

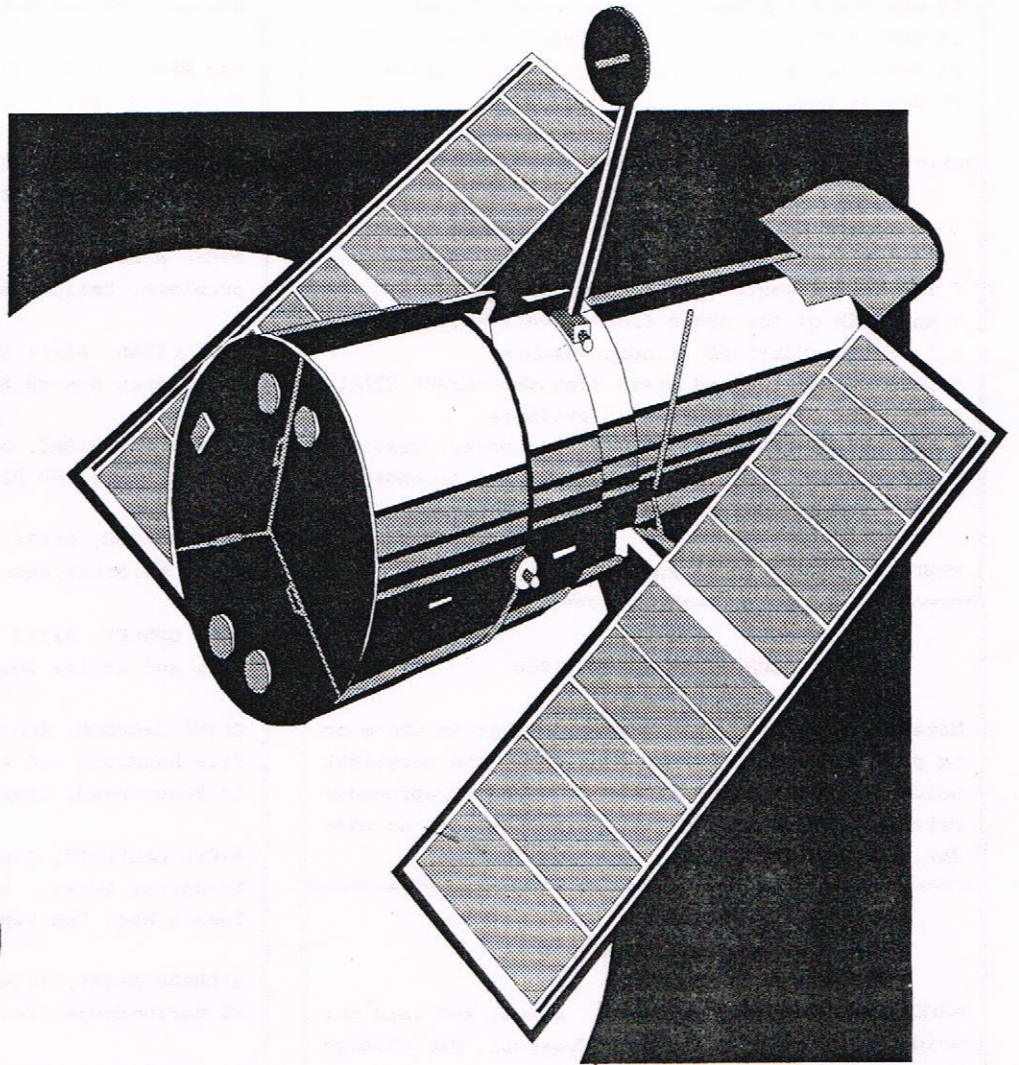
**THE UK'S ONLY SERIOUS CPC MAGAZINE
AND PREMIER CPC CLUB**

ISSUE 97

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FEBRUARY

1996



***Communicate with the
CPC World through
the pages of WACCI***

WACCI

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THE BENEFITS OF WACCI MEMBERSHIP

- * The best magazine for serious CPC users.
- * An INDEX of the above from issue 1 - 87.
- * 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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WACCI: The club for Amstrad CPC computer owners.

FRONT COVER: Paul Dwerryhouse.

THE TELEPHONE HELP-LINE



BOB MOFFATT, 01994 453509,
Pendine, Carmarthen.
Masterfile III, Mastercalc
Qualitas and Protex.

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

MALCOLM BRABBIN, 01502 716344, Suffolk
8pm to 11pm but not Saturdays. Basic programming.

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 259942, Wigan, Basic, Stop Press
Dk'tronics Speech Synth and help with Dawn.

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 481705 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
Powerpage 128, Gpaint, Tasword, Disc'o'Magic,
PD Utilities, Basic programming, the Star LC10
and Epson LX printers. 6pm 'til midnight.

NIC RAYNER, 0850 992747 (mobile) Manchester.
CPC Emulators on the PC.

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.)

WACCI

Edited By: *Paul Dwerryhouse*
Owned By: *The Club Members*

Conceived and Founded
By: *Jeff Walker*
In: *October 1986*

Developed and Expanded
By: *Steve Williams*
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Hi everyone and welcome to the one and only ninety-seventh edition of WACCI, So what's new - not a lot really. A member requested in FC for more news in the magazine, well if nothing happens then what have I to report... only club news. And there is some of that knocking around so let's kick off this issue with it.

TAKE A BREAK...

Frank Frost is out of the frame as he is taking a break from club duties for a couple of months. If you have any need of three inch, three point five inch discs/Firmware Guides then order them from me. If you have just ordered from Frank then don't worry as Frank will send all orders on to me.

PUBLIC DOMAIN LIBRARIES

John Bowley has asked me to ask you if you have any PD programmes that are not in the WACCI PD library. John is looking to expand the library so have a dig in your collection - ta.

A GONER...

Siren Software appear to have left the CPC world, oh well it had to happen sometime I suppose. They have supported it for a long time so I guess we have to thank Simon Cobb of Siren for keeping going for so long and to wish him well for the future.

CONVENTION NEWS

Yes, we do have some at this early stage in the year. Angie has been a busy girl and we now have a likely date for the '96 Convention at the Bescot Stadium: *Sunday 29 September*. Angie has been negotiating hard on Richard Fairhurst's account to get the donought stall in the main hall.

The cost of the Convention is likely to be in the same region of £200-250 so again I shall be looking to finance it by making a small charge for each ticket sold. Angie and myself feel that £1.00 per ticket is not over the top. What do members feel.

By the way, there is no need to volunteer to pay the full amount. I am, of course, most grateful to last years anonymous donor but with the success of last year behind us no offer of large sums of monies is needed to kick the Convention into life this year. However, if you have any hard/software that you would like to donate to the Market Stall, to sell on behalf of the club, then we would be most grateful. This will help offset the cost of the day.

STAMPER RETIRES

After many years of loyal service to the club Stamper is to step down as Discounts Manager. My personal thanks and best wishes go to Stamper. There is no glamour or limelight when you are Discounts Manager but you are a very important cog in the club. Stamper is, of course, remaining a member. Thanks again Stamper.

MARK MOVES ON...

WACCI Revisited has been kept going by Mark Johnson for the last 18 months or

so. Mark is a busy lad these days with his college work so he wants to swap over to The ABC of PD. That's fine by me but it leaves a vacant post. Fancy a go at the Revisited post, then let me know. It greatly helps if you have Protex and Promerge on ROM.

WISH LIST MANAGER

Ernie Ruddick came forward to fill the post so now we need to sort out the finer points of how it all works.

Would you like to volunteer to become a staff writer? All you need to do is to let Ernie know the specific areas you feel happy about tackling. Ernie will contact you when your knowledge is needed. Go on, help your club and volunteer, I bet you can help in one way or another.

IT'S GOOD NEWS WEEK...

Dave Caleno has some good news for us. All of the ex-Nemesis and Microstyle CPC programs are now Public Domain.

If you send Dave a data formatted (3" or 3.5") disc(s), a return stamped addressed jiffy bag (of the appropriate size) then he will send you the programs. There is a copying charge of 50p per side, the details you need to know are as follows:

Super Meddler & Hackpack	- 2 sides
Bonzo Blitz	- 1 side
4 Adventure games	- 1 side
Bonzo Flash Pack	- 2 sides
Bonzo Bigbatch	- 2 sides
CPC Procopy and Maxidos	- 1 side
MS800	- 1 side

COMPETITION SPOT

With: John and Carol Bowley
97 Turrington, Bretton
Peterborough PE3 9XT
Tel: 01733 702158

Welcome once again to your favourite competition page. Gosh it's February already. We don't know about the rest of you but we are still reeling from the speed with which last year vanished. Anyway your entries have been pouring in for the January competition. They are a great mixture of first-timers, new members and faithful regulars (bless you all) and to you all we say Good Luck, thank you and keep 'em coming. Now on with the show. <<Carol and John>>

JANUARY'S COMPETITION

The results for this competition will be published next month as this issue went to print before the close of the competition.

FEBRUARY'S COMPETITION

Here are a selection of questions for you. Most are science fiction and some are techie type and some are just plain silly but have a go.

- 1) What was the name of the handsome blonde pilot of Fireball XL5?
- 2) Who is the new female presenter on The Big Breakfast?
- 3) What was the answer to the Ultimate Question to Life, The Universe and Everything?
- 4) Which TV series started with the line "Stand By For Action!"
- 5) What is the start address of the 464/6128 screen memory?
- 6) What is meant by perennial?
- 7) What was the name given to the guardian balloon in The Prisoner?
- 8) Who wrote the book The Gillivors?
- 9) What is the CPU inside a 6128?
- 10) Where is Dr Zachary Smith?
- 11) Which set of films boasts "You'll believe a man can fly"

- 12) Where is there a fifth dimension beyond those known to man?
- 13) Who is the odd one out? - Billy, Tommy, Ayesha, Garry, Rocky, Kimberly or Adam and why?
- 14) Which cosmic Rip van Winkle was frozen in his spaceship and woke up in the 25th Century?
- 15) What is the 'medical' name for the Foxglove plant?
- 16) Who is Dr Whos arch enemy?
- 17) How many discs are there in the PD Library?
- 18) Whose catchphrase is "I don't believe it!"?
- 19) Which range of PD discs (nos from/to) is Ian Parker in charge of?
- 20) Please give me your most amusing meaning for WACCI?
(Well Aren't Carols Competitions Interesting!)

GET YOUR ENTRY IN

Don't forget to enter even if you don't have all the answers, yours may be the first to arrive and win you a PD disc of your choice.

PRIZE ON OFFER

The first prize is two WACCI binders. By now you've read all about them in the supplement and now's your chance to get two for FREE.

CLOSING DATE

Your entry needs to with me by the end of February please.

WHEN CHOOSING PRIZES

Please remember that when you enter any competitions we want to know which prizes you would like to win.

Always tell us whether you want the prize on offer and a choice of 3 discs (3" or 3.5). This will save us a lot of time as we may have to write to you and then wait for your reply. <<Ta>>

UNRECEIVED GOODIES

I am sure that I am up-to-date with all outstanding prizes but please get in touch if you haven't got them yet.

TELEPHONE

Please make sure that you now use our new number: 01733 702158 <<Cheers>>

THAT'S ALL FOLKS

I think I've just about covered everything so now I'll get off the computer and give it a rest.

The poor thing has been busy this last month with John doing the supplement. He's made a great job of it and should be very proud of himself. I know I'm singing his praises but I've seen all the hard work and many hours of arm ache, head scratching and yes, swearing that has gone into it. Well Done Love! See you all next month. <<Carol>>

NEW PD DISC 116

I'm pleased to announce that Smart+ and Fluff is ready and waiting for you.

I've only just finished typing all the instructions up for you.

Boy! My fingers hurt anyway its now done and NOW available from Doug Webb.

Please note that this disc is only suitable for members who have a 6128 or 64k Plus computer. <<John>>

Fair Comment



PHILIP "Tigger" DIRICHLEAU
Ground Floor Flat
121 Ripon Street
Lincoln
LN5 7NG

WELL, IT LOOKS LIKE A LETTER, JUST Seasonal Greetings Paul, I thought it was about time I pressed a few keys on the 6128 keyboard and see if I could come up with something that looks similar to a letter.

