

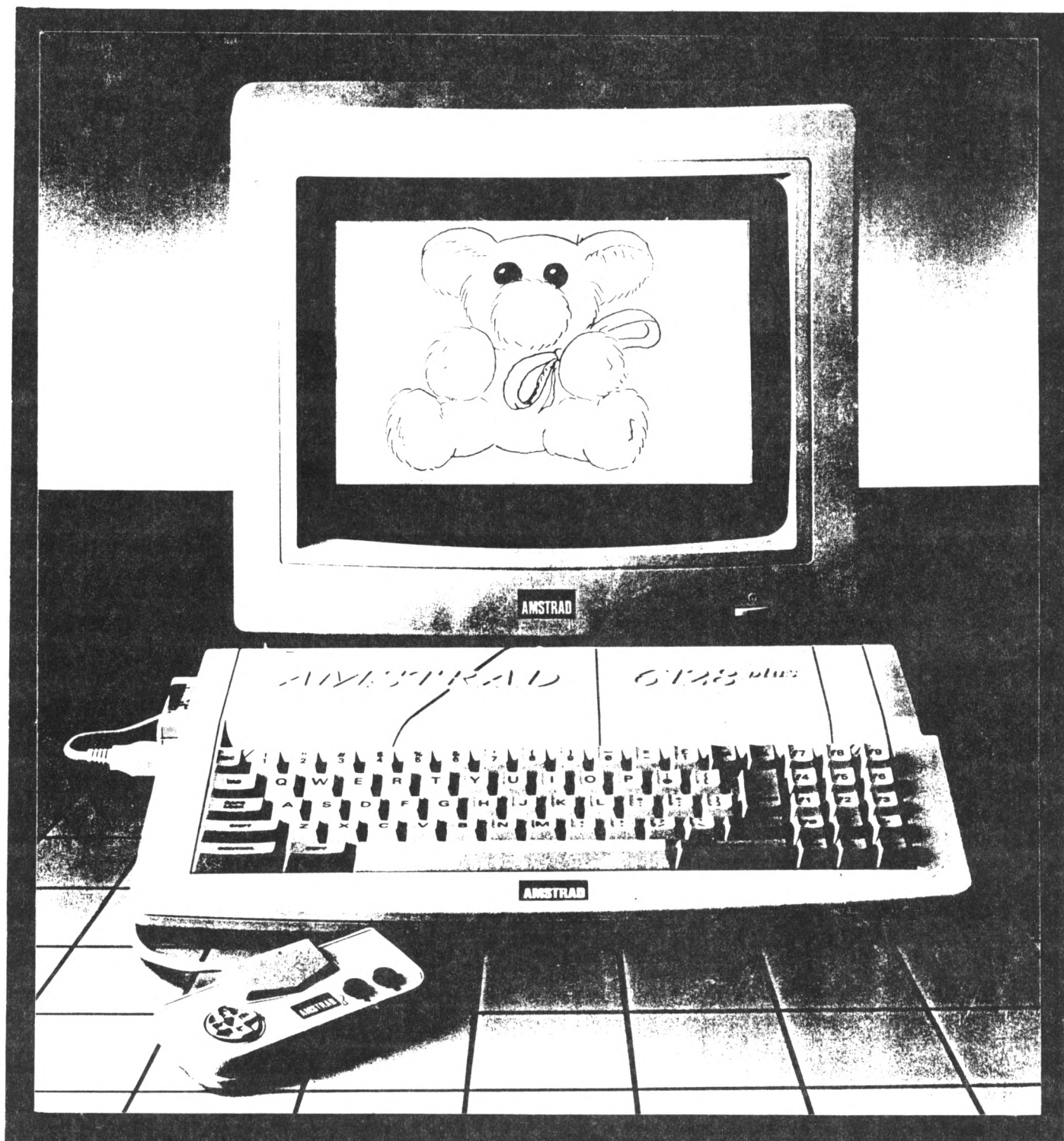
The Forty-Fifth

WAGGI

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THE "PICK-A-DISC" PAGE

THE WACCI CP/M PD DISCS

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CP/M DISC 4

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CP/M Disc 9

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WACCI DISC 9

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WACCI DISC 10

ASCII-to-Mini Office II, *Fruitrun*, *XWORD*, *MCPgraph*, *Xdraw*, *K1*, *K2*, *K3*, *Keycard*, *Loot*, *Cassdisc.DR*, *Example1*, *Frame*, *General.DR*, *PCBdraft*, *Progdoc4*.

WACCI DISC 11

Display2, *120D*, *Biglabel*, *Cauto*, *CGP115*, *Popt120D*, *Wacciword3*, *WAR*.

WACCI DISC 12 (N/A)

HEX to BAS, *Hextobin*, *HP*, *OHM*, *OSKD*, *RESID*, *Draughts*, *Example2*

Aj's CONCEPT DISC

Green's strip pontoon (128K), *Dripzone plus* (128k), *Englebert*, *Saucer attack*, *Three dimensional maze*, *Beetlemania*, *Globe*, *Juggle*.

Aj's TWILIGHT ZONE

Escape from WACCI HQ, *Starfire*, *3DXOX*, *Chat*, *Space Invaders*, *Starchase* and *Pacplant* (PLUS MORE)

PRICES AS SHOWN ON
CURRENT ORDER FORM

WACCI IS PRODUCED AND EDITED BY
STEVE WILLIAMS

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WACCI was conceived and founded by

JEFF WALKER



Hi gang, we're back. Reports of WACCI's demise were (once again) much exaggerated (hoho... would that the competition should be so lucky.)

Isn't it amazing how time flies (in either direction.) Just when you thought it was the middle of July a WACCI mag plopped onto your doormat and informed you that it was really the beginning of June. "Ok" you said to yourself "it's the beginning of June, despite of what the rest of the world thinks.

Three months later the next issue of WACCI 'plops' onto your lap again and confidently informs you that the month is September! Confused? Read on...

Yes if you've been worried that you have missed out on your July and August issues of WACCI, don't panic, we were getting so far behind with the cover date that I decided to drop them so that you'd receive the September issue in the correct month.

Consequently, your subscription will have two extra months added to it.

SO WHAT HAPPENED?

To be honest we never really recovered from the 1989 black hole of November crisis (the one where we went over from photocopying the mag to having it printed instead.) That, coupled with an impending first-visit from the VAT

inspector in August, combined to set copy dates well behind.

I'm the first one to say 'sorry' that WACCI has lapsed by two issues but I cannot apologise for it. Remember, basically WACCI is a one and a half person operation and I can only do so much in the time available.

Yes, Peter Ceresole helps me with editing the articles that appear in WACCI. And yes, Joolz does the major part of sending out hardware

On the other hand I have the job of putting the magazine together every month and preparing the Loose FSW orders (more about this later.) In addition I am also the membership secretary. Yes every month I have to sit down for two days (yes it takes that long these days) to update the current subscription files.

LOOSE PD

One of the many things that WACCI provides is the Loose Public Domain service. Unfortunately this has also become the most time consuming and is actually getting in the way of the magazine production.

Looking around at other User Groups and Public Domain Libraries I noticed that WACCI is the only club that lets its members order individual programs on a "Pick'n'Mix" basis, all the rest

offer them as separate discs or 'volumes' as they are sometimes known.

Copying a single 356K program disc straight onto a blank is faster than copying 356K of Loose PD over by a factor of around twenty times. So I've

decided to withdraw the option of ordering individual programs.

The FSW Library listing, describing each program, will still appear every month and the 'Pick a Disc Page' will be there to show you which programs

are on which discs but as from this month you will have to order complete discs. In the meantime I will put together some new discs which will contain the programs that do not appear on the CP/M and WACCI discs.

Believe me, it does make sense and eventually it will save a lot of heartache for you and I.

THE WACCI TELEPHONIC CHATTER HELPLINE SERVICE

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(Orpington) 4.30pm - 9pm.
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and electrical projects.*

PAUL DWERRYHOUSE (0244) 534942
(Deeside, Clwyd)
*Basic, Bank Manager and a very
sympathetic ear*
<<The author of WACCIWORD and
WACCISPELL, errmm... -Ed.>>

RAY BARROW (021) 4294233
(Birmingham)
*MasterFile or MasterCalc (the
original versions) and Tasword.*
<<Another Looney -Ed.>>

BILL LAWSON (0239) 820212
(Newport)
*Minor problems with m/code,
Basic and hardware generally.*

THANK

Thanx to all of you who sent postcards from your holiday jaunts ('you lucky people' as Tommy Trinder used to say.)

Special thanx also to Andy Brick who knocked some sense into me when (upon finding out that I hadn't had a holiday for the last two years) he said "Buzzer off and have a break. Just do what all the other fanzines do and say 'we're on holiday for a month... that's it.'"

WAGGLE FREAKS?

In days gone by, WACCI used to sell the robust RAM Delta joystick. Then RAM Electronics was sold off to Datel Electronics and supplies of the RAM Delta dried up. I managed to briefly obtain a supply of Delta "lookalikes" but, quite frankly, there were a few problems with them and I began to look elsewhere...

Finally I have traced the company that used to supply RAM Electronics with the original Delta joystick. They have now upgraded the original Delta stick and called it the Delta 2000.

It still has six microswitches, two fire buttons, auto-centring and it is still as sturdy as a JCB's gear stick.

So what's different about the new 2000? Well the manufacturers are now so confident about the reliability of the new model that it comes complete with a full TWO year guarantee.

Yup, if you buy one, give it a good wiggle for 23 months and then it turns it's toes up... you can return it to Product 2000 and they will replace it for you. Can't be bad, especially at price of £6.99

In addition (if you consider it an addition) the package includes a special adaptor for Spectrum (wash my mouth out with soap and water) Plus 2 and Plus 3 computers.

<<This WACCI Helpline Service is provided, on a purely voluntary basis, by these fearless WACCI members for the benefit of other WACCI members. Please use it as the FIRST option for a CHAT, HELP, or PANIC STATIONS! rather than calling our very busy WACCI HQ. If you do call a HelpLiner, on this list, please do it (unless specified otherwise) ONLY between 7pm to 9pm.

In addition, if I get any reports of this helpline being abused by software pirates I will scrap it without any further discussion - Ed.>>

Apart from being able to use it with the Amstrad CPC, Spectrum and PCW range, it can also be used with:- The BBC, Acorn Electron, Commodore 64, Vic 20, Commodore C16, Atari computers and video games systems,

DISC PROBLEMS

I have recently been receiving an unusually high number of letters from WACCI members who are having problems with read-write failures happening with their disc-drives.

I'm clutching at straws here but one cause might be strong sunlight. We've been having quite a lot of it over the last few months. I know for sure that it's a problem with the PCW range, the light shines into the drive mechanism and onto the optical sensor, producing some odd effects. So if you are using your setup next to the window, try moving it into the shade or (more practically) close the curtains.

If that fails then try using a disc-head cleaner kit (available at £3.95 from a WACCI magazine near you.) The kit consists of the disc unit and the cleaner solvent. Put a few drops of the cleaner onto the disc unit, pop it into the disc drive, do a few CATs and Robert's your mother's brother... the head is clean again.

Now to be fair, some people swear by

them, other people say their use is unnecessary. Personally, I use them as a matter of routine, I can't afford to not to and since each kit lasts for about twelve months it seems foolish not to use a disc-head cleaner.

If you've already eliminated excess light and dirty heads from your list of possible causes then the next culprit could be dust and dirt build-up on the optical sensor. Now unless you are proficient at taking (and then putting together) your computer this is a job for your local dealer. Dig out your copy of Yellow Pages and find your nearest repair shop.

Any other problem, apart from the aforementioned ones, will definitely need the ministrations of an expert.

AND NEXT...

Enough of this idle banter, Joolz is whittering on in my left ear. She says she wants to pass on her own bit of special Thanx to someone. Well I'll be blown if I'm going to sit here and type in her messages... I'm off to make a cup of herbal tea, leaving Her Majyness to sit at my computer and do her own dirty work. Back in a mo'...

CLEVER STICKS

A quick thank you David Green for your kind gift of the construction sticks

you sent me. They have been assembled into WACCI cars and bicycles (eight so far) and will hang as one large mobile in my classroom next term.

I now teach handicapped children and I'm sure the bright colours and recognisable shapes will appeal to them and help focus their attention.

Thank you once again David, I must go now, OMG has returned from raiding the fridge (for a can of lager) and is harassing me for the use of 'his' CPC (I bet he edits out this last sentence.) Bye -Joolz.

SANITY RETURNS

Hmm, this peppermint tea is something I could get into in a really big way. So, where were we? Oh yeah...

STICK 'EM UP

I've also been getting letters about some of The FSW Library programs. They basically say "I tried to run this program on my CPC6128 (or upgraded 464 with 64K memory expansion pack) but the program comes back with the message "BANKMAN.BIN not found." Have you forgotten to include this file, if so can you please send it to me?"

Well the bad news is that no I can't send it to you, it's copyright care of Amstrad PLC. The good news is that you already have it on one of the two CP/M+ discs that you received when you bought your 6128. Yup, do a CAT and you'll see it there on the first disc.

Use Newsweep (NSWP) if you have it, to transfer BANKMAN onto the relevant disc. If you don't have NSWP then you will have to use PIP.COM which is also supplied on one of your master discs.

OUTRO

Nearly time to finish up for this month but there's just enough space to remind you that the October issue will mark WACCI's fourth birthday. Only four issues after the fourth birthday and we'll be celebrating our 50th issue.

Dig out your party hats and I'll see you next month. Tarra

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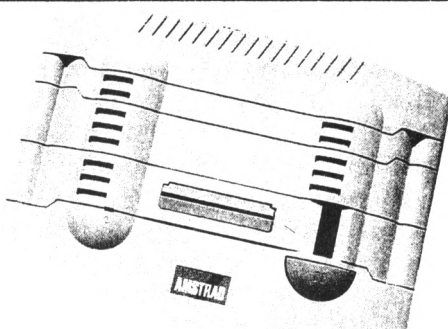
STEVE WILLIAMS TAKES A LOOK AT THE NEWS AND GOSSIP

For years countless rumours and subsequent denials have been flying around about the imminent demise of the CPC range of computers.

As first revealed in the June issue of WACCI, Amstrad have unleashed a threefold assault on the home computer market with the launch of three machines, two new CPCs (the 464 Plus and the 6128 Plus) and a games console (the GX4000.)

WACCI readers are not normally interested in games consoles but it is necessary to understand the new consoles's specifications in order to understand what Amstrad have done to the 464 and 6128 models to justify the 'Plus' tag.

With the hottest CPC news since 1985, this month, I make absolutely no apology for turning this 'News and Gossip column' into a quasi 'Reviews and Gossip column.'



THE GX4000

Priced at £99, the new cartridge-based games console is a cream-coloured unit that looks more like a space-ship from a Star Wars movie than a computer.

Although the GX4000 is based around the Z80A chip, it has some impressive specifications. 32 colours can be displayed on-screen at any one time from a palette of 4096. A new custom chip allows 16 sprites to be displayed on-screen at

once. The sprites size can be anything up to 16 x 16 pixels with double or quadruple enlargement possible.

It sports three joystick sockets (two digital and one analogue, twin games paddles, stereo sound output and light gun port. Graphic output is either via a SCART socket, a dedicated monitor socket or a UHF output socket.

The console is supplied with a cartridge containing the game 'Burning Rubber' (nothing at all to do with the Pope.)

Amstrad describe the console as an eight-bit computer with 16-bit features. This has been achieved by custom chips taking the graphics and sound management tasks away from the Z80A processor.

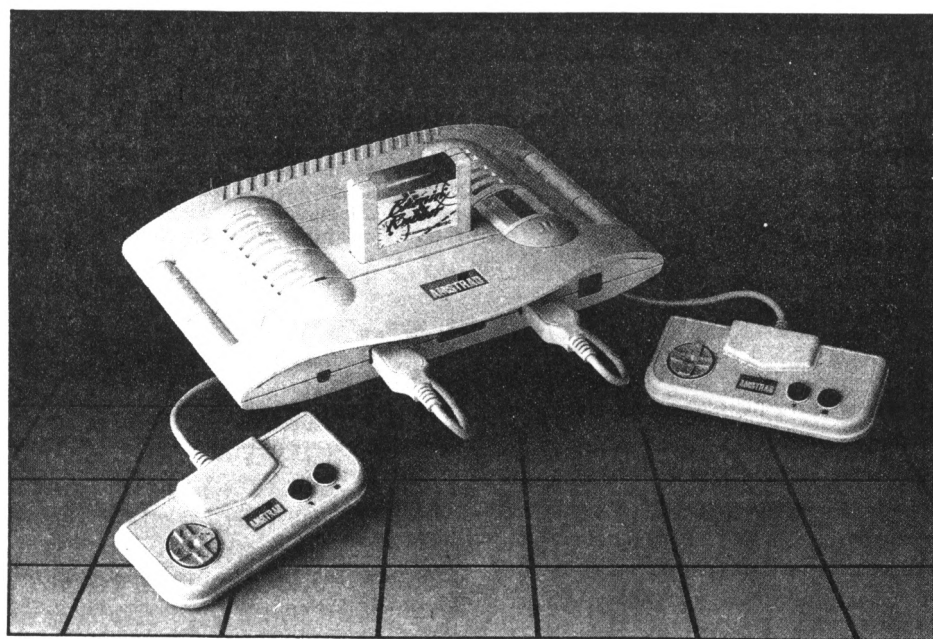
Splitscreen can be supported and another new feature is called "softscroll." This is when the screen is scrolled (horizontally or vertically) pixel by pixel. Previously it had only been possible to scroll the screen in character sized steps.

SOFTWARE SUPPORT

At the moment 'Burning Rubber' is the only cartridge game available for the GX4000 but at least ten software houses are currently working on dozens of new titles to be released in time for the launch date in September.

THE COMPUTERS

The new 'Plus' computer is basically the old CPC and the new GX4000 bolted together in a new Amiga lookalike box. The new italicised Amstrad logo, etched in



the top of the unit, looks 'a meagre' bit more than familiar.

The disc-drive/tape deck, on both models, has been moved around from the front of the machine to the right-hand side. The 6128 Plus retains three inch discs as the storage medium.

The cartridge slot is located on the left hand side, opposite the disc drive/tape deck.

The disc-drive, printer and expansion bus edge connectors at the back have been replaced by Centronics type "D" connectors.

The original Locomotive Basic now comes supplied on a cartridge (about the size of a cigarette packet) which also contains the 'Burning Rubber' game provided with the 614000.

The 'Plus' computers come complete with a choice of either a new dedicated 12" mono or 14" colour monitor that has stereo speakers built into the cabinet. The new monitors have different power supply plugs from the existing models, so upgrading the old machines isn't going to be easy.

The irksome seven-bit printer port, that caused so many problems for CPC owners in the past, has finally been replaced by the industry standard eight-bit port.

Existing CPC6128 owners will instantly feel at home with the new 'Plus' range keyboard, because it's exactly the same as their present layout except that the key responsiveness has been improved. On the other hand, 464 owners might experience some culture shock in getting used to the 6128 layout.

