WACCI

WACCI IS STREEP'S AHEAD

OF THE COMPETITION

CONTENTS

THE BENEFITS OF WACCI MEMBERSHIP

* The best magazine for serious CPC users.
* An INDEX of the above from issue 1 - 81.
* Telephone HELPLINE (indispensable).
* Bargain buys/wanted lists from the MARKET STALL.
* Discount off goods from advertisers.
* List of PD discs, tapes, library books, services.
* Above all the advice, assistance and friendship
  from other WACCI members.

BENEFIT list by Ernie Ruddick, December 1994

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PRODUCTION METHOD

THE TELEPHONE HELP-LINE

BOB MOFFATT, 01994 453509, Pendine, Carmarthen.
Masterfile III, Mastercalc, Qualitas & Protext.

STEWART PEPPIATT, 01245 353903, Chelmsford, Basic
M/Code, DMP2000, VDE, Scrivener & general problems

PETER CAMPBELL, 0141 554 4735, Glasgow, OCP Art
Studio, Vidi, Basic, MicroDesign & Art Programs,
ProPrint, CPC plus m/cs and VideoMaster.

FRANK FROST, 01983 882197, Isle of Wight
4pm to 10pm, VDE, CP/M and Protext.

IAN NEILL, 01926 337708, 6pm to 10pm, Warwickshire
Eprom blowing, Hardware, Electronics and more.

MARK STEWART, 01773 822599, Belper, 8pm to 10pm,
PAW Adventure Creator, Basic and general help.

NIGEL MELLS, 01784 250763, Ashford, Tape to disc
problems, Basic programming and a general natter.

MIKE LYONS, 01942 59942, Wigan, Basic, Stop Press
Dk,tronics Speech Synth, Rodos and general help.

STUART GASCOIGNE, 0272 831361, Bristol, Basic,
Machine code, PD Discs 19 to 36.

JOHN HUDSON, 01484 423252, Huddersfield. MOII,
CP/M, Wordstar/Newword, dBASE, CP/M PD, CPC-PCW-PC

JOHN BOWLEY, 01733 260616, Peterborough.
Help and advice about the Book/PD Libraries.

CLIVE JACKSON, Cobol, Basic, Bankman, Sorting,
File Handling and Applications programming.
37 Essex Road, Stamford, Lincs, PE9 1LG

NIGEL CALLCUTT, 01664 68738, Melton Mowbray.
Technical advice, hardware and CPC repairs.
Tues & Wed: 7pm-11pm - Thurs to Mon: 9pm-11pm

RICHARD AVERY, Tasword 464, GPaint, Another World.
35 Marlborough View, Cove, Farnborough, GU14 9YA

PHILIP DIRICHLEAU, 01522 511608
Ground Floor Flat, 121 Ripon Street
Lincoln, LN5 7NG
Powerpage 128, Gpaint, Tasword, Disc'o'Magic,
PD Utilities, Basic programming, the Star LC10
and Epson LX printers. Philip will natter away for
hours with anyone who wants - 6pm 'til midnight.

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

THANX & STUFF

The Line Editor

edlin

Well here we are again, back with another eventful edition of the club magazine. This issue marks the start of the nineties and in cricket terms that would be the nervous nineties. Fortunately we have nothing to to be nervous about and everything to look forward to. Talking of looking forward...

THE CENTENARY EDITION

We can (well me anyway) start to plan the centenary issue of WACCI and I would welcome any suggestions members might have in that direction. The 100th WACCI will come out in April 1996 so we do have some time to plan events and publish a bumper edition.

THE BAD NEWS

Oh boy is there some this month. I'm afraid the Amstrad Action debate will go on no longer. I am reliably informed that issue 118 (July) will be the last one. Whatever your views on it, many members found WACCI through AA. What will happen to those companies who are still supplying hard/software to CPC users? Only time will tell. Let's move on....

THE VERY BAD NEWS

I'm afraid there is more. Arnor, those Protext people, are now in the hands of a Receiver. Yes it's true, they are being wound up as a company. What's wrong with the world, Protext (on any format) is a brilliant WP. Oh well, let's move on...

THIS ISN'T GOOD EITHER

Philip Dirichleau, over to the left on the telephone help-line, has received a very nasty package in the post. It was posted in Germany and it just contained a three inch disc. Philip tells me that he was suspicious of the disc as it felt heavier than a normal disc. It turned out that the surface of the disc was coated with sulphur. This made the disc a *fire bomb* as the disc was, in effect, a match and the disc reading head would strike it. Philip reckons he knows who sent it and his address could only have been found from his recent involvement with WACCI. So, whoever you are out there, it didn't work so spy on you!

INKJET REFILLS

Dave Stitson tells me that a company from Barnstable, down there in Devon, called Silversea Products are fast on delivery and good on price. Try them on 01271 863068 and see if he's right.

CONVENTION TIME

The location plan is below - *Tarra*.
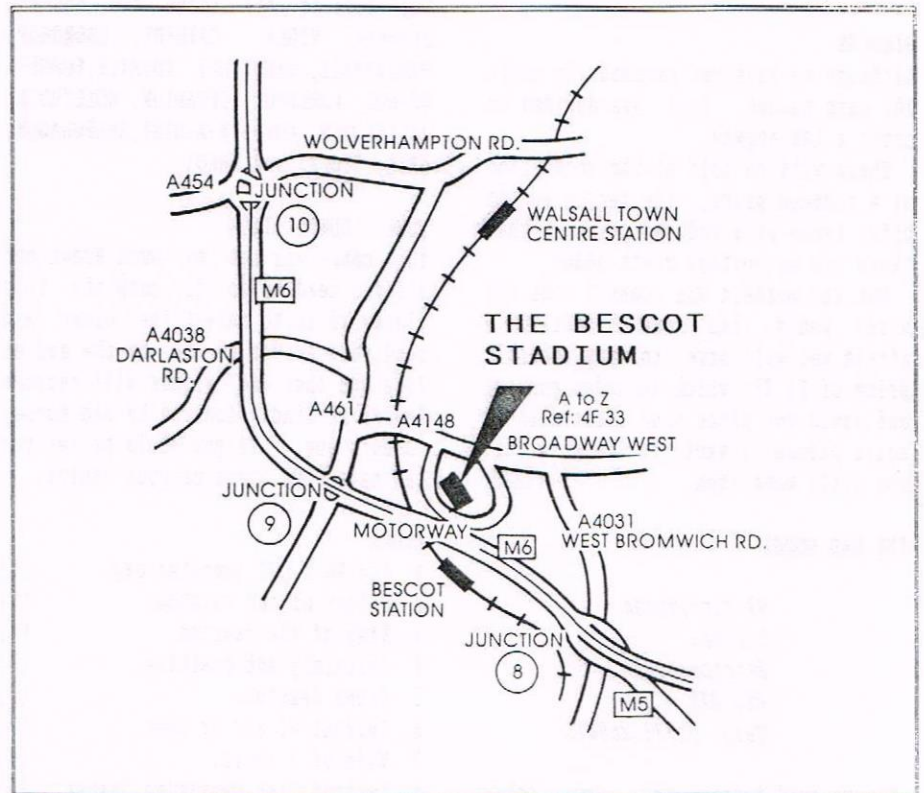
COMPETITION SPOT

WITH JOHN BOWLEY

Here we go again, but first I would like to thank Roy Everett for his help in finding the company who makes the binders and got them to send me some samples.

I have some interesting ideas for a future competition which I might use at a later date. Ernie Ruddick set Aprils compo and in fact he set the last two for you. Thanks again Ernie. I'll expect an entry from you Ernie as you have had two months rest ok!. Now back to this month's compo. Good luck. ⟨⟨John⟩⟩

CONVENTION

That nice woman Angie Hardwick talked me (how does she do it?) into doing a raffle at the convention, the idea behind this is to get enough money together so that we can have another convention next year.

To make the raffle a success I need prizes and thats where you can help, what I need you all to do is to dig deep into your cupboards and find something that you can give to this event (it does not have to be computer related) and then either drop me a line or telephone me. ⟨⟨Please Help⟩⟩

BINDERS

Although we have not reached the magic 100 mark needed, Paul has decided to order a 100 anyway.

These will be sold at the convention at a reduced price, the reason we can offer these at a reduced price is that there are no postage costs added.

For the members who cannot come but still would like some binders I'm afraid you will have to pay the full price of £5.95p which includes postage and would you place your order with me again please, I want to be sure that you still want them. ⟨⟨ok⟩⟩

THE MAD HOUSE

97 Tirrington
Bretton
Peterborough
PE3 9XT
Tele: 01733 260616

Please call between 5pm - 8pm ⟨⟨Ta⟩⟩

RESULTS

First of all I would like to thank those who entered this compo and again my darling Carol picked the winners.

✱	1st	*Norman Darby*	✱
✱	2nd	*Trevor Lawrence*	✱
✱	3rd	*Anthony Jordan*	✱

I decided to have a runner up this month, cos his entry made Carol and me laugh and that is *Frank Neatherway.*

Well done to all above and now the answers: VIOLA, CATMINT, SNOWDROP, PERIWINKLE, CANDYTUFT, THISTLE, FORGET-ME-NOT, LARKSPUR, GERANIUM, HOLLYHOCK, WALLFLOWER, LOVE-IN-A-MIST, SNAPDRAGON, IRIS, STOCKS and PHLOX.

JUNE'S COMPETITION

This compo was set by Owen Brown and all you need to do to complete this clockword is to answer the clues and send your answer to me by the end of June and then the winner will receive Romdos XL kindly donated by Joe Rooney Cheers Joe. If you would prefer you can have 3 PD discs of your choice.

CLUES

1. The No 1 CPC computer mag. (5)
2. Colour of the rainbow. (6)
3. King of the Fairies. (6)
4. Certainly not positive. (8)
5. Green Gemstone. (7)
6. Current of air or beer. (7)
7. Wife of 3 above. (7)
8. Amstrad Disc Operating System. (6)
9. Rough cider. (7)
10. The day before today. (9)
11. A young man. (5)
12. Whats HEX short for. (11)
13. It is said not to strike in the same place twice. (9)
14. He plotted on 5th November. (3,6)
15. Underwater boat. (9)
16. One who attempts to profit by risk and initiative. (12)
17. The 6128 COMMAND marks the end of a sub-routine. (6)
18. Of seaman or ships. (8)
19. Song of grief. (6)
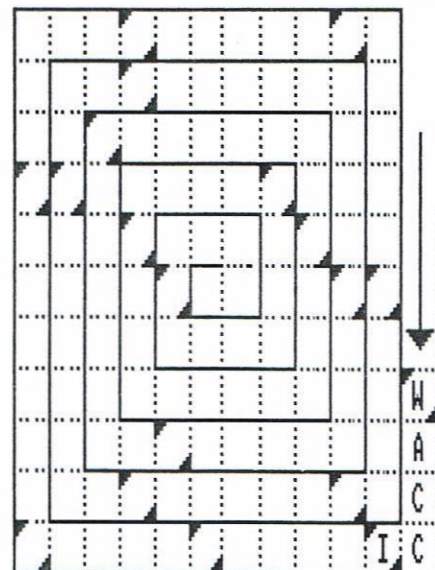
DON'T FORGET

You can have your Homegrown and PD software on 3.5 discs. Please read under the heading CONVENTION has I do need your help.

THAT'S ABOUT IT

That's another month gone and it will soon be September, hip hip hurrah.

I hope that you will enjoy this compo and I wish you all the very best of luck with it and if you've got any ideas for future compos I would like to hear from you. Byeeee. ⟨⟨John⟩⟩

Fair Comment

PLANE SHOOTING

Dear Paul, It must be about time to pay for my next year's entertainment and edification so I'm sending a cheque for a year's subscriptions.

As a real thickie with computers I find myself full of admiration for you chaps (and chapesses!) who can sit down and write some words and numbers into the keyboard and make Arnold sit up, beg and jump through hoops, almost, at will and I love the way WACCI folk so readily pass on their knowledge to us all. It is as if we are all really just mates who haven't met yet, though I will be at the convention in Walsall hoping to meet so many new friends and learn new things to do with my computer.

It has been a wrench not meeting WACCI at the computer fairs, so that I hardly ever bother going along nowadays, except when I'm in need of some new discs or a mooch through some piles of old mildewed Amstrad software, tucked away under the tables of some of the dealers! When I rang Angie to book my trip to Walsall she was having trouble trying to plug in her new Rom, is it working now Angie? and can you recommend it?

The last time I saw Clive at the All formats fair I was having seriously bad trouble with my 3" drive so I bought one from the stall and left my other one with him to have a look at with a view to fixing it if it was any good; this wouldn't be the one that was supposedly donated would it? If so don't worry, just leave it as part of the WACCI assets bank. I found out what was causing my "Disc Missing" problems and amazingly it wasn't slipping drive belts but a peculiarity which is not likely to affect other WACCI members....

When I did the "Phil Craven Plus upgrade" from AA I also fitted a plug on the right hand side of the Circuit Board where Amstrad left the holes that the 6128 plus uses for its inset disc drive, running the ribbon cable out through the side of the keyboard, under the built-in tape drive (very

close fit under the drive flywheel but it just fits) and into the side of my FD1, round the transformer and plugging straight into the drive. Done this way I don't use any of the FD1 electronics except the 12v supply and the plug wiring is simple. My problem was that I'd used two lengths of short ribbon cable and a plug and socket in the middle where I kept losing my drive signal because I'd been stupid enough to forget "K.I.S.S.!"

Because I've not used the FD1 5v supply it's available for another drive (probably a second 3.5" drive B)if I ever find a need to use one. I find DES very useful and quite forgiving although some of my programs won't run with it and one won't run without it! I seem to have inadvertently upset Proprint at some stage and now can only load it from DES. I did manage to corrupt the disc and since I rescued the thing it's been determined to embarrass me but my new motto is `if it works at all, just be thankful!'

I use Utopia, Protext and MS800 in my Rombox, or at least I would if I knew what to use them for, MS800 that is, so far I'm not advanced enough to need to be able to format discs to save all that extra kernowledge! Although DES, Utopia and Protext get the occasional hammering.

I'd like to have a couple of drawing and DTP packages on Rom too, maybe Gpaint or Picasso 6128 could be put onto a Rom, (after translation of Gpaint's instructions!) then I might do some piccies for the Mag cover, nothing too tasteful though. I have these progs on disc but I'd love just to have them there at a keypress "straight out of the box", might just ease up on my present disc shortage too!

Before I sign off, a note to Angie and anyone else, the only games I enjoy playing are flight sim, shoot-ups like Strike Force Harrier and Gunship, but I just can't take any more of waiting hours for Gunship to load from tape, please does anyone out

there have Gunship on disc that they'd consider selling to me? 'cos I cannot last much longer without it. Also Angie, if a colour monitor for a Plus should show up in the Market place, stick my name on it if the price isn't too exorbitant please, I'd quite like to see what colour computing is like!