After reading WACCI for the past year I have been amazed at the number of other people whom, like myself, must have been made wary of using mail order to buy computer equipment from some companies. It was in the early days of 1991 that I lost (wrong word) was robbed by a certain P.C. of over £150, still it's water under the bridge now. <<Ouch! -Paul>>

All this writing is making me feel very sleeeeeeeeee, (ZZZZZ), sorry about that, fell asleep on the 'E' key.

Anyway to get down to the reasons for writing, I would like to say thankyou to, Peter Campbell, Frank Neatherway & Brian Key for their very rapid response to all my questions and to the fast delivery of orders. (Thank goodness there are still genuine people about.)

My wife said she would buy me a Modem (to keep me away from the pub I think!) so that I could contact BBs. (Wasn't there guns advertised called BBs many moons ago, or is it my brain showing signs of age.)

Time for yet another mince pie and wee dram (hic). Have you ever noticed how sticky keyboards can get when you're eating mince pies.

Anyway time to get back to the Modem problem, could you ask Angie if she could put an advertisement in the MARKET STALL for an Amstrad SM2400 or equivalent model. I believe this is the right Modem for my system.

The system comprises: CPC 6128, 3", 3.5" drives ABBA & side switches, KDS 8-bit port, ROMbox fitted with Maxam Protext, Promerge+, Prospell, Utopia and Parados (in slot 6). I also have a Pace RS232 interface with Commstar ROMs.

Must go now because the BOSS wants me to try the Santa suit on, (it must be shrinking a little bit each year). Good job Santa is supposed to be a

roly-poly, I'll never get down the chimney though, must be something to do with siting in front of this screen for days on end eating those tasty pies.

Bye for now
Steve Willcox
Hayes

P.S. Please find enclosed cheque for £20 towards another years:- White Artful Christmas Cake Icing, please put excess into WACCI coffers.

<<Dearest Steve (note patronising tone chaps), are you sure you're feeling all right or is this one christmas too many for you. Paul has sent your request of to 'the Angie'.

One quick question, what is a fully grown man doing climbing up an down chimneys pretending to be santa? I think it was some of those pies you've been eating -Philip>>

DR STRANGELOVE WRITES

Dear Philip de Thing on a Spring, I had a word with Paul tonight and he reckoned this should be considered for inclusion in FAIR COMMENT - ultimate power is yours Philip de Smith, prospective hubbie of Angie - so I shall note down the tale. <<I have to oddest feeling that too many people took that entire comment in the wrong way. I could never marry Angela, it would mean having to be related to Arthur -Philip>>

While some may regret the inclusion of adverts in WACCI there is a reason. Those advertising are doing so free and they are promoting WACCI by sending out WACCI publicity leaflets with ALL orders for Amstrad goods they get. There has already been a good response <<There has too -Paul>> and these fall into two sections. Those that want the free copy to see just how professional WACCI is and those that are looking for something to replace their monthly fix now that AA is no more. The advertisers have also made some special offers to us members in pricing. Further to this, Paul is

also going to get some posters printed which we can ask local small computer shops to put up advertising WACCI. We need to grow and this has been an ongoing programme since the WACCI Fair. More Members will allow Paul more financial freedom and we all should then benefit from it.

Now the tale. We all see adverts in the local press and on shop cards offering CPC's with monitors and software "no separate item offers" being required and the resultant price being a little high to say the least. I thought on this and the answer seems to be that if you, Dear Member, want a 464, 664, 6128, one of the two Pluses, a printer, Rombox or whatever then utilise the free advertising space in the local plethora of free weekly newspapers and other local press. What you want is the item(s) at affordable prices, not to pay for what you don't want along with what you do. So I put an advert in the local paper, cost me nothing, and I set the prices I was willing to pay. This limits the responses but if they call you've got the prices set already. So here is the advert:-

WANTED Amstrad CPC 6128 paying 10.00.
WANTED Amstrad CPC 6128+ paying 15.00.
WANTED Amstrad CTM 644 paying 10.00.
WANTED Amstrad CM 14 paying 15.00.
WANTED Amstrad DMP 2000 paying 10.00.
WANTED Amstrad DMP 3000 paying 10.00.

With the usual 15 free words per advert you'll probably need two clipped advert copy forms from previous weeks issues. I used two forms for that lot and it went in the paper.

The phone call response was therefore pre-gearred to those prices and the outcome was that a CPC 6128 with a CTM 644 was available for £20.00 and was I interested in a CITIZEN 120D as they didn't have a DMP for £10.00. It then turns out that really they wanted to get rid of the whole set up and so for £50.00 the outcome was:- <<See over -Paul.>>

- 10.00 - CPC 6128 with Manual
and CP/M+ master discs
- 10.00 - CTM 644
- 10.00 - CITIZEN 120D with Manual
 - 1 - 8 Bit Printer Port
 - 1 - AMX Mouse, Manual and Software
 - 1 - Extension cables
 - 1 - Rombo 8 Slot Rombox
 - 1 - RODOS ROM
 - 1 - PROTEXT ROM with Manual
 - 1 - PROMERGE+ ROM with Manual

<<Editors note : I've had to cut out the rest of the list or it would have filled the rest of Fair Comment. There was a whole load of software -Philip>>

Yes there are a few things there that don't interest me but would you have refused? I think not. The point is they wanted a low price and fell in with the advert and got a sale while the free advertisers that offer Anstrad set ups at 150.00 and more don't get any takers. Set out what you want and what you'll pay for all to see and you'll be suprised at the results.

A corollary of this were the two phone calls that wanted to BUY from me at those prices from young lads - bemoan the lack of reading standards - but it does show that there is an interest in the CPC range. Harking back to the first paragraph, you will now comprehend why we are pushing for a wider public knowledge that a worthwhile publication supporting the CPC is still being produced.

And in conclusion a Happy and Prosperous New Year to Freddie (get back on the phone soon), to the Bloxwich Bovine (at least Brains is understanding), to Charlie (perhaps you can return or reply to all those who sent you cash or discs whilst AA reported continuously that ROBOT PD was ongoing), to the chap of Penguin PD who does a brilliant take off of a certain person, to Paul (who we all take for granted and shouldn't) to John (who I always seem to phone while he is on the throne) and to Peter (you still ain't got it in your advert so -phone 041 554 4705 for the "DES Programmers Guide" which is a good read and well worth the £2.50 - Credit Cards accepted and answer phone set to accept orders).

Roy Everett
Braintree

<<Hello Roy, I'm glad someone has finally explained the sudden increase in adverts. I know that some members have been concerned about this but, if it increases the WACCI membership, then it has to be a good idea.

Free adverts for Comsoft now. OK, I'll let it pass, this once -Philip>>

STREETTTCCHHED PRINTING

Dear Philip. In Fair Comment in the January 96 issue of WACCI several members were talking about the stretched effect on print-outs when using 24-Pin and Ink Jet printers.

I had the same problem when I purchased my printer, an Epson LQ-100 24-Pin. Apparently, this occurs because 9-Pin printers use a line feed in increments of 1/216in whereas 24 Pin printers and Ink Jets use a line feed in increments of 1/180in. For normal letter writing this doesn't pose any problem as the standard line spacing of 1/6in is easily achieved by using 36/216in on 9-Pin and 30/180in on 24-Pin and Ink Jet printers.

The problem arises when you come to print out Clip Art and Graphics as all the programs are designed for 9-Pin printers. However, there is a program that will print out graphics and clip art without stretching them. This is "Pageprinter" which is available on disc from Goldmark.

It works well with 24-Pin printers and I would imagine that it would work just as well with Ink Jets. The program has to be used in conjunction with Microdesign and Microdesign Plus as all the graphics have to be converted to ".DR" files before printing. This is easily accomplished using the Microdesign Conversion Program on the MD+ disc.

The biggest drawback with "Pageprinter" is the length of time it takes to print out but the finished quality is excellent. Regards

Ron Boreham
Pembroke Dock

PS. I have included print-outs of a clockface. One is taken direct from Microdesign and the other is put through the "Page Printer" program.

<<Dear Ron, you're right. Direct from Microdesign, the clock looked very egg shaped, but from Page Printer, it's actually circular. I believe the

program is now available from Comsoft, or so I've been informed -Philip>>

<<Hi there Ron, just a small point I'd like to add if I can butt in here Philip - be sure to save the MD+ files as complete pages as PagePrinter won't work with sections of a page. It is an excellent program. -Paul>>

STRETCHED PRINTING AGAIN

Dear Philip, In response to Derek Osborn's question about Canon BJ200's ability to print digitised pictures, I can confirm your diagnosis that the problem is in the line feed. I have no experience with graphics but I have a bit of software which has a printer test which includes a picture and the BJ produces perfect results so obviously the solution is in the software. I seem to remember a similar problem raised in past WACCI's which was solved by Goldmark. I note, too, that Comsoft has Proprint which has 9 and 24 pin printer drivers and Page Printer for 24 pin and inkjet driver for MicroDesign Plus.

Filling BJ200 cartridges is a piece of cake and much easier than reinking ribbons. There are kits available from £18.99 downwards which contain either a couple of squeeze bottles of ink or a syringe plus a bottle of ink.

Basically the method is as follows: Locate the plug impression at the top left of the right hand side of the cartridge-the side near the mounting slot. Make a small hole in the plug impression with a screw hook or similar. If using a syringe, fill with 15ml of ink. Push the syringe well into the cartridge-you will feel some resistance-squeeze and the job's done. You don't need to plug the new hole but a bit of sellotape will do the job if you're nervous. If you buy a kit, hang on to the syringe or squeeze bottles because refill ink can be bought for about £6 a bottle, enough for two refills.

Incidentally, I recently suffered the dreaded stretched belt syndrome which put the 6128 out of action but it's better now thanks to A J Howard's excellent belts and instructions. Tricky to do but an interesting experience.

Best wishes
Ron Hobday
Bedford

<<Dear Ron, thanks for the method of filling the Ink Cartridge. I'll give one word of warning about it though. Syringe needles are VERY dangerous and must be treated with care at all time. Ink is also potentially lethal if accidentally injected. This is about the only way to refill a cartridge, but do so with extreme care. Adults only sort of thing -Philip>>

WHAT'S OUT THERE THEN?

Dear Philip, I will keep this as brief as possible. Can we have an article done by someone in the know of what other 'zines are available to fellow CPC users besides WACCI, CPC User and CPC Southwest. Can we have an updated list of others available so that we can support them.

Cheers
Peter Curgenvan
Cornwall

<<Excellent idea Peter. Would any members who run a 'zine, be it paper or disc, drop me a line to the Fair Comment Address. Also, if any member knows of a still running 'zine, would they also let me know. I'll report back next month -Philip>>

<<Aye up Peter, it's me butting in again. You just may well remember THE FORTHCOMING magazine reviewed last month. Well it's closed down after only one issue. Here at WACCI I'm happy to give anyone a plug but really I'm thinking of playing a harder line as this is not the first time this has happened. Tom Neill should have called it the FORTHGONE. I look forward to the list - maybe we can review one with a bit of staying power. -Paul>>

RAY NEAL : PLEASE READ THIS

Dear Philip, at the end of Ray Neal's review in the January WACCI, you mentioned the two booklets he had produced as an index for AA and ACU.

At one time I thought of doing something on the same lines but it seemed to be a pretty hefty and time consuming task and I've always put it off. Is there any chance of getting in touch with Ray and getting copies - I'd really love to have them.

Merry Christmas Past and a Happy and Prosperous New year to you Philip.

Patrick Hanlan
Liskeard

Merline-Serve/KAD, Brympton Cottage, Brunswick Road,
Worthing, West Sussex, BN11 3NQ. Tel/Fax 01903 206739



Recycling CPC Goods

Merline-Serve

Merline-Serve is a non-profit making service run by CPC enthusiasts, for CPC enthusiasts. We supply software and hardware no longer available from the commercial software houses and publishing companies. We stock many books, magazines, fanzines, ROMs, hardware, software (both games and utilities) on disc, tape and cartridge. Our items are in good working order, or your money back. We will consider swaps, part exchanges and purchases ourselves. If you can't get hold of a CPC item, then try us, because we have probably got what you want, can get hold of it or know someone who can.

We also run **King Arthur's Domain**, a disc based PD library containing over 200 discs. For a catalogue, send a disc (3" or 3.5") and an S.S.A.E. to the address above.