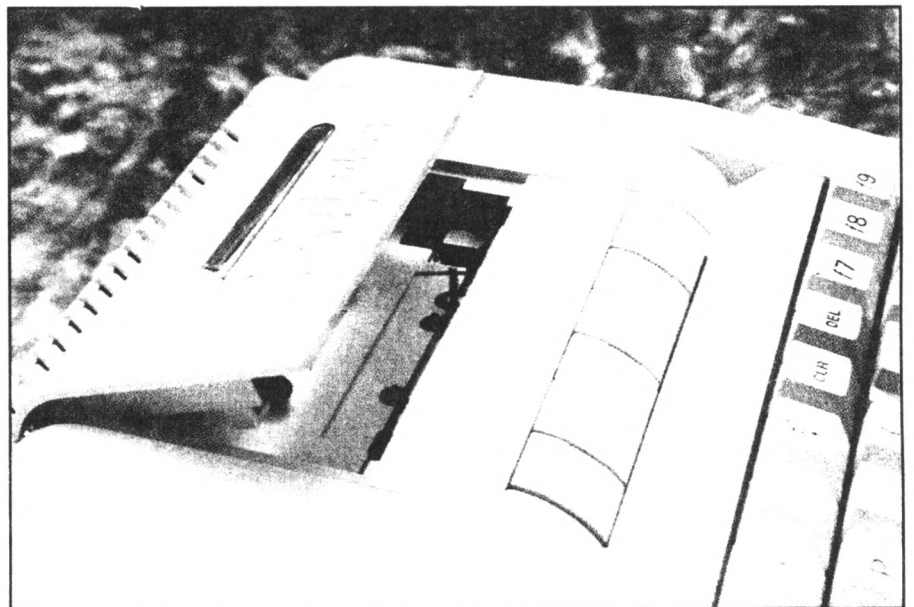
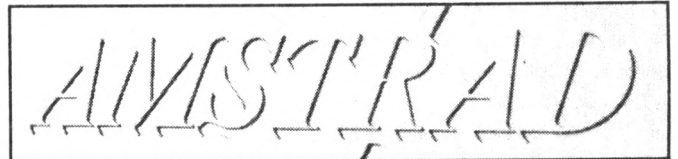
TAPE TO DISC

6128 Plus owners will find that there is no longer a tape interface. This means that the 6128 Plus cannot read in data stored on cassette. The days of being able to buy £1.99 budget games, or archiving files to tape, are gone.

Similarly (according to the official line anyway) 464 Plus owners cannot add a disc drive to the tape-based machine.



ABOVE: The 464 Plus
RIGHT: The new logo
BELOW: The tape deck



As is always the case, there is a way around this problem and no doubt peripheral manufacturers will quickly latch on to it.

ARE YOU CONNECTED?

Replacing the existing CPC edge connectors with 'D' Centronics-type connectors is good news for Amstrad PLC because (due to EEC Radio Frequency Interference regulations) they would have been required to make the changeover by 1992 anyway. But it could be bad news for peripheral manufacturers who will either have to offer two types of connection, offer an adaptor lead or leave the solution to small third-party hardware companies.

THE PRICES

The 464 Plus with a mono monitor (will someone please tell me... what's the point of having a mono monitor with 4096 shades of grey available?) will set you back £229 the somewhat more useful colour screen will set you back a further one hundred wonga.

If you fancy a 6128 Plus with (hehe!) mono-monitor it will cost you £329 beer tokens. Another hundred will allow you to 'Burn Rubber' in glorious technicolour.

PROPERGANDER?

Since this is supposed to be a 'News and Gossip' column I will try to justify this item by summing up the 'Good News' the 'Bad News' 'Conclusions' and finally 'The Verdict...'

THE GOOD NEWS

1) The launch of these three new machines confirms Amstrad's support of something other than the business-orientated computer market. The CPC will be alive and kicking for a good few years yet.

2) The 6128 Plus will still be able to host the CP/M Plus operating system.

THE BAD NEWS

1) Having Locomotive Basic housed on a cigarette packet-sized cartridge is a less than sensible option.

Without it being inserted the 'Plus' is only a GX400 games console. Having Basic safely within the confines of the new Amiga boxes would have been a much better option.

For example, during the last five years (in which I have owned a CPC6128) I have lost or mislaid quite a few cigarette packet-sized objects.

On the other hand, in the same timespace, I have successfully managed to keep hold of both of the Basic ROMs which are resident in the two 6128s here at WACCI Towers. Since the Basic is encrypted and (unlike CP/M system discs) back-up copies cannot be made. This could mean a major hole in your financial pocket if you are prone to losing cigarette packet-sized objects.

At the time of 'going to press' Amstrad have yet to announce the price of replacement 'Basic Cartridges' or even if such an option will be available.

2) Special 'D' connector to 'edge' connector leads will be needed to use existing peripherals in their present form. This is fine if you only want to add-on one or two devices but if you intend to stick two Rom-boxes, a silicon disc, a 256K memory expansion, a Pace interface and a Multiface the changeover lead could be the final connector that broke the power supply's back.

3) Without an additional bit of jiggery-pokery (and expense) 464 Plus owners will not be able to follow the traditional disc-drive upgrade path.

4) The 6128's tape interface has gone.

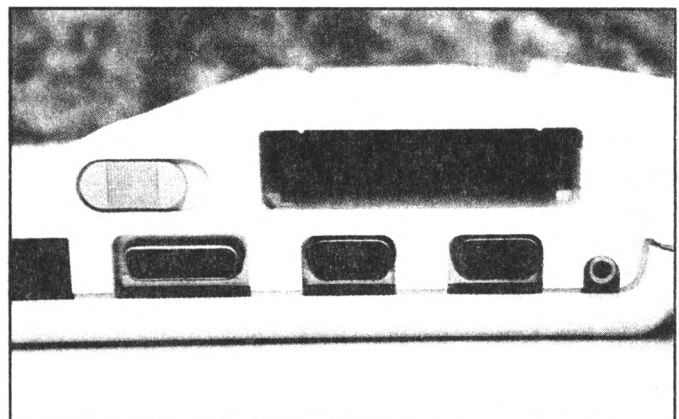
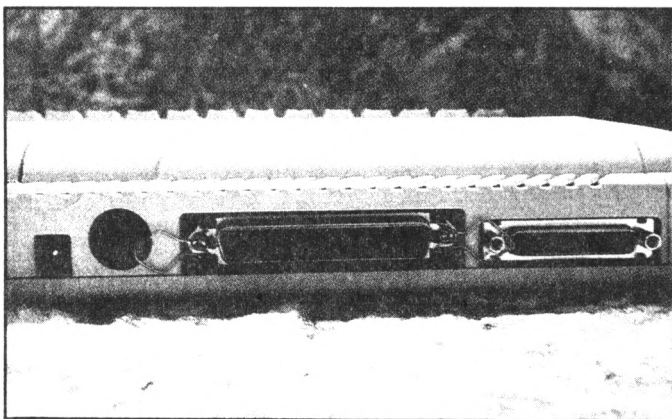
5) 'Plus' Basic (or even Machine Code) programmers will not be able to access the much enhanced graphics and sound capabilities of the GX4000.

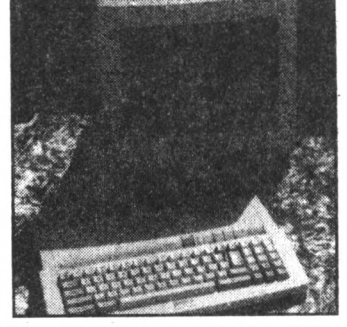
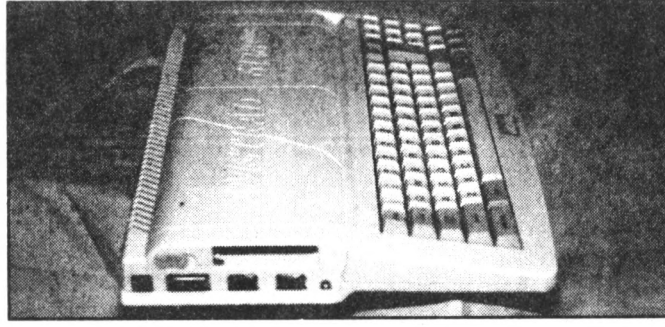
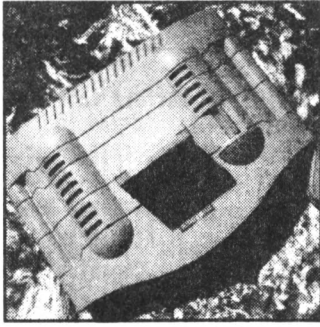
6) There is nothing new about the computing element. Indeed there's less to be found for the serious user on the two 'Plus' machines.

CONCLUSIONS

It is quite obvious that Amstrad has chosen to try emulate the success of the Nintendo and Sega games consoles with the GX4000 and at the same time try to present a challenge to the Commodore Amiga and Atari 16-bit computers with the new range.

The more cynical observer may conclude that Amstrad's motive in





launching the new ones is less than honourable. When the first time buyer goes into Dixons this Xmas and sees an Amiga selling at £399 without a monitor (costing an extra £200) and then sees the new 6128 Plus (no doubt demonstrating the GX4000 game) selling at £429 with a monitor, which will he think is better value? More importantly, will he still feel the same after he

has taken it home and used it for a while?


FINAL WORD

The GX4000 may interest you if you like playing games. If you are a serious CPC computer user then there is nothing in any of the two new machines to interest you. This new launch is firmly aimed at the games sector. If you are a 6128 owner who

is a games addict, save your pennies, keep hold of your present computer and go out and buy a GX4000.

Pictures supplied courtesy of Michael Joyce Consultants, Popular Computing Weekly and Computer Trade Weekly.

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VERY basic BASIC

BY
ALAN TILLING

Letters to:-

Very basic Basic
65 Lawrence Road,
Altrincham,
Cheshire.
WA14 4EL.

QUIZMASTER ALAN TILLING ASKS SOME BASIC QUESTIONS

Hello everyone, 'tis I... This month, for your absolute delictation, I've written a little quiz but for a change I thought you might be interested in seeing what it was like "straight off the drawing board" so to speak, but before you type this in please read the comments otherwise you'll think I've gone barney. *Come to think of it you may do any way.*

-{VBBVBB}-

I write my programs when lolling in an armchair and then type them into the computer when I get the time. I think that better programs are written this way. One of the first things to decide is how the results will look in the finished version. When you've pumped this lot in you'll see that I forgot to do this and there are words in the output that are withoutspaces inbetween them - all part of the fun.

-{VBBVBB}-

And so, straight to the program shown in Fig 1. Line 10 gives the title and references for information only.

This is followed by the start of a loop which it goes around ten times and each time the program goes round, it "reads" two strings (from a data statement) and puts them into two variables called q\$ and a\$.

Line 50 now prints the question but

precedes it with <Where is/are>. Originally this was <Where is> but was hurriedly changed when I wrote down the first question (again no pre-planning.) Notice that by placing a variable name immediately after a PRINT command it is printed as part of the statement.

The next line is a standard INPUT statement using a semicolon to make a

? be printed. The answer is put into a variable string called b\$.

Why b\$? Call me foolish, call me Al. The truth is that I couldn't think up a better name (boring innit?)

Question and answer having been used up in q\$ and a\$ and I like to give my variables meaningful names.

In line 70 the reply b\$ is compared with the correct answer a\$ and if they

```

1 GOTO 3
2 SAVE"Quiz":STOP
3 :
10 REM ***** Quiz WACCI September 1990 *****
20 ON BREAK GOSUB 10000
30 FOR question=0 TO 9:QUESTION=1 TO 10
40 READ q$,a$
50 PRINT"Where is/are"q$
60 INPUT"Your answer";b$
70 IF b$=a$ THEN score=score+1 ELSE PRINT"Sorry"q$"is in"a$:FOR dela
y=0 TO 200:NEXT
80 NEXT question
90 REM ***** score announcement part *****
100 IF score=10 THEN CLS:PRINT"Excellent, 10 out of 10"
110 IF score>=7 THEN PRINT"Well done! You scored"score"out of 10
120 IF score<6 THEN PRINT"You got "score" out of 10 correct. Better l
uck next time"
130 PRINT"Another go?": PRINT"Press any key":CALL &BB18:RUN
1000 DATA The pyramids,Egypt,The Eiffel Tower,Paris,The Blackpool Tow
er (Careful this may be a trick question),Blackpool (No it wasn't),Th
e Louvre,Paris,Big Ben,London,Disneyland,America,The Forth bridge,Sco
tland,The Acropolis,Athens
1010 DATA Table Mountain,Cape Town,Ayers Rock,Australia
10000 MODE 2:LIST

```

Fig 1.

```

25 MODE 1' ***** initialisation *****          >--- line added
45 CLS                                               >--- line added
50 PRINT"Where is "q$                               >--- <space> added and /are removed
55 a$=UPPER$(a$)                                     >--- line added
60 INPUT"Your answer ";b$                           >--- <space> added
65 b$=UPPER$(b$)                                     >--- line added
70 IF b$=a$ THEN score=score+1 ELSE PRINT"Sorry "q$ is in "a$:FOR de
lay=0 TO 2000:NEXT                                  >--- Three <spaces> added
110 IF score <10 AND score>=6 THEN CLS:PRINT"Well done! You scored"sco
re" out of 10"                                     >--- line re-written
120 IF score<6 THEN CLS:PRINT"You got "score" out of 10 correct. Bette
r luck next time"                                  >--- <space> and CLS added
1000 DATA the sphinx,Egypt,the Eiffel Tower,Paris,the Blackpool Tower,
Blackpool,the Louvre,Paris,Big Ben,London,Disneyland,America,the Forth
bridge,Scotland,the Acropolis,Athens              >--- see comments

```

Fig 2.

agree in every respect, another variable called score is incremented and control passes to line 80 and back to the beginning of the loop.

On the other hand (and it's usually the left one, when it's not the right) if a\$ and b\$ are not alike then the question and answer is printed in amongst a "sorry" sentence which is held on screen for a shortish time.

Once the loop of ten (I wonder if that's like the Gang of Three) has been finished, score is examined and if score=10 then the screen is cleared and a congratulatory message is displayed.

If you got seven or above, line 120 writes another message whereas if you got less than six then a "try again" message is given.

Line 130 invites the user to have another go. Notice the RUN command, this initialises the variables (makes them all empty or zero) and causes the process to be repeated. If a GOTO was there instead, then score would have to be zeroed or it would keep on getting larger and larger.

The DATA statements occur next. There is no need to make them start at line 1000, that's just my way, it makes them easier to find though and leaves room at the end of the program proper in case any additional lines are needed.

Notice that the question comes immediately before its own answer.

This is to line up with the READ statement in line 40.

Line 10000, in conjunction with line 20 is there for development purposes only. If the program goes wrong when it is being run for the first few times, then [ESC][ESC] will need to be pressed followed by list [RETURN].

Lines 20 and 10000 cause this to happen automatically as soon as the ESC key pressed twice. (PD told me of this one. Thanks Paul.) If you now type Fig 1. in and run it, you will see what a mess it is.

-{VBBVBB}-

When you run this program, you will probably get a lot of the answers wrong because capital letters have not been used. The screen will be filled with closely typed lines and the questions and answers are not spaced correctly.

Other than that, it works so let's have a go at correcting it. Fig 2. shows which lines need to be changed.

-{VBBVBB}-

(Please note. I've been as careful as I can be, but this piece will be formatted several times before it is printed and each time the formatter may accidentally insert an extra space. If you think there is a space too many it is possible so a little

experimentation may be needed.)

The changes: Line 25 sets up 40 column mode. If you want to change the screen colours, do it here.

Line 45 ensures that the screen does not get cluttered up. 50, 60 and 70 have had one or more spaces added to break up the sentences. (Watch out for an extra space) Line 50 has also had the "/are" removed which has meant that the pyramids in 1000 has had to be changed to the singular Sphinx.

55 and 65 ensure that both the answer and the reply are in the same case (capitals.) If you get an answer wrong it now tells you in upper case.

The delay in line 70 has been increased to 2000 to make it more worthwhile. Line 110 was so poor that it's been completely re-written.

Originally, it said if you got seven or more correct you were presented with a badly spaced message. This was all very well but ten out of ten is greater than seven out of ten and so you got both messages. In the data statements, every occurrence of <The> has been changed to <the>. The reason there are two lots of DATA lines is that I ran out of space (255 characters per line.)

-{VBBVBB}-

Anything else to be done? Well the CLS's in 100, 110 and 120 could be replaced by a single CLS at line 95. The two data lines could be made to hold five questions/answers each. Both would, probably be more correct but why bother. I'll leave that to your conscience.

-{VBBVBB}-

How about renumbering? That's not a bad idea, but before it's done, the "development lines" need removing.

So get rid of 1, 2, 3, 20 and 10000, then type renum <CR>. After listing the result look for the first DATA line and note its number then type renum 1000,<noted number> <CR> and the lines from the first data line will be numbered from 1000 onwards in increments of ten. I've run out of room, bye for now. Alan.

Graduation Day

BOB ADAMS TAKES A LOOK AT GRADUATE'S NEW BABY

BOLDLY GO TO TWICKENHAM

"Hallo" said the dis-embodied digitised Canadian sounding answering machine, "no one is available to answer your call right now but..." click, fumble...

"Helloo" said a digitised human sounding Steve, "no I don't know when you're going to get your WACCI"

"Oh hi Steve, it's Bob here and I wasn't ringing about WACCI, in fact what I.."

"Great to hear from you Bob. Hey, you like adventures don't you? And you have a Rom board as well? And you would just love to write a review for me wouldn't you?"

"Er, yes, Ok Steve but when would it appear?"

"Great that's settled then, I'll post it to you first thing er, sometime soon. It's called Adlan. Byeeeee." Click!

FIRST MOVE

And so it came to pass, that one day following the blue moon appearing, a package ker-plonked onto the door mat. Yep, it was WACCI. In close attendance was a brand new jiffy bag containing the ADLAN Rom, manual and disc.

Being a well trained computer user who has taught himself to master Protext and Masterfile by reading the manuals, what was the first thing I did when faced with using this new untried program? That's right, I bunged the Rom into a vacant slot, powered up and waited for it to show me what it could do.

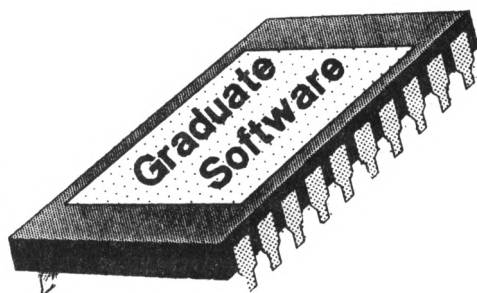
Well it just sat there, refusing to do anything. So then I sat down and read the manual.

THE HITCHIKER'S GUIDE

It taught me a lot. First, what is ADLAN?

ADLAN is an adventure writing program or, to use the words that its name is derived from, it is an Adventure LANguage.

For anybody who feels they have an adventure (like a novel) inside them but feel they could never write it, because they don't understand the complicated syntax of adventure writers, such as G.A.C, P.A.W or similar, Graduate Software have some good news.



The whole adventure is written on a word processor. Now that doesn't mean that there isn't any syntax or procedures to learn but it does mean that you can do it from the safety of your familiar wordpro.

Now what could be easier than that? Any word pro that saves files in ASCII format can be used but Protext users are particularly well catered for. For those of you who still don't own a word pro and prefer a masochistic approach, then you can write the adventure in Basic, then save it as an ASCII file before compiling. You can even mix the two together.

THE GAME MACHINE

So what does ADLAN do then, I hear you ask? Well the ADLAN Rom compiles the whole lot into machine code, ASCII and Basic alike, which makes it run a lot faster and also compresses text and graphics and so takes up a lot less space on disc. It can also "Load" files from disc during the playing of an adventure, so there is no limit to the size of the adventure you wish to create. If you want to write a 178K epic, ADLAN will let you do it. If you are a fan of graphics (I'm not) then a typical screen file of 17K is compressed down to between 2K and 6K, depending on the complexity.

THE PROGRAMMER THAT TIME FORGOT

So much for the theory but how easy is it to use? It was at this point that I realised why our illustrious Ed had asked me to do the review. He had obviously considered that if an ignoramus like me could get it to work, then it must be simple.