Paul, if you've got this far into the letter you've already found that it's in Protext on side A of an Amsdos formatted disc in 3.5" and, if I've used the disc I think I've used, there are a few screens from Microdesign Plus on side B. They aren't much use but if you want anything drawn I'd like to have a try for you, maybe I'll be able to achieve something passable with one of my drawing packages for WACCI. ⟨⟨Below is an example of Bill's work. -Paul⟩⟩
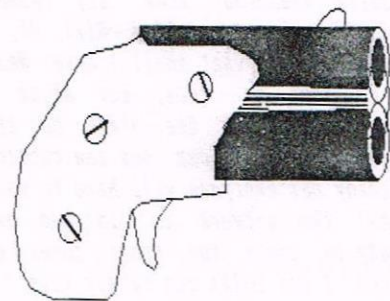
I use a side switch on my B drive, thanks to the drawings in the mag a year or so ago, or was it even longer...time does fly do'ent it? Time for me to start really to learn to communicate with my computer; soon I think. See you in September,

Bill Mohan
Streetly
((His mark)) XXXXXX

P.S. How do you sign off on a disc?

⟨⟨Dear Bill, thanks for the letter and the good news that we will be meeting you at the Convention. I'm also hoping to learn a lot about things CPC at the great meeting.

Since you sent this letter on disc direct to me, Angie is unable to answer your question regarding her new

ROM. She will be reading this so maybe she will pass on her comments in next months FC.

The 3 inch disc drive didn't come via Uncle Clive, however, all WACCI items that Clive had were passed over to John Bowley. I'm afraid a list of what is what and whose didn't come with the many boxes that John's house had to soak up (sorry Carol.) I'm sure he will have a look to see if a three inch drive was included.

What a refreshing change to hear of a three inch drive problem that's not belt orientated. However, you do seem to have found a way to KISS your drive goodbye. Not got Parados either, the whole damn CPC world seems the think that a CPC without Parados ain't worth having but I soldier on with ROMDOS, after all it does its job well and as you say - if it works just be thankful. Having said that I'm bound to get some stick from all those Parados nutters out there.

So you fancy a go at designing a WACCI front cover, please don't let me stop you. The space available is readily measured from any recent magazine so get cracking Bill. Oh, I hear you said, what shall I draw. Well I do have an idea, how about a Mosquito, no not the plane but the flying insect. I can see the caption already but everyone will have to wait until the artwork is finished and ready to grace the front cover of WACCI. I bet folks can hardly wait.

I'm sure Angie will have noted your needs with regard to Gunship and the colour monitor. -Paul>>

EMUS ARE DEFINATELY NOT FUN

Dear Angie, Can anyone please help? Has anyone managed to get PD Disc 98 CPC Emulator to work. So far I have had a total lack of joy. The Readme file only seems to be an advert for Daniel Thomas of Ross-on-Wye. I tried ringing him only to be told that he hadn't lived there for five months.

The Readme file says "Type CD\AMSTRAD and CPCMENU" neither of these produces anything but Error messages.

By dint of messing about I discovered that typing "CD/CPCEMU" produces another prompt and typing "CPCEMU" again brings up the Amstrad screen. On this everything appears to work:- Modes, Colours, programming,

Plot, Draw etc. Everything appears lovely until you try LOAD and SAVE. I can get no joy with either of these and they are the basis of what is needed to use your CPC programmes.

There must be other "Readmes" and documentation but I cannot find them.

If anyone can tell me how to use the Disc then please give me a ring on 0131-445-1708. I will ring them straight back. Times preferably between 1800 and 2100 weekdays or any time weekends. Yours Aye.

Major John Bryden
Edinburgh

<<Dear John, I rather feel that you are not alone in this matter and I hope the following notes from Jo Wood help with your problem:

THE CPC EMULATOR VO.9 (PD DISC 98)

The first thing to note is that the emulator needs EMS (expanded memory) to run at any speed. The first time I used the emulator, I just shelled out from Windows and wondered why everything ran so .... slowly! Then I read the instructions (Readme_e.doc). In case you didn't know, to get expanded memory you need to alter a line in your 'Config.sys' file which (if you use Windows) probably has a line similar to the following:

Device=C:\dos\emm386.exe noems

Just alter it to the following:

Device=C:\dos\emm386.exe ram

and expanded memory will be enabled.

I copied the disc onto my hard drive though this isn't necessary as it seems to run fine from the disc as it is in A drive.

It is worth noting that to use the emulator, your currrent CPC programs need to be on a 3.5" disc in CPC data or system format. The program CPCRead.exe is used to make a disc image of a CPC disc put in the A drive (unfortunately it will only read side A). Just run the program and follow the instructions - you can name your disc image anything as long as it has the '.dsk' extension (eg RB4.dsk). You need to put the files into the 'disc'

subdirectory as this is where the emulator looks for them. The emulator then treats these files as if they were discs physically put into Drive A or B.

CPCemu.cfg is the configuration file where paths etc are set up - just put in a text editor to alter it. You can name a disc to be treated as the default in drive A and/or Drive B which will be loaded on startup eg I have Rambase 4 as a disc image in the 'disc' subdirectory and that is loaded into Drive A while 'games.dsk' is loaded into Drive B. Using the ¦B command in the emulator accesses Drive B just as if you physically had a second disc drive installed.

CPCemu.exe is the actual emulator program. Just run it from the DOS prompt and see your familiar CPC screen appear. Type 'CAT' to see what's on the disc. If you haven't made any changes to the program, you will get a listing of CPCpd1.dsk which is provided for you so you have some programs to play around with.

Using F3 on the PC keyboard brings up the 'disc' subdirectory, so you can change the disc image you have as the disc in Drive A and/or Drive B. (equivalent to pyhsically taking one disc out and putting another one in).

Using F10 exits to the 'Debug mode' from which you press Q to exit the emulator.

In the 'tape' subdirectory is the file 'printer.prn'. When you use the print command in a program in the emulator, instead of being printed directly to your printer the information is placed in this file (as if you had used a 'print to file' option). For example, when I've tabulated my records in Rambase 4 and choose 'print', it is sent to this file. To actually print what is in the file, I exit the emulator to DOS and use 'print.com' - the result is just as it is when printed directly on a CPC.

I had no trouble getting the program to actually work, but I have a 486DX2-66 with 8MB ram. I see no reason why it shouldn't work on lower spec machines - the easiest way would be to use a minimum boot disc to start your PC so there is nothing cluttering it up! I checked that the Roms in the 'rom' subdirectory were ok by copying my own CPC roms over using

'Romget2.asc' and I found no difference.

When all is said and done, getting frustrated over getting programs working is all part of a PC owners life!
                                    Jo Wood

Let us know how you get on, if you need more help then we shall do our best. Perhaps someone could write the definitive guide to the CPC emulator? Perhaps we should keep our CPCs and throw the emulator away? -Paul>>

PRESENT AND CORRECT
Dear Paul, the mother-in-law asked me what I would like for my birthday, new shoes, jumper etc. I said "No, you can just get me 12 months subs for WACCI", so here it is.

I have just received my mag this morning it's fantastic, keep up the good work. Best Wishes,
                              Neil Sanderson
                                    Cumbria

<<Hi Neil, I bet you didn't expect to see your letter in FC, well I do get loads of small notes with members subs and most are only read by me. So I've decided to print one occasionally and yours is the first.

Please thank your mother-in-law from us all at WACCI - what a great present and one that I would certainly appreciate but I'm biased. -Paul>>

IT'S ALL OKAY WITH ANDY
Dear Paul & fellow WACCI Members, I have just received my second copy of WACCI, thanks very much. As you know I have only recently joined the club but on the strength of the first two issues I have decided to extend my subscription so I have enclosed a cheque for another six months worth.

What I particularly like about the mag is the fact that there are sensible letters written by mature and intelligent people, which is probably where I feel Amstrad Action falls down, I do enjoy reading other people's thoughts and the free exchange of ideas found in WACCI.

I have already taken advantage of the PD Library and no doubt will be sending off for more in the near future. Whilst on the PD subject will we be able to get Rambase V4.6 through the club. I hope so because since AA gave the original away on their

covertape I have not used another database.

Now to get to the part where I throw my hat into the ring that is the "Great AA Debate". I have every issue of Amstrad Action and whilst it can't be denied that quantity has suffered (unavoidable due to the dearth of new software available to review) the quality remains fairly constant and they do keep us up to date with what is released. OK, it is pricey and the covertape software can leave something to be desired, but the fact remains that AA is the only nationally available news-stand mag for us, if it is allowed to die through lack of support then ultimately we are the losers, not Future Publishing who I feel are to be congratulated for persevering with what must in effect be a minority magazine.

Well that's just about it for now but don't worry, you will hear from me again, regards.
                              Andy Moreton
                                   Plymouth

<<Dear Andy, thanks for voting for the club with your hard earned cash but all this talk about sensible, mature and intelligent people makes me feel very insecure.

Rambase 4 does grace a WACCI PD disc and its number is PD 101. You did send your letter before the last issue came out with the new Supplement so I guess you already know.

Thanks for the views on AA, I agree with your sentiments. It will be a very sad day when it passes on to join the other, once great, CPC magazines in that 8 Bit graveyard - but it's not there yet.

I look forward to hearing from you again, take care. -Paul>>

A TARRY TARRY MAN
Dear Paul, please find a cheque enclosed for £18 to continue receiving WACCI for a further 12 months, starting with issue 90.

Regarding the problems of slipping drive belts in disc drives, some time ago I obtained from 'Tandy' a bottle of (NON-SLIP), this may be a short term solution but it does work.

I fully agree with David Crookes if we can afford it, we should support AA, in spite of its flimsy constitution. Once it goes it's gone

forever and there won't be a replacement.

But back to WACCI, I've enjoyed my first 2 copies, I like the layout and found it interesting enough to go for another 12 issues. Keep up the good work. Yours Sincerely,
                                  Bob Walker
                                  Co Durham

PS: At this stage I don't think I could help in any way due to lack of time and a very basic knowledge of computing.

<<Hello Bob, thanks for the letter and the note about (NON-SLIP). We have heard of tarry substances to make drive belts less slippery but thanks for the tip anyway.

Your views on AA are very valid and I'm pleased you have enjoyed WACCI, remember that it is written by members for members. -Paul>>

A WILLING HELPER
Dear Paul, I am writing this letter to tell you that I am prepared to review both software and hardware for the magazine, if and when required. I have a limited experience of magazine writing (as my friend and I ran a (very) small scale football orientated fanzine for a few months), but I'm a quick leaner and will (hopefully) pick it up fairly quickly. Currently I own a 6128 with Protext, Proprint, Maxam, DES and Parados on ROM, a 3.5" drive, a tape deck and a Panasonic Printer so, as you use Protext yourselves, we should be compatible?

I would love to come to the convention, but as it isn't during the holidays it just isn't feasible for us to travel all the way to Walsall and back in only two days. Yours Volunteeringly,
                            Richard Alexander
                                        Fife

PS. I have enclosed a cheque for £9 as our subscription which you'll find under my dad's name.

<<Aye-up Richard, thanks for the offer of help with reviews etc. I've placed Richard's letter in FC so it would remind me to say thanks to all those that offered help. Some of you already have jobs and if you haven't then don't worry as your turn will come.

I realise that distance makes the Convention a no-no for many members but at least you will be able to read all about it. That reminds me, I haven't had a volunteer to chronicle the day for us yet. Good on somebody, have a go. Whilst on this subject, if somebody could take some black and white photos at the convention then every member will see what it was like. B & W will print well in the magazine. Offers anyone?

Sorry Richard I seem to have rambled on a little. Good idea of yours to get your dad to pay for your subscription so long as he doesn't nick the magazine when the postman has just delivered it. -Paul>>

AA HE'S RIGHT

Dear Paul, thank you kindly for the first two issues and of course the Index & Library Supplement. Please find enclosed cheque for the next 12 issues.

I have obviously missed any previous debates on the subject of the vanishing pages of AA but I can't help making a comment on the 'Drama School' piece.

The circulation has dropped because fewer people are buying the Magazine! Whose fault was that?

In January 1994, my renewal subscription was refused because "Their new policy was for the benefit of local Tradesmen and that I should order from my Newsagent". August of that year came the big breakthrough. Subscription was back! With FOUR FREE issues and a choice, covertape or disc; offer was for two months only. The offer of a disc was, of course, cancelled in the October issue.

The error lies I think with whoever decided to cancel subscriptions in December 1993.

Incidently, I have given up hope of ever converting their 'Crossword' covertape to disc. Yours,

Stan Mills
Essex

<<Hi Stan, thanks for your views on AA, David Crookes did defend AA with some very good arguments but I don't think the decision to stop subscriptions can ever be defended.

Can anyone help Stan with the 'Crossword' tape? Let me know and I'll put you both in touch. -Paul>>

A SPIKEY SPIKEY MAN

Dear Angie, I never write to magazines. Gee, this is the second in two days. What strange hypnosis exists in the pages of WACCI, or is it something in the ink?

Anyway, regarding Nora Lees problems with thunder-storms, issue 87 March. No matter where we live, we are connected in some way to the Pylons and overhead cables of the National Grid. Lightning can often strike these, without doing any physical damage, but causing voltage spikes and surges. Your computer is in no more danger than your TV, video recorder, Hi-fi etc, but these spikes can obviously affect the memory chip inside. Worse still, they can corrupt discs and tapes. My computer once crashed during a storm, beautiful colours on the screen, otherwise totally dead. Fortunately no harm was done to it or the disc, but I am now very cautious about using it during an actual storm.

You can buy various types of Spike-Protector, Maplin Electronics sell one and probably Tandy do, which simply plugs into a spare socket. I have one, but I don't really think they are meant to protect against lightning.

If my normal tapes or discs were giving trouble during a storm, I would never use my back-ups until the storm had passed.

So there you are, a good bit of waffle, I hope you can make some sense out of it. Yours Sincerely,

Bob Walker
Co Durham

<<Hello again Bob, what strange hypnosis indeed, I've been hooked since issue number 28 and ended up editing it, so watch out.

Thanks for the tips and hints on the wonders of nature and how to avoid trouble. I have only ever experienced one electricity spike whilst the CPC was writing to disc and boy, did it make a mess of the disc as well as crashing the CPC.

I agree with you that a surge protector is of little use to a CPC owner but others might well disagree with us. -Paul>>

YOUR STARTER FOR TEN

Dear WACCI, I thought it was about time that I'd contribute something to

Fair Comment, the last time I did was to ask if there is anything I could do for WACCI and Clive said "How about doing the Compo Page." Why not! I thought and I'm so glad I did. I've made a lot of new friends and will hopefully meet some of them at the convention. Three cheers to Angie for making this possible, I would also like to thank the mystery person who paid for it.

Please find enclosed a cheque for £9.00 for my subscription for six months as my membership ran out on issue 88 and as I still want to take all the advantages of being a member of WACCI.

Just imagine I will not be able to lend myself a book: the thought sends shivers down my spine.