Merline-Serve is now offering a standard 10% discount to all WACCI members. To get our latest catalogue, simply send an A5 S.S.A.E to the address above, and we'll get one on it's way.

...remember your 10% discount...

<<Hello there Patrick. Those two booklets of Ray's have been extremely useful to me, as I said under the article. Now if Ray would be kind enough to send me copies of the Master Files, I'd be pleased to print out copies for any member who wants them. What about it Ray, how about letting others take advantage of your hard work. Oh yes, I've almost worn the AA version out with so much use -Philip>>

<<Gosh I'm making a habit of this aren't I! Why not put the files in the library for all members to dip in to. Well it's a thought. -Paul>>

BABANI AGAIN

Dear Philip, I recieved the enclosed from Babani this morning for an SAE. As you can see, it is still possible to obtain thier books from them directly. I have done so several times in the past and have found them very efficent. For many years, I worked in an office just accross the road from The Granpians and I have actually visited the premissis.

Best Wishes
Alan Carey
Carshalton

<<Thanks Alan, most appreciated. I didn't know Babani did that many books and on such a variety of subjects. Should any other members wish a Babani Price List and order form, their address is thus:

Bernard Babani (publishing) Ltd
The Granpians
Shepherds Bush Road
London
W6 7NF

Drop them a line and an SAE. It might be worth your while. -Philip>>

<<I'll not butt in here. -Paul>>

MESSAGE FOR PETER KILNER

Dear Peter, I have received your letter and I'm looking into your EPIC problem at the moment. I'll contact you as soon as I've found out what's wrong.

Philip DiRichleau
Fair Comment

<<Dear Philip, I'm very hopeful of an EPIC article appearing in a WACCI near

8BIT

THE MAGAZINE FOR ALL 8BIT COMPUTER USERS

**Yes, if you've got a CPC
or a SAM,
a C64 or a PCW,
a Spectrum,
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Brian@spheroid.demon.co.uk**

you soon. I know that many members have struggled with EPIC but others rate it highly. -Paul>>

THAT SECTOR EDITOR ARTICLE

Dear Philip, I feel I must thank John Cooper of Luton for his interest and the offer of a loan of the article on Sector Editing by John Fairlie, so perhaps I may have one or two lines of Fair Comment to do so. <<You've got 17 to do it in. Generous, aren't I -P>>

Many thanks John - I do appreciate your offer. I could not contact you direct as I do not have your full address. Thank you too, Philip, for the assurance that the article should be with us soon. I look forward to it with interest.

Happy new year one and all, if it's not too late by the time you read this.

Yours sincerely
Bill Allison
Stowmarket

<<I'm working on the article Bill. I have to be sure it's accurate, since Sector Editing can seriously damage data on a disc if I get it wrong. I won't though, I'll get it right.

On the subject of members addresses. I have no problem with putting a full address under a letter, but only if I'm requested to do so. Some people, quite understandably, do not like their address plastered across the pages of WACCI -Philip>>

THE GERMAN VERSION

Dear Philip, I have only been a member of WACCI for a short while but must say how pleased I am that I joined. If Amstrad is to be kept alive by a group of enthusiasts then long let WACCI be it's hub of communication.

I am writing for a reason. I own several CPC 6128's that I use for different reasons. One of these machines is a German model that has got centronics style sockets on the back instead of the normal edge connector that most of us are used to. I want to connect an amstrad DMP 2000 printer to this but have failed to track down the correct lead. I have been told that the connections for this lead are different to a standard centronics lead. I do not wish to damage my computer by fitting the wrong lead but have yet to find anyone



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	20	Midlands	NAC (Royal Showground) Stoneleigh
	21	London	Tolworth Recreation Centre, A3, Surbiton
	27	North East	Northumbria Centre, Washington, Dist 12
	28	Scotland	Mitchell Theatre, Charing Cross, Glasgow
Feb	3	North West	Haydock Park Racecourse, J23 M6
	4	Harrogate	Royal Baths Assembly Rooms, Crescent Road
	10	Bristol	University of the West of England, J1 M32
	11	Midlands	National Motorcycle Museum, J6 M42
	17	Worksop	Bassetlaw Leisure Centre, Eastgate
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	24	North East	Northumbria Centre, Washington, Dist 12
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	17	London	Tolworth Recreation Centre, A3, Surbiton
April	23	North East	Northumbria Centre, Washington, Dist 12
	24	Scotland	Mitchell Theatre, Charing Cross, Glasgow
	6	Milton Keynes	Stantonbury Campus Leisure Centre, V7 H3
	7	Midlands	National Motorcycle Museum, J6 M42
	13	North West	Haydock Park Racecourse, J23 M6
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that can put me right regarding this information. I would very much like to here from anybody that may be able to offer advice and help me to solve this problem.

Is there any chance of you possibly publishing a short article on the use of the excellent program "POWERPAGE"? I am sure that this would be of use to others as well as myself.

Best wishes to all whom I have met through WACCI and for all the help given. A big thank you to Anthony Jordan.

Kind Regards
Anthony Taylor
Aylesbury

<<Dear Anthony. This is the kind of letter I like, since its easy for me to answer and I am genetically lazy. The pin-outs on the odd, 'D' shaped connected, should be the same for the normal, edge on connected. If you put a 'D' connector at both ends, then it should work fine, so long as you get it the right way up. Even if you don't, no panics, I've known people to think they've had something wrong with the printer for months and all that's happened is that the cable is in upside down. No damage resulted to either computer or printer. Forgiving little beasts arn't they?

I've been working on a PowerPage tutorial for some time now, but it never seems to turn out right. If anyone else out there would like to try, then I'm sure Paul would be very please to recieve your efforts. Until such time, though, I'll keep on working on my effort -Philip>>

<<Come you PowerPage users, give us an article or two or three that others can enjoy. Philip can't do everything but never tell him that. Whilst talking about Philip, look out next month for a special article (I'll say no more....) which includes image of the said Philip. He doesn't want his picture published in WACCI so we have gone one better....

Well this has been one of the shortest Fair Comments since I've been editing then magazine (18 months now.) If you wish to see loads of adverts filling the pages of WACCI then don't write in, however, if wish to see WACCI full of interesting letters and articles then get writing. -Paul>>

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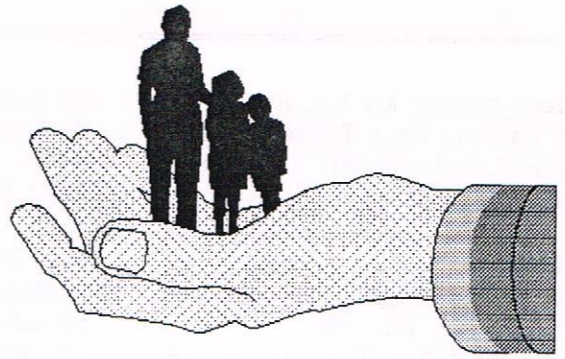
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STOP PRESS....STOP PRESS....STOP PRESS

There is a little change going to take
place to Angie's club duties due to
the patter of tiny feet. Before you
lot jump to any conclusions, Angie
will be fostering a wee tot, just 4lbs
she tells me. This will make heavy
demands on her time (4 hourly feeds to
start with) so she needs to shed some
of her workload.

She will still look after the Market
Stall and the Convention but is
dropping typing duties for Philip and
Fair Comment. Therefore all disc based
letters go straight to Philip and all
typed/hand written letters should come
to me as Jennie will become Philips
new secretary.

Obviously Angie's ability to answer
the phone will be somewhat restricted
as you are bound to ring just as a
feed starts. Also, she might be taking
forty winks, catching up on her sleep.
So I reckon it will be best to drop
her a note as to your requirements and
only 'phone as a last resort. -Paul



BLAST FROM THE PAST

It's that time of year once more. Christmas has gone and the new year is upon us all. Time for another slightly askew glance back at the last year of WACCI. It's also that time of year when those who think that WACCI is a little too staid, might just get a surprise. Welcome, one and all, to the yearly 'lets have a good poke at WACCI', commonly called, Blast From The Past.

COVERS

That's the bit that first greets you as you impatiently rip open the envelope, casting bits of brown paper across the floor. Eleven in total (Paul forced us to miss a month because he wanted a holiday), and the usual mixture of humour, surrealism and clipart. One major change was the new logo, done on a PC, which is slowly growing on me. As for the best cover, I reckon issue 86 or 90, for their awful play on words. The worst cover must go to Issue 94. It came as a bit of a shock to see that new logo and, matched with the picture in question, it did make WACCI look somewhat like the 1995 Beano Annual.

INSIDE FRONT COVER

I oft wonder how many of you actually read this bit. It's where you can find out where to get help on many subjects (including Dawn) and a contents list (WACCI gives its readers what they want), but there is little else I hear people call. Wrong. Try looking a little more closely. This is where you can find out just how bad a month our dearest editor has really had. I mean, he didn't even change the copyright from 1994 to 95 until mid-year, and then the last five had to stay unbolded until December. Better luck next year Mr Editor Sir.

We had a couple of new Helpline members this year though. Clive Jackson and Nic Rayner both. Unfortunatally, Chris Green and Laurence Saunders both dropped out after many years service. 'Bye chaps.

THANX AND STUFF

We started the year with Mike Lyons retiring (bad news there) and ended it with Paul promising not to up the

price of the mag. In between that, we had comments on the Convention, Binders, the Convention, WACCI job vacancies, the Convention, Amstrad Action folding and lots more about the Convention. We also had Paul messing around with the WACCI-Chap on the top and being unable to resist the temptation of some very bad jokes.

FAIR COMMENT

Paul and Angie were doing it to start with (maybe it would be better if I had phrased that in a different manner), with a note at the top stating that 'This POST Is Extremely Vacant'. Tough. They had to wait for quite a few months before someone wonderful stepped in and saved them from a fate worst than CPC Now. There were the normal sorts of arguments, comments, spelling mistakes and even a couple of very interesting arguments. Oh yes, I took over in September, almost forgot.

There were some right royal letters throughout the year, some amusing, some not so amusing and some downright confusing, especially for Paul, who admits to the Technical Knowledge of your below average hamster.

COMMENTARY

January started with an owl, it finished with Campursoft. Somewhere in between, we had a lot of other things. Paul told us that Mike Lyons had finally retired and that Clive appears to have vanished and then confused us all by added an extra Thanx and Stuff page and forgetting about the Compo-Page. He didn't even have a good excuse, blaming it on poor John Bowley and the Royal Mail. Fair Comment was the usual sort of thing, with progressively worst headers to the

letters. Alan Tilling was going on about KEY and KEY DEF, John Keneally mentioned Disc Sector Editing and Richard Smith confused me totally with some Machine Code. Meanwhile, on the other pages, David Crookes mentioning PD, Angela Cook talking to her computer (sounds normal) and Ron Izett/Douglas Thompson helping us along with Mail Merging. Ah yes! Next page. Ron Izett, again, Blast From the Past. It's tempting, but I shall refrain from reviewing it. Finally, we had something silly about Operating Systems and Bob Moffatt trying to review a printer, failing, and getting a good story instead.

I'm not going to bother listing entire issues, it makes for dull reading and ever duller (is that a word?) writing. So, lets see how much can be gleaned from February shall we? Bad Joke on the cover, nothing new there. Competition Spot was back, with John in danger of crying away the weeks. The 'Fair Comment Paul' completely mucked up a Protext Loader for poor Patrick Hanlan (I just love rubbing it in), and Clive himself sent in a rather cold letter that had an awful lot that could be read between the lines. <<What do you mean? -Paul>>

February also decided to present us with the true feelings of our computers for their users whilst Bob Moffatt continued to attempt to review a printer and continued to miss the mark, poor youngest son. David Crooks gave us some 1995 predictions, one out of three isn't too bad I suppose, Mark Johnson did manage to review a printer and Angela Cook reviewed Fluff, which is odd, if you think about it. Oh yes, a certain DiRichleau finally joined WACCI of his own accord instead of nicking his mates copy, as he had done for the last few years (naughty boy).

March reared its head and started badly. The Mike Lyons retirement letter led off Fair Comment. Paul continued to have fits of pleasure

over the convention, someone paid for the convention hall (who, who, WHO?) and the membership figures went up. Alan Tilling continued to lust after a National Lottery Win, Bob Moffatt finally reviewed the BJ230, Ian Parker introduced us to 8bit Mart, and Dennis Francis confused me with a Mystery story. Oh yes, there was also a review on Brunword Elite and Better Than Life (Red Dwarf VII starts sometime in February, don't call me when it's on, please).

