CPC to down-load information from weather satellites, monitoring heart beats, and other things. It's a shame that all of the magazines seem to cater for games players now, and not the general enthusiasts.*

*(Since writing the letter Tom has found a knitting program, and very pleased with it he is!)*

## UAUG CONVENTION

From TIM LEES of Brighton.

● I have been reading with interest the talk of an Amstrad Convention, and would probably attend, but I wonder what has happened to the good old plain and simple shows? Alongside my Amstrad sits my faithful old Dragon computer. The company who made them ceased trading in 1984, and yet even now - eight years later - there is at least one, often two, Dragon shows a year. If a computer with such a small user base can support shows, why not the Amstrad? I've travelled all over the country, from Ossett to Weston Super Mare (and even went as far as Hove once) to go to one of these shows, but then perhaps Amstrad users aren't really that enthusiastic about their computers after all? Lots of talk and no action? Small halls are cheap to hire, and someone with a few contacts within the Amstrad world wouldn't find it too hard to organise.

□ *I don't think lack of enthusiasm is to blame Tim. The idea of a convention/show had never entered my head until the recent suggestion, and I think that may be the case with many other people too. The interest is certainly here now.*

*A lot of thought has to go into how a convention (or show) is to be organised, and that has probably stopped*

*a lot of 'normal' people (as opposed to a company, etc) doing anything. You have to consider who the convention is to be aimed at. For instance, if you just go for the games players, what are you going to organise that lasts a day? Hopefully though, someone will soon take the plunge and organise something.*

## CPC CONTROL

From MR A. HOWARD of Beckenham, Kent.

● In reply to Mr Greens letter asking for help on controlling external devices (CPC User, issue 31), please see ACU August 1991. I am interested in control and logging information using computers, and would like to know what Mr Green and anyone else is doing or would like to do with their CPC, and as I am an electronics technician in some cases I may be able to help. I have designed a real-time clock and an 8 input A/D converter, but as yet I haven't had time to test them.

UAUG could you publish your membership on the front cover if possible, as from time to time I write to one or other of the electronics magazines trying to persuade them to design projects for the CPC, and not only the PC and Amiga. Having some idea of how many CPC users are around helps a lot.

□ *The membership is currently around 300 to 350, but this fluctuates due to a number of things (it tends to jump if the Group gets any publicity!), and so I can never print a truly accurate figure. You can drop a line to the Membership Secretary (Gordon Woolliscroft) to get the right figure at any one time Mr Howard. There are around 500,000 CPC's floating around Britain if that's any help.*

*It would be interesting to see what use people would like to put their CPC to. So write in and tell me!*

## LOONEY TUNES TOO

From MERI STUBBS of Barton, Oxford.

● Lancelot (Meri's 664, with a poorly drive - Ed) went into hospital on Friday, February 28th, and the consultant said he would be seen by the surgeon on the Saturday for an exploratory op. I could ring Saturday, and he would be able to let me know the worst.

I rang at 4.30, hanky in hand, dreading the worst, and tremulously enquired after my poor baby. The receptionist said she would check - Click! I had to wait! I thought it over, nothing but the best for my Lancelot. No limping through life, no splints, no crutches, nothing but good-as-new!

A cheerful voice came onto the line at the other end, "I have some good news for you - you can collect him anytime, he's fine and functional."

I heard myself ask what the damage was - a complete



transplant was going to cost me the best part of £60. £50 - I prepared to argue, I had asked them to wait and let me know before the surgery was performed. No, hold it, what did he say? 15! 15! What had he done. It must have been relatively minor surgery!

"A replacement FET, a small dry joint re-soldered, and a few replacement screws for those that were missing. £10 plus parts. £15!" - no more limpalong Lancelot!

WAVE had already told me that they no longer offered a repair service on Amstrad CPC's since they couldn't guarantee the replacement parts being available - although the guy on the other end was as helpful as possible and told me to get in touch again if I still had a problem. Another company, who shall remain nameless, quoted me £75 plus parts. I think they should be renamed to avoid confusion (the Amstrad User Group? - Ed).

Darryl (the man at the shop - Ed) was honest about the cost, what happened if they couldn't repair it, the likelihood of getting a replacement drive if necessary - and QUICK! Apart from which, he always puts a guarantee on everything he sells second hand. Games which don't load can still be swapped.

So if any of our Oxford members are having any problems, they could do a lot worse than WCS at 154a Hurst Street. I don't think he would do mail order, so if there is anything anybody else wants, if they let me know - I'll try to sort something out if he can get it!

If any tape system user is using Pagemaker as supplied with AA, then I can let them have a little routine to allow them to use the fonts supplied on the February tape. My original copy of Pagemaker refuses to work in 'quality', but the one provided free with AA works perfectly!

I may be able to help anyone having problems with Basic programming, if they would just like to write and enclose a stamp.

□ *Thanks for for sharing the Saga of Lancelot with us Meri. It's nice to hear a story with a happy ending for a change. Oh, and say "Hi!" to Cyril the Cassette Deck for me (I worry about myself sometimes).*

*Meri's address is in the Contact section if anyone wants to take up her offers of help.*

## **STRONG VIEWS!**

From GLYNN GODDARD of Sale, Cheshire.

● Firstly the opinion poll results; I didn't realise the membership had shrunk to 38, at this rate the UAUG may soon become extinct! Provide material for publication (hopefully), and keep CPC User interesting and alive!

Secondly the Editorial Ramblings in issue 32; I have to agree with Steve's sentiments about the lack of support provided by Amstrad to the loyal followers. It's fairly obvious by the responses I've had when making several enquiries to THEM for technical help that there appears to be no company support for most of the Amstrad machines, except for the latest PC types and their

bundled software. This indifference appears to have been reflected in the way that local suppliers (local to me) wouldn't touch a CPC, etc, with a barge-pole and most won't stock any software other than for PC compatibles. Only by discovering the UAUG and since acquiring a MODEM, have I really realised how brilliant the CPC range can be. I'm now making the Amiga owners I know, who can't do as easily half of what the CPC can, go green with envy.

Thirdly, (Oh God not more, came the cry!), a great many thanks to Tony Walker for his help and advice when I started into modem communications. Without his help I wouldn't have gotten anywhere.

Fourthly, PLEASE don't pad out CPC User with pictures and bits of clip art. It's really nice to have a magazine with words rather than pictures, and one which provides useful information relating to that which is so useful to me; the C-P-C.

Lastly, most definitely, for those who haven't used IT; try CPM and some of its packages. IT's not as fearsome as it seems, and effectively more than doubles the capabilities of the CPC.

Tarra for now - here's hoping the membership rises to 39 by the next issue!

□ *The membership is slightly more than 39 already Glynn, proved by the fact that I've had three more replies to the Opinion Poll since the results were published!*

*It's really strange that retailers complain about the lack of CPC software sales. Maybe if they actually stocked the software they'd start selling the stuff! Perhaps they're trying to convince us to buy the 'big' machines, along with the more expensive software. The best advice to people encountering such problems is to buy from one of the many mail-order companies that advertise - there's the added incentive of cheaper than shop prices too.*

*CPC User is not about to become stuffed full of pictures, mainly because of the extra work involved! I will try to add bits in when it seems appropriate though.*

*Hmmm, use CPM? I'm not too sure about that. It's a bit of a beastly isn't it? Maybe if someone were to write an article for beginners.....*

## **DRIVES & THINGS**

From ANDY GIBBONS of Peterborough, Cambs.

● At long last, after many months of dropping subtle hints to my wife about the prices of 3" and 3.5" discs I have finally got a 3.5" disc drive. I have to say that the wait was worth it. Never again will I have to buy any more 3" discs, which is no bad thing seeing as Amstrad have decided that they will no longer be producing them, and the price of (the preferred) Maxell CF2's is slowly but surely rising.

I would say to any member who is considering the purchase of a 3.5" drive - Do it now! The initial investment of £80 or so doesn't seem so bad when you can



buy 50 3.5" discs for around £20. Compare that to the cost of 50 3" discs!

Bear in mind also, that with software supplied most drives will allow you to format to 396K per side (792K total), although this means loading the appropriate software every time that you want to use the larger capacity. I have decided to use the drive as a normal B Drive (178K per side), as this is still more cost effective, and doesn't involve any setting up - just switch on and go!

Incidentally, as it stands, the CPM Plus system as supplied with the computer will only work with a disc format of 178k (or 169k). Robot PD have a program called XDISC.COM which lets you use a larger format. I don't know any more than this at present as I don't yet have a copy of it, but if it does work, I will let everyone know, as I am sure that there will be quite a demand!

I have to say that Robot PD is probably the largest library in the country, although many others claim that title, and, with a charge of only 22.5p per side, must surely be the cheapest. He (Richard Fairhurst) imports a great deal of his wares from France and Germany, and has written the best yet PD DTP package, Powerpage, which is streets ahead of the competition. Give him a try, and I think that you'll be surprised at the wealth of software that he has. You can get his address from any recent issue of AA.

On the subject of Public Domain software. Does anyone know of any programs in the Public Domain which have been written as an aid to learning to speak French? I know that there are at least 2 commercially available programs, but can't really afford to buy these at present.

Now that the cat is out of the bag concerning B-ASIC from French hackers, Logon System, I can confirm that the said program is available from Robot PD. B-ASIC is a short piece of code which 'opens the secret door' to the enhanced features of the 464/6128 Plus. For those of you who don't know (and probably don't care) this allows access to the 4096 colour palette, hardware scrolling and sprites, and much much more besides. As anyone who has read the May issue of Amstrad Action will already know, Codemasters have released a £3.99 game (with Amstrads' permission) which detects the Plus machines, and then uses all of the extra features. This will hopefully put an end to the £25 cartridge games, and who knows, perhaps the enormous stockpiles of these games will be sold off at a more reasonable price.

Finally a request concerning CPM Printmaster. Does anyone have a copy of this which works in EVERY respect. My copy works very well when it is producing posters or cards, but grinds to a halt when I try to produce letterheads or calendars. The program tries to find a file called EDITOR.FNT which isn't on my working discs or the masters, which I got from Scull PD. If anyone can help me in this respect I should be most grateful.

□ *The price of 3" discs varies greatly Andy. I've seen them advertised at £30 for ten, but MJC Supplies have kept the price down to £14.95 for UAUG members (I think), and Binary Bits offered them for £12.95 in the last CPC User. 3.5" discs are definitely cheaper though!*

*The drives from SD Microsystems are supposed to be very good, according to various reports. Anyone interested can 'phone them for more details (info in the Discount section - at the back of the mag).*

*Amstrad dropped a clanger by only using the Plus's extra capabilities on the cartridge software. A lot of people would probably have upgraded to a Plus if the extra's were easy to access. And I wonder how many first time buyers would have bought one if it had been pushed as a multi purpose machine (games & business), with ProteXt on cartridge sold with it.*

*I don't know of any PD French programs Andy, but I'm sure someone does. Perhaps a review is in order?*

## UAUG CONVENTION!?

From PETE DUNLOP of Locking, Avon.

