

AMSTRAD CONTACT



RADICAL REVIEWS ?

WIN * : BALL BEARING; SMART+ ; RODLAND;
PREHISTORIC2 ; FINAL FIGHT ; AND MORE

TRANSFER YOUR ASCII FILES TO A PC TYPESETTER

HOW TO USE THE 8K SECTOR COPIER

GET YOUR DISCS TO SAY "RUN DISC", when CAT or DIR are used NEW SERIES

MORE TAPES GET BUSTED TO DISC

GAMES REVIEWS, BONZO ITEMS, NEWS REPORTS.....

NEXT ISSUE DUE OUT AT THE END OF JULY

0-81-300-430-0

AMSTRAD NEWS

MAY 94

45 Pence
+ post



BONZO'S SCRAPYARD



EXTRACTS FROM ORIGINAL BONZO'S SCRAPYARD BY KIND PERMISSION OF MARTIN COSSINS

ALL THE ITEMS THAT FOLLOW ARE THE ORIGINAL PROPERTY OF BONZO'S SCRAPYARD. WHILE YOU ARE FREE TO TYPE IN THE VARIOUS LOADERS ETC. PLEASE TYPE IN THE REM STATEMENTS THAT GIVE CREDIT TO THE ORIGINAL PROGRAMERS.

BONZO UPDATE NEWS

PARA ASSAULT COURSE from Zeppelin = HACKPACK
POSTMAN PAT 3 by Alternative is OPTION 11A
PRESIDENT from Addictive goes with OPTION 1
RUNNING MAN by Grandslaw is BLITZ M'F only.
SKWEEK from whoever?? is an OPTION 7 job.
WOMBLES from Alternative goes with OPTION 4.

ANGLEBALL by Mastertronic

```
20 REM (c) UNICORN SOFTWARE 1994
30 CS=0:RESTORE 50:FOR A=&BE00 TO &BEA3:
READ B$:B=VAL("&"+B$)
40 POKE A,B:CS=CS+B:NEXT
50 DATA 06,08,21,9C,BE,CD,8C,BC
60 DATA 3E,02,21,00,20,11,80,71
70 DATA 01,00,20,CD,98,BC,CD,8F
80 DATA BC,CD,00,20,61,6E,67,6C
90 DATA 65,62,6F,6C
100 IF CS<>3500 THEN PRINT "DATA ERR":END
110 MEMORY &9FFF:PRINT"INSERT REWOUND
ANGLEBALL TAPE"
120 PRINT"PRESS ANY KEY TO BUST.":CALL
&BB18:ITAPE
130 LOAD "ANGLEBALL":POKE &A03A,&80:
POKE &A03B,&BE:IDISC:CALL &A000
```

GILLIGANS GOLD

Type this in. Place tape just passed first Machine Code loader:

```
10 REM GILLIGANS GOLD (Ocean) Bust
20 REM (c) Unicorn Software 1994
30 REM This replaces loader
40 REM For dudes without Bonzo Option 2
60 DATA 21,00,01,11,00,5F,3E,47,CD,A1
70 DATA BC,06,04,21,67,9C,CD,8C
80 DATA BC,3E,02,21,00,01,11,00
90 DATA 5F,01,00,50,CD,98,BC,CD
100 DATA 8F,BC,CD,00,50,67,6F,6C
110 DATA 64,C9
120 CS=0:FOR a=&9c40 TO &9c6b:READ b$:
b=VAL("&"+b$):POKE a,b:cs=cs+b:NEXT
130 IF cs<>3948 THEN PRINT"DATA ERROR":END
ELSE CALL &9C40
```

BIG AND LITTLE BUSTS



PUB TRIVIA - Mini BUST

First transfer the first two files using Option 1 or the Glenco freebie from A.A. Leave the tape where it stops. Type in this Bust and it will transfer the next two files for you.

```
20 REM (c) UNICORN SOFTWARE 1994
30 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,14
INK 3,18
40 MEMORY 4999:LOAD"SAVELOAD",9000:POKE
8000,0:POKE 8001,64
50 POKE 8002,0:POKE 8003,8:POKE 8004,1:CALL
16384
60 SAVE"PIC",B,&C000,&4000
70 POKE 8000,132:POKE 8001,58:POKE 8002,162:
POKE 8003,88
80 POKE 8004,1:CALL 9000:SAVE"CODE",B,&3A84,
&58A2
90 CALL &3A84:REM STARTS GAME
```

O.K Now the last file on side one of the tape will still need to be loaded each time you play it. This file may be able to be transferred but once executed it moves up in memory and occupies the space of the Disc operating system, so if anyone does it LET US KNOW. Here is the loader to get the last file:

```
20 REM (c) UNICORN SOFTWARE
30 REM GAME HAS TO PICK UP LAST FILE SIDE 1
40 MODE 1:BORDER 0: INK 0,0:INK 1,26:INK 2,14:
INK 3,18:MEMORY 4999:LOAD"PIC"
50 LOAD"CODE",&3A84:CALL &3A84:REM START GAME
```

EVENING STAR by Hewson

Transfer the files "E.S." and "L" with OPTION 1 Leave the disc in the drive and use this to transfer the code. RUN"EVESTAR" when finished.

```
40 REM (c) UNICORN SOFTWARE
50 MEMORY &3FFF:ITAPE:LOAD"L",&4000:
POKE &4134,&C9:CALL &4000
60 POKE &18FC,&FB:IDISC:SAVE"EVESTAR",B,&18FC,
&7500,&18FC
```

A.A. COVERTAPES

CORRECTION The NEBULUS transfer in the last issue had one typing mistake; The last two figures in line 110 said bc, change these to 8C and everything will be O.K. Sorry....ED.

TAPE 26 by BARRIE SNELL

Hard to do but well worth the effort: When you have transferred everything to disc, then do a CAT, you will find all the BIN numbers from 1 to 9 have been used. This makes it difficult to rename them because BAK files are bound to be created, which we do not want. BOOTRACKER uses 1,2,3 and 4 BIN files, plus Quick.boo and Tiltun.boo. BALLOON BUSTER uses 5.BIN only. SYNTAX uses 6,7,8 and 9 BIN files.

The easiest thing to do is to take your best FILE copier and a fresh blank formatted disc then copy MENU.BIN and 5.BIN onto one side, then MENU.BIN 6,7,8, and 9.BIN onto the other side. Now take your original Tape 26 DISC and ERASE all the BIN files numbered 5 through to 9.

BOOTRACKER: Find a disc that has 45k free space, plan ahead what BIN numbers are free you will need 4 of them and can be re-numbered but in line 20 you will need to alter the x values to suit. All you do then is to Run the program on the next page, save the 4 bin files, +new file Bootrack.BIN, +Quick.boo and Tiltun.boo to Your New Disc. RUN"BOOTRACK". Now format the original.

