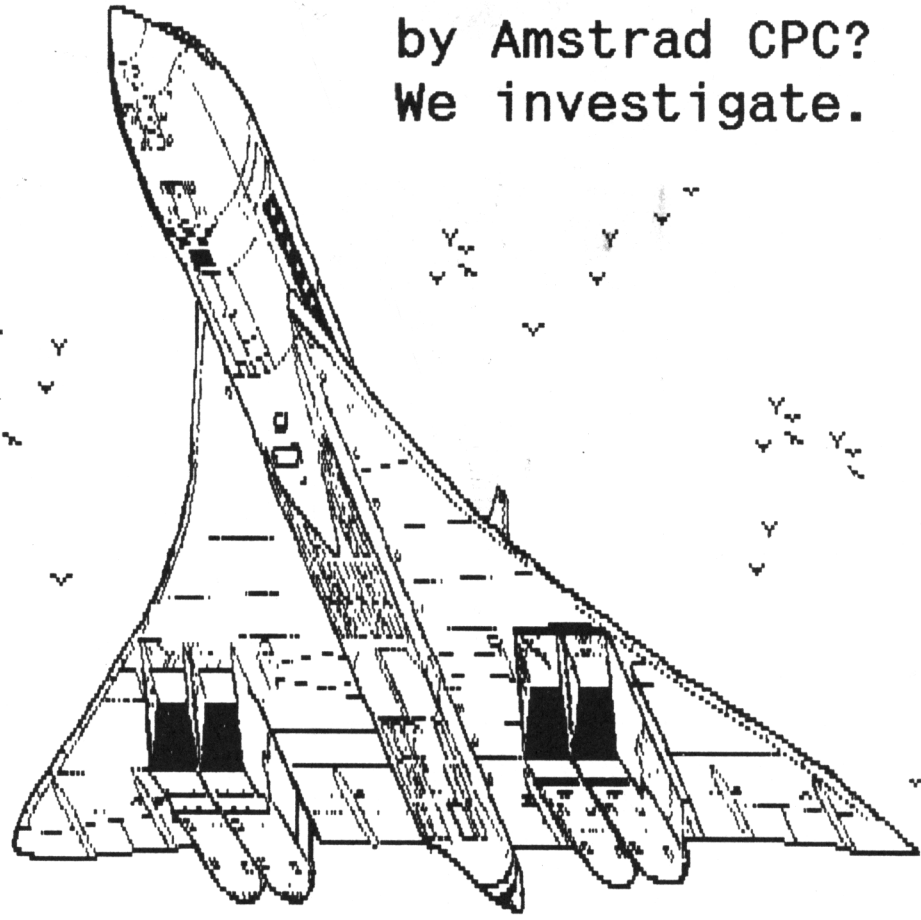
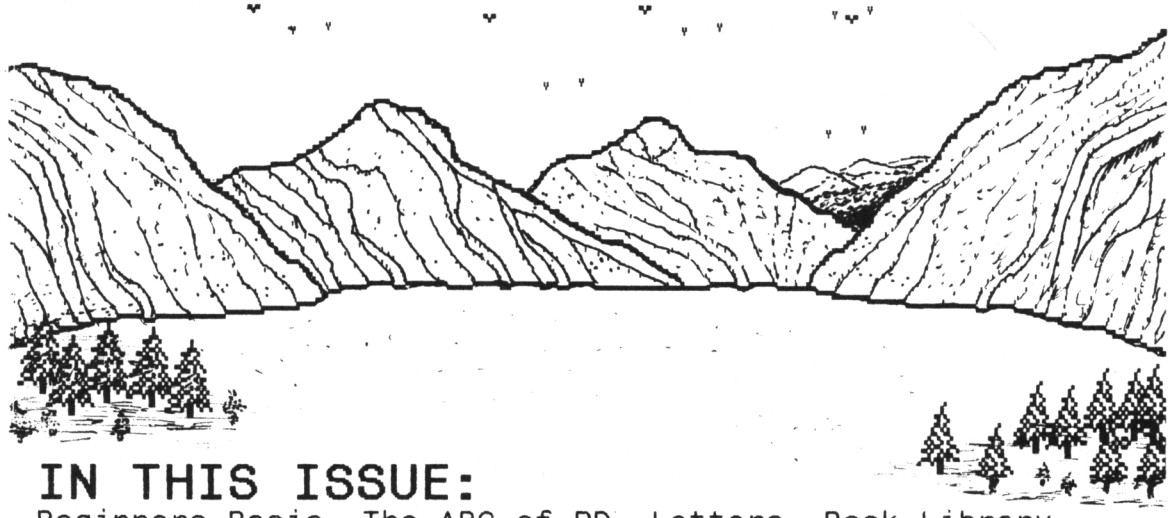
WACCI

THE UK'S ONLY SERIOUS CPC MAGAZINE

Issue 53 £1.50

WACCI PROBE:
Concorde controlled by Amstrad CPC?
We investigate.





IN THIS ISSUE:

Beginners Basic, The ABC of PD, Letters, Book Library, Tape Library, Telephone Help-Line, BJ10 Printer, WOLI, WACCI revisited, Forth, Adverts, Comms, Public Domain Software, Homegrown Software and much more .....

CONTENTS

2	Contents & Helpline	*If you are stuck ?!?!*
3	Thanx And Stuff	*More of my ramblings*
4	Fair Comment	*Your letters answered*
11	Very basic Baic	*'Tis I starts again !*
13	The BJ10 printer	*Bubble jets and the CPC*
15	WACCI revisied	*If you missed it in 1987*
19	Forth	*The programming language*
21	The ABC off PD	*NULU - Here it comes*
23	The Lending Library	*Books and Tapes galore!*
25	WOLi	*The comms pages*
27	Poking in the Library	*More PD program reviews*
29	The PD Library	*More new PD discs*
30	The Homegrown Library	*The Homegrown Programs*
31	Who's Who	*Who's to blame for what!*
32	The All Formats Show	*It's that advert again ...*

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WACCI : is the computer club for the Amstrad CPC and PCW computers. The Club magazine is distributed monthly.

The Telephone Help-Line

Tony Walker, (0772) 651698, Preston, 10.00am to 10.00pm, Comms, Protext, Prospell, Tape to disc, CP/M on ROM.

Robert Heaton - Withdrawn temporarily - Robert's gone to College and cannot be contacted, We hope ypou pass !

Norman Buxton, (0260) 223257, Macclesfield, Basic and farming? <<Control codes a speciality -Ed.>>

Stewart Peppiatt, (0245) 353903, Chelmsford, Basic and Machine Code, DMP2000, VDE, Scrivener and general problems. <<A Tech-Head -Ed.>>

Peter Campbell, (041) 554 4735, Glasgow, OCP Art Studio, Vidi, Basic, Micro Design & Art Programs, CPC plus machines. <<A Comms Guru as well -Ed.>>

Frank Frost, (0983) 882197, Isle of Wight, 4.00 to 10pm, VDE, CP/M and Protext. <<He LOVES a chat but nobody seems to call him up -Ed.>>

Peter Ceresole, (081) 878 0391, London, Protext, Promerge, Utopia and Nukes (amateur status) <<Total nutter to be avoided at all costs -Ed.>>

Paul Graves, (0304) 812342, Ash, All varieties of Pascal (inc Turbo, JRT & Standard). Phone between 5.00pm and 9.00pm Weekdays.

Paul Dwerryhouse, (0244) 534942, Deeside, Clwyd, Basic, Bank Manager, WACCIWORD, WACCISPELL and a sympathetic ear. <<He's pretty good at Club Accounts As well. -Ed.>>

Rob Scott, (0372) 377443, Leatherhead, any hardware problems plus tape to disc, disc to disc etc. << An electronics genius, -Ed.>>

Nigel Mells, (0784) 250763, Ashford, Tape to disc problems, Basic programming and a general natter.

Mike Lyons, (0942) 59942, Nr Wigan, Basic, Stop Press, Dk,tronics Speech Synth, rodos and general help.

Clive Bellaby, (0602) 725108, Nottingham, 8.00pm to 9.00pm, Basic, Cobol, Forth, VDE CP/M, Protext, Promerge. <<Dominoes a speciality. -Me.>>

Chris Smith, (0252) 24721, Aldershot, Comms, BB's, Protext, Promerge, Prospell, Utopia, Brunword and general programming problems.

Please Note: This help-line is provided on a voluntary basis by club members to assist other club members. This service is provided to help you. Please call help-liners between 7pm and 9pm (unless stated otherwise.)

If I receive reports of this service being abused by software pirates I will close it immediately.

W A C C I

Edited by 'The Management'

0602 725108

Owned By

The Club Members

Conceived and Founded by

JEFF WALKER

Developed and Expanded by

STEVE WILLIAMS

The general election is finally over and this was written before polling day. I voted for a hung Parliament and I was even prepared to buy the rope.

WE'RE ON TIME!

Provided the postal service don't let me down (perhaps I shouldn't temp fate too much) yet again WACCI is on time.

Several magazines and discs have gone missing in the post over the last months - so if your order or magazine is late then please let us know.

THANKS A LOT

To all those who helped prepare this month's WACCI. Special thanks go to Keith Miller, Stamper Metcalfe, John Hawkins and Brian Watson.

IT'S SHOW TIME

I'll be at both the Birmingham and Haydock Park 'All Formats Fairs' on April 26th and June 14th respectively. So if you want to compare me to the AA photograph then come along and have a good laugh. Peter Campbell and Russell MacDonald will be at the Glasgow 'All Formats Fair' on June 7th.

PHONING THE EDITOR?

I love phone calls, but may I make a special plea on behalf on my wife who is not very well and myself (I do need to get stuck into the magazine every night.) Please phone between 8pm and 9pm, any evening (*except* Monday - 'cos I'm out playing dominoes.)

BOOKIES AWAKE

The book library continues to grow and it now has some 49 books (including a 464 and a 6128 firmware manual) all ready and waiting to go out on loan.

Our special thanks go to those who have donated books to the library, so take a bow: Arthur Cook, Frank Frost, Les Denyer, Reg Tabb, Phil Mackay and A E Edwards. This months special award goes to Dick Bowler who donated a 6128 firmware manual and loads of other goodies to WACCI. There's a full list of items which are being sold to raise funds for the club on Page 17.

Phil Mackay has donated a number of back issues to the library. (Full Details will be in issue 54 of WACCI.)

We'll be reviewing the library books over the coming months to help you decide what's worth borrowing.

PD SOFTWARE AND BLANK DISCS

Finally (I hope!) we now have enough blank discs in stock to meet the clubs requirements. Disc sales in March just topped the 400 mark. PD discs continue to sell well. Chris Smith is very busy (copying and distributing discs and finishing his GCSE coursework.) Please accept our apologies for any delays.

A MINUTES SILENCE

Take a minute off and spare a thought for Wilbert Ridd George who sadly died last month. Wilbert had been a club members for several years and he will missed by many - *God rest his soul.*

THEY WON

Welcome to Brian Johnston, Robin Brown and Ray Forward, each of whom was a lucky winner in the 'Win a years subscription to WACCI' competition at last years Computer shopper show.

FINANCES

The clubs finances have continued to improve over the past month. Paul assures me that we still have more money in the bank than we owe to club members in subscriptions.

WACCI have opened a high interest account to ensure we receive the maximum interest on the bank balance. A detailed breakdown of club funds is available to members who send Paul a stamped, self-addressed envelope.

NEW MEMBERS

Membership has continued to grow over the past month due to the prominence of WACCI in AA. We hope that ACU will do their bit and include full details about WACCI in their next issue.

MEMBERS SURVEY

Yes, it's here, please fill it and let us know what you want in your WACCI.

W.A.V.E

Reports are coming in from members who are having difficulty obtaining goods.

MISSING - PRESUMED LATE

Saffron, don't cry, I am trying to track her down (*don't tell my wife!*)

Fair Comment

Mike Lyons
85 Leigh Road, Hindley Green
Near Wigan
WN2 4XF

DON'T PUT OFF TODAY

Dear Clive, I have decided to buy the discs you loaned to me (12, 13 and 14) and enclose a cheque for £6.00.

Do you know, <<No, but I am sure you're going to tell us>>, I have put off making this decision for days but this evening I started reading this month's copy of Readers Digest.

One of the articles was about procrastination and the contents described me perfectly.

I put the book down and immediately attended to this and another letter I had been putting off. Best wishes for the future of WACCI.

Alex Rigby
Mid Glamorgan

<<Hello, erm, Hi, er, Iechyd da, Alex. I've been putting off writing this answer for a day or two because I had a book on procrastination to read which I'd been putting off for a day or two.....

Clive says it's O.K. to buy the discs we loan you, just tell him you want to before you keep them. By the way, did you finish the article or did you put it off until you'd finished this letter? -Mike.>>

SHORT, BUT SWEET

Dear Clive, Please send ten 3 inch Discs. I enclose my cheque for £14.80.

My congratulations on the, so far, successful saving of WACCI which has for the last two years unfailingly managed to show how little I know. Nevertheless I now know more than I would have done without it. Thank you.

Kevin Stimson
Surbiton

<<Hello Kevin. Your discs should have arrived by now. Thank you for the compliments. -Mike.>>

SPEEDY EXPRESS

Dear Clive, thank you for the speedy delivery of the WACCI disc I ordered and today for issue 51 of WACCI. I was interested to read the item on X-Press as the manual isn't very clear. I found out how to use it best using the on-screen information.

I note the bit about the fast cursor, this can be slowed using [SHIFT] and cursor keys, but I don't know about the mouse though.

One sentence on page 19 of the manual talks about creating a pair of combined pages using the right hand preview offered by STOP PRESS when saving pages. *My* version just saves a page. Was a later version done that can do 2 pages like an open book or have I got this all wrong?

Could you let me have the following 2 discs on your loan system for which I enclose a cheque for £2.00 :- WACCI PD Disc Eleven and A.J's Concept disc.

With regards to peoples' comments about spelling errors I find spell checkers have their limits as too, to & two wouldn't be picked out for a start. Newspapers often fall foul of this. I look forward to hearing from you. Best wishes.

Trevor Wells
Nottingham

<<Hello and welcome Trevor. Speedy Gonzales isn't a patch on dear old but supersonic Uncle C. Faster than a speeding bullet, nippier than a bag of lobsters, more legs than Betty Grable.

I hope the article was of some use. I found the manual practically useless for normal use. Intuition leads the way. It's a bit difficult holding the mouse with one hand, [SHIFT] with the other and the manual with the third, (*I won't say what the fourth hand was doing - nor who's it was*), and I'm not ambidextrous. If I've got a mouse I want to use the little rodent, so cursor keys are a no-no.

If you look carefully at the manual you will get absolutely nowhere. It reads like legalese. When it says a PAIR of combined pages it means a page created by combining two ordinary pages. The idea is that you edit the two parts of the page separately and then add them together in X-Press. You will find that creating the page in the way suggested on page 19 is slightly easier than going it blind, but only slightly. It does *not* mean that you can create two pages side-by-side in one go. Sorry Trevor, If only we could.

Thanks for the check...which brings me to spell-checkers that well-known game where you use letters instead of counters to try and confuse your opponents, (erm.. shouldn't that be *readers?*), and to stop them getting to the bottom of your text.

They do have they're limitations, including the difference between to, too and two, their, there and they're, your and you're not including the differences between words which have transposed letters, (wear and ware, bran and barn etc), and they cant cheque weather a word is a propriate in the context inn witch it is ewes-ed, (how's that for timing?). No eight-bit computer is going to get a context checker. It would take too long to work and would also probably be counter-productive anyway. The best context checker is you.

If you actually *read* your own writing, not only will you be unusual, you will also avoid many of those embarrassing little mistakes which crop up, (mostly), through lapses of intention. We are trying, (*very*), to eliminate as many typos as possible, because it looks better if people can't say "Ooh, Look, WACCI-ites can't spell" - There are many of them out there, (mostly working for so-called *real* magazines), who just can't resist trying to find fault. We don't want to give them the opportunity. End of soap-box. -Mike.>>

WATFORD CLOSED, WACCI FILLS THE GAP

Dear Clive, Many thanks for your help over the phone, I have written to James Scott, the letter was sent at the same time as this one.

I have been disappointed with AA and ACU magazines for some time now, <<Who hasn't? -Mike.>> They have a way of making you feel as if you're on a desert island when it comes down to being a serious user. CP/M is barely

touched upon and as far as programming in its forms goes, BASIC and a little ASSEMBLER is all that's offered.

Being a relatively new member, with just two WACCI issues under my belt, <<*Strange place to keep them. Mike*>> has shown me that WACCI fills all the gaps which other magazines leave open.

It made me all the more delighted to hear that WACCI will continue to be produced. You have my full support and although I don't have much spare time, if I can be of help in any way please don't hesitate to give me a buzz.