In regards to Phil Ramsay's question about safeguards on software donated or on loan to WACCI. I started this library for the sole purpose of allowing members to borrow software that is either unavailable or hard to get and since I started this service for members I have had no problems at all. At first I was a bit worried because most of the software in the software library is my own.

When sending out the software I first make a copy and then I send out the orginal product and when it is returned I check it to make sure that it still works and then I erase my back-up copy. I never thought of telling Paul about the safeguards I take because no problem has ever occured; so, Phil, now you know.

Colin Hazell asks "Is it possible to save to the B:Drive using Multiface?". The answer is YES (do I win a prize?) all you have to do when asked for a filename is type B: "program name" and that's all there is to it. When you have done this the program will only run from the B: Drive, what a Multiface does is it saves all of the computer memory to disc and that's why you end up with eight files CAT.BIN, CAT1.BIN etc. You can reduce this to four files by fooling the Multiface to think its only got 64k of memory by pressing 'C' for clear, but be warned if the programme you are copying uses the other 64k of memory then programme will not work, if anyone would like to borrow the manual I'm sure I can find it amongst all the WACCI books.

Dave Teague asked in issue 87 about

Advanced Music System files. I have got about ten 5.25 discs full of classical and pop music which will be going into our PD Library as soon as I can get my hands on the Advanced Music System to check them and coming soon is a PD disc for MIDI interfacing.

Mark Stewart is at this very moment writing a programme for WACCI and he would like some information on the disc commands. This is way above me; if you can help in any way give Mark a call, he is on the help-line.

We could use Multiarc to archive two 3" discs onto one 3.5 disc, if there is a demand, the PD Librarians will try their very best to provide you all with a good service that you deserve.

When ordering your PD simply put down the format that you would prefer on a 3.5 disc, it could be AMSDOS (178k or if you have a side switch 356k). ROMDOS D10, D20 and so on, but please note some programs may not run from the B: Drive or from an extra-large formatted disc.

As time passes by and when reliable 3" discs get harder to obtain it would be a good idea if all members who have a 3.5 drive should be encouraged to start having their PD software on 3.5 discs. I've made a complete back up of all the master discs 3" onto 3.5 discs (AMSDOS FORMAT) and all of them work. However some of the PD software will only work from the A: Drive and that's not a problem if you have an ABBA switch; then you're laughing.

I think its about time that we have another survey to ask members as to what set-ups they have and what format they would like us to use. It could be AMSDOS, MULTIARC (archive program)MS800 or RA(0)MDOS, it's really up to the membership to decide.

Then the PD Librarians will know the members' set-ups and will be able to meet everyone's needs and then we could save the 3" discs for those members who have no choice. What do you think Paul?

The list of formats that can be used is endless and it would take ages and ages to see if all the PD or Homegrown software will work on all the different formats available.
John Bowley
Peterborough

<<Hello John and welcome back to the pages of FC. You have raised a few

issues in your letter so I'd better get on and address them.

Thanks for letting us all know about the safeguards you take with software but do you really erase the back up every time?

The Muliface tips are most welcome and I didn't realise WACCI has a Multiface manual in the library.

It's good to hear we will have loads of music in the PD library, wherever did you get it all from?

I feel that somebody can surely help Mark but it doesn't seem too clear to me what he wants. However, let's see what happens.

With regard to the question of formats for the 3.5 inch discs from librarians, I was under the impression that we would start by offering AMSDOS format only. Then we would make complilation discs available using Multiarc to place four 3 inch discs on one 3.5 inch disc. A good example of this would be of the many Microdesign clip art discs in the library. There seems little point placing one 3 inch disc on a D20 formatted 3.5 inch disc. However, I may be missing the point, it often happens you know.

I'm happy for a new survey to be carried out, it would be useful to pick up the numbers with 3.5 inch drives as well as seeing the shape of the club with the many new members we now have. Doug Webb did the last one for the club, would you fancy a bash at it again Doug? -Paul>>

THERE'S NO FIDELITY WITH SUGAR
Dear Paul, please find enclosed my subs for a further 'fix' of WACCI. Sorry I let my membership lapse but I am back on the scene. I have changed jobs and due to the oddest of hours/days I work, my times on the helpline need to be changed. My times I am at home are as follows:

Tues & Wed 7pm -11pm
Thurs & Mon 9pm - 11pm

Re: Wally's drive belt changing article, the small brass pin does not give a 'disc missing' error as stated. What it does is operate SW2 that tells the computer if the disc is write protected. A missing pin does not allow saving, many moons ago (1980's) when I first started repairing CPC's I

lost a pin and it took me two hours of head scratching to find out what was wrong!

I have obtained a CPC emulator for the PC, it's version 1.8 and is what I am using on my 386DX40 at present to emulate a CPC6128 and Mini-Office II, as I only have a CPC664 (all say Ah!), most of my programs use the extra 64k of the 6128 so I use it for those programs. I can do a small review of it if wished.

If this letter is printed in WACCI please can I quickly mention that I am in the process of obtaining spare belts from SEME here in Melton at trade prices and I will pass the savings onto members as I won't be charging two pounds odd for postage!! I used to work for SEME on the Fidelity PLC department before Amstrad bought the Fidelity name which sadly put me on the unemployment list. I can usually obtain most items, 3", 3.5" and 5.25" drives, labels rolls of 1000 etc, give me a call; I may just have what you are looking for !!!??

Many thanks and may WACCI continue into the next century. Regards,
Nigel Callcutt
Melton Mowbray

PS. To all members who are waiting replies etc from me please hang on I am slowly getting through the masses of mail and your items/replies will follow asap.

<<Dear Nigel, thanks for the subs and for the change in your help-line hours, you will have already noticed the change to your entry on page 2.

Thanks also for the answer to the pin in Wally's drive belt changing article. Now we all know.

It sounds like you have a much later version of the CPC emulator, any chance of letting Master John have a copy for insertion in the PD library?

Sounds like you have a bigger mail bag than me! Take care. -Paul>>

EIGHT BITS FROM BRIAN
Dear Paul, best wishes again from the flatlands of the East. I enclose my cheque for £18 to cover 12 issues of "WACCI". The last one of my previous subscription was 88.

I have a CPC problem I hope others can help me solve. With any add-ons attached to my 6128's expansion port

(Silicon disc, rombox or multiface) from cold my cut-out in the CTM644 colour monitor operates. If I switch on without the attachments and give it about fifteen minutes to 'warm up', I can then switch off, plug in the extras, and switch on again and everything works fine. Well OK, the disc drive's a bit sluggish but I think that's another problem to be solved by a new drive belt etc from SD Microsystems using the Bob Moffatt dismantling method. Can anyone please tell me in plain English where the trip switch is and how to adjust it? I can run the same add-ons on my 6128 Plus without problems. When these do occur on the Plus I know it is incompatibility problems and so I use a different rombox and no multiface. In other words, it does appear to be the trip switch at fault.

I have applied to 'Oor Angie' for 2 tickets for the WACCIstravaganza and will use RoutePlanner to find my way there. I live in a village which sits on one of its roads but is 10 miles (in the nearest direction) from the nearest reference point included in its database. So at the moment this otherwise excellent program is not yet of maximum use to me and others in a similar position. Therefore, I am looking into the possibilities of having my own version of it. Ideally, the company (aka Richard Fairhurst) will either do it or explain how it can be done. Plan B is to have a look at the disc and proceed accordingly.

This is a classic case where one program could make the purchase of a particular 8-bit computer worthwhile, and this time it's a CPC. As far as I can find out through my network of users on other machines, nothing remotely like RoutePlanner exists on any other 8-bit computer and, even including the price of a second-hand CPC, it's still very competitive with the PC version. I will be saying so in my review of the program in 8BIT and I hope it interests other computers' users in the CPC.

I am still investigating the matter, but I think the SAM Coupe may be the best 8-bit DTP computer (with the PCW coming in second), but the CPC is the best value in terms of overall versatility and value. However, we'd better watch our backs, as the C64 has a new system called GEOS, accessed through a desktop front end, and this has a number of quite remarkable modules which operate from it, and all within 64k. The really unique thing about C64s is their preference for 5$^1/_4$" add-on disc drives, but even this is giving way to common sense and 3$^1/_2$" drives.

Brian Watson
"Harrowden"
39 High Street
Sutton
ELY, Cambs
CB6 2RA
Telephone: 01353 777006

<<Hello Brian, good to hear from you again and I hope one of WACCI's many experts can point you in the right direction and trip the light fantastic for you.

It's good to hear you are coming to the Convention. You should have found the two tickets you ordered with this issue by now. Fingers crossed.

You are so very correct about the excellent RoutePlanner by Richard Fairhurst. I had a play with it before sending the review copy down to Compo John as a prize - it's worth every penny. It will be interesting to see if other 8 bits users do swap to the CPC following your review.

Thanks for the news on the SAM, GEOS on the C64 (I wonder what it stands for - Graphic Environment On Song?) and it's good to see you rate the CPC as best overall. -Paul>>

MONITOR THE PROBLEM
Dear Paul, Some time ago the keyboard of my 464 packed up and rather than have it repaired I decided to buy a 6128. This left me with a perfectly good colour monitor on my hands and I have been wondering ever since what to do with it. As you know they were worth their weight in gold a few years ago but now it seems nobody wants to know.

A few ideas have occured to me and they are:-

(1) Someone MIGHT want to buy it as is or some 6128 owner of a green screen might like to treat himself to a 12 volt DC supply from Maplin and be in business with a colour monitor. The trouble with both these ideas is the transportation of the thing!!

(2) I read some time ago of a means of using Amstrad monitors on Amigas but try as I might I cannot find the article. That could be a means of selling it locally.

(3) Being a bloated plutocrat and having a camcorder it did occur to me that I might somehow feed in the composite video signal from it into the monitor. Perhaps one of our members could give me a method of doing that.

(4) I could I suppose turn it into a TV using one of the adaptors available to do just that, but I have no idea what the quality of the picture would be like. Perhaps you could advise me on that option.

I am wide open to any other suggestions that might be forthcoming.
Harry Gubby
1 Maplewood Paddock
York YO2 3LB

<<Dear Ron, gosh what a pickle to get with a colour monitor but at least you have thought through the options. Let's have a look at them.

Your first option is worth trying. I have posted out two colour monitors and, whilst they are swines to pack safely (masses of bubble wrap and cardboard) the cost is not that bad. If you use Parcel Force (easy to get from your local Post Office) then the cost is eight pounds something. You can insure it cheaply for approx 75 pence for up to £150 in value. I'm working from memory here but I'm sure I'm in the right field.

Option two sounds like a problem one, perhaps a last resort. Option three whilst feasible brings it's own problems. Option four is a good one. If your obtain an MP3 TV tuner then I can assure you that the picture quality is excellent as James (my son) has one of the beasts.

I favour the option to sell it through Market stall or turn it into a TV with an MP3. If you had an MP3 then option three is also available. Get Angie to help you locate an MP3.

Anybody else got any printable suggestions of what Harry could do with his monitor? I have resisted the great temptation to make any silly suggestions. -Paul>>

O ONE HEX OF A POKE

Dear Paul. In response to Colin Hazell's letter in WACCI No 88 (April) I found the following tip for saving programs using Multiface II in AA some four or five years ago. It will work with any program that doesn't use the second 64K Bank of memory.

Run the program that is required to be saved then press the "RED" Button on the Multiface. Press "T" for Tool, then "H" for Hex then the Space Bar to clear the address. Now type in "3A96" and in the address bar you will see 3A96H=02H Poke. Type 01 and press Return and the address will change to 3A96H=01H. Now press "ESC" followed by "S" for Save and save the program either to disc or tape as required. Using this method, most commercial games will save in 30-50K allowing three or four games to be saved on each side of a normal "Data Formatted", 3" Disc. Best Wishes

Ron Boreham
Pembroke Dock

<<Hello there Ron, now that sounds like one neat little trick with a Multiface. And you found it in AA. I bet it had loads more pages then.

I'm sure Colin will be surely amazed at the sum of knowledge shown over his Multiface question. -Paul>>

PULL NO PUNCHES

Dear Paul, I just had to respond to the article 'The AA Debate' by David Crookes in Issue 88. It was indeed a splendid article, covering every conceivable aspect that we ought to consider before we allow the demise of Amstrad Action to take place.

However, speaking as one such person who has decided, somewhat reluctantly, not to continue to purchase AA, other aspects need to be voiced. My wife and I are both retired and as such have to spend our 'wealth' wisely, the important criteria being VFM (Value For Money). The AA fails miserably on this point with its fewer pages printed upon sub standard paper together with cover tapes that in my case have been a waste of time and postage money.

I got completely fed up with returning faulty tapes, with the contents not always being of much interest to me anyway. I think David was wrong when he stated that 'people

and firms are looking directly at AA sales when deciding whether to continue producing software and hardware for the CPC. I have spent most of my working life in the engineering manufacturing industry and I can say quite categorically that to survive we needed to establish what the customer wanted, produce it at the right quality, at the right price and last but not least on time. We could not expect philanthropy to justify our existence in society, in addition we needed to be forward thinking, not to live in the past, but use what success we have achieved to aspire for an even better tomorrow.

David mentions quite a few persons who have served the CPC world so well in the past and fears that they will all go to waste. I certainly would not agree with that, if they are the people we think they are, they will be looking for tomorrow. I must thank those people who through the AA introduced me to computers and stimulated my interest to such an extent that I now possess a CPC 6128, a 6128plus together with a PC, my grandchildren also have two CPC 6128's.

So you can see that the CPC will not disappear 'down the pan' just yet and if I have anything to do with it WACCI will continue to thrive, even if we have to consider taking on board the interest in the PC, especially if the use of a CPC Emulator becomes more widespread. No, the AA is not rubbish, but it must provide what the public wants, if it will not or cannot, then it must surely cease. Support is important, but that will only come from satisfied customers, be they fickle or whatever.

Doug Webb
Chorley

<<Hello Doug, thanks for your views on AA, I bet David thought that we would get many and varying views on AA.

It is interesting to note that members either support AA or not. The middle ground doesn't seem to have been claimed. So only two views seem to prevail and what does this mean. Well I'm not an expert in this field but it occurs to me that down hill is the only way AA came go, speeded up considerably by readers like Doug Webb. Can it arrest the situation? No,

because the CPC, in the commercial world that is, can only lose support.

I think we ought to wrap the AA debate up here and conclude that, in the best interests of all CPC owners, whether they be AA readers or not, the continuation of AA is vital. We should all mourn the day its last issue is published - long live AA. -Paul>>

SALE OF THE UNHAPPY

Dear Angie, first of all hi, then apologies for not putting this lot on disc but I'm disconnected, following redecorations at home. I have managed to get the items for sale typed up from the mainstream at work but I'm not in the office that much at the moment so cannot get at the 'new' PC's - which brings me around to the reason for selling my beloved Arnold - one of the originals from the year that they were first produced and not one bit of trouble with it, but I've decided both from my work point of view and for the sake of the daughters at Uni that I'll switch to a PC. Hence the attached list of items for sale - I hope you can find a good new owner for me, I'd prefer to sell the lot as one bundle and will deliver up to a 50/60 mile radius of Hereford. I can be contacted on 01432 266103 between 6pm and 7pm most workdays and it's pot luck at weekends but a message can be left on the old telephone for me to call prospective buyers. Everything is in working order and complete with all the manuals and I'll miss them terribly.