Scrapyard continued....

```

5 REM Save this as "BOO.BAS"
10 REM Convert MENU.BIN from Tape 26 to BOOTRACK.BIN
to Run it automatically
20 x1=1;x2=2;x3=3;x4=4:REM put YOUR x values here
30 MEMORY &7FFF:load"menu.bin",&8000
40 POKE &80D7,62:POKE &80D8,1:POKE &80D9,0: REM DO NOT
ALTER THIS LINE
50 POKE &8618,x1: POKE &8623,x2:POKE &864F,x3:POKE
&8663,x4
51 REM FOR LINE 50 SEE NOTES AND ALTER x to suit
60 SAVE"BOOTRACK.BIN",b,&8000,&7d3,&80c1
70 REM FOR HACKERS line 60 saves
"filename.ext",binary,load address, length, execution
address

```

BALLOON BUSTER

Find a games disc with 16k free and that does not use 5.BIN. Type in the program below, then RUN it with the disc in drive that has the MENU.BIN and 5.BIN on it. When finished simply transfer the New Loader "BALLOO.BIN" and "5.BIN" files to your games disc.



```

5 REM SAVE THIS AS BAL.BAS
10 REM CONVERTS MENU.BIN TO BALLOO.BIN TO AUTO RUN
20 x1=5
30 MEMORY &7FFF:LOAD"MENU.BIN",&8000
40 POKE &80d7,62:POKE &80d8,2:POKE &80d9,0:'DON'T ALTER
50 POKE &8682,x1:If you want to alter bin number then
see notes for BOOTRACKER, alter line 20 to suit
60 SAVE"BALLOO.BIN",b,&8000,&7d3,&80c1

```

SYNTAX Needs disc with 47K free and four bin numbers that are not present already:

```

5 REM save this as SYN.BAS
10 REM Converts MENU.BIN to SYNTAX.BIN to auto run
20 x1=6;x2=7;x3=8;x9=9:REM put your bin No's here
30 MEMORY &7FFF:LOAD"MENU.BIN",&8000
40 POKE &80d7,62:POKE &80d8,3:POKE &80d9,0:'DON'T ALTER
50 POKE &86b6,x1:POKE &86d0,x2:POKE &86de,x3:POKE
&86ef,x4
60 SAVE"SYNTAX.BIN",b,&8000,&7d3,&80c1

```

ALL GOOD THINGS MUST END

This is the End of Busting the Menu system used by A.A. Our sincere thanks to BARRIE SNELL and ALEX (Unicorn) but if we notice any more transfers we will inform you. such as this couple:

URIDIUM Cover Fag packet No 38 is BONZO OPTION 1

RICK THE ROADY is cracked by this BUST from ALEX

```

10 REM AA 31 SIDE B
20 REM Copyright UNICORN SOFTWARE 1993
30 REM INCLUDES it's own loader.
50 CALL &BBFF:CALL &BB4E:INK 0,0:BORDER 0:INK 1,26
60 PRINT"INSERT"CHR$(24)"TAPE 31"CHR$(24)"SIDE "CHR$(24)
"B"CHR$(24)
70 PRINT "Insert Destination Disc In Drive"
80 PRINT "THEN PRESS ANY KEY...":WHILE INKEY#="" :WEND
90 DATA 21,40,00,11,87,06,3E,F2,CD,01,BC
100 DATA 06,07,21,08,BF,CD,8C,BC,3E,02,21
110 DATA 40,00,11,87,A6,CD,98,BC,CD,8F,BC
120 DATA 06,06,21,08,BF,CD,8C,BC,3E,02,21
130 DATA C0,BE,11,81,00,01,C0,BE,CD,98,BC
140 DATA CD,8F,BC,CD,18,BB,C3,00,00,0E,FF
150 DATA 21,C8,BE,CD,16,BD,CD,CB,BC,3E,01
160 DATA CD,0E,BC,21,0F,BF,CD,FE,BE,06,07
170 DATA 21,08,BF,CD,77,BC,21,40,00,CD,83
180 DATA BC,CD,7A,BC,21,C7,A6,11,87,A7,01
190 DATA 87,A6,ED,B8,21,2C,BF,CD,FE,BE,CD
200 DATA 18,BB,C3,00,01,7E,FE,FF,C8,CD,5A
210 DATA BB,23,18,F6,72,6F,61,64,69,65,32
220 DATA 52,49,4B,20,54,48,45,20,52,4F,41
230 DATA 44,49,45,20,49,53,20,4C,4F,41,44
240 DATA 49,4E,47,0D,0A,0A,FF,0F,02,18,50
250 DATA 72,65,73,73,20,61,6E,79,20,6B,65

```

```

260 DATA 79,2E,2E,2E,18,FF,00,00,00,00,00
270 DATA *AC*
280 chk=0:x=&be80
290 READa$:IF a$="*AC*" THEN 320 ELSE 300
300 a=VAL("&"a$):POKE x,a
310 x=x+1:chk=chk+a:GOTO 290
320 IF chk()&51fd THEN GOTO 340
330 call &be80
340 PRINT"DATA ERROR OLD BEAN"

```

BANKRAID STARTS HERE

Yup, Bankraid versions 2 and III are ready to go, complete with instructions. Just send a disc with return paid pony express envelope to your favorite Ranch, either Martin's or Dave's. The programs are FREE but a small donation towards paper would be appreciated, as the instructions take up 7 pages. So for those of you who sidwinded us into letting you have them early, here are a few stick ups from the past:



- ARKENOID Speedpatch
- AUENGER Autopatch
- BRAINACHE Speedpatch
- DIZZY (Original) Speedpatch
- EQUINOX Autopatch
- FUTURE KNIGHT Autopatch
- GAMEOVER Speedpatch
- GRAND PRIX WHOTSIT Speedpatch
- HERBERT Autopatch
- JACK THE NIPPER Autopatch
- MAGMAX Speedpatch
- NEMESIS WARLOCK Speedpatch
- PRO SKI SIMULATOR Speedpatch
- SARACEN Speedpatch
- SILENT SERVICE Speedpatch
- STAINLESS STEEL Autopatch
- STRIKE Tronicfer
- THING ON A SPRING Autopatch
- WEST BANK Autopatch
- WILLOW PATTERN Keyraid(Hold before last file)
- XEVIUS Speedpatch

ALL THE ABOVE ARE AUTOMATIC TRANSFERS JUST READ THE INSTRUCTIONS

Now for some MANUAL ones just to break your horses in before hitting the trail.

GAME	PATCH	LOCATE	MODE
ANGLEBALL	A039	30	1
AUF MONTY	18E	30	VARIES
BLASTEROIDS	1E8	310	
BOUNDER	80EB	30	1
CONVOY RAIDER	182	30	VARIES
COPOUT	202E	30	1
DEATHWISH 3	18E	30	VARIES
GHOSTHUNTERS	A4FC	BF00	1
KRABOUT	18E	30	VARIES
NEXOR	155	30	1
RED LED	8448	30	1
ROCK & WRESTLE	9F4A	30	0
THING 2	18E	30	VARIES
TRAILBLAZER	2082	30	1

Odd couple seem to be the locate 310 and BF00 if you get trouble,let me know

There are also around 15 INSTALL specials still to come in future issues, but we have already had one Masked Raider who has broken two Banks already, FLYSPY and ACADEMY well done Ronald Lalewicz of Perth, and thanks for letting us know, ride em cowboy. So as you can all see it's quite easy really. Get those discs in, but the most important thing PLEASE LET US KNOW OF ANY RAIDS YOU GET TO GO ACROSS. WHETHER THEY ARE LISTED AS BONZO TRANSFERS OR NOT we all need to know, so that a proper data base can be formed. Also no-one seems to be able to get hold of AVATAR so BONZO discs may not be available in future. SO TRY THEM ALL ON BANKRAID please..... Dave Muggeridge

Setting up an ASCII file for printing via a Typesetter

Dave Caleno

In many cases a prospective author, or authoress, of a book or other literature has set an article on their own computer using a word processing package. He or she then, as was normal, gives the printer a draft printed Hard Copy of the article, double line spaced, and the Typesetter then re-sets, or perhaps uses some Optical Character Recognition program to input the text pages, to his own PC or Apple Mac based system. This is all well and good except that the article or book has then been set twice, if manually input, which incurs an added expense to the author of the article.