April, Copydate my Birthday as it happens, had Paul telling us when the convention was, bits about Machine Code, Very Basic Basic and Bob Moffatt not reviewing a printer but going on about Drive Belts in his usual style. Another Story appears, so did instant Text, thanks to John Keneally. Route Planner was reviewed by Ian Parker and Richard Fairhurst was reviewed by Angela Cook. Yup, every system should have one, a portable Richard who can be packed away when not required. Hello, someone very strange appeared on the Helpline for the first time.

May lumbered into view, with a truly bad cover joke, there was a working ABBA switch with only one error, Trevor Lawrence Boxed with a Cat, poor moggy and Angela Cook (that girl gets everywhere) had a go at her Dad (which is a good idea). John Hudson told us the history of cursing keys, Bob Moffatt did something Moffattish with Mastercalc, and Steve Coops tried to make a pedal powered CPC. The year was getting increasingly strange.

June arrived, warm, wet and with an even worst play on words on the WACCI cover. Paul reported the closure of AA, the closure of Arnor and that someone was trying to blow up someone very strange. I wonder who that might have been? John Bowley created an odd puzzle for us, A future F/C editor appeared in F/C, on the easy side for the moment and Isobel Swade Glimpsed the future. Master Librarian Bowley Supplemented an Update (???), Brian Goddard predicted a believable future and Alan Tilling Deafened his function keys.

And lo, July dropped through the letter box. AA had just closed, Paul

was making a valiant effort with F/C and Peter Campbell showed us how to make BT even larger profits. Richard Fairhurst gave us a cut from his Diary and someone reviewed a book. What's this, another ABBA switch? Can you fit two to one computer?

But what happened next month. Paul decided he was tired of life and wanted to be strung up, so he denied us an issue of WACCI, two whole months without a WACCI. Make him pay, that's my motto. Mind you, he did give an excellent introduction to the new Fair Comment Editor. Meanwhile, David Crookes debated who shot the Amstrad (Probably the ex-wife), Richard Wildey told us about the Campursoft VLR (Very Large Rombox) and, oh dear, someone let us all know how to use the Helpline better. More about Machine Code and no Alan Tilling. Indeed, WACCI was not going to be the same for a while.

Octobers issue arrived, in October. This was not WACCI at all, right on time, month after month? Hard to believe. The convention had just happened and the issue was very Conventional. Something very strange had happened to Fair Comment, something very strange indeed. Well, someone very strange anyway. Would WACCI ever be the same again? Carol Bowley victimised poor old John, WACCI went looking around the Internet and Sphinx appeared for the first time. If you want to know who Sphinx is, look at the story pages, there's a clue there. Ian and Ron Izett found some Frequently Asked Questions, Angela Cook finished a trilogy on Magazine History and Frank Neatherway pruned a Family Tree (Sounds like a psychopath to me).

Hello November. I think Paul took pity on the world and decided to Cull the WACCI membership. Why else would he change the logo without telling anyone? What on Earth is that? I suppose it grows on you after a while. Mike Lyons appeared in Fair Comment once more, as a victim this time and Angela Cook reported on the Convention and nearly got herself lynched by a couple of people. A WACCI Questionnaire appeared once more, Paul is really asking for trouble, Sphinx continued

and so did some Frequently Asked Questions whilst Part one of Isobel Swades Givers blessed our pages

And finally December. Paul told us how much WACCI cost, Carol and John Bowley gave us some christmas clues and something very strange happened to the Fair Comment Editor. I thought it was only Paul who got his name wrong. Don't you believe it. Just who are Richard, Tigger and Flip, that's what I want to know. David Crookes gave us the Fanzine idea and Alan Tilling was back, at last, sorely missed too. Angela Cook got Labelled (as what?) and Charley's Diary appeared again. There was an awful lot of stories this month, though, an awful lot. As it happens, I got slightly run over as well, by a large vehicle. As for the driver, SHE was most upset. So was I.

THE BEST BIT

Always a difficult one to choose. From a Techie angle, I find myself swinging towards Paul (Mr Very Large Rombox) Collins and his ABBA switch. I've done this little mod to quite a few 6128's and I can now manage the entire process in under half an hour. Purely for humour, Bob Moffatt's printer review (or not as the case may be), takes the prize.

AND THE WORST BIT

Missing WACCI for a month because Paul wanted a holiday.

IN CONCLUSION

It's been an interesting year. Paul's Editorship has gone from strength to strength, there have been some excellent articles, peculiar letters and a new logo, which is, I admit, slowly starting to grow on me. Since we're stuck with it, I suppose I don't have an option. On a downside, there were the odd issues where the fiction content was overdone somewhat. The quality of the fiction is quite acceptable, I just have to question its place in the pages of a computer magazine.

IN FINAL CONCLUSION

WACCI is still alive, still here and still going strong. Keep up your subs and whoever does this column next year will, I hope, be able to say the same thing. <<I hope so too. -Paul>>

VERY BASIC BASIC

Written by Alan Tilling, 65 Lawrence Road, Altrincham, Cheshire WA14 4EL

I hope everyone is replete after stuffing themselves with turkey, Christmas pud trifle etc. Just to start the New Year off I've a question for you. What do they call the bird we eat at Christmas in that country which is the next one along to Greece? Well we can't all get good questions in our crackers can we? Please don't send me the answer, just treat it as the thought for the day.

RECAP

If you have been following this series you now will have a menu, an exit routine and a means of entering data from the keyboard. You won't be able to do much with it but Rome wasn't built in a day. <<Don't know, I wasn't on that job - Paul>> The next sections of code to be discussed are the save data to disc and the load data from disc routines.

Nora Lees from Birmingham has written asking if it is only the wording that needs to be altered to adapt the program to run on a 464. I must confess that I don't know at the moment. I don't think there are any changes needed (other than changing the word disc to tape in several places) but if there is please let me know.

SAVE DATA TO ERR... SAVE DATA

That is probably the easiest change to make, just stay vague. It's no good having to type in all the data each time you come to use the program so the obvious thing to do is to save it. This is just what the next routine does - see program 4.

Line 3030 sets up black writing on a green screen. I've got a different screen colour for each routine. I don't know why but it seemed a good idea at the time but now I'm not so sure. Do mess about and modify the code as you think fit so that you end up with a program that you like.

The following line is obvious but notice that there are three spaces after the word "saved". This is to stop the name that you enter getting written on two lines.

Well count crops up again in 3060. In fact it crops up several times and always does the same job. 3060 sets count to 1 to make sure that the first datum is saved. (The first datum is in fact in count = 0 but I found that confusing so I started everything at 1. Now lines 3070 to 3100 form a while/wend loop. (Notice how 3080 and 3090 are spaced in one space to make the looping more obvious).

```
3000 :
3010 ' *****          Save data to disc          *****
3020 :
3030 INK 0,0:INK 1,9:BORDER 0:CLS
3040 INPUT"Please enter name of file to be saved ",filename$
3050 OPENOUT filename$
3060 count=1
3070 WHILE english$(count)<>"*"
3080 WRITE #9,english$(count),latin$(count)
3090 count=count+1
3100 WEND
3110 english$(count)="*":latin$(count)="*"
3120 WRITE #9,english$(count),latin$(count)
3130 CLOSEOUT
3140 PRINT:PRINT"Data saved to disc":PRINT:PRINT:CAT
3150 PRINT"Press any key when ready":CALL &BB18:GOTO 140
```

Program 4

OPEN UP THAT DOG HOUSE

Well the next statement isn't open up but openout and the output file that's opened is called what ever you called it in the previous line. Openout OPENS a file that will eventually be OUTPUTted. Remember last time, the program kept track of where it was by increasing a variable called count.

This explanation certainly applies to a disc based machine but I don't know if the tape system is the same so I must assume it is.



PIGEONS IN THE PARK

In this explanation, every time you see disc read tape if it applies to you. 3080 says write to stream (or channel) number nine, the contents of both english\$ and latin\$ each at pigeon hole number - whatever count is (count is the nerve centre of these routines). The following line notches 1 on to counts score ready for the wend in 3100 to send Basic back to its associated while in 3070 which checks to see if english\$ is a * and if it is not then it goes back into the loop. If it is then control is sent to the line after the while and carries on from there. 3110 and 3120 set english\$ and latin\$ both to a * and then writes them to the disc (tape) This looks like another piece of faulty coding because if the last entry wasn't a * then the loop would not have been exited. I think the last instalment of this program will be on how to clean it up! After the saving is finished, Basic CLOSEs the OUTPUT file, prints a little message so you know what is going on and the shows the CATalogue to prove it. Invites you to press a key and then stops the program with the firmware call - wait keypress - .&BB18. When the key press occurs, control is sent straight back to the menu.

TAPE USERS ONLY

(If you've got a disc machine, what are you reading this for?) It would probably be wise to change the word disc to tape in 3140 and change cat to gosub 6010. In the next line, 3150 omit Print"Press....ready":call&bb18 leaving line 3050 as goto 140. This means that after the last item is saved and the file is closed, a little message is displayed and after a short delay caused by the subroutine at 6010 the menu is displayed ready for the next section.

DELAYS DELAYS DELAYS

Because there are little messages to be read every now and again, instead of writing delays all through the code I've written just one and directed the program to GO to the SUBroutine each time it is needed.

```
4000 :-
4010 REM *****      Load data from disc      *****
4020 :
4030 INK 0,0:INK 1,16:BORDER 0:CLS
4040 CAT
4050 INPUT"Please enter the name of the file to be loaded
",filename$
4060 OPENIN filename$
4070 count=1
4080 WHILE NOT EOF
4090 INPUT #9,english$(count),latin$(count)
4100 count=count+1
4110 WEND
4120 CLOSEIN
4130 PRINT:PRINT:PRINT filename$" loaded"
4140 GOSUB 6010:GOTO 140
```

Program 6

```
6000 :
6010 ' ***  delay  *****
6020 :
6030 FOR delay=0 TO 1000
:NEXT delay
6040 RETURN
```

Program 5

Program 5 shows the delay subroutine and it works because even though it works so quickly, the computer takes a definite time to count from 0 to 1000. The return puts control back to the statement after the one that sent it away.

LOADS-A-DATA

When you have painstakingly typed in the data and then saved it, you need to load it back from tape or disc or whatever you are using. Program 6 is the load from whatever section of the program. Let's have a gander. As before the first few lines give the title, rem'ed out of course and set up an orange screen. The less said about

that, the better. The program then automatically presents the CATalogue of the disc. I would suggest that tape users omit line 4040. 4050 and 4070 are similar to before but 4060 is OPEN an INput file. This is the same as before but now its for inputs rather than outputs. The while/wend loop is controlled by detecting the end of file marker at the end of the data. This is put there automatically by the computer when the file was saved. There is little more to be said that would be different to the last section. This seems a good place to stop for this month. Next time we can get on to the actual translating section and probably have a bit of data to work on.

So 'till next month, bye Alan

The next bit is for those who can't read.

STOP PRESS....STOP PRESS....STOP PRESS....STOP PRESS....STOP PRESS....STOP PRESS....STOP PRESS....STOP PRESS....STOP PRESS..
Stuart Gascoigne has received an order for MicroDesign clip art discs but has mislaid the order/cheque. If you are waiting for MicroDesign PD for Stuart then please let him know. He, by the way, promises to be good in the future. -Paul.

The ABC of PD

THIS MONTH: WORDS GALORE

Hello and welcome everyone. First off I would like to wish each and everyone of you a happy new year. I hope that you have all recovered from the mountains of turkey that you no doubt had (well I did anyway!) and all the late night parties! Anyway, on with the show.

PD DISC 61

This is the first word games disc in the library and is packed with no less than eight games and four utilities. So there's plenty of fun for you word puzzle fans out there! A word of warning - before you can start to use the disc you must put a copy of BANKMAN.BIN on it from your CP/M master disc (side 1).

SCUTTLE

This is the first game on the disc and is for two players. Each player gets twenty letters randomly chosen by the computer which are scattered across a board. The letters are worth a certain amount of points and the player with the most points wins. There are various options to choose from at the start. If you chose to load the master dictionary at the start, be warned - it loads in four parts. Although this is not all that slow it does spoil it a bit. Another bad point about this game is that if you have got a green screen (like myself), it is very hard to see the letters - this spoils the game even further! *6 out of 10*

YOU CANNOT BE SERIOUS!