● If it's not too late I'd like to express my interest in the UAUG Convention idea. Of the half dozen or so 6128 owners that I know, there are only a couple who share my particular interests - the technical add-ons, such as Assembler, ROMs, 3.5 inch discs etc.

A UAUG Convention could be an ideal opportunity to exchange ideas and information. It's all very well reading the adverts for a 256K memory expansion; it would be much much better to actually talk to somebody who has used one! I'm sure the same would apply to users interested in other aspects too.

As for location; Birmingham would be fine for me. Alternatively, how about Bristol or London? To be realistic, I would expect an admission fee. Providing it wasn't excessive (£5?) it wouldn't put me off.

Finally, I suppose this is a silly question, but does anyone out there have a Firmware Guide they want to sell? I know there aren't many around, but I just thought I'd ask anyway.

□ *Nope, you're not too late Pete. How should the convention be organised though? What activities (etc) should there be? The admission fee need not be as high as £5, if CPC companies could be persuaded to lend their support.*

*A lot of people seem to be left feeling 'lonely' over their particular CPC interest. Be advised though, there ARE others that share your interests! If you're having trouble finding a kindred spirit, why not drop a line to the 'Penpal' part of the Contact page.*

*Note: the Firmware Guide (Soft 968) contains information for ALL of the CPC range, and it is very rare (and I've just bought one!). There are also the firmware guides for the individual machines (464, 664 & 6128). These are slightly easier to come across.*

## TIPS FOR WAL

From WAL SAVIN of Solihull, West Midlands.

● YAHOO!! Got a tip at last, to go into my tree of knowledge I'm compiling. Thanks for the tip about the



edge connectors Meri (see last issues Mailbox - Ed), I have included it in the file. I also added to it that you could get those sticky coloured dots, and put one on the computer and one on the interface, ie red/red for the disc drive, green/green for the printer, etc. So if anyone out there has got any tips, send them in. The tips are not on any specific subject, just tips - such as how to bludgeon your cute little pet hamster to death with a pickaxe handle without causing a flood when it's cowering behind a water pipe.

□ *Wal's address is in the Contact section if you've a tip to send him.*

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## CPC'S AND FAXES

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From BRIAN WATSON of Ely, Cambs.

● Can anyone out there who uses their CPC with a FAX get in touch with me please. I quite fancy the idea for business and personal use, but technical stuff of this sort is foreign territory for me. I have an article on doing the job with a PCW and a fax, and it LOOKS dead easy, but I would like to be sure before parting with the cash for a fax machine.

□ *I would like to hear about connecting a CPC and Fax too! (Brians' address is in the Contact section)*

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## MORE CONVENTIONS!!

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From RON TYE of Betchworth, Surrey.

● One...(problem with the convention idea)...is that the membership is so scattered. However, one idea could be to run it each year at different locations in turn (say London or Guildford, the Midlands - Birmingham, North - Harrogate, Scotland - Glasgow). This would give the members an opportunity to get to the conference at least once in four years. This works with some professional bodies.

It would be interesting to know how the 300 odd members are distributed County wise, to predict the level of support. How about a questionnaire?

□ *There'll be a questionnaire in the next issue Ron. It would have been in this issue, but I forgot. As usual. How about four conventions per year in different areas, rather than the 'cycle' of four years?*

*Is anyone else interested in a CPC/UAUG convention or show? Drop me a line with your thoughts on the matter.*

---

## BASIC CONVERSIONS

---

From GEORGE GRAHAM of Sunderland.

◆ ...I am trying to program a standard 'front-end' for ROM blowing binary programs, and I need a book or disc on CPC mnemonics, or any information on where I can buy

the same.

Lastly, I have all sorts of conversion programs (such as BAS to BIN, BAS to ASCII, HEX to DEC, etc), but tell me is there such a program as a BIN to BAS converter?

□ *You need a book on Z80 machine code George. The Z80 chip (the CPC's 'heart') is quite common, and can be found in a few other machines (Spectrum, PCW, etc). The chip works the same in all cases (a bit like putting the same engine in four different cars), and so any book on Z80 machine code will do. I think that there may be a few in the UAUG library. If you want to buy one, try looking in the Maplins catalogue (this is a thick electronics catalogue, costing around £2.95, available from WH Smith).*

*I would hazard a guess and say that there has never been a BINARY to BASIC converter for any machine George. The computer stores a BASIC program in memory in 'tokens'. When converting it to ASCII, all that happens (roughly) is that the computer looks for the word that goes with a particular token, then adds it to the ASCII text file created.*

*When converting a BASIC file to a BINARY file, the conversion program changes the simple BASIC commands into pre-written chunks of machine code (this can easily result in the machine code version taking up to five times the space needed by the BASIC program). A HEXadecimal to DECimal converter is simply looking at the same number in a different way.*

*All these are fairly 'simple' things to do (I couldn't do them though), but a BINARY to BASIC converter would be an entirely different matter. The conversion program would have to look at chunks of machine code instructions, and then try to decide what BASIC command could do the job. The conversion CAN be done, but only by a vastly more powerful computer with software that has more powers of reasoning and deduction - the human brain is a fairly good one to use.*

*Well, that's all the letters for another issue. Keep them coming. Letters can be about anything CPC related that you like, even a simple "Hello"! So get writing! ●*

---

## WANTED

I am looking for a spelling checker/word processor that works in ITALIAN. I am willing to pay for one.

Contact: Mr A. HOWARD, 65 Altyre Way, Beckenham, Kent, BR3 3ED.



# UAUG BOOK LIBRARY

Cat No. Book Title.

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 B1002P Computer Programing In Basic  
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 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 Assembly 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  
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 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  
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 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  
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 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.  
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# BEGINNERS BASIC

WITH JOHN PACKHAM

This month I want to show you a little about using the keywords INKEY, MOVE, PLOT & DRAW. Although the following small type-in contains keywords which you may have not come across as yet, do not fear...all will be explained in future instalments (if I don't forget!).

The first one we'll tackle is INKEY.

This command allows you to test the state that a particular key is in. By this I mean whether it is being pressed or not, and whether it's being pressed along with either the Shift Key or Ctrl Key (or BOTH). There are 5 different values which can be returned by this command, depending upon the state. These values are as follows.....

- 1 ... Key is NOT being pressed.
- 0 ... Key IS being pressed.
- 32 ... Key is being pressed along with the SHIFT key.
- 128... Key is being pressed along with the CTRL key.
- 160... Key is being pressed with both SHIFT & CTRL.

In a lot of cases, INKEY is a lot more convenient to use than INKEY\$. For instance, suppose you wanted to see if the 'Y' key was being pressed by using INKEY\$. A line something like the following would be needed.....

```
IF INKEY$="Y" OR INKEY$="y" THEN ....
```

you have to take into account the possibility of upper OR lower case letters (although this can be worked around).

However, with INKEY, it is much simpler.....

```
IF INKEY(43)=0 THEN....
```

You'll notice that the INKEY is followed by a number in brackets. This number is the KEY number and NOT the ASCII number of the character. These numbers can be found on page 16 of Appendix III in the 464 manual, or Page 23, Chapter 7 of the 6128 manual.

So, a simple loop for waiting until a key is pressed could be.....

```
100 IF INKEY(43)=0 THEN GOSUB 1000
110 GOTO 100
..
1000 SUBroutine here...
..
1050 RETURN
```

Now on to the other three which are MOVE, PLOT and DRAW. These three commands all move the graphics cursor to a specified and absolute position. This position is given following the command by 2 sets of figures. These are the x-coordinate (how far across the screen), and

the y-coordinate (how far up/down the screen). Both these figures are given in graphics coordinates, so the x value ranges from 0 to 639, and the y value ranges from 0 to 399. The pair 0,0 means the bottom left of the current graphics window, which for now covers the whole screen.

EXAMPLE .... PLOT 320,200

For PLOT & DRAW, the values given will either leave a dot on the screen at the x,y coordinates (PLOT), or will draw a line from the current position to the position given (DRAW).

Now, if this is the first time that these have been used in a program, you may find nothing appearing. This is because we haven't yet stated which colour we want. This is the third value following the command, and ranges from 0 to 15, which is the Pen you are going to use.

EXAMPLE .... PLOT 320,200,2

## SPECIAL NOTE!!

On a 664 or 6128, the MOVE command can have this third value too, although on a 464 it cannot.

One enhancement which has been put into a 664 & 6128 is the ability for all these commands to have a fourth value passed to it. This value sets the graphics Ink Mode, and can be very useful at times. This value is one of four, and these are.....

- 0...Normal Mode
- 1...XOR Mode
- 2...AND Mode
- 3...OR Mode

These values change the way that inks act together on the screen, although I must admit that the one I use most of the time is XOR Mode (1), which as you will see, is the one used in the demo. This mode allows the removal of pixels from the screen, if they are plotted in the same colour and position twice.

464 users need not despair, for this function can be obtained by the following line....

```
PRINT CHR$(23);CHR$(num).... 'num' should be replaced by one of the four values above.
```

As I said above (I think!), the three commands MOVE, DRAW & PLOT all move to a specified point, regardless of where the cursor already is. However, there are



## BEGINNERS BASIC CONTINUED

extensions to these three and these are....

### MOVER, PLOTR & DRAWR

The values used for these are used in the same way, but where the cursor moves to depends upon where it currently is. Try to think of the values being ADDED to the current position and you should get the idea.

EXAMPLE .... PLOTR 200,50

Now suppose the graphics cursor was currently at position 300,20. With the above command, the plot will take place at position 500,70.

With these three commands, negative values can also be used, such as....

PLOTR 200,-10

If your current position is 300,20 then your new position will be 500,10.