If the prospective author, using a CPC and one of the many WP packages, has a 3.5 inch disk drive and one of the many CPC-PC transfer programs that are about at the moment, MFU, 2-in-1, 22Disk (which is the one I received with my 3.5 inch drive and MS800, and with which I have been successful in using converting Masterfile III databases to a Mainframe computer via a PC), then the following may be of interest:

Set the article or book as you would normally, with any coding you want to use for bold, italic, etc., and get a hard copy of the article, there is no real need for it to be double spaced as this copy will only be used as a guideline for checking your article once it is inputted to the printers system.

You now need a copy of the article without using printer codes from the particular word processing package that you are using, and also have the Word Wrapping function if incorporated in the program turned off, this is the file that will be dumped to disc as a pure ASCII file to send to the printer.

A set of Flags or Markers would then preferably be added to the text, in this ASCII file, in appropriate places to show the printer exactly where changes to the format of the text matter will occur. These Flags would perhaps show where the text changes into Italic or Bold print, or to show where the size of the text increases to denote Headings or Sub/Side Headings in the article, etc.

As an example of the Flags the following could be used:

*B for the start of Bold text, then *R to return to normal text; *I to start Italic print and again *R to return to normal print. (I have used the * here in the example, but if you have used asterisks in your copy, then another ASCII character, that is not used anywhere else in your article, should be used.) For Headings and Sub- or Side Headings, something like: *1S Chapter One *1E, and *1S Chapter Two *1E, could be used for an article title or chapter title; these markers are used to show the start and end of the text for the particular heading. Subsequently all side headings would possible be *2SHeading*2E, and if you have any further levels of headings they would be numbered *3S-*3E, etc.

The example codes in the above paragraph should now be marked on your draft copy, in the appropriate places, which should be sent with your ASCII file on disc to the printer, so that he has a visual check of where formats change (see Example 1 below). You would need to consult the printer as to what your particular needs are for Type sizes, Type faces and Style (whether headings are right justified or centred, etc.) of the finished article, most would be able to show you various types of printing and you could then pick the style that you like the best.

*1SExample 1*1E

We can then set the text and then add the coding to change to *B**Bold Type***R, and then further on we change to *I*Italic Type**R and then back to the Roman face.

*2SA SUB HEAD centred*2E

Text follows here there and not quite every where in this example of a second level heading.

*3S*BA**Another Heading***R*3E

Then back to text

The previous paragraphs should be adequate for the majority of straight forward article and books, just remember that any Flags you put in the text file, you must let the printer know exactly what they are and also what you are trying to achieve on the printed item from them.

Problems in ASCII file conversion

There are certain formats of text setting that can be used in word processing programs, both for the CPC and the PC, that are extremely difficult to convert from the WP program to output via an ASCII file to a printers system. Some of the main ones are Tabulated matter, Mathematical Equations and Accented Characters.

For conversion of Accents and for normal ASCII codes above 128 it is best to use the system of putting Flags into the text for the printer to change into the required character. The same is true for the input of Mathematical symbols, but please remember to let the printer know exactly what character is to be inserted for each particular Flag.

The ASCII codes for Letters, Numbers and ancillary symbols on the keyboard are virtually standard on the CPC and the PC but codes 0 to 31 and 128 to 255 on different systems are usually totally different, although most PCs have a lot of codes common to other PCs in these areas. It may be an idea if you show the ASCII codes from the CPC Manual that comes with your machine to the printer, so he can compare it with the ASCII codes of his particular system. If you have regular dealings with one printer he would perhaps make up a special ASCII Recode Table, on his equipment, that would take certain codes from your file and automatically convert them to certain sequences of coding that are specific to his equipment.

With Tabular matter a major problem arises because of the different way many printers Typesetting systems treat the Tab commands that are used in WP programs. In spreadsheet style matter, ie tabulated columns of figures across the page the input file only shows a space normally between the columns and there is no coding that the printer can pick up that differentiates between the different columns.

Column 1 line 1	Col 2 line 1	Col 3 line 1
Column 1 line 2	Col 2 line 2	Col 3 line 2
Column 1 line 3	Col 2 line 3	Col 3 line 3

For this style of setting it is best to return to the Flag system on your ASCII file, and mark each line across the tabulated material such as:

First line ACROSS the text area
*TSColumn 1*T1Column 2*T2Column 3*T4 etc.*TE

Second line ACROSS the text area
*TSColumn 1*T1Column 2*T2Column 3*T4 etc.*TE

And so on down each line of the Tabular matter until the bottom of the table is reached.

The major problem of Tabulated matter is when the text matter itself is defined as two or more narrow columns of text set side by side under the main single text column. It is easy to do on a WP program using the tab keys, but is virtually impossible to transfer this style of setting via an ASCII downloaded file.

An example of this is as follows:

Suppose you have a main text column of 80 characters width, you then want to set two columns under this, set side by side and of 38 characters width each. You set the tab keys up as column 1, from 0 to 38 characters, column 2 from 42 to 80 characters. When setting to copy in the first line of Column 1 is set, then press the Tab key and set in the first line of Column 2; then return to the first column and set the second line of copy, Tab and set the second line of Column 2; return to Column and set line 3 etc, to the end of the copy for these reached. You would then carry on setting, without using the Tab key the next bit of text to the full 80 column width. When the file is dumped as an ASCII file the Tab commands no longer exist and all that will be seen is the text in Column 1, Line 1 follows by four spaces and then the text of Column 2, Line 1; the next line down shows Column 1, line 2, four spaces and Column 2 line 2, and so on down the page until it comes to the full 80 column line again. (See Example 2 below.)

Example 2

. . . . this represents the end of the text set to the full measure.

We then go into the first column of the doubled up text and it seems to . . .	We then set our text for the second column of the narrow measure text . . .
---	---

This paragraph then returns to the full measure that we have previously been using for our article

Consequently with the above example the text that is being input to the printers system is seen as one line with four spaces in the middle of it. It would be possible for the printer to manually insert his systems particular codes for tabulating the copy, but this would be quite costly and the results would not be satisfactory, as the typeface that would be used on his system is like the proportional printing on a dot matrix printer, in that the different characters of text are of different widths to each other. The tabulated columns would not therefore look anything like as uniform as it appears on your original printout.

The only way round this style of setting, if you particularly want to have tabulated columns like this, is to use the old Flags system again;

*T1 (then set all the text for Column 1)*T2 (then set all the text for Column 2)*T3. (See example 3 for how to set the text for the printer.)

Example 3

. . . this represents the end of the text set to the full measure.

*T1

We then go into the first column of the doubled up text and it seems to . . .