My thanks to Paul and all those who help produce WACCI - there's nothing to touch it - keep up the good work.

Feel free to play around with the sales list and my apologies again for not putting it on disc. Yours,

Dave Piers
Hereford

<<Don't apologise Dave, it's my pleasure. Happy PCing and best regards. -Angie>>

<<Hi Dave, sorry to lose you to the world of Windows and Config.sys this, Autoexec.bat that.

I understand the need to move on, the need to link with modern computers, software etc., does mean to some folk that the CPC must lose a C but, fortunately, this is not true of

all CPC users. Live long and prosper in the land of Word for Windows and make sure you have a pleasant and peaceful life. Thanks for your support for WACCI and your kind words. -Paul>>

INACTIVE AND LOST

Dear Angie, I wonder if someone can assist me with two queries through the Fair Comments column.

Does anyone have available operational information for the Romdos ROM. I have fitted one of these ROMs to my Rombo Box but have been unable to activate, since no information came with the second-hand purchase.

My second request is for user information for the VDE266 Word Processor. I have the WACCI disc PD 10 but no operational details. Yours Sincerely,

Roy Firth
Halifax

<<Dear Roy, I think I might be able to help here. Let's take your ROMDOS problem first.

If the ROMDOS rom is working then it will sign on when you switch the CPC on. You should see the message:

ROMDOS (c) KDS 1988. Tel (04853) 2076.
Written by Dave Instone Brewer.

If you don't then the rom might be defective or its tiny feet are bent maybe. At least you will know it's not working and a start can be made to find out why.

If you are getting that sign on message then, without a manual, you may not be understanding how the rom works. ROMDOS is placed in a slot below seven, mine is in slot four. It takes over the role of the CPM rom and looks after the disc read/write operations. Indeed, it adds no new commands to the system but simply recognises the CPM rom commands. The magic comes from the fact that it automatically reads and writes to large format discs, ie D20. It can't format a disc or perform a disc copy, you need ROMDOS XL for that. To get round this a program called Maxidos is used, on disc or rom, to format, copy, erase etc., and you will need a copy to get the best out of ROMDOS.

Now to VDE. This has caused problem after problem as it uses CPM, which is well known for its friendliness and

ease of use. I can assure you that all you need to know is contained on PD disc 10 but probably doesn't help you much. The most authoritative (I can spell that word but don't ask me to say it) article ever written on VDE appeared in issue 81 by a certain Clive (where has he gone) Bellaby. If you haven't got it then get it and your troubles will be over. Well VDE ones at least. -Paul>>

A VERY VERY FAMOUS COLIN

Dear Angie, hello again. Wow, my name in print. I'm famous at last! Isn't it odd how you read your own words and start to wonder if it was you who actually wrote them?

First of all I must commend Future Publishing for getting Amstrad Action back on a regular monthly schedule. Thin it may be but it is still a good read (though a pretty short one).

Sorry Paul if I seem to ask a lot of questions, but I have only owned my 464 for one year and some facilities don't always sink in first time around. I seem to learn something new every day.

I am delighted to say that I am now the proud owner of a 6128. Purely by chance I found that a collegue at work had just stored his 6128 in the attic as he had bought himself a PC. To cut a long story short, I made him a reasonable offer (for the 6128 not the PC of course), he accepted and in the space of 4 days it was up and running in my living room, much to the consternation of my wife who thought I had more money than sense. Not only can I now run a wider range of software, but I also have the security of a back-up machine.

Now onto a question (whoops). Can anyone out there in WACCILAND help me with the Anti-Multiface program on PD Disc 68? I cannot get all of my Multifaced games to run with the Anti-multiface loader. Some of the games were originally saved with the Multiface on my 464 and some were saved with the 6128. I am now trying to set up the special loader so that they will run on the 6128 without the Multiface attached. I really cannot understand why some of them will not work. What happens with a few that they do not run, is that the 6128 either resets itself or the screen has a fit and the keyboard fails to

respond. They all still work OK on the 464 (through the Multiface). Anyone have any ideas? Thanks. Best Wishes.

Colin Hazell
Thame
Oxen

<<Hello again Colin, once more I can leap to the rescue and actually answer a FC question.

The reason why your 464 saved Multiface programs won't run on the 6128 with the Anti-mult'face program is simple. The Multiface, when you save a program, copies out to disc the entire contents of the computers memory. Since there is a difference between to two computers in how certain memory locations are used, then the 6128 crashes, locks up or whatever you want to call a very upset CPC. You can't do what you are trying to do. It is a shame but nevertheless a fact of CPC life.

I don't know of a way round this one, anybody like to offer a solution for Colin? -Paul>>

CANNON COULD

Dear WACCI People, as Ron Hobday stated in his letter in WACCI 89, I was interested to hear Cannon gave him £32.50 as the price for the programmer's manual for his Bubblejet. Mine only (!) cost £26.50. Was it my winning charm? My sparkling personality?My devastating boyish good looks? Are my virtues worth £6? Well, no they're not. Ron has a BJ230. The manual I have covers the BJ10ex, BJ10sx and BJ20. So there you go. The more numbers after the 'BJ' the more the advanced manuals cost. It is fairly essential if you want to write programs that use the printer. The normal manual lists all control codes but doesn't say how or even why to use them. You could use a manual for a completely different printer though, which is what I did for a while. I had an Epson RX80 manual which has all the details I needed. I only got the Cannon programmer's manual so I could make use of high resolution graphics.

Speaking of which, is there any program around that is capable of downloading 24 bit fonts to the Bubblejet? Call me unadventurous but I can't see myself designing an entire font for fifty-two upper case and lower case letters, let alone all the

punctuation. ⟨⟨why not? -Paul⟩⟩

Angie- what was that about a knitting pattern program mentioned by Ray Long? Are you looking for, as I suspect, a piece of software for designing knitting patterns and printing them out, saving to disc etc? I recently wrote a program for something sort of vaguely similarish. It wounnd't be too hard to convert certain routines for knitting patterns. ⟨⟨Richard, no; it wasn't knitting it was cross stich which is a series of stiches in different colours on a plain background to make up flowers etc. I am having a go at using Mastercalc for the grid at the moment but time is my most serious problem. Thanks for the offer I will be in touch. -Angie⟩⟩

Sorry I can't make the convention. Wish I could but I'm carless. I hope you all have a nice day. ⟨⟨Anyone care to offer Richard a lift. -Angie⟩⟩ Stay happy.

Richard Narain
Middlesex

⟨⟨Dear Richard, could it be that your manual costs less because the BJ230 has more features to document or is it because it is a newer machine. I feel this trend to produce a simple users manual packaged with the printer and a more advanced one on sale for programmers will continue. Most manufacturers target the PC market and most PC users install a printer driver in order to make things sweet between PC and printer. You don't need to know anything about high resolution graphic codes to make use of that feature.

Downloading 24 bit fonts from the CPC to the Cannon can be done but I don't know of a font designer for such beasts. I have written my own font designer for the DMP-2000 (now sadly very dead, it gave up on the last magazine label run) and they are very simple to do. The difficulty is actually designing the fonts, it's much easier to grab them from another source. Anybody help Richard out here.

Sorry we are not going to meet but then maybe some kind member might be able to offer a lift, so who knows what September will bring. -Paul⟩⟩

THAT MUG FROM LINCOLN...
Dear Paul, having finished reading the latest WACCI, I have to admit that I'm

a mug. Not only having volunteered to appear on the helpline and answering some of the most difficult questions I've ever had posed, but I'm now going to admit to being a further MUG, as described by you in WACCI and I'm going to offer to write any articles you may suggest that I could accomplish. Enough of this drivel.

Now for a scream for help, H.E.L.P! Is there anyone in the Lincoln Area who's going to be heading for the WACCI Convention, from whom I might take a lift. I'd like to get there, but the distance makes it difficult. If anyone can assist, I'll pay a cut towards petrol, otherwise I'm going to have to hitch it, which is unreliable at best. Oh yes, that means I'd better ask you to reserve me a ticket. Would you please reserve me a place at the WACCI Convention?

I have a rather broken 464 keyboard but the chips and tape drive are alright. Anyone want it for parts? Contact me. You pay for the postage and you can have the little monster. I've got another little toy as well. I also have this broken 6128 as well. Disc drive doesn't work, disc interface blown but the internal chips are fine and it will run off a tape. Just the console, ideal for anyone wanting to upgrade a 464 to a 6128. Just switch over the 60010 chip inside. I'll swap this latter, or both, for a MULTIFACE II. Contact me if you're interested. Regards.

Philip DiRichleau
Ground Floor Flat
121 Rippon St
Lincoln LN5 7NG
Tel: 01522 511608

⟨⟨Hello Philip, thanks for being a mug for WACCI and for the work you have already done for me. It will appear in a WACCI near you soon.

Another plea for a lift, come on you lot, help a fellow member out.

I'm sure somebody will be interested in the dead CPCs and it's good to see the old CPC being recycled this way. I look forward to meeting. -Paul⟩⟩

AS HIGH AS A TAPE
Hello Paul, I need a little snippitt of advice, not so long ago in AA and it was about "Type Ins" and it said and I quote "OK so you have a 6128, but over half of our readers don't."

When you write a program for 'Type Ins' you stand a much better chance of getting it accepted if it runs on both 6128 and 464".

As a (fairly) newcomer to computing and the 464 and just about getting to grips with Basic - wouldn't it be very restricting for a programme only to use the capabilities of the 464. Surely this is one reason why a person moves on from the 464 to the 6128, because there are more Basic Commands at one's finger tips.

Can anyone on the Team answer this question? Is there any difference in the sort of tape that one can use on the 464, as I have been having 'troubles' with tape of a 'High Position' as I get 'Read Error B' and they will not record anything? The tapes I've used in the past have 'Normal Position' printed on them. Yours Sincerely,

Nora Lees
Birmingham

⟨⟨Hi there Nora, thanks for the letter, I totally agree with you over the 464 Vs 6128 and Basic programming. If you have a 6128 then use it to the full. All my major PD programs are 6128 only. AA had the problem of always having to apply the common denominator but that was their decision. I disagree with them on that because the other half of their readers with 6128s got watered down type-ins and the variance in the material was also not as great as it could have been.

Anybody know why high position tapes don't work? -Paul⟩⟩

A LATE BOOKING
Dear Angie, I have just received my first issue of WACCI Magazine and notice that there may be tickets available for the convention. My brother Jim Haves has been a member for a long time now (in fact he's to blame for me getting interested in the first place) and he is going with his wife, so I wonder if there is any chance of two tickets so that my husband can come with me.

If it's not possible, not to worry, I will try again next year. I enjoyed reading the mag. Keep up the good work. Very best wishes,

Joan Elliott
Manchester

INKIE PINKIES

Dear Paul, may I ask if WACCI has any
DMP 3000 ribbons for sale in its
armoury? Angie very kindly sent me OJS
catalogue as I am still after either a
colour monitor or MPAA. They have
ribbons at £3.75 each so if the WACCI
emporium hasn't any, I will send to
OJS as there's nowhere in this
vicinity where I can obtain them. Re-
inking proved to be fraught with
hazards and very inky hands. I
resorted to wearing rubber gloves so
then had very inky gloves. Anyway, now
I use the re-inked ribbons for
practice or copy work. (This is with
slightly thinned down endorsing ink by
the way). Needless to say, I don't use
them much as I've more respect for my
precious printer.

Is there any other member that feels
as strongly as I do about my computer
I wonder? Using it and learning about
it have become a special part of my
life - am I strange? Answers on twenty
pound notes please.

Sorry Paul, you have much better
things to do than read my waffling, so
I'll waffle off to post this letter
and discs. Regards,

Isobel Swade
Warrington

<<Dear Isobel, maybe you and other
members would like to make note that
Stephen from S.D. Microsystems rang me
the other night to say that they had
DMP ribbons and would let WACCI
members have them at £3.00 plus £1.00
pp, I've also sent you some
information from Nigel Callcut, hope
that helps. -Angie>>

A CONVERT

Dear Paul, just a covering note,
really, for my re-subscription. When I
took up the offer in AA for a three
month trial subscription to WACCI, I
didn't really know what to expect.

Over the last few months, I have
enjoyed WACCI immensely - it contains
enough technical information to keep
me absorbed, but is written in such an
easy to follow jargon-free manner
which I find quite appealing. Please
find enclosed a cheque to the the
value of £18 for the next 12 issues.

I would like to thank Bob Moffatt for
his superb article on replacing three
inch disc drive belts (O. J. Software,
incidentally, are selling the drive
belts at £2.99 ea including p.p.
However, I wanted three and as OJ do
not charge p&p on orders over £5, I
asked if there was any chance of a
reduction for three drive belts. For
my cheek I got the belts at £2.50
each. I thought other WACCI members
might be interested. O. J. Software's
phone number is 01257-421915 and
perhaps they deserve a free plug).

An old clapped out DDI which has
been refusing to CAT discs for years
is now CATing perfectly.

Incidentally, I possess an ABBA and
side switch combined which I purchased
ages ago from Avatar (say no more) but
I've never been able to get it
working, despite following the fitting
instructions religiously. Have any
readers any experience and/or tips
which might help? Thanks for a great
mag. Yours Sincerely,

Phill Ramsay
Manchester

<<Dear Phill, thanks for your kind
words about the club. All those that
put so much hard work in to it do
really appreciate the odd thanks now
and again. I'm sure Bob Moffatt will
enjoy your comments too.

Can anyone make a suggestion or two
to help Phill will his Avatar product.
The problem with Avatar was actually
getting the product or your money
back. The products themselves were
pretty good. I'm sure one of our techy
bods can help you. -Paul>>

HE'S GONE FULL CIRCLE

Dear Paul, please send me a trial
issue of your magazine, for which I
enclose a cheque for £1.50.

I've just got back into using a
CPC6128, through emulators running on
the PC. I used to write for Amstrad
Computer User (you know, the dull one
from Database Publications) and did
all sorts of programming things. A
friend was about to throw his 6128
away (coundn't get a buyer,
apparently) so I took it off his
hands, complete with my entire disc
collection which I had given him when
I started writing for Amiga Computing.

Incidentally, PCs still have
problems emulating that machine which

was designed in 1983, overscan has to
be emulated with 800 x 600 screens,
and sound is terrible, even through an
add-on sound card. What I'm trying to
find out about is a way of
transferring data to and from PC to
CPC without resorting to expensive and
slow RS232 solutions.