Well that just about covers it for now. If you have any questions, then please get in touch. ●

```
10 MODE 0:BORDER 2:INK 0,0
20 pe=2:x=320:y=200:true=1:false=0:down=false
30 PRINT CHR$(23);CHR$(1)
40 WHILE INKEY$=""
50 IF INKEY(1)=0 THEN x=x+4
60 IF INKEY(1)=32 THEN x=x+16
70 IF INKEY(8)=0 THEN x=x-4
80 IF INKEY(8)=32 THEN x=x-16
90 IF INKEY(0)=0 THEN y=y+2
100 IF INKEY(0)=32 THEN y=y+16
110 IF INKEY(2)=0 THEN y=y-2
120 IF INKEY(2)=32 THEN y=y-16
130 IF INKEY(61)=0 THEN down=true
140 IF INKEY(42)=0 THEN down=false
150 IF INKEY(27)=0 THEN pe=pe+1
160 IF x<0 THEN x=0 ELSE IF x>639 THEN x=639
170 IF y<0 THEN y=0 ELSE IF y>399 THEN y=399
180 IF pe>15 THEN pe=1
190 GOSUB 1000
200 IF down=true THEN PRINT CHR$(23);CHR$(0);:PLOT x,y,pe:PRINT
    CHR$(23);CHR$(1); ELSE MOVE x,y
210 WEND:GOTO 40
220 '
999 REM **** DRAW CURSOR ****
1000 cx=x:cy=y
1010 FOR loop=1 TO 2
1020 MOVE cx-8,cy
1030 DRAW cx+8,cy,1
1040 MOVE cx,cy-8
1050 DRAW cx,cy+8,1
1060 CALL &BD19:NEXT
1070 CALL &BD19
1080 RETURN
1090 '
```

For users of 664 & 6128, change line 200 to....

```
200 IF down=true THEN PLOT x,y,pe,0:PLOT x,y,pe,1 ELSE MOVE x,y
```



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✧ ✧ **CONTACT** ✧ ✧

**OFFERS OF HELP**

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

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

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

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

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

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

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

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

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

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**PENPALS - LOCAL CONTACTS - DRINKING PARTNERS - ETC**

Help and advice given about general computer stuff. Ale quaffed, etc, etc. Interested in Lovecraft (the author, not the technique), or the Call of Cthulu game? Contact: STEVE HAYWARD (address inside front cover). Tel (0203) 312571

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

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

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

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

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

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"!!



# JOHN PACKHAMS FIRMWARE GUIDE

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.

## 55 & bba5 - TXT GET MATRIX

### ACTION:-

Calculates a pointer to the matrix of a character and determines whether or not it is a user defined matrix.

### ENTRY CONDITIONS:-

A contains the character whose matrix is to be found.

### EXIT CONDITIONS:-

If the matrix is in the user defined table...

CARRY flag is TRUE.

If the matrix is in the lower Rom...

CARRY flag is FALSE.

Always...

HL contains the address of the matrix.

A is corrupt, but all other registers are preserved.

Other flags are corrupt.

## 56 & bba8 - TXT SET MATRIX

### ACTION:-

Sets the matrix for a user defined character.

### ENTRY CONDITIONS:-

A contains the character.

HL contains the address of the matrix to set.

### EXIT CONDITIONS:-

If the character is user definable...

CARRY flag is TRUE.

If the character is not user definable...

CARRY flag is FALSE.

Always...

A,BC,DE,HL and other flags are corrupt.

## 57 & bbab - TXT SET M TABLE

### ACTION:-

Set user defined matrix table & num. of characters in it

### ENTRY CONDITIONS:-

DE contains the first character in the table.

HL contains the address of the start of the table.

### EXIT CONDITIONS:-

If there was no table before...

CARRY flag is FALSE

A and HL corrupt.

If there was a table before...

CARRY flag is TRUE

A contains the first character in old table.

HL contains the address of old table.

Always...

BC,DE and other flags corrupt.

## 58 & bbae - TXT GET M TABLE

### ACTION:-

Gets the address of the current user defined matrix table and the first character in it.

### ENTRY CONDITIONS:-

None.

### EXIT CONDITIONS:-

As previous routine except....

All other registers preserved, other flags corrupt.

## 59 & bbb1 - TXT GET CONTROLS

### ACTION:-

Get address of control code table.

### ENTRY CONDITIONS:-

None.

### EXIT CONDITIONS:-

HL contains the address of control code table.

All other registers and flags preserved.

### NOTES:-

There are loads of notes about this so if you need them then please contact me with an SSAE.

## 60 & bbb4 - TXT STR SELECT

### ACTION:-

Makes a given stream the currently selected one.

### ENTRY CONDITIONS:-

A contains the stream number.

### EXIT CONDITIONS:-

A contains the previous stream.

HL and Flags corrupt.

All other registers preserved.

### NOTES:-

Many attributes of the Text VDU can be set independently on the different streams (ie, Pen, Paper, Size, etc) so it is important to remember this when selecting a stream.

## 61 & bbb7 - TXT SWAP STREAMS

### ACTION:-

All attributes of two streams are exchanged.

### ENTRY CONDITIONS:-

B contains one streams number.

C contains the other.

### EXIT CONDITIONS:-

AF,BC,DE and HL corrupt.

### NOTES:-

The attributes exchanged are....

Pen ink, Paper ink, Cursor position, Window limits, Window roll count, Cursor enable/disable, Cursor on/off, VDU enable/disable, Character write mode and Graphic character write mode.

Next time we'll meet the Graphics routines. ●



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## **THE MEMBERSHIP SECRETARY SPEAKS**

Well I now have the job! For the present I will carry on as Public Domain Tape Librarian, unless there is a volunteer willing to do this work out there, who is interested enough to contact me.

Now to contacting me. As some of you may know from my potted history recently published in CPC User, I do still work for at least 2 days per week on an erratic shift system that includes some evenings. So if you wish to contact me by telephone please try BETWEEN 6pm and 7pm for best results. If there is no urgency, then a letter will give me a little more flexibility in dealing with your problem.

On next to a second reminder regarding Membership numbers, and the renewal date of your subscription. Do try to make a note of these - why not on a little label in the lid of your disc box! Then you can quote your number when communicating with me, any Officers of the Group, or for discount offers from the CPC User. It helps us to locate your 'file' quickly, and more easily, than going through over 250 members each time.

Next on to the question of money. We do not want to lose you, nor do we wish to upset you by failing to send out your copy of the CPC User on time, or not allowing you access to facilities such as the PD or Book Libraries - for our Librarians do get a copy of the Membership files. However if renewals are not paid when addresses go to Alan, Richard and Brian then this may happen to you.

I would remind those members whose subscriptions expire at the end of MAY, JUNE, JULY, or AUGUST, to note the dates in their dairies, and send the renewal amount of £7.50 plus details of your number (and any changes in your details) about ONE month in advance of your expiry date to avoid disappointment.

Alan did send out renewal notices with the last issue of the CPC User, with some little success, although we are now adopting a better scheme (we hope) by adding your renewal date as well as your membership number on the label used to send out the Magazine (bottom right hand corner). So when the next one arrives have a look and MAKE A NOTE of both membership number and renewal date.

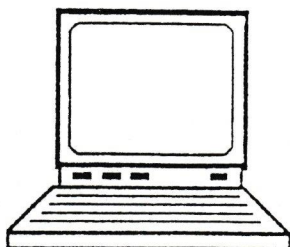
Please note that the renewal date will read as the following example;- 92/04/30 because this is the way our database stores it (year/month,day - Ed).

Gordon Woolliscroft - Membership Secretary ●

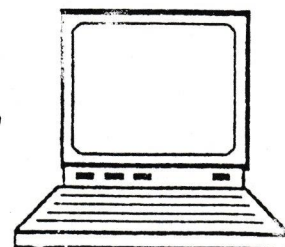
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# **PRINT-OUT...**

*...the magazine for serious CPC users*



**PRINT-OUT,**  
8 Maze Green Road, Bishop's Stortford,  
Hertfordshire CM23 2PJ.





# FIRMWARE TYPE-IN

BY DAVE PAUL

FIRMCALL is a short program that allows firmware jumpblocks to be called from BASIC. It has been written to compliment John Packham's Firmware Guide, and can be used to see the effects of calling these jumpblocks without the need to know any machine code.

When run, the program prompts for a value to be placed into each of the registers (B, C, D, E, H, L, A) - see ENTRY CONDITIONS. If a register needs no value, just press RETURN when prompted. The program then asks for the jumpblock address. This should be in the form "&BD19", etc. The prog will then call that jumpblock, performing whatever task it is for. On return to BASIC the new value held by each of the registers will be displayed and also the condition of the flags. For those who have not delved into machine code programming, flags are used to indicate what has happened during certain arithmetic operations.

Although FIRMCALL has been written to be used as a tool to help understand what the firmware calls do, with a little imagination the machine code part of it could be used within other programs to actually employ the firmware calls. This could speed up a program written in BASIC, or allow operations which are not normally available from BASIC to be used.

```
40 '***** FIRMCALL written for CPC USER. (c) Dave Paul 1992 *****
50 RESTORE 360
60 FOR a=&9000 TO &909B:READ a$:POKE a,VAL("&"a$)
70 NEXT
80 MODE 2:CLS
90 BORDER 0
100 INK 0,0:INK 1,18
110 RESTORE 350
120 FOR t=1 TO 7
130 READ r$
140 PRINT r$;" register";:INPUT " ";ri(t)
150 NEXT
160 INPUT "JUMPBLOCK ADDRESS";add
170 store=&908E
180 FOR t=1 TO 7
190 POKE store+t,ri(t)
200 NEXT
210 CALL &9000,add
220 PRINT:PRINT
230 RESTORE 350
240 FOR t=1 TO 7
250 READ r$
260 num=PEEK(store+t)
270 PRINT r$;" register now holds &";HEX$(num); " BIN / ";num;"DEC"
280 NEXT
290 PRINT
300 a=PEEK(&9097):IF a=1 THEN PRINT "ZERO flag set" ELSE PRINT "ZERO
flag NOT set"
310 a=PEEK(&9098):IF a=1 THEN PRINT "CARRY flag set" ELSE PRINT "CARRY
flag NOT set"
320 a=PEEK(&9099):IF a=0 THEN PRINT "POSITIVE flag set" ELSE PRINT
"NEG flag set"
330 a=PEEK(&909A):IF a=0 THEN PRINT "PARITY is EVEN" ELSE PRINT
"PARITY is ODD"
340 END
350 DATA B,C,D,E,H,L,A
360 DATA DD,6E,0,DD,66,1,22,95,90,21,97,90,3E,0,6,4,36,0,23,10,FB,21,
4C,90,E5,DD,21,8E,90,DD,7E,0,47,DD,23,DD,7E,0,4F,DD,23,DD,7E,0,
57,DD,23,DD,7E,0,5F,DD,23,DD,7E,0,67,DD,23,DD,7E,0,6F,DD,23
370 DATA DD,7E,0,DD,2A,95,90,37,3F,DD,E9,F5,32,94,90,78,32,8E,90, 79,
32,8F,90,7A,32,90,90,7B,32,91,90,7C,32,92,90,7D,32,93,90,F1,F5,
21,97,90,C2,73,90,3E,1,77,23,F1,F5,D2,7C,90,3E,1,77,23,F1
380 DATA F5,F2,85,90,3E,1,77,23,F1,EA,8D,90,3E,1,77,C9,0,0,0,0,0,0,0,
0,0,0,0,0,0,0
```



# THE PROTEXT PAGE

BY BRIAN WATSON

The subject for discussion this issue (at last, says the Ed.) is my attempt to assess the various versions of Prottext for someone thinking of buying a word processor program, already sold on the good general points of the program, but unsure of which version of Prottext would suit them. I stress the word 'attempt'; like cars or anything else beauty is in the eye of the beholder, or why would anyone buy a BMW?