*T2

We then set our text for the second column of the narrow measure text

*T3

This paragraph then returns to the full measure that we have previously been using for our article

There may well be other quirks that crop up in the transfer of files from one format to another. These are a few that I have had personal experience of.

Using the Argonaut's 8K Sector Disk Copier for a Disc back up

To use the Disk Copying utility for backing up 8K Sector Disks produced by Jason 'The Argonaut' Brooks proceed as follows, I have used the game entitled 'Dominator' for this example:

Load the copier and Run "Menu", then press 1 for the 8K sector copier, you are then asked to insert the source disk.

Place the original disk in the drive and then press 'T', after a few seconds the screen starts flashing and the screen colour changes to blue, and you can hear a tone from the internal speaker.

Take out the original disk and insert a freshly formatted disk, then press 'T' again. Three files, called Disc, Disc1, and Disc2 should then be copied to your destination disc.

Reset the computer, and put a disk copier/editor into the drive, I used Goldmark's Nirvana for this. Map the original disk and make a note of the tracks that appear to have several sectors with the same numbers on them. In my case there appeared to be several tracks with the number

&23. After these tracks the sector numbering should return to normal CPC numerics, it would appear that these start from track number 20. These are the levels for the game.

Use the copier to copy only the tracks on the original disk from track 20 onwards onto the destination disk that you have with the three Disc files already read to them.

Using Nirvana to do this you would proceed as follows: Load the File Management program, and then press 'D' for disc copy. You are then asked 'Copy disc', press 'Y'. At the prompt 'Copy all tracks' press 'N'. Then you press 20 and 41 for the tracks to be copied.

You should then have a full working back up of the original disc. You could rename the first Disc file to something different, but there doesn't seem much point to that. One word of warning, DO NOT in any circumstances copy any other files onto this disc as they would probably corrupt some of the level information. So keep this disc only for this one game.

ENTER THE P.D. CHALLENGE

FOUR INTO ONE WILL GO

If you have been following these little art lessons you should have a few screens under your belt, the question is "What do you do with them"? I have been racking my brain cells for a few solutions, and of all things a P.D. library gave me some answers. Obviously you could string them together to make a little slideshow, or print them out in colour (see special offer), but have you ever thought of making a demo or converting a screen into overscan.

Unless you are a wiz at machine code or have a 6128+ and Rob Buckley's SMART+ there is no way you could make a screen in overscan, until quite recently that is. Over in sunny Ireland there's a nice bloke called Mark McCormick (Pawn) who runs The Vault, Ireland's leading public domain library (with software like this he deserves a plug). In his stock he has a selection of PROGRAMMING discs, the ones you will need to do what is covered here and more are No's 1,2 and 4. His copy charge is 25p per disc side but one thing to remember is that they use different stamps over there, so I suggest you enclose an extra 36p for return postage, that will cover two discs.



Unlike Rob's Overscan screens these can be used as a loading screen for a game or what ever you want, I haven't got a Plus machine (yet) to try it on but I can't think of any reason why this package wont work using Smart+.

The Overscan Creator (which is on Mark's PROG 1) is quite easy to use but the instructions are a bit brief to put it mildly.

The package is made up of four files, all starting with oversca? The first you have to load surprisingly is OVERSCAN, all you do is input a filename and the MODE which you will be using. From there you put in a blank disc and it saves you four screens 'FILENAME.SC1,SC2,SC3 & SC4'. God knows why you need four coz it's easier using just the one, so erase SC2,3 & 4.

Swap discs and go into Advanced Art Studio, and select the MODE then load up your SC1 screen. If your in MODE 0 put another box over the broken one, if you don't you know what's going to happen.

Go back into FILES and erase the SC1 screen and resave it under an ordinary A.A.S screen for future

use. Why full up the disc with four files when one will do the job just as good, it's only a matter of saving the screens as SC1,SC2 etc.

There's three ways you can produce a screen using this package : Hard, easy and even easier. So I'll start with the latter. You've seen those pictures where the so called artist has painted a series of

different coloured shapes and calls it 'Passion at sunrise' then have the cheek to put lots of 0's on the end of the price. [I take it you don't call that art John .. Ed] (No it aint, my four year old could do better. As yet he has'nt sold any but we've had offers ..J.R.) All you do is fill the one screen with different coloured shape and save it four times. Remember SC1,SC2,SC3 and SC4. Then convert them with OVERSCAN1 and change the loader as described later.

Now for the hard way... Select CO-ORDS and copy a picture you've done on paper into the four different squares, then it's just a matter of going to

SCREEN GRABBING

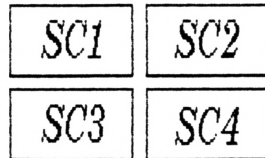
These articles I'm doing are to encourage you to have a go at designing your own pictures, not a 'how to rip off someone elses work' but if you read between the lines in this little bit you may work out how that can be done as well. The reason I have included this little piece is because some readers have told me they are still having problems finding out the colours they've used. Besides if you have a multiface and a program called ARTCON finding the inks used in a screen is a doddle. It also comes in handy if like me you compress all your finished pictures. When I need a screen or a section of a one like for overscan I normally get out my trusty screen grabber and steal it back, Artcon changes the BIN file into a normal 17k one complete with PAL so it can go straight into AAS. It also has the advantage of allowing the user to see what inks were used.

So if you have any problems finding out which inks were used in a picture or want to grab one back, get your little mitts on a copy of Artcon.



Overscan continued.

and fro from Advanced Art Studio to Overscal and Overscal. If you do intend to do it this way I suggest you stay well clear of Pattern fills coz they are a sod to get right.



IF ALL ELSE FAILS - CHEAT

Now its time for the one you've all been waiting for 'The easy way'. The best way I have found so far is to design one on A.A.S as normal (or do a Blue Peter), when it's complete use CO-ORDS to split it up into quarters. Save them as WINDOWS 1,2,3 and 4. You will probably work this out right away but just to be on the safe side here's the CO-ORDS used to convert a whole A.A.S. screen:

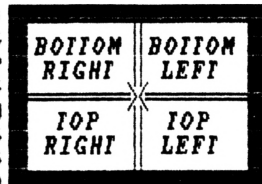
```

SC1 = 320, 200          MODE 0 CO-ORDS
SC2 = 324, 200
SC3 = 320, 198        From these locations DEFINE A
SC4 = 324, 198        WINDOW to the opposite corner.

```

After saving the windows it's a good idea to clear the screen and load up each part in turn, so you make sure nothing overlaps or there is any gaps. If it's okay it's time for the next bit.

Cut and paste the windows in turn onto the square (don't overlap it) provided by the creator. You will notice that your windows are slightly smaller, obviously this is because the missing part is the BORDER, so what you have to do is make each section that much bigger by extending your picture a bit. Remember to save each section as 'filename.SC1', SC2, SC3 & SC4.



OVERSCAL is easy, just input the screen name and it converts the A.A.S. screens into one big 24K pic. Next use the loader provided (OVERSCAL) to see what it looks like in overscan, if it's wrong it's back to the old drawing board. If it's OK but the colours are all wrong, GREAT we're getting somewhere. All that is needed now is to alter the program slightly. Press ESC and edit line 20 so that the fist MODE is the one your using.