Thanks once again and keep up the grand work.

Neville Burgess
Norwich

<<Hello Neville, It's always nice to hear from a satisfied customer. Even I, Guru or "42" as I am, have had recourse to Uncle Clive's wonderful telephone manner. He is always willing and eager to help, (bit like a Cocker Spaniel really.)

About this problem with the belt, wouldn't it be easier to read your WACCI, (especially my bits), if you sort of put them on a table, or held them in your hand?, (the WACCIs, not my bits), it must be back-breaking trying to read in that position. Besides, if your trousers are in that condition shouldn't you see a tailor?

Seriously, though, We are always glad to hear from members, new, old, very old, ancient, (Clive and Alan still reminisce about building the pyramids - they were overseers on that job), we are here for you. -Mike>>

UNRELIABLE, BUT HONEST

Dear Mike, Isn't it great to have WACCI up and running again? Well done to all of you who are responsible for it's re-emergence, with special thanks to Clive Bellaby, (incidentally, Clive thank for the packet of discs. That really was fast service.)

I see that we want a Club Secretary. I'd dearly like to put my name down for the Post, but I'm too unreliable for any steady *job*. I'd pretty soon become bored and want to go off and do something else.

I seem to be following in Peter Campbell's footsteps. <<*With a bucket and shovel, no doubt. Mike.*>> In as much as over the past six months or so I've been dabbling from Comms into Video Graphics. In this connection, like Peter, I have been waiting since November for W.A.V.E. to fulfil an order. I tried them again in January but to date, (and it's now the middle of March), I have not heard a thing from them. They cashed my second cheque on the 7th of January.

Like Peter, I find it difficult to get a decent, reliable picture. My films give a series of wavy lines, and the quality of the sound leaves a lot to be desired. Yet, on the other hand, I sometimes get a really good picture. I'm waiting for W.A.V.E. to send me their Video connector. When, (if ever), this arrives it might at least help by giving a method of presenting computer produced titles/graphics in my Home Movies.

Peter spoke of using a T.V./Video SCART connector. What I'd like to know is "Should the SCART connector go into the T.V. or should it go into the V.C.R?" Some V.C.R's have a scart connection, mine doesn't so I use an RFU adaptor. I think that a lot of my problems are caused by the MP2 modulator (I'm not sure about it.) I agree with Peter that what we need is someone with the technical know-how to do an article on it.

As well as help with V.G's, can anyone please tell me how to use PRINTMASTER. What happens is when I have prepared 'whatever', the program ask's for the Main PRINTMASTER program to be returned to the drive. The disc with PM.COM is already in the drive, so why does it ask to have THE MAIN PRINTMASTER placed into the drive?.

I for one would like to have another article on DU, at present all I am able to get out of DU is a hex/ascii dump, which is available from lots of other, (and more user friendly), CP/M programs. (That ought to raise the rafters in some BBC Studio somewhere).

To conclude I beg you, Mike, use whatever influence you have and leave our magazine with the current format.

Reg Tabb
North Baddesley

<<Greetings Reg, It's nice to hear from you. I knew there was more than one video freak out there. Peter Campbell can stop feeling lonely now. It does seem that W.A.V.E. is causing a few ripples by letting people down. I know that sinking feeling well. Mail order companies who let customers down without telling them there's a problem are a complete wash-out as far as I'm concerned.

I'm about to sue Microstyle for not fulfilling an order of mine and for which I have been waiting for a refund since January, (the order was *placed* in November.) Don't be upset, but I think you're completely daft for sending them a SECOND cheque. Even I wouldn't throw good money after bad.

If you use the MP2 with a T.V. then you can expect a much poorer quality of picture than if you use a proper monitor. This much I know. As for the rest, perhaps Peter, (or any video wizard), will be able to help you.

I'm a little bit puzzled about the PRINTMASTER problem. Programs often ask for the main program to be inserted into the default drive when you are likely to have been accessing a data disc. Amongst programs I know of STOP PRESS is a prime example, (though no longer a bind thanks to Jess Harper.) I hope you are not using your PRINTMASTER disc to store data on. That would be silly. Try pressing a key in response to the prompt and see what happens. I can't test it for you because I don't know what it's supposed to do, or how to activate it. Just calling it up from disc produces only a clear screen and the A> prompt. Where do I go from here?

DU, D'u? I DU not. I prefer to let others sort out my disc problems, though I'm quite happy with the likes of MAXIDOS, UTOPIA and NSWP for the disc operations I occasionally carry out. When I DU it, it's more like a Who DUnnit. Clive says that if you want it you can have it, (including pink spots I suppose.) Expect a course on DU before too long.

I have no influence whatsoever, though as a child I did so want to be psychic. All I've managed is to become psychiatric and slightly geriatric. However, for what it's worth, (can you hear me Clive?), I like *our* magazine as it is too. -Mike.>>

A RETIRING FATHER

Dear Clive, It's good news that WACCI is still going. Congratulations on everyone's efforts to keep it afloat. It is still the best CPC magazine

around. You may remember, during one of our phone calls, I mentioned that I now have a PC due to work, <<does that mean it's about to? Mike>> and with one thing and another. I've just found out that I'm going to be a father and realise that I can no longer run my trusty CPC as well so I've included an advert for all my Amstrad goodies with this letter, I hope that you can print it. I can't let WACCI down though, after all the great help it's been to me over the years so I am renewing my subscription for another 12 months, cheque enclosed.

Keep up the good work and if I can help in any small way then try me. All the best for the future.

Ray Barrow
Birmingham

<<Hi there Ray. Hello and Goodbye, (*sniff*), we've known each other only such a short time and now you're leaving us. Congratulations on your impending father-hood, it feels good, I know, but just wait until it, (well, we don't know yet), reaches teenage. *then* the muck hits the fan!

As you will already know, your ad was printed last issue, so I hope your kit sold well, (hardly any of my games have sold yet - hint, hint.) Ta very much for the cheque, it's much appreciated in view of your defection, (did I really say that?), to the P.C, (what's Ceresole got to do with it anyway?). Au revoir. -Mike>>

THE FIRST OF APRIL?

Dear Clive, Do you really think that WACCI members are stupid? <<*no*>> Do you really think that we are going to throw good money after bad? <<*no*>> Do you really think that after losing nine times £1.50 I will be daft enough to send you another subscription? Bah.

You say in Thanx and Stuff that you "*could spend lots of time saying how sorry I am or blaming OMG*". Don't bother. Why not spend some time telling us the following: What went wrong? Where did our money go? Where is Steve Williams? Why were we not told that things were going wrong? Who was it that "OMG has been fighting for the past year?" Was it the Serbs or the Croats? I did suggest to him that he had a holiday in Yugoslavia, but doing it on my money, that's carrying things too far. I Hope the swine's locked up in a tower in Dubrovnik.

More queries: Do you mean to tell me that you found enough daft WACCI members to raise £1000? <<*We do*>> They're not all locked up yet, are they? <<*no*>> Total nutters. <<*Yes*>> Do you really promise that WACCI will be published for a minimum of 12 issues? <<*We do*>> Do you really expect us to believe you? <<*We do*>> Do you really expect me to believe that my money would be tucked away in its own little account marked "Bobs WACCI money."? <<*We do*>> Bah. And Bah. again.

Just one more question. Are you really Steve Williams in disguise? <<*No*>> No? Promise? <<*We do*>> Right then, just to prove that you can fool some of the people all of the time and that I am as soft as I look, I enclose my subs for six issues. I was going to make it twelve, but, although I'm soft, I'm not stupid. <<*No?*>> I'll spend the rest on new WACCI PD discs.

I must admit that, once I got stuck into it, I thoroughly enjoyed hurling all the above abuse. I might try it more often. <<*Please do*>> Think I'll just go and kick our cat.

Maybe not, Joolz may still be somewhere around reading this - did her cats eat my money? <<*No*>> That would be a worthy cause, just hope it didn't go on OMG's ale money. I wonder if the new editor will leave all these <<*deleted*>>'s in? <<*No*>> If you are reading this, Steve, and I am sure you are, don't be too offended by my vitriol. <<This guy has *glass* folks>> It's mostly tongue firmly in cheek I assure you. <<*Is Saffron around?*>>

Just looking for a few answers to prevent disaster striking again. You were a very good editor, it's a pity it all had to end in tears. If I ever find out which jail you are in, I'll send you a file in a cake. <<*Just make sure you ASCII first.*>>

Now the nice bits. Great to find WACCI dropping through the letter-box again, it really made my day. I truly hope that you can find another 749 WACCI members as foolish as me. Please, fellow members, keep WACCI going and save me from having to resort to Amstrad Action for reading matter. Do I feel another burst of abusiveness coming on? Why not? After taking WACCI it is very difficult for me to have to wade through heaps of games reviews and tripe trying to find anything interesting. <<Join the club>> I realise now that the reason I missed seeing the notice in Phil Craven's advert was because I had chucked the magazine aside in disgust before I had reached it. And for this I must pay £2.50?

Makes me regret complaining about my vanished WACCI subscription, worth every lost penny. £2 worth of AA seems to go on games reviews. Throw in the silly remarks made by the staff writers, the tendency towards hardly disguised foul language, the fact that the magazine is aimed at the very young and that's me finished.

Speaking of the very young, I really must go and do my homework. Homework at forty eight years of age - I ask you. I am stupid <<*Yes.*>>

I foolishly convinced myself that I should take an A/S level Computing course at night school. My God, its very difficult when you haven't been to school for donkey's years but I've started, so I'll finish. Just thought I might fancy a last change in career from electrician-ing before I curl my toes up but I think I'll hang on to my screwdriver and test lamp just in case. If I do ever finish it I may well offer some help with WACCI - cleaning, emptying bins, painting the Trafalgar Terrace lamppost, things like that would be just about my heavy. <<?>>

May I take this opportunity to thank those kind members who offered me help and advice when I accidentally erased some files last year. All sorted now, thank you. I used DU on the advice of Peter Ceresole, but also successfully tried USER 229 as recommended by Mike Lyons. <<Aah, I'm blushing>> Thank you gentlemen, and also Colin Baker who even volunteered to do all the work for me by using MAXIDOS.

Please can we keep the font used in most of Issue 50? The one Steve had changed to in 48 and 49 was bad on my rheumy old eyes. Just wait till you reach the grand old age of 48. My thanks to you Clive and The Management

for getting us back on the road again. Hope you get the support you deserve. Best wishes,

Bob Houston
Runcorn

<<Hi Bob. I now pronounce you man and magazine. Tongue in cheek for two and a half column pages. Wow. Even I'm not that verbose in a temper. As you might be able to see, once the red rag's gone, so have your screamers. Sorry!

We cannot make apologies for the premature demise of our beloved WACCI, however temporary. It wasn't our fault. We missed it just as much as you did, that's why the nutters of the management got their heads and capital and fingers and toes together to get WACCI back on the road. We think we're doing a good job. Do you?

Uncle Clive knows more about what happened to our money than I do, (I lost a full 12 month's subscriptions - but do I care?) and he will, I'm sure, answer members questions about that as best he can.

Abuse. *abuse*. I can cope with abuse. All the diodes down my left side have been abused. I've even abused them myself, on occasion, just for a change. It does you good if you fancy letting off steam for a bit. Get rid of the old aggression, replace it with some fresh aggression. Keep building up the stocks, (that reminds me, where *did* I put the hand-cuffs and the gag?)

Speaking of abuse, by the time you read this AA will have done an article on WACCI and the great white Clive. Probably won't do him justice, but a bit of the old publicity helps now and then. Take a look at page 42, (of course), and there is his almighty editorship in full frontal black and white. (I think it was taken by a friendly warden when he went to visit HMTQ a while back - Just jesting, of course, Clive, Sir. No, it's alright. You keep the handcuffs. A present.)

Right Bob, sorry about that. AA has it's good points, (at least recently), in that there is a half-decent Basic beginners course, a not-too-difficult to follow machine code course and some techie bits which I enjoy. I ignore the editorial comments and the rather stupid attempts to play up to the kids by including pseudo-foul language, (it's rather patronising really), and just read my favourite sections. Then it gets put away with the others - usually takes about 5 minutes from cover to cover, (compare this to WACCI which usually takes at least an hour and I keep going back to the more interesting bits.)

The font of all wisdom will be kept, (I think), until member pressure makes us change it or until Clive changes his printer, whichever is the latest.

We value your support, (It's in a bijou glass case on the mantelpiece.) Keep the comments coming in. -Mike>>

FROM THE WACCI BB MESSAGE AREA

Hello Clive, Thanks for your letter and returned cheque. I had hoped to get 3 PD discs in lieu of a year's subs, (from OMG), which amounted to £19.50 at the time. Never mind that, thanks anyway for returning my cheque. By the way, in Wacci, pg 7. change line 20 of "are you on-line" to:

```
20 poke &FFFD,&AF: poke &FFFE,&C9:
   call &FFFd: call &BD31:
   a%=inp(&F500)
```

This sends a null char to the printer and tests the status. Line 40 should then be in a position to see the true status.

Incidentally a little bitty tear came to my eye when WACCI arrived at my office. I was so pleased to see that in essence it hasn't changed but promises to get even better. Byee..

George Ho-Yow
Hayes, Middlesex

<<Hiya, George. I frequently see your name in lights, (well, pixels), on Preston ROS. It's nice to know you're real. Thanks for the tip.

Do you know, I haven't heard that song in years. Burl Ives sang it, I think. Was it on the 'B' side of "The Ugly Bug Ball". Thanks for the compliment. -Mike>>

AN ARTIST COMMUNICATES

Dear Clive, Subsequent to our chat on the telephone, I'm sorry to say that issue 52 of WACCI still has not arrived. Would you sort it out for me?

The enclosed cheque is for twenty (oh blow the expense) let's make it *thirty* blank 3-inch disks, @ £44.40 (Maxell if possible).

There are some compressed ADVANCED ART STUDIO pictures (and palettes) on the enclosed disk (B side). They are a few of the pictures from an adventure game I am writing. If you want to include them on a 'picture disk' then please do. I hope you like them!

Now for a few pleas to all those WACCIites out there. Has anyone got a Modem and RS232 interface (for my CPC6128) for sale? It must have full instructions because I'm new to this comms lark!

My next problem is with ADLAN. I'm trying to get an ADLANned game to load a machine-code file, but I just get a '*FILE TOO LONG OR WRONG FILE TYPE*' error message. The file isn't too long (I've tried a one byte long file with no success) so it must be the wrong type, even though it's just an ordinary binary file. Has anyone else had this problem and solved it?

Finally, I'm after some individual disk cases; the hard-plastic type, not the thin plastic or card types. Got any you want to get rid of?

If you can help with any of the above, then drop me a line (er, Uncle C. would you please print my full name and address?), or you can 'phone me preferably between 6pm and 8pm any Sunday on 0332 (Derby) 755303

Keep up the good work Clive, you're doing a brill' job..Ciao for now...MB.

Martin Bela
11, Colwell Drive
Brookside
Alvaston
Derby. DE2 0UP

<<Hello to you Martin. Did you know that you do, actually, live in the same *real* county as Uncle Clive? No? Yes. He really lives in Derbyshire, but the Post Office thinks he lives in Nottinghamshire, so do BT and the electricity and gas boards as well.

Uncle Clive has a modem and RS232, (well actually, *I* have it, on loan. It's a KDS interface with a DESIGNER modem. Uncle Clive advertised it in issue 51, so you won't have seen it. When you do, eventually, get a copy full details are in there.

I'm very sorry, Martin, but I can't understand why you are having a problem with loading m/c files into ADLAN. Are you using too much memory in your game? There is usually very little room for extras - at least so

I've found. Hold on a sec...(*rummage, rustle, rustle, hmm, whirr*)...Have you remembered to include the file size, (in decimal), as the last operand of the OPTIONS list? e.g.

```
OPTIONS
    2; 0; <No way Jose!>; <^L>; 200;
ENDOPTIONS
```

If you have, then I don't know what's wrong. Any offers of help would be greatly appreciated. -Mike>>

A COLLATION OF ERRORS

Hi Mike, nice to see you answering the letters. Just a word to say WACCI #51 was good stuff, except that mine was assembled a leetle oddly so I got no pages 14-15 or 19-20. On the other hand I did get a wonderful double dose of pages 15 to 18.

Yup. A collation error. But don't bust any guts getting a full copy to me- the missing sheet will do nicely. At your convenience... (No sooner said than done, -Uncle C.)

A suggestion; Unk is asking for volunteers to do WACCI Online. Why don't you volunteer Chris Smith, if necessary at modem-point?

Hi Chris (you must be reading this- it's going via your board...) How about it? I would volunteer, as I enjoy E-Mailing, but as you have set up a board you would, in contrast to me, actually know what you were talking about. Plus, I no longer have the CPC so that really lets me out.