I list below the recommended prices (including VAT) from Arnor, but all the programs can be bought MUCH cheaper through mail-order, so do shop around. For example, I have bought the CPM version for friends twice last year, and it cost me less than £40 each time from a regular advertiser in "PCW World".

AMSDOS Prottext £19.95 Tape, £29.38 Disc, £39.95 ROM.  
AMSDOS Prospell £24.95 Disc, £34.95 Rom.  
AMSDOS Promerge Plus £24.95 Disc, £34.95 Rom.  
AMSDOS Prototype £30 (Disc only).  
CPM Prottext including Promerge and Prospell £59.95 (Disc only).

The Tape or Disc versions can be upgraded to Disc or ROM versions (for a small fee) through Arnor. Don't be tempted by advertisements for CPM Pocket Prottext; it is a very stripped-down version of the full program, and Arnor are phasing it out. Also available for adding to the system are Prottext Filer, and Prottext Office. These are outside the scope of this article as they are really for more advanced use.

I have listed the AMSDOS system parts in the order I would recommend anyone to buy them if money is tight, but you still want to build up to an expert system as money allows. Prottext is the basic word processor, and works fine on its own. Prospell is a spelling checker with a (English not American) dictionary. Promerge Plus is a very useful utility (it sounds more boring than it is) for merging information together for, say, club mailing lists or keeping a notepad which you can refer to while also compiling a letter or report. Lastly, Prototype is a very useful add-on for incorporating special lettering styles.

The CPM version of Prottext has all the main features of the AMSDOS Prottext, Prospell and Promerge on one disc, but will not work directly with Prototype (see a future Prottext Page (I knew my crystal ball would come in handy - Ed)). All versions will work with all the CPC's, including Plus's, and can be used with any printer which can be successfully connected to your computer, 3" or larger disc drive systems. For a real increase in speed, especially in spelling checking, invest in the Silicon Disc, originally produced by Dk'tronics, if you can find one.

The main difference in the ROM versions of Prottext, is that they are the AMSDOS programs stored on separate chips, which live on a ROM board connected to the expansion board on the back of your CPC. Because they take up little or no memory from your computer, they

load very much faster and leave more space for your text. Even if you buy the ROM version of Prospell, the dictionary comes on a disc. This is so that you can add or delete words, or even compile special versions of your dictionary for faster checking of specialist documents. For example, if your work occasionally consists of summaries of chemical analyses or foreign words, you might build up special dictionaries for checking these documents.

There are some operating differences between the AMSDOS and CPM versions which might affect your choice. I list some below:

- 1) The CPM version advises you to make backups from the master disc, whereas the AMSDOS version advises you against it and includes some copying protection. It's not insurmountable; just a nuisance and an odd anomaly.
- 2) All three versions can be set up with a special loading program to suit you and your paper sizes, disc drive(s), extra memory, printer, other ROMs etc. This is done by a BASIC file and a utility program called SETPRINT in the AMSDOS and ROM versions, and a file called PROTEXT.CFG file made by CONFIG under CPM. SETPRINT in the CPM version is only used to change the printer driver characteristics. In practice, this makes little difference as the relevant manual leads you gently by the hand in both cases.
- 3) The configuring and printer driver files from the last section will need to be on a disc in the computer (normally your built-in drive) when you start (or restart) Prottext. Normally, this will be your Prottext start-up disc, but for the ROM version you will have to put the files on each disc you use when you enter Prottext to be sure.
- 4) I find the AMSDOS version is the one to use when I need to work in other languages: just type in a two or three letter abbreviation, e.g. DEU for German, and the keyboard and screen display is instantly re-configured to allow letters with umlauts and so on. Accents are also fairly easily obtained in CPM, but for me AMSDOS is easier.
- 5) AMSDOS versions allow a choice of 40 or 80 column display (mode 1 or mode 2). This could be useful if you find reading small text on the screen to be a problem. The CPM version only works in mode 2.
- 6) Only the AMSDOS versions allows you to remove the guideline ruler at the top of the page. This is very



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## THE PROTEXT PAGE CONTINUED

handy if you prefer to work with an uncluttered page.

7) The CPM version has an "un-delete" option which saves recently deleted text in a section of temporary memory; invaluable when you realise you've just consigned the best part of your masterpiece to oblivion before saving it. It happens to us all eventually. If AMSDOS versions can do this too I haven't figured out how.

8) The CPM version has the ability to format a disc in drive "A" with the standard 178k without leaving the document you are working on. So if you've just typed in 30k of "War and Peace Pt.2" and have no free space except the new discs which arrived in the post today you can get out of trouble.

9) All versions will allow you to access other programs by quitting Prottext, running the outside program, CPM or AMSDOS, and coming back to your latest letter when you reload Prottext. To do this in the AMSDOS versions type QUIT, followed by run"(program name) or |CPM if that's what you want. Under CPM type \*(program name). So to drop out to a BASIC program from CPM Prottext copy AMSDOS.COM from your CPM system to your Prottext working disc then type \*AMSDOS. For further ways to use this feature drop me a line.

10) The CPM manual is a very substantial loose leaf, ring-bound, item whereas the AMSDOS versions are centre-stapled "paperbacks" which I would strongly recommend you photocopy before they get too scruffy.

So which to choose? Obviously, the depth of your pocket will affect the decision, but personally I would rule out the tape version. It is just too slow loading

for frequent use, and if you intend to build up the system later you will need a disc drive and/or a ROM board (I believe the tape version is easily transferable to disc - Ed).

There are plenty of adequate word processors on tape in the public domain, or at budget prices, which will do a good job until you save up for Prottext. If speed is of the essence to you, go for ROMS from the start. If you want to build up to a comprehensive system as money allows, and you gain familiarity with the program, then start with AMSDOS Prottext and add on the extras in the order suggested above.

However, my recommended "best buy" for a good all-round program at a sensible price which works well straight from the box, and can be used in more sophisticated ways as you become familiar with its features, is the CPM version. This includes the spelling checker and mail-merging features, and you can use Prottype with its special typeface features, albeit in a rather "round the houses" way. The CPM version of the program can also be configured to work with the PCW range of machines, though why anyone would want to is beyond me.

I would like to make the next Prottext Page a "Short Tips Special". So if YOU have any ideas or routines you can pass on, please send them to me NOW to have them included. My address is in the "Help Offered" section. All submissions on tape or disc will be returned promptly (at my expense), but paper or a phone call will do. ●

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### FOR SALE

Amstrad CPC 6128 with colour monitor - £135

ROMBOX with Prottext & Prospell - £50

ROMBOX with Maxam & Utopia - £30

MULTIFACE II with Insider disc - £30

MOUSE with Stop Press - £35

ROMBO DIGITISER - £30

42 Amstrad Action magazines - 50p each or £20 the lot

46 Amstrad Computer User mags - 50p each or £20 the lot

CITIZEN MSP-25 printer - £40

81 blank discs - £1 each

62 cassette games - £1.25 to £3.50 each

11 disc games - £1.50 to £3.50 each

73 discs filled with PD - £1.50 each

Reductions for 'bulk' purchases.

Contact: A. PICKIN, 26 Goldcrest Walk, Thorpe Hesley, Rotherham, S61 2TS. Tel (0742) 451825

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### FOR SALE

Winemaking The Easy Way - £7.95 disc or £4.95 tape.

Art The Easy Way (needs 128K memory) - £8.95 disc or £5.95 tape.

Computing With The Amstrad (1988) - all 12 for just £8

Amstrad Computer User (1989) - all EXCEPT FEB £7

Take both lots of mags for £13.

ARNOR C (Disc) Original with manual - £10

MAXAM II (Disc) Original with Manual - £10

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

Contact: JOHN PACKHAM (details inside cover).



# The Prince of Persia

reviewed by ANDY GIBBONS

Prince of Persia was released in the UK about a year ago, and is undoubtedly one of the best games ever produced for the CPC/Plus range. It is perhaps best described as an arcade, adventure, platform, sword-fighting game. You take the part of a young adventurer, who has taken a bit of a shine to the voluptuous daughter of the local Sultan. Unfortunately for you though, the Sultan has been imprisoned on the orders of the Grand Vizier, Jaffar, who intends to claim the throne of Persia for himself. As if that wasn't bad enough, you also are imprisoned, deep in the Sultans' dungeons. You have one hour to prevent the evil Jaffar from taking the Princess as his bride. The only problem is that she is high up in the tower, you are deep in the dungeons, and between the two of you are a labyrinth of tunnels, platforms, deep holes, deadly spikes, iron gates and various assorted traps. Oh, and there are plenty of very nasty armed guards who will do their utmost to stop you. Did I mention the time limit? Perhaps you can now see the scale of the problem!

Upon loading, you are presented with an exquisitely detailed picture of the Sultans' palace, seen through an ornate Persian Arch. Pressing fire will take you straight into the game, but wait awhile and you will see part of the story acted out. The scene begins with the Princess in her bed chamber. Then, who should walk in, but the evil sorcerer, Jaffar. After some dramatic eastern music, the dastardly magician conjures up a giant hour-glass from which the sands of time begin to slowly slip away. He then leaves the room.

You begin level one without a sword. Obviously you must find one if you are to engage in any fighting, so you must search the dungeon. It must be stressed at this point that the animation of the characters is simply incredible. Author, Jordan Mechner, reputedly spent months studying old swash-buckling films of the 1930's, before he wrote the code. The movement is so realistic and subtle, that sometimes it seems that you are watching a film. The young prince-to-be can walk, walk slowly, run, jump, climb, lower himself through holes in the ground, and become impaled on spikes with an uncanny realism. The graphics really are superb. This cannot be stressed enough. The first level is essentially a matter of finding the sword. You must run and jump a multitude of platforms, chasms, and holes in the floor. There are also iron gates scattered around, which can be opened by stepping on raised platforms, and closed by stepping on the (often unseen) sunken platforms which are often found at the point where you land after a huge leap. You must plan your route very carefully, if you are not to block your own way.

Eventually you should find the sword, and then begin the return journey. To escape from each level you must find a door, and then open it by means of a switch which may or may not be nearby. Before you reach the door though, you will encounter your first adversary in the shape of one of Jaffars' lesser guards. Despatching him is quite a simple matter, but the methods of sword control do take some practice, and on later levels you

will need to alter your technique if you are not to be killed yourself. The bottom line of the screen shows the time remaining along with your characters strength. To begin with, you find yourself with three units of strength, but if you lose any of these they can be replaced by drinking from the red potion bottles that are scattered around. The sequence where our hero drinks these potions is very amusing - you even get the glug glug glug sound effects! Occasionally you will come across giant potion bottles which will permanently increase your strength quota. These giant potions often take some finding though, as they are usually hidden away in secret rooms which can only be accessed by pushing away sections above you to get at them.