Line 11 you change to A\$="your screen": then the inks used. Check that it works, then save it for prosperty. Or you could change the program into a little slide show as I have done.

SPECIAL OFFER: There comes a time when you will be thinking about buying a printer, or even a colour one. But are they worth the money? I will not answer that because it depends on your abilities. Instead I'll let you see for yourself before you part with your hard earned cash.

SECOND OFFER: In puting these pages together I've had to muck about with the Demo Making discs and Overscan, so if you get the discs I recommend and have any difficulties THEN I MAY BE ABLE TO HELP.

BUT** Just send a SSA Jiffy with the disc + AN EXTRA first class stamp, for either converting YOUR picture to a colour print, or one of mine.
John Reilly, 15 North Green, Forches Estate, Barstaple, N.Devon, EX32 8EA.

TIME FOR A LITTLE DEMONSTRATION

DEMO'S are written by Wiz kids to show off their programming skills, personally I think they are completly boring. To my way of thinking it would be more productive if they put their talents to making a game or even better a serious piece of software.

Demo-makers on the other hand allow us not so gifted users the chance to create something which would normally be way out of our reach.

On Mark's PROGRAMMING 2 and 4 there are a wide selection of demo making aids. The best is NWC DEMO MAKER, the only problem I envisage is converting a normal screen into a BIN file. Something like this should do the trick.

```

10 ' Change screen to BIN file
20 MODE 2
30 INPUT "Name of screen to be changed to .BIN file";n$
40 INPUT "Save picture as";s$
50 LOAD n$+"SCR"&C000
60 SAUE s$+".bin",b,49152,16384
70 MODE 2:CAT
80 PRINT"OK SCREEN CONVERTED TO BIN FILE"

```

If you get the discs I suggest you will find two more creators called Intro-maker and Vorspan Demo Creator, these are very similar in the way they work, the only real difference is that the former allows the user to choose between all three modes, while with Vorspan you can only use MODES 1 and 2. The idea behind both packages is that you alter the listing so that the route the rasters take are different and add a message to be scrolled. Bung in a screen and you have a demo, but (isn't there always a BUT) you'll need a loader to view it outside the creator. Yes you can use the same loader for both packages, so here goes, the loader:

```

10 ' Vorspan & Intro maker loader
20 MODE 0: MEMORY &8FFF
30 FOR col=0 TO 15:INK col,0:NEXT
40 LOAD"pic.scr"&C000
50 FOR col=0 TO 15:READ c:INK col,c:NEXT
60 LOAD"Demo.bin":CALL &A000
70 DATA 0,26,6,2,1,24,20,8,5,4,15,16,18,10,11,20

```

Obviously my favourite as far as these two are concerned is Intro Maker because it lets you use all three modes. Unfortunately to get different effect with the text the programmer had to muck about with the pens, this means that to get the scroll legible you have to have the right combination of inks, which in turn effects the colours you can use in your picture. Or you could try not using those ink numbers in the screen which sounds easiest. In MODE 0 the pens Intro Maker uses are 1,4,5 & 10. But it isn't as easy as just setting all these to white because half of them give a shadow effect. The way I have got round this is to set them as INK 1,26:INK 4,13:INK 5,26:INK 10,13. You aren't stuck with these two colours, the basic idea is that you try different combinations so that each demo you write looks completly different from any other. Sounds easy, but there's a lot of demo's out there and to make yours stand out from the rest will take a lot of trial and error. That's why I headed this 'ENTER THE P.D.CHALLENGE'.

HELP WANTED

Is there any one amongst you who can use an assembler to type a listing in for me? This machine code routine was given to me by an old friend who has moved down to a P.C. It will enable me to have four screens in memory at the same time, so please help.

John Reilly

NOTE* The Extra stamp goes towards club funds.ED

GAMES DEPARTMENT



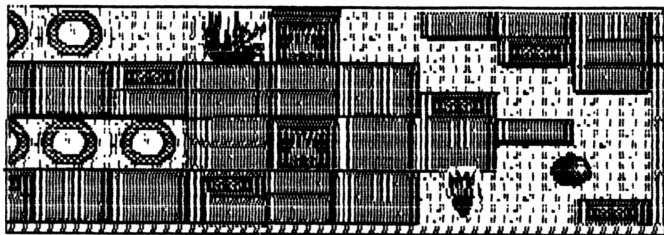
BY ANGELA COOK
 GAMES DEPARTMENT
 BRYMPTON COTTAGE
 BRUNSWICK ROAD
 WORTHING
 SUSSEX
 BN11 3NA



Hurrah! It's the birthday issue. There are two pages to celebrate, and as an extra bonus, we are giving away loads of games, read on, read on....

BALL BEARING RADICAL SOFTWARE 081-856-8402
 TAPE £3.99: DISC £5.99

This excellent game came from the idea of "Croco Magneto". Radical Software said that down the grapevine, someone asked them to do something like Croco, but better. Indeed they did. The basic concept of the game play is along the same lines, but in Ball Bearing you are given a better mission: You are, guess what, a ball bearing. You bounce around various landscapes trying to find Nirvanah. (You will find their C.D. at Our Price). (Oh! I thought it was a disc copier...ED) The landscapes you have to travel through are full of deadly plants, spikes and other things that will try and kill you. Each time the ball bounces, it uses some of it's precious oil reserves, that you can only replenish by collecting the rare oil banks. Scattered around each level are Ball Rings. You have to collect these rings to end the the current part of the game, hoping that the next level, will be the level home.



Life as a Ball Bearing is not that great, when you consider you have got gravity, blocks which make you crash, reverse blocks which twist the controls and numerous other objects which do not aid your plan. But you can go invincible by turning into a fire ball.

I liked this game as soon as I turned it on. The Music is good, it has a sort of happy air to it. The title screen is a good overscan illustration of the Ball in action.

The high score board was not original, although a very good idea which I like. The high scores are the names of the members from "Red Dwarf, if you have never seen it, start watching. The graphics are excellent. There is nothing of this sort to compare it with they are just great, and well suited, they even seem just a tad like something out of Sonic the Hedgehog! The back drop is bright, colourful and very detailed.

The blocks on the first two levels are like an aztec zone, the next three levels are futuristic looking, 6 and 7 are in what looks like an industrial warehouse, 8 my favorite, like a space zone, 9 and 10 ancient Rome on an alien planet!!

The pace of this game is what surprised me. The game has perfect scrolling, no screen jumping, like Croco. This is one of the best games I have played of it's sort. Excellent graphics, teamed up with good gameplay are this games great points.

Ball Bearing Round Up:-

GRAPHICS: 95% Excellent scrolling, would be 100% if not for the undocumented feature!!
 SONICS : 75% No in game tune, but apart from that very good.
 PLAYABILITY: 85% Find something new every time you play.
 VALUE : 88% Considering the price, wonderful.

OVERALL 86% GUSTO!

SECOND OPINION by Dave Mugeridge:

The whole game came as a bit of a surprise after reading the review in another place?? It is like a cross between TITAN, SONIC and CROCO, keeps you going back to get just that bit further, and that's what a game is all about.... I give it 87% simply because if it did have any more in game music or effects it would slow things down and spoil it.