Well, I got it to work eventually; but simple?

Read on, my friends and all will be revealed.

THE MANUAL IN THE STONE

The manual is nicely made with a glossy cover and a sturdy binding that won't fall apart the second time you use it. My manual has been in constant use and is not showing any signs of wear and tear. That statement has probably alerted the more astute of you already, to the fact that you need to constantly refer to the manual. Strong it may be but well written it ain't!

It is a typical computer program manual, written to the usual low standard. I can hear the gasps of horror from Derby as I type this but sorry lads, it seems to me that the manual is only a list of commands, rather than a tutorial on how best to use the program.

BY THE SHORT AND CURLIES

ADLAN has its own special set of commands. To make the program "use" these commands, they have to be inserted between what I call the curly brackets ie:-

```
{and}
```

A typical command in an adventure would be - "Take the sword." To get ADLAN to look out for this, you would put the following into your file:-

```
{
If typed [take/pick up]
{
if find item 1 at carry
{
print <you've already got that.>
done
}
if not find item 1 at here
{
print <I can't see that here.> done
}
if status item 1 is L
{
print <You can't take that.> done
}
move item 1 from here to carry
print "OK" done
}
```

Now that isn't in the least bit confusing is it? Did you notice all those little curly brackets and which way they were facing plus those square brackets "[" and "]" and the less than "<" and greater than ">" symbols.

Item 1 obviously refers to the sword and of course the manual is fully documented on every command, so what's the problem?

THE GUILD OF PROGRAMMERS

The problem is, that the manual has probably been written by the programmer, Richard Brooksby and he has fallen into the trap of thinking that we know as much about his program as he does. If there were little notes explaining "the reason for setting out this list of commands in this exact fashion is because..." etc, it would be so much easier to follow.

I suppose what I am really suggesting is a thorough key-press by key-press tutorial. The information is mostly all in there somewhere but it takes an awful lot of searching out. Occasionally though, you are expected to figure it out for yourself.

True, there is an example mini-adventure to type in (and it does compile and run Ok) but it doesn't explain "what and why" you are typing in. Another example that had me flummoxed for quite some time was in the PLACES (locations/rooms) section. You type in :-

```
al,- - r2,,<< You are in the
main hall.....etc.>,{},{};
```

Huh? What are all those commas and why double, double curly brackets? Well don't expect any quick answers as the manual doesn't supply any. It is only after you re-read the manual for the sixth time and get the grey matter working overtime, that it becomes clearer.

So not too impressed with the manual but what about the program itself?

MASTER OF THE UNIVERSE

Well no doubts here at all- it's a little gem! I had typed in and run the example adventure, played around with the "Bartrek" adventure supplied on the disc (this should appeal to "Busby" fans, by the way) and I wanted to try something more challenging.

I had an un-completed adventure which I had written using G.A.C (Graphic Adventure Creator.)

There were two reasons it was not completed, and both seemed good enough at the time:-

1) I had been unable to program certain events that needed to happen due to the limitations of GAC and-

2) I had gotten bored with it. And if you know of a better reason, go to it.

But now the arrival of ADLAN changed everything. The question was, would I have enough time to convert my master-piece from GAC to ADLAN, before OMG was on the 'phone demanding his review? Better call him and ask, I thought.

"Hallo, no one is available to answer your call....."

Right, that settles it, convert and be damned!

THE ROAD TO DAMASCUS

How am I doing? Well, so far, I think it's me that's been converted.

ADLAN requires a different structure to GAC, so it's not just a case of importing your database. However, being forced to re-write the whole thing again has allowed me to make improvements to the original and also take advantage of some of the short-cuts allowed by ADLAN. Once I got beyond the frustration caused by the manual, I really started to enjoy using this program.

The flexibility of being able to compile, directly from the command mode in Protext, the file held in memory, "Run" the adventure, spot a bug and to be able to return immediately to Protext to fix it, is terrific.

The bug I'm referring to would be a mistake in spelling in the "text". If it was a mistake in any of the commands (syntax, wrong order, missing message, etc) the ADLAN Rom spots this and refuses to compile the file. More importantly, it tells which line the mistake is on, so it is a simple matter to correct it and then compile it again.

SILICON DREAMS

This Rom will work with all CPCs but really a disc drive is essential and of course, so is a Rom board. The completed adventure is a totally stand alone Binary program and can be loaded

from tape. However because the graphic screens are "saved" as individual files eg, "Cave.csc" you would have plenty of time to become the Hermit-complete with white beard- in the time it took for the tape player to find the file and then load it.

For that reason I would strongly suggest that the only games suitable for tape driven 464 owners are pure text. As I am a text-only freak anyway, I have no problem with this. I can see that I may not be typical and cleverer people than I will sort out a solution, if they want to use graphics as well.

I really wish them all the best but ADLAN may be one of those programs for which it's worth buying a disc drive.

THE SPACE ODYSSEY

I made a mention earlier of writing a 178K long epic. ADLAN will allow 6,630 Locations, 32,767 Messages, 8 Status

letters and unlimited Words, Objects and up to 65535 Attributes, right up until you run out of memory! Now that is BIG. If you consider that Level 9 used to get very excited about a game that had 200 locations, perhaps you can visualize how big 6,630 might be? I can't.

Programs can be stored in Mode 1 or 2 (40 or 80 column screen), according to preference. Special character sets are supplied or you can load your own from Basic. ADLAN comes with its own graphic drawing program or you can load your masterpieces drawn on another art package and let the ADLAN Rom compress them for you. The screen can be divided into windows for special layouts and each window can have its own colour and ink.

The disc also contains numerous "framework" files. These are useful for getting started as they contain the basic elements to setting up your database.

JUDGE DREDD

Okay, now comes the hard bit. I was really pretty irritated by the manual- but there are other good programs with lousy manuals and the flexibility and speed of ADLAN make up for a great deal once you have puzzled your way to a working knowledge of the program.

All things considered, I can happily recommend this program to you. Congratulations to Graduate Software for releasing ADLAN. Now if every WACCI reader bought this and each one released an adventure, not only would Graduate get very rich but you would keep Amstrad adventure players very happy for years to come.

You can get ADLAN from:-

*Graduate Software
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0332-702993*

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AFTER FOUR YEARS OF KEEPING HIS DIARY, AJ SAILS OFF INTO THE SUNSET ON HIS TRUSTY MOPED

A TRUE STORY...

So there I was, working away in the office, talking to someone rather important, when the phone rings...

ooo00ooo

I pick it up and the receptionist speaks:- "John there's a call for you. It's Fiona..."

Panic! What should I do? Where can I hide? I thought I was safe home in England! How did she find me? Why did she find me? Why did she want to speak to me?

A million tiny thoughts and a billion tiny memories flood my brain. A year replays in slow motion, taking only a fraction of a second...

"John? Shall I put the call through?"
"Ermm... OK. I'll speak to her."

There is a faint click as the exchange switches to the outside call. A girl's voice speaks.

"Hello? It's Verona."
"Whaaaa?" I say.
"It's Verona from Rombo Productions! How are you?"

Shock. Brain cells come out from there hiding places and look around themselves in bewilderment. It's Verona, not Fiona!

"Whaaaahh Whaaaahhh?" I stammer.
"Well I just thought I'd call and say 'Hello'"
"Whhuuuuuuuu whuuu? I enquire.
"Well, 'Hello' then. Bye!"

The phone hangs up. Another raging success for AJ's devastating reparte.



FAMOUS QUOTES No. 31244

"What do you do up there in your bedroom - all that jumping up and down all day??"

Mrs Jagger 1961

ooo00ooo

ANOTHER TRUE STORY

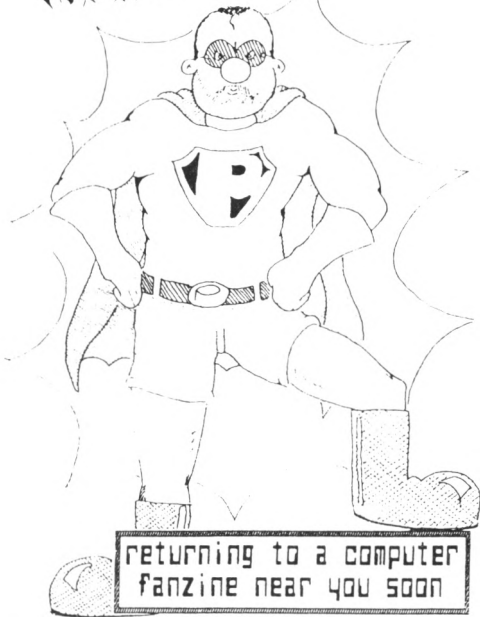
I got a new bike the other day. My CG is now a 6T and has an extra 425cc's of engine capacity. It goes very fast and has nothing at all in common with a moped. With my mirror sunglasses and beard (this is beard Mark II - *The Revenge*, by the way) I look very hard and cool. I only begin to lose cred points when I open my mouth to speak.

FAMOUS QUOTES No. 31245

"Once more unto the beach, dear friends, once more - and let us grab those bloody sun-beds first for a change."

Henry the Fifth

WACCI



AUNTIE JOHN'S GUIDE TO SOME WORDS THAT MAY HAVE MEANT THINGS:-

Koala bears and bananas, washing-up-liquid bottles, Boots, chocolate digestives, Fiona, mopeds, Andy, optical drives, heart beats, Star Trek, Protext Roms, sweetie cigarettes, S D Glover, how easy it is to make money from the magazine industry, ploppy pants, Saffron Trevaskis, Amdrum, Dk'Tronics, rain on the Belfast to Bangor train, Mr T State, PIO, superheroes, Green, Ally Pally, jiffy bags, CP/M (yawn), juggling, The Train Looney, The Spitoon Joke, Pascal, Captain Morgans, the Toy Dolls, &BD5A, overloading sound chips, Verona, pieces of paper, the triangular light in the corridor, the number 47, Richard Eddy, Botanic station, chocolate buttons, CT, some of the worst films I've ever seen and Derelict Street.

YET ANOTHER TRUE STORY

Ahem... cough! About that Scalectric interface that I was going on about in the last issue. Try using a 1K resistor, not a 100K one like I suggested...

ooo00ooo

FAMOUS QUOTES No. 31246

"Kiss me, Hardie.... mmmmm nice!"

Admiral Lord Nelson

ooo00ooo

YET ANOTHER 'YET ANOTHER TRUE STORY'

In order to prevent the wide scale destruction of authentic WACCI folklore, I think it's only fair to correct a slight misunderstanding.

The Sacred Potplant Symbol is not, as suggested in the last issue's Fair Comment, a pre-AJ icon. The Potplant symbol has been with us now since I did my O-Level chemistry exam.

Not being very good at chemistry, I was always stuck for something to do as the rest of the class calculated the valencies of various elements. So I drew Potplants. I have the original exam papers to prove this point (and



the original bad report marks.)

Being such a simple shape, it was the first thing I drew when I got a mouse for my CPC.

This very screen file was sent off to WACCI, along with various other bits and pieces of electronic "art" such as the picture of The Editor on the Contents page.

They all underwent various processes once they reached the WACCI office but the originals definitely came from the Norn Iron area.

ooo00ooo

AND FINALLY...

Here's an interesting story... (well I think it is anyway.) I was speaking to Glenn (At Large) Carey on the telephone the other day and he was telling me how his good friend, Richard Burton (who is not at ALL boring, honestly) was starting work on writing another "retrospective-look-at-WACCI" type column.

Apparently, good old AJ made more

than the occasional appearance, as was his wont over the years. Examining the contents of these works, a startling discovery was made:-

AJ WAS CALMING DOWN!

It was true - like some temperature cooling curve in a physics experiment, the once "seriously odd" AJ was turning into some vaguely strange CPC version of Val Doonican.

Was old age setting in? Had puberty been reached? Was the lack of a lustful girl affecting him that much? Would he end his days on some rocking chair with a cardigan on a Sunday evening, thinking back to when the summers were better and the only bad thing in the week was French homework? Has brain failure set in already?

PROBABLY!

(Where did that fish come from?)



But all this can only mean one thing:- the time has come for AJ to take leave from the pages of WACCI once and for all. Hopefully this will make way for something more interesting and definitely something more useful.

ooo00ooo

FAMOUS QUOTES No. 31247

"If I should die, think only this of me... that in a corner of some far off beach on Corfu I left a pair of swimming trunks - if you find them you can have them!"

Auntie John 1988

ooo00ooo

So what's it been like, being thought of as someone with a silly name? Well, odd. Sort of like being famous, only no one knows who you are.

ooo00ooo

I'd like to think I'd made a few people mutter *"What on earth is this guy going on about."*

I'd like to think that perhaps I've introduced a few more words into the CPC world. Words like "Squinty," "Potplant" and "Bah." (Although I stole "Bah" from Green.) Who else overuses "well" so much?

I mean, who could ever forget Green's Strip Pontoon? Well not me that's for sure. Nor Green either. I have doubts if Rombo Productions ever imagined a better use for Vidi either.

Which means it's finally time for us to to say goodbye. Due to changes in my lifestyle and hairstyle I simply don't belong here anymore.

ooo00ooo

At least I am writing this final 'Diary' in the knowledge that I have achieved one of the two things in life that I have always wanted:- a big motorbike. The girl will have to wait, I guess. *Wherever she is...*

I couldn't depart for the last time without leaving you a special little something to remember me by. So here it is, a song, just for you. Cue the orchestra, give me a microphone and gently dim the lights.... (sniff!) (He clears his throat and mumbles something about not knowing the words. A seven hundred piece orchestra including Steve Gilmour, Roger Waters, Nick Mason, Richard Wright, Pink and finally, Syd Barrett on triangle, begins to play the haunting theme from.. Neighbours!! Dressed only in a light-blue Tu-tu, tie-dyed tea-shirt and 24 inch flares, AJ steps into the spotlight. Now his sad farewell song begins...)

*And now, the end is near... and so we face the final curtain,
Something, something, something, this much is certain,
Hmmm... Hmmm... HMMMM... and there were a few,
Who said I bit off more than I could chew.
But when there was doubt...
I ate it up... and spat it out.
Something, something hmmm...
But more, much more than this:
I did it in a very strange way.*

*Friends? I had a few. But then again, to few to mention.
I did... what I had to do, and something, something, convention,
For what is a man? What has he got?
If not himself... then he has not.
But more, much more than this:
I did it in a very strange way.*

THE END (of Auntie John)

P S. Ooops! Hang on.. I've just remembered another verse:-

*But through it all, I stood 5' 11" and three quarters tall,
In Berlin they have a wall, for playing tennis, it's too tall.
But more, much more than this:
I did it in a very strange way.*

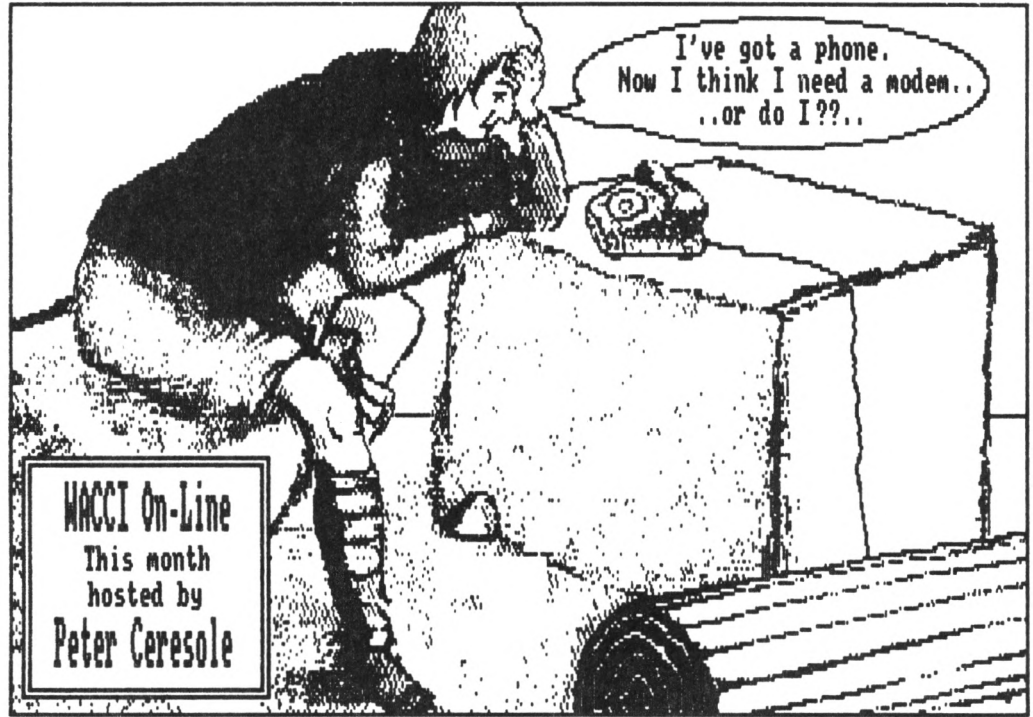
Your favourite Auntie (Look at this! My final screamer.)

John



For readers, who have followed this Diary over the last four years who wish to have more information, the Iraqi based company:- 'Potplant Annexations Inc' have produced a small black pamphlet entitled "AJ: His life, his work and his favourite Pink Floyd album" which will shortly be available from all disreputable book sellers, price - one Arab State. Signed photographs are available in the foyer of this magazine. John T Kennedy is now appearing in some very dirty jeans, somewhere in Wales. Thank you and goodnight.

EE



I was doing OK. I had a friendly green screen CPC, a slew of useful ROMs and a 3.5" drive. What more could I want? I thought; nothing. But Williams had other ideas...

"Get on line" cried the Old chap.

"Yer what?"

"Join the on-line community!"

ooo000ooo

Ah, imagine it. The roar of the carrier, the freedom of the bauds!" I was moved by his rhetoric but possibly more moved by access to a spare modem. All I would have to purchase was a serial interface and I felt my wallet could survive that.

ONG thinks comms are a "Good Thing" but he also had a hidden agenda. When next he needed some spade work done he could flash the files across from Schloss WACCI. Grunt, scratch, fiddle and back they'd go.

Finished, the unproductive trips across the prairie to Twickenham. No more, the cheering cups of tea from Joolz which wasted valuable keyboard time. I need never leave the keyboard between jobs. Curse you Williams, you and your hard heart! But would I survive to enjoy it all?

EMAIL CALL

I got the interface from Pace. They seemed a nice bunch. The package arrived two days after the Access card was sorted out (*I got it from a man in a pub your Honour*) and that was a good sign. I had to go and see someone in Croydon so I read the manual on the train that day.

The Pace comes without a lead- I'd have to get one. Aha, this was the dreaded RS232. I've read endless stuff about how there are as many standards as devices for these leads. So what was in store?

LEADER OF THE PACK

The only connection described in the manual was to the Amstrad V21/23 modem via a 5-pin Domino connector. This sure as hell didn't cover the Miracle Technology WS4000; this has a 25-way male D connector and the Pace has the female version of the same thing. Back home that evening I had a look at the manuals together. The pin assignments are shown in Fig 1.

Now that all looks compatible. Was the fearsome reputation of the RS232 hiding a pussycat?

I got the male and female plugs from Tandy; I had a yard of 26-way ribbon

in the bits bin and I made up a lead. Then I started to install everything.

PIN

PACE	WS4000
1 Ground	Ground
2 Transmitted data	Transmit data
3 Received data	Receive data
4 Request to send	Request to send
5 Clear to send	Clear to send
7 Signal ground	Signal ground
8 Carrier detected	Carrier detect
20 Terminal ready	Terminal ready

Fig 1.