There are also other, differently coloured, potions lying around. Some of these must be avoided at all costs, and some invoke magic that you will need to succeed in your mission. More than that I cannot say, but one of the 'bad' potions actually turns the screen display upside down. You must then continue with your head and the joystick upside down, until you find the antidote. I'm not going to tell you which colour bottle it is though! You'll have to find that out for yourself.

From level two onwards you will need to jump some very large gaps. You may think that perhaps these gaps are impossible to jump, but our man can cling to the opposite ledge by his fingertips and then drag himself up. Once again the movement is truly excellent.

The guards that you will encounter in later levels are increasingly difficult to overpower, so you will need to grab every strength potion that you can lay your hands on. As I said before, you will need to practice your sword fighting skills if you are not to lose too much strength. If you are feeling really brave you can jump over the guards. Timing is critical though, if you are not to become impaled on the their swords.

I have to admit that I am not very good at playing games. Usually I have to resort to 'pokes' if I am to get on in a game. Prince of Persia is finishable though, thanks to the 'save game' option which can be used from level three onwards.

The sound effects are used well, mainly footsteps and spot effects. Nothing over the top. The eastern music which is used between levels could be a bit better though, I feel, but this does not detract from the overall brilliance of the game.

Go out and buy this game. It really is excellent, and fully 'Plus' compatible. I dare say that, in time, you will complete Prince of Persia, but you will certainly have had your moneys' worth. I spent many weeks playing this game, with my five year old daughter looking over my shoulder. We really felt as though we were involved in the story, and couldn't wait to find out what was going to happen next. It really does get you like that!

Graphics.....	10
Sound.....	7
Playability.....	10
Value for money.....	10
Overall.....	10



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# Adventure Chronicle

WITH DEBBY HOWARD

During the lean years when new adventures were not being released, there was a huge outcry from Amstrad adventurers for something to be done. Hence the formation of the Guild, and other such small distributors. Releasing not only decent adventures, but at a cheap price too - many Spectrum adventures were even converted over. With that in mind the Guild should be very successful indeed! But that's not the case. Since its formation you can count the amount of Amstrad sales on your fingers, so where are all those people who demanded them? In fact, Tony Collins who runs the Guild has told me that he does not intend to convert over any more adventures. The amount of time, and effort, it takes compared to the sales in this area makes it non viable. I could understand if the prices were outrageous, but in fact for a tape adventure the average price you have to pay is £2, and for disc users it is £4. With that in mind would you like to see such distributors fold? They will unless we all support the efforts they are making. So come on, put your hands in your pockets, and support these distributors before there is nothing left to support.

The WoW Software video of the second Adventure Probe convention has now been released. It lasts for an hour, and you will see many faces involved in the adventuring world such as Simon Avery, Joan Pancott, Many Rodrigues and me! The main part of the video has been taken up with the award ceremony, with interviews placed in between at suitable times. My only criticism of the tape is that I was in it too many times. I was hoping that I would end up on the cutting room floor, but alas it wasn't to be so. In fact, Joan told me that if she took out all the people who didn't want to be in it, then she would be trying to sell a blank video. The price is a bit steep for an hours worth of recording, but with all those people you've always wanted to know what they looked like, it may well be worth the price. The all important address is: WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. A price of £12, and the cheques to be made payable to J. G. Pancott.

## The Inner Lakes - reviewed by KEDENAN

Another fishy adventure from the Guild, but this time it is a genuine angling story. For example, the parser uses the standard phrases and compass directions, but also the following angling terms when in the actual sport of fishing - "Cast in", "Reel in" and "Strike".

The adventure is text only, but was written using the Graphic Adventure Creator by Paul Cardin, and converted by Pegasus Software in 1991. So welcome to "Inner Lakes", the starting point of your quest to catch the Irish Record Tench, which will take all your insight, skill and determination to succeed.

You leave your home in Dublin on a long, tiring, and exhausting car journey, arriving hot and a little smelly to say the least. Being an Irishman, your first thought on arriving at your destination at Killmore Lough was a quick dash to the local pub. You walk down to the "Lough Ree Arms" and find that nobody wants to speak to you, so you amble back to your chalet, and realise that the only thing that you are carrying is an awful smell; it is the familiar wiff of B.O. Fortunately your en-suite chalet has a clean, fresh smelling bathroom equipped with basin, shower and WC. You soon find the soap, undress, take a shower, and get dressed again feeling refreshed at having got rid of that awful body odour. At last you are clean and fresh, and people may talk to you now.

So you decide to go and try the pub again, and survey the local scene. You walk into the bar and say "Hello" to the Landlord. He welcomes you back again, and asks you if you have brought him his present. You now realise that the box in gift wrapping that you found in the chalet was intended for Noel, the Landlord. When you give it to him he thanks you for bringing it, eagerly removes the wrapping paper, and opens the large box. To his delight he sees that it is the latest type of metal detector, which is just what his son was wanting.

Noel nods to the only other customer in the bar, who you realise is his son. So you talk to Noel's son, who looks across at Noel. Then he eyes you up and down, notices a copy of the "Angling Times" sticking out of your pocket, and spots that you must be an angler.

He asks you for your help. He tells you that when he was fishing for his supper recently, he lost a most valued golden lure. A small perch had taken the lure, and was hooked and fighting when a huge pike grabbed the perch, and his line snapped. This happened in the "L" shaped bay. He promises to help you, if you hunt down the pike and return the lure.

The price is £4 on Amstrad 3" disc, or better still this adventure plus 3 other adventures of your choice on one disc for £10. Write to the Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX. Enclose an SSAE, and ask for their latest list and special offers. ●



# Adventure Chronicle

## **SOLUTION TO THE 'HITCH HIKERS GUIDE TO THE GALAXY' - By KEN DEAN**

.....Ok, now you should have collected the four fluffs, the ultra-plasmic awl, the paint chipper, the nutrimat computer interface, and the tool box. After you have done the last scenario (whichever one that is), don't go back to the Bridge. Pick up the interface, and go to the Nutrimat. It's tea time!

Open the panel on the Nutrimat, remove the circuit board, and replace it with the interface. Now, touch the pad. With a clearer idea of just what it is you want, the Nutrimat begins to have some problems. Its own limited circuitry can't handle it (well, it's just a dumb machine, after all), so it ties into the main shipboard computer.

Don't spend time here watching the Nutrimat go through its gyrations. Head for the bridge, and plug the large plug into the large receptacle. The moment is almost here: the HOG has arrived at the legendary lost planet of Magrathea, and the natives aren't friendly.

In fact, they are sending up a bunch of missiles to vaporize the HOG (hmmm, they really AREN'T friendly!). Now, push the switch on the spare drive. Wow! Talk about improbabilities! The missiles have turned into a giant sperm whale!

After accepting the congratulations of Ford, Zaphod, and Trillian (who conveniently disappear into the sauna again), return to the Nutrimat, where you will find, at last, a cup of REAL tea. Get the cup (you will drop the NO Tea), but don't drink it!! Bring it to the Bridge.

Drop the real tea (you will automatically pick up the NO tea). Remove the dangly bit from the tea substitute, and put it in the real tea. You have one more little trip to make. First, however, drop everything you are carrying except the Babel Fish and the Aunt's Thing (yes, you have it again, you just can't get rid of it).

Push the switch on the Drive. After a short stay in the dark, you will find yourself in the whale's tummy (it may, however, take more than one try to get there, but you will make it eventually). There is a flower pot here! Get the pot, and put it in the Aunt's Thing. Now, wait around (you really don't have a choice), and soon you will be in the dark again.

Ah, back on the HOG at last. If you take inventory, you'll notice you don't have the Aunt's Thing. Don't panic! It will, as always, turn up. In the meantime, go around picking up the various fluffs. The Zaphod fluff, along with the tool box, will be by the hatch. Trillian's, of course, is in her handbag, and Ford's is on the satchel, and the last one is in the pocket of your gown (unless you took it out earlier and dropped it somewhere).

The Aunt's Thing has reappeared by now, so go up to the Bridge, take the flower pot, plant all four fluffs, drop the pot, and wait a while. When you see a tiny sprout has formed, take the pot into the sauna. When you emerge, a changed man, you will also have a changed plant.

However, there is another problem! The HOG has landed on Magrathea, but Eddie over protective as usual, has

jammed the hatch shut. And, he's not going to open it, no matter how long it takes him to check for dangers on the planet (which will be quite a few years).

You are almost ready! First, eat the fruit from the plant (mmm, tasty!). You have a vision, and pay close attention to it: the vision shows you what tool Marvin will need to open the hatch. This varies from game to game, and there is no way to know which one it is until you eat the fruit. That is also why you have to collect all those tools. Get the tool that you saw in the vision. If it happens to be one you haven't seen yet, then you'll find it in Marvin's pantry.

The trick now is to find Marvin, and he's in the pantry, behind the screening door. First, get the REAL tea. You automatically drop the NO Tea. But, you don't have your common sense any more, so....pick up the NO Tea! You now have both TEA and NO TEA at the same time!!

Go to the Screening Door. Open it. The Door, impressed by your being able to have both Tea and No Tea will let you through! However, WAIT!!! Don't go through the door yet! If you set foot in the pantry, you will be overwhelmed by depression! So that magic moment has arrived, the moment you've been waiting for ever since you left Earth: drink the Real Tea!! (Ahhhhhh, good to the last drop!).

All right! Now you can go into the Pantry (yay)! Marvin will be there, sulking as usual. Tell him to fix the hatch. Marvin will grumble, but he will agree to it, and tell you to meet him at the Hatch Access Space, with the proper tool, in twelve moves.

As you already have the tool (thanks to the fruit), you can go directly to the Access space (drop everything but the tool and the Fish), and wait for Marvin. When he arrives and asks for the tool, give it to him. Marvin will fiddle briefly, and the hatch will slide open.

Go out to the Hatch, and then down the Hatch. Wow! You have now set foot on the legendary lost planet of Magrathea, and.....

And what comes next, will have to wait for the sequel (and let's hope it isn't too long a wait!!!) ●

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### **FOR SALE**

Amstrad CPC 6128 - colour monitor which occasionally flickers but otherwise works okay, CPM working discs and manual. No software as I still need it all - £175

Contact: CLARE JENKINS, Penderyn, Pines Gardens, Llanidloes Road, Newtown, Powys, SY16 1EY. Tel (0686) 624765.

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# BOOK REVIEWS

BY THE BOOKWORM

There has been a steady decline during the last few years, in the number of books written for the owners of CPC computers. So, in the absence of newly published material, I am going to review a few books NOT written specifically for the CPC - but containing information and programs which I hope you may find interesting and useful. Those chosen for this book review are mainly concerned with hardware rather than programming since the UAUG library has a good selection of books about writing software. However, the first two provide plenty of 'type-ins'.