BANGERS AND MASH

At number 3 Tree Street, Chimpton, there lives two really stupid chimps. Their names are Bangers and Mash. The game is worse than the I.U. proggy. You are either of the characters, and are about to "Get up to all sorts of tricks", as the instructions put it.

Mum wants you to go and gather some fruit for a huge pie she is making. Unfortunately it is not that easy as that, because there is a witch, called Mrs Snitchnose, who does not like you (typical). So she sends out her 'pet' ghosts to get you (Don't you mean bogys...ED) What nice people live in Chimpton! The graphics are bad, and could have been designed by the same person that designed the Skoda. The sonics are worse. The detection is awful, dying when you have not even touched a ghost, or can only just see the witch, it's not my idea of fun. This must be one of the worst games I have ever reviewed..... 10%..... Buy this and die of boredom. (OOO You little Monkey you.... ED)

PREHISTORIC 2 - £11.95 DISC TAPE £8.95
 SUPER COULDRON- £11.95 DISC
 SMART + - £14.95 DISC TAPE £13.95
 FLUFF - £7.95 DISC TAPE £5.95
 BALL BEARING - £5.95 DISC TAPE £3.95

NOTE: SMART + AND FLUFF WILL ONLY WORK ON PLUS MODELS

RADICAL SOFTWARE TELE:081-856-8402

THOMAS THE TANK ENGINE

ALTERNATIVE-Budget Tape 0977 797777

Thomas has to do certain things in this game, such as; Take the little brats to the sewage works. Take the rainforests to the timber yard, nice environmental things like that. Okay, so I am exaggerating it a bit, he has to take the children to the beach, and the logs to the timber mill, was I lying that much?? Actually this game is pretty good, seeing as it is aimed at 4-5 year olds.

In this game you drive around, find the carriage (always the same one!). Then take it to the Bridge, Hospital or whatever. Quite often another Engine will enter the screen, if it crashes into you, you have to go back to the beginning.



HE'S NOT LIKE THIS



HE'S EVEN SMALLER THAN THIS

At the start of this program there is the Thomas music we all know and love, (come on, we have all seen it at least once.) Unfortunately, (or fortunately, depending on which way you look at it) this music is not in the game, just a clamping noise, which is supposed to resemble steaming along a track. Colour does not happen to pop up much in this game. The overall game graphics do not come up to much either. But when you are 4 you may not think about that. The background is in two colours and the rest is black and white. There is no scrolling... aagh. Endless jumping from screen to screen. I give it 68%, a bad 8 bit conversion. Although I may act it sometimes I AM NOT 4-5 years old, your little darlings may enjoy it very much.

SECOND OPINION: This is a Mode 1, Spectrum Conversion. The train jumps around corners, and whether aimed at youngsters or not, should run a lot smoother than this, trying to reverse and go up is too hard for 4 year olds.48% ONLY. And that's pushing it....

PYTHON IN JOYSTICK QUICKSHOT FROM BONDWELL

The Python Joystick is available for the Amstrad. Yes, not many people still make things for the Strady, but Bondwell have. You see, it's all done with switches. You can use this stick with Atari, Commodore, MSX, Sega, Amstrad CPC's and so on. So if you own more than one type of computer, it is very handy.

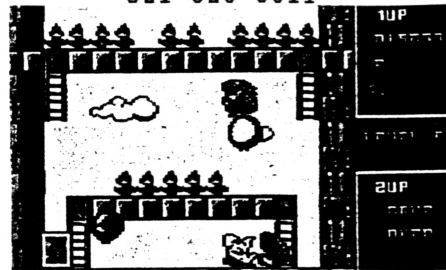
The Python is bulky in design, but nice to hold. It has a hooded head, and two fire buttons. The base is spread and neat. It has suction pads.

The versatility of this joystick is very good. It is easy to manoeuvre, and follows my directions. It is very sensitive, but not overly so.

The only thing I have against this stick, is the bulky base, the back of which is heavy. The front, however is small, spread out and very light. This sometimes causes the stick to tilt backwards, a bit annoying. All this aside, the PYTHON is a very durable joystick, and it's sleek black design, my favorite colour, enhances game play. (Scream AAAAGH I knew you would say that about black AGAIN....ED) The price is around £10..... SCORE 83%

RODLAND

By KIXX, Budget tape 021-625-3311



What can I say about this game that has not been said before? This little game is a cute platform adventure. Tam and Rit have to save their fairy village and their mother, who is locked up in a high tower. Luckily for them, Tam and Rit have inherited Sheesanomo Rods and Rainbow Shoes. These allow them to build ladders, and encircle their enemies with their rods, then bash them until they change into bonus points etc.... This is a very colourful game. It's fast action and enjoyable game play, with sickly sweet characters. Each level comprises of just one screen, and about 3 or more bad guys. If you collect all the flowers on screen, which is sometimes very difficult, you have the chance to collect the letters which spell the word EXTRA, then you get extra points and lives. A good platform game, which most people will find enjoyable at some point in their lives. The only let down on this game is possibly that there is no in-game music, and it's quite easy to get killed, a little frustrating point. Other than that a good game, especially on budget.

80% overall

TOYHAVEN by John Reilly

Send Disc, S.A.E+£1 to J.Reilly, 15 North Green, Forches Estate, Barnstaple, North Devon, EX32 8EA****REVIEW BY D.MUGGERIDGE

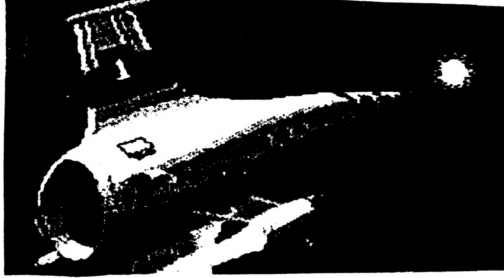
This is a G.A.C. Adventure, you know the ones that you type in what is to happen next, then find it doesn't. Well this one is good news because you usually find it does happen. After getting the first version to Play Test from John, we made a few comments and John has re-written this whole game not just once but twice!!! Take note other games writers!!

The general plot is that you are a Teddy that has been so well loved that he is now a tatty teddy, and gets thrown away and goes to that eternal resting place in the sky Toyhaven. So all you have to do is get Teddy repaired and back to earth by Xmas.

The game loads and you are hit with a very good Overscan screen, followed by another animated one, then comes the game itself. A compass is included to help find your way, nice touch John. The Graphics are possibly the best I've seen in a GAC game, some even move!. The problems are a little unusual, a train, with no apparent way of buying a ticket, a gateway that gets locked behind you and you can't get back. A action man who refuses to move. But with a little examination and imagination you will find yourself wandering around at will. Hardly ever dying (Hurrah), and enjoy the problem side very much. Well above average, excellent Value.

81% Overall

SMART + for PLUS machines only
RADICAL SOFTWARE 081-856 8402 Tape or Disc



If you are a Plus owner and like Art on computers, just imagine being able to use your 4096 colours to their full extent, and if this isn't enough, being able to do full width, full height screens (Overscan). Then to cap it all you find that the pictures will load into non plus machines, but with obvious loss of some colours.