Another for two players, this game is played to the rules of tennis. Again you have to load either the master dictionary or a dictionary from the list given. The master dictionary loads in one less part than the one for Scuttle.

Points are lost or gained by each player guessing letters in turn, with the computer randomly choosing the words. The computer also starts each word. You score as in the game of tennis. Also you can blitz your

opponent by trying to guess the complete word. Very addictive.

Overall 7 out of 10

DOUBLE CROSS

Yet another game for two players, one of which can be the computer. Letters are pre-generated diagonally on the board, which can contain a maximum of 100 letters. The aim of the game is to create three-letter words by placing more letters on the board.

Each player in turn gets a new letter which has to be placed in an empty space. Words can run in any direction (forwards or backwards). The letters turn into points - if the letters are all the same colour the score is doubled. The big disadvantage with this is if you have to use a green screen. *4 out of 10*

STEAL

This is yet again a game for two players, just like the rest of them, so I think that it is about time that I stopped starting off with that introduction!

You start off with a 15x15 grid which can contain up to 200 letters randomly chosen by the computer. Each player in turn removes letters from the grid by making up words. You can steal letters from your opponent provided that your corresponding square is empty. The game is hard to start off with but gets easier. *Overall 5 out of 10*

CROSSFIRE

Each player starts off with an 8x5 grid. The aim of the game is to form words across or down by placing

letters in empty squares. The letter in play may be selected at random by the computer or may be chosen in turn by each player. This is a fun game and I would recommend it. *7 out of 10*

JAM

At the start of the game you can choose if you want to play against the computer or someone else. You start off with a board of 11x11 squares. The aim is to form words by placing letters in empty squares. The letter may be chosen at random by the computer or in turn by each player. There is one word to describe this game - brilliant! *10 out of 10*

SET

This is exactly the same game as You Cannot Be Serious. A Blue Peter "Here's one I made earlier" if ever I saw one! *7 out of 10*

WORD WARS

Have you ever played Battleships? Well this is played in the same way, except that you use words instead of ships. Great fun. *8 out of 10*

UTILITIES

There are four utilities on this disc - Anagram generator, dcdump, dicsort and dicced.

ANAGRAM GENERATOR

Create anagrams from words.

DICDUMP

Select and load ASCII or binary dictionaries into memory.

DICSORT

Examine wordfiles and check contents.

DICCED

This brilliant utility allows you to do all sorts of things with word files and dictionaries. <<Mark>>

THE ANGELA COOK INTERVIEW



THIS MONTH IT'S PHILIP DIRICHLEAU

He chops frozen sausages with a hacksaw, destroys blocks of cheese with a saw, owns a senile silicon disc and heats his flat with a hair dryer. Can this really be the eccentric side of Philip DiRichleau, our very own Fair Comment Editor? I'm afraid so.

INTRO

This month's interview I decided to do a little differently, mainly because the person in question is a little different. Rather than being the usual question-answer format, I thought an expose might be more in order. With that in mind, I set off for Lincoln in my dad's van (that's a story in itself) to find out what the real Philip DiRichleau was like. I braced myself for a whirlwind, but this is a whirlwind like no other.

THE GROUND FLOOR FLAT

Philip lives in a small flat in Lincoln. I don't think I will reveal the extent of his aging years here, as was planned. Suffice it to say that Richard Wildey, upon meeting him at the Convention, thought Philip was 18. Richard Wildey is quite, quite wrong. Act 18 maybe...

Philip is quite possibly one of the most infuriating men I have ever had the pleasure to meet. He is a self-proclaimed male chauvinist and extraordinaire, is divorced and has two lovely young girls. Jayne, his eldest daughter at six years old, is still attempting to overthrow him about use of the computer. Jayne is rapidly growing into a rampant CPC techy, just like her father. Is the world ready for a female Philip DiRichleau? It had better be.

DID YOU BUMP INTO TIGGER?

Those of you who collided with Philip at the Convention in September will know what a truly gregarious and effervescent character he is, and will also note his strange ability of leaving foot prints on the ceiling.

Dave Caleno likened him to Zebeedee, but I'm too young to remember The Magic Roundabout.

Philip is an extremely friendly person, he will quite literally talk to anyone about anything. Once he got a wrong number and spoke to the bloke for two hours - so the only fear you should have about his help line offer, is how you are going to pay the telephone bill.

THE NEW JOB

Philip first really invaded WACCI by taking over Fair Comment from Paul and Angie in issue 93, much to their relief. "The thing with Fair Comment," He explains, "is 'once you've started, it's like you've been doing it since the dawn of time.'" So he'll already know my dad then.

Fair Comment is a big job, which takes up a lot of time and effort, Philip manages to fill about six pages each issue with all your letters. "Angie helps a lot. If she didn't type up all the handwritten letters, I don't think I would ever finish."

So what happens to our letters then? Well, one way or another they are put on disc, and arrive at Philip's. He loads them into Protex, checks them, lays them out, then works on the answer. This can involve searching through old magazines and books, calling around people to see if they can help, collating information, co-ordinating efforts, and sometimes keeping peace on the pages of WACCI. Philip also lays out some of the other articles to help take the strain from Paul, we don't want to wear our Ed out too soon. <<What do you mean too soon, I prefer never. -Paul>>

TECH-HEAD

Philip is a self-confessed techy. He has an admirable all round computer knowledge, good programming ability, and a healthy interest in taking things apart. The silicon disc was in his flat for three whole hours before being dissected; it put up a brave fight.

Philip's computer set up is novel. His main machine (a 6128 he calls "Mother"), is assembled in a wardrobe. That sounds weird; it is. A shelf is chained to an open wardrobe, on which sits his keyboard. The monitor is firmly wedged into the right, the left containing discs. Above that is a shelf on which sits his Star LC-10, and more discs. Philip's computer is only slightly modified. One of the personalisations being a red and yellow internal disc drive. Did I mention he was strange? Did I need to?

Philip has many other computers, too many to list or see, including a 464 called "Baby". It is one of the earliest models of 464 you will find. Philip's father bought it, the first in Lincoln, ran a business on it when Amstrad Action said it was impossible, given it more use than a WACCI printer, and it works perfectly. It even still has the hole in the side where coal is shovelled. Is this Philip's prize possession? Somebody once offered him £400 for it and he refused to sell. This is one dedicated CPC fan.

AND FINALLY...

It amazed me just how accurate I was when I labelled Philip as "Tigger". He is certainly the only one. My mum thinks he's a nutter, and he is, but he's a nice nutter. If Philip doesn't laugh at this (kill me more like it), I know Angie Hardwick will. 'Til next month, have a good time, and write a letter to Philip. *Angela Cook.*

THE CPC EMULATOR

INSTALLATION SECRETS

by Nic Rayner

There seems to be some trouble in getting this emulator running, and getting CPC software copied. I have written some installation programs which are available on one of the PD discs. The disc contains all the original files (V 0.9), the installation programs, (to install to A: or C:), and a help file which explains what to do. If you already have the emulator then follow the instructions in this article.

INTRO

I apologise in advance that some parts of this article will be very obvious to some people, but as the CPC and PC are quite different I feel that I should explain the terms that I am going to use, and the way in which PC discs work. I am assuming that the hard disc is the C: drive and the 3.5" floppy is the A: drive, if this is not so on your machine, then please substitute other drive identifiers for A: and C:. Each instruction will be given on a line of its own and ended with *{enter}*, this obviously means to type in the command and press the enter key, (well I did say some of it would be obvious).

DIRECTORIES AND SUBDIRECTORIES

Whereas on the CPC discs are split up into 16 user areas, on the PC you can split a disc, (hard or floppy), into different directories and sub-directories (*figure 1*). Most PCs seem to be set up so that the DOS prompt shows Drive and current Directory ie:

A:\ root directory of A: drive
C:\DOS DOS directory of C: drive

The commands used in relation to directories are :-

MD NAME make directory of NAME
RD NAME remove directory of NAME (be careful as this is non-recoverable)
CD NAME change current directory to NAME
CD\ change current directory to ROOT directory
CD NAME1\NAME2 change to directory and sub-directory
CD.. change directory one level up (from C:\CPCEMU\DISC to C:\CPCEMU)

INSTALLING THE EMULATOR

If you are installing to the A: drive then you will need to have a blank formatted 3.5" disc ready. If you have got the new PD disc from WACCI, then you need not do all the following stuff, all you need do is put the disc in the A: drive, and type

```
CINSTALL {enter}  
or  
AINSTALL {enter}
```

depending on which drive you wish to install to.

I would not install on the A: drive as it will load somewhat more slowly, and the installation on C: only takes up about 1/2 a megabyte.

These instructions will install on the C: and will copy all the files exactly the same as the new disc from the club. You will need to be at the DOS prompt (exit WINDOWS). From ROOT directory in C: drive

```
MD CPCEMU {enter}  
CD CPCEMU {enter}
```

From C:\CPCEMU type

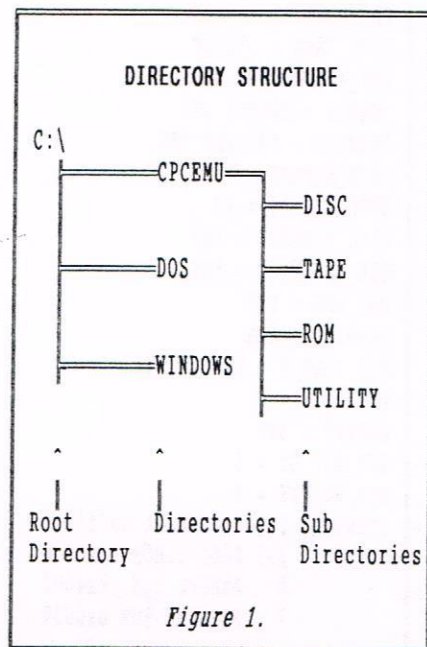
```
MD DISC {enter}  
MD ROM {enter}  
MD TAPE {enter}  
MD UTILITY {enter}
```

This will create a directory structure as in *figure 1*.

Now type:

```
COPY A:\CPCEMU\*. * C:\CPCEMU {enter}  
COPY A:\CPCEMU\ROM\*. * C:\CPCEMU\ROM {enter}  
COPY A:\CPCEMU\DISC\*. * C:\CPCEMU\DISC {enter}  
COPY A:\CPCEMU\TAPE\*. * C:\CPCEMU\TAPE {enter}  
COPY A:\CPCEMU\UTILITY\*. * C:\CPCEMU\UTILITY {enter}  
COPY A:\CPCEMU\CPCREAD.EXE C:\CPCEMU\DISC {enter}
```

This should complete the installation.



THE CONFIG FILE

In the C:\CPCEMU directory you will find a file called CPCEMU.CFG, this is a configuration as shown in *figure 2* (for reasons of space I have taken out the comments and only left in the actual important bits). This configuration file has a couple of things that can be changed:

```
DRV_A = filename  
the disc image in CPC A: at startup  
DRV_B = filename  
the disc image in CPC B: at startup  
USE_JOYSTICK = YES  
do I really have to say  
USE_EMS = YES  
Use Expanded Memory (works faster)  
ROM_BLOCKS = number (names of them)  
loads CPC roms
```

Most of these are either obvious or will be explained later, the only one

```

;CPCEMU.CFG

SHOW_CONFIG = YES
ROM_PATH = .\ROM
TAPE_PATH = .\TAPE
DISC_PATH = .\DISC
DRV_A = CPCPD1.DSK
;DRV_B = CPCPD1.DSK
PRINTER = PRINTER.PRN
TAPE_BYPASS = YES
DISC_BYPASS = NO
DISC_SPEEDUP = YES
USE_JOYSTICK = YES
USE_EMS = YES
RAMSIZE = 128
PIO_PORT_B = %00111111
VSYNC_CT = 0
GENINT = 300
SCR_UPD_CT = 6
ROM_BLOCKS = 3
;romnum: file: offset in file:
          255 Z80CPC.ROM 0x0000
          0   Z80CPC.ROM 0x4000
          7   Z80DISK.ROM 0x0000

```

Figure 2.

that needs explanation now is the bit about EMS memory. On the PC there are (or were until WINDOWS 95) several ways of addressing memory, there is the base memory (up to 640k), there is the Upper Memory Area (between 640k and 1024k, this is where it is possible to load DOS and other things with a good memory manager), and memory beyond 1024k. This last bit can be addressed in two ways, as Extended Memory (XMS) or Expanded Memory (EMS). If you have more than 1m (1024k) of memory, and almost all new PCs have, then the emulator will use this to switch pages of memory into, which will mean it runs significantly faster than if it does not.