Do not rush out and buy any on the basis of my comments. Use the Public Library service first to borrow a copy (you can apply for titles not held at your local library - sometimes a small fee (50p-75p) is charged) and review the book yourself.

**BUILD YOUR OWN EXPERT SYSTEM**  
(for IBM-PC & AMSTRAD PC1512) by Chris Naylor. Published by SIGMA PRESS 1987. ISBN 1-85058-071-5.

A very good introduction to EXPERT SYSTEM (Artificial Intelligence) programming in BASIC. The examples in the book should all run on a CPC with some minor alterations. Treatment of the subject is thorough and fairly lighthearted up to the very last chapter, 'Summary and Technical Overview', which gets rather heavy going mathematically speaking!

The theory and design of an Expert system are described in considerable detail, with examples of the procedures required at each stage. I tried converting the program on page 117 to 6128 Basic and, apart from line 790, found it not too difficult. The Author very kindly provided a solution for line 790, and also included details of a few printing errors found in other listings (see footnote).

The 6128 is probably a little too slow to run an Expert system with more than two or three 'NODES' (try program on page 133) but you can always break for coffee and read the CPC User while your CPC is 'training and exercising'! The program will also be of interest to those who have trouble with their cassette unit.

Recently I was given a copy of 'BASIC PROGRAMMING' (Second Edition), by Kemeny and Kurtz of Dartmouth College USA, published in 1971. These are the two professors who invented BASIC and made it all possible. Twenty years in computer terms is practically back to the 'big bang', but apart from the absence of discussion about storage systems such as tape and disc, the book does not show its age.

There are roughly a hundred short programs listed - some with flowcharts - illustrating different applications for a computer. These would make an interesting challenge for anyone prepared to convert the original BASIC into Amstrad Basic. At the end of each chapter are a few exercises and a project. The preface declares, "Basic Programming is a comprehensive introduction to the art of computer programming. It will be useful as a text in schools, colleges and for self-study".

This book would obviously have to be obtained through the library service as it must be out of print by now.

To finish and for members who are up-grading to a PC

and may find MS-DOS or DR-DOS v5.0 even worse than CPM 2.2 or CPM Plus, here are two books which may help.

**THE ABC'S OF MS-DOS** by Alan R. Miller, published by SYBEX 1987 ISBN 0-89588-493-3. for MS-DOS versions 3.2 & 3.3. By far the best introduction to MS-DOS I have read. It was a great help when I first started using a PC.

**UP AND RUNNING WITH DR DOS**, published by SYBEX. A very useful quick reference guide with plenty of text to explain each function and lots of useful tips.

On reflection, it is a pity members who up-grade are unable to continue receiving help from the pages of the CPC User (see CPC User No.29, MAILBOX). Of course, if our membership numbers are steadily increasing, we don't need them - but if our numbers are declining, perhaps we should do something about it now?

#### \* FOOTNOTE \*

Any member who would like details of the corrections to the listings in "Expert System" should send a SAE plus a first or second class stamp to the Executive Editor stating which they require. ●

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#### FOR SALE

SIREN 3.5" DISC DRIVE, with Rom version of Rodos, plus Rodos Extra disc and manual - £55  
RS232 serial interface by PACE - £35  
DISC GAMES from £2.50.

Contact: W. SAVIN, 201 Ulverley Green Road, Solihull, West Mids, B92 8AB. Or phone (021) 706 0992.

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# THE CHESS PROBLEM..... BY PETE DUNLOP

Late last year my UAUG membership came up for renewal, but I let it lapse, because there weren't enough articles on the sort of things that interest me. For example, I have found enormous pleasure in solving puzzles through Basic programs; now that's the sort of thing I've never seen in the CPC User. Oh dear - haven't I heard this kind of whinge before. Here am I, moaning about a lack of interest; and just how much have I contributed so far? Well, I suppose you've guessed.....zilch! I have received the magazines, and loads of (free) PD Software; so maybe it's about time I renewed my membership and tried to put something back in.

OK - here goes. I wondered just how difficult it would be to solve the chess board puzzle using my Amstrad 6128 and Basic. The puzzle I'm referring to is the one which entails positioning eight pieces on a chess board so that no two pieces occupy the same row, column or diagonal line.

I decided on what seemed to be the most simple approach, though I expected it to be somewhat lengthy, both in coding and execution. Of course the execution time isn't too important. My 6128 performs operations a bit faster than I can, and it never gets bored. Handy things, computers! The coding isn't too painful if you have a word processor, I use a Protex ROM; but that's another story.

Back to the problem. I allocated eight variables, A to H, one for each row on the chess board. Each variable might hold any number from one to eight - to represent the columns. In this way I had a logical representation of the chess board, or a computer model (sounds impressive, doesn't it?). The next task was to place the pieces on the board. The idea was try out every possible arrangement of the eight pieces on the board, and see if any gave a solution. The only limitation being that there would be one piece in each row.

This was quite simple to arrange, by coding eight loops within loops. Three such "nested" loops are shown below:

```
10 FOR A=1 TO 8
20 FOR B=1 TO 8
30 FOR C=1 TO 8
40 PRINT A B C
50 NEXT C
60 NEXT B
70 NEXT A
```

Try running the above sample program, and you'll see that it produces every possible combination of A, B and C. The next step was to test each piece to see if it fell in the same column or diagonal line as any previous piece.

Testing for columns is easy. I'll show the code to add to our previous sample:

```
21 IF B=A THEN 60
31 IF C=A OR C=B THEN 50
```

Testing for the diagonal lines takes a little longer:

```
22 IF B=A+1 OR B=A-1 THEN 60
32 IF C=B+1 OR C=B-1 THEN 50
33 IF C=A+2 OR C=A-2 THEN 50
```

Try our sample program now, and you should see lots and lots of numbers! What is more, you should be able to place pieces on a chess board according to the program results, and find that no two pieces are in the same row, column or diagonal line!!! Remember, A represents the first row; it's value represents the column. B represents the second row.....etc. So, if the program prints out "1 3 5", the board should look something like this:

	1	2	3	4	5	6	7	8	<-- Col
Row A	X	-	-	-	-	-	-	-	
Row B	-	-	X	-	-	-	-	-	
Row C	-	-	-	-	X	-	-	-	

All you have to do now, for the full solution, is tap in the other ninety lines to process the remaining five rows. I must admit I was quite surprised to see just how many ways there are to complete the puzzle, even allowing for the fact that my basic (as well as Basic) approach will give four times as many answers as you'd get by positioning the pieces once then rotating the board for three more!

And finally.....I thought the program looked a bit repetitive, so after a few long lunch breaks (and a few more pints) I came up with this "tricky" bit of code to do the tests for two pieces in the same column or diagonal line:

```
100 Z(1)=A:Z(2)=B:Z(3)=C
110 FOR Y=1 TO (X-1)
120 IF Z(Y)=Z(X) THEN 160
130 IF Z(X)=(Z(Y)-(X-Y)) OR
Z(X)=(Z(Y)+(X-Y)) THEN 160
140 NEXT Y
150 REM * Set a switch to say
the piece is OK here *
160 RETURN
```

Well, that's how I did it. But I can't help thinking there must be some clever mathematical approach that would give the same answers from a dozen lines of code. Anybody know how? ●



# THE UAUG SPOTLIGHT

NAME: RICHARD SERGEANT

POSITION: UAUG DISC PD LIBRARIAN

The other morning a little package dropped onto my front hall mat. Inside was a disc, containing my "PD Column" article for the April issue of CPC User. It had been returned by Steve Hayward (Our Illustrious Executive Editor). Also included with my disc was a little cryptic note asking me to "Do a piece for the Club Officer Profile slot".

Cor!! I thought, what a liberty, surely the members aren't interested in reading about me. However, as I know that Steve just wants to fill up the available space in the magazine, I decided to comply with his request and bare all in this brief autobiography.

I was born many years ago, and for my first four years of life Mr Hitler and the might of the German War Machine tried very hard to end them. Fortunately, my Dad and a few of his friends got together and formed an army. As a result of their heroic deeds, 50 years later I'm glad to say I'm still around.

For my first 16 years on this planet I lived in Essex, and when that got too much for me I decided to defend my Queen, country and the western way of life. I achieved this grand ambition by joining the Royal Navy. An interesting 24 years followed, crowded with lots of adventures and even the occasional heart break. I saw a large slice of the world, learnt a trade and for that I am suitably grateful.

At the age of 40 I was deposited back into the real world, and quickly came to the conclusion that there was very little opportunities for a Weapons Engineer, so I diversified into the Building Services Industry. I'm currently employed by a local borough council as their one and only Mechanical Technician.

"What has all this to do with computers?", I hear you cry. Well quite a lot actually. The first machine to ever enter my home was bought in 1983 by my second son. It was a Sinclair ZX thing, and I never got the hang of it. So it wasn't until 1987 that I was persuaded to invest in an Amstrad CPC464. This purchase really changed everything. The 464 was a real computer, and for many evenings and late nights it ruled my life.

There were limitations and I soon upgraded with more memory, a disc drive, printer, and finally a 6128 ROM. From Basic type-ins I soon expanded my horizons, and began to tackle CPM Plus and learnt to love the dreaded A) prompt. At this point I bought another 464, as the kids wanted to play games, and I resented giving up 'my' machine. A new disc drive was attached to the 'Games' machine and, shortly afterwards, I added a 3.5" RAMDOS based 800K 'B' drive to my set up.

Ed's Note: If you think that you'd like to do a certain UAUG job, just drop our Chairman (Tony Baker) a line. If the position is already filled, please let him know if you want to go on the 'reserve' list.

Early in 1990 I bought a PCW9512 (the female members of the household needed a decent word processor), and finally to complete my collection of computers at around Easter time 1991 I bought a excellent IBM AT286 clone (my excuse for getting the clone was I needed compatibility at home with my machines at work).

During these past 6 years, I have taught myself to use all of these machines with varying degrees of success, and in my option it has really paid off. At work I run the computerised Energy Management System, and in my department I've established a useful reputation as a computer consultant - ie, I can usually get my colleagues out of the mess they have got themselves into.

Some of you may remember that I took over the day to day running of the PD disc library in June 1990. It has on the whole been a worth while experience. I am kept very busy, and put in at least two hours every day, seven days a week to keep everything ticking over. I make sure that requests for PD from members are dealt with speedily, and returned within 24 hours of receipt. I also have to answer correspondence from the general public who are under the impression I run the UAUG as a business. This often requires a letter in return (if they enclose a SAE) pointing the enquires in the direction of Tony Baker, our Chairman.

When new material is donated to the library, it has to be copied (twice, I always keep a backup) and the catalogue (LIBINDEX) brought up to date. Every two months I have to spend hours doing my accounts to send to the Treasurer, so that I can recover some of my expenses (no allowance is ever made for the electricity I use burning the midnight oil). Finally I also have to write an article every two months for inclusion in each CPC User, and thanks to Mr Hayward this month I have to write two (heh heh - Ed).