I think it would be a good column to revive, as comms are peculiarly frightening for the beginner and peculiarly rewarding once you have got into them. Offline readers especially are magic; Paul Martin has produced CRR for the Amstrad CP/M machines (reviewed in WACCI #48 but it's had a lot of extra work on it since then) and somebody is working on a CPC terminal program that will actually run properly at 2400- although the deeply wonderful ZMP is almost okay...

There is also a great, busy CPMTECH echo which is mostly Americans talking to each other about truly arcane CP/M stuff. You can get it from Aspects (061-792 0260) or from Jolly Roger (081-995 5829 or 742 1640) and it must be available elsewhere too. Anyway, that's just a thought.

And now... Ron Hobday wrote to Joolz (ah... so long ago...) about using Maxidos to recover erased files, but of course he could have used DU which has the ginormous advantage of being in the PD Library and is generally a totally wonderful program.

It was reviewed in WACCI #38 (*now that's a long time ago...*) If you are using a large capacity drive, NSWP and DU will grope them perfectly. That's provided you can access the drive under CP/M, but unless you are using Rodos (does anybody any more? I mean, whatever happened to Rodos?) then CP/M will work fine.

Keep on keeping on
Peter Ceresole

<<Hello again Peter. It's always nice to hear that *old* friends are still around, looking after us youngsters, avoiding volunteering for the hard jobs whilst at the same time on the lookout for cushy numbers. We all know you're a CP/M cookie and we seriously hope the owners of these programs paid you very well for the plug! Seriously though, It IS nice to know that you are still taking an interest in the CPCP/M world of WACCI.

Take note, gentle readers, what this man doesn't know or can't find out about CP/M hasn't been written yet. But we warn you that, once he's started to talk, he doesn't stop to draw breath - he gets oxygen by osmosis through the skin.

Oh, Peter, please don't mention the extra pages - everyone will want some. It's a pity you didn't get the last page of my X-PRESS article, now you'll never know who did it. The collator has been stripped of his "I love WACCI" medal, had his stapler broken in half and been sent into exile for a hundred years. He won't get any supper tonight either. -Mike>>

OH YOU SILLY DISC

Dear Uncle Clive, I have a question about that wonderful piece of hardware known as a Silicon Disc. It is not actually vital, but it is just another of those little niggling points that make you regret buying a computer in the first place (but only until you pick up WACCI, of course!) I purchased a second-hand 256k Silicon Disc a few months ago, and quite happily plugged it into the back of the computer. I was a bit puzzled when it signed on as 'Silicon Disc 1.2', whereas in the manual it says that it should be either 0.1 for the 64k version, or version 1.1 for the 256k one.

Anyway, I went through the setup procedure, and it seemed to work quite happily, both under CP/M and AMSDOS, and I relaxed a bit. Ho Ho.

A few days later I was working on a Protext document, and needed to refer to another document. So, as usual, I entered the 'SW' command from my Promerge ROM. A moment later I was looking at a bright blue screen which amazingly revealed that I had an Amstrad CPC 6128.

Experimenting with other ProMerge commands revealed a simple fact - *none of them would work!* So, I decided to check that the Promerge ROM was actually initialised, and typed the fabled '¦HELP'. I got a glimpse of the word BASIC before the machine reset.

Some hours later, I finally admitted it. For some reason, the Silicon Disc refused to tell me it's name: Any attempt to get details on the various ROMs other than a specific ROM number, caused an re-boot. This included ¦HELP (although ¦HELP,n worked) and the Protext VERsion command.

Further checks also showed that the ROM number does *not* clash with any of my existing ROMs.

As I only really want to use the Silly disc under CP/M this is not much of a problem, but I would like to be able to use it on the odd occasion under AMSDOS, as it speeds up filing by a considerable amount.

If anyone else has experienced a similar problem, or knows a cure, I would be very grateful. Thanks,

Chris Smith
Aldershot

WANTED! Empty Rom Box. Around 5-10 quid. Call Chris on (0252) 24721.

<<Dear Chris, what would we do without erm...that thing...thingummywotsit... Oh! You know my memory's going these days. Memory? That's it. The only problem is that some thingummies want your memory too. Promerge+ uses the normal extra memory of the 6128 for it's own purposes and get's it by some slightly illegal methods. This means that it will destroy, (or be destroyed

by), anything else which uses extra memory. A silly disc IS extra memory which is organised in a special way to behave as if it were a real disc drive, therefore Promerge+ won't work with it. Promerge+ won't work with Rodos either. Promerge+ won't work with Advanced Music Studio either.

Other programs? I don't know. If anyone wants to let Chris know of other clashes you can do it through these pages or through the WACCI bulletin board, (which he runs), on (0252) 318557 8N1 v21/22/22bis. or by voice on (0252) 24721 - Mike>>

A LATE ORDER

Dear Clive, Glad to see the magazine again. I couldn't afford to renew last year. I just caught the last one, so thank you for including me on your list again. You already have my six-copy subscription.

Would you send me WACCI Home-grown Disc Thirteen with WACCIWORD on it please. I have enclosed a cheque for £4.50 to cover the cost. Thank you for continuing to run the club and I hope you get a lot from your efforts.

Maurice Longhurst
Suffolk

<<Hello Maurice. We were all glad to see the best magazine in the country rise, phoenix-like, from the ashes. It just wasn't cricket without our WACCI. I was simply bowled over when Clive said that if I could stump up this column I would be helping to bail out our magazine. Oh dear, all this cricket and not a bat in sight.

WACCIWORD, (and the rest of disc 13 should be on their way to you even as I type. -Mike>>

FRAGMENTED, BUT HAPPY

Dear Uncle Clive, Well, it is nice to see WACCI back again and to realise that not everyone has abandoned 8 bits for the 'wonderful' world of PC (in)compatibility.

I have already re-subscribed but, unfortunately, finances don't allow me to put up any more money to help you re-float WACCI. However, if you have any fairly mundane jobs that I could help with I'll be happy to assist. In the meantime will you please send me copies of the original WACCI discs numbers eight and eleven. I expect the next bit should really go to Mike Lyons, <<of course>> but perhaps you will forward it to him at a convenient opportunity:-

FOR SALE	
RODOS 2.13	£12.50
plus RODOS Xtra disc	
Fleet Street Editor (6128)	£12.50
DK'Tronics Lightpen (6128)	£10.00
Code Machine (Tape based Editor/Dis/Assembler)	£ 6.00
Ingrids Back (Disc)	£ 5.00
Supersoft Word Processor	£ 5.00
plus Printer Pack 1 (Pride) tape	

And another fragment - If Jim Scott hasn't managed to swap his Megadrive for an FD1, if he contacts me I am sure something can be arranged to our mutual advantage as the saying goes.

Well, apologies for the disjointed letter but life's been a bit like that of late. Even more so for you out in WACCI World I suspect. Keep up the good work.

Andrew Freeman
3 Rodington Heath, Rodington
Shrewsbury SY4 4Qz

<<Welcome back to the ranks of the emancipated 8-bit-ters Andrew. Your advert has gone in, I hope there's a good response. Your discs are on the way even as I type, (I hope).

Don't worry about being disjointed Andrew, pigs, cattle and sheep go through it all the time, (that's why I'm a vegetable!)

Jim Scott, pay attention. Get in touch with Uncle Clive to get Andrew's address if you still want to swap your Megadrive for an FD1. -Mike>>

NO-NO, A SATISFIED CUSTOMER

Dear Clive, Thanks for the discs. What a prompt service. Please send me two more:-

WACCI PD Disc Two (LISP etc)
WACCI PD Disc Twelve (COBOL)

I enclose a cheque for £6.00. There was No "NO-NO" on WACCI disc 13. Or does it have an ali-*yes!*

Tony Harris
Hemel Hempstead

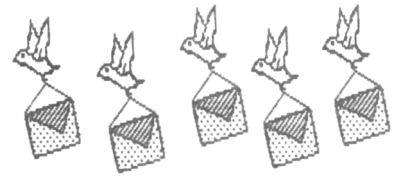
<<Dear Tony, "NO-NO" is on WACCI Disc 13, it's called RSX.BAS and RSX.DOC is the document file. Be warned. Once you've been COBOL and LISP't you're never quite the same again. -Mike>>

ANOTHER SATISFIED CUSTOMER

Dear Clive, thanks for printing my advert for the few copies I have left of a book on the CPC I produced back in 1984 ("Mindbending games for ....") However, I wondered whether my note about only having a few copies left put folk off, because I received only one request! So, if anyone still wants a copy at £1.95, (postage paid), I should be able to oblige. I still have another 16 available. Kind regards

Philip Jimenez
Norwich

<<You are more than welcome Philip. Come on now folks, roll up and get your copies of this mindbending book. Oh, by the way, I still have a large number of discs left from my advert of a couple of months ago. At a knock-down price of only £4.00 each. -Mike>>



'NUFF SAID?

Dear Mick. <<*who?*>> I am just writing these few words as a token of joy, that the WACCI mag did not go bust, (well it did, but it was saved.)

Well now, down to the biz. <<The what?>> First of all I have just subscribed to the ace mag for six months but, before I subscribed (y)our editor, "Uncle Clive", sent me a free copy of issue 52 which in turn hinted me in the right direction.

Enough said on point number one now down to number two. The "Three Column Trick" by Tom Betts did not work, why I do not know, but if someone else knows how to get three column text I would like to hear from them.

Now, to my final point. I am thinking of opening a P.D. library, home grown programs etc. <<*Oh dear, I wonder what's coming next?*>> Hang on, I'm not finished yet, I am also looking for pen pals in France and Germany to swap programs, P.D. etc.

and also for the addresses of any P.D. libraries in Europe. If there are any members out there interested, (or who know the addresses), I would be overjoyed. Yours Sincerely.

Derek Hyland Esq
County Cork

<<Hello Derek! Here's hoping your letter will bring in some foreign PD for your library. Please remember that programs in the home-grown library are copyright material which you must have BOTH WACCI's and the owners' authority to distribute.

I can assure you with, my hand on my hip, that the 'Three Column Trick' does work very well indeed. I use it to test out my page layouts before I send my copy off to Uncle C. at the thatched mansion, and he uses them for proofing, (at least I *think* that's what he said.) It does work, Honestly. Finally, For everyone's information I prefer to be called *mike*, not Mick, Clive, John, Bub, or anything else.

By the way, which direction were you 'hinted' in? (North, South..) -Mike>>

FORMAL SUGGESTIONS

Dear Mr. Bellaby, I received issue 50 of WACCI which you sent free for my perusal. I am glad to say that it is a great read and I have sent a year's subscription to Mr. Dwerryhouse. Here are items which I would like to see regularly in the new WACCI:-

1) CP/M
2) Machine Code
3) Basic programming
4) Beginner's hardware projects
5) A monthly competition which would involve programming with a prize of some sort.

I wish you (and the rest of the team) the best of luck with WACCI.

Andrew Doyle
County Tipperary

<<Hi There, Andrew. Nice to hear from our Irish cousins. My name's *Mike*, by the way. Mr. Bellaby is *Clive*, and Mr. Dwerryhouse is *Paul*, if you please. I must admit I like politeness in a young man, but such formality is totally unnecessary out of school.

Interesting ideas there for future articles. I am not sure about the competition though. Sounds like the sort of thing a 'toy' magazine might do. I like the fourth item, but for me it's the harder the better. -Mike>>

HOWDY DOO DAT?

Howdy Clive, Like many another I was very put out at suddenly finding myself WACCI-less. I had visions of a heavily be-jewelled Joolz riding into the sunset in Steve's gold plated Roller on their way to South America.

This was, apparently, far from the truth. Steve seems to have worked himself nigh unto collapse and only Joolz' steadfast support prevented this from happening. Have I got the real picture now? If so, then we are all indebted to them both for uncomplainingly going on for as long as they did. It is apparent now that we should be very grateful to you and the new management for the rescue. My sub is on its way to Clwyd right now.

I take it that you are going to run the fair comment section (*we are*). I enjoy reading other peoples' views and experiences. Joolz will be a hard act to follow but I am sure you will soon impose your own style and humour on the job. (*Mike is doing. -Ed.*)

So, what can we do to ease things for you? Would letters on a disc help? Can you afford to return them or should we include return postage? Do you need 38 column format as Joolz preferred? ASCII? Is there anything else that would oil the works? Like Mr. Priestly I am over eighty, so put me on your list of octogenarians.

CPC-ing is a great hobby. I use MONEY MANAGER, MOII and PROTEXT quite a lot, having started with a 464 in 1985, I now have a 6128. My grandson now has the 464 and it is still doing a Johnny Walker <<A What?>> which must prove something. Wishing WACCI and all the management a very bright future.

Chas Watts
Sutton

<<Howdy Chas, Mike here. It's always nice to hear from our 'younger' members. Thank you very much for your continued support. Steve and Joolz put a lot of effort into WACCI and we are grateful to them for giving us a magazine for which there can be no substitute. However, Steve was also, (however indirectly or partially), responsible for the collapse - but let's not get into that argument.

As to your questions. Our resident 'Typer-upper', Stamper Metcalf, (he of the tentacular fingers), says - <<Hi, Chas. Just keep the letters coming in in any guise. We'll do the necessary to get them into print.>> Please understand this everybody. It doesn't matter what format you send mail in - we'll cope, with virtually anything except Swahili, (though Uncle Clive was in the Boer War and can speak a smattering of Afrikaans.)

We don't *demand* that you send a stamp or a Jiffy Bag, (for disc letters), either, but it would be nice if you did 'cos it saves us time and money. You also get your disc back more quickly. By the way, what *is* a "Johnny Walker"? I thought it was a bottle of Whisky. -Mike>>

A FOREIGN LANGUAGE

Hi there, O Great WACCIeditor, Many thanks for your WACCIssive of 10th. February. I shall be subscribing to WACCI under separate cover and I will also hopefully extend the discussion of a suitable database, but in the meantime I would like to order the new "WACCI PD Disc 5" a cheque for £3.00 is enclosed.

When the details of the CPC Show are ready I will forward them on WACCI. Regards.

Keith Alder
Cheltenham

<<For those of you who didn't know, Keith is planning a CPC ONLY Show in the Gloucester area -- It will be held around August '92. Hence the slightly strange writing style. -Mike.>>

AND FINALLY, IT'S GENERAL LEE

Hi there Clive, if you can find room can you fit in a plea for help (just about. -Ed.) I've got bits and pieces needed to build an joystick autofire unit (as featured in Amstrad Action, July '88, No 34.) However the diagram is not clear as to the orientation of the components. I do not want to connect them the wrong way around and cause loads of damage. Is there anyone out there who can help me? Thanks.

Steve *"Books for All"* Lee
Ramsey

VERY basic basic

Written by Alan Tilling

Letters to:-
Very Basic Basic
65 Lawrence Rd
Altrincham
Cheshire
WA14 4EL

VERY BASIC BASIC GOES BACK TO BASICS

Hello everyone, 'Tis I.

Since WACCI has been relaunched I thought it was high time that Very basic Basic was relaunched. So here it is, folks for the absolute beginner

THE NEW BEGINNING

Seriously, all I'm going to do is to recap for any newcomers and then on to pastures new, well not very new but interesting, I hope, all the same.

IN THE BEGINNING

Among the things that puzzled me when I first started was how the computer knew the difference between "instant" commands and those that were to be obeyed during the execution of a program. The answer to this question turned out to be simplicity itself. If you want your CPC to carry out an action there and then, just type it in and assuming that the command can be obeyed, it will be. If you want the command to be carried out during the execution of a program then put a number in front of it. This number is known as a line number.

What I mean here is if you type in cls, CLS or even cLs and press the return key, the screen will be cleared and the cursor will end up in the top left-hand corner. Go on reset your machine..... Before we go any further let's sort out a few definitions to make life easier for us in the future.

RESET THE MACHINE

(or computer, CPC, Arnold or any other name you like)- Press, all at the same time, the ESCape, shift and control keys and every thing in the computer's memory will be wiped out and your CPC will be as if you have just switched on. Go on, try it.

[CNTL] or [RTN]

Means press the key marked CONTROL or RETURN (or any other key mentioned in the brackets). Incidentally, it is necessary to press [RTN] at the end of a program line or to carry out an immediate action. If you type in something at the keyboard and nothing happens then press [RTN]. If all else fails give the three fingered reset (as noted above) and go back to square one. I'll only tell you to press [RTN] when it's vital to the clarity of the explanation - you've been warned.

FILENAME

This is just the name of the file that is required. Usually you don't have to worry about if it is BAS or BAK or BIN etc. leave that to the computer until you are used to playing around with it. If you get too many FILENAME.BAK files, type

```
|era,"*.BAK" [RTN]
```

Check this very carefully before pressing the return key because it can wipe everything off the disc if you are careless.