RUNNING UNDER WINDOWS

I have found that the emulator runs at very much the same speed under WINDOWS as under DOS, the only difference I have found is in one or two programs which are doing a complicated graphics feature and making sound at the same time (ie MONOPOLY when it is rolling the dice and making a dice rolling sound), these seem to be in older programs, and it slows down a bit, but it also slows down in DOS, just not quite as much. I think that this is a

feature of the way the emulator handles sound. If you want to run under WINDOWS then start WINDOWS and from the PROGRAM MANAGER select FILE, and then NEW. A box will come up saying:

```

PROGRAM GROUP
PROGRAM ITEM

```

select PROGRAM GROUP, and create a group called EMULATORS (in description part, leave the Group File part empty). This new group will then come up and will be selected as the current window, you then go again to file, but this time you select PROGRAM ITEM. A box appears with:-

```

Description
Command Line
Working Directory
Shortcut Key

```

and a series of boxes on the right

```

OK
Cancel
Browse
Change Icon
Help

```

Select Browse, a box showing the directories on C: will come up, select C:\ by double clicking, then go down to the CPCEMU directory, and double click that. You will now be shown the directory structure of that directory on the right, and the files in the current directory on the left, select the file CPCEMU.EXE on the right, by double clicking, this will fill in the Command Line part. Type in the same directory C:\CPCEMU in the Working Directory part, and AMSTRAD CPC into the Description part. If you want an icon, click on the Change Icon button, a message box will appear saying no icons available for file click OK, and it will take you into a display of icons, select one and you will have setup a program group and item in WINDOWS, and from now on all you have to do to run the emulator is to double click on it's icon. I have also set mine up so that the AMSTRAD disc copier can be run from an icon. As above select the EMULATORS group, then FILE, NEW, Program Item, Browse, C:\, CPCEMU directory,; You now select the DISC sub-directory, and the

CPCREAD.EXE file. Next type C:\CPCEMU\DISC into the Working Directory part, and CPC DISC COPIER into the description part, you can also select an icon if you want to.

COPYING AMSTRAD DISCS

The reason that the CPCEAD.EXE program was copied into the DISC sub-directory is that it copies the AMSTRAD discs from the A: drive into the directory where it is, unless you change the target directory. When you copy a disc, you will first have to make a copy of the AMSTRAD disc onto a 3 1/2 disc (unless you have a PC that can read 3 inch discs), you then run the CPCEAD.EXE program on the PC, this is set up to read from A: and save to whatever filename is shown, I would suggest that you use descriptive names ie STOPRESS.DSK for STOP PRESS etc. You should always use the file extension .DSK, as the program is set up to look for that file type. When you copy a disc the program creates a disc image in the \DISC subdirectory, using whatever name you specified, these disc images can be treated exactly as you would use discs on the CPC, CAT, LOAD, SAVE, RUN etc all work as on the CPC. You can also create as many blank disc images as you want by repeatedly copying a blank disc, cheaper than buying them. I have tried some funny formats, but I have only been able to copy DATA, VENDOR, or SYSTEM format discs, no funny formats that I have tried have been copied.

COPYING EXTRA ROMS

You can put copies of other roms that you have into the emulator, to do this you must make a copy of them on the CPC, then transfer them into the PC, they should go into the C:\CPCEMU\ROM sub-directory. You should use the .ROM filetype. Once you have the roms copied into the sub-directory, you will need to change the configuration file. The changes you need to make are (figure 3) to change the number of roms from 3 to however many you are putting in, underneath you enter the numbers that you want them to start as and the file names you have saved them as. You do all this from the editor at the DOS prompt, before you start the emulator. You will probably save each rom as a separate file, and therefore the offset will be 0x0000

ROM_BLOCKS = 6

;romnum	file	offset
255	Z80CPC.ROM	0x0000
0	Z80CPC.ROM	0x4000
7	Z80DISK.ROM	0x0000
1	UTOPIA.ROM	0x0000
2	PROTEXT.ROM	0x0000
3	MAXAM.ROM	0x0000

Figure 3.

for all of them, the offset is how far into the file each rom starts. There will probably be very little point in making copies of roms like ROMDOS as there is no way to get disc images of larger format discs, it might even do some harm (I doubt it, I suspect that the emulator would crash, but I do not know for sure). There are some other roms (VIDI video digitiser etc) that there would be very little point to copying, as I suspect that connecting the equipment, while possible, would be a total nightmare.

USING THE EMULATOR

If you are running the emulator under DOS then change to the C:\CPCEMU directory, and type CPCEMU, this will start the emulator. If you are running it under windows, just click on its icon. When you start the emulator, it will check whether you have a joystick, EMS memory etc. You will then see the familiar AMSTRAD start up screen, there are four FUNCTION keys that you will need to use :-

- F2 - Screen Blanker
- F3 - Change Disc (select disc image file and AMSTRAD drive)
- F8 - Hard Reset (like the yellow button on a Multiface)
- F10 - Exit (goes to control screen)

In the bit about the CONFIG file there is a list of things you can change, you can select a disc image to have in each of the A: and B: drives at startup, all you have to do is change the filenames, and in the case of the B: drive remove the semi-colon before it. This means that you can set the emulator to start with for instance STOP PRESS disc in drive A: and a STOP PRESS data disc in B:, or you could have a spreadsheet disc in A: and a

data disc in B:. You can COPY, ERA, etc files between disc images exactly as if they were discs, the only thing that you can-not do (as far as I know) is to copy a disc image back onto a disc, so you can transfer data from the CPC to the emulator, but not the other way. If you print anything it is saved into a file called PRINTER.PRN, not actually printed out. The file is in the \TAPE sub-directory, this means that you can load the file into a PC word processor and print it out. I do not think that you will be able to do this with graphics output, but you could try. As many programs (especially games) come on funny format discs, it is useful to be able to make multiface copies. With the emulator you can run multiface copies of programs by using the ANTI-MULTIFACE program, which is available on PD disc 68. There are some games that do not work in the emulator, they seem to be ones that are making certain PORT CALLS, I have no idea why these do not work.

SOME PROGRAMS THAT WORK

Matrix Spreadsheet
Stop Press
Z80 Sim
Advanced Art Studio
Starwatcher
Monopoly
Scrabble
Anti Multiface

SOME PROGRAMS THAT DON'T

Nigel Mansell
500cc Grand Prix
Southern Belle

AND FINALLY...

This emulator seems to be a very well done piece of software, and it is being updated continually, apparently there is now a version 1.00, the version I have is 0.9. It seems to run at about the same speed as a CPC on a 25MHz SX 486, and on anything faster it runs quite a bit faster, except for odd things like running sound at the same time as tricky graphics.

Nic.

SD MICROSYSTEMS
(Dept Z) PO Box 24, Attleborough
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The CPC, PCW and PC Specialists.

Software:

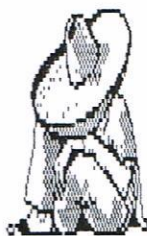
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ARE YOU SITTING COMFORTABLY?

ERGONOMICS
By
ANGELA COOK

When using your CPC, if you often find that your eyes go funny, you get a crick in the neck, or your back aches, you might just be doing something wrong. Angela Cook takes a look at how things should be done.

INTRO

Being comfortable, and safe, whilst using your computer are two very vital elements of modern-day life. Many people do everyday things incorrectly, and are damaging their health by doing so.

You should be seated correctly, with your back straight. How many people do? I'll confess first, I don't. At this moment I am slouching down in a very comfortable chair, and do not want to move. I should be sitting up straighter, making sure that I do not have a severely bent back and shoulders. I should have a seat that offers the proper lumbar support, and it should also be height adjustable. The one I am on at the moment is, but my normal chair is not, I've nicked dad's. Oh well. Also, if your feet do not touch the floor, get some sort of foot rest, even if it is only a box or an offspring.

KEYBOARD

Your keyboard is another matter. You should be at the right height so that your elbows are at right angles when typing, you shouldn't be way above or below the keyboard. You should also not have to stretch to get to type at it. I got that one right.

You should also get up and have a wander around every hour, to relieve the tension in your back, arms and legs, because of sitting in a more or less fixed position for long periods of time.

So I am sitting properly in the correct sort of chair, with my foot rest (okay, so it is the floor), at the correct height for my desk, and am not stretching to reach the keyboard, but now my eyes hurt...

SCREENS

The screen is probably the most important part of your safety check, it is, after all, what you are looking at all of the time. The first thing to do, is make sure that the screen is clean. Cathode Ray Tubes (the thing inside every monitor and TV that makes it work) attract dust. This will probably build up over period of time, without you noticing much. Therefore, CLEAN YOUR MONITOR REGULARLY, and your glasses too, if you wear them.

Your monitor should be at least twice the diagonal size of the screen (about 2 feet in other words) away, but not far enough so that you cannot read the writing. Your screen should also be at eye level. Many users have their keyboard and screen on the same surface, meaning that they are looking down at their screen. It is much better, not only for your eyes, but also your neck, back and shoulders, to have it a level above.

You should also make sure that your screen is crisp and clear, not blurred and fuzzy. I had this on my old Plus monitor for a long time, and it drove me nuts <<I thought you were nuts already- Paul>> (I must be, I write for WACCI!) How did I solve the problem? I got a new monitor.

If you need reading glasses, you should wear them when using the computer. If you are in any doubt about your eyesight, it is always wise to get an eye test, and tell your optician you are a computer user, it is very important not to strain your eyes. <If you can afford it, ask for an extra pair with a VDU focal length - Ron>. If you use computers at work, your employer has to pay for any

tests, and the treatment (usually just a different pair of glasses) if needs be. <<Seeya right, eh! -Paul>>

R.S.I.

Carl has a Gameboy. He used it non stop for about three days, then complained that his eyes hurt and were "funny". Also, his thumbs hurt, where he had been pressing the buttons. He trundled off to the doctor, and the verdict was that he had RSI, Repetitive Strain Injury (or Rather Serious Indigestion), < also *my initials, so why not Rotten Sub-editorial Interference?* -Ron> caused by looking at the Gameboy very closely and attentively for long periods of time.

"It was slightly painful, I kept rubbing my eyes, and they hurt when I tried to concentrate on something. I also felt incredibly tired all the time." Says Carl, on RSI.

Part of the cure for this was to have a light on, this reduces the stress of the eyes on any screen, which is why many cinemas now have their lights on low during a film.

Having said that, it is also important not to have reflection on the screen if you can help it, try moving your monitor to different positions in the room if you can.

Another thing to do, is to rest your eyes every five to ten minutes. Nothing painful, simply looking around, making your eye muscles do some sort of work, focus on something in the distance. If your monitor is facing a wall, try putting a mirror behind it, so you can focus on something in the distance behind you - or can't you stand the sight of your ugly mug? <Speak for yourself>

One good way to help the contrast of your screen, and overcome glare, is to buy an anti-glare screen, available in all good computer shops (unlike CPC

items...). You do not need any special design for your CPC either, although some types are a bit useless. These screens are available in glass and mesh. Mesh is cheaper, but glass gives much better results in toning down glare and beating RSI. I have glass ones on my CPC monitors, and to see one without it now is almost blinding, I do not know how I lived without it.

Okay, to wrap this up then, sit straight, sit well, but make sure you are comfortable, and change your CPC around if you have too. You do not want to age your body or eyes just for your love of a great machine.

THE COST! THE COST!

Okay, so conforming to all this might cost a bit. Maybe a new chair (mine came off a skip) is in order, but perhaps a cushion will do just as good a job?

As for the anti-glare screens, they cost between £10 and £40, the more expensive ones being not only glare resistant, but ultra violet light sensitive, radiation proof, and so on. If you have a monitor with bad contrast or discolouration (although the latter presents no harm to you or the computer, just the cosmetic effect) it might be worth getting a new screen, especially as they are now affordable at about £40-50.