Interested, so you should be. This program has most of the art facilities; Transparent Inks, Line Types, Pattern Fill, Windows, Spray etc. But it also contains a few bonus items, TEXT STYLES which allows any Size, Colour or Font. This is achieved by loading the chosen font, placing the pointer over the text file and press fire, a box appears that is the size of the text, you can adjust this size to whatever you require, then position the box and type in the text. I think this is the only art package that will allow this to happen, and it is brilliant. Animation and Frames can be run using the file on the disc SPRMAX. this allows you to design 64 frames of sprites and animate them using the Zoom window, and Rob tells me that he has now added a sprite routine that works outside the Smart+.

So it is almost perfect, why almost, well there is no Rotate facility. When you first use the program you will find some of the Files on the disc are not documented, but a quick RUN of each file sorts that out. As with all Art packages it will take a couple of goes before you get to grips with all the utilities. If you use the Overscan mode you will find you can't run a basic program after the Screen loads without clearing the screen, although machine code programs run fine.

So in summary, this is the best package of its kind that I have had the privilege to test, and at £14.95 on disc or £13.95 on tape, very good value for money. So with the couple of items mentioned above:

86% OVERALL

THE BIG COMPO PRIZES

It's the Birthday Issue and we have gone Competition crazy. Just take a gander at the THREE quizzes below:

COMPETITION NUMBER 1 WIN: PREHISTORIK 2 AND FINAL FIGHT:

QUESTION: WHAT ROUND UP SCORE DID ANGELA GIVE PREHISTORIK 2 WAS IT (A) 75% (B) 85% (C) 95%

COMPO NUMBER 2 WIN: BANGERS & MASH, THOMAS THE TANK BALL BEARING AND RODLAND

QUESTION: WHAT NUMBER IN TREE STREET DO BANGERS AND MASH LIVE AT?
IS IT (A) 3 (B) 13 (C) 23

COMPO NUMBER 3 PLUS OWNERS ONLY::: WIN SMART+

ROB BUCKLEY OF RADICAL WROTE AN ADVENTURE IN HIS EARLY DAYS:

QUESTION: WAS IT (A) DAY OF THE SUN (B) ONCE A KNIGHT IS ENOUGH (C) EVE OF SHADOWS

Answers to ANGELA at the usual address. BUT please state clearly which answer is for which compo. (We really are mad, just look at what that lots worth, but someone HAS to win it.... ED)

THE WINNER OF SUPER COULDRON WAS KEVIN HUDSON OF YORKSHIRE..... Well done its on its way...

NEWS AND VIEWS

READERS SURVEY Lots of you have not returned these forms, please send them in A.S.A.P, without them I cannot see the overall views on the club.

However some asked for hints and tips on games.....Just write to Angela. Which Games?

PLEASE NOTE THIS ISSUE IS SPECIAL: We will not be producing future issues like this or this size.

TRAKERS REDUCED If any of you want it, send a 3" Disc + £5 +SAE to Gary & Scott Kennedy, 32 Lostock Rd. Seedley, Salford, Greater Manchester, M5 2LH If you do not send a disc you won't get it.

AMSTRADS DEMISE People ask for more games, more serious reviews. Now here is the Dilemma. Last issue we reviewed the best Data Base yet, it was P.D. and Barrie made it clear that he would still send it out.... What happened. Only One was requested. The same is happening in the games area, very few are being bought... The software Companies are losing heart and ALL talking about leaving the Amstrad SO IT'S UP TO YOU if you buy, then we may be able to keep things going a bit longer.

AMSTRAD RIP OFF If any of you are thinking about phoning AMSTRAD PLC, then think again. All you will get is a message about other numbers to call, ALL 0891 NUMBERS that are charged to you at 36p per minute CHEAP RATE, but as these numbers are only available at peak times you could pay 48p per minute. Then you will be put on hold, transferred all over the place before you get the right person, only to find out they don't know anything about CPC's anyway. Well done Amstrad, you really support your customers well.

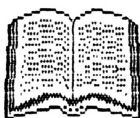
AMSTRAD ACTION BINDERS Are still available from A.A. Price £5.99 Each, not sure about postage.

CPC THEN The people that have asked about CPC NOW please note: James Hockney has closed this fanzine. He is thinking of starting a NEW MAGAZINE. If you have subscribed to CPC NOW and can't get your money back, or simply want to talk to him about using the subscriptions to start a magazine that the subscribers have not asked for, give him a ring on 0353 663030. BUT please do not complain to us, as we can not get involved.

DOMAIN P.D Is being saved. Mainly thanks to the efforts of Barrie Snell and Arthur Cook. You can still get RB4 from Barrie, and he will still be available for Questions. The new Library will be called King Arthur's Domain and will be opened in a few months time, SO WATCH THIS SPACE.

N.Z. CALLING Yes our little club has reached New Zealand, so a quick welcome to the new readers.

FINDING THE BEAST



We get a few letters every month asking where we find our information, and can we publish some of it. Well apart from databases most of our knowledge can be found in books. The big surprise to the novice is that your computer has more built into it than first appears. You can also do a lot of programs yourself if you know where to look:

THE INS AND OUTS OF THE AMSTRAD published by Melbourne House.... Author Don Thomasson

This guide lists all the IN calls and OUT calls that can be made either directly from basic or with a little knowledge of Machine Code and Basic. These calls are BUILT IN to your computer and you simply need to know the CALL.

For example, the command line WHILE INKEY\$=""; WEND. Which tells the program to await any keypress. Can be replaced by simply CALL &BB18. To disarm the Break Key CALL &BB48. Or to arm the break key CALL &BB45. They are all here.

THE AMAZING AMSTRAD OMNIBUS Published by Interface Publications. Author Martin Fairbanks

A good book for the Novice that touches on, and gives a small introduction to Graphics, The Disc Drive, Exploring Artificial Intelligence, LOGO (Yuk ED), Entertainment, Programming, Utilities, Some of the Calls Mentioned above, and a large section on Creating Adventures in BASIC. In fact there is more, all in all 415 pages of information and sample programs that you can learn from.

SUBROUTINES FOR THE AMSTRAD Published by Argus Books. Authors A.P. & D.J. JEFFERSON

Goes into SUB-ROUTINES and mathematical equations. How to structure them, enter them, leave them. Includes Sound, Sorting, Object code files, Graphs. With working example programs.

THE AMSTRAD CPC 464 ADVANCED USER GUIDE Published by Sigma Press. Author Mark Harrison

Quite a small publication that delves deeper into Animation, String Functions, Recursive Programming and a lot more. As the Title suggests this is not for the first time user and some of the explanations will have your head spinning if you have not got a clue of BASIC.

Z80 MACHINE CODE FOR HUMANS Published by Granada. Authors A.Loothill and David Barrow

A good example of a book not for a specific machine. It breaks down Assembly Language into easy blocks, labels them and calls them from other routines with full working examples. You do need a knowledge of Memory addresses and will have to alter some parts to suit your own assembler. Dave Muggerridge

Honourable Mentions

I would like to thank all the following people for their articles and support, and also say sorry to those who I could not fit in this issue.

Martin Cossins - Bonzo Scrapyard + Future item
Barrie Snell - RUN DISC Series, AA TAPES
John Reilly - Art Series
Alex Cochrane - Big Busts, AA TAPES, COVER ART
Dave Caleno - PC Printing, 8K Format Copier
Nigel Mells - Bonzo Database
Angela Cook - Games Department +
Lee Rouane - For helping with the Scrapyard
Ronald Lalewicz - Bankraid + Future item
Also to all the members for their support.