One last thing, I have been a member of UAUG since July 1988. Speaking personally it has been both enjoyable, and the wealth of knowledge I have picked up has been extremely beneficial. However in all that time, I have never personally met another member. Fortunately, I have spoken to many of you on the telephone. So, I read with great interest the suggestion about a UAUG "Get Together". To me it seems a really good idea. Hopefully if it can be organised it will mean that in the not too distant future I will get to meet everyone.

Bye for now (I hope that wasn't too long Mr. Editor, Sir). ●



# STRATEGY & SIMULATION

WITH DAVE HAVARD

A couple of issues ago I reviewed *Crete 1941* by CCS, a wargame which happened to have been written by the same author as this month's selection.

One of the most interesting points about this review is that I have seen several versions of this battle on different computers, by different authors and producers. I haven't liked any, particularly one which was played in real time with messages scrolling in every few seconds. So how would this particular version play?

## BATTLE OF THE BULGE - CCS

So what is this battle all about, particularly as it has spawned so many books, films, and computer versions? In the Autumn of 1944 the German war machine had been driven back to its borders by the success of the D-Day landings and subsequent advances. Hitler decided on an all or nothing assault, attempting to break through the Allied lines to the port of Antwerp, thus cutting off the supply route to 30 Allied divisions. The intention was to force an Allied surrender, allowing him to concentrate on the failing Russian front.

Though this grand scheme is not covered in its entirety, it does go some way to setting the scene, and explaining the importance to both sides of achieving a victory in this battle. It was an impressive strategy, and came exceedingly close to success, showing that Hitler was more than the simple megalomaniac which he is often represented as.

The 20 page booklet which accompanies the program contains nine pages of historical information, as well as a two page map to set the scene and explain the tactics. The rest of the pages follow an easy to read guide on how to play the game.

It is very similar to *Crete 1941* in many aspects, showing that once you have a successful formula there is little need to change it, apart from the odd improvement. Of course, tactics change, as do the unit strengths. There is one added complication, that of supply.

Once loaded, you have the choice of re-loading a saved game, 1 or 2 players, which side the computer will take in a 1 player situation, historical or free deployment, two levels of play, plus historical tweaks which add to the number of levels. Just prior to starting each turn there is a game save option.

The screen display is similar to 'Crete' in that it is split into a top 2/3 containing the map, and the bottom 1/3 containing unit ID, Status and Orders. The basic colour is green, with trees shown as shaded areas, roads in black, rivers blue, and hills red.

Each turn begins with an Air Phase if the weather is suitable, allowing each side to Recce an area, Straff an enemy unit, or Bomb a bridge. This is followed by an order phase, allowing units to Move, travel by Road, Hold, Bombard (artillery), Demolish or Construct a Bridge, or (Allied) Sabotage a supply dump. Unit information is always shown as the cursor alights upon a unit of your side. A Unit's status consists of Name, Current Order, Armour rating, Infantry rating, Movement

points, Morale, Tactical experience, & Supply level.

As each Unit is ordered, it changes colour, allowing you to keep track of all units under your control. There is a "Find" key which moves the cursor to the next un-ordered unit on your side. Orders can be changed at any point, and need not be given in any particular order. Some orders, such as Move and Road, may take several turns to complete, and Units can be left to complete these if required.

Combat occurs with any adjacent enemy unit, with the attacking unit changing colour, while the attacked Unit flashes. The length of the sound effects give an idea of relative damage done. All adjacent Units are involved in an attack, including diagonally, so it pays to attack from as many sides as possible, as this limits the damage which you take from the enemy.

The Supply rules are as simple as I have ever seen them. In order to maintain supply, a Unit must be on or adjacent to a road which can be traced back to a supply point (off the map, but only where roads exit). Where no supply is available, the supply level changes to red making it easy to see. There are ten levels of Supply, ranging from Excellent to Abysmal, before None. The two Fuel Dumps at Spa play an important part in the game, as Allied morale drops if lost, while German Morale increases if they take them.

The weather has an effect, limiting the use of Air strikes, and limiting ground visibility from 3 squares to 1 in fog. Finally, both sides receive reinforcements as the battle progresses through 17 days, though the Allies do rather better in this field.

The game itself plays very well, though as in *Crete 1941*, I have seen faster scrolling. Nevertheless this doesn't detract from an enjoyable, and absorbing, recreation of one the most important battles of the War. The colours are comfortable on the eye, and although it was mostly fought in snow, the choice of green over white is an improvement over one I have played. The Icons too are well depicted, using the standard left and right facing Units, as well as different colours. It was easy to get into, and not too easy to win for either side. Considering this has two levels of computer opponent, several historical changes available, and a two player option, I can recommend it to beginners and experts alike.

Costs £12.95 Cass, £14.95 Disc from: CCS, 14, Langton Way, London, SE3 7TL. Or cheaper from the mail-order companies (such as Software City - 0902 25304).



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# SIM CITY

reviewed by BRIAN WATSON

This is one of those classic "games" obtainable in slightly different versions on a very wide range of computers. I put the word "games" in quotes, because strictly speaking it is a simulation, but don't let that put you off. In essence, what you have to do is build up a successful, balanced, community of 'Sims' on an island. These Sims may be too small to be visible, but you can see where they've been and they'll pretty soon let you know if you've set their tax level too high! The program is icon and menu driven, and you can use keys or a joystick, whichever you prefer.

According to the difficulty level you choose (easy, medium, or difficult), you will start with an amount of money from \$5,000 to \$20,000 to buy different types of building unit. You will need a power station (you may choose a coal, or nuclear powered one) and can then add residential, industrial, and commercial areas. These will need roads or rail connections, as well as power links if they are to thrive and develop.

Later, you may add recreation areas, ports, airports, as well as a sports stadium, and fire and police stations. Recreation areas (or parks) help to soak up the pollution and raise the value of the land. Sea ports and airports connect your city to the market in the outside world. The sea ports being an outlet for your industrial areas, and the airports help your commercial areas. These are not recommended to be added until your city is well established. The sports stadium attracts more Sims, by giving them something to do on their days off. The presence of a police station will lower the crime rate, which is a negative factor to your city's development, and the fire station make the city a safer, more attractive, place to live. All these extra developments add to the success of your city.

At the end of each year you will receive tax to spend on more development areas. This is calculated by the program, and is based on the level of the population, the tax rate you have set, the value of the land and the stage of development reached. It is also the computer which updates your areas and their values. It is very satisfying watching the areas periodically change to increasingly larger buildings. You won't want to put the houses too near the power station, because the pollution will lower the value of the property, but a commercial area placed near the houses, which are also connected to an industrial area, will do well.

The very comprehensive manual gives you background information, with hints and tips to increase your "city score". This is helpful, despite the book's poor spelling and grammatical howlers. Even the page numbering doesn't match the index! Infogrames, a French Company, publish some of the best games for the CPC range. It is a shame they can't employ a better English proof-reader.

If you want to save or load your island (with or without development), which you will doubtless want to do, this is easily done, although it is irritating to have to reset the program speed and some other features each time you re-load a saved "game position". Also I would prefer not having to specially format a game-save disc first. There must be a better way to save this information if other programmers can manage it.

Your community can be struck by natural disasters, which you will have to deal with. These range from floods, up to nuclear meltdowns at your power station. These will all occur in their own time unless you disable them, and if you still find the process of building up a city staid after a rich diet of Gauntlet IX or Terminator XXV you can always nuke the Sims yourself. Shame on you if you do, though. A small criticism I have of the game is that not enough crises occur, even at the top level of difficulty and the fastest speed, or perhaps I am one of the bloodthirsty after all.

This is a very different kind of program to the usual, and it appeals equally to my son aged 13, and me aged 43/4. Scoring it out of 10, we would give 2 for the sound (minimal, and slightly irritating, occasional effects), 8 for the (mode 1) graphics, 9 for playability, and 10 for originality, giving an overall score of 9 out of ten, as there is a built-in "sound off" option. ●

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## FOR SALE

### DISC SOFTWARE

At Last Plus: database for 6128 & PCW - £20 or make an offer (includes postage).

Stockaid: for all CPC's - £3 (incl postage).

### TAPE SOFTWARE

Utilities Galore: from CWTA (30 items) - £2

Easi Amsword: word processor - £1

Self Assessment Tests: 3 & 4 only, on one tape - 70p

Mini Office: first edition, no manual - 50p

Home Accounts: by Gemini - 75p

C.P. Graph: produces graphs on screen - 75p

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Contact: GORDON WOOLLISCROFT (details inside cover).

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## BATTLE OF THE BULGE - TACTICAL TIPS

Just to get you started in this one, should you decide to try it, here are some basic tactics to employ whichever side you play. These are not a solution, but a general guide to the sort of strategy to employ.

### Allied Side.

Allow a "Bulge" to develop by steadily pulling back your central Units from the front line. Keep Cavalry and Artillery Units from Adjacent combat at this time. Protect the Fuel Dumps at Spa for as long as possible, before sabotaging them if necessary. Use the Air strikes to harrass German advances, Recce their busiest routes, and destroy bridges later to reduce their supply. Use Cavalry units to lead a Pincer movement from North and South, cutting off supply and capturing remaining German forces later in the game.

### German Side.

Protect your North and South Flanks, and try to keep

supply routes open. It is very helpful to capture the Fuel Dumps at Spa, though not vital. Remember to "leapfrog" spearhead units in order to stand up to allied reinforcements.

### Both Sides.

Don't let Artillery units become involved in adjacent combat. Units get a better defence rating in hills, and cannot be seen from the air while in woods. Don't forget to use the "Find" key to check that all your Units have been given orders at the end of each turn, especially when reinforcements are arriving.

If anyone has any further tips on this or any other Strategy or Simulation, or if you would like any, please write to me at the address inside the front cover.

Yours,

Herr Obergerstrumpfenfuherer. ●



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



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# THE COMPETITION PAGE!!!

## COMPETITION NUMBER 1 with GORDON WOOLLISCROFT

Well this time I am having a go at setting a competition for all to enter, but aimed mainly at the 464 owners with tape input only.

First the prizes - three in all as follows:-

1. A Tape copy of Mini office II with manual, plus 4 C15 Amsoft tapes.
2. Tapes of Cluedo, Trivial Pursuits and Scalextric, plus 3 C15 Amsoft tapes.
3. Tapes of Monopoly and Scrabble with instructions, plus 3 C15 Amsoft tapes.

All of the prizes have been donated by various members of the UAUG and I hope that ALL will enter the competition.

Entries should be printed in ink, pencil or as printer output on a sheet of paper as numbered, and should contain your name and most important MEMBERSHIP NUMBER.