ON THE LEVEL

How about the separate level for your monitor? Again, you need no real expensive piece of equipment. For my CPC I have a shelf above my desk with my monitor and printer on it (I know it is hard to picture, but it works, trust me). My Plus monitor is on a three piece wooden concoction, and the keyboard slips conveniently underneath. That did not cost the earth, and was not difficult to make either.

AND FINALLY...

If you really want to go to town, design and build your own custom ergonomic CPC desk. Now there's a challenge.

Angela Cook
Sitting
comfortably
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STELLAR OUTPOST

The Review by Philip DiRichleau

Usually, I don't like rating one game against another. It doesn't seem very fair to me, especially when you start rating full-price, professional games against low-priced, so called 'home-brew' programs. But saying that, I don't like the 'homebrew' title either for that matter, it always seems to imply that such programs are less than professional. That said, I'm about to do just that.

TIME TRAVEL WITH DIR

Stepping back into the mists of time, which is fairly easy for me since my 6128 doesn't just rarefy the chronons in the atmosphere around it, it completely destroys them, I find a full priced sci-fi game called Rebelstar. A strategy game as it happens, which involves a base, robots and a lot of thinking. A quick jump back into the present day, and I'm now looking at STELLAR OUTPOST from Crystal X software. On the surface they look quite similar. Or do they? Both are very professional, both are enjoyable, and STELLAR OUTPOST is far cheaper. What's more, the makers of Rebelstar long since abandoned the CPC, whilst Angela Swinbourne and CrystalX, haven't.

THE EXCEPTION OR THE RULE

A game review in WACCI is not the norm and, as for myself, I don't always welcome them. We're serious users after all, and never play games on our computers, (so why have I got just over two hundred of them) but this might just be the exception.

STELLAR OUTPOST isn't just fun, it's a teaser as well. Some games are dull, you play them a few times then they sit around, gather dust on Forgotten Philips (WACCI 91, PAGE 23) and are never played again. I've got a feeling this one might actually be a little different.

TEAMWORK TIME

You control a team who have to transport down to a base to recover a 'security item'. Just what this

'security item' is was never explained to them because they didn't need to know. There are problems, as always. To start with, there are these nasty (but oddly cute looking) aliens lurking around and they are very hungry. I bet you can't guess what they like to eat. Secondly, the power is out, and you've got to switch it back on again or you aren't going to be able to go home. Nasty. I mean, what sort of Captain sends down a search team without a way of getting them back again?

There are three troopers, a medic, two navigators and two engineers, each with a specialist duty. The three troopers are the real fighters. Higher stamina than the rest, and a better constitution. The navigators are those who use the trackers you can pick up, the medics' make you all nice and healthy and the engineers fix things. They also break them as well. They do need to, believe me.

EASE OF MOVEMENT

Moving these little sprite people around is easy. Just use a joystick, or set keys. No difficult key presses to remember. This means you can give your full attention to getting that so called 'security item' and then going home again, back to Captain Bligh. That's if you live.

IN CONCLUSION

As a pure strategy game, this one is fun. It's also a good way to pass a few afternoons whilst you're working out a new way to use Protext. That could be a problem. Stellar Outpost

might get in the way of ProText. With this around, I don't know if I should urge you to get it. With a different game every time, full save game option, a rapid turn over of moves and an addictive style, it might just get in the way of what we WACCIites should be doing.

THE PRICE?

But what about the cost? Well, it's going to cost you a massive two pounds sterling on tape, and a huge 3.99 on disk. Wait a moment. That's cheaper than the cost of blank discs in Lincoln. This is a getting bad for Techies like me. So, where do you get this bit of Techie-Destroying software from?

CRYSTALX SOFTWARE 11 Vicarage View Redditch Worcestershire B97 4RF
--

Oh yes, and Angela, who wrote the game and sells it, requests very politely with a baseball bat in her hand, that cheques and postal orders be made out to A. Swinbourne, since she can't cash them if they're made out to CRYSTALX.

AND FINALLY...

So, the final question. Is it worth it. Well, lets see. Yes, it's worth it. This game is enjoyable, fun, and is going to make you think a little. Don't let that latter put you off however. It may be a thinking game, but it's so simple to use that you stop realising that you're actually having to think about it. *Philip.*



MICRODESIGN + MEETS PARADOS

Thanks to Robin Tanner

Dear All, If you have MicroDesign Plus and Parados you might have been finding it a tad annoying in that MD+ fails to co-operate with Parados. In which case you will be deprived of using all those fancy disc formats with this rather nifty DTP package. Therefore, I have written a little program to solve your problems.

<<Please remember only to make the modifications to a copy of your MD+ master disc. -Paul.>>

THE PROGGIE...

This program alters the loader file for MD+ so that it recognises Parados and therefore allows the use of the large disc formats as well as preventing the annoying read error messages that can occur.

When you try using my program you will be presented with 2 options.

OPTION ONE...

The first is to just running MD+ with the alterations just in memory. I would recommend you use this option to test whether your edition of MD+ is compatible with my program. If they are compatible then I would recommend using option 2.

...AND OPTION TWO

Option 2 saves a new loader file onto your MD+ disc. Before selecting this option you will need to have made sure your MD+ disc is not write protected and that the "DISC." file is set to Read/Write. The new file replaces the original "DISC." file, which becomes "DISC.BAK", and should make MD+ and Parados totally compatible.

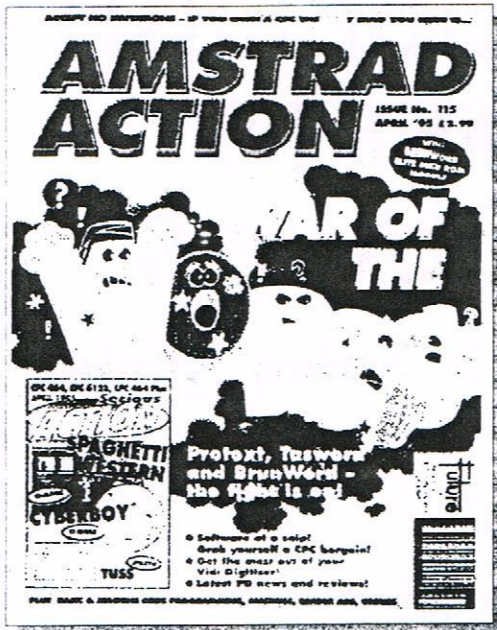
AND FINALLY...

I believe the only versions of MD+ that you might have are V1.412 and V1.413 which are both recognised by my program. If you have another edition you could try altering my program, but you will require a reasonable knowledge of machine code. If you don't feel up to the modifications or need any other help with the program then you can try telephoning me on 01778 343236.

I hope this program is of use to someone out there!
Robin Tanner.

THE PROGRAM

```
1 'Parados & MicroDesign Plus
2 'Compatibility Solution
3 '
4 'by KAPOW
5 '(c) 28.10.1995
6 '
10 MODE 1:PRINT"Insert MicroDesign Plus disc!":CALL &BB18
20 MEMORY &3FFF:LOAD"disc",&4000
30 FOR addr=&4780 TO &4795:READ a$:POKE addr,VAL("&"+a$):NEXT
40 MODE 1:PRINT"MicroDesign Plus"
50 '
60 IF PEEK(&4041)=&11 THEN GOTO 120
70 '
80 PRINT"Version 1.412"
90 a=&63:b=&8F:romchk=&406B:reset=&415D:ad=&4550
100 GOTO 160
110 '
120 PRINT"Version 1.413"
130 a=&60:b=&8C:romchk=&405E:reset=&415A:ad=&4555
140 GOTO 160
150 '
160 FOR addr=ad TO ad+21:READ a$:POKE addr,VAL("&"+a$):NEXT
170 POKE &478D,a:POKE ad+14,b
180 POKE romchk,&CD:POKE romchk+1,&66:POKE romchk+2,&9
190 POKE reset,&CD:POKE reset+2,&7:POKE reset+1,(ad MOD 256)-26
200 '
210 PRINT:PRINT"Parados Conversion code by KAPOW":PRINT:PRINT"Options"
:PRINT:PRINT"1) Test Parados compatible MD+":PRINT"2) Save new loader
file for MD+":WHILE i$<"1" OR i$>"2":i$=INKEY$:WEND:IF i$="1" THEN
CALL &4000
220 SAVE"disc.",b,&4000,&796,&4000:PRINT"Run DISC to test alterations!"
230 '
240 DATA FD,E1,DD,56,01,21,78,09
250 DATA 06,03,1A,BE,CA,00,02,FD
260 DATA E5,C9,50,44,6F,F3
270 DATA E5,C5,2A,7D,BE,5E,16,00
280 DATA 21,7F,6C,0E,41,DF,00,03
290 DATA C1,E1,11,00,80,C9
```



WHAT A FUTURE

BY
ANGELA COOK

Future Publishing used to produce Amstrad Action, Commodore Format, Your Sinclair and a few other magazines that have now closed, somewhat annoying to its few remaining readers.

THAT LOVELY CITY

I went to Bath, where they surreptitiously keep their offices, for a week's work experience. I did this for several reasons;

- 1) I want to write for a living, I don't care what it is, a review for PC Guide or a dirty story for Playboy...get me into print!
- 2) I wanted to meet Simon Forrester (Amstrad Action, Commodore Format and ST Format, now running around shouting "I'm out of work"), Karen Levell (AA, CF and now STF), Dave Golder (AA and CF too, now SFX), and other people I have spoken to and heard about.
- 3) I used to work for Amstrad Action (not that that has really got anything to do with this bit), and wanted to see more how a magazine is produced, and gain experience in this area.

So, for a whole week I was going to be working at one of the many Future buildings in Bath. I would be sorting out advertisers, rearranging deadlines, hiring and firing, managing magazines - just a little book review? The proverbial pie, was extremely high in the even more proverbial sky.

For the first two days I was there, I read their magazines almost cover to cover, and two Star Trek books Karen

was reviewing (I begged her to let me do just one of them and give her more time, but she steadfastly refused). My biggest job was making the tea and coffee.

One problem was that Simon (they actually call him "Hairy" up there) wasn't supposed to be there after Monday, that being CF's deadline. But as this is Future Publishing (and Simon Forrester), we all know they couldn't arrange a booze up in a brewery (the brewery's name being "Proverbial Brewers Inc.").

KEEP BRITAIN TIDY

Anyhow, Wednesday I got to using Simon's Apple Macintosh, that is, after I found it under the junk and rubbish. When I first entered their office (ahem) in one corner I could see a mound of paper, magazines, boxes, sweet wrappers, cans, drink cartons and hair, so determined that this was Simon's work area.

I was going to blow my nose on a tissue <<Do we really want to hear this? -Paul>> (Just wait, and everything will become clear). Anyhow, I decided to give Simon's monitor a quick wipe (it would have taken a pneumatic drill to get through all the layers of dirt), after I had done that, I wasn't prepared to use the tissue on a dead hedgehog, let alone my nose. <<Oh, I see now. -Paul>>

Wednesday and Thursday I went surfing, at least electronically. I

played around on the Futurenet and Internet, to see "just how crap it is" in Simon's words. I also used QuarkXpress, the package in which they lay the magazines out on. It is a well balanced package between word processor and desk top publisher. Mac's are very different to CPC's, C64's, PC's, anything I have ever used before, but I got used to them after a few hours. On the Thursday, Nick Peers (a guy from STF) was showing me what "subbing" was (more on that later), and I suggested turning the colour box off, to give him more room on screen. He asked me how to do it. I've been there two days, he's been there twelve months, why shouldn't I show him how to use Future's publishing package?

NOW THE THEORY

Now for a brief <<find Angela's definition of brief, it's on page 93 if you want to take a look. -Paul>> talk through what I have learned over the last year or so about magazine production. Let's assume that I have been commissioned to write an article, a round up of the top fifty games for the Amstrad CPC (or your favourite machine) of all time. Theoretically (although it doesn't always work in practice) I would get a commission through, or it would be done verbally whilst speaking to the Ed or whoever. On it would state the title of the article (which invariably changes), the word count, and deadline. After that, would be what is to be included in the article, taking note of the box outs and technical and financial details needed.

We will dispense with the research and actual writing of the article on my part (although that is a fair sized chunk), and will move swiftly to when the disc with my article lands on someone's desk.