There are lots of things I want to
find out about the CPC scene these
days and your magazine is probably the
best place to start. I worked with
Jeff Walker for many years, from his
days as editorial assistant at ACU
(and my BCPL programs...) through
Amiga Computing, JAM (I was there in
that first week - that was an
experience which I'm not sure I'd want
to repeat) and then to Amiga Shopper.

Do you know what happened to Colin
Harris, the originator of the Bonzo
utilities? I used to do a bit of work
for Colin and we corresponded for
years. There are lots of folk I lost
touch with - John "AJ" Kennedy, Keith
Pomfret and more.

Anyway glad to see WACCI is still
going strong. Regards,

Stewart C Russell
Glasgow

<<Hello there Steward, I hope you
enjoyed the May issue of the magazine
and that you are reading WACCI now.

A quick way of transfering data is
via a 3.5 inch drive and Doscopy. This
allows CPC data to be transfered to a
720k MS-DOS formatted disc.

Jeff Walker still reads his copy of
WACCI (you do don't you Jeff) so I
reckon he must be the best placed man
to answer your "where are they now"
questions. Anybody else can, of
course, join in. -Paul>>

MARK MY WORDS

Dear Paul, Angie and all, first of
all, may I take this opportunity to
thank one of our help liners, Stewart
Peppiatt for the help he gave me? I
telephoned him a while ago now, I had
just got my first printer and I needed
help with some problems I was having.
I have never thanked him properly for
the help he gave me, so can you do it
for me?

I would also like to thank Peter
Campbell of Campursoft for offering
WACCI members a discount of 20% for
the month of April. I took up this
offer and my order was returned very

quickly. Thanks Peter! We should all support these companies as they give excellent service and good quality products.

I have a problem which needs solving. I cannot transfer the Route Planner Demo from the AA covertape to disc. I have tried loading at different volumes but with no luck. I have even disconnected my Rombox, printer and 3.5" disc drive but it still does not work. Also I cannot get the Dizzy game from the same covertape to load from disc. Any idea's anyone?

In reply to Stephen Withers letter which appeared in FC Issue 89. If he would like to get in touch with me (my address is inside the back cover), I will be willing to give any help that I can with regard to building an output port. I am studying engineering at college, part of which is digital electronics, so I should be able to help.

Finally before I go, can I please make a request for TWO WACCI Binders? I am asking for two because I have been a member since Issue 50, so I have rather a lot of issues to bind! Keep up the good work.

Mark Johnson
Essex

<<Aye-up Mark, good to hear from you. I'm sure Steward and Peter appreciate your comments.

Oh golly gosh, problems with an AA cover tape or two. If anybody has managed to transfer any of these two programs to disc then please contact Mark and put him out of his misery.

Thanks for the offer to help Stephen Withers out, I'm sure Stephen will be in touch with you.

WACCI will be ordering the binders, details will come from John. -Paul>>

HALL OF FAME
Dear Paul, I enclose 12 months subscriptions after taking up the offer in Amstrad Action it is as good as they said. This is the first time I have written a letter on computer it really feels strange, it will not be my last, as it is easier to correct my many mistakes. I have a few questions to ask you or any members.

Firstly I have got Microdesign Plus, but before I bought it I was thinking about buying Page Publisher, I was wondering if you know anything about

it or if any member has got it could they write a letter about it or write a review about it.

Next question/problem. When I was younger my brother had a BBC computer but has still got some games for it, it there any program that can read the tapes so they can be played on my CPC 6128?

Talking about the computer and seeing other letters in recent WACCI's on how cheap they got them for, I got mine for £50 with the 6128 I had about 16 games and Mini Office 2 and an Amstrad 3160 Printer.

Next question I read in AA that you can read PC programmes to run on the CPC, how can you tell if the program can be read and loaded onto the CPC, does it depend on how much Hard Disc space it takes up or is it nothing to do with that? I am not much of a computer brain. It is only an idea but how about having a hall of fame for games either commercial or PD so members can see how they compare to other members scores, what do you think of it and what do other members think.

Tim Escott
Stratford Upon Avon

<<Hello Tim, welcome. to the club and I'm pleased to see you are finding a good serious use for your CPC as well as playing games.

I don't know too much about Page Publisher, in fact I know as much as you Tim. Would any member with a copy care to review it for us all?

I'm afraid the good old BBC games cannot be run on the CPC and I think you have the CPC/PC situation the wrong way round - CPC programs can run on the PC via an emulator.

Regarding the Hall of Fame, do you realise how many games have been produced for the CPC? Let's just say far too many for a club the size of WACCI to produce a worth while list. Thanks for the thought and keep thinking please, I don't want WACCI to stand still. -Paul>>

MONITOR THE IDEA
Dear Paul, please find enclosed postal orders to the value of £4.50 being membership for a further three months. I must admit that "coming on board" (sorry that was the ex navy coming out of me) with WACCI was an excellent

investment that has paid it's dividend many times over!!!! Can I advise anyone reading WACCI for the first time to make full use of the help lines. They are an invaluable asset to the organisation. Now on to other matters.

If anyone is interested, I have managed to lay my hands on several "Green Screen" Monitors. They are on sale for £25.00. Now some members may think that this is a bit much to pay for a monitor but I weighed one and they weigh about 16lbs (go on try it yourself). This price of £25 INCLUDES POSTAGE AND PACKING and with Amstrad equipment in such short supply it seems a fairly good idea to "stock up" now. Who knows, yours may break down tomorrow and then where would we be.

I seem to remember reading in one of the recent WACCI's that you were considering printing members names and area where they are living. Are you still planning to do so? I hope so as it seems such a good idea to be able to speak to a fellow member who lives locally. If you are - great and if you are not can I take this opportunity to invite members who live in the Fareham, Gosport, Portsmouth, Southampton area to "give me a ring". Who know's, it could be benificial to all of us.

Well I think I have "waffled" on long enough so I will finish by saying to all invloved in producing WACCI and keep up the good work!!!!

Tony Tozer
Portsmouth
Tel: 01705 732610

<<Dear Tony, thanks for the letter and for the advice to first time readers of the magazine.

The offer on Green Screen Monitors seems a good one to me considering the postage charge and packing they will need to withstand the journey. Dip in if you want a stand by monitor. From my own point of view I prefer the green screen for serious work that involves a MODE 2 screen.

The members/area list will hit the magazine, I'm letting the sudden burst of new members settle down first before calling on Bob Miller to produce the list.

I've included your telephone number so that local members may contact you. Seeya all next month in FC. -Paul>>

GLIMPES

By ISOBEL SWADE

THE PRESENT

Bright spring sun shone through the small office window. Marion sighed as she placed yet another dull brief into its folder. Mr Barker called from his office next door: "*Marion, would you pop down to the archive and find the file on Crane versus Davis? I'd like to have that sorted out by the end of the week.*"

"*Right Mr Barker. Anything else while I'm down there?*" Marion said rather half heartedly.

"*No thanks,*" came the reply. "*It'll take you long enough to find that one. Sorry, those papers go back quite a few years.*"

Marion went through to the larger office where the sun sparkled on the carafe of water Mr Barker always kept on his desk. It also made a halo around his balding head and she smiled fondly at her employer. She enjoyed working for him despite the sometimes dull routine.

"*Mind yourself down there and make a note to get someone in to clean it up, it's about time we had a blitz.*" His kind face beamed at her as he handed over the keys. He liked Marion very much. She was a conscientious worker, always ready with a smile - a pleasant young woman.

"*I'll make you a cup of tea when you come back,*" he grinned at her. This was a private joke between them as he managed to make the most awful cup of tea imaginable.

Marion laughed: "*I'll try not to be too long then. Oh, and biscuits would be nice.*" She left Mr Barker smiling after her and went downstairs.

Switching on the light revealed shelves and filing cabinets overflowing with paper.

"*This place really needs organizing - if only I had time.*" She began her search, sneezing regularly when she moved a box or ruffled through papers.

"*Right,*" she told herself sharply, "*Let's get a move on don't want to be down here all day.*"

Right at the back she opened a cupboard door; papers and files fell out and Marion uttered a very unladylike word.

"*I don't remember that door being there.*" Involuntarily her hand reached for the large ornate knob and turned it.

The sudden shock of whiteness made Marion gasp. "*Computers!*"

The room was full of them, none looked familiar to her. "*Those keyboards - I've never seen...*"

She turned quickly as a soft hissing sounded behind her. The door had gone. She faced a completely smooth white wall.

"*Don't panic,*" she told herself, "*there's got to be a logical explanation.*" She touched the wall and found its silky surface disturbing. A loud click made her turn to see a large triangular screen appear on the opposite wall.

Marion stood very still and watched as a man and woman stepped effortlessly through the screen.

"*Check the bypass terminal Joran.*" The man spoke with authority. "*I'll have a look at the Stat U V C*"

They moved swiftly ignoring Marion completely. She noted calmly that they both wore similar one piece suits of indeterminate colour.

The woman said, "*I thought this segment was tamper proof Theor.*"

"*Nothing's really is it? Not even with Auto-Scan.*"

"*Who would want to interfere here?*" As she spoke, the woman held a small device and swept it around the room.

Marion whispered hesitantly, "*Er, hello. I'm sorry but I seem to have lost the door?*" She realised how inane this sounded but it didn't matter because neither of them took any notice.

"*There is a marked increase here.*" Joran said, pointing another device directly at Marion who suddenly realised she was invisible to them both. A cold shiver ran through her body as she murmured: "*Help me. I'm frightened.*"

Theor also looked in her direction. "*That's probably where the surge came from.*" His dark eyes passed over the space Marion occupied. "*When Barker 23 arrives, he will want complete report.*"

At the sound of the familiar name, Marion cried out: "*Mr Barker, where are you? Where am I?*"

The man and woman came towards her. Joran said, "*Look, you can see it quite clearly in the wave pattern.*"

Theor took the device and examined it. "*Certainly, but that may not be relevant. We shall see.*"

Marion remained absolutely immobile, hardly breathing. The two people began removing panels to reveal frighteningly complicated puzzles of tiny components, marked with flashing lights and strange signs.

They murmured to each other as they deftly removed, then replaced parts. Joran said, "*I hope this won't take too long, the celebration is to begin at 1900.*"

"*I do not need to be reminded.*"

"*Come now Theor, aren't you just a little excited? Especially as you are one of the main speakers.*"

"*I certainly do not forget my duty to my family connections.*"

Joran's voice was apologetic: "*I did not mean to imply...*" She was interrupted by the appearance of a man through the screen. "*Have you found the cause of the flux?*" His voice was as sharp as his eyes.

Theor replied coldly. "*Yes, we have. I believe it is emanating from here.*" He indicated the space Marion occupied.

"*Mr Barker is that you?*" The man resembled a younger version of her employer and in her heart she knew it wasn't

him. Marion's feeble hope was that this was some sort of practical joke. *"Look. Over here. It's me - Marion. Oh, please you must see me."* But she could tell that none of them could.

"Here, look at this!" Joran was obviously triumphant. *"There is a tiny fragmentation."*

She pointed an elegant finger that went right through Marion's chest making her wince instinctively.

"Right here."

The man called Barker 23 bent to see. *"Yes, I see. That does seem to be the cause. See to it."* He turned to Theor who was frowning with annoyance. *"I trust this will not make you late. Your speech opens the ceremony."*

"As I have already pointed out to Joran - I take my family duties seriously." His cold eyes narrowed. *"I will not be late - depend on it."*

Marion knew this man was dangerous and felt strangely protective towards Barker 23.

Joran murmured reflectively, *"Just imagine...The woman who changed the entire course of history - and it all began right here."*

"Have you seen the commemorative Holographic Plaque? A fine piece of work?" asked Barker 23.

"Yes. I believe it is an excellent likeness together with a short biography." Joran was about to continue but Theor interrupted irritably. *"Can you replace the panel as I have completed the necessary correction."* His manner implied the importance of what he had done - alone.

Barker 23 ignored Theor: *"I understand the Plaque is taken from the official portrait of Marion DeLisle in her later years."*

"She still looked extremely young." Joran said as she handed Theor the panel.

"There it goes again. The same surge on the same scale as before."

Just at that moment, Marion had loudly echoed her own name: *"Marion DeLisle!"*

"What was that?" Joran stood perfectly still. *"Did you hear it?"*

"I didn't hear anything," Barker 23 said, carefully scanning the room.

"Neither did I. It's time to go. Leave your over active imagination here Joran." Theor demanded and stepped through the screen.

"Don't leave me please. I have to know." Marion pleaded but she knew it was useless as she watched the other two leave. Tearfully she fumbled in her pocket for a hankie, dropped it and, as she bent to recover it picked up a small yellow disc.

Just then she heard a soft hiss and turned in time to see the door opening. In a panic, Marion slipped through and was back in the familiar dusty old basement.

"Thank God," Marion muttered as she stumbled up the stairs, opened the door to Mr Barker's office and almost fell through.

Mr Barker stood up and went to meet her. *"Why Marion, my dear. What on earth...Here sit down. Have you had a fall?"* Concerned at Marion's paleness, he fetched a glass of water. *"Drink this my dear and tell me what's happened."*

Gratefully, Marion drank the cool water. *"You'll never believe what I saw down there."* She took a deep breath.

"I found a door. A room full of computers and equipment. There were people there talking, two men and a woman talking about me, Marion DeLisle and how she, or me, or I changed the course of history."

Mr Barker stared. Marion had always been a level-headed young woman, most reliable. *"Marion,"* he hesitated and coughed politely to give him time to think. *"Er... um... there's no computer room down there, never has been. You know that. Maybe you fainted, or went into a sort of day dream."* He was at a loss to continue.

"No!" She was most emphatic. *"I know what I saw and heard. Two were called Joran and Theor then Barker 23 came in through the same screen."*

This was to much for Mr Barker. *"I definitely think you should go home and call your doctor. In fact, I'll take you right away."*

Marion was calmer now and remembered the yellow disc.

"Thanks, but I don't need a doctor. Look. What do you make of that?" She held out the disc. *"You can't tell me that's my imagination."*

Mr Barker examined the disc. *"No, I don't think I have ever seen anything like this before. Especially these signs."* He turned the disc over. *"You know I'm not well up on computers. You're more familiar with them of course - but no, I definitely don't recognize any of these symbols."*

"But do you believe me?"

"Marion, I just don't know. Tell you what, if you feel up to it we'll both go down there now and set your mind at rest." Taking a deep breath, she gathered all her courage and went into the basement again.

Marion stood close to the door watching Mr Barker as he examined every corner of the room.

"There's a door behind those cabinets," she pointed, not moving. He had a look and even tried to turn the handle. Nothing happened. *"It's been sealed up for years. I don't remember it being here at all. Perhaps this building was connected with next door some time long ago. As you know, Marion, those offices have been empty for a considerable time."*

Marion began to feel strange as she visualised the room behind the door. What had her being there - occupying that space at that particular time to do with the future? *"Mr Barker, can we go now please."*

"Yes of course my dear, I'll drive you home. Let's just try and forget this episode. I'm sure there's a rational explanation."