MAKE YOUR FILES DISAPPEAR

This item and indeed Barrie's article that follows have been prompted by letters and phone calls asking various questions about protecting YOUR programs from prying eyes. Barrie sent a letter to me saying it would be better to run an article or two, rather than answer individual letters, so here we go:

BASIC FILES TO ANOTHER USER AREA

The normal user area is 0, and if you switch on, then CATologue a disc only the programs in user 0 will be shown. If you LOAD a file and then type in and enter the following USER,7:SAVE"FILENAME" you will find that the file would be saved to a blank disc. Reset the machine ; now CAT the disc, nothing will be catalogued. Now type USER,7 and enter, then CAT the disc, there is your file. This means that your loader or menu MUST say user,7:RUN"FILENAME". Of course you can save to any user number available, it does not have to be 7.

MAJOR WARNING

No nothing to do with number 10, BUT ALL THE ITEMS IN THIS AND BARRIE'S ARTICLE SHOULD ONLY BE CARRIED OUT ON BACK UP COPIES OF PROGRAMS until you are confident of what you are doing. We will tell you how to hide the files from here on, but will not tell you how to make them re-appear. Indeed some files WILL NOT run under the methods described, so USE BACK UPS ONLY.

SYSTEM FILES

The User method is O.K. for Basic files, but most bin files will cause problems. You will need a good DIRECTORY EDITOR such as Wombles MDOS, NIRVANA, etc. Run the Directory editor, put your back up disc in the drive, Tag (select), all the files except the loader, then press the key that selects SYSTEM, you may find you have to do them one at a time on certain editors. Now if you switch off then CAT the disc all you should have left is THE LOADER showing. Where have they gone? Nowhere, they are still in user 0, but although hidden from view, the loader can still find them.

THE LOADER

So now they can still break into the loader to find the names of the files: Put a line in at the start of the program saying something like:
1 ON BREAK CONTINUE:ON ERROR GOTO 5000
Now you can enter a line 5000 like
5000 !BASIC
This will cause the program to crash if an error report is generated any when.

There are different ways of protecting the actual loader, but the most popular way is to use your Directory editor (Not all have this facility) and now change the Loader file first to READ ONLY, then change it again to a DIRECTORY file. But changing it to READ ONLY (RO) should prove good enough if you do not have the DIRECTORY file utility.

So those are the basics of it. If you know of any other tricks, or maybe a easier way of doing things LET US KNOW, as there are still a lot of people out there hungry for knowledge, and it could be that those people are the ones to keep the CPC going.
***** Dave Muggerridge*****

SPELLING OFFER

Barrie Snell, 8 St. Augustine Road, Southsea, Portsmouth, Hants PO4 9AD, Has kindly offered contact members his 4 dictionaries that work with PROPELL these take up two discs (4 sides) and contain over 91,000 words. Just send your 3" or 3.5" discs + Return Postage Paid Jiffy. PLUS ONLY 50 pence fee. It is quite fast on a multipass check

PLEASE RUN DISC

Editors Forward: How many of you have seen the above message when you CAT or do a IDIR on a disc, with what looks like no readable files on the disc. How do they do it? Well here is one way. The article is written about WOMBAT which is Copyright of Eric Prattley 1989, but by the end of the series, if you have a knowledge of Disc and Sector Editing you will be able to work it out for most editors. WOMBAT is better because you can see a mistake if you make one.

SERIES BY MR BARRIE SNELL

Here is a brief attempt at explaining how to achieve the above message on YOUR OWN discs:

As usual with this sort of thing there is the easy way and the hard way, well here is the hard way, because when you have finished with this little lot, you will see that it is well worth the extra effort.

Some of the things that follow, you may not know, but I won't insult your intelligence by telling you all the differences between CAT and IDIR: I will just jog your memory. Say you are already in Mode 2 and the disc contains 6 BASIC files, called for example: A.BAS B.BAS up to F.BAS.

On screen doing a CAT you get:

A.BAS	C.BAS	E.BAS
B.BAS	D.BAS	F.BAS

But if you do a IDIR you see instead:

A.BAS	B.BAS	C.BAS
D.BAS	E.BAS	F.BAS

The easy way would be to know absolutely the number of directory tracks that you need to reserve for your message and rely on the person using it to do a CAT. Easy from there on, but what if he tries to do a IDIR? The message you have on the Directory tracks would be come out completely fouled up!

The solution to this dilemma is to expect both from the user, and make your program Universal to both inputs.

The previous positions of the on-screen file names A.BAS etc. are set absolutely. You could alter the actual disc bytes from the text "C.BAS" to be for example "HELLO" as your message, but this will be placed

on the screen in the same position that the original "C.BAS" would have been displayed. This is not what is wanted methinks.

So what do you do about the CAT, and IDIR? Easy!! (Is It?...ED) You can do a LOCATE command, the same as you do in BASIC, within each edited version of the OVER WRITTEN BAS directory tracks so that you can cater for either input.

Unfortunately, you have to reserve certain bytes within each over-written file-name on the directory tracks to contain screen control codes to turn the screen text on and off, and of course, the codes for where to locate the TEXT OF THE MESSAGE. This means that there is only room within each original BASIC file-name in the directory tracks for 4 (YES ONLY FOUR) characters of your message.

START THE PROCESS

Grab a pencil and eraser, also a copy of the 80-by-25 Mode 2 Screen designer sheet, and write your screen message. Now count up the total number of characters, including the spaces between the words or symbols. Now divide the number by 4 to arrive at the total number of directory tracks that you will need for your text.

If it works out as a fraction then round it up. Now allow at least an extra 8 for good measure, this is to allow for situations that may arise when you have one or two characters to write into the directory track and then have to 'locate' the next characters to a new screen line position.

HERE WE GO, HERE WE GO

Everything that follows applies to a three inch disc in the A drive. As far as I can make out it only works on the 'A' drive, but in the future I may see if I can get it to work on a 3.5" B drive. This is no great hardship as you can copy your 3" disc with its message to a 3.5" disc. So take a 3" disc and make it blank by formatting it to DATA FORMAT.

Now do a one line BASIC program such as:

```
10 REM
```

Now save it to disc by typing SAVE"A" (ENTER); Then Save it again with SAVE"B" and so on, saving it as many times as the amount of directory tracks that you calculated earlier. Of course for a larger message if you reach SAVE "Z", you can start again with SAVE"AA" and so on.

Next time we will start dealing with the Directory tracks.

Barrie Snell

Bonzo & Database

In reply to a couple of queries, no I will not be republishing the all Bonzo Data Base in the near future. If you want a copy please send a STAMPED S.A.E plus a small donation to:

MR NIGEL MELLS (BONZO DBASE)
SHENDALE
51 AVONDALE ROAD
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Also a reminder of where to send your NEW Bonzo Discoveries to. Or maybe get the Un-edited version of Bonzo Scrapyard, S.A.E Plus an EXTRA FIRST CLASS STAMP please to:

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If you get any BANKRAID transfers to go then let DAVE MUGGERIDGE know if you are only a member of Contact, but if you get Scrapyard then take your pick, but please let Martin or myself know whatever you do. It