The closing date for entries is the 30th June 1992 so that the names of the winners can be published in the next CPC User, and will be based on the first three correct entries opened. The Tape Librarian's decision is final regarding the competition and results.

PLEASE DO HAVE A TRY EVEN IF YOU ARE NOT SURE THAT YOU HAVE ALL THE CORRECT ANSWERS - THE BEST EFFORTS MAY WIN YOU A PRIZE.

\* \* \* \* \*

You are asked to solve the following anagrams, all of which are related to the programs which are part of the Mini Office II set - ie, Word Processor, Spreadsheet, Graphics, Labels.

1. REEDHA
2. ODAL
3. TRPERIN
4. YFSUITJ
5. BAASETDA
6. EDIFL
7. TERPDASSEHE
8. FTRAMO
9. EELTED
10. GEERM
11. STINRE
12. TPNIR

NOTE: ALL entries should be sent to GORDON WOOLLISCROFT (address inside front cover).

## COMPETITION NUMBER 2

Triple 'R' Education have very kindly offered a copy of their early learning program - Picture Book, to give away in a competition. Picture Book was reviewed by Tony Baker a few issues back, and was given a favourable review.

Okay, on with the show. All you have to do to win, is answer the following questions. If you don't know all the answers, just send in the ones you do.

1. Postman Pat has a black and white what?
2. Who talked in whistles (of which I understood every word), and had a soup dragon as a friend?
3. Name the carpenter in Camberwick Green.
4. Name the Teenage Mutant Hero Turtles' rat leader (ask the kids!).

The closing date for the competition is the 30th of June.

NOTE: All entries for this competition should be sent to the Ed' (Steve Hayward - address details inside front cover).



# RE-DEFINING YOUR KEYS

BY PETE DUNLOP

When I first started reading Chapter 3 of the 6128 User Instructions, I found quite a lot of commands and functions which were just too complicated or obscure. Now that I've had my machine for seven years, I still haven't used them all, but I have found some of the awkward blighters well worth persevering with.

There is a pair of commands which can make life a lot easier; so much so that I now use them at the start of every session. They are KEY and KEY DEF. With these commands it is possible to associate any string of characters with a particular key, or key combination. For example, you might want a combination of CTRL and f9 to perform a RENUM.

It might appear that saving a few keystrokes won't make much difference, but it most certainly does. Just think how many times you use RENUM and LIST when writing a BASIC program. I now have twenty such functions set up, with a template on the keyboard to help me remember where they all are. I use them so frequently that I find I seldom need to refer to the template at all.

Using these keys is very easy, setting them up in the first place is a little tricky, but not too difficult - and this is how it all works:

Back to the User Instructions: Chapter 7 starts off with three diagrams of the keyboard. One of these shows the number of each key. Any key with a number in the range 0 to 79 can then be assigned up to three values (in the ranges 0 to 31, or 128 to 159), which will correspond to the key on it's own, with SHIFT, and with CTRL. This is done with a KEY DEF command, which also specifies whether we want the key to auto-repeat. This is starting to look complicated, so let's have a working example.

```
10 KEY DEF 13,0,129,141,151
20 KEY 129,"LIST"+CHR$(13)
30 KEY 141,"MODE 1"+CHR$(13)
40 KEY 151,"MODE 2"+CHR$(13)
```

Line 10 is the most complex. The key we are defining is key number 13, which is labelled "f1". The '0' says don't auto-repeat, so if the key is held down, it only registers once. If this key is used on it's own it returns the value 129. When used with SHIFT it returns 141, and with CTRL we get 151. So far so good, if a little mysterious.

Line 20 is a bit more interesting. It says that the value 129 should be "expanded" into the string "LIST" followed by a RETURN. The RETURN is brought about by "CHR\$(13)". This gives us one byte with decimal "13" or hex "0D". Chapter 7 shows which key has a default ASCII value of hex "0D".....RETURN!

Similarly, lines 30 and 40 give us two more commands. "MODE 1" corresponds to SHIFT and f1, "MODE 2" is CTRL and f1. So type in the program, save it as "KEYDEF.BAS" or whatever and give it a go. It's probably not too clever associating a key with "1" on it to the command "MODE 2", but it should give some clue as to the potential of this particular facility.

I have my own favourite commands. Setting the printer to condensed is useful. It's tedious keying in "PRINT #8,CHR\$(15)"; it's downright infuriating when I can't remember what the control code is. All I need do is remember to run my setup program at the start of each session and my most frequently commands are available at the press of a key (or two).

Incidentally, having bought Utopia, some of these keys are set up for me already, but that's another story..... ●

Ed's Note: The following program was sent in by MR D.S. Anthes. It alters the numeric keypad to give the most commonly used symbols with a single keypress. It's most useful when typing in programs.

```
5 MODE 1
10 ONOKEYS: REM ** This line needs deleting if not using UTOPIA **
15 WHILE INKEY$="":WEND
20 KEY 132, "(" :KEY 133, ")" :KEY 134, "="
25 KEY 129, "*" :KEY 130, "+" :KEY 131, "#"
30 KEY 128, "<" :KEY 138, ">" :KEY 139, "MODE 1:CALL &BCO2:CALL &BB4E"
+ CHR$(13)
35 KEY 135, CHR$(34) :KEY 136, "$" :KEY 137, "&"
40 LOCATE 1,5:PRINT "KEYS ARE: 7 = ` , 8 = $ , 9 = & , 4 = ( "
50 PRINT:PRINT "5 = ) , 6 = = , 1 = * , 2 = + , 3 = #"
60 PRINT:PRINT:PRINT "0 = < , FS = > , ENTER = MODE 1 , etc "
70 PRINT:PRINT:PRINT "PRESS ANY KEY"
80 CALL &BB18:CLS:NEW
```



# THE DISC PD COLUMN

WITH RICHARD SERGEANT

How surprised I was the other morning, only the 7th April and my copy of CPC User had arrived. Well done to the production team.

Since I last wrote my PD Column it has been another busy and interesting period. Members have been generous and donated lots of new material. Especially attractive, for everyone who uses STOP PRESS, are the Pages of Clip Art collated by Dave Havard from the PCW World Graphics Collection. These discs PD 36/3 to PD 37/4 inclusive will produce, when printed, 12 full pages of material.

I could have kicked myself when I read the letter in this month's MAILBOX, from Dave Andrews, offering 10 Maxell 3" discs for £12.95. Only last week I re-stocked and had to pay £138 for a 100, as that was the cheapest I could find. So take my advice and buy these Maxell discs, I don't know of any cheaper source in the country.

I wonder if the proposed Convention will ever take off. I hope so, but in the mean time if any member ever passes close to the Picturesque Old Cinque Port of Hythe (just 2.5 miles from Junction 11 on the M20). Give me a ring first, and I'll be only too happy for you to buy me a pint in my local (The King's Head) in the newly pedestrianised High Street. Talking of phoning me, if you have a query etc, will members please only ring between 7.00 pm and 8.00 pm on a weekday. However, at weekends you can try pot luck, but pretty please not at lunch-time.

At this point, it is my pleasure to make my usual mention of members who have so kindly sent me PD material for inclusion into the library.

First out of the hat this month is Ray Neal, who sent an Enlarged Shadow Font (6 times normal size) as cut-out files for use in STOP PRESS, find them on PD 36/2.

Frank Ellis has been very busy and improved the files TODAY.BAS and SPELLING.BAS (PD 3/1), also CAT-U82A on (PD 3/5), Scull PD's PAGEMAKER PLUS-T (PD 36/2), not be confused with PAGEMAKER DELUXE, which I believe is not in the Public Domain. Not content with that lot, Frank has updated CARNUM.BAS & CARNUM.DAT (PD 8/5) along with DIARY.BAS and DIARY.DAT and PRICES (PD 6/1). SEARCH.BAS (PD 15/1) has been further improved. Frank also claims to have sorted out SECRETARY (PD 1/5), but please don't hold your breath, there are many other and far better text editors and word processors in the library.

Member David Laulich has further improved the SEARCH (Telephone Code) program, it fundamentally differs from PD 15/1, so I have placed it on PD 38/4. This program now has a help screen, much improved error trapping and claims to search the data files faster.

Dave Havard (Our Strategy Software Editor), as I mentioned earlier, donated masses of STOP PRESS material in 12 page format files. Two pages at a time can be

found on each of PD 36/3, 36/4, 37/1, 37/2, 37/3 and 37/4.

The item that receives the Librarian's Star Rating this month is catalogued as PD 38/1. It is called RSX-LIB v1.0 and has been sent to us by Ian Napier proprietor of SMOGWARE SYSTEMS. If you are into BASIC Programming then this collection of machine code files is a must - it will give you 52 new commands, plus demonstrating how to use them. This program used to sell at £19.95, now thanks to Ian, a copy can be yours for the asking (version 2 is under development - Ed).

Ronnie Baird has once again presented the library with some more PD that originated from SCULL PD. On PD 38/2 are two large 'B' drive 80 track formatter programs. I tried them out, and they seem to work, but are not RAMDOS compatible. An excellent multi ASCII File scanner, plus many examples files can be found on PD 38/3. (This scan program gets a Librarian's Rating of 8/10).

Finally, last month I mentioned Veronica Petter and her new program FONTDES (PD 16/2). Well Veronica has been burning the midnight oil to improve it. Her latest offering has now increased in size, to match the many new features of FONTDES v2.0. This current version (there could be more), along with a nice little Short-entry filing system program called VEROFILE can be ordered on PD 34/3.

In conclusion, I will once again remind all the new and old members alike. Only send me good quality branded discs for copying. As an extra precaution for members using 3.5" discs, please verify your discs after formatting, this will reduce the risk of disc failure. In my experience some cheap unbranded 3.5" discs are quite dodgy, however to be fair the majority are perfectly alright.

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

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

Bye, until the next issue. ●



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# **THE TAPE PD COLUMN WITH GORDON WOOLLISCROFT**

The Library is still very quiet at the moment - although when I mention this fact one can be sure that there will be a rush for the tape/s.

Listings of the PD tapes are at the moment being published only in every other issue of the CPC User due to the fact that they occupy 2 pages, so do please save them for future reference. Copies of the listings will of course be sent out when the Tapes are loaned, and can be obtained by sending me a self addressed envelope with a second class stamp.

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 to be read. However, I have still to obtain the new Telephone Codes for London, to replace the old one on the tape. This is more of a problem than I thought, for the Public Domain copy on disc has been updated (15/1) but is not at the moment of use for it actually reads from the disc when you ask it for the required code.

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



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## ★ ★ 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.

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Tel: [0945] 772035.....£2.00 off SUPERWIMP and TEARAWAY.

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



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**ALAN STEAD  
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FAREHAM  
HANTS  
PO14 1HS**

**NEXT COPY DATE IS THE  
30TH OF JUNE!!**

## 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 correspondence can be sent directly to the Executive Editor.

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