Upstairs, Marion excused herself to go to the washroom. There she rinsed her hands and face with cool water, looked up at her reflection in the mirror.

"Somewhere in time there's going to be a plaque with my name on it. I wonder why? What am I going to do in the future - or have I already done it?"

"Down there in that strange room did my presence do something to time itself?" She picked up a bar of soap and wrote her name on the mirror with a defiant flourish:

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MARION DeLISLE WAS HERE!
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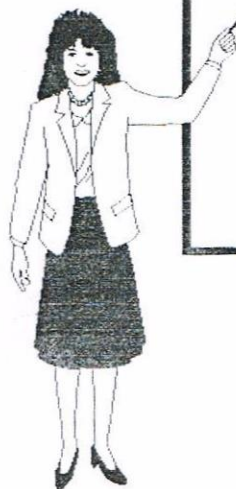
Isobel Swade   August 1994

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All at: £2.50 each
Empire Strikes Back, Games (The Winter
Edition). Leader Board, Star Wars,
Steve Davis Snooker.
All at: £2.00 each
If ordering only one item (or the
large-boxed Amstrad Tutorial or
Microfile/Microword) Please add 25p
for p/p otherwise post free.
Please contact: Aubrey Sindon, Church
Cottage, Brede, Rye, East Sussex
TN31 6EJ Tel 01424 882028

FOR SALE: HARDWARE
CPC 6128 with colour screen; Systems
discs; Manual; some discs. £75.00
GT65 Mono Screen £15.00
464 Keyboard only £5.00
MP1 TV Modulator for 464 £12.00
MP2 TV Modulator for 6128 £17.00
8-bit Printer Port (KDS) £10.00
IBM Proprinter XL Wide carriage
9-Pin Printer £25.00
SOFTWARE (DISCS)
Romboard with Des & Romdos £15.00
Protext CP/M with Mail Merge and
Spell Checker. £18.00
Supercalc 2 CP/M Spreadsheet £15.00
Tas-sign CP/M, Signmaker £10.00
Advanced Music System + extra music
file disc. £10.00
Music System (No printer or linker
modules) £6.00
Label Maker, 3" & 3.5" disc label
printer. £7.00
OCP Advanced Art Studio £8.00

Miraprint Font Designer for 24 pin
Printers £7.00
Masterfile III £8.00
Discbase, disc file organiser
& Cat. printer £6.00
AMX Art with Mouse £15.00
Parrotry Plus Art Design prog
(2 discs) £10.00
Microdesign Plus + MD Extra £18.00
PagePrinter for MD Plus £5.00
PrintMaster, 9 Pin Font Designer £6.00
Proscript 9 Pin Font Designer £5.00
Pro-Ext, Font Designer & Clip Art
Utility for Protext. £6.00
Oddjob £5.00
Colourdump 3, Screen dump for Colour
printers £6.00
Busigraph/Alphabase, Graphmaker &
Database £5.00
Landscape Creator (No manual) £3.00
Approx 13 discs various PD £20.00
Blank 3" used & formatted each £1.00
SOFTWARE (TAPE)
Amdrum Drum Machine + module
& 2 extra rythm tapes £8.00
Tasword 464 £6.00
Tas-copy £5.00
Graphics Light Pen/ROM no manual £7.00
GAMES TAPES AS FOLLOWS:
Combat School, 5-a-side Soccer,
Sorcery, Hunter Killer, The Way of the
Exploding Fist, All at: £2.00 each
DISCS AS FOLLOWS:
Ping Pong, Star Glider, Tolkien
Trilogy. All at: £4.00 each
Postage is payable on software under
£10.00 and on all hardware.
Please contact: Colin Macrae,
24 Stuart Close, Emmer Green, Reading,
RG4 8RE. Tel: 01734 479916

FOR SALE:
Pascal/MT+ Complier, CBASIC Compiler
with functions to program graphics
under CPM+, Hisoft Nevada COBOL
Compiler. All run under CPM and all
have Manuals. £12.50 each
Please contact: Simon Swift,
31 Mountcastle Street, Newbold Moor,
Chesterfield, S41 8TX
Tel: 01246 453425

FOR SALE:
CPC464 keyboard £30.00
Cruiser Joystick £6.00
Swaps considered please contact:
Brain Key, 87, Sweetmans Road,
Shaftesbury, Dorset.

*Just let Angie know of your
marketing needs!*

The following DISC games are all £5.00 each:

Pirates - Instructions
Batman - The Movie - Instructions and cheat
Lemmings - Box and instructions
WWF Wrestlemania - Box, badges and instructions
Terminator 2 - Box, instructions and cheat
Final Fight - Box and instructions
Robocop - Box, poster and instructions
Escape from Singe's Castle - Box and instructions
Teenage Mutant Hero Turtles - Box, instructions and postcard
Chase HQ - Box

The following DISC games are all £3.50 each:

Wec Le Mans - Box
Silkworm - Box and instructions
Pack of Aces Comp - Plastic case for:
  International Karate Parts 1 & 2,
  Boulderdash, Who Dares Wins 2, N.E.X.U.S.
Return Of The Jedi - Box and instructions
R-Type - Box and instructions
Yie Ar Kung Fu 2 - Case and instructions
Smash TV - Box and instructions
The Complete Home Entertainment Centre - Box & instructions:
  Backgammon, Bridge, Chess, Mah Jong,
  Dominoes, Pinball, Pool, Card Games

The following DISC games are all £2.50 each:

Gauntlet (the deeper dungeons) - Case and instructions
Batman (the caped crusader) - Box, Poster and instructons
Manchester United Europe - Plastic case
Run The Gauntlet - Box
Bonanza Bros - Card case
G-Loc - Card case
Super Sim Pack - Card case
Alien Storm - Card case
Eliminator - Box and instructions
Nebulus - Box and instructions
Ace Of Aces - Box
Stormlord - Box and instructions
Licence To Kill - Box and instructions/Disc and Tape
Integral - Plastic case
Mickey Mouse/Jack The Nipper - Card case

The following DISC games, priced as shown, contain 2 DISCS:

Mega Sports - Sport games - £4.00
2 Hot 2 Handle - Box and instructions for: Shadow Warriors,
  Golden Axe, Total Recall, Super off Road - £5.00
Computer Hits - Box and instructions for: Tarzan, Ninja
  Hamster, Mega Apocalypse and seven more games - £5.00
High Energy Two - Box and instructions for: Shufflepuck Cafe
  Crazy Cars II, Mystical, The Light Corridor - £5.00
Ghostbusters 1 and 2 - Box/instructions for 2 only - £7.50

Double Dragon 3 and Rodland - Box - £6.00
Giants - Box and instructions for:
  Rolling Thunder, Gauntlet II, 720 and Out Run - £5.00
Go Crazy - Box and instructions for: Bad Cat, Jinks,
  Shackled, Bedlam, Side Arms, Desolator - £5.00

The following DISC games are all £1.50 each:

Disc 50 - Card case - Fifty different games
Winter Sports - Card case - Different games

The following DISC games contain a varing number of DISCS:

7 Disc set: Action Packed Discs - Instructions - £10.00
4 Disc set: Amstrad Games Discs - Card cases for:-
Trivial Pursuit, Scaletric, Monopoly and many more - £5.00
3 Disc set: Arcadia - Box and instructions for:
Operation Thunderbolt, New Zealand Story, Chase HQ - £5.00

Joysticks -	Cheetah The Bug	- £2.50
	Amstrad Paddle	- £2.50
	Joystick Spliter	- £2.00
Hardware -	TV Tuner MP3 for 6128	- £20.00
	Radio alarm clock CT1	- £15.00
	TV or computer switch	- £3.00
	Colour monitor CTM644	- £50.00
	6128 Keyboard	- £50.00

DISC Serious
Protext on DISC but no manual hence - £5.00
Prospell on DISC, boxed with instructions - £8.00
Word Style WP package, boxed with manual - £1.50
Keyword word finder, can work with ROM protext - £3.00
Tasword 464-D, WP package, boxec with instructions - £3.00
BOOKS:
The Amstrad CPC-464 Advanced User Guide, a good book about
Basic that will suit all CPC's.   - £2.00
SPECIAL OFFER:
The manual for the 64k and 256k Memory Expansion Unit by RAM
Electronics - free to a good home.

PAST WACCI'S
I will repeat for the benefit of new members (and those
with terrible memories) the full service offered by
Frank Neatherway down at the PAST WACCI SHOP.

  As well as updating the magazine index and proof
reading the magazine for me, Frank distributes back
issues of the club magazine. You can always find the
issues available and their respective costs by looking
on the inside back cover but not now as I haven't
finished as yet.

  If you have found an article or two in the magazine
index that interests you but the issue is out of stock
then Frank can still
help. Ask Frank by
phone or letter how
many pages the article
is and Frank will

Copying per A4 side 10p
Postage 1 to 8 pages ... 25p
Postage 9 to 16 pages .. 38p

photocopy it for you using the prices shown. You can, of
course, mix and match atricles from several magazine.

SUPPLEMENT
WITH JOHN BOWLEY
UPDATE

Paul has given me this extra page so that I can bring you up to date with what WACCI has to offer you. Since I'd finished, 5 new PD Discs and another Homegrown disc has been added to our collection of software. Also I've a few more books that you can now borrow. Would anyone like to have a go at making a Library Disc?

BOOK WITHDRAWN
Book Ref No. BP7 has been withdrawn cos it was the same as book BP2 it has now been replaced. See details below.

BOOK LIBRARY UPDATE

BP7 AMSTRAD COMPUTING by Ian Sinclair
    ISBN 0 00 383120 5.   Cost £1.25p

GAM13 THE AMSTRAD GAME BOOK by Mark
    Ramshaw. ISBN 0273 022849 £0.50p

GAM14 HOW TO WRITE WORD GAMES by W.
    Sinister. ISBN 0859341496 £0.50p

PRT19 EPSON FX-870/1170 GUIDE. £1.00p

PRT20 EPSON LX-400.   £0.50p

PRT21 EPSON LX-850. Two books. £0.60p

HOMEGROWN

HOMEGROWN 16 FAMILY TREE (Amsdos)...by Matthew Phillips is now ready, however please note that this program doesn't work on the PLUS computers. Sorry.

HOMEGROWN 17 FAMILY HISTORY (CP/M+) by Andrew Solomon. I've not tried this on a PLUS computer because I don't have the System discs for this machine.

Please read Frank's and Ron's review in issue 89 for more details.

PUBLIC DOMAIN

PD 104 - 109 (Amsdos) Music linker files for the Advanced Music System, far too much to list and if I did, one disc would take up a complete page, most of these discs are music composed

by Bach, the person responsible for this work of art is Rob Baxter.

If it was not enough to put these discs together Rob also wrote about the composer and the music in great detail, you have to take my word for it, they sound great on a + computer; they do run on a CPC6128 but it's better if you wire it up to a Midi system then just lay back and enjoy the music. If you would like more details give me a call or write.

PD 104 MUSIC 1 Brandenburg Concertos
PD 105 MUSIC 2 Various music
PD 106 MUSIC 3 The Four Seasons.
PD 107 MUSIC 4 Variations/Inventions.
PD 108 MUSIC 5 Side A: Ancient and
Modern. Side B:Various music files TMS
PD 109 MUSIC 6 Side A: Utilities for
MIDI SYS. (Matthew Phillips);
Side B: Various music files.

HOMEGROWN AND PD ORDERS
Please make cheques out to WACCI, this will make things easier for us all.

LOAN DISCS
When you borrow a disc(s) please copy the disc(s) and return them as soon as possible to the librarian.

We only have a limited number of loan discs, so your cooperation is much needed.   *<<Thanks>>*

3.5 DISCS
PD or Homegrown on these discs are for buying and not available to borrow.

BOOK REQUESTS
I'm afraid I cannot take orders over the telephone and the limit of books allowed to any one member is now two.

OTHER MAGAZINES
I've loads of other CPC magazines that are available to members to borrow.

Such as: AMSTRAD ACTION
          CPC USER
          AMSTRAD HANDBOOK
          PRINT OUT
          UAUG

ADVENTURES
Is any member interested in setting up an Adventure Library? If you are give me a call, I've loads of Adventures that can be borrowed.

I shall issue a full listing of the magazines and adventures if asked.

TRANSLATORS
I would like to thank those members who have informed me that they will translate a few documents for me, I'll be in touch soon.

HELP
I need some experts in the following fields BASIC, CPM, PASCAL, MACHINE CODE and other languages. If you can help please get in touch with me.

3.5 DISCS LARGE FORMAT AND MORE...
You can have your PD and Homegrown software on most type of formats, just ask the Librarian and he will tell you if he can help.

The cost of this is £1.00 and that covers the 3.5 disc and one full 3" disc of software. If you don't use the large formats and don't have a side switch then you need to order two 3.5 inch discs containing one complete 3 inch disc. This costs £1.50 for both discs fully inclusive.

If you send the librarians your own 3" discs you can have your disc filled for £0.30p per side and that includes return postage, you'll save £0.40p per disc. Its up to you.   *<<Byee>>*

STORY TIME

2010
by Brian Goddard

Although all the stories you've read over the past months were very good and I thank those who took the time to write them. My wife Carol thought that this was the best one, she laughed from start to finish. Well done Brian. ⟨⟨John⟩⟩

The year was 2010 and Great Britain was in real trouble. For years they had been at the forefront of the great technology boom but now they were finding that it was all working against them.

There was nothing wrong with the electors choice of Alan Sugar as Prime Minister, nor was it due to the problems he was experiencing with the members of his cabinet.

He had chosen as Minister for Sport his closest friend Terry Venables, but after an argument had banned him from the House of Commons. The Minister for Health had gone sick and the Minister for Foreign Affairs was abroad having an affair with some foreign woman.

No, the problem was a chronic shortage of chips for the all important P.C. computers which ensured that the country ran smoothly. The Minister for Trade, Phil Craven, had been a wise choice as his honesty and reputation for fair dealing had made Great Britain a popular partner in trade to so many countries. However, all countries were not so reputable.

In his misguided faith in mankind Phil had responded to an advertisement and ordered replacement chips for all of the P.C.'s in G. B. via the Embassy in Bradford from a company in the republic of Avatar. Unfortunately whilst the postal orders were cashed no chips forthcoming. The leader of the Opposition party Mike Lyons is reported as being unable to comment as he couldn't stop laughing.

The stock of chips soon dried up and gradually a great hush fell over the country as discs stopped whirling, computers stopped computing and monitors one by one faded into darkness.

The effect on the country was catastrophic. Buses were arriving one at a time instead of the usual three, trains were arriving on time causing people to be late for work and children throughout the country were suddenly without their beloved Super Mario Kart Games and in their boredom flocked into school causing breakdowns amongst the teaching community, who had long since lost the skills of talking to the pupils.