BACK TO BASICS

Now where were we? Oh yes, I remember, reset the machine. This clears the screen and the whole of the computer's memory. Unfortunately resetting the CPC wipes everything out of the memory so always save your embryonic program before you run it. That leads us to another query. How does it know when to run the program from disc or the program from memory?

Again it's straightforward. Typing run [RTN] (last reminder) will cause Basic to go to the first line in memory and take it from there. To invoke an alternative program from disc, RUN "filename is used. As soon as the mechanical cretin sees the {"} it knows that the program in memory is not wanted and to go to the disc or tape for the replacement program.

Whilst I was writing the last paragraph, I went to great pains to avoid using the word NEW. This is because new has a special meaning in Basic. When new is typed basic deletes all basic program lines and clears out the memory but it does not reset everything to square one.

BLUE IS BLUE

Type in the program shown in figure 1. By the way a program doesn't have to be miles of code. 10 print "WACCI" is as good a program as any other.

This month's massive type-in?

```
 1 GOTO 3
 2 SAVE"b":STOP
 3 REM
10 INK 1,0
20 INK 0,14
30 BORDER 14
40 MODE 1
50 NEW
```

fig 1

The program in fig 1 clears the screen and sets up black writing on a blue background. At the start of a program, the Basic interpreter goes to the first line of the program area of the memory and does just as it's told.

In this case it is told to goto (line) 3. In other words to miss out line 2. At line 3 a REMark is found and Basic ignores the rest of that line and carries on to (in this case) line 10 which says in effect "set the ink in pen 1 to ink No. 0."

If you interrogate your hand book you will find that ink 0 is black. Similarly line 20 sets the ink in pen 1 to 14 (pastel blue) and 30 sets the border also to pastel blue. If another number is used here, then you will be able to see the page area clearly.

The following line (40) is mode 1. This resets only the section of memory that is written on the screen and so the screen clears. The difference between this and CLear the Screen is that the MODE command is also used to set the character size. Mode 0 is the largest character at 20 in a line, mode 1 has 40 per line while mode 2 has the smallest characters and crams 80 of them on a line.

The final line contains just the one word NEW. This causes the program resident in memory to be deleted. It does not reset anything so the screen settings remain the same, hence a blue screen with black writing. To prove that NEW does delete the program type list and Ready will be returned indicating that there is nothing to list. In actual fact the computer will have listed - absolutely nothing - and then finished by reporting Ready to indicate that it's ready for more input (just like No 5. - Ed.).

Now I didn't mention what the second line was for. If you are as feather headed as me (see issue 51) you will save this program as b and next time as blue and the next time as bscreen.

Line 2 stops all that by always saving the program with the same name. This is not too evident with a little program like this but when you are typing in your mega epic then you ought to invoke a save command every now and again in case there is a power cut or other emergency that means you must stop instantly.

At least you will only lose what you have typed in since your last Save command. To invoke it you need only to type goto 2 and the program will be saved to disc (or tape) and then the report will be seen"Broken in 2 Ready" or some such.

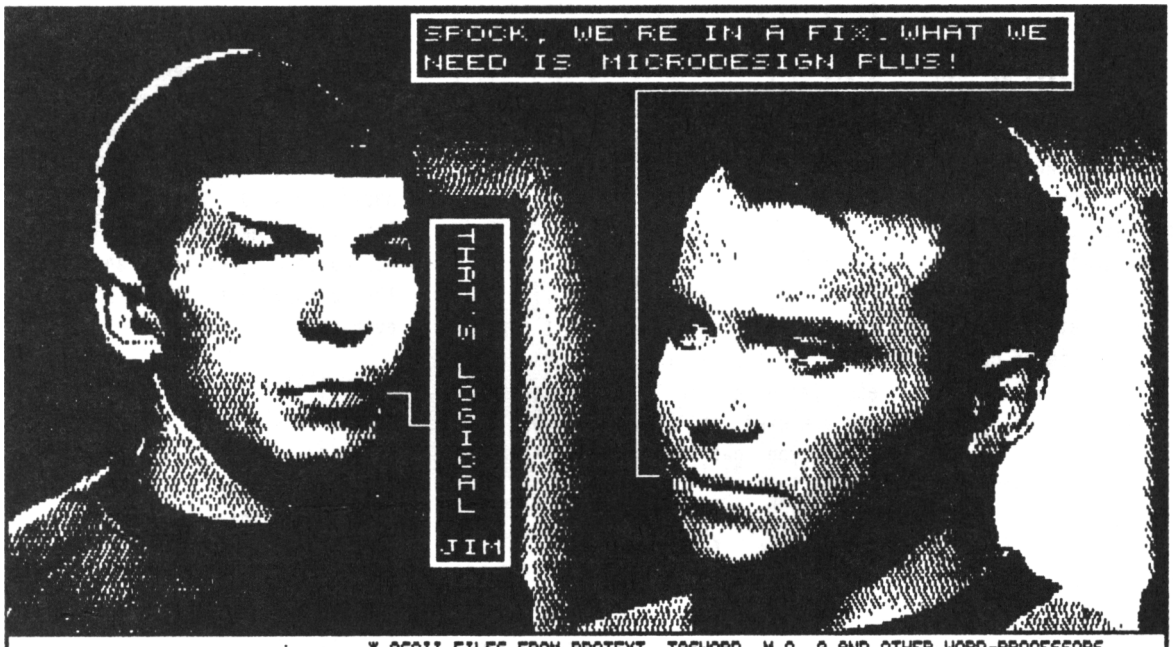
OUTRO

That's enough from me for this month so until next issue,

Bye For Now
Alan

P.S. I don't want to slow the action in this column down too much so I'm putting together a disc with all the VbBs on from the word go. This will enable any newcomers to catch up on what has gone before. Wait until Uncle tell us all that it is available... You know it makes sense.

Bye For Now
(I really mean it this time)
Alan



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Printed on the Star LC-10 9 pin dot matrix printer.

THE

BJ-10 EX

Bob Moffat Reveals All !

My old DMP 2000 has done sterling service. Purchased before Amstrad even started advertising it (it's serial number 13) and it has been in daily use since then. I suspect that all DMP 2000 users soon start to re-ink their ribbons and I was no exception, a dozen or so ribbons were in circulation. Eventually they grew thin and holes started to appear in the spot where the loop is joined. The time had come to buy some new ribbons or a new printer.

GREEN ENVY

One of my sons had bought a 24 pin printer and I was rather envious of the quality of output. To be honest I wanted to do better than him. A laser would have been nice but entirely beyond my budget, even bubble jets seemed beyond my means.

Then I saw it, a detailed review of the Canon BJ 10ex bubble jet printer - it sounded most attractive but most of my concerns were not answered. The big question was 'How well does it work with a CPC 6128 and associated software packages?" I put a few notices on BBs asking if anyone had any practical experience of using the machine on an Amstrad - no reply. The only thing left to do was to buy one and find out for myself.

WHAT YOU GET

What you get is a very small, light box. Instinct says that anything so small must be a toy, the footprint of this printer is the size of an A4 sheet of paper (*well actually it's 1cm longer*) and it is only 4.5 cms thick. Also in the box is a mains power supply with 13A plug and generous lengths of cable between the plug, transformer and printer input socket, an ink cartridge and an instruction book. It may be worth saying at this stage that you don't get a printer lead, a cut sheet feeder or battery pack (for portable use.)

SETTING UP

Installation is simplicity itself, there are no bits of packing material lurking in the works, just unpack the ink cartridge, lock it into place, connect the printer to the computer and the mains and you are ready to go.

The print jets which are part of the ink cartridge need priming when first installed - simplicity itself just hold down a couple of buttons while switching on, the manual tells you how to do it.

BIG DIPPER

The printer can be customised by DIP switches (the factory settings are suitable for your first test drive.)

You need plain A4 paper, the BJ 10ex doesn't take continuous (tractor feed) paper. Switch on the printer, drop a sheet of A4 into the paper slot, press the line feed button to load the paper and then start printing. If you are used to a dot matrix then you will be amazed by the silence. The paper feed and print head stepper motors do make a little noise I admit but the actual printing is whisper quiet.

The specification says that the print speed is 83 cps irrespective of whether the High Quality (lots of ink) or Economy (less ink) mode is used. The print definition of both modes is almost laser quality but the economy mode sprays less ink and so the print appears grey rather than black.

NUTS AND BOLTS

On to practical matters: will it work with my applications packages? I tend to use Protext more than anything else and so that was my first test drive. I set DIP switch number 11 to ON (switching the printer off first) in order to select Epson emulation.

Indeed I haven't moved it since (the other modes, DIP switch 11 OFF, are mainly concerned with IBM or Canon's printer drivers.) I found a recent letter on file, loaded and printed it. No problems, well almost no problems.

All the usual printer control codes seem to work normally and my only difficulty was that I had set the page length to 70 for my usual continuous paper. I deleted the >PL 70 command and everything worked perfectly.

THE TEDDY BEAR

On to Brunword and its various add-on goodies. Text files appeared to print without any problems, however when I tried to print out one of Brunword's picture files (that comes with Elite) the printer did not seem to like the reverse feed instructions and stopped with the 'Error' lamp lit.

The BJ 10ex does have reverse feed but it seemed to take a dislike to something. I must investigate this further one day.

VINTAGE PORT

Confession time. So far I haven't tried my new printer without an eight bit port, I have one machine set up for Protext with a Siren port and another with the Brunword ROMs and eight bit port. The bubble-jet works perfectly with either and I work to the philosophy *'if it works, don't mend it.'* If anyone really wants me to try printing without the port, let me know, it should work but who knows? One day I might be feeling adventurous and actually try it. *<<Okay, I'd like to know as would the rest of the club members. Even though it's not broken!*

Yet! -Ed.>> <<Fair enough, I'll try it out now. Just hand on a minute or two. (some 30 minutes later.) It's okay, no problems, I'll include more details next month. -Bob.>>

BAPTISM?

All the fonts which I have on Qualitas seem to function normally but it has to be said that there is little need for Qualitas unless you wish to use an exotic font of your own design. The BJ has a good range of its own.

I tried a Cyrillic font created with Qualitas and had no difficulty printing in double height and width as well as normal print. By adjusting DIP switches the default font can be selected to meet the needs of most European languages.

These fonts can also be selected by printer control codes but to date I have found no way to change from Roman to Sans Serif fonts without using the DIP switch. On to other things.

NEWS THEATRE

I don't use Stop Press much these days, I play with it quite a lot but I have little practical use for it. It seemed worth a try. I loaded a page and called for a draft print at A4. The result was printed quite quickly. I didn't time it but it seemed quicker than the DMP 2000. The main difference was that print was as good as NLQ on the DMP 2000.

There is another problem, the page didn't look distorted but it had been stretched a little in length and the bottom 4.5cms was missing. There may be a way round this, I seem to recall that X-Press compresses pages a little, I'll give it a try some time.

HEAVEN

Utopia's ¦GDUMP seems to work properly but I didn't wait for a full screen to be printed - too much of my precious ink was being sprayed on the paper. The story so far is looking good.

NUTS AGAIN

Back to the hardware. I bought a cut sheet feeder because I often want either multiple copies or have a document of more than one page.

A reminder to the newcomer: the cut sheet feeder takes a pile (about 30 sheets) of paper and automatically feeds it to the printer. I regret that there is no tractor paper facility. Looking on the bright side, it's environmentally friendly, there's no more miles of perforated tractor edges being discarded.

EVEN NUTTIER

Here comes the odd feature of the BJ. To fit the sheet feeder you stand the printer on its tail and attach the feeder to what was the underside. With all flaps closed the foot-print reduces to about 11cms by 31cms - about the size of a sheet of A4 folded lengthwise. I put DIP switch 1 to ON to activate sheet feed, loaded a 16 page document written in Protext and printed it all, just for the joy of seeing such clean uniform print rolling silently off the line.

THE SUN SHINES...

There's a hole in the bottom of the printer. Not much use when it's lying flat on your desk like a sheet of A4 but if stood on its tail, with or without cut sheet feeder, it seems a handy place to stuff envelopes and things which take badly to being rolled round the platen. The manual states the maximum paper thickness should not exceed 0.2mm and envelopes should be commercial type 10.

In the best interests of WACCI members I poked everything that seemed reasonable through the slot and had no difficulty in printing. I tried some cardboard which was about as thick as the CPC 6128 manual - no problem.

SNAIL MAIL

I can only assume that #10 envelopes are some Americanism, so I popped one of those self adhesive envelopes (the ones that are as wide as A4 paper with sticky flaps) in to the printer. Again everything went to plan (as far as I can tell no damage was done to the printer) and the results were first class. I feared the alcohol in the ink would make the adhesive smear over the platen, but it didn't happen.

THE BOTTOM LINE

A cut sheet feeder is a very desirable optional extra, however this will cost around £50. Another disadvantage you must consider is the cost of a new ink cartridge. If you thought DMP 2000 ribbons were expensive the price of a new ink jet cartridge, around £15 (VAT exclusive) is a bit over the top.

Even if it gives the 3/4 million or so characters advertised (and a new print head each time) it is not cheap. No more squirts of Caspell Refresh for that letter to the bank manager.

It's a magnificent printer which meets the needs of CPC users without difficulty. It matches the needs of most serious application packages for CPCs and is a joy to use.

AN EVERY DAY TALE OF COUNTRY FOLK
by A. Farmer

Oi see thart ewe ars won of these 'ere new-fangled computators now. Oi think oi ort to tell ee of wart 'appened to young Ned when 'eused one.

First ee must mind thart ee don't greeble the keyboard, for if ee do, then 'ords of nasty things may 'appen. Oi remember young Ned, ee were a clever one, in fact ee could grote the nurgles with one hand wile ee grun the chordwangler with the other. Bye ee were a clever un. Any 'ow ee were just come 'ome from thronging the splod when ee spotted the computator and from then on there were no stoppin 'im. Ee would grunge the planger with great delight and bash the livin day lights out of that keyboard thing. after many a night grunging, ee took to writing 'is own spronks.

Can ee imaging it? Ee would come ome and after 'es tea ee would go over to the computator and start spronking. Soon the whole village heard of his spronking and is fame spread far and near. But all this fame went to ee's 'ead and one day he greebled the typewriter thing and with a loud bang ee disapeared.

We found 'im, or wart was left of 'im in a midden two days later.

Now if ee doesn't warnt to end up like young Ned, just ewe mind ewe don't do no greebling when ewe are at your computator thing.

WACCI revisited

IN 1987 ALEX AIRD SAID, "Let's add some Really Simple eXtentions to Basic!"

RSX commands may at first sight seem quite difficult but they are probably one of the easier parts of machine code programming. So let's get stuck in and find out all there is to know.

INTRO

I'll use my usual method of describing what is needed and using lots of 'real examples' to demonstrate what's going on. RSXs are accessed from Basic by pressing the ¦ (bar - use shift & @) followed by the name of the routine (¦cpm for example.)

RSXs make machine code routines more 'user-friendly', after all who can remember what a call &8000 does. Now remembering what ¦reset does is a great deal easier.

GETTING STARTED

RSX routines start by defining the RSX names, defining a command table and creating a work space. Then (finally) we're into defining the actual commands themselves. In this example we're going to create four new RSXs called ¦RESET, ¦FRAME, ¦BOX and ¦BOX1.

The machine code to do this is on the right hand side of the page and on this side of the page I'll be adding extra notes to explain what's going on. In future issues I'll be adding some extra RSXs so I have left space for for around 30 or so.

Why don't you send in your favourite RSX for inclusion in the program? Come on, you know it makes sense.

PLUG

The finished program with all my RSXs and hopefully, all your RSXs will end up in the homegrown library. So send your RSXs in now, *fame awaits .....*

THE RSX PROGRAM by Alex Aird

```
Assembler mnemonic          Description and notes

          ORG &9800         ;the load address for the program
          LD BC,ACT         ;the address of the command table
          LD HL,WSPACE      ;the address of a 4 byte workspace
          CALL &BCD1        ;kl-log-ext, log the RSXs onto the system
          RET               ;return to Basic
WSPACE:   DEFS 4            ;the 4 byte workspace
ACT:      DEFW NAMES        ;point to the name table
          JP RESET          ;this list of JumPs, instruct the program to
          JP FRAME          ;jump to the routines themselves.
          JP BOX
          JP BOX1
          DEFS 90           ;allow space for thirty more commands

NAMES:    DEFM "RESE"       ;The command names, these must be entered in
          DEFB "T"+&80      ;upper case and the last character of the name
          DEFM "FRAM"       ;must have &80 added to it. The &80 is added
          DEFB "E"+&80      ;to the last character to set high bit.
          DEFM "BO"         ;The RSX command uses the high bit to mark
          DEFB "X"+&80      ;the end of an RSX name.
          DEFM "BOX"
          DEFB "1"+&80
          DEFS 180          ;180 zeros (allow space for more nmaes)
          DEFB 0            ;end of name table marker

;We'll start by adding some general purpose routines

WORDS:    LD A,(HL)         ;load register A with a letter
          CP &FF            ;compare it with &FF
          RET Z             ;if it's &FF then RETurn
          CALL &BB5A        ;else print the character
          INL HL            ;increment to the next letter
          JR WORDS          ;Jump Relative to the start of this routine
ERROR:    LD HL,ERRMES      ;point to the beginning of the message
          CALL WORDS        ;call the print routine
          RET               ;RETurn to Basic
ERRMES:   DEFM "Parameter Error"
          DEFB &0D,&0A      ;carriage return and line feed
          DEFB &FF          ;end of message marker
```

THE RSXs

I'd better describe what these RSXs do otherwise you'll not be able to get to sleep tonight worrying about them.