RAT NESTING TIME

How's your desk? No, really. Mine has the CPC and the monitor with the keyboard propped on a wedge to get the right angle for typing. There's an MGT drive on top of the CPC drive and, off to the left of the monitor, two Rombo boxes and the DK'Tronics Silicon Disc.

That's a lot of ribbon cable and stuff in a small space. Squeezing the Pace interface into the space between the machine and monitor, then running the cable round the back to the WS4000

was a major logistical exercise. What I mean is, it had better work. *Ho ho.*

IF AT FIRST

I asked AJ about wiring. This seemed logical at the time. He said, "*Just do a straight connection with the ribbon, pin to pin,*" and that seemed to fit in with the pin assignments in the manual, so I did it.... *Nothing.*

Oh Gawd. Check the manuals. Do they mean that "transmit" on the interface needs to connect with "receive" on the modem? In that case 2 and 3 would have to be crossed over... There's a paragraph in the WS4000 manual that says that if the interface output is DCE (*wozzat?*) as opposed to DTE (*yerr..*) then two goes to three, three to two and seven to seven. Sounded possible. I tried it.... *Nothing.*

I called Pace. Okay, said the guy, that's right but in addition you should also short 4, 6 and 8 together. I did it.... *Nothing.*

By this time the insulation cutters on the RS232 were getting ratty and so was I. I had another look at the manual. Talked to Williams (it was all his fault after all.) Puzzled some more then thought "*Sod it, if it looks obvious, try it.*"

So: 1-1, 2-2, 3-3 and so on down the list above but this time I cut back the other leads and soldered the terminals properly at the modem end.*It worked a treat.*

A MORAL LESSON

All those thoughts of complications were silly, it really was straight-forward. So why hadn't it worked the first time? I don't know, probably I had assembled the lead badly but I expected it to be complicated so I faffed about *trying* things.

That had been wrong- but now I was right. The LEDs flashed dinkily as I sent stuff to the modem and it was time to *DO SOMETHING.*

SNAG TIME

The Pace serial interface comes with Commstar, which is a comms ROM with Honeyterm and Honeyview, which get you into ASCII transfer and Prestel (Viewdata) near-graphics respectively.

The ROM is in the interface. The manual says that it occupies ROM slots one and two which was a sod as it meant shuffling off to Buffalo with all the ROMs in the Rombo, to clear those slots. After a major game of musical chips I fired up.... *Nothing.*

Sugar!! After a lot of switching on and off I was forced to conclude that Commstar wouldn't co-exist with Protexit/Promerge on ROM. As soon say that it was against Motherhood, Pluralist Democracy and Market Forces. Commstar ROM, out! out! out!

Now, in slot eight, it behaves in a civilised way but as it's a 32K ROM in a 16K slot I only get Honeyterm. But that's okay; I'm not absolutely sure I need it at all.

HULLO MUM

You see, I got back to Motherhood all right; CP/M and MEX. But MEX is a slightly daunting old thing to start with so, like Peter Campbell mentioned in the June issue, I called Tony Walker to get it all clear.

He said "*Right, Peter, let's just fire up Mex.*" It took ten minutes to see his keystrokes appearing on screen but golly it was a thrill. This is a major tip:- if you want to get into comms, call Tony.

He completely sold me on MEX. He was pushing at an open door; MEX has that lovely clunky CP/M feel, the feeling that you can get directly at every part of the system, generally with a large hammer but you sure get results.

For example, if you want to change to 1200/75 from 300/300 on Honeyterm, you have to call up a menu, use the cursor keys to select what you want to change (Tx), getting another menu with all the available baud rates, cursor up to 75 and return. Then you do it again to set (Rx) to 1200. Blow that. In MEX you type "SET 1275". That's it.

SHARE MY SOMBRERO

Now in typical CP/M style MEX is a little opaque and the .DOC file is huge, so the very first time you feel insecure; but the first time is just the first time and there's the rest of your life to think about. Anyway, you call and ask someone (thanks Tony.)

If you have ever snuggled up with Newsweep, DU or NULU, MEX is one of those programs you feel at home with straight away. It's beautifully configurable- very quickly I had macros in command mode to do DIRs and to set the baud rates (via "setkeys" so for example "SET 1275" is just f1) and, in terminal mode, strings to send to the modem to set registers for forward and reverse Prestel (see below) and a phone file to call my most frequently used numbers.

For anybody who enjoys CP/M this would be a total piece of cake and for anybody starting out it would be a beautiful introduction to the genre. MEX also supports multiple commands and even uses semi-colon separators. It's rock solid; I can recommend it for hours of fun and frolics.

Uploads and downloads on day-one? Can't be bad. MEX is also very clever; if it gets no joy with one type of file check it switches over on its own, after a number of timeouts. I call that very neat.

THE PLOT THICKENS

But even MEX wasn't totally straight forward- how could it be? The version I first used from side A of CP/M disc 9, can't do both the 1200/75 and 75/1200 split baud rates. Flipping the disc over to side B revealed yet another MEX clone called CPC-MEX. This version signs on with "*v1.14 Clone level 4, v1.3b for the Amstrad 6128*" and it supports split baud rates Nice and snappy.

But then... Using the same version, Old Man Williams tried to send a file at 75/1200, so he would be sending to me at 1200 and getting my responses at 75. He used "SET 7512" and IT DIDN'T WORK. Back to Tony- and HE said, use 1200/1200 ("SET 1200") regardless, even if the modem is operating at 75/1200. Does this make sense? No it does not but IT WORKS. Oh lawdy.

Yeah but... I then discovered that I couldn't get my modem to transmit at 1200 anyway, so the fastest transmit speed was 300 baud. This is absolutely bullet proof but very much in the paint drying league. To send 16K takes nine minutes- time to have a cup of

tea and two sarnies. I thought that was it; I called Miracle Technology to find out how much the upgrade to 1200/1200 costs and it was 150 WASHERS PLUS VAT; ye gods, this was stupid.

Just before ringing off I asked, innocent like, "of course it doesn't do reverse Prestel, does it?"

"As a matter of fact, it does," said the man. "You have to set register 26 to 11. This tells the modem you're going to communicate with it at 1200/1200 but it will transmit at 1200 and receive at 75."

"Err... Thanks a lot." I had a look in the manual. NOW THAT I KNEW, I could see that the info was in there but it's like a lot of computer manuals; while you're suffering the pangs of uncertainty that always go with a new machine or a new piece of hardware the manual is so obscure that it's really very little use. A week later it's *kind of* crystal clear. On a good day. With a following expert. Is there an answer to this? I dunno.

In the mean time, you have to ask, ask and finally ask again. The message is "Never give up" (or, in this case, ATs26=11; "Attention, set register 26 to 11." To get back to normal, it's ATs26=9.)

Now a note for our techie friends with the Pace Linnet (*courtesy of He Who Must Be Defied.*) When you want to use reverse Prestel, go into terminal mode, type ATs51=3 and then ATs50=2. And if you're using MEX, remember to SET 1200. To get straight Prestel back on the Linnet, it's ATs51=2.

HUBRIS

The next trick was to upload 108K of stuff to WACCI HQ at 1200 baud. I used MEX's batch mode to send 17 files automatically. It fairly flew- really solid too, not one repeat. It took 20 minutes and cost less than sending a disc through the post.

I'm starting to lust after 9600 baud and MNP error correction. There you are, the disease of the computer age is overvaulting ambition; a week ago I'd never sent a file in my life. Now I want a super whizzo modem. Well, I won't have one. We're talking about a grand here- desire is tamed by MONEY.

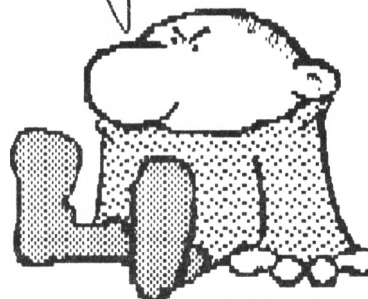
Life...

by Steve, John and Andy.

Sigh!.. Life is like being in a shower...



One wrong turn and you are in hot water.



SO?

RS 232s, getting the right MEX, second guessing the manual, this all looks kind of fraught. Well, it is more fraught than anything else I've tried on the CPC (except for the ghastly Cambase- see later.)

There's more uncertainty about comms, especially about standardisation, than there is about, say, printers. And even when it works it doesn't always work because the other guy's gear must work right too. More; you're at the mercy of phone lines (much better than they used to be and not before time...) And it does cost money. But what fun. So much to do.

GNOMIC STUFF

For instance, Williams pushed a Cage Comms ROM at me and gave me the number of the Gnome at Home.

The Cage manual is for Viewdata and it has a section "For the Impatient." What a marvellous understanding Dave Gorski and Ian Hoare have of human nature- it's a smashing program too.

Only an hour after starting out I visited the Gnome and saved a fascinating dialogue from the Cyber-Pun section. The CP/M section was splendid too- I would think that, of course. I spent nearly an hour on line for a phone charge of 44p and I had a file full of frames saved on a 3.5" disc for reading later. It was quite startlingly easy.

Oh, I'm still a bit slow at getting

around and I haven't uploaded anything but I hadn't expected it to be so simple. And I guess I'll have to join and this will again mean MONEY.

BUT BUT BUT

Of course there's a but or three; you need friendly folks with a lot of patience, willing to swap files and puzzle out why it doesn't work quite the way it should...

And they have to be in at the weekend or up all night because things do go wrong and it takes literally hours to get familiar with the quicksands, which means off peak hours or bankruptcy- a clear choice.

But... This is the good "but". Those nice folks are really out there in the comms world, they really do help and you do get familiar with the do's and don't's.

MAYBE IT'S UNTRUE

You know what they say about the complication of comms. Well, maybe it's true and maybe...

I must say, I had real misgivings at the start. There I was, chugging along nicely and, as Tony Hancock said about aftershave, about to spend money on something that would hurt me.

Well, on the Masoch scale of suffering, it's been much nicer than any database I've ever tried; if Cambase (Aaargh!) scores ten pain units and Masterfile six, MEX is minus five and so is the Cage. *What fun.*

The Bellaby File

THE SEVENTH AND LAST?? IN UNCLE CB'S SERIES ABOUT COBOL

INTRODUCTION

Hello there again, August is a funny month, you're ready to go on holiday, it's raining and your WACCI has just dropped through the letter box.

What are you going to do? Cancel the holiday? Take your WACCI with you? Or send the family away while you stay at home with your WACCI? <<You mean you feel there's a choice? -Ed.>>

By the way, did you notice that the last time was introduced as the "sixth and last" in the Cobol series? You did? Waddya mean you cheered? Well you were wrong and here we go again.

This month we've an improved screen handling system for Cobol, advice on using two drives, some boasting and news about a new series. *But first...*

YOUR QUERIES ANSWERED

Mike Ahearne phoned asking how to use the password protection offered by CP/M.

The simple answer is; don't.

There are two very good reasons. If you forget the password you are stuck and for a disc which contains confidential information, locking it away offers better security.

Several of you have rung and asked me, how good is Hisoft's Nevada Cobol? I am sorry to say that I don't know. I have asked them for a copy to review but so far they have not supplied me with one and until they do I can not give you an answer. I'm always wary about spending £40 of my hard earned cash on one piece of software until I know what it can do.

So how about it Hisoft? Send us a review copy and it could create some extra sales to swell your coffers.

GOING FORTH

Over the years many members have asked how to use the PD version of Forth (as supplied by WACCI) only to be met with two err...s and a eerrrm.

Alan Tilling and I have now updated the PD version of Forth and have written a series covering programming in Forth which will appear shortly.

It should also be an unparalleled chance for The Williams to indulge in jokey headers like the one above and thus for you to assess his taste and judgement. Look out for it.

BACK TO THE HARD STUFF, COBB(L)ERS

WACCI can now offer you a fully tested homegrown Cobol program, MAG.CBL. This is the first of several which will be written by yours truly to demonstrate the power that Cobol can offer.

It stores details of your favourite MAGazine articles on disc and has been set up to hold details of 299 different articles, although you can easily increase the number of records.

Apart from the usual features you expect with a CP/M based system such as almost instant file handling you can access any record in one second.

This program also includes some very special features which are rarely seen in CP/M based programs and which are very useful and quite wonderful:-

- * Mode Changes
- * Colour Changes
- * Screen handling
- * My Name
- * User Friendly

The program will run correctly using either version of CP/M so 464 owners have not been left out.

The program was designed for Frank Frost down there in the Isle of Wight because he needed it and I wanted to demonstrate the power of the language.

FREE OFFER

Now if any member would like me to write a program to meet their specific needs then why not give me a ring. I am on the lookout for ideas which will demonstrate the file handling power which Cobol can offer.

Now read on and you will find out more about Cobol screen handling ability.

COBOL AND SCREEN HANDLING

Over the last months we have looked at various methods which can be used to handle screens with Cobol.

None of the methods used were really satisfactory, so I sat down, pondered for a while and having pondered I've now found what I consider the neatest method of giving Cobol screen handling ability. The answer has been staring me in the face, but as usual, I missed the obvious solution, which struck me all of a heap while I was err... pondering.

Screen handling is done using control codes; Cobol was designed to provide easy file handling, so all you need to do is to create a data file containing the CP/M control codes (which is done by the Basic program) and then load the codes directly into the program.

Time now for another quick ponder while I decide which control codes to

include in the data file. Yes that's it, clear screen, clear line, clear to the end of the screen, the beep and locate on line 1 through to line 24.

To demonstrate how this works I have written an example menu program which uses the CP/M v3.0 control codes to provide these features. Those of you with CP/M v2.2 will need to change the control codes.

HOW I DID IT

To make sense of those data statements in the Basic program get out your 6128 manual and look at chapter 7 pages 49 to 52 and you will see a long list of CP/M Plus control codes.

Let's look at one command in detail, clearing the screen, using CP/M v3.0, to do this we use two control codes,

```
ESC + E 'Erase the screen
ESC + H 'Home cursor (line 1,column 1)
```

For the next stage you need to look at your ASCII code chart, chapter 7 page 8 in the 6128 manual and convert the ASCII values into decimal.

The decimal values for ESC E ESC H are 27 69 27 70. These are the values that should be saved in the data file and if you look at line 160 in the Basic program you'll see that the codes are there in DATA statement just waiting to be saved to disc.

CP/M v2.2 owners have an easier task if they want to clear the screen; the control codes that they use are the same as those explained by our own resident superspy Norman Buxton in the Farming Today column (Sorry I meant to say Follow The Country Code) if you have not been reading this then shame on you. The CP/M v2.2 control codes are to be found in chapter 7 pages 3 to 6. Look through the codes and you will see on page 4 'clear text window' which has a decimal value of 12, so if you are using CP/M v2.2 you must alter line 160 of the Basic program to,

```
160 DATA 12 : 'clear screen
```

Because this has altered the number of bytes used for this command from 4 to

1, you need to alter the Cobol program to accommodate this, so you must alter a line,

```
from : 03 CLS PIC X(4).
to : 03 CLS PIC X.
```

Note:

If you alter the number of bytes used by the Basic program then you must make a similar alteration to the Cobol program otherwise the two files will not match.

The Basic program creates a data file containing the control codes which are valid for CP/M Plus (v3.0) only. Users with CP/M v2.2 will find the control codes for this alternative operating system in their manual.

If you do not want to go through the hassle of typing these programs into your computer then don't worry you can order them from WACCI, you know it makes sense.

** Basic Program (EXAMPLE3.BAS) **

```
10 'CODES.BAS (CP/M v3.0 Only)
20 '
25 '
30 OPENOUT "codes.dat"
40 READ a
50 WHILE a(<)999
60 PRINT#9,CHR$(a);
70 READ a
80 WEND
90 PRINT#9
100 CLOSEOUT
110 END
120 'These data statements contain
130 'the ascii values (decimal) of
140 'the required CP/M control
150 'codes
160 DATA 27,69,27,72 : 'cls
170 DATA 27,75 : 'clear line
180 DATA 27,74 : 'clr to screen end
190 DATA 07 : 'bell/beep
195 '200 to 400 locate the lines
200 DATA 27,89,32,32 : 'line 1
210 DATA 27,89,33,32 : 'line 2
220 DATA 27,89,34,32 : 'line 3
230 DATA 27,89,35,32 : 'line 4
240 DATA 27,89,36,32 : 'line 5
```

```
250 DATA 27,89,37,32 : 'line 6
260 DATA 27,89,38,32 : 'line 7
270 DATA 27,89,39,32 : 'line 8
280 DATA 27,89,40,32 : 'line 9
290 DATA 27,89,41,32 : 'line 10
300 DATA 27,89,42,32 : 'line 11
310 DATA 27,89,43,32 : 'line 12
320 DATA 27,89,44,32 : 'line 13
330 DATA 27,89,45,32 : 'line 14
340 DATA 27,89,46,32 : 'line 15
350 DATA 27,89,47,32 : 'line 16
360 DATA 27,89,48,32 : 'line 17
370 DATA 27,89,49,32 : 'line 18
380 DATA 27,89,50,32 : 'line 19
390 DATA 27,89,51,32 : 'line 20
400 DATA 27,89,52,32 : 'line 21
410 DATA 27,89,53,32 : 'line 22
420 DATA 27,89,54,32 : 'line 23
430 DATA 27,89,55,32 : 'line 24
440 DATA 999 : 'end
```

The Cobol program is over the page as it won't fit into the legendary 38 column WACCI layout. Meanwhile, in another part of town...

MORE RESERVED WORDS

I have had another look at the Cobol compiler programs and found a few more reserved words to add to your list.

AND	ENTER
EOF	GIVING
IMP	NO
OR	SENTENCE
WITH	

Remember that using a reserved word out of context will cause errors when you compile your program, so take care; errors cost time.

If I dig any more reserved words out of these programs I'll let you know all about them. Remember, to do this kind of thing properly there's no real substitute for reading the documentation but that's not an option in this case, as I have no manual. So there are drawbacks to PD after all...

Each dialect of Cobol has its own set of reserved words, so if you are using a different version watch what you're doing.

Coming next, a section specially for plutocrats and over achievers.

** The Cobol Program (EXAMPLE3.CBL) **

IDENTIFICATION DIVISION.

PROGRAM-ID. EXAMPLE3.CBL.

* SCREEN MENU CP/M v3.0 (plus) ONLY

* By Clive Bellaby

* This program produces a screen menu and contains
* several useful features, including screen handling
* and error trapping.

* The program can be extended to produce a 'full'
* menu option.

* CP/M v2.2 users will need to alter the control codes
* used in this program.

ENVIRONMENT DIVISION.

CONFIGURATION SECTION.

SOURCE-COMPUTER. Amstrad 6128.

OBJECT-COMPUTER. Amstrad 6128.

INPUT-OUTPUT SECTION.

FILE-CONTROL.

SELECT CODE-FILE ASSIGN CODES.DAT.

DATA DIVISION.

FILE SECTION.

FD CODE-FILE.

01 CODE-RECORD.

03 CLS	PIC X(4).	03 CLEAR-LINE	PIC X(2).
03 CLEAR-EDGE	PIC X(2).	03 BEEP	PIC X(1).
03 LINE-1	PIC X(4).	03 LINE-2	PIC X(4).
03 LINE-3	PIC X(4).	03 LINE-4	PIC X(4).
03 LINE-5	PIC X(4).	03 LINE-6	PIC X(4).
03 LINE-7	PIC X(4).	03 LINE-8	PIC X(4).
03 LINE-9	PIC X(4).	03 LINE-10	PIC X(4).
03 LINE-11	PIC X(4).	03 LINE-12	PIC X(4).
03 LINE-13	PIC X(4).	03 LINE-14	PIC X(4).
03 LINE-15	PIC X(4).	03 LINE-16	PIC X(4).
03 LINE-17	PIC X(4).	03 LINE-18	PIC X(4).
03 LINE-19	PIC X(4).	03 LINE-20	PIC X(4).
03 LINE-21	PIC X(4).	03 LINE-22	PIC X(4).
03 LINE-23	PIC X(4).	03 LINE-24	PIC X(4).

WORKING-STORAGE SECTION.

01 INKEY PIC X.

PROCEDURE DIVISION.

OPEN-FILE.

DISPLAY 'Opening Files'.

OPEN INPUT CODE-FILE.

READ CODE-FILE END DISPLAY 'End Of File'.

OPTIONS-MENU.

DISPLAY CLS.

DISPLAY LINE-1 'MAIN MENU'.

DISPLAY LINE-4 'Copyright : C Bellaby and WACCI'.

DISPLAY LINE-7 '1. AMEND record.'

DISPLAY LINE-9 '2. SEARCH records.'

DISPLAY LINE-11 '3. PRINT records.'

DISPLAY LINE-13 '0. QUIT the program.'

ENTER-OPTION.

DISPLAY LINE-17 CLEAR-EDGE.

DISPLAY LINE-17 'Enter your selection, press RETURN.'

DISPLAY LINE-18.

ACCEPT INKEY.

DISPLAY LINE-20.

ACTION-SELECTION.

IF INKEY EQUAL '1'

DISPLAY 'AMEND selected, press RETURN to continue'

ACCEPT INKEY

GO ENTER-OPTION

END-IF.

IF INKEY EQUAL '2'

DISPLAY 'SEARCH selected, press RETURN to continue'

ACCEPT INKEY

GO ENTER-OPTION

END-IF.

IF INKEY EQUAL '3'

DISPLAY 'PRINT selected, press RETURN to continue'

ACCEPT INKEY

GO ENTER-OPTION

END-IF.

IF INKEY EQUAL '0'

DISPLAY 'QUIT selected, press RETURN to Quit'

ACCEPT INKEY

CLOSE CODE-FILE

STOP RUN

END-IF.

INVALID-OPTION-SELECTED.

DISPLAY BEEP.

DISPLAY LINE-21 'INVALID ENTRY'.

DISPLAY LINE-22 'press RETURN to Re-Enter'.

ACCEPT INKEY.

GO ENTER-OPTION.

TWIN DRIVE USERS

If you have two (or more) disc drives hanging off the back of your computer then Cobol will happily adapt to this situation. Generally it's very straightforward and uses normal CP/M conventions.

To compile a program on drive B with your Cobol compiler in drive A use:-

```
COBOL B:filename.ext
```

To execute a program on drive B when you have your Cobol execution program stored on drive A use:-

```
EXEC B:filename.ext
```

If you have your compiled programs on drive A but want to use a data file on a disc in drive B then what you have to do is alter the SELECT statement in the FILE-CONTROL section of your

program and add B: to the name assigned to your data file, like so,

```
INPUT-OUTPUT SECTION.  
FILE-CONTROL.  
SELECT CODE-FILE ASSIGN B:CODES.DAT.
```

When the program is compiled and running it will search drive B for the data file. The advantage of using a second drive for data files is that it gives you a maximum file size of 178k on which to hold your data, using the normal 3" drive.

If anybody out there has a 3.5" disc drive attached to their computer they might like to check the maximum file size that it can handle and then drop WACCI a note to let us all know the answer.

SPEEDY GONZALES

To give you an idea of the kind of disc performance you can expect using Random Access files, I use two 3"

drives and have a data file which contains 1400 records, each record 128 bytes long. I can select then load any record from the data file in under a second.

The best I have managed to achieve using a Basic program takes over 30 seconds to load.

Alain Prost eat your heart out.

NEXT MONTH

How to design and write programs and some useful Cobol routines.

TATTY BYE

That's it for now, write or phone if you get stuck, *T.T.F.N.*

Clive Bellaby,
12, Trafalgar Terrace,
Long Eaton
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NG10 1GP

Telephone 0602-725108

I.T.M.A.



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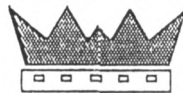
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FAIR COMMENT

FAIR COMMENT
9 SOUTH CLOSE, TWICKENHAM
MIDDLESEX TW2 5JE

Some of the letters in this month's Fair Comment have been waiting a long time to appear on these pages. This is because they were sent in on paper and had to wait for our volunteers to type them up. So if you see remarks like "just received my February issue" don't take them too literally -Joolz.

SHORT BUT SWEET

Dear Joolz & OHG, I think your fanzine is the best thing I have ever read Amstradwise and hope you include the PCW in the future. Yours sincerely,
Michael Dawes
Peterborough

<<Wow thanks, now that's the kind of letter I like to get! -Joolz.>>

ROOTY TOOTY

Dear Joolz, please find enclosed a cheque for £15 for renewal of my subs. I see from the latest issue of WACCI that you are thinking of Music Discs. Now, if they would be of any use to the club I have quite a few music files on disc for the Advanced Music System.

All sorts of music, Classics such as Beethoven's 'Fur Elise' and 'Moonlight Sonata', Mozart's 'Rondo Alla Turca' Bach's 'Air on a G String', Dvorak's 'Largo from the New World' the Traditional 'Black Eyes' plus quite a few more modern items such as the theme tunes from T.V. shows such as Dynasty, Cagney and Lacey, The Edge of Darkness, Peter Gunn etc and also popular standards like Around the World, True Love, Strangers in the Night, Ain't Misbehavin', My Way, The Sound of Silence and so on.

I am not sure about the copyright position on the more modern stuff though, I don't know if it applies to

passing music on for free. Perhaps you could advise. If you haven't a copy of A.M.S. and you would like to hear some of my efforts I expect you have a reasonable Cassette player so I could let you have an Audio Cassette of some of the above, I have managed to make some quite decent recordings from the old Amstradivarius!

Let me know if you are interested and keep up the good work. Yours sincerely,

G Palmer
Rotherhithe

<<Thanks very much Mr Palmer; do send us as many files as you care to, we have A.M.S. and we're very interested, as I'm sure many members will be.

We'll work out the copyright problems on the modern pieces, if problems there are. Looking forwards to hearing from you -Joolz.>>

FLYING HIGH

Dear Joolz, please find enclosed one cheque for:-

12 Months Subs AIRMAIL! OS	£ 43.00
One can of ribbon re-inking	£ 7.95
WACCI Discs 1,2,3 & 4	£ 26.00
Total	£ 76.95

The point of air mail is:-

It is very disturbing to receive and read the February issue 3 weeks before the December issue in April. So please see fit and send it airmail! The cheque should cover the costs of same but if outstanding monies should occur please let me know and I shall oblige pronto.

You know it's quite amusing to read some of the "Fair Comments", it shows just how patient we "Aussies" are when it comes to wait for Software (or even Hardware) to arrive on our shores.

Recently (June 1989) I ordered a Mouse and Interface from Amstrad Action and waited till Nov 89 for it's

arrival. It didn't work and I had to send it back instantly (via Airmail.)

Even though it was replaced, it took till April 90 to come back (that's nearly 10 months between order and receipt of working unit.)

So you see we are patient (or is it because we can't obtain any such things here and are dependent on Mail order from GB.)

Anyway, ever since the CPC "died" in Australia, it has become even more difficult to obtain any software and of course it is quite futile to even ask of any hardware. So please keep us informed and maybe even expand your offers? Yours sincerely,

Martin Hentschke
Ambarvale
NSW, Australia

<<Well that's one of the things we're here for, to keep the CPC flying.

And yes, I can see that in the circumstances do you need extreme patience. Also, looking at your order costs, huge amounts of money but don't worry, the cost of sending out your monthly WACCI out via the Air Mail service is included in your annual overseas subscription -Joolz.>>

MUDDLING THROUGH?

Madam, <<Ooo!!>> do I detect muddled thinking in the PCW debate? Let us examine a few possibilities.

WACCI could embrace all types of digital computers which are of possible interest to home users. It would certainly widen WACCI's appeal but there is no great shortage of British and American commercial magazines which already cater for this market far more adequately than WACCI could manage.

The scope could be narrowed to these machines which carry the Amstrad Logo. Beside the CPC and PCW range, this would mean including the PC1512 to PC2386 range. Plus of course, any

future additions (PC2486?) Amstrad PC's though, are IBM compatible and there is no logical justification for excluding material aimed at all owners of IBM and compatibles. We CPC users would be rather squeezed out.

If WACCI were to concentrate on Amstrad CPC and PCW machines only, the grounds must be that both are based on the Zilog Z80 CPU and run under CP/M DOS. So do scores of other computers. The fact that only CPC's and PCW's bear the name Amstrad is irrelevant.

There may be a case for a magazine devoted to ALL Z80 CP/M machines but I rather doubt it.

The great merit of WACCI is that it deals with CPC computers only and is therefore able to concentrate in part on their peculiarities.

It is those features which are exclusive to CPC's which are of prime interest, whether they concern Hardware, Firmware, Software, gadgets or add-ons.

CPC's are general purpose machines. The PCW was conceived, designed, packaged and advertised as a word-processing package.

No one wanting a dedicated word-processor would choose a CPC by preference any more than anyone wanting colour-graphics facilities would choose a PCW.

Horses for courses and jockeys for horses. That both machines happen to be Z80 CP/M jobs is purely incidental.

I cannot understand the thinking of an Editor who although continually bleating about space being at a premium, can at the same time, contemplates with ill-disguised enthusiasm the prospect of increasing the pressure on space by including material on another machine.

Finally, I was delighted to see part of WACCI produced with a Laser printer. I look forward to the day when the entire magazine will be, although I am not convinced that the Amiga-Star set-up is ideal for the purpose.

The puritanical contention that WACCI should be produced solely on a CPC computer strikes me as nonsense.

It may be possible but not I think desirable to produce a fishing

magazine using only a kipper. In either case it would be preferable to use a more adequate tool.

John Ridge
Oslo

<<Sir, thanks for your thoughts. OMG's idea, as relayed through a cup of tea and a cheese sandwich with pickle, is that the unique link between the PCW and the CPC is that you can take a CP/M program on a 3" disc for the CPC, put in in a PCW and it will run properly. This is quite different from the relationship with any other CP/M machine. The result is that there is a lot of directly applicable, friendly expertise out there. It seems well worth connecting with it.

As to the laser printing, well, it would be nice to have the choice but money says that we stay with the dots. Anyway, OMG wouldn't dream of using a kipper. He only cods it up -Joolz.>>

GHOST BUSTERS

Dear Joolz & Steve. Yes it's February so thanks for the January issue. Now let me see if it's February then I must get the Feb or March issue or ..??..!! YOICKS my subs run out in March I'd better send them now so here is a cheque for another year of WACCI fun plus money for another can of Refresh plus a bit over to help with the postage.

What a nice place you have in South Fork (sorry Close) and I can imagine that the fellow on the left of the cover might be OMG but if that is the lovely Joolz on the right then I can see why Steve has a perchant (is that right?) for Bermuda shorts and we all now know the reason for the backlog in publication - "RIGHT ON STEVE!!"

Only joking Joolz but I am looking forward to the snaps promised for future issues.

Now to the meat of this letter - yes old Gordon is looking for help again.

My problem is that my discdrive appears to be playing up by failing to load discs. When I first turn on the computer and try to load a disc I often get the message "Drive A disc missing" but when I retry up pops

Protext off the ROM. (I have a small loader prog on the disc.) After a time however further boot ups are positive and OK and I wondered if anyone else has this problem and if so if they found a cure. One other problem...

IS MY COMPUTER HAUNTED??? I use Protext for business letters and files which are saved to disc with simple names. The other day I put a disc to CAT and saw a strange file name "001-0A".KOS. Strange I thought as this meant nothing to me so I thought I would load same and find out what it was as I had certainly not typed it. All I got was "Not Found."

Now I am in no way a programming freak or for that matter an expert but I do have "ODDJOB" so I thought why not try it and see if I could find the answer as to what was on "001-0A".KOS. Easy Peazy. Using the sector edit facility I came up with a reference I had written for a friend with also something about printer drivers??

I have printed out the relevant screens Steve and maybe you can tell me what has gone wrong or does my computer decide for itself what to call files cos I certainly never said to it "Call it "001-0A".KOS although I do put KOS after some of my files.

One last thing. I must thank Peter Ceresole for his tiny print Protext CAT file which he published in AA November 1989 recently. It's great and now all my discs are neatly labelled. Thanks Pete.

On the PCW issue I have no objection and it is a realistic progression for us all although I love my CPC and hope to carry on using it for many years to come however a few articles which would swell the ranks of subscribers can do no harm so long as you remember who was here first and keep the CPC bits going. Ta-Ta for now.

Gordon Afflick
Wootton

<<Hello Gordon. Welcome to Castle Waccula. Err... OMG and Creosote are looking embarrassed because they haven't got the first clue about your funny filename, except that Peter is scratching his head and saying he's seen that name on some commercial disc

but he can't remember which. Silly boy, what use is that?

Peter also says, thanks for the thanks but do remember it was in WACCI before it was in AA.

As to your "Disc missing" error it sounds as though you might have a dodgy connection that responds to heat as the inside of the machine warms up but with luck it's simpler than that; to keep track of the position of the disc as it turns, the drive has an LED that shines down through a hole in the disc (have a look, it's there near the centre.)

Now, shining DOWN is the operative word. The photocell below is in a little well and it collects all the dirt that falls down. This is a problem. Of course the design is ideally suited to counter the effects of all the dirt that falls UPWARDS and is therefore one of those major spinoffs from the space program that we keep on reading about.

Anyway, there are several reports of the photocell getting obscured and giving an erratic "Disc Missing" message. To fix, first try holding the disc flap open and blowing hard, preferably without spitting. This has been known to do the job. Otherwise, unplug *everything* and shake the whole keyboard unit upside down. Failing results you'll have to open the unit up to get closer. At that stage, before you do anything more drastic, try blowing again. And good luck to all who sail in you.

I hope you saw the other picture of me and my new friend Saffron Trevaskis in March. She's just back from the States after a couple of years in California in a Unix colony. She was a naughty girl once but now she's terribly good -Joolz.>>

STAMP OF APPROVAL

Dear Joolz, (please forgive my impertinence but is "Joolz" a real name, or a nickname?)

Enclosed please find my order for Public Domain software plus two discs, D formatted. Also enclosed is a reply-paid label for their return, to-gether with a Recorded Delivery

FAIR COMMENT

9 SOUTH CLOSE, TWICKENHAM
MIDDLESEX TW2 5JE

Certificate. Unfortunately, this does mean you (or a minion) will have to queue up at the post office. Sorry about that but I have had a number of unhappy experiences with the postal authorities over the past few months. Perhaps you might also be encouraged to despatch my software promptly.

Incidentally, I have a certain kinship (not relationship) with Roy L. Long, of Witney (March issue), inasmuch as we are both in the same age group and have had an identical experience with WACCI. One copy of the magazine requested, plus the full catalogue. Like him, I received *two* copies of the periodical and *no* catalogue. I observed you carefully avoided any sort of explanation.

This brings me to a certain comment elsewhere in your pages to the effect that AMSTRAD ACTION refused to allow you to refer to the publication as a magazine. The appropriate definition of the noun in any dictionary will describe it as a device for containing articles, photographs, correspondence and similar items. It is not limited to a specific size of readership, or, indeed, method of production. Ipso facto, AMSTRAD ACTION's embargo on your use of the description and insistence on the ridiculous and ugly FANZINE is pompous and arrogant. What are they afraid of? That your readership of 400, or so, might expand overnight to top their 30,000 plus if they permit you to call your magazine a magazine? In any case, I am not so sure that they can stop you.

Were I The Editor, they would have found me a whole lot more difficult to deal with. You may rest assured that any future correspondence from me will give the correct description and let anyone try to say me nay.

I like WACCI's general layout and the condensed typeface, though am not too keen on the use of double brackets. I am also impressed by the

TO ADVERTISE IN WACCI
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fact that errors are conspicuous by their virtual absence. However, there is one you seem to insist upon in the homegrown software library. KalEldoscope, *please - not* kalAEdoscope. The noun is Greek, made up of "kalos" (beautiful) and "eidos" (form.) Kalos eidos. Could describe you, really. (Down, boy! Be your age!)

Apropos the above, when Amstrad Computer User first changed hands, I was appalled at the awful presentation and, even more so, at the total lack of literacy.

It appeared to have been produced by a bunch of schoolboys more used to playing truant than learning.

I used a highlighter and sent the magazine to the editor, with cryptic comments. Believe it or not, there were no less than 98 - yes, 98 - grammatical errors and mis-spellings.

Needless to say, my contribution was ignored. While there was an eventual improvement in the latter two faults, presentation remained poor- and still does, in spite of the involvement of yet another company.

While I understand his impatience with Phil Craven, of Microstyle, over a delivery problem, nevertheless I feel Mike Lyons, of Manchester, is being a little bit unkind, in this particular instance.

I, too, have suffered the pangs of late delivery from Phil but having run a successful business for 30 years until the Recession put paid to it, I know the sort of things he can come up against - particularly as his is a one-man band, as mine was in its first four years. Mr. Lyons, you can take it from me, suppliers can be the very devil, at times.

In passing, you may be interested to know that I decided to contact you only after strong persuasion from Phil. So far, I am grateful to him.

There. Now I have done! ("And about time, too!" did you say?) Except to ask you who gave you

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permission to use my initials for the name of the club? Mind you, my names are much, much grander: you would never guess them in a month of Sundays. Yours very sincerely...

Wm. A C C Smith

(Or, as it was put on the envelope addressed to me: W.A.C.C.(I.) Smith.)
Windsor

<<Oh William, how could you doubt the authenticity of my name? But if you'll tell me yours, I might tell you mine.

And how could you doubt that your order would be dealt with immediately? Or at least, very quickly indeed? And think about it; the magazine IS the catalogue. The two copies were over-enthusiasm on our part- I hope you didn't mind too much.

As to AA and the title of the magazine, "Fanzine" is an honourable enough word and we hope to keep the energy and friendliness that go with it but the numbers are now handsomely more than twice your estimate and climbing.

I'm happy to see your defence of Phil Craven; here at WACCI we're very conscious of how much we too depend on our suppliers but we get many letters from people complaining about service and we publish them, even if they are about us. We're grateful that he steered you our way.

As for the spelling of the word Kaleidoscope- I told OMG and he stopped and grunted before he went back to banging his head against the wall. I think that means that he'll change it when he gets time. I hope you go on enjoying WACCI -Joolz.>>

VERY NEARLY PRAISE

Dear WACCI, thanks for sample copy of mag. There is one thing I can say it is brilliant. Knocks spots off ACU, maybe not up to the standard of AA yet but that will come as time passes.

Could you please send me a list of what is on WACCI homegrown and picture discs please. You can expect my subs order in the near future.

Alex Cochrane
Wilshaw

<<Okay Alex, hope you stay with it and come to love us even more. You'll have seen the contents of the discs detailed in later copies of the magazine -Joolz.>>

FAIR COMMENT??

Dear Sir, I wrote to you on 21st December 1989 regarding the non-arrival of the magazine for November and December.

On or about the 23rd December I had a call from a young lady explaining your current problems and I agreed to continue my membership to give you another chance to fulfil your obligations. The November and December issues were not received by me until January 1990.

I still have not received the January issue and the February issue is now about due.

Membership of WACCI has now become a joke - bearing in mind in the December issue you asked for members comments of expanding WACCI to possibly include the PCW.

You cannot meet the requirements of the CPC membership at the present time let alone expanding the range of computers.

It would appear that going to the printers and the office reorganisation has done nothing to improve your service.

I also replied to a member's letter in the December issue who asked for help on CP/M - I had a reply from him which stated "that the letter was very old and in the intervening time he had decided to abandon the use of CP/M."

Perhaps??? that is why two previous letters to FAIR COMMENT on two

different subjects have never been printed:

1. The availability of PD Software for dBase II.
2. The use of various printing options for Supercalc2.

To add insult to injury, if you like, I have in the past ten days left my name and telephone number on your answering machine three times without any reply.

I can see, therefore, no useful purpose in continuing my membership and as I have only received five copies to date, you can refund me the sum of £8.75.

Should you wish to ring me you can even reverse the charges.

B H Rowley
Bradford on Avon

SCRIVENING THING

Dear Joolz, a couple of months have passed since I bought CPM-054 SCRIVENER. It loads the menu but when I try to load SCRIVENER, all I get is cannot open input file, string to long. Can you help? Has any body else had this problem?

I am just a beginner in the use of a computer apart from playing games; it was the invoicer which I really wanted as I have a lot of invoices to put on to disc. Is there an invoicer on CPM DISC 5?

WACCI is the best mag, more interesting than the other two (Action and User) keep up the good work, sorry it's not on a disc. Yours sincerely,

Martyn Crawford
Middlewood

<<Dear Martyn; for a beginner, SCRIV is a real jump off the high board but here goes...

I'm assuming that you're following the CP/M procedure; first you run CP/M by going !CPM at the "Ready" prompt- then to run SCRIVNER.COM you type SCRIVNER [RET] at the A> prompt.

I'm not sure what you mean by a menu- I don't think Scrivener has one.

For a start, it looks as though you may be entering a file name that's more than eight characters long. A good example is the name Scrivener

itself, you'll have noticed that all the files are called SCRIVNER with something on the end. It's surprisingly easy to get that wrong.

Secondly, read the instruction file SCRIVNER.DOC. Public domain software usually has a file like this instead of a manual. SCRIVNER.DOC is unusual in that it's very wordy, a real monster at 113K. Even if you have a word processor few of them will load a file that size. To read it on screen, type TYPE SCRIVNER.DOC [RET] at the A> prompt.

If you have a printer and a lot of paper to spare you can print the file; before you "TYPE" it, hold down the Control key and simultaneously press "p". You should then hear a beep, after which, when you "TYPE" the file, any text on screen should be printed. But be warned, there are some 54 pages in there.

Before all those trees die in vain, here's a radical thought: do you really want to get stuck into Scrivener at all? Like its .DOC file, it's a real monster.

Your best bet may be to write Scrivener off to experience and get something simpler like Norman Buxton's INVGEM which is AMS-160 (17K) in the home grown software library.

Whatever you decide please don't let me put you off CP/M, which has provided my terrible twosome across the room with more fun than anything else (and me with respite from their constant bickering.)

Either way Martyn, enjoy -Joolz.>>

THE CB FAN CLUB

Dear WACCI, I am a new member of the club and very happy with it. Clive Bellaby is the greatest. Got the December and January mags and the disc of loose HomeGrown Software. I make no complaint ASM-181 is not complete the unnamed author stopped 3/4's way through and line 600 is missing. He, as he says, did try.

I enclose a further order for some games from my family they were very impressed by Starfire. What is on WACCI discs 1 to 9? If they contain most of what I am ordering send

instead of the loose ordered by me, much easier for you as you only have to copy a complete disc.

An extra column on the library index could indicate on which disc a particular program is on. If you have not got the time I will make an attempt. Keep up the good work.

Nael Donagh
Athlone

<<Dear Nael, that's a nice idea about indicating on which compilation disc loose programs are can be found. OMG will never have time to do it, I know. If you really feel like trying it yourself please go ahead, it would be most welcome. But send it in on disc, you'll get it back; promise -Joolz.>>

DAISY DAISY

Dear Ed <<Ah hullo, it's Joolz>>. Here is my first subscription for one year to your magazine which I find very refreshing. I am a newcomer to computers and have to plead ignorance at present but I am sure that in time I will find my feet.

I ordered a sample copy of WACCI and one of the CPM discs (No.4) and I am afraid I can't make much headway with it. How on earth do I load the games? They all seem to be in what I take to be ASCII code but I don't know how to convert them. Help someone - PLEASE.

I thought it would be good to explore all the possibilities that CP/M can offer but if I can't even run a game on it what hope do I have!

You will see I have ordered some of the Homegrown Discs. This is in the

belief that I can just insert the disc into the disc drive and type in something like RUN"DISC" to start the programs - please let me know if I am in for any surprises this time. I told you I was pleading ignorant.

Also are these discs made up from the list of loose software? I was going to order from this but I thought it would be easier for you if I just work my way gradually through the list of discs. If the software is different please let me know and I will buy from both lists - discs and loose.

I am tempted to buy Protex on ROM

FAIR COMMENT

9 SOUTH CLOSE, TWICKENHAM
MIDDLESEX TW2 5JE

but wonder if there are adequate instructions that come with it as I notice that there are tutorials on offer separately in the magazine. Does it mean I would have to buy a tutorial tape/disc too?

My next poser for you is:- do you know where I can get reasonably priced Daisy wheels for my Juki 6000 printer? I have 10 and 12 pitch wheels but would like to try some of the italics or something else a little different, local outlets say they can order them for £20.00 plus VAT but I'm sure they must be available elsewhere cheaper, any ideas.

Good luck to all at WACCI and I look forward to hearing from you and to receiving my order. Yours sincerely,

Miss Jan Ewan
Glasgow

<<Welcome Jan. Yes, CP/M takes some getting used to. You should have got an instruction sheet with the disc; some of the basics are covered in my reply to Martyn Crawford, above but have a good read of the sheet too.

The FSW programs should run much as you expect and there should be few real surprises (although there may be one or two...)

It's definitely cheaper to get programs on the compilation discs because, as you say quite rightly, they involve so much less work for us.

If you get Protex it will come with a proper manual and although no program is ever very easy to start with, Protex is very powerful and rewarding. Also, if you need help or moral support, (for either Protex or CP/M) you can call the helpline numbers. Little Peter Ceresole loves to get calls and, even more, he loves Protex like his mummy (OUCH!)

He also used it with the Juki 6000 and says he remembers some of the tricks. Tricks? What does he mean?

[[Haha! It's me, PC. Hi Jan. Tricks like you have to have the KDS 8-bit

printer port interface otherwise you can't reach half the characters. I think it uses standard typewriter daisy wheels and you can get them from office suppliers. But take in your existing daisy to check - Peter.]]

So there you have it- or maybe not. Good luck and remember, if it all seems confusing right now, in time it becomes clear even to the meanest intellect. And believe me, they don't come much meaner than at Schloss WACCI. *Wheee!! -Joolz.>> [[Exit Joolz pursued by two bears -Ed.]]*

FOR SALE

Protext Disc £9
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Assembly Language Programming
for the Amstrad CPCs (book).. £2

All items are brand new originals
and sold at half price or less.
Phone Mick Baker, anytime, on...

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CROSSED WIRES?

Dear Sir, on the strength of Phil Craven's recommendation, on the 9th instant, I sent you six months' subscription, stating my gratitude to him. However, upon receipt of a package from you this morning, I am beginning to think he has done me a dis-service, after all.

Using your order form, I itemised a considerable quantity of public domain programs, enclosing a cheque for £23.32. The list was typed, obviating any risk of illegible hand-writing.

Also included was a reply-paid Recorded Delivery Certificate and address label for the return of the two discs supplied by me, with an explanation of my reasons for so doing. What do I get? ONE disc only, by ordinary post (my request ignored). The disc contained my three original files - and nothing else! So, what has happened to my other disc and my required programs?

You have disappointed me greatly. I rather feel that if this is an example of the kind of service you offer, then my £9 subscription will be my first and last.

After this letter is - once again - a list of the programs asked for.

<<Follows a list of 21 programs from the AMS and CP/M libraries -Joolz.>>

As I have had to take the above details from the items highlighted in the magazine, it is possible I may have missed one or two items out, or even included one, perhaps, not originally ordered. Unfortunately, another member of my family inadvertently destroyed my photocopy.

I most sincerely hope you will remedy the situation with all speed.

Yours faithfully

Wm.A.C.C.Smith

<<Sigh, I know the answers but I'm not going to get involved with this one, so it's over to OMG -Joolz.>> [[Dear Mr Smith. Let's get through the formal side of your letter first...

WACCI is obliged, by law, to return FSW orders within 28 days of receiving them. Your order was dated the 8th of June, even if you posted it on the same date and we received it on the same day, that's only 21 days ago.

In fact I notice that your last letter has taken three days to reach us, presuming that your initial order took the same number of days you have been kept waiting for only 18 days.

When your order was received I noticed that there was a letter on disc and copied it onto one of our discs. I then put your disc back in the post to you thinking that its prompt return would be appreciated. Obviously I was wrong.

OK that's the formal bit out of the way William... let's start talking like human beings again.

I'm sorry that you have feel less than satisfied with your dealings with WACCI so far, unfortunately that's the way it is, like the girl with a curl... when we are good we are very good and when we are bad we are slightly less than wonderful. But there's a reason for it.

Phil Craven, although singing the

FOR SALE

256K Silicon Disc £55.00
Dk'Tronics Light pen £12.50
John Morrison Pascal Rom.. £8.00

Phone J M Seaton on:-
031 337 9999 (after 7pm)

club's praises, may not have told you that WACCI is basically a one and a half person operation. Apart from sending out software orders, keeping the books in order, dealing with suppliers and enquiries and the overall day-to-day management of the club. I also have the small task of planning and producing the magazine every month

As I've already said in this month's *Thanx'n'Stuff*, I would rather that WACCI remained a large friendly club (abeit somewhat eccentric) rather than becoming a small impersonal but efficient mail order company.

I like to think that the majority of the membership of the club appreciate these points and are prepared to be a little more patient than they would be with a large mail-order company.

I agree with you, if you are the impatient kind of person then WACCI is definitely not the type of club that you will live easily with.

Incidentally, the reason why you didn't get all the programs that you wanted was because your order was too large to fit on a 356K disc (by 7K) consequently I had to leave off "Lock'n'Key" (8K) from the list.

Posting? I actively avoid sending mail out by Recorded Delivery because, in my vast experience of nearly three years, I've found that it actually delays a speedy delivery rather than aiding it.

I hope that you will find the benefits of being a member of a dedicated User Club (with free access to such things as the WACCI Helpline) outweighs the benefits of much larger commercial enterprises.

Finally... call me Steve or Ed. The only people I insist on addressing me as "Sir" are Joolz and Peter C -Ed.]]

BUT HE LIKES US...

Dear Joolz, please find enclosed an order for six months subscription. Please can you make this effective as from and including April. Does the April issue include the review of MFU as I am looking to buy a 3.5" drive and Romdos and would like to see just what MFU can do. I would just like to add a couple of points:-

1. I would like to say a big thank you for the WACCI Helpline service. It is so good to be able to pick up the phone and get help on most subjects from willing and understanding people who can understand even my basic and rudimentary requirements and do not treat me like an idiot.
2. With reference to the inclusion of another computer in WACCI - I have to say no! Although I am only now taking out membership I have read numerous back issues and feel that WACCI's success and quality come from its dedication to the CPC in both its readers and its producers. Can you tell me if Dripzone Plus is available separately in The WACCI Homegrown FSW Section and if so how much is it, or do I have to buy the AJ Concept disc?

All I can say is keep up the great work - no-one else holds a patch on you and if/when I can afford it I will take out the full year's subscription. Regards,

Mark Riley
South Shields

<<Hi, Mark. Yes, the April issue has the full MFU review (we still have a few left.) And thanks for your remarks about the WACCI Helpliner's Service- they do love doing it, too. Get Tony Walker and Peter C going and they won't stop till Christmas.

As for Dripzone, you'll have to buy the Concept disc to get it I'm afraid- but the cost per K is much lower that way as it takes us so much less time to copy.

You'll have seen the first PCW related article, about RESCUE, in the last issue. I hope you didn't find that it reduced the attraction of WACCI for the CPC owner -Joolz.>>

FOR SALE

Tasword 6128 £12
Taspell £6
Mini Office II £7
Graphic Adventure Creator .. £7

All prices include P&P

WANTED

Stop Press with AMX mouse

Contact Mick Williams on:-

(0256) 478706 (after 7pm)

CB ARE YOU THERE?

Dear Steve <<who could that possibly be? -Joolz.>> I have recently acquired from the FSW library the CPM Cardbox FINST which comprises FINST11 and FILER11. Despite the help of the accompanying DOC files I have been unable to load the programme. Having tried it under CPM 2.2 and CPM+ I can only get garbled text and an immovable cursor. The problem is probably due to the need to insert control codes in FINST11. Can you or any fellow member give me any clues?

Pierre de Naeyer

<<Definitely one for the CP/M boys, Pieter. Looking onwards to the next letter, I would also suggest calling Uncle Clive on the Helpline, if you haven't already done so- Joolz.>>

OOH LA LA

Dear Joules and Steve, many thanks for the receipt of WACCI DISC 1 & WACCI DISC 2. Not once nor twice but THREE times in all. I return the two extra copies of each and also an order for more discs.

Although it is obviously an impossible as well as an uneconomic task to produce a booklet of instructions where no .DOC file appears, problems still arise where one indeed exists and it is all praise to the willing band of helpers, who are prepared to spend time and energy

as well as patience trying to sort out the problems of ancient types like yours truly, as well as those of a younger breed.

Through the medium of your organ, may I say a big thankyou to Clive Bellaby for the patience he displayed while I got to grips with NewSWEEP. Three cheers for the WACCI Helpline.

I have been trying to obtain some of the USBORN series of computer books for children. Unfortunately they are out of print. If anyone out there has a copy of the following books:-

"Machine code for Beginners"
"Computer Graphics"
"Better Basic" or
"Computer Programming"

I would be only too willing to pay a fair price and postage to whoever could help me.

One tip I would like to pass on when one sends a disc in the post is to put it in a jiffy bag as normal and then to place the jiffy bag, unsealed, in a larger envelope and this will enable the jiffy bag to be used on many other occasions (yet another of Uncle CB's very useful tips.)

Also, does anyone know if there is a poke for the game Blockbusters. I find that there is insufficient time to type in the answers when going for the gold run at the end of each block. I would be pleased to find out if there is one. (NO--I don't know yet how to write one myself Joules but who knows I may eventually aspire to such dizzy heights.) Hoping to hear from someone out there...

Stamper Metcalfe
Sheffield
(0742 461743)

<<Right Stamper mon vieux chummy, a big 'Allo 'Allo from Joules. And merci beaucoup for the Jeeffy Bag tip.

Actually even without the extra envelopes I've seen some Jiffy bags here that have a made a lot more than several round trips.

They look like big old Teddy Bears, bits of stuffing coming out, rather battered but still serving and much loved... I hope that your plea for

books turn up some results and that Blockbusters turns up its toes for you... Joolz.>>

OIL OF CLOVES

Dear Joolz, during a conversation, on the phone, your colleague informed me that you'd had to go into hospital for dental treatment. I hope you are now back home and that the treatment was successful and you are now out of pain. I have a daughter who had to have similar treatment for an impacted tooth and I can empathise with you.

If you are not yet back at your desk in WACCI Towers... I hope that whoever opens this letter will forward my best wishes to you. You have enough to put up with (i.e. Him Who Must be Obeyed) and with letters from awkward people such as myself. Read on...

I would like to know if WACCI can supply me with fifty adhesive 3" disc labels? If so, could you let me know the price and I'll forward the amount by return post. There is no place near here that stocks them.

Mick Baker
Clowne

<<Not quite back at the helm yet Mick but thank you for your good wishes.

Yes I recently had three painful days of my life 'locked-up' in the West Middlesex Hospital, due to an abscess under one of my molars.

I had tried (God knows how I tried) to avoid medical intervention (I hate hospitals) but, after six days, the failure of across-the-counter pain-killers and the fact that the right side of my face was beginning to resemble a large mellow meant that OMG took me (Wednesday 10pm) to the West Mid Casualty Department.

The Orthodontic specialist came in and said that I'd have to have the offending molar removed.

"When?" I said.

"Tomorrow. You are going to be admitted tonight, emergency surgical intervention as soon as possible."

By Friday I was free, although a little sore... Thank God for the NHS which can respond so quickly to an ingratiante's plight.

For the record, OMG actually visited me the next day and brought some flowers, toiletries and drinkable things. Perhaps he's not so mean as I make him out to be

Now back to business... sticky-backed labels? Officially I can't help you... BUT! unofficially I have some good news for you...

OMG has a private hoard of them they are printed out on A4-sized sheets, twelve to a sheet. How's about I send you six sheets at 10p a sheet and you pay me the 24p postage on top of that as well. Sound Fair? OK they are in the post for you -Joolz.>>

KIRK TO ENTERPRISE

My dear, Have you had any line on the whereabouts of the Rev Alan Sharp the author of Kirk Editor?.

I wrote to him some time ago, to take him up on his offer to instal Printmaster for me, but the packet disappeared in the post. I found that he has left the Manse but have had no success in tracing him. I was not too pleased losing my master disc of Printmaster either.

Every time my WACCI is late I tend to get nervous. I am considering the purchase of a Romboard from you, and I do hope I shall manage it soon, just in case anything dire happens.

I have to tell you that I have only just come upon the programs which you put on to my disc, when returning it. I must be getting old. And, I am ashamed to say that's not all. I cannot get Organiser to work either. Are any instructions available? It can hardly be a "RYFI" occasion when I haven't got any. I hope you can be as helpful to me as you have been previously. Regards.

Stan Harris
Cheadle

<<Nothing dire dear... just Old Misery Guts sorting out his workload. Never mind, it's business as usual again.

The Rev Alan Sharp seems to have disappeared which is most unusual for a man of the cloth. Does anyone else know of the Right Rev's whereabouts?

The instructions (such as they are)

for Organiser are contained in Rem statements in the program's listing. But be warned, as Colin explains in the Rems, he gave up working on the program before it was completely finished, so not all of the features work 'as advertised' -Joolz>>

MUSIC MAN

Dear Joolz, In the FSW Library (what does FSW stand for by the way?), I see no example MUSIC files for Rainbird's THE MUSIC SYSTEM.

Surely some people have this great tune generator and have written notes into it. In case they haven't, included on this disc are a few .MUS files (and the .SND file which is where some of the envelopes are stored). They are as follows:-

- BOHRAP - the first part of Queen's Bohemian Rhapsody.
- DREAMS - by Fleetwood Mac.
- TREASURE - The theme tune to Channel Four's Treasure Hunt.
- TALES - theme tune to Tales of the Unexpected.
- IMAGINE - by John Lennon.
- ALLOALLO - The theme tune to 'Allo 'Allo.
- THREE - Three Times A Lady from the Commodores.
- VINCENT - by Don McClean (I think, or was he in Crackerjack?)

Perhaps you could include them as one offering in a .LBR file. I also have many others I've transcribed from Music Score books (eg some from the Police). Obviously they're best played through an amplifier to get the most benefit from the stereo effects.

Maybe others have done the same but not as yet shared their work. Some tunes do take a while to insert into TMS but I'm sure you'll agree that it's worth the effort after you listen to them.

My only doubt is the infringement of Copyright, which I believe I'm safe from as :-

- a) I'm not publicly broadcasting the tunes.
- b) My versions aren't exact copies.
- c) No money is changing hands.

I feel that I must raise a point in defence of the other computer mags ie Amny Action.

Now and again I see harsh words about said magazine throughout your hallowed pages, whereas in turn they are doing you a favour by supporting your cause by free (I assume) advertising in their PD section and giving, deservedly, great reports about WACCI.

I personally like AA and their humorous style of writing and they have given very valuable service over the years.

I admit though that I mostly agree with comments about ACU. They, in my opinion for what it's worth, haven't produced many good articles for months. I think the "Hairy Hacker's" comment in the July 1990 issue just about sums it up, quote:- "I'm as sane as a gooseberry" unquote, hmmm.....

So please, no more bickering with other good mags (AA) as they have a worthy place in the public market as does WACCI.

In Pete Creosote's article on DOS Wars in the May issue (43), he was looking for a way of explaining the slowness of Rodos copying an 800K disc, how about:- 'It's so slow, it's like kicking a dead whale down the beach' a phrase I once heard about the speed of CP/M!

By the way does your 'shop' extend to selling monitor extension leads for the 6128? If so, rather than paying somebody else I'd like to support WACCI by purchasing that item from you.

Since my first issue of WACCI, No. 26, The Editor on page one has always been in that same pose. The flowers have grown yes but has our Steve moved? His left elbow must be very stiff by now and boy, how long can he keep that paint on grin going? Surely a nice vidi pic of the real Steve would make a fine replacement, or would that lose membership?

Is DU.COM (CPM-037) really that good? If it is I suppose I ought to put an order for a copy of it. (You wouldn't be so kind as to pop it on this disc for return would you and I send the dosh with my next letter. No?

Finally, on the back page I reckon that for the date shown in the future it will be the 344th issue not 343, the volume number should be 27 and that the price you gave would mean an average yearly increase of 16.096%, surely inflation won't be that bad.

Andrew R Norris
Taunton

<<Oh you've done it know Andrew. You've reduced OMG to tears again. He spent ages double checking his maths to make sure he got the issue numbers correct, he even took his shoes and socks off when he ran out of fingers to count on. He assures me that the issue and volume numbers are correct. Perhaps the explanation is that we will put out thirteen issues per year for a few years between now and then?

As for inflation running at 16-17% per annum... that's not so improbable, remember the 1970's? It was running around the 27% mark then.

Ah... the picture of our beloved Ed. sitting at his desk. It's a good job you didn't ask me what that his right hand is searching for! Honestly though you wouldn't want to see what he really looks like... he included his mugshot in the second birthday issue Thanx'n'Stuff and captioned it 'Robert Redford,' I ask you... For the record he looks more like the following sketch than Robert Redford.



Right down to business... yes please send in as many Rainbird music files as you can, we are planning to put together a WACCI music disc in the very near future. For your troubles I've not only copied DU onto your disc but also some of the Rainbird music files that we already have lined-up.

Amstrad Action? Have you ever seen me say a bad word about them? No. They are fine if you want a magazine that has games reviews included but I'm glad to see that they are beginning to include more articles about the serious uses your CPC can be put to.

Sorry, no we don't have anything to do with providing extension leads. Have you tried your local branch of Tandy yet? Try them -Joolz.>>

A CONVERT

Dear Joolz, goodbye Mini Office, hello VDE (in 38 column, I hope.) Using Install.VDE made setting up quite easy. Actually setting it up always was easy, under-standing what you had to do was the hard bit.

My real reason for writing is another? complaint. My last letter seems to have been mis-interpreted (by OMG of course, you couldn't do such a thing.) I was complaining that I had ordered and not received a disc box at £6.99, not that you hadn't returned my plastic disc case, which you had! Now I feel I must pay you for the three cases which you sent but I want a can of Refresh anyway, so here is a cheque for £9.50 which should cover it.

Now, *HELP!*... Does anyone know how the micro justification on an Amstrad LQ 3500 works and how to use it with a (shock horror) Z88. No, I haven't gone mad, I bought them both very cheap in Dixons sale. Does WACCI sell ribbons for a LQ3500. Yours as ever.

John Walford
Redditch

<<Oh dear, OMG's sobbing again on two counts John. You've even managed to get Peter in a lather. Nice one!

Firstly, by now you should have received your disc-box (as opposed to disc-case) we had a little delay due to a hiccup with the suppliers.

Secondly, neither OMG or Peter have played with an Amstrad LQ 3500 in combination with a Z88 so they can't be sure how to exactly advise you (the old gruesome-two-some are currently huddled in the corner gnashing their teeth, wailing and making many hurried phone-calls.) If PC and OMG come up with anything useful, I'll let you know - otherwise (and in the meantime) can anyone else offer some help?

Glad you have been converted to VDE John, better than MOII -Joolz.>>

AU-REVOIR?

Dear Joolz. This is just a note to say how much I have enjoyed the first few editions of WACCI since I joined. I wish I had found it much earlier but your advert does not do you justice - the combination of humour and non-games content is just what I have been looking for.

I wouldn't like to suggest that I've never played a game but I can honestly say I have never bought one for myself - I have a son as an excuse! I think the title "fanzine" tends to put off those looking for the more serious(?) side but you explained that in the last issue.

To add my small contribution to the RODOS debate I have been using my version to archive Z88 business files - as well as a lot of other uses. I liked the tree directories to keep complex directories in some semblance of order. I had no trouble at the dreaded 500k which most people seem to think is the turning point -even 600k (backed up) was OK.

That was the point where confidence (and carelessness) returned. At 620K the directory and several sectors became corrupt. I swore never to fail to back up (don't we all?) I did have earlier back-ups and, with the aid of a disc editor, was able to re-write the directory after much trial and error - but I lost quite a lot. I suspect that your correspondent who suggested that the number of files rather than the amount of data stored as the problem may be right.

I also have RAMDOS/ROMDOS and have never had trouble with them - but no

tree directories with them. (I have Protext and Prospell on Rom without problem with either system.)

Finally - the sting in the tail - my subscription still has until September to run and I look forward to keeping in touch - but I am about to lose my beloved CPC6128 and will not be renewing when the time comes. Afore mentioned son is taking it off to university - he says to write essays.

He seems to be under some sort of misunderstanding about the thing being his - something about a Xmas present when the 6128 first came out. I am to be reduced to an STE.

I have included on the other side of this disc three programs, two of which I first wrote on a ZX81 but developed considerably over the years on the CPC. I don't think they will run on a 464 - certainly one of them uses the "fill" command but could be modified.

The programs cover electricity accounts, car petrol consumption and graphs originally used for monthly performance reports. The first 2 have proved their worth over the years, giving early warning of troubles such as sticking thermostats and sticking breaks. Because of the "add-on" nature of the development the coding leaves a lot to be desired but the end products work. Feel free to add them to the library if they are of any use.

(Are you aware that the STE uses the x/y co-ordinates of "locate" statements in reverse of the CPC, it has been awful re-writing for the STE!)

More strength to your efforts.

Duncan W Kennedy
Dalgety Bay

<<Duncan that's a really sad tale. You've just found us and now you've gone and lost your CPC. You never know perhaps number-one son, out of a sense of gratitude for your generosity, might renew your subscription for you? No, I didn't really think so either.

The good news is that your sub will not now run out till November.

Thanks for the programs, I've only had enough time for a very brief peek at them but they look good.

One last thing before you go... what's an STE Duncan?? -Joolz.>>

THOSE WACCI GAMES DISCS

GAMES DISC 1.

Space Invaders, The Prisoner's Dilemma Game, XDraw, Loot, Trivia Quiz, Zener Cards, Pairs, Jigsaw1, XOX, Breakout, Dripzone, The Dripzone Cheat, Sheepdog, Othello, Starfire, Edbutt, Tee-off, Three Dimensional Maze, Path Finder, Lock'n'Key and Magic Squares.

GAMES DISC 2.

Bomber, Pontoon, NPC, Snakes, Diamond Miner, Pacplant, The Pacplant Cheat, Star Chase, Grid Warrior, Quiz, Jigsaw2, UFO Escape Gomoku, Tunnel Dive, Hotrods, Nomopoly and Sketch.

GAMES DISC 3.

Caverns of Skeletor, XSum, Go, Wild, Fruitrun, Darts, Jigsaw3, Backgammon, Beetlemania, Masters of Midworld, Championship darts, War and Draughts tutor.

GAMES DISC 4

Three Dimensional Noughts and Crosses, Escape from WACCI HQ, Life, Shifty, Four in a Row, Missile Command, Write it Right, Dominoes 1, Dominoes 2, Othello, Oz. Patience, Fruit Worm, Pharaoh, Chess Games, Spellbound, Crazy Maze, Englebert, Diabolo, XWord.

the wacci fsw library

PROBABLY
THE BEST
LITTLE
LIBRARY
IN THE
WORLD

THE WACCI CP/M PUBLIC DOMAIN SOFTWARE PROGRAMS

These CP/M programs have all been tested by WACCI on an Amstrad CPC6128 computer. Although the programs have been tested, they are supplied on an as-is basis. WACCI UK accepts no liability for faults or non-operation.

- CPM-001: BINCALC 10K - On-screen calculator.
CPM-002: COMPARE 10K - Compares two files for differences.
CPM-003: LOOK 12K - Views and Edits ascii and binary files.
CPM-004: NDDT 11K - Improved version of DDT.
CPM-005: NSWP 37K - Disc and file management utility.
CPM-006: QK20 10K - Assigns character strings to keys.
CPM-007: RASNB 17K - Z80 reverse assembler.
CPM-008: UNERA 2K - Unerases erased files.
CPM-009: XIZI 22K - 8080 to Z80 to 8080 code translator.
CPM-010: ZMAC+ZLINK ... 40K - Z80 assembler and linker.
CPM-011: CONV2 3K - Converts CP/M 2.2 files to CP/M Plus.
CPM-012: LASH 10K - Improved version of ASM.
CPM-013: LOHD 2K - Improved version of LOAD.
CPM-014: Z80ASM 15K - Z80 assembler.
CPM-015: Z8E 190K - Z80 debugging monitor and assembler.
CPM-016: ZDEBUG 31K - Non-symbolic Z80 debugging tool.
CPM-017: SMALL-C 157K - Floating-point version of the language.
CPM-018: SCI 59K - Small-C-Interpreter.
CPM-019: EBASIC 84K - Compiles a subset of Basic to m/code.
CPM-020: LISP 81K - The essence of a Lisp interpreter.
CPM-021: EPRO 37K - A version of the Prolog language.
CPM-022: CHEK 5K - Checks disc quality.
CPM-023: D 4K - Directory utility.
CPM-024: DISKDOC 11K - Disc doctor (not sure how it works).
CPM-025: DISPLAY 5K - Displays text files f/wards or b/wards.
CPM-026: ED.DOC 22K - Instruction file for ED.COM
CPM-027: FORM3 3K - Allows CP/M+ owners to read PCW discs.
CPM-028: GREP 13K - Emulates the UNIX grep command.
CPM-029: LOOKAT 3K - Dumps files in ascii format.
CPM-030: RPIP 8K - Improved version of PIP.
CPM-031: SD 4K - Directory utility.
CPM-032: SETCOLOUR ... 12K - CP/M 2.2 easy colour-change command.
CPM-033: SORT 4K - Sorts the contents of text files.
CPM-034: VLIST 2K - Controls text file scrolling speed.
CPM-035: WCOUNT 7K - Counts the words in text files.
CPM-036: LBRDISK 16K - A library utility.
CPM-037: DU 44K - Powerful disc sector editor.
CPM-038: NULU15 82K - Improved version of Library Utily (LU)
CPM-039: WRDCOUNT 26K - Another word-counter.
CPM-040: ADVENT 101K - Big text-only adventure.
CPM-041: TEAM-GEN 22K - Scoresheet generator.
CPM-042: USERFUNC 12K - A small library of Basic DEF FNs.
CPM-043: BIO 14K - Biorhythm chart generator.
CPM-044: CAL 6K - Calendar generator.
CPM-045: CHESS 26K - CP/M 2.2 version of the board game.
CPM-046: GOLF 26K - A text-only swipe round the golf course.
CPM-047: MAZE 3K - Maze generator.
CPM-048: NEWPUZ 25K - Wordsearch generator.
CPM-049: OHELLO 22K - Version of the board game.
CPM-050: UKM7 26K - Comms utility adapted from MODEN7.
CPM-051: INVENT 35K - Inventory database.
CPM-052: VDE 76K - Fast, powerful word processor.
CPM-053: SPELL 33K - Spelling checker with dictionary.
CPM-054: SCRIVENER ... 194K - Relational spreadsheet/database.
CPM-055: JRT PASCAL .. 208K - Floating-point, standard version.
CPM-056: JRT MANUAL .. 200K - Manual on disc for the above language.
CPM-057: COBOL 97K - NPS Micro-Cobol v2.1.
CPM-058: FORTH 54K - 16K version, can be enlarged easily.
CPM-059: STOIC 62K - A version of the language.
CPM-060: EXPERT86 52K - A very good expert system.
CPM-061: HEX 141K - Modem EXecutive comms utility.
CPM-062: KERMIT 28K - Comms utility for little green frogs
CPM-063: LUCKY13 11K - Lottery number generator and checker
CPM-064: LOGAN 15K - LOGic ANalyser and frequency counter
CPM-065: WSCLEAN 4K - Clears the high bits from text files
CPM-066: OPT 21K - A Three Pass Optimiser for Small C
CPM-067: STARTREK 11K - Scotty's in there again.
CPM-068: HEXTO 18K - Make DATA loaders from HEX files
CPM-069: MAKELCAT 57K - Print out a catalogue of all your files
CPM-070: MAKEASM 17K - Converts ZMAC files to source for JRTASM
CPM-071: 80TRK 59K - Stick a 5.25" drive on your CPC
CPM-072: ZSH 24K - PD assembler
CPM-073: DISZ80 22K - Z80 op-codes into Zylog, 696 mnemonics
CPM-074: CPM2TO3 7K - Run 2.2 programs under CP/M Plus
CPM-075: XRAS 160K - Scrolling bulletin board host program
CPM-076: HFT 3K - Easy one-drive Multi File Transfer.
CPM-077: CRUNCH/UNCR .. 17K - User-friendly file squeezer.
CPM-078: SIDEWAYS 34K - Prints spreadsheets sideways.
CPM-079: DISCKITA 31K - General purpose disk formatter +
CPM-080: CLEANUP 3K - Slicker file erasing and typing.

CPH-081: SUPERZAP 27K - <i>A full screen interactive disc utility</i>	CPH-099: SHELL 7K - <i>CP/M menu driven environment.</i>
CPH-082: PASSWORD 3K - <i>Protect your programs from prying eyes</i>	CPH-100: BDO4 6K - <i>Checks discs for bad sectors and files.</i>
CPH-083: SCRAMBLE 2K - <i>Similar to PASSWORD but trickier.</i>	CPH-101: ALLDIR 1K - <i>(2.2) All User Area DIRs.</i>
CPH-084: DISPLAY 5K - <i>A smart text reader.</i>	CPH-102: UDIR 1K - <i>CP/M+ All User Area DIRs.</i>
CPH-085: FILECHOP 6K - <i>Breaks down ANY program.</i>	CPH-103: VIEW 6K - <i>Prints ANY file to the screen.</i>
CPH-086: LIST 3K - <i>Improve the appearance of listings.</i>	CPH-104: OSB2ANS 6K - <i>Run Osbourne CP/M programs on the CPC.</i>
CPH-087: MAKE 3K - <i>Simplifies area user changes.</i>	CPH-105: ANDYBASE..... 56K - <i>Powerful database program.</i>
CPH-088: NEWCCP 9K - <i>Adds extra commands to CP/M.</i>	CPH-106: VDE266 161K - <i>The ultimate version of CPH-052</i>
CPH-089: PCW 3K - <i>Read AND write to PCW formatted discs.</i>	CPH-107: KOX 9K - <i>Pascal version of noughts and crosses.</i>
CPH-090: EPSETUP 11K - <i>Configuration program for Epson printers</i>	CPH-108: EDMS 55K - <i>Read MS-DOS files.</i>
CPH-091: B29 47K - <i>MSWP workalike, views COM files as well.</i>	CPH-109: UNERA 6K - <i>Recover erased files.</i>
CPH-092: HPT+ 3K - <i>Multi File Transfer with two drives.</i>	CPH-110: STATUS 12K - <i>Displays the current status of your CPC.</i>
CPH-093: PRINT 7K - <i>Text file printing aid.</i>	CPH-111: PACMAN 24K - <i>CP/M version of the arcade game.</i>
CPH-094: RESCUE 6K - <i>rescues corrupted discs</i>	CPH-112: MAKEBATCH 4K - <i>Easy creation of submit files.</i>
CPH-095: CRCBUILD 3K - <i>Catalogue your discs. (CP/M 2.2)</i>	CPH-113: ANDYBASE 56K - <i>Powerful databse.</i>
CPH-096: HCAT 23K - <i>Catalogue your discs. (CP/M +)</i>	CPH-114: TORNADO 15K - <i>Graphics, colour and sound under CP/M2.2</i>
CPH-097: EDIT 16K - <i>A text editor.</i>	CPH-115: CLS 1K - <i>Clear screen under CP/M.</i>
CPH-098: FINST 40K - <i>Cardbox filer program.</i>	CPH-116: INSTALL.VDE ...11K - <i>A guide to installing VDE on the CPC.</i>

THE WACCI HOMEGROWN PROGRAMS

These AMSDOS Basic programs have been tested by WACCI on an Amstrad CPC6128 computer. They are not Public Domain and copyright resides with WACCI UK and the original author/s. As such they may not be freely copied. Although the programs have been tested, they are supplied on an as-is basis. WACCI UK accepts no liability for faults or non-operation.

AMS-001: MASTERS OF MIDWORLD . 29K - <i>Graphical adventure.</i>	AMS-030: DISC 2K - <i>Intelligent disc menu.</i>
AMS-002: MINIMON 4K - <i>Mini machine-code monitor.</i>	AMS-031: SDUMP 10K - <i>Five mode 1 & 2 screen dumps.</i>
AMS-003: CHARDES 3K - <i>Big-character designer.</i>	AMS-032: ENGLEBERT 8K - <i>Bert game.</i>
AMS-004: HEADER READER 2K - <i>Colourful tape header reader.</i>	AMS-033: GLOBE 7K - <i>View Earth from space.</i>
AMS-005: FRUIT WORM 4K - <i>The old caterpillar/fly type game.</i>	AMS-034: MULTIPROG 2K - <i>Holds 4 Basic progs in a 2nd 64K.</i>
AMS-006: OTHELLO 6K - <i>Reversi simulation.</i>	AMS-035: PIXELPLOTTER 5K - <i>6128 Etch-a-Sketch program.</i>
AMS-007: FOUR IN A ROW 6K - <i>Version of Connect 4 board game.</i>	AMS-036: STORY 12K - <i>Zany prog that invents stories.</i>
AMS-008: THE WORLD 26K - <i>Graphics demo of Earth spinning.</i>	AMS-037: FUNCTDR 2K - <i>Plots graphs of matha functions.</i>
AMS-009: CHAT 5K - <i>Based on the famous Eliza.</i>	AMS-038: FUNCTSOL 2K - <i>Solves quadratic equations.</i>
AMS-010: JIGSAW-1 34K - <i>Educational jigsaw.</i>	AMS-039: FORMULAE 3K - <i>Mixes chemicals.</i>
AMS-011: EDDY 15K - <i>Good text editor for all CPCs.</i>	AMS-041: CGEN 6K - <i>Icon-driven character generator.</i>
AMS-012: XOX 3K - <i>Two player noughts and crosses.</i>	AMS-042: EXCAT 5K - <i>Extended cat to screen/printer.</i>
AMS-013: PONTON 37K - <i>You against the computer.</i>	AMS-043: EXPRINT 5K - <i>Prints ascii chars > 127.</i>
AMS-014: PROGDOC 33K - <i>Programmer's utility.</i>	AMS-044: PROFORNA 2K - <i>Cassette filing sheets to a DMP1.</i>
AMS-015: HELPING HAND 5K - <i>Decision aid.</i>	AMS-045: NEATLIST 4K - <i>Emulates the BBC's LISTO command.</i>
AMS-016: BOMBER 4K - <i>Bomb the town & land your plane.</i>	AMS-046: ROMREAD 3K - <i>Tells you about your roms.</i>
AMS-017: LIFE 4K - <i>The Game of Life.</i>	AMS-047: SYMPHONY 4K - <i>Kaleidoscope pattern generator.</i>
AMS-018: LOCK'n'KEY 8K - <i>Maze game.</i>	AMS-048: ANSIG 173K - <i>Mandlebrot Set Generator.</i>
AMS-019: TUNNEL DIVE 4K - <i>Freefall game.</i>	AMS-049: DRIPZONE 54K - <i>Addictive machine-code game.</i>
AMS-020: HEAD 3K - <i>Tape or disc header reader RSX.</i>	AMS-050: DISCED 5K - <i>Disc sector editor RSX.</i>
AMS-021: HENDATA+ 3K - <i>M/code into data statements.</i>	AMS-051: STARFIRE 25K - <i>Machine code zap-em-up game.</i>
AMS-022: KEYDEF 2K - <i>Single keypress command typing.</i>	AMS-052: SCANNER 2K - <i>Scans lots of ASCII files.</i>
AMS-023: CHAMPIONSHIP DARTS .. 12K - <i>Bonk... Bonk... Bonk...</i>	AMS-053: BOUNCER 4K - <i>A version of Breakout.</i>
AMS-024: GRID WARRIOR 4K - <i>Another caterpillar/fly game.</i>	AMS-054: BASIC+ 13K - <i>45 new commands to Basic.</i>
AMS-025: JIGSAW-2 51K - <i>Educational jigsaw.</i>	AMS-055: LABEL PRINTER 6K - <i>Single address labels.</i>
AMS-026: STAR CHASE 11K - <i>Space shoot-em-up.</i>	AMS-056: MISSILE 6K - <i>A version of Missile Command.</i>
AMS-027: UFO ESCAPE 18K - <i>Maze game.</i>	AMS-057: SKETCH & PROGRAM 8K - <i>Turns sketches into prog lines.</i>
AMS-028: HEADLESS 3K - <i>Headerless file tape to disc.</i>	AMS-058: SYNTH 3K - <i>3-channel keyboard sound.</i>
AMS-029: BEETLENAMIA 31K - <i>Machine-code game.</i>	AMS-059: HOTRODS 6K - <i>Race game.</i>

ANS-060: BREAKOUT	3K	- Yawn.	ANS-118: WRITE IT RIGHT	12K	- Educational word game.
ANS-061: DEPRO	2K	- Load and list protected Basic.	ANS-119: SHEEPDOG	5K	- One man and his computerised dog.
ANS-062: DIS	5K	- Good Z80 disassembler.	ANS-120: MONOPOLY	20K	- Variant on the board game.
ANS-063: PAIRS	4K	- A version of Pelmanism.	ANS-121: BACKGAMMON	40K	- Plays a hard game, but addictive.
ANS-064: XREF	15K	- A Basic cross-reference utility.	ANS-122: DOMINOES	30K	- Fives and Threes.
ANS-065: WACMON	16K	- Versatile machine-code monitor.	ANS-123: DYS-SYNNII	5K	- Colourful pattern generator
ANS-066: MUSIC COMPOSER	14K	- Compose one-channel melodies.	ANS-124: PRINTER	2K	- Printer setup utility.
ANS-067: LOGOPOLIS	15K	- Version of Logo.	ANS-125: SDM	11K	- O.S. for Bigscreen Programs.
ANS-068: MATHS MAGIC	11K	- For numerical freaks.	ANS-126: ORRERY	9K	- Watch the world go round the sun.
ANS-069: BREAKER	3K	- Dumps screens to disc.	ANS-127: MUSIC	13K	- Easy music creator.
ANS-070: DISC MENAGERIE	29K	- Good disc utility.	ANS-128: ENVELOPE	8K	- Fiddle with EWT and ENV commands.
ANS-071: NOSEY	4K	- Edit memory and banks, view rows.	ANS-129: POSTER	6K	- For use with Siren's Print Master.
ANS-072: SPRITES	6K	- Mode 0 sprite designer.	ANS-130: CONTOURS	9K	- 16 colour mathematical contour map
ANS-073: SQUEEZER	4K	- Squeezes ascii files.	ANS-131: COMPLEX	9K	- Electrical engineers toolkit.
ANS-074: CAVERNS OF SKELETON	14K	- Multi-coloured maze game.	ANS-132: DIABOLO	35K	- Multi format Solitaire game.
ANS-075: ZEMER CARDS	23K	- ESP test.	ANS-133: ADAM	6K	- Prints out A.D.A.M. text files.
ANS-076: SUN-VADERS	7K	- Educational maths game.	ANS-134: BANNER	4K	- Print 10" high lettered banners.
ANS-077: ASTROSUITE	35K	- Find out about space.	ANS-135: GLOBE II	45K	- Much enhanced of the original.
ANS-078: TEXT & PROGRAM	3K	- Text screens into program lines.	ANS-136: SYNTH2	17K	- Another Synthesiser program.
ANS-079: WORDY	27K	- Advanced text editor.	ANS-137: QUIZ	96K	- Trivia quiz + speech.
ANS-080: TRIVIA QUIZ	72K	- 2 to 4 player quiz.	ANS-138: SDUMP V.3	7K	- Sdump suite+ helpful front-end.
ANS-081: PROTO	16K	- Good Z80 assembler.	ANS-139: STATS	10K	- Statistics program.
ANS-082: CHESS CLOCK	10K	- For chess freaks.	ANS-140: COLPRINT	1K	- Prints out text in columns
ANS-083: DEFFONT	14K	- Excellent character generator.	ANS-141: SPREAD	45K	- A spreadsheet program
ANS-084: CALENDAR	7K	- Calendar generator.	ANS-142: DISC MENAGERIE II	28K	- Much enhanced version DM
ANS-085: SNOOKER SCOREBOARD	4K	- For snooker freaks.	ANS-144: BIO	5K	- Hi-res Biorthym generator.
ANS-086: PATIENCE	9K	- The soitaire card game.	ANS-145: NUHERO	12K	- The Cabbala made easy.
ANS-087: AUTOLINE	3K	- Intelligent graphics demo.	ANS-146: 3D MAZE	7K	- Can you find the exit?
ANS-089: CRUNCH	8K	- Educational Pacman.	ANS-147: PHI	8K	- Answers on a postcard please.
ANS-090: CALCULATOR	21K	- Scientific calculator.	ANS-148: S-LIGHT	3K	- Sound to light generator.
ANS-091: FONT	8K	- 40-column text in Mode 0.	ANS-149: DOMINOES II	10K	- The normal dominoes game.
ANS-092: FIRMWARE EXPLORER	5K	- Similar to Regiload.	ANS-150: STRAIGHT	8K	- Generates straight line graphs.
ANS-093: GONOKU	5K	- Hybrid of Othello & Connect Four.	ANS-151: REGILOAD II	13K	- Regiload re-visited.
ANS-094: MENU	4K	- Intelligent disc menu.	ANS-152: HARDCAT	2K	- Printed disc catalogues. (6128)
ANS-095: OTHELLO	9K	- Another version of Reversi.	ANS-153: PACPLANT	25K	- Auntie John's version of Pacman.
ANS-096: UGRAB	6K	- Grab user-defined graphics.	ANS-154: SDUMP V.4	29K	- Now with added AGE enhancements.
ANS-097: STYLE	2K	- Analyses documents.	ANS-155: BIONORPH	9K	- Tinker with genetics (6128).
ANS-098: DISCNAP	3K	- Maps sectors on any format disc.	ANS-156: BANK+	5K	- Manipulates banked memory (6128).
ANS-099: TAPE RSXS	2K	- Quick save and load screens.	ANS-157: DECOMP	7K	- Load compressed Art Studio files.
ANS-100: VIEWFAX	12K	- A Teletext type system.	ANS-158: EZMUSIC	14K	- Frequency tables become redundant.
ANS-101: GO	15K	- Ancient Chinese strategy game.	ANS-159: WACCIWORD v2.0	87K	- WACCI's very own word processor.
ANS-102: DI-SYNN	2K	- A colourful pattern generator.	ANS-160: INVGEN	17K	- Send other people an invoice.
ANS-103: AGE	4K	- GEN type windows generator.	ANS-161: KEYBOARD	10K	- A comprehensive sound generator.
ANS-104: SNAKES	5K	- A game (I think).	ANS-162: GRAFLOT	4K	- Plots graphs I think?
ANS-105: OZ	4K	- Addictive peg-and-holes game.	ANS-163: DCHEAT	1K	- A cheat loader for DRIPZONE v3
ANS-106: FRACTAL	11K	- CPC conversion of Macfractal.	ANS-164: SPX	20K	- A Stock Market analyzer.
ANS-107: TEE-OFF	12K	- Golf game.	ANS-165: 3DXOX	7K	- 3D noughts and crosses.
ANS-108: PRIMES	2K	- Calculates prime numbers.	ANS-166: LNA	7K	- A Logic Network Analyser from AJ.
ANS-109: SOUNDFX	2K	- Explode, Ping, Bang, Zap RSXs.	ANS-167: PDG	3K	- The Prisoner's Dilemma Game.
ANS-110: PHARAOH	9K	- Maze and beasties game.	ANS-168: AGE128	10K	- GEN type windows generator (6128)
ANS-111: SHIFTY	10K	- Educational jigsaw type game.	ANS-169: STROBE	16K	- Flashy pattern generator.
ANS-112: DIAMOND MINER	8K	- Underground hunt for jewels.	ANS-170: MAGIC SQUARES	4K	- A bit of a puzzle.
ANS-113: CRAZY MAZE	5K	- Maze game.	ANS-171: TYPING TUTOR	9K	- Improv yur typing accuraccy.
ANS-114: PATHFINDER	8K	- Confuzion type game.	ANS-172: FOOTBALL	60K	- A pools predictor (it's a goody.)
ANS-115: SPELLBOUND	17K	- Educational spelling tug-of-war.	ANS-173: THE KIRK EDITOR	262K	- A very comprehensive WP.
ANS-116: GRAPHIC MAGIC	9K	- Mode 0 screen designer.	ANS-174: DWERRYBASE	20K	- Label printer with database.
ANS-117: JIGSAW-3	92K	- Jigsaw game (includes 5 jigsaws).	ANS-175: DISPLAY	139K	- Magic Lantern Picture show.

ANS-176: CHESS GAMES 16K - <i>Three chess puzzles.</i>	ANS-197: TRANSFER 3K - <i>Music System tape to disc utility.</i>
ANS-177: M-FILE 41K - <i>Masterfile tutorial and examples.</i>	ANS-198: DISPLAY II 170K - <i>Magic Lantern Picture show mark II</i>
ANS-178: WILD 15K - <i>An educational wildlife quiz.</i>	ANS-199: NO-WO.RSX 9K - <i>Does illegal things with upper ROM</i>
ANS-179: GENERAL.DR 18K - <i>MicroDesign clip art files.</i>	ANS-200: WAR 13K - <i>Wargame Program.</i>
ANS-180: CASS.DR 4K - <i>MicroDesign clip art files.</i>	ANS-201: ASCII2 3K - <i>ASCII files to MOII format</i>
ANS-181: ORGANISER 4K - <i>A Personal Organiser</i>	ANS-202: EXAMPLE 22K - <i>Bellaby's Cobol example files.</i>
ANS-182: CONVERT 6K - <i>Swap screens from 6 to mode 1 & 0.</i>	ANS-203: CGP115 8K - <i>Colour Dump for the Tandy CGP115</i>
ANS-183: NPC 36K - <i>Roleplayer's character generator.</i>	ANS-204: CAUTO 42K - <i>Gaud knows!</i>
ANS-184: TANDY DUMP 8K - <i>Tandy Printer Dump.</i>	ANS-205: PROGDOC4 28K - <i>Much enhanced version of ANS-14.</i>
ANS-185: M-FILE II K - <i>Now included with ANS-177</i>	ANS-206: WACCISPELL2 91K - <i>Much faster than the original.</i>
ANS-186: TIDY 4K - <i>Clever Disc Maintenance Utility.</i>	ANS-207: MORSE 2K - <i>Morse code translator.</i>
ANS-187: INVADERS 35K - <i>AJ's classic space invaders game.</i>	ANS-208: CRAIG 4K - <i>Children's word recognition prog.</i>
ANS-188: GRAPHO 7K - <i>Psychedelic screen display.</i>	ANS-209: XSUN 9K - <i>Arithmetical noughts and crosses.</i>
ANS-189: WACCISPELL 53K - <i>Spell checker.</i>	ANS-210: ESCAPE FROM WACCI ... 80K - <i>AJ's animated adventure program.</i>
ANS-190: FSWFORM 6K - <i>The FSW Library order form (ASCII)</i>	ANS-211: HEXTOBAS 3K - <i>Convert Hex files to Amsdos binary</i>
ANS-191: XDRAW 24K - <i>Crossword grid plotter.</i>	ANS-212: DRAUGHTS TUTOR 33K - <i>Precisely that.</i>
ANS-192: XWORD 56K - <i>Crossword generator program.</i>	ANS-213: HCODER 144K - <i>H/Code tutorial with example files</i>
ANS-193: FRUITRUM 30K - <i>Multi-feature fruit machine game.</i>	ANS-214: OSKD 3K - <i>On Screen Key Definer.</i>
ANS-194: KEYCARD 24K - <i>Prints 4 colour user key reminders</i>	ANS-215: OHM 3K - <i>Calculates Ohm's law for you.</i>
ANS-195: NPCGRAPH 56K - <i>Tandy 4 colour plotter graphs.</i>	ANS-216: RESID 3K - <i>Electrical RESistance IDentifier.</i>
ANS-196: PCBDRAPT 82K - <i>Printed Circuit Board designer.</i>	ANS-217: WACCIWORD 3 108K - <i>Latest, speedier version.</i>

COMING TO A CPC NEAR YOU SOON!

YES IT'S...

AUNTIE JOHN'S CONCEPT DISC

(Oohs, ahhs and finally... *Gasps!*)

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n p e...>

GREEN'S STRIP PONTOON

Embarrassingly awful digitised pictures of Green taking his clothes off, if you play your cards right.

DRIPZONE PLUS

An enhanced version of Dripzone, with 54 possible sheets, digitised pictures, digitised sound, and little twinkly things. Oh yes, it's not Cyan anymore either.

ENGLEBERT

A version of an arcade game that was quite popular some time ago.

SAUCER ATTACK

Basically a machine code shoot things game. But do you feel fulfilled?

THREE DIMENSIONAL MAZE

Totally un-original, but damn fast 3D maze program. Where would we be without logical colours, eh?

BEETLEMANIA

Pure machine code highly graphical game, with ducks and trees and things.

GLOBE

Graphical view of the Earth from any point in Space. (Converted from a BBC computer program, so it must be good).

JUGGLE

Want to learn to juggle? This won't help.

NB: *The first two programs mean that the disc will really only run on 128K disc-based machines.*

THE FINAL WORD

...GOES TO PETER CERESOLE

A new GX4000, 464 Plus and 6128 Plus but there's no mention of the CPC any more? *I WONDER WHY THEY DID THAT?*

It's pretty obvious why the GX4000 has been launched:- Amstrad simply *had* to do something. They're coming into an already crowded field here, trailing Nintendo, Atari and NEC in TV display consoles but nowhere at all in the hand held race so far.

As for the 6128 and 464 Plus there's still a market for people who *like* to believe that their children will learn about computing from the ruddy thing and it seems Amstrad finds that market worth fighting for.

They go on at some length about having 55% of the French market but that is *now* and profits are *then* and the Gonzos are all into 16-bit machines there *too*. As to Germany, you have to be joking:- have you seen how much PD stuff for the Amiga is coming out of Germany now?

No, the real question is why did they wait till now to relaunch the CPCs (to give them their ancient name) when they have apparently had the smaller modified PCBs for about two years. Two years is *forever* in computing. Two years ago the new machines would have been *wizzo stuff*.

Even Amstrad Action has to admit that the sound in "Burning Rubber" is only so-so. That's in the *Amstrad-can-do-no-wrong* launch issue so God only knows where it really sits on the strangled chicken scale. At the salmonella end I suspect.

The competition is clearly the Amiga:- to look at, they've made the 6128 into a Taiwanese copy (and on the Amiga the sound really does blow your socks off.) *Does this matter?*

Me? I don't care. Word processing is definitely better on the CPC, where Protext is better integrated with the hardware, than on the Amiga. Quite

seriously, I've never seen a program I've cared about that used the sound and graphics fully but I'm a minority taste here. The judgement of the marketing men, including Amstrad's, seems to be that sound and spectacular piccies do matter, very much. In which case, once again, why have Amstrad waited so long to get to market with a product which looks as though it's at the limit of its *play-by-date?*

SEND IN THE CLONES

In the AA machine launch issue there's an interview with an Amstrad Press man in which he tells us (and then) how terrific these machines are and how Amstrad's strategy is so properly thought out. This is clearly incisive and critical stuff but the really telling part of the interview is the photograph of the bloke. Half close your eyes and *gosh, golly*, it looks just like a slightly wimpoid AMS.

Actually, all Amstrad spokesmen look like Alan Sugar. Face fungus, frazzoid hair, whistles but no ties, the whole culture schtick. And that is significant.

Right now the financial news is full of "*riches to rags*" stories about companies with strong founders come to grief. The latest of these casualties is Laura Ashley group, which is in deep trouble because the family had kept too much control. The business evolved out of their sphere of competence and that was all she rote.

BIG DADDY

This doesn't mean that Alan Sugar can't keep Amstrad afloat. By all accounts he's a truly remarkable bloke, quite free of *bullshit*. But there's *bull* and *bull*:- some of it can sound like good sense until the dissenting voice cries a warning.

But what if there are no dissenting

voices to be heard (*either through nepotistic selection, suppression or sacking?*) That was the trouble with the Soviet Union and the later Thatcher cabinets. And what happens when everybody looks like the boss? Do the AMSclones look like dissenters? Eh? Is Alan doing it *all* on his own?

If so, he's had his plate full. Amstrad have sold a heck of a lot of IBM PC clones and made a great deal of money doing it but they've also discovered the horrifying high tech cock-up on the way:- and the enormous costs of solving it and clearing up the PR disaster too. It may well be that the top end PCs are completely sorted now but the competition has been woofling by in the meantime.

In parallel there have been questions about the rest of the business:- questions like the move to Compact Disc and how (and whether) to prepare a position on Digital Audio Tape. These are survival questions.

It's taken (and will go on taking) a lot of energy to deal with these issues, so if there's one driving source at Amstrad it's no surprise if he wasn't focusing too hard on the question of what to do about the CPC.

THAT OLD AMS MAGIC

Maybe it will all come off, after all. It could be that games cartridges will cost a bit less than 16-bit games (not at all difficult) and that the punters won't care about the finer questions of resolution and sound... but if they don't, then they might as well get an Amiga with a modulator. All questions to be fought out before Christmas.

If the *Clones* have got it right, then they get a reprieve, a little more time to get the 16-bit machine right. If they fail they'll have to do something fast. Either way, I honestly hope *HE* has the energy... *Peter.*



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