In despair Alan Sugar turned to his government to seek advice but unfortunately he could not divert their attention from their Gameboy machines and so he turned to the Opposition Leader, Mike Lyons, who had only just managed to stop laughing.

Taking great care not to mention Avatar he suggested forming a Coalition Govenment.

After looking up the meaning on Prospell Mike Lyons agreed. He said *"That whilst he did not feel able to solve the country's problems he knew a man who could if only he was able to find him".*

And so began The Great Search, it took them to the Land of Legends, Nottingham, and there in the small hamlet of Long Eaton they found a man dressed in blue overalls painting a fence. There was a sort of a glow around him which was not caused by the smell of the paint thinners but gave a feeling of trust. They spoke to him and found him most receptive to their problems.

The great Clive *(for indeed it was he!)* suggested that the solution was to be found in a place known as WACCI Towers where a group of people had kept the faith in a primitive machine know as the CPC.

Clive allayed the fears of Alan Sugar that WACCI might be some outlandish religious cult, and explained that this machine had proved to be more reliable than their more expensive offsprings and thanks to continuing support from reputable British Companies had survived to this day.

Encouraged by Mike Lyons, the Prime Minister appointed Paul Dwerryhouse as Chancellor of the Exchequer, Mike Lyons as Education Minister, John Bowley as Chairman of the new State Lottery together with various other leading members of the WACCI team in other Ministerial posts.

Back issues of WACCI were distributed to all Public Libraries and Public Houses and CPCs installed in all schools, Government grants were made available to companies buying these machines and Alan Sugar agreed to organise the manufacture and distribution.

He also offered to provide a first class help line and spares service as he felt that it would be nice to try something new.

He had been suprised to find his photograph on so many of the books and magazines stored by the WACCI members and whilst turning out one of his old warehouses had been further suprised to discover box after box of unopened spare parts for these wonderful machines in boxes labelled 'CPC Ltd'.

The change in the country was amazing and it quickly climbed back up to its former position at the bottom of the world trading league. In no time it was back in its old chaotic disarray, but at least everybody was HAPPY!

Home computer magazines have to sell in large numbers to make money. To sell in large numbers they must cater for the majority. The "majority" play games. Games need advertising. Advertising needs magazines.

The "majority," mostly male and under sixteen, therefore buy magazines to see nice colour advertisements and reviews of new games. They might, if bored enough, read a few technical tutorials or look at an article on printers but only after examining the latest games. Games make money for magazines and magazines spread the word on new games. It's the classic set-up, all very neat, cosy and mutually beneficial.

IN THE BEGINNING
But if the success of home micros and the subsequent emergence of computer magazines, was almost entirely due to games, when home computing started life way back in the 80s, computer games were non-existent, or at best laughably crude. The first home computers were ZX80s and Acorn Atoms. Their owners, usually male and over sixteen, were interested in electronics and had probably bought the computer in kit form. They were intrigued with this new micro-computer device as something to experiment with, perhaps even as a useful machine but never as a toy.

In fact, no one bought these early machines to play games on - if they did the computers were soon put on top of a wardrobe and forgotten about. They didn't have the power to handle games because they simply were not designed to.

THE COLOURS OF THE SPECTRUM
However within two years, machines such as the Commodore 64 and Spectrum were starting to get rather good at emulating video arcade games, helped by new fangled colour graphics and

simple sound synthesizers. They were up against TV game consoles which were limited to variations of tennis or dependant on expensive cartridges for new thrills.As computers were better at games than consoles, every boy in Britain wanted one. Santa, believing the 'educational' story being spread at the time, bought them by the shipment. The Computer Game market was created.

PUTTING ON A SHOW
Selling games on cassette tape in those days was embarrassingly easy: just sign up a ten-a-penny spotty adolescent to the do all the hard work, place a few advertisements in the fledgeling computer press and watch the money come pouring in. Of course, as they always do, the Big Boys soon caught a whiff of the cash and moved in but bar some minor mishaps, the computer game industry has grown ever since, modelling itself on the 'glamorous' music biz, patting itself on the back and congratulating itself with expensive launches and shows.

GETTING BETTER EVERY DAY?
For years nothing much has changed. Predictably, newer computers have meant better games: a system such as the Commodore Amiga - or its rival the Atari ST - can play games almost as well as purpose built arcade systems. The games come on floppy disc at about £20-£30 and every month sees at least another dozen, all vying for position in the Top Ten Games chart. Although using the computer to do nothing more than play games is to insult the hardware and software engineers who

designed it, the manufacturers don't dwell too hard on the reasons for a purchase. They just say "thank you" and take the money.

USING LIVE AMMUNITION
Now however, the games world is in a state of flux. As though trapped in some vast cyclic system, the games console is staging a come-back from its limited success of several years ago, with one major difference - this time they're playing for real.

The advances in LCD technology which brought us pocket colour TVs (whether we wanted them or not) have combined with a drop in the price of memory chips to make possible hand-held consoles better at games than computers like the Spectrum and as least as good as the newer computers like the Amiga. They have built-in colour screens and sockets for stereo headphones and even communication links to allow two to play together. The Nintendo console has already sold in millions and Atari have just launched a competitor. These consoles are just about to be released in this country and should cost less than £200.

TO MARKET
If (and this is the crucial part) the marketing men have judged Britain as well as they have Japan and the States, hand-helds will quickly supercede the home computer as the main games playing media.

The difficulty is that disposable income in this country is considerably lower than in those other markets but the console promoters remember that, in spite of that, Britain took to video recorders more quickly than any other nation. So soon the shrill stuttering of the nearby personal stereo on your way into work could be

replaced by under-the-breath swearing as a pin-striped games addict looses his last life.

FIGHT BACK

For home computers to win back the games players, some pretty amazing hardware is needed, hardware which is simply not available at the moment. Hardware which probably won't be available for at least five years, by which time it will be too late. Perhaps using CD-ROM technology they might gain a breathing space for a year or so but the extra expense involved makes it unlikely.

Even true arcade games will soon feel the strain and will have to come up with some really special gimmicks to get money out of pockets and into slots. Perhaps the licensing agreements for converting arcade games to console formats will include small-print footnotes forbidding the use of certain features, like taking the naughty bits out of feature films, just to keep the arcade game alive.

CONSOLE CHRIMBO

Consoles are just around the corner. Next Christmas (or the Christmas after next at the latest) will be Console Christmas. Already software houses have recognised this and are advertising for programmers.

Here is my advice on making money:- learn how to program consoles. The console game 'Tetris' made a phenomenally huge amount of cash in Japan and I mean huge.

So in the next few years, computing will spilt into several groups. First the game consoles. Second the business machines, which will remain no matter what. Then, in third place, the shrinking home computer market. In fact, this third place may vanish altogether, being neatly shared out between the lower-end business machines and the better games consoles.

LAUGHING AT THE FUNERAL

The demise of the home computer will upset only a few people. Software houses will turn to cartridges, complete with programmers, happy to play with specialised games systems for a change. Low priced raw materials, high selling price, next to no piracy (yet) and an exploding market all add up to lots and lots of lovely profit.

The hardware manufactures will start churning out better and better hand-held games consoles, perhaps retaining some upwards compatibility if they are feeling generous. The next generation of hand-helds will probably have the built-in screens that they have today but also the ability to connect to standard TV sets, hi-fis, joysticks, 3D Glasses and anything else you care to mention- plus quite a few more you may now have trouble imagining. The demise of the game-playing home computer will be complete.

PUBLISH AND BE BLESSED

The sector I'm interested in (because it pays my wages) is the home computer magazine market. As it makes its living mostly by following in the wake of the games industry, it will have to make some dramatic changes.

This will be a difficult transition as the different consoles struggle for supremacy of their market and home computers slowly lose out.

Most computer magazines available now will disappear, or merge and then disappear. Only the strongest titles, those appealing to a more general audience than the games players, will stand any chance of surviving. The remainder - mostly totally games orientated at the moment - will fall over themselves in the change-over to consoles. Those magazines dealing with the business machines will trundle on regardless, typing smug editorials on the transience of market forces into their IBM-compatible 32bit work-stations.

WORRY WART

All quite worrying for those of us in the home computer magazine line of work. Of course, making predictions in this business is a dangerous occupation. Me? Well I've decided to brush up on my COBOL, just in case I need to get a proper job.

THE TRUTH

Auntie John is a depressed journalist pretending to work for Amiga Computing a magazine which, he happily notes, does not solely concentrate on games. He was half-way between a BSc and an Honours Degree in Information Technology at Queen's University Belfast, when he got bored and decided to become famous instead. He is currently living in hope.
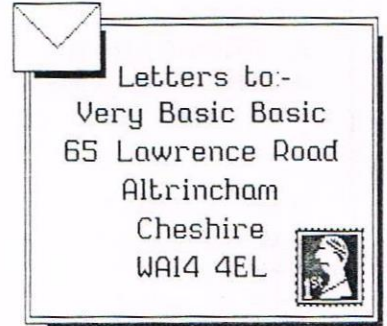
<<But where is John now. Answers on a postcard please. - Paul>>

auntie John's DIARY

VERY BASIC BASIC

Written by
Alan Tilling

A couple of months ago in WACCI 85, I wrote that little piece to make it clear about redefining the keys of the computer. Judging by the huge mass of letter I got, I think my explanation must have been as clear as mud! So without further a do, I'm going to have a bash at confusing you all again.

WHICH COMPUTER?

Now that title has possibilities. *<<It'll never catch on. -Paul>>* First and foremost let me say that this explanation applies equally to 464s, 664s, 6128s and, I should think to the Pluses as well. The only difference is that the 6128 has ten keys marked with an "f" and a number whereas the keys of the numeric key pad on the other machines are engraved with just a number. The key tops are the only real difference.

THE KEY TO THE WHOLE THING

Just to show that it is not only the numeric key pad that can be changed, this is how to change *any* key.

With an old fashioned mechanical typewriter the key that your finger pressed was mechanically linked to a piece of metal bearing the actual letter cast into its surface. This meant that if you pressed the say Q key then you could only type a "q" or a "Q". Now in a computer the keys are connected to the screen by a wire so the only way the keyboard can work is by sending out a series of electrical impulses. When the impulses get to the computer it scans down a look up table to see what the impulses mean. So when you press Q the keyboard sends out something like splat, splat, splat and when the screen gets splat, splat, splat it knows to make a "Q" sign on the screen. All we have to do is to convince the foolish thing that splat, splat, splat = "J" and bedlam can be the result.

4 INSTANCE

Type in this mind boggling little proglet:

```
10 key def 67,0,84,107,174
now type run [RTN] or [ENTER]
```

Nothing will have appeared to change but if you now press the "q" key you will get a capital "t". Press the shift and "q" and you will get a lower case "k" and finally if you press control and "q" you will get an upside down "?", and did you notice that the key no longer repeats like it did before. What has happened is that the above KEY DEFinition has told the think tank that key Number 67, (the "q") key, not to repeat, in its key only state to give ASCII code 84 ("T"), in its shifted mode to give ASCII code 107 ("k") and when pressed in conjunction with the control key to give an upside down "?" which is CHR$(174). Not only can the key be told to give out ASCII codes but any one key can have up to 120 characters allocated to it. Have a look at the little prog below:

```
10 KEY 144,"This is an example of
   what can be typed with only
   one(ish) key press."
20 KEY DEF 67,1,0,0,144
```

In this case the "q" key, is made to repeat, in the normal mode does nothing, in the shifted mode does nothing, but with the control key pressed it gives out the string number 144. String 144 is defined in line 10 and can be anything, as long as it doesn't exceed 120 characters in length (including spaces).

WHAT ELSE CAN YOU DO?

Well look at program below but note <32 spaces> means tap the space bar 32 times to give 32 spaces (I'm being very green or should that be Green and saving space). Now when you press the "q" key you will get my address neatly typed out for as long as you keep your finger on the key.

```
10 KEY 144,"A.Tilling<32 spaces>
   65 Lawrence Road<32spaces>
   ALTRINCHAM"
20 KEY DEF 67,1,113,81,144
```

OTHER KEYS?

I've kept this discussion to the "q" key for simplicity but the same technique can be applied to any key on the computer. To prove it look at the program listed at the top of the next page. Bye for now .... *Alan*

<<I'm very sorry that I had to hold this edition of Very basic Basic over from last months issue. Alan did send it in on copy date time but I was away, staying in Wiltshire a few miles outside Bath, on holiday with the family. So please blame me for the break in VbB. -Paul>>

```
 KEYDEF
 A PROGRAM BY
 ALAN TILLING
 FOR VbB


  10 KEY 128,"after "
  20 KEY 129,"border "
  30 KEY 130,"chr$ "
  40 KEY 131,"data "
  50 KEY 132,"edit "
  60 KEY 133,"for "
  70 KEY 134,"goto "
  80 REM h
  90 KEY 136,"if "
 100 REM j
 110 KEY 138,"key def "
 120 KEY 139,"lower$ "
 130 KEY 140,"mode "
 140 KEY 141,"next "
 150 KEY 142,"on break gosub "
 160 KEY 143,"print "
 170 REM q
 180 KEY 145,"rem "
 190 KEY 146,"save "
 200 KEY 147,"to "
 210 KEY 148,"upper$ "
 220 REM v
 230 KEY 150,"window "
 240 REM x
 250 REM y
 260 KEY 153,"zone "
1000 KEY DEF 69,1,97,65,128'a
1010 KEY DEF 54,1,98,66,129'b
1020 KEY DEF 62,1,99,67,130'c
1030 KEY DEF 61,1,100,68,131'd
1040 KEY DEF 58,1,101,69,132'e
1050 KEY DEF 53,1,102,70,133'f
1060 KEY DEF 52,1,103,71,134'g
1070 REM h
1080 KEY DEF 35,1,105,73,136'i
1090 REM j
1100 KEY DEF 37,1,107,75,138'k
1110 KEY DEF 36,1,108,76,139'l
1120 KEY DEF 38,1,109,77,140'm
1130 KEY DEF 46,1,110,78,141'n
1140 KEY DEF 34,1,111,79,142'o
1150 KEY DEF 27,1,112,80,143'p
1160 REM q
1170 KEY DEF 50,1,114,82,145'r
1180 KEY DEF 60,1,115,83,146's
1190 KEY DEF 51,1,116,84,147't
1200 KEY DEF 42,1,117,85,148'u
1210 REM v
1220 KEY DEF 59,1,119,87,150'w
1230 REM x
1240 REM y
1250 KEY DEF 71,1,122,90,153'z
```

HARDWARE:- 2 * Colour monitors (CTM 644's)
          1 * 6128 keyboard with ABBA switch
          2 * 6128 keyboards (good working order but one has slight damage
              to the Amstrad label at the top left corner.) + 2 sets systems
              discs and one 6128 manual
          1 * Datacorder with leads
          1 * AMX mouse & Interface
          1 * 3" External drive and cable
          1 * 3.5" Drive and powerpack, MS800 disc & CPM-PC-CPM 22 disk
          1 * RS232 by PACE & Manual
          1 * DK'tronics Mouse interface
          1 * Multiface 2
          1 * 8 Slot Rombo rombox
          1 * MS800 ROM
          1 * Romdos ROM & Ramdos 3.5" disc & Instructions

Brunword Elite ROM with 8 bit status port works perfect but the protective
covering has been removed from the actual rom so looks a bit tacky. If nobody
wants it I will donate it to the club.