¦RESET

As its name suggests, it resets part of the operating system to your own specifications. A soft reset if you like. I have included three calls all to do with resetting the VDU and I have left you room for three more calls of your own choosing. It resets the pens, inks, windows, graphics windows, origin etc.

You could add your own routine(s) to set the pen, paper and ink colours to customise your own system.

¦FRAME

For 464 users, although it works on 664s and 6128s (but you have to use it twice.) It synchronizes printing with frame flyback and helps reduce screen flicker. It's may not be much use when printing around line 8. It can cause more flicker problems than it solves. It depends very much on timing.

¦BOX,ink,left,right,top,bottom

Fills a box using the ink colour and text screen co-ordinates specified. It is very useful for filling large areas quickly. Your Amstrad uses this method when executing a CLS command.

You must specify 5 parameters or an error will occur. The co-ordinates are not checked, so funny numbers will produce funny results.

¦BOX1,ink,left,right,top,bottom

Does much the same as ¦BOX, however the inks are not encoded. Any number from 0 to 255 can be used for the ink. It produces striped colours.

Try POKE &8339,211:CLG to see the effect from Basic. 6128 users should use POKE &B6A4,211:CLG for the same effect. Any number will do, different numbers produce different results.

MORE OF THE RSX PROGRAM

```
;¦RESET, these are my preferences (try out your own favourites here!)

RESET:    CALL &BB4E        ;initialise the text VDU
          CALL &BBFF        ;initialise the screen pack
          CALL &BBBA        ;initialise the graphics vdu
          DEFS 9            ;allow space for customisation
          LD A,1
          CALL &BC0E        ;set the screen mode to 1
          RET               ;RETurn to Basic

;¦FRAME, wait for a frame flyback (this was a very difficult to code?)

FRAME:    CALL &BD19        ;mc wait flyback

;¦BOX & ¦BOX1, fill a box using user defined text screen co-ordinates

                            ;on entry register A  = number of parameters,
                            ;             and IX = holds parameters
BOX1:     CP 5              ;check that there are 5 parameters
          JP NZ,ERROR       ;if there are not, then error message & quit
          LD A,(IX+8)       ;load the A register with the ink number
          JR LDSIZE         ;Jump Relative to LDSIZE

;The jump skips the ink encoding stage, so allowing illegal ink numbers

BOX:      CP 5              ;check that there are 5 parameters
          JP NZ,ERROR       ;if there are not, then error message & quit
          LD A,(IX+8)       ;load the A register with the ink number
          CALL &BC2C        ;screen ink encode

LDSIZE:   LD H,(IX+6)       ;load A register with the left edge (IX+6)
          DEC H             ;decrement H register

;The reason for using the DECrements in this routine are quite simple.
;The Amstrad calls the top left hand corner of the VDU column 0, row 0.
;We (mere humans) refer to this position as column 1, row 1. DECrements
;allows us to carry on using our human values, by converting them into
;the values your Amstrad needs. DECrements as you may have guessed,
;decreases the value in the specified register by 1.

          LD D,(IX+4)       ;load A with the right edge
          DEC D
          LD L,(IX+2)       ;load A with the top edge
          DEC L
          LD E,(IX+0)       ;load A with the bottom edge
          DEC E
          JP &BC44          ;Jump to scr fill box
          END               ;The end of the listing
```

WORDS

Is a general purpose routine to print a message on the screen. To use it in your own programs simply, LD HL with the start address of the message you wish to print and then CALL WORDS. The message you wish to print must have a &FF byte at the end. This acts as the end of message markers. The routine checks to see if the end of message marker has been found. When it's found the routine ends. If it's not found it prints the character. The routine is a little like a Basic WHILE-WEND loop.

ERROR & ERRMES

The routine that handles errors. The Basic equivalent would be ON ERROR ... Whilst ERRMES is the message that's displayed when an error is found.

OUTRO

For those of you who don't own an assembler (*and I might ask - why not?*) there is a complete Basic listing that does the same job. *Bye for now. Alex.*

THE RSX PROGRAM

The Basic Loader

```
10 MEMORY &97FF
20 addr=&9800
30 FOR lineno=10000 TO 10030 STEP 10
40 tot=0:FOR a=1 TO 8:READ byte$:num=VAL("&"+byte$)
50 POKE addr,num:addr=addr+1:tot=tot+num:NEXT
60 READ check:IF tot<>check THEN GOSUB 230
70 NEXT lineno
80 'next bit
90 addr=&9876
100 FOR lineno=10050 TO 10070 STEP 10
110 tot=0:FOR a=1 TO 8:READ byte$:num=VAL("&"+byte$)
120 POKE addr,num:addr=addr+1:tot=tot+num:NEXT
130 READ check:IF tot<>check THEN GOSUB 230
140 NEXT lineno
150 'next bit
160 addr=&993C
170 FOR lineno=10080 TO 10200 STEP 10
180 tot=0:FOR a=1 TO 8:READ byte$:num=VAL("&"+byte$)
190 POKE addr,num:addr=addr+1:tot=tot+num:NEXT
200 READ check:IF tot<>check THEN GOSUB 230
210 NEXT lineno
220 CALL &9800:¦RESET:PRINT"Commands logged on":END
230 PRINT"Checksum error in line";lineno:STOP
```

```
10000 DATA 01, 0e, 98, 21, 0a, 98, cd, d1, 776
10010 DATA bc, c9, 00, 00, 00, 00, 76, 98, 659
10020 DATA c3, 5f, 99, c3, 77, 99, c3, 84, 1237
10030 DATA 99, c3, 7a, 99, 00, 00, 00, 00, 623
10040 '
10050 DATA 52, 45, 53, 45, d4, 46, 52, 41, 732
10060 DATA 4d, c5, 42, 4f, d8, 42, 4f, 58, 868
10070 DATA b1, 00, 00, 00, 00, 00, 00, 00, 177
10080 DATA 7e, fe, ff, c8, cd, 5a, bb, 23, 1352
10090 DATA 18, f6, 21, 4d, 99, cd, 3c, 99, 951
10100 DATA c9, 50, 61, 72, 61, 6d, 65, 74, 915
10110 DATA 65, 72, 20, 45, 72, 72, 6f, 72, 769
10120 DATA 0d, 0a, ff, cd, 4e, bb, cd, ff, 1208
10130 DATA bb, cd, ba, bb, 00, 00, 00, 00, 765
10140 DATA 00, 00, 00, 00, 00, 3e, 01, cd, 268
10150 DATA 0e, bc, c9, c3, 19, bd, fe, 05, 1071
10160 DATA c2, 46, 99, dd, 7e, 08, 18, 0b, 807
10170 DATA fe, 05, c2, 46, 99, dd, 7e, 08, 1031
10180 DATA cd, 2c, bc, dd, 66, 06, 25, dd, 1024
10190 DATA 56, 04, 15, dd, 6e, 02, 2d, dd, 710
10200 DATA 5e, 00, 1d, c3, 44, bc, 00, 00, 574
```

This program was created by assembling the original listing using Maxam. Then this listing was produced using MEMDATA+ from the WACCI Homegrown library.

Clive Bellaby, March 1992

* Adverts * * Adverts * * Adverts * * Adverts * * Adverts *

Richard Bowler has donated a number of items for WACCI to sell to boost club funds. Send your money to WACCI. I'd like to take this opportunity to publicly thank Richard for his gift.

MFU
The CPC to PC file transfer program. It copies all files quickly and accurately from MS-DOS to CP/M to BBC to Apple Macs to well almost anything. It's very easy to use. It sells for £29, yours for only £10 inc p&p.

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The adventure disc: contains Adventure Quest, Colossal Adventure and Dungeon Adventure. On Disc. £3 inc p&p.

FLIGHT TRAINER
Chuck Yeager's advanced flight trainer on disc, Yours for only £4 inc p&p.

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A good Amsdos assembler and compiler. It's on disc, it has a good manual and it's easy to use. Your for £5 inc p&p.

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A good quality CP/M (either version) assembler and machine code compiler. This program sells for around £40 but you can buy it for £15 inc p&p.

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Please make all cheques, postal orders and the like, payable to WACCI. Phone Clive, 0602 725108 for more details.

PROTYPE – THE RETURN OF ARNOR!

Did you think Arnor had developed their last CPC product?

We must admit, it was starting to look that way. But now we are pleased to announce a stunning new arrival - *Protype*. This provides *Protext* with the improved printing features that many of you have requested.

We honestly believe that it is not possible to achieve better quality output from a 9 pin printer than with *Protype*. Just look at the examples below - all printed on an elderly Amstrad DMP 2000!

Protype costs just £30 and is available on disc only. It works with *Protext* ROM and disc versions and may also be used as a stand alone program.

5 years after its original release Protext remains indisputably the leading CPC word processor. In the February 1991 issue, AMSTRAD ACTION said:

"Without doubt the most complete word processor available for the CPC ... Protext is very much a professional quality program."

AMSTRAD ACTION speed tests show Protext to be many times faster than other programs, for example:

Replace operation		Delete 17k block	
Program A	94 secs	*Program A*	17 secs
Program B	74 secs	*Program B*	15 secs
Protext	5 secs	*Protext*	1 sec

Prices

Protype	£30	(disc, Protext not required)
Protext + Protype	£45	(disc)
Rombo ROM box	£20	(when at least one ROM is purchased)

ROM prices			
Protext	£25	Promerge Plus	£20
Maxam	£25	Utopia	£20
Prospell	£20	Maxam 1½	£20
		BCPL	£20

Protype is a typesetting print enhancer designed to squeeze maximum quality from low-cost 9 and 24-pin dot matrix printers. This paragraph shows how **Protype** can work to a right-hand margin.

supports over 40 European languages including:

Anglo-Saxon	þ ð æ œ ā ē ī ō ū ǣ ō̄
Czech	á č ď é ě í ň ó ř š ť ú ů ý ž
Latvian	ā č ē ģ ī ķ ļ ņ š ū ž
Polish	ą ć ę ł ń ó ś ź ż
Turkish	á â ç ğ ı î ö ș ü

This actual-size printout was produced in one operation on a 9-pin printer using Arnor's Protext and Protype.

Protype (disc only) works on:
- Amstrad CPC6128 [+]
- CPC664 & 64K expansion
- CPC464 & 64K expansion & disc drive

Uses less than 350 bytes of the main 64K.

Fæder ūre, þū þe eart on heofonum	(Old English)
Ár n-atheir, atá ar nèamh	(Irish Gaelic)
Fader vår som är i himmelen	(Swedish)
Svargayehi vāḍasiṭina apagē piyāṇeni	(Sinhalese)
Teve mūsų, kurs es danguje	(Lithuanian)
Pater noster, qui es in cælis	(Latin)

Liquid 293K	c_p/J kg^{-1} K^{-1}
(1) Acetic acid ($C_2H_4O_2$)	$1{\cdot}96 \times 10^3$
(2) Acetone (C_3H_6O)	$2{\cdot}21 \times 10^3$
(3) Water$_{sea}$ (H_2O, salts)	$3{\cdot}90 \times 10^3$

[A] **Ganga común**, «*Pterocles alchata*», 38cm
- ♀ con tres bandas en el pecho †
- ♂ faja pectoral castaña ‡

[B] just some of the non-ASCII symbols:

« » „ “ ” ¡ ¿ 1º 2ª ¶ §
© £ ¥ ¤ ¢ ½ ± ÷ × ↓ °
← → ♯ ♭ ß ð Ð þ Þ ø Ø
å Å æ Æ œ Œ ł Ł đ ħ Ħ

←*line graphics too*→

PROTYPE IS VERSATILE:
- *multiple diacritics (accents) with any letter* (ę ṇ ş Ą)
- *tabulates proportional text / micro-justifies spaces*
- 240 DPI × 216 DPI *resolution on a 9-pin printer!*
- *works with all 9-pin or 24-pin Epson-compatible printers*
- *use from Protext, Basic or machine code*
- *includes the seven fonts used in this demonstration*
- *choice of character designs within a font* (page or page)
- !ɪxǝ⅂ ol ǝuıl ɐ ol ǝuıpuǝdo ɹoɹɹıW
- superscript, subscript, underline, [b] box, (e) encircle
- *kerning (spacing of 'difficult' character pairs* (AV)

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FORTH

Not so much a program, more a way of life....

How to survive the nineties by Alan Tilling and Clive Bellaby.

C&A, GREAT FORTH GIVEAWAY BONANZA NOW ON, CLOSING DATE 14/4/92

Hello and welcome to another fearless frolic in the fantastic, frequently funny Forth series. Last month's PITL claimed to be the shortest series ever to appear in WACCI. We're not standing for that! Alan and I have been very busy over the past month. Too busy, in fact, to write the series. So it's go Forth from him and Multiply from me. Beat that, Harry ....

Hello and welcome to the next part of the Forth series, brought forward from next issue to fill the gap in this month's issue caused by Alan and Clive being so busy. (If you believe that rubbish, can I sell you some moon rock at only £29,0000,000 an ounce.)

APOLOGY

Several of you have written and asked why the Forth MENU program in issue 49 of WACCI does not work. It will not compile and halts with a:

```
:? MSG # 18
```

error. The clues to this and any other Forth error messages are in the clear and precise way Forth reports errors. In this case it is saying that it does not understand the ':' (colon.) That's why it says ':?' in the error message.

The MSG # 18, in the error message reports the type of error. In this case it's a type 18 error. The problem here is nobody as yet understands the various error types.

The reason Forth does not understand the ':' is nothing to do with the ':' itself. It is to do with a missing ';' (semi-colon.) Forth will not allow you to define a word definition from within a word definition.

The ':' starts a definition and the ';' ends a definition. Because the ';' is missing Forth thinks you are trying to define a word definition from within another word definition. To correct this you need to add a ';' to SCR # 41 of the Menu program. If you amend line 15 to read:

```
; -->
```

all will be well. This error occurred 'cos OMG used MicroDesign2 to produce issue 49 of WACCI. MD2 used the ';' as an 'end of line' marker and as text was read into MD2 it removed the ';'.

There is still one other important point to learn from this error. When Forth halts whilst compiling and displays an error message, you can use VLIST to list the dictionary which will show where Forth halted. Thus you are able to isolate the area in which the error occurred.

CONFUSED SCREEN

Confusion will always be caused by Forth referring to a 1k block on disc as a screen. We always think of the screen as the VDU. So we'll always refer to the VDU when we mean the monitor and we'll refer to screens when we mean the 1k disc blocks.

SAVE IT TO DISC

It is easy to read and write data to and from the disc. Forth provides you with a range of words that do the work for you. These words are simple to use, however, you must always remember that they will only work from within a 'word definition' and not as directly entered commands.

We'll start by outlining the new words we're going to use in this article and then define a couple of simple words that use the commands.

PROGRAM ONE

You will need two unused screens for this short program. The first screen will be used to write the program and the program alters the second screen's contents. So please ensure that both screens are blank otherwise you may lose valuable data (and some hair.)

NEW WORDS

C/L	C/L is a constant used by Forth to store the number of characters per line in the 1k screen buffer.
SCR	SCR is a variable used by Forth, it hold the current screen number.
LINE	n ---, returns the address of line 'n' of the screen buffer. The screen buffer is where Forth stores the 1k screen whilst it is working on it.
UPDATE	---, marks any altered lines in the screen buffer as updated. Only buffer lines that have been updated are (re)saved to disc. This speeds up disc handling and saves time.
FLUSH	---, saves any screen buffer lines that have been updated to disc.

PROGRAM ONE

```
FORTH DEFINITIONS DECIMAL

: TEST
  70 SCR !  ( this should be the )
  ( number of a blank screen     )
  65  0 LINE !
  66  0 LINE 1 + !
  67  0 LINE 2 + !
  UPDATE  FLUSH  ;
```

EXPLANATION

Before entering this new word, please read this explanation of what the word does (*and how it does it.*)

: TEST
Start a new Forth word called 'TEST'.

70 SCR !
Sets the current screen to 70. You may select any screen between 40 and 169. Screens 1 to 39 are used by the Forth program. If you alter them Forth will become corrupted and unusable.

65 0 LINE !
The 65 places ascii code 65 ('A') on the data stack. 0 LINE calculates the memory start address of line 0. The address is placed of the stack.

The ! stores the ascii code 65 ('A') at the memory address calculated by the 0 LINE command. So what we have done is change the first character on line 0 in screen 70 to an 'A'.

66 0 LINE 1 + ! and 67 0 LINE 2 + !
There two command lines do a similar job as the 65 0 LINE ! command. Except we are now storing a 'B' and a 'C' as the second and third characters on line 0 of screen 70.

That's what the 1 + and 2 + are for, they increase the memory address at which the 'B' and 'C' are to be stored by 1 and 2 bytes respectively.

UPDATE FLUSH ;
UPDATE is used to tell Forth that the current screen buffer has updated. FLUSH saves the updated screen buffer to disc. The ';' marks the end of the word definition.

TRY IT OUT

You know how TEST should work, we must check that it does work. So compile the word and then enter TEST and press return. Enter 70 LIST to display the amended screen. If all is okay:

'*ABC.....and so on*'

will be displayed on the VDU. There you have it, the program alters and then saves a screen to disc.

PROGRAM TWO

The next step is a program that reads a screen from disc and stores the screen contents in the screen buffer.

PROGRAM TWO

```
: TEST1
  70 SCR !  ( select screen 70 )
  0 LINE C@ .
  0 LINE 1 + C@ .
  0 LINE 2 + C@ . CR
;
```

This program loads screen 70 from disc into the screen buffer. Then displays the first 3 characters of line 0. We know they are 'ABC' because program one put them there. However, when you compile, then run the program 'ABC' is not displayed, '65 66 67' is displayed on the VDU.

MORE NOTES

Let me explain what's happened, a '.' displays the stack contents and not the ascii character represented by the stacks contents. We need the character to be displayed, so need to change all the '.' to EMIT'.

We have used all the other commands before, but just to jog your memory:

address C@
Places the value at the specified address on the data stack.

CR
performs a carriage return.

n LINE
places the start address in memory of the specified screen buffer line on the data stack.

PROGRAM THREE

Creates another version of program two which does do what we want it to.

PROGRAM THREE

```
: TEST2
  70 SCR !  ( select screen 70 )
  0 LINE C@ EMIT
  0 LINE 1 + C@ EMIT
  0 LINE 2 + C@ EMIT CR
;
```

PROGRAM FOUR

Continues the theme by creating a new word (TEST3) that displays the whole of a screen buffer line on the VDU. In TEST3 we use two different commands, C/L and TYPE, so let's quickly explain what these words do:

address n TYPE
Displays 'n' characters starting at the specified address on the VDU.

C/L
Places the number of characters in a screen buffer line on the data stack. We know the answer will be 64, however other version different screen sizes. (*The most popular alternative size is 24 lines with 42 characters per line.*)

PROGRAM FOUR

```
: TEST3
  70 SCR !  ( select screen 70 )
  0 LINE C/L TYPE CR ;
```

PROGRAM FIVE

We continue this theme with a program that clears a screen buffer line by filling it with blanks. The program introduces one new command.

address n BLANKS
This fills an area of memory with 'n' blanks (ascii code 32's) starting at the specified memory address .

PROGRAM FIVE

```
: TEST4
  70 SCR !
  0 LINE C/L BLANKS
  UPDATE FLUSH
;
```

Now it's back to the routine compiling and testing of the word. After you've run this word line 0 in screen buffer 70 will be full of blanks. It will have gone, it is no more, and what's more to the point, you can't get it back. (*Short of typing it in again.*)

Please remember this and do not try it on screens that contain valuable information that you can't afford to lose - you have been warned.

NEXT MONTH

Clearing complete screens and a new word that is similar to Basic's INPUT command. *Tatty Bye, Clive & Alan.*

THE ABC OF PD

Chris Carter-Bown (our resident expert) Reviews NULU15

The reading room at the British Library in Bloomsbury has been a favourite haunt of mine for years. To sit (when you're not working hard) and contemplate about the vast store of knowledge kept in those old shelves, the sense of history that pervades the historic old rooms, it's wonderful. However, I digress .....

The Libraries I want to take you through this time are those of your own creation. Disc libraries allow you to store heaps of files on one disc, far more than the capacity of either the disc directory or the available disc storage space.

There are a number of good public domain library programs and I am most familiar with NULU15.

INTRODUCTION

NULU is a superb utility program which enables you to group together in one large file (called a Library file) a selection of smaller files of your choice. Each file remains intact after being written into the library and recorded in the library file index.

Each file can be thought of as an exact equivalent to a book in a normal library. The main options offered by NULU are file: execution, extraction, printing and viewing.

WHERE'S NULU

NULU15 is on the WACCI PD Disc Nine. It consists of 7 files (1 COM file and 6 text files.) The text files hold the documentation in concurrent parts. Use PRINT (reviewed in Issue 52) to get a hardcopy or to view the files. (NSWEEP will do it as well!)

NULU15 operates under both CP/M 2.2 and CP/M 3.1 (plus.) To run NULU, you go that well trodden path of yore: ie load in CP/M and at the A> prompt, enter: NULU15 (then press Return.)

It's not a bad idea to ensure that NULU is on the disc as well! - but I knew that you would realise that.

FILE STORAGE

The need for such a utility stems from the way that CP/M stores information. CP/M stores files as blocks of data and each block of data has a minimum size of 1k, regardless of file length.

The 1k minimum block size can vary. For example, on a 3" drive the minimum is 1k, but on a 3.5" drive (*using one of the large format discs*) the minimum block size is 2k. On some CP/M systems it could be as high as 16k.

NULU15 would allow you to group for example 20, 1k files in one library and save perhaps 33% on disc space. In short it allows much more efficient use of available disc space. To be honest, I didn't find NULU very useful until I purchased a 3.5" drive and started using high capacity discs. But perhaps you may disagree?

WATCH OUT!

The major problem with library files is that if the cat/dog/child/wife just happens to pull the plug when the disc is being accessed, then you can say goodbye to loads of files. In my case that would be minimum of 5 library files containing 1200k of normal data. So, really folks, all I can say is ensure you make backup copies 'cos if you don't, it'll all end in tears.

HINTS AND TIPS

PLAN AHEAD

Before you start using NULU15 plan the library, think about the criteria for file inclusion, which files, where are they, do they need compressing and most important, what is the completed size of the planned library file.

For me the limiting factor was the completed library file size. I wanted to be able to backup the library file and that meant ensuring the completed library file did not exceed 178k.

That being the case then the use of programs such as NSWEEP or ACOPY will allow backups to be done swiftly and easily. Just as an aside, I much prefer using ACOPY over NSWEEP because the former performs a CRC verification check on the backup and warns you if the verification check fails. This ensures that all the backup files have been correctly copied onto the new disc. I've never had a problem when copying files, but I am aware of other users who only discovered that their backup copies were faulty after their master program was corrupted. This can only be described as *not very nice!*

COMPRESS IT

I always compress files before adding them to a library file. Compressing files saves a tremendous amount of disc space. There are a variety of methods for compressing files. I use either NSWEEP (which squeezes files) or CRUNCH (which crunches files.)

Personally I prefer NSWEEP because NULU supports unsqueezing of files but not uncrunching. With compression you will be able to get the sort of figure I mentioned earlier, ie 1200k normal data into 600k disc space.

MIND THAT DELETE

I would also advise caution when using the delete option (-d). I've found that, much to my horror, the contents of a disc disappear at a key stroke.

Use the -d option to delete LIBRARY files only, for Disc files use -z.

Now turn the page for a complete step by step guide to creating your very first library file.

CREATING A LIBRARY FILE

To create your first library file you will need the following:

1. A blank disc or two....
2. NULU (from WACCI PD Disc 9)
3. NSWP (from WACCI PD Disc 2)
4. A CP/M System disc

We will start by creating a standard library file (no squeezed files or other trimmings.) Our first library file will contain 7 files - these will be the complete set of NULU15 program and documentation files.

When we've created our basic library file we'll use the same programs to created a smaller 'squeezed' library file and finally we'll extract some files from our new library, but first of all we begin by .....\...

Using the CPC's standard mystical incantations to raise CP/M, you know the one I mean - Place the CP/M disc in the drive and the type in ¦CPM from basic to load CP/M etc ...

FORMAT THE NEW DISC

Place your CP/M system disc in the drive and invoke the disc formatting option. CP/M 3.1 users should use DISCKIT3 to format both sides of the disc to Data format. CP/M 2.2 users should use FORMAT to format both sides of the disc to System format.

COPY THOSE FILES

You now need to copy the NULU15 files from WACCI PD Disc 9 to the new blank disc. CP/M 3.1 users should use PIP and CP/M 2.2 users should use the FILECOPY command. If you prefer you can use your favourite file copier, such as ACOPY or Utopia's ¦COPY.

You'll need to copy 7 files on to the new disc, NULU15.COM and the 6 NULU document files NULU15.PT1 through NULU157.PT6 (a total of 83k.)

INVOKE NULU

You must now load NULU15 by entering at CP/M's A> prompt: NULU15 and then pressing Return. NULU15 loads and displays the opening message:

'NULU15'
'-Open a library A0:>'

OPENING A LIBRARY FILE

The '-Open a library A0:>' message is asking you for the name of the library file you wish to open. We want to create a new library file called NULU so at the 'A0:>' prompt, enter,

NULU (and then press Return)

The disc drive whirrs away and NULU15 reports back with the message:

'Library A0: NULU.LBR not found'
'To make it, enter the number of enteries to allow. Press RETURN to abort making a library.'
'Allow how many enteries:'

You must enter the maximum number of files that you'll have in the library. Nulu adds 1 to the number of files you enter, the extra 1 is for the library files internal file index. We will add 7 files to the library so enter 7 and press return. NULU will respond with a message that says something like:

'library A0: NULU.LBR now open'
'Active enteries: 1, deleted: 0, free: 7, total: 8'
'-Ready a0:>'

ADDING FILES

To add files to the library, enter -A and NULU will respond with:

'-Add Members a0:>'

Enter NULU*.* and press Return, NULU will churn away and add all the files on the disc that match your selection. You'll see something like:

'adding NULU15.COM'
'adding NULU15.PT1' and so on....

All of NULU's commands begin with the minus sign '-'. (-H brings up a help crib list on the VDU.)

CLOSE AND EXIT

When the file have been added to the library file enter:

-C (press Return - Close the library)
-X (press Return - eXit to CP/M)

CHECK IT OUT

Reset the computer, CATalogue the disc and there it is, NULU.LBR, this is the library file. The library file takes up some 81k of disc space, some 2k less than the individual files. We can increase this saving by squeezing the files before adding them to a library file. We'll use NSWP for this task so it's back to step one ....

PREPARE FOR LIBRARY FILE TWO

Onto side B of the new disc copy the 7 NULU15 files and NSWP.COM. Load NSWP and squeeze the 7 NULU files. NSWP was fully covered in issue 51 of WACCI.

When you have squeezed all the files you must erase the original unsqueezed text files to create room on the disc. Use 'ERA *.PT?' and press return to do this from CP/M A> prompt.

CREATING ANOTHER LIBRARY FILE

To create a new library file, in quick succession enter the following:

```
NULU15    (Load NULU)
NULU1     (The new library file name)
7         (number of enteries)
-A        (add files to the library)
NULU.?Q?  (add the squeezed files only)
-C        (Close the file)
-X        (eXit to CP/M)
```

I'm always amazed at how much simpler tasks look when you remove the notes.

Reset the computer, CAT the disc and you'll find that the new library file NULU1.LBR has shrunk to 51k (it was 83k), a saving of 39% in disc space.

UN-CREATING LIBRARY FILES

To recover files from a library file you should follow these steps.

```
¦CPM       (load CP/M)
ERA *.?Q?  (erase the squeezed file to
            make room on the disc.)
NULU1      (open the library file)
-Q         (extract, unsqueeze files)
*.*        (files to unsqueeze)
-C         (Close library file)
-X         (eXit to CP/M)
```

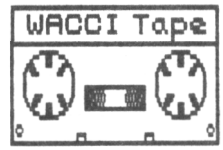
FINAL CHECK

Reset your computer and CAT the disc, there they are: all the files are now unsqueezed and back on the disc.

OUTRO

Please read the document files, they have loads of useful information in them. If you get really stuck, give me a ring (between 6.00pm - 9.00pm, Mon-Fri) and I'll try and help. Next month following a special request (plea) by Ron Hobday - DU.COM That's about all for now, Tatty Byeeeeeee.

The Lending Library



THE BOOK LIBRARY

Hi there library lenders everywhere, rather than print a complete book list every month. I have decided to keep you up to date with an update to the book library list.

No	Title	Contents	Cost
35	Mastering Machine Code on your 464/664/6128	M/C tutorial plus routines library.	0.96
36	AMSTRAD LQ5000 di 24 pin d.m.p.	User instruction manual	0.48
37	Crash Course in Pascal	Derrr - dunno !	0.96
38	100 Programs for the AMSTRAD 464/664/6128.	BASIC listings - games and utilities.	0.96
39	Operating AMSTRAD CP/M 2.2 (Soft 06016.)	User guide.	0.72
40	AMSTRAD CPC 464 Firmware Spec (Soft 158.)	464 Firmware guide	3.00
41	Games for your AMSTRAD.	BASIC listings.	0.48
42	AMSTRAD 464/664/6128 Firmware Spec. (Soft 968.)	CPC Firmare guide.	3.60
43	Microsoft BASIC.	In-depth tutorial.	0.96
44	Programming the Z80.	Z80 programmers reference 'bible'.	2.40
45	The AMSTRAD CP/M Plus.	CP/M Plus Tutorial.	0.96
46	Microsoft BASIC compiler documentation.	Compiler invocation, error message meanings etc.	0.72
47	Microsoft Utility Reference Manual.	Reference for MACRO-80 pseudo-operations, command formats for MACRO-80 assembler & LINK-80 linker.	0.48
48	Filing Systems and Databases for the 464.	Filing systems etc ...	0.96
49	Structured Programming for the 464/664/6128	Structured programming	0.72

THE TAPE LIBRARY

We have added another twin tape set to the collection and it's now ready for ordering from myself. Each twin tape set consists of two C90 tapes.

TAPE SET THREE (UTILITIES) 0.72p

AGEV4	A window and menu routine.
CONVERT	Converts Metric to Imperial to Metric.
EZMUSIC	Music making program with documentation.
KEYBOARD	Musical keyboard with documentation.
PI	Pi calculator with documentation.
POPT	Print options.
SDGLOVER	Tune for EZMUSIC.
CONVERT	Example screen for decomp program.
DECOMP	Decompress 'Advanced Art Studio' pictures.
DEMO	Part of decomp program.
INVGEN	Invoice creator with documentation. (You'll need a printer)
LNA	Logic network analyser.
MAGICSQR	Magic square generator can be printed.
NUMBFILE	Part of Magic square generator.
FOOTBALL	football pools program with data files.
TINYEDIT	Editor, may run on 464 but needs some alterations.
TINYRSX	Part of TINYEDIT.
TINYCHR	Part of TINYEDIT. (includes documentation.)
DCHEAT	Dripzone cheat.
PCHEAT	Pacland cheat.
PACPLANT	Pacman game.
PDG	Prisoners dilema text game.
3DXOX	3d noughts and crosses.
WILD	Quiz game.
SDUMP4	Screen dump utility with documentation.
STROBE	Drawing program with documentation.

Tape requests should be sent to:

Arthur Cook, Brympton Cottage, Brunswick road, Worthing, Sussex, BN11 3NQ

Please report loading problems to Arthur Cook.

Book requests should be sent to:

Steve Lee, 48 Field Road, Ramsey, Huntingdon, Cambs, PE17 1JP

BOOKSHELF by Billy Bookworm

Hello, and welcome to my bookshelf. As you've probably already guessed, this column is about books. Unlike most software, books seem to stay around for years before they go out of date, so I will be reviewing some older publications as well as newer ones.

TITLE : Sensational Games For The Amstrad CPC 464
AUTHOR : Jim Gregory
PUBLISHER : Granada
PRICE TAG : £5.95
BB RATING : 15/20
BILLY SAYS: Publishers should stop using superlatives.

There's nothing sensational in this book, although the programs are finished a little more professionally than the normal book standard. Once again a collection of the usual old games: Pac-man, Chess, Craps, Mastermind, King Kong, you know the sort of thing. There is a nice little utility triplet, though, including a monitor program and character generator. Unfortunately, the latter won't run on a 6128 because parts of its memory are set out differently. The educational triplet is also way above average for what we're usually given and could come in useful someday. Worth six quid, but only just.

TITLE : 60 Programs For The Amstrad CPC 464
AUTHORS : R.Erskine, H.Walwyn, P.Stanley, and M.Bews
PUBLISHER : Pan Books
PRICE TAG : £5.95
BB RATING : 01/20
BILLY SAYS: Even the paper is poor quality.

If you like spaghetti and enjoy typing in long-winded and confusing listings, this is the book for you! In the anonymous introduction you are informed that the authors have "pulled out all the stops to offer you as varied, innovative and exciting a selection of programs as possible". They're about as exciting as a rainy day in Bournemouth! The standard is below the average magazine type-in, and the few utilities are practically useless. The one thing in its favour is that at least all the listings I've tested actually work.

TITLE : 100 Programs For The Amstrad 464, 664, 6128
AUTHORS : Ian McLean and John Gordon
PUBLISHER : Prentice Hall International
PRICE TAG : £9.95
BB RATING : 12/20
BILLY SAYS: Slightly over-priced, interesting in parts.

I first came across this book when it was called 100 Programs For The ZX Spectrum. The Amstrad version is virtually a book of these converted Spectrum listings, with a few exceptions. Nevertheless, having said that, there are still 100 programs within its covers that will work on the Amstrad. These programs are split into 10 sections, each section covering a specific subject such as games, recreation, business, graphics, data handling, science, mathematics and an introduction section which includes some very simple programs for the beginner.

The authors have gone to great pains to avoid using multi-statement lines. This make the listings readable and easier to understand. None of the programs are very long (the largest is about 4K and the smallest just 30 lines.) Most are quite interesting and there are plenty of little subroutines to pinch for your own use. All the listings are well commented, but I do feel that the book is a little over-priced.

TITLE : Practical Programs For The Amstrad CPC464
AUTHORS : Owen Bishop and Audrey Bishop
PUBLISHER : Collins
PRICE TAG : £6.95
BB RATING : 19/20
BILLY SAYS: A thumbs up. If you like utilities, buy it!

I can't praise this book highly enough. There are only 14 programs and each one is a little gem. And on top of everything, the authors have explained the workings of each program in easy-to-understand english from start to finish. There's something for everyone here. You've got a stck controller, a database, an accounting program, an indexer, a spreadsheet, a phone call estimater, a trend finder and my favourite, the pools predictor (which is every bit as inaccurate as the commercially available ones.) The other 6 programs are just as useful as these I've mentioned, and I've given Owen and Audrey 10 out of 10 for content.

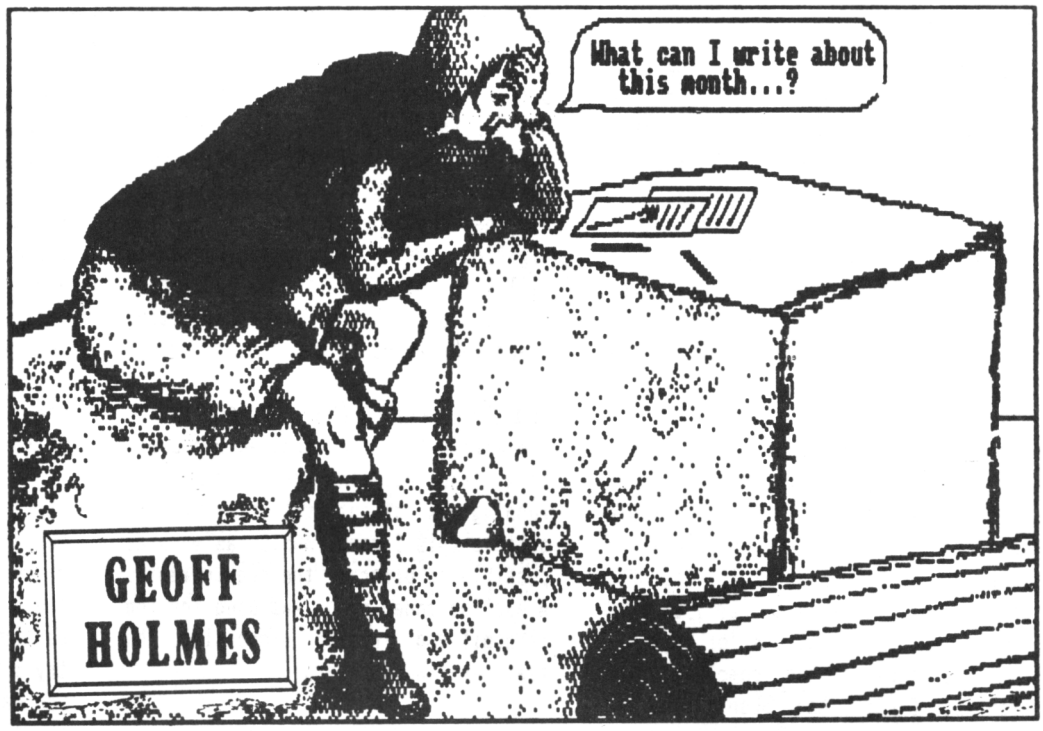
TITLE : Dynamic Games For The Amstrad
AUTHOR : Clive Gifford
PUBLISHER : Interface Publications
PRICE TAG : £5.95
BB RATING : 14/20
BILLY SAYS: The listings are average, but understandable

There are actually 48 programs in this book, but a few of them are barely more than just routines. However, you do get a good variety to choose from. Subjects range from adventures to arcade games, and from strategy to sound and graphics demos. The arcade games you've all seen before (under different names in different books and mags), but most of what's left is really quite novel. Some of the listings are a bit long-winded due to the author avoiding multi-statement lines now and then, and only one listing I typed in failed to work. That was one of the longer adventure programs, and might be down to my erratic typing. On the whole, though, if type-ins are your scene, not bad for £5.95.

BILLY BOOKWORM LIVES ON A SHELF IN JEFF'S FRONT ROOM

Why not write to WACCI and tell us which library books you would like reviewing ... It's your magazine!

ITOM



In the beginning was the WORD.

I did promise you I would guide you on a giddy tour around the hardware used for comms. So here goes.

LOADS OF BITS

Our first stop is at the expansion port of your CPC. Now you should have loads of bits and bobs dangling here attached via ribbon cables. *Is that a Multiface I see before me*? The first box attached to your computer for comms however is the RS232 interface unit. It is used to convert eight-bit wide parallel data from the expansion port into serial data.

Imagine data from your computer as an army marching out from your processor in rows of eight men. As each row reaches the Serial Interface, there's a tunnel and only one man can squeeze through at a time. Each man does so in order from right to left.

In addition the row of men is accompanied by a start and stop escort (*alias a bit.*) Occasionally some of the soldiers may be absent. But his place is maintained by a gap. That's how a byte is serialised.

INTO THE RS232

Let's go inside the interface box now (Amstrad/Pace RS232 interface.) Mind your heads please! Inside the box is a Z80 DART, an 8253 timer and some other supporting chips including a Commstar ROM. DART is an acronym for Dual Asynchronous Receiver/Transmitter. The DART chip converts parallel to serial data. The 8253 chip is used to provide the timing to set the appropriate baud rate. I suspect that surface-mounted chips are used to provide the RS232's level of Voltage, which is different to the 5-Volt logic level used by the CPC. The ROM chip holds the Commstar programs (Honeyview and Honeyterm.)

INTO THE MODEM

Okay folks, follow me closely now, I wouldn't want you to get lost. The next box is the Modulator/Demodulator commonly known as a Modem. The Modem changes the digital Voltages generated by the Serial Interface into tones that are sent over the telephone line to a BBS for example. As expected, different tones are used to indicate a logic one and a zero.

On the Modem are light emitting diodes (leds) showing the status of various standard functions associated with the RS232 protocol. DTR, RTS, CTS, DCD, TXD and RXD are among the ones that you should become familiar with, but it's not essential that you do. It's like learning about gear ratios in driving a car. You can figure out how low a gear you can change into at a certain speed for fast overtaking. Rather than trying it out and ruining your gearbox and clutch. *Ermmmm..... not recommended*, overtake with caution please. Where was I, sorry about the distraction. Some '*intelligence*' is built into the Modem so that it recognises ring tones, whether the computer is Ready to Send (RTS) and the other control signals previously mentioned.

CLASSES GUIDE

Again there are different classes of modems. There is the simple class which require manual switching to change from one type of protocol to another. The next class has a micro-processor to sample the incoming data and automatically sets the baud rate for you. These intelligent modems also recognise a set of three or four mnemonics to set conditions such as loop back for testing, auto dialling, time out parameters and the like. '*Hayes compatibility*' are the buzz words associated with these modems.

A CLASS APART

The next class of modems possess data compression and error correction of the data exchanged, and a greater rate of data information can be sent over a normal phone line. Obviously a pair of modems of this class is needed to enjoy the greater speed. The modems automatically talk between themselves to sort out problems encountered with data corruption. Apparently up to some 14k bits per second can be sent. MNP5 is the buzz word here. Well we have

seen the hardware boxes. From the modem, data is exchanged over the telephone line. Now make yourselves comfortable please while I tell you about the software side of comms.

SHADES FOR MUGS

Looking back some two years ago, never was the saying "Necessity is the mother of invention" more demonstrable to me. At that time I was hooked on SHADES the Multi-user Game (MUG). One of the players who was doing well and was respected as a fighter, boasted of having a targetting program available for 'her' BBC machine. Unfortunately there was no such program for the CPC. So I thought to myself (*as I am wont to do.*) Why not write one for myself?

By the time I had completed the program, SHADES had been withdrawn from Microlink. It was replaced by BLOODSTONE and FEDERATION. Two more MUGs. So I was able to test my program after all, by playing these games. Bloodstone was short-lived however, much to my disappointment. Federation was available until the demise of Microlink. Loads of fun with my program. Flying around planets and finding Treasure. You see I had developed an auto-route mechanism for my program. I didn't like trading though. It meant standing around the Stock Market waiting for favourable prices to buy and sell goods. I could see that my telephone bill would be rather excessive in working upwards to the higher levels. So I chucked in playing Federation.

TARGETTING

Forgive my digression. Let me explain what a targetting program is. You know that you can set up function keys on your CPC with text strings.

Now the idea is to place a reserved character such as a '£' in those strings where a person's name would normally be. During the game, you could set the person's name in the target-buffer at will. This has the effect that all the relevant function keys with the '£' imbedded are now set up to act on that person.

For example, if function key F1 is set to: "*Say how are you £?*" and F9 is set to: "*Give sword to £.*" Then it doesn't matter if Keith, Martin or Ronald are playing. There's no need to alter your F-key settings. All you need to do is enter 'Keith' into the buffer, then press F1 to output "*Say how are you Keith?*" If you find that Martin has just started attacking you, enter Martin into the target-buffer. All the function-key strings set for fighting, are now at your disposal to deal with Martin. If you're a ham-fisted typist like me, then targetting keeps your typos to a minimum.

HITTING THE TARGET

I'm afraid that the program was a bit of a lash up. The need to get it running was of utmost priority. To achieve this I used BASIC as much as possible to program the requirements. A machine coded prog was used for the transmit and receive processing. The features I wanted were:

1) Cater for 30 function-key settings.
2) The targetting facility.
3) Buffering the incoming text and be able to save it to disc if reqd.

At that time my hardware for comms were the Amstrad RS232 the program and the Amstrad Pace Modem. I now have an Amstrad SM2400. Writing comms for 2400 baud operation has brought about new problems. That's another story I'll like to tell you about another time.

There were no problems with the original 1200/75 baud operation. Well there was when I first attempted to program the auto-route mechanism to fly between planets in FEDERATION. I had one of the routes wrong and flew into the Sun and was burnt to cinders.

SUMMARY

To summarise, the basics of a Comms program are to provide:

1. Timing control for a 8253 chip.
2. Initialise the DART to set the parity and size of data.
3. Take in data from the DART via the Modem.
4. Output data to the DART and subsequently to the Modem.
5. Check the status of the DART in carrying out its functions.
6. Buffer incoming text.
7. Provide text and file transfer to and from a BBS.
8. Be user friendly.

The comms program should check the logic levels of the first four functions, but I ignored these checks to get my program to run as fast as possible. In practice, I find that for BBs operation, other checks such as for bad parity, overrun and loss of DCD can be ignored. You can quickly realise when something is wrong because of the corruption on your screen. This is okay for us amateurs where data loss doesn't mean the end of the world as we know it.

WHERE NEXT?

Perhaps you find all this technical discussion boring. Let me know if there are areas of comms you are particularly interested in and I will try my best to write about it. Perhaps you may even wish to write an article on other aspects of comms such as using a radio link instead of phone line for a link-up. Why not have a go?

By the way (BTW), comms enthusiasts use a lot of short hand like that. IMHO, in my humble opinion is another popular one. Also when on-line don't use capitals too much, it's the comms equivalent to shouting.

THE END

Oh, and one last thing, sending your messages overseas is not just charged at local rate. You could be asked to pay for the overseas charge by the Sysop. I got my facts wrong when a mate of mine said he sent a message to the African continent using FIDO and Amsat. It took four days for the response. That's all for now folks.

Cheerio!

WACCI BB

On-Line 24 hours, 7 days a week

On : 0252 318557
Sysop : Chris Smith

Speeds: 300/1200/2400
Format: 8N1

v23 (12/75) available by request, phone Chris on 0252 24721 (voice).

WACCI's own BB carries all the new public domain programs, helpline details and messages areas.

Poking in the Library

With Gwynn 'The Welsh Wizard' Hopkins

Hi there, first I'd like to thank Uncle Clive for sitting in for me last issue. I've got two discs for you this month, WACCI PD Disc numbers 4 and 9.

Uncle Clive glossed over disc 4 last month but I'll go through it again. I like doing things numerically so I'll start with disc 9.

WACCI PD DISC NINE

This is a utilities disc for CP/M (2.2 or 3.1) crammed full of programs, not all of which you will need (*or know why anyone else would need either.*)

First on the list is CLEANUP. This is an improved version of the CP/M command ERA for the simple reason that it is more user-friendly.

DIRCHK is an interesting one. Each individual file is scanned in the directory and then you are informed about things like the number of blocks used, blocks left etc.

DISPLAY is a much improved version of TYPE. You are presented with the .DOC file you requested in nice neat chunks readable that you can peruse at your leisure. Very useful. That leads us nicely onto.....

LIST and VLIST. LIST divides .DOC instructions into sections like, author, bugs, commands etc. VLIST however is the best of the three. It's like DISPLAY but a vast improvement. You can pause the instructions or even better decide the speed at which you want to see them so if you want to see the end bit of instructions that you otherwise know off by heart you can spin through at high speed at the touch of a button (*well two actually*) and 8 out of 10 cats said their owners would use VLIST.

UNZIP is a file that I haven't as yet been able to try. Why? Well it extracts and unsqueezes files created by PKZIP which is a PC program. Still if you do have PKZIP I'm sure it'd be very useful. <<Anybody who's into comms will need this program 'cos many BBs are run on PC's and supply files that have been zipped with PKZIP. That is why is was written. -Ed.>>

NULU is a huge beast. There is no way I could do justice to it here so I won't try. I expect Chris over at ABC will get round to it soon. Suffice it to say that it is like NSWP in many ways but it also creates .LBR files. Don't know what an .LBR file is? Well I must admit neither did I until I phoned Adam <<*Who?* -Ed.>> and Uncle Clive (*thanks guys.*)

S'pose you had a load of files that you hardly ever used but wanted to keep them. Well they take up to many of you 61 file allocation to leave as they are so how about sticking them under one directory file, less waste and you keep your files. The only drawback is if you want to run one of the files you have to load up your library creator to extract the file you want which brings us nicely to LRUN23 and LT29.

LT29 is an easier to use library unpacker that is easy to use but LRUN23 is a beauty. It allows you to run a .COM file that is still firmly in its library. Good eh?

Next it's onto file copiers. MFT, ACOPY21A and NC are on the list. NC is the weakest of the three and is a disc to disc file copier. MFT comes next, it's quick and displays the number of sectors read and copied but they are both beaten by ACOPY21A. As well as the usual facilities you find on a copier it also gives the chance to overwrite discs that are R/O without any mucking around.

LOOKAT is a kind of, well, something like a sector editor. It displays the program the way you see it in sector editors ie; all the ....%&%$%.. things CP/M programs seem to consist of but you can't alter the data.

Which vaguely brings us to DU and RESCUE. DU lets you search for ascii bits, alter addresses, data and the like. This is one for the ABC guys.

RESCUE as yc. might be able to guess lets you recover data from corrupted discs and directories. Great idea, I've kind of got the idea of working it after about two and a bit months but it's very difficult to use.

Finally for this disc GREP, SORT and WSCLEAN. GREP displays the number of occurences of a specified word in a specified program. Quite why anyone would want to know is beyond me. Answers on a postcard?

SORT is another weird one. If you have a text file made up of a list of words in random order (*why would you want to do that I again ask the budgie*?) it will then sort those words into alphabetical order. Great party trick, p'raps it'd have been better if you did your random words in order.

WSCLEAN "strips the top bit of characters in a text file. Great for converting Wordstar to ascii" so the instructions say and who am I to argue with them? <<The reviewer! -Ed.>>

Overall disc 9 is a must even if you have one or two of these programs. Even the oddballs must have some use so you can spend time wondering what.

WACCI PD DISC FOUR

Now we move onto disc 4. First under the spotlight is RAMDISC. This turns your spare memory into a ramdrive. It also has provision for setting passwords. I can't tell you much more about this one 'cos you have to write for full instruction. Still it's probably the cheapest ramdrive around for your old '*user-friendly*' CPC.

PDP is a spreadsheet written by our very own Paul Dwerryhouse. Nice and slick this is, you've got online help and you can even draw graphs from the sheet. Loads of other facilities put this progett above spreadsheets like the one on Mini-Office II and it's cheaper. What more could you want.

Well, I hear you cry, we want a computerised filo-fax. What a stroke of luck because here we have RAMBASE2.

This excellent program needs 128k but it uses every bit of it. As well as having space for all the names and addresses or anything else (*it's very flexible*) you'll ever need. You can even print addresses on those sticky labels that you slap on envelopes.

You can tabulate your records, merge files and there's even a selection of utilities that let you do things like erase all the .BAK files. This program makes the disc worth buying all by itself. Yet even this program is put into second place by DTP.

PowerPage was written by Richard Fairhurst (*of Robot PD fame.*) This DTP program is better than any I have come across. I has headline creators, font grabbers, text editors, and loads more. Everything has an alternative headlines can be done bold, thin, etc.

You'll need a while to read the instructions (I suggest you print them out, you'll need 'em.) This program has to be seen to be believed, it's massive. I reckon could have been a commercial success and yet it's here in PD form. Why? I haven't a clue, perhaps Richard is from the AA. A very nice man, very, very nice man, very, very, very nice man, etc.

Well that's all for this time poksters I'll be back (I hope) next issue with more p.d disc reviews.

See ya all!

Opps! Who's a clever owl then!

HERE'S ANGELA

Hi there, I'm Angela Cook, I'm 13 and I want to get into journalism. To do this I need loads of experience so I asked Clive if I could become involved with WACCI. Clive suggested that I start by writing an article. I agreed and started writing.....

WACCI PD DISC FIVE

and here it is. A finished article all about WACCI PD DISC 5, which is, as we all know, the "CP/M Games Disc".

ISLAND by K N Bond

A text adventure (*What! No graphics?*) in which you must escape from the sinking ship... You're on an old steam ship which breaks down. (It's Kapput!) The crew and passengers are missing and the ship is deserted.

You travel around galleys and decks where there is food and such like. You must find a way of getting off of the ship before you drown. glug! glug!

Island comes complete with a basic instruction file (you can print it out or not, whichever you prefer.) The document gives instructions on how to move about, pick up things or drop them. You can even jump overboard. The computer's reply to this suggestion was 'Weeeeeeee' This is an excellent text adventure (and it even has a sequel.) I'll give it 8/10.

COLOSSAL ADVENTURE

<<originally by Willie Cowther with aid from Don Woods and Jay R. Jaeger>> It's not just another text adventure, it's more than probably, the original text adventure.

This time you start in the old well house. You have to find your way around this strange land where dwarfs, pirates, snakes and other such things to try and stop you.

You have to keep all your wits about you. Every move you make must be a cunning one. The dwarfs will try to kill you, the pirates steal your money and the snake bars your way through the Kings chamber. But... what all these creatures don't know is that you have the magic word, use it wisely! One more thing, if you get killed, don't fret. You may be reincarnated?!

This excellent adventure comes with instructions and a help file, which you can call up any time. You can only use two words per sentence, but that does not matter, the instructions tell you what you can and cannot do. I'll describe it as "Wonderful, the best adventure I have ever played!" I give it 10/10. (PS. The food's delicious!)

MASTERMIND

The computerised version of the game. Instead of guessing colours you must guess the hidden letters. The computer monitors you as you play and reports on your progress towards a solution. You can (and will) improve, it is not that difficult. Once you have mastered the technique you're hairing away!

It's a very good simulation. But it would be better if the computer could guess your choice some times, but it probably does not trust you! I enjoyed it and I'll give it 9/10.

GOLF by A P Snead

Place your tee (not cup of ..) in the ground with your ball on top of it. Select your club, draw back your arms, swing and hit. Your ball goes flying off into the distance, it's then you find out you hit the wrong way!?

Golf... a game which is exactly what it is. There are no graphics involved, you can only go by what the computer tells you. If you are experienced enough you can choose from one of the many clubs to strike with and hit a hole in one. On the other hand you could miss completely!

Quite a good game, but it's not the best golf game I have ever seen (it needs some Graphics) but I'll give it, 7/10 and a handicap of six.

OTHELLO

The tension is mounting, he lays his black disc. You can only have one go to win back all those white discs..

Othello, was said to be an ancient game that the Greek Gods used to play. "A minute to learn, a lifetime to master." And it is really , especially when you are playing good old Amstrad here! You have to place discs [or X and O in this case] black or white on the board. It is hard to explain but there are some instructions.

A good, challenging game. One fault, you will find and overcome it when you see it. 8/10

PS. I didn't review Cube because I did not understand it ... very sorry, bye for now (*and thank you,*) Angela.

The WACCI FSW Library

THE WACCI PUBLIC DOMAIN SOFTWARE PROGRAMS

All the programs in this library have been fully tested on an Amstrad CPC 6128. The programs are supplied on an as-is basis. Please advise WACCI of any problems and we will do our best to rectify the problem and provide any assistance you need.

WACCI PD DISC ONE - CP/M 2.2 ONLY

The complete FORTH programming disc. The disc contains both the original and updated versions of Forth. A complete guide to Forth and an introduction to Forth programming.

WACCI PD DISC TWO - CP/M 2.2 and CP/M 3.1 (plus)

Utilities disc containing: NSWP, Bincalc, Print, Look, BD04, Unload, Compare, Print, Unload, NDDT, SD, ED, Rasmb, Rasmta, Lohd, Lasm, XIZI, Z80asm, Zmac, Zlink, D, WC, Display, MDir, DS, XDir, Eraq16 and LU.

WACCI PD DISC THREE - CP/M 2.2 and CP/M 3.1 (plus)

The complete MBASIC programming disc. This disc contains the MBasic language, MBasic compiler and full instructions. It also includes example programs and compiled files. There are three complete programs, Startrek, Convert and MPG.

WACCI PD DISC FOUR - Amsdos (128k CPC's only)

The Amsdos utilities disc, contains four top rated programs. POWERPAGE (Desk top publisher), PD PLANNER (Spreadsheet), RAMBASE3 (Database) and RAMDISC.

WACCI PD DISC FIVE - CP/M 2.2 and CP/M 3.1 (plus)

The CP/M games and adventure disc. Contains three very good adventures: Base, Island and Colossal Caves. Plus several good games: Golf, Pressup, Cube, Othello and Mastermind.

WACCI PD DISC SIX - Amsdos ** NEW ***

Games disc - 37 assorted games for the CPC including, Splat, Gin, Spring, Trench, Patience, Piquet, Hangman and many more

WACCI PD DISC SEVEN - CP/M 3.1 (plus) ONLY

The CP/M plus Utilities disc, containing: Superzap, Mikedit, Form3, Zdebug17, Unzip099, Newccp, Crunch/Uncr, Ark11, UN33, WCount, Andybase, Dc-cpc, Dcalc, Arc24, Unarc, Adrive, Menu, Assign, Extdisc, Format and Qtext21.

WACCI PD DISC EIGHT - Amsdos and CP/M 3.1 (plus)

The Comms disc - contains all that you'll need: ZMP (Zmodem file transfers), TERM504B (Amsdos, XModem-1k file transfers) and loads of useful help files

WACCI PD DISC NINE - CP/M 2.2 and CP/M 3.1 (plus)

CP/M Utilities disc containing: Cleanup, Acopy21a, Filechop, Dirchk, Display, Lrun23, LT29, NC, Nulu15, Unzip, MFT, Grep, Du, List, Lookat, Rescue, Rpip, Sort, Vlist and Wsclean.

WACCI PD DISC TEN - CP/M and Amsdos

Word processor and spell checker. VDE266, probably the best CP/M PD word processor and ISPELL the best PD spell checker.

WACCI PD DISC ELEVEN - Amsdos *** NEW ***

Adventures. Two full adventures, Journey to Geno and Orkon Mission plus an animated demo of the crazy mill by Escher.

WACCI PD DISC TWELVE - CP/M 2.2 and CP/M 3.1 (plus)

The complete COBOL disc. Containing the NPS Micro-Cobol compiler version 2.1, a full Cobol programming series (published in WACCI), twenty three example programs, two complete programs and loads of hints and tips.

WACCI PD DISC THIRTEEN - Amsdos

The Demo's disc. Containing lots of graphically superb demo programs. Please Note: This is now the cleaned up version, althought one of the demos contains bad language.

WACCI PD DISC FOURTEEN - Amsdos

David Carter's super collection of 49 screen pictures. These pictures have been transferred from an Amiga to the CPC. The disc also contains a neat picture display program.

WACCI PD DISC FIFTEEN - Amsdos *** NEW ***

Contains 'Flags of the World' by Andre Coutanche and Stuart Gascoigne (Superb picture show of world flags) and from David Carter come 'The Animator Demo'. Four interesting graphics demos written using the Animator Graphics Package.

WACCI PD DISC SIXTEEN - CP/M *** NEW ***

Programming languages. Contains PPC, a super Pascal compiler that produces standalone .COM files and the ZBASIC Basic demo (a cut down demonstration version of the language.)

WACCI PD DISC SEVENTEEN & EIGHTEEN - CP/M *** NEW ***

This twin disc set contains JRT Pascal, which used to be a full price ($450 'ish) program but now released as PD.

WACCI PD DISC 19, 20 and 21 - Amsdos *** NEW ***

Three discs full of micro-design format pictures

WACCI PD DISC 22, 23 and 24 - Amsdos *** NEW ***

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£1 to borrow the disc and copy it yourself.

THE WACCI HOMEGROWN DISCS

(These discs are copyright (c)WACCI and their authors. They must not be distributed to non-club members)

AJ's CONCEPT DISC (128k required)

Green's strip pontoon, Dripzone plus, Beetlemania, Saucer attack, 3D Maze, Englebert, Globe and Juggle.

MAGAZINE DISC ONE

The first two WACCI'ies produced. Now available in their original format (on disc or tape.) The magazines easily transfer onto paper.

MAGAZINE DISC TWO

The third WACCI magazine. Bundled with loads of early WACCI screen pictures plus screen printer program and screen picture squeeze program.

WACCI DISC ONE

Masters of Midworld, Minimon, Chardes, Eddy, Chat, Header reader, Fruitworm, Othello, Four in a row, Memdata+, XOX, The World, Jigsaw-1, Pontoon, Progdoc, Helping hand, Bomber, Life, Tunnel Dive, Lock-N-Key, Darts, grid warrier, Jigsaw-2, Star Chase and UFO.

WACCI DISC TWO

Amsig, Beetlemania, SDump, Disc, Pixel plotter, Englebert, Globe, Multiprog, Proforma, Functdr, Functsol, Formulae, Regiload, CGen, Excat, Exprint, Story, Neatlist, Romread, Symphony, Dripzone.

WACCI DISC THREE

Bouncer, Basic+, Label Printer, Pairs, Missile, S&P, Synth, Squeezer, WacMon, Logopolis, Depro, Disassembler, Nosey, Music Composer, XRef, Breakout, Wordy, Maths magic, Disc Menagerie, Sprites, Sumvaders, Caverns of Skeletor, Zener, Astrosuite, T&P and Hotrods.

** The DEMO disc is in the PD library **

AJ's TWILIGHT ZONE (128k required)

Escape from WACCI HQ, Starfire, 3DXOX, Invaders, Chat, Star Chase, PacPlant.

WACCI DISC FOUR

Trivia quiz, Calendar, Proto, Othello, Snooker scoreboard, Chess clock, Menu, Deffont, Gomoku, Autoline, Amsig help, Spellbound, Calculator, Crunch, Style, Firmware explorer, UDgrab, AGE, Font, Discmap, Tape RSX's, Viewfax, Pharoah, Tee-off, Primes, Di-symm, Oz, Fractal, Diamond miner, Crazy maze, Go, Shifty, Patience, SoundFX, Snakes, Pathfinder.

WACCI DISC FIVE

Graphic Magic, Jigsaw-3, Banner, ADAM, Backgammon, SDM (large screen system), Write-it-right, DYS-SYMM2, Sheepdog, Nomopoly, Envelope, Orrery, Dominoes, Contours, Complex, Printer, Diabolo, Poster, Music, and Globe.

WACCI DISC SIX

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WACCI DISC SEVEN

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WACCI DISC EIGHT

The kirk Editor, Dwerrybase and the Football pools predictor.

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Discs cost £3.00 each.

Or you can borrow a disc for a £1 copy the programs you want to keep and then return the disc.

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7 Brunswood Green, Hawarden, Deeside, Clwyd CH5 3JA ((A man of money!))

FAIR COMMENT
Mike Lyons 0942 59942
85 Leigh Road, Hindley Green, Nr Wigan WN2 4XF ((A man of letters!))

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Chris Carter-Bown,
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1992 DATES

April	12	NORTH EAST - Northumbria Centre Northumbria Centre, Washington, A194(M)
April	26	WEST MIDLANDS - National Motor Cycle Museum Solihull, Birmingham, J6-M42 * WACCI will be there !
May	16	LONDON - Sandown Exhibition Centre Close to M25, 3 mins from Esher Station parking for 6000 cars, this is intended as the regular future venue.
May	17	WEST - Bristol Centre Temple Meads, Bristol, M4 - M32
June	7	SCOTLAND - Glasgow City Hall, Candleriggs, Glasgow, J15-M8 * WACCI will be there !

Show Times: 10.00am to 5.00pm

Tickets: £4.00 (or £3.00 with the £1.00 off voucher) or in advance from John Riding, JRMH Media, 12 Rickfield, Bradford on Avon, BA15 1PP

THE 1992 WACCI SURVEY

1. Which age group do you belong to? (please tick the appropriate)

   _ Under 18 _ 19 to 25 _ 26 to 40 _ 41 to 50 _ 51 to 60 _ Over 60

2. Sex? Male / Female (please delete)

3. Which of these magazines do you read? (please tick)

   _ Amstrad Action _ Amstrad Computer User

4. Which of these computers do you own? (please tick)

   _ CPC464/CPC464+ _ CPC664 _ CPC6128/CPC6128+
   _ Upgraded CPC464 _ Amstrad PCW _ Atari ST
   _ Amiga _ PC Compatible _ Other (please state)

5. How many other people read your copy of WACCI? .....

6. What was the first issue of WACCI you ever read? .....

7. On a scale of 1 (very poor) to 10 (excellent), how would you rate each of these WACCI regulars?

   _ Thanx & Stuff _ Fair Comment _ Forth
   _ WACCI Archives _ WACCI Revisited _ Very Basic Basic
   _ The ABC of PD _ Simply Saffron _ Poking in the Library
   _ WOLI _ Finishing Touches _ The Lending Library

8. On a scale of 1 (very poor) to 10 (excellent), how would you rate each of the following aspects oF WACCI?

   _ WACCI PD Discs _ Tape library _ WACCI Homegrown Discs
   _ Book Library _ The Help-Line

9. In your opinion, how much space is devoted to each of the following?

	Too Much	About Right	Too Little
a. Programming			
b. Hardware			
c. Utilities			
d. Humour			
e. Illustrations			
f. Software/PD			
g. Features			

10. Have you ever bought any PD/Homegrown discs? Yes / No (please delete)

    If Yes, which was your favourite PD disc? _____
    and which your favourite Homegrown disc? _____

11. Where did you first find out about WACCI? (please tick)

    _ Amstrad Action _ Amstrad Computer User _ From a friend
    _ Other (please state) _____

Thank you for taking time out to fill out this survey form. I would be grateful if you could get it back to Richard Burton by 30th April 1992.

The address to send completed forms to is:

THE 1992 WACCI SURVEY
C/o Richard Burton, 5 Polventon Parc, ST Keverne, Helston, Cornwall, TR12 6PB

Your Name : Postcode :