Who's desk I don't know. Perhaps the staff writer or dogs body will load the file into QuarkXpress, and check it through. Now, because I was there at deadline, the end of the road, I didn't get to see any of this, so I am wibbling* it a bit. They will probably do some general checks on the soundness of the article, spelling grammar and the like. From then, I guess it is laided out on a "grid". A grid is an empty page, with the columns and headings, even the page numbers, sorted out, ready for the gracious flow of text.

It then gets transferred to the Art Editor's Mac, along with relevant information to box outs (the boxes on page that are slightly separate to the main body of text), graphics and design. The Art Editor struts his stuff, and sends the finished thing back to someone, most probably the Production Editor.

The Production Editor, or Deputy Editor, probably Editor on smaller magazines (such as CF in its final issues), will then try to fit the text in to the space left by the Art Ed. This is called "subbing", or "subing", I never got them to spell out what they were saying, and I can't spell anyway. "Wibbling" is probably wrong but at least it's consistently wrong.

Here is where wibbling comes into effect, they either have to get more text to fill the page, or compress it into less.

Remind me to never overwrite for a magazine again, I know what agony these people go through when trying to sub. I thought Nick was going to garrote himself on a string of Simon's used sweet wrappers.

Once all this is done, the Editor checks over it (usually), for any final mistakes, and I guess it is sent back to the Art bod, who gets it kicked off to the lino's. The lino scanners separate the page into four see-through plastic films, one for each CMYK colour. They are Cyan, Magenta, probably Yellow and something else. These come back, and you can see roughly what you page looks like,

although it is not strictly in colour. Once that is fine, and a check is made that the colours have been "separated" (into the - CMYK partitions), a "chroming" is done. When you receive the chrome of your page, it is in full colour on a hard white board, and looks very impressive.

It is possible to change any part of the page layout and text at either the lino or chroming stage, however, it costs more money to have them done again. Talking of money, it costs around £400 for a front cover design. AA freelancers were paid £50 a page plus expenses, and I'm not telling about other people because I might get in more trouble than I already am. A quarter page advertisement in AA was around £150 colour, but in some of the PC magazines, can be up to £4000 for a double page colour spread. Pretty hefty, considering some of them have 16 pages or more.

At each stage, the article would be printed to get a rough idea of page layout (there is no colour), and text. Each person would write their name on it, and the version number (For example, "Nick - v6"), so you knew where you were up to, and who messed up - It was a computer error....

RULES

There are some general rules for articles.

- o Any number of 10 or over is written as a number, but nine and under are written as words.
- o Each new paragraph starts with a tab, and a new paragraph must not start more than two lines from the top or bottom of a section of page.
- o The bottoms of paragraphs must come out so they hang over (above) the beginning of the next paragraph, or things start to look bare. The same also goes for captions, they are generally preferred to be written equalish, filling up two (or more) whole lines and not leaving a great big gap.
- o The name of the program or game (for example, Fluff) being reviewed or written about, is always printed in italics, the same goes for the magazine name.

o The last thing I can think of, is the different style of magazines. In AA, in the standfirst (the bit in bold writing telling you about the article), it would always state the author. For example;

"Home crafted fanzines and disczines - Are they really worth the money, or are they better than the commercial work of art? Angela Cook dons her most expensive pair of reading glasses and finds out."

But in ST Format, they have the standfirst introducing the article, but the author is named at the end, with just their name capitalised and in bold.

A MAP BY ANOTHER NAME

Before most of this however, there is what is called a "Flat Plan". A flat plan is a sheet of paper, with x amount of small boxes depicting the amount of pages for the magazine. On those small boxes, would be the name of the proposed article that would appear there. Any pages shaded would be mono and not colour, and adverts (with the company advertising) would also appear. At the top of the page would be the date, version, magazine, issue number, deadline, price and any other valid information.

AND THERE'S MORE

There were lots of other little things that had to be done also, such as Amstrad Action had a special sheet which had to be filled in with the details of the covertape and there are sheets with the name, name of articles and payment due for invoicing.

* "Wibble" is a word frequently used, when the need arises to space out text, or fill a box and so on. The term "You'll just have to wibble it up." Is something I will always fondly remember. Maybe I should put on my CV, "Expert wibbler"?

PUTTING FACES TO NAMES

So what were they like, the people at Future? Most of them were really laid back, considering it was deadline week, which is why I had nothing much to do. I think the two main people that readers will know of are Simon Forrester and Karen Levell, both working on CF and AA. When speaking to

Karen, you get an image of her, and that is totally different in real life. That's not to say she looked like Lilly Savage or anything, she was just different, I think I'm going to be using that word a lot. There was a picture of her in a recent issue of Amstrad Action, and I honestly didn't think it was her, but it was. I can see why she is Editor. She has a non-nonsense sort of personality most of the time but she can still have a good old laugh.

SIGH TIME

Simon Forrester is somewhat different also. Whenever I spoke to him on the phone, every other word was "groovy", but he didn't say it once whilst I was there. It's strange, because he didn't say a whole lot. I thought he was going to be one of those people who was very loud and never stopped talking (like me I suppose), but he wasn't. I don't want to spoil his "image" either, but suffice it to say, that what ever impression you have of him through the magazines, is ninety per cent wrong.

He's big too, when he waved his hands around above his head, he nearly destroyed a disk in the ceiling mounted fans. And yes, he did have hair, lots of it. That is probably the one thing people have asked about him most, his general appearance. He looks very different from his photo. Probably the truest one of him, is in AA when he first joined (issue 88 or 89 rings a bell). In most of his photos he's smiling, and he looks good when he smiles - keep up that pose Si.

AND FINALLY...

Everything was different from what I expected, very different. I don't really know what I expected. Everything seemed so disorganised and all over the place, but that's life really, it's like a Porsche - too fast and you can't afford it anyway.

Angela Cook

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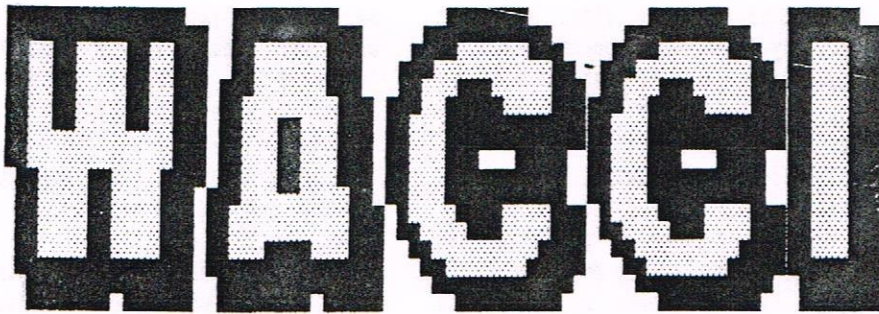
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"NORMAL" NORMAN BUXTON TAKES US DOWN ONTO THE FARM

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(Some more notes part 2 from one living in this green and peasant land.)

THE STORY SO FAR...

Norm, WACCI'S intrepid secret agent has been dispatched with green wellies and electronic booty box into enemy territory disguised as a peasant. He sends information back to WACCI HQ in special coding to make it look like a tutorial on the use of screen control codes. Read Norm's second message as we received it. How Now Brown Cow (This will either help your elocution or serve as a greeting if you happen to be a dun-coloured dairy cow.)

DAY 31 - VLADIVOSTOK

One of the nice things about messing around with computers is that you come across all sorts of people, all with a common interest. And you also hear amusing tales of varying degrees of silliness...

I had a person ring me up the other night asking for advice on how to run some of the WACCI CP/M programs. He explained that every time he tried to use the programs, they refused to load and although they worked perfectly well before, every single disc was now inoperative. He really thought he'd got a bad case of corruption. It took some little while chatting to him for the light to dawn on me that the guy had forgotten to boot CP/M first.

This little tale, whilst mildly amusing, does serve to remind us all that anybody can occasionally forget the most obvious of things.

USER FRIENDLY

I try to make any program I write as friendly as possible, so anyone can use it easily but still on occasion I neglect to tell the user something helpful, because I consider it the obvious.

His Eminence at the Twickenham Temple has told me confidentially that you have all been waiting anxiously over the last four weeks, wondering what tit-bits, nay nuggets of info might drop your way this time. Well, wait no more, for here it comes.

FIVE LETTER WORD

If you all did as you were told last month, you will have saved a little listing for a five-letter word. Right, let's get it loaded again and see what we can do with it. Line 40 is the one that offers scope for experimenting, so we'll concentrate on it first. It reads: 40 Input"Enter a five-letter word",a\$. If we edit this line, put the cursor over the "E of "ENTER" and press Control-X. It produces a symbol like Old Father Times' salt pot on the screen. Now do the same at the end of the message so that the whole of the prompt is enclosed by two Control-X's (If you still have Control-R in there from the last time, delete it for the moment.) When we run the program now, we can see that the prompt appears with pen and paper colours reversed. This is a useful trick if you wish to highlight a particular message.

Of course, running program like this in its present form leaves us with the problem that we spent last month trying to avoid, namely that of removing old input before asking for new if the word is not five letters long. So we edit line 40 again and put it in Control-R after the second Control-X, all this will be explained in the next column, but if you don't understand these commands just refer to last month's magazine.

A MAGIC LITTLE PIECE

When you run this you will find that the message is in reverse video and that the old input is removed when the program loops. Nothing surprising in that, we might say.

Now, try placing Control-R before the second Control-X. See if you expect the effect this time. Where the prompt is written to the screen, the inverse video extends all the way to the right of the current screen, but the input you make is in normal colours. Don't gape in astonishment, let me explain a little...

Control-X is obviously responsible for inverting the pen and paper colours (you've sussed that out) and Control-R wipes out the old input. It wipes out the old input by clearing everything from the cursor to the right-hand side of the current screen inclusive, without affecting the position of the cursor.

The first time we used Control-R with Control-X, Control-R was outside the two Control-X's and therefore was acted upon in the current paper colour which was normal. In the second instance, though, pen and paper colours are reversed when the command

A MAGIC LITTLE PIECE (Cont)

to wipe everything to the right of the cursor is encountered, in spite of this fact that immediately afterwards the reversed video is turned off, with the cursor unaffected by all this activity.

At this point it's time to reach for a fresh piece of straw to chew whilst we contemplate what we have been doing. What we have in fact achieved is the reversing of pen and paper colours, highlighting the prompt, wiping out any previous input and actually highlighting the input that you then make. Pretty impressive, eh? And only using three symbols. I told you these Control Codes were useful.

While we collectively wait for you to recover from the swoon of admiration, remove the Control-R from line 40 and replace it with Control-T (another of those squashed clock faces) and re-run. Can you explain the effect you see? Don't panic if you can't, for Control-T has a similar action to Control-R except that it clears up to the end of the current screen from and including the current cursor position.

GRAIN OF SAND IN DESERT

I realise that on first sight, a facility like this appears about as useful as a grain of sand in a desert but like everything else, eventually you realise that, yes, it does have its uses and occasionally it beats the pants off any other method.

Take for instance, a case where you are progressing slowly down the screen with a list of inputs, perhaps chosen from options printed across the bottom of the screen. If more than one input is required on a line, then different options will apply to each input, meaning that you will have to erase the options each time.

We all know that extra locate statements are fairly grotty, or you could do it using windows but how much simpler just to add a Control-T to your input prompt, which will remove incorrect input if your program checks it and which will remove unwanted messages from the remainder of the screen. I know that the purists amongst these massed ranks of computer wizzes out there in WACCILand will want to know the time taken for these codes to be implemented on the screen.

Alas nothing is easy in this life and measuring response times for some of these codes is no exception. Control-T for instance, varies from 0.005 seconds to 0.07 seconds depending where on the screen you are invoking the code but we shall return to the subject of timing in more detail in the future.

One thing I never realised when I first became interested in computers was just how well computers and farming fit in together. The early hours of the morning are traditional for both picking at keyboards and for calving cows. As I write this, I am waiting for a cow to realise that it is long past midnight so that it can get on and calve.

Two other essential qualities for both occupations are hair to pull out in frustration (mine is showing signs of depletion from both causes) and a sufficiently serious mental aberration to even think of involving yourself in these occupations. (Signal fades and then returns) Ah, well... I must go... Remember your next code:- Watson Also Carried Crackers Inside... Signal lost...
The Peasant.



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