  To anyone who buys a complete system or a keyboard I have 2 sets of CPM+
systems discs which I will send to the purchaser if you have'nt got any but if
you have I would like to sell them cheap or even donate them to the club so that
every member has the option to borrow them in cases of disc corruption the same
goes for the only 6128 manual I have.

BLANK DISCS:- 20 Maxell 3" blank discs boxed (but 4 have no labels)
              107 Original Amsoft,Maxell & ex software house 3" blank discs
                  (no boxes or labels.)

DISC SOFTWARE (SERIOUS):-
Mini Office II boxed complete
Amstrad assembly language course boxed complete
Amsoft Masterfile II complete
Tas-Spell Spelling checker for tasword 464-664 & 6128 complete
Parrotry plus The drawing and design programm complete
OCP advanced art studio with Genius mouse and Manual (Not in original box)
Romantic robots The Insider and instructions
Bonzo's blitz & doodah and instructions
Bonzo's Super meddler & instructions
Micro Design plus with original MD & MD+ instuctions
Microstyle Maxidos & Procopy with instructions

GAMES:- (All boxed with instructions)

Prince of Persia	Ghostbusters II
Hero Quest	Road Runner
Shadow of the beast	Terminator 2
Monty Pythons flying circus	Rainbow Island
Blues brothers	Bay Jo
Mercs	Toobin
Wrestle Mania	Batman (The caped crusader)
Dark force	Double dragon 3
Airborne Ranger by MICRO PROSE	Pirates by MICRO PROSE
Ninja 2	Gunship by MICRO PROSE
Sim City	Activisions Bomber
Paperboy	96 Games on tape.

For full list send a stamped addressed envelope to:-
Neil Springthorpe, 63 chichester Road, Ramsgate, Kent CT12 6NZ

The article below follows on from Paul's plea for more articles etc in WACCI Issue 87. For those of you who are new amongst us, this article reviews a PD disc or two from the PD library and lets you know all about the particular programs that are stored on it. Also this piece used to be a regular feature in WACCI, but it has not been in it for a long time now.

First of all we shall start off with the contents of side A. This does seem logical after all don't you think?....

DISC.BAS AND DISC.DOC

This program is on almost every WACCI PD Disc - not surprising really as it is the instructions/help file! By the way, if you intend to print out the help file be prepared to use a lot of paper. *《And ink! -Paul》*

ZDE16

This little program, well I shouldn't say little as it is rather big actually - is a fully featured word processor which runs under both CP/M 2.2 and CP/M 3.1. It should be noted however, that it is recommended in the instructions users of CP/M2.2 should use VDE266 and not ZDE16.

There are some small programs which make up the main program and therefore a work disc has to be created in order to run the main program itself. Full instructions on how to do this are included in the help file.

Below is a list of some of the features this neat word processor has:
        Full-screen editing,
        Block operations,
    File datestamp support,
    Disk file operations,
        Find and replace,
        Many print features,
    Configurable options,
User area and named directory support,
    Wordwrap and reformat,
        Macro programs,
    Margins, tabs, spacing,
    WordStar compatibility,
        Undeletion.

THE ZDE CONCLUSION

As you can see from the above list, ZDE is packed with features and is easy to use. I would recommend it to anyone looking for a word processor with the features of a commercial package, but who doesn't want to pay the price.

SIDE B

Yes you've guessed it, we are now going to look at side B. This side of the disc contains utilities for CP/M 2.2 & CP/M 3.1 (plus).

DISC.BAS AND DISC.DOC

The same as before - instructions & disc contents.

B29

First a word of warning - if you intend to print out the instructions be prepared to use a lot of paper again. To be exact - I used five sheets and that's using both sides of the paper! Anyway lets get on with an explanation of the program. First off, if you are a CP/M 2.2 user you have to make a work disc - this is easy to do and full details of how to do this are included in the help file. CP/M 3.1 users can load up CP/M and use the programs in the normal way.

The proggy itself is a library file and disc utility similar to SWEEP & NSWP. I have not had the chance to use the above two programs myself, but I know that they are very good for a fact. I would recommend that you read the instructions thoroughly, even if you have used NSWP before, because there is a lot to take in.

E86

Expert 86, to give it it's full name - is an 'expert' language system. This type of program should make logical decisions from the data supplied. Pretty self-explanatory I would have thought. Expert 86 may be used for a wide range of problems in areas such as:

        consultation,
        decision-making,
    pattern recognition,
        problem solving,
        diagnosis,
        teaching,
        analysis.

This is a good program and I would recommend it to anyone who may be interested in this sort of thing. Once again the instruction file is big and will take up about 6 to 8 pages at a guess.

DISZ80

This is a top quality Z80 dis-assembler. Well, that's all well and good, but what does it do you ask. The program disassembles a .COM file into a .M80 file which may be subsequently assembled using the Microsoft (Is that not the company who writes software for the Poor Computer? Arrrgghh!) assembler. DISZ80 will disassemble the full set of 696 Z80 op codes into Zylog mnemonics.
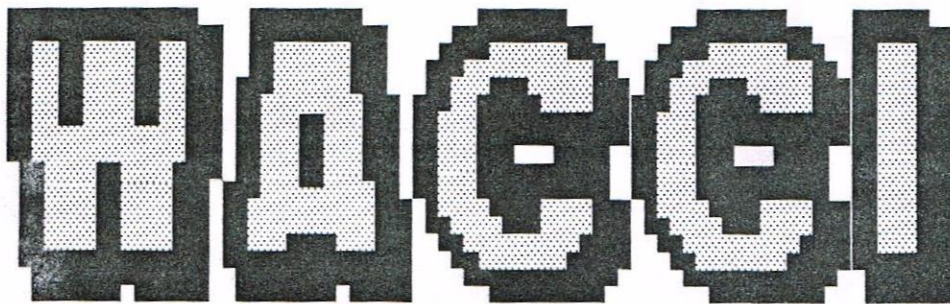
FILER11

Filer is a card-box type filing program, which allows you to store simple information on disk, and then retrieve it by specifying information you know, Filer will then retrieve all matching records.

AND FINALLY...

I hope that you enjoyed your tour around PD disc 57. See you all again soon. Byeee...   *Mark*

DISC DIVERSIONS   By John Keneally

More of John's technical tips from WACCI No.12 circa September 1987. The subject this time is simple ways of protecting disc software. Some facts about how things are organised on the disc are needed, but the actual programming is quite simple. program will load much more quickly than it would normally, since all the data will be sequential on the disc.

SECTOR ARRANGMENT

The main fact we need to know is how sectors are arranged on the track. You may think that these are simply numbered sequentially, starting from zero, around the track. But you'd be wrong - the sector number is recorded onto the disc just before each sector, so in principle you can have completely random numbers. A classic way of protecting a disc is to do just this, but such a disc cannot be used to hold ordinary files; you will just get directory read errors. The operating system expects to have a particular set of numbers, and won't be happy with anything else.

What you can do, though, is to make the directory track, plus a few others, with standard sector numbers, and make the rest with non-standard ones. For example, you could put tracks 0 and 1 on with totally outrageous numbers, use standard SYSTEM format numbers for tracks 2 to 10, and use non-standard but regularly-spaced numbers on 11 to 39. This would give you about 31K of normal disc space to hold, say, an initial loading program as a normal AmsDOS file, and about 126K of non-standard space to hold the main program on tracks 11 to 39. Such a disc would fail to copy under all the normal backup utilities, though some specially designed copiers could still manage it.

Even if you don't use non-standard numbers there is still an advantage in partitioning the disc this way - your

```
LISTING 1

.format
ld hl,ctrlf
call &bcd4                ;find format command
ld (ad1),bc
ld (ad2),hl               ;set up far address

.frm1
ld ix,(&be40)             ;address of Disc Control Block vector
ld l,(ix)
ld h,(ix+1)               ;hl=address of DCB for disc 0
ld de,10
add hl,de
ld e,(hl)

inc hl
ld d,(hl)                 ;de=address of disc parameter block
ld hl,15
add hl,de
push hl

ld hl,sysbf               ;list of sector no.s for system format
ld de,0                   ;de=track number
call dotrak               ;format track 0 as system
jr nc,error

ld d,2                    ;format tracks 2 to 32 as system
.frm2
call dotrak
jr nc,error
inc d
ld a,d
cp 33
jr nz,frm2

pop hl                    ;format tracks 33 to 39 as non-standard
```

LISTING 1 (Continued)

```
push hl
ld hl,(&11)          ;change start sector in DPB to &11
ld hl,oddbf          ;list of oddball sector numbers
.frm3
call dotrak
jr nc,error
inc d
ld a,d
cp 40
jr nz,frm3
pop hl
ret                  ;to basic

.error
pop hl
ld (err),a
ld a,d
ld (err+1),a
ret

.dotrak
push hl
ld bc,4
ld a,9
.form1
ld (hl),d            ;set up track no. for the 9 sectors
add hl,bc
dec a
jr nz,form1
pop hl
rst 24
defw ad2
ret                  ;format the track
                     ;data area
.err   defb 0,0      ;holds the error no. and which track
.oddbf defb 0,0,&11,2
       0,0,&16,2
       0,0,&12,2
       0,0,&17,2
       0,0,&13,2
       0,0,&18,2
       0,0,&14,2
       0,0,&19,2
       0,0,&15,2
.sysbf defb 0,0,&41,2
       0,0,&46,2
       0,0,&42,2
       0,0,&47,2
       0,0,&43,2
       0,0,&48,2
       0,0,&44,2
       0,0,&49,2
       0,0,&45,2
.ad2   defw 0
.ad1   defw 0
.ctrlf defb 6+&80    ;FORMAT rsx command name
```

which means that there will be no need to return to the directory to get the next directory block of the file.

SAVE YOUR PUFF

But a bit of thought is needed if you use non-standard numbers for your sectors as there is only a very short gap between them. To see the difficulty, imagine yourself running round the track reading the sectors. You can only read the sector if you have in your hand a card containing the correct number BEFORE you get to the bit on the track that holds the sector number. Then you can match up the numbers and read the data on that sector.

Suppose the sectors are numbered sequentially. At some time, as you're running, somebody gives you three cards with the numbers 1, 2 and 3 on. You hold up card 1, continue until you reach that sector, and read it. Then, still running, you fumble around for card 2 but by the time you've found it you've already passed the start of sector 2; you have to go all the way around the track again before you can read it. At the end of sector 2 the same thing happens for sector 3 - you can only read one sector per circuit. It's just not on, Cyril. Surely there must be a better way, otherwise it would take 9 rotations of a normal Amstrad disc to read the complete track.

The trick is to stagger the sector numbers. That is, instead of arranging the sectors as 1-2-3-4-5-6-7-8-9 around the track, make them 1-6-2-7-3-8-4-9-5. Any two successive sectors now have a complete sector inbetween them and there is plenty of time to 'find the card'. To read the complete track takes just 2 complete turns, which is the next best thing to reading it all in one turn.

So let's put all this knowledge into something practical. We'll create a disc that looks like this:
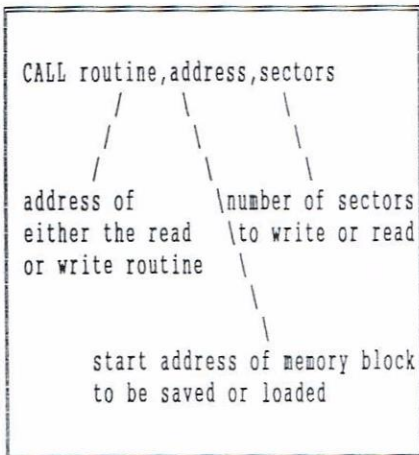
```
TRACK SECTOR Nos.

0 &41 to &49--normal SYSTEM format
1 Blank------for the hell of it
2-32: &41-&49---norm.SYSTEM format
33-39: &11-&19 a non-standard format
```

Listing one does precisely that. You'll find that it formats at about twice the speed of the normal format utility, which is because it doesn't check the tracks as it goes. It is very rare for a bad track to be created unless the disc itself is faulty, so the risk of ending up with a bad format and not knowing about it is very small. You could change the listing to give you a fast formatter for normal discs, but remember that tracks 0 and 1 won't be filled with a CP/M system unless this is copied from some other disc.

A disc formatted by Listing 1 can be used for AmsDOS files just like any normal disc, though if you try to put too much onto it you will eventually get errors as it tries to read tracks 33 to 39. To use these special tracks we need the special read and write routines in Listing 2.

To call the read and write routines use:

```
CALL routine,address,sectors
        /       \        \
       /         \        \
      /           \        \
address of         \number of sectors
either the read     \to write or read
or write routine      \
                       \
                        \
       start address of memory block
       to be saved or loaded
```

The 'routine' parameter will of course completely depend on where you assemble the code.

OUTRO

Well, there you are. More and more goodies from John Keneally of Camel Micros, and yet more to come.

Next month sees John waxing lyrical about colours and codes, and discoursing learnedly on some of the mysteries of the sound chip.

Perhaps not everybody's cup of tea, but all grist to the mill of the dedicated programmer.

Don't miss it!

Paul.

LISTING 2

```
.read                    ;call this address to read from the disc
 push ix
 ld hl,ctrld
 jp common               ;jump past write


.write                   ;call this address to write to the disc
 push ix
 ld hl,ctrle


.common
 call &bcd4              ;find READ or WRITE rsx command
 ld (ad1),bc
 ld (ad2),hl            ;save far address
 pop ix
 ld l,(ix+2)
 ld h,(ix+3)            ;hl=address of memory block
 ld b,(ix)             ;b=no of sectors to read/write
 ld d,33               ;d=initial track no
 ld e,0                ;e=drive no (drive B=1)
 ld c,&11              ;c=initial sector no


.wr1
 rst 24                 ;read/write sector
 defw ad2
 jp nc,error
 inc h
 inc h                  ;advance memory address by 512 bytes
 inc c                  ;advance sector no
 ld a,c
 cp &1a                 ;compare with last sector no + 1
 jr nz,wr2              ;jump to wr2 if not last sector
 ld c,&11
 inc d                  ;else advance track no


.wr2
 djnz wr1
 ret                    ;to basic


.error
 ld (err),a
 ld a,d
 ld (err+1),a
 ret                    ;to basic if read/write error


                        ;data area
                        ;
.err    defb 0,0
.ad2    defw 0
.ad1    defw 0

.ctrld defb 4+&80       ;READ SECTOR rsx command name
.ctrle defb 5+&80       ;WRITE SECTOR rsx command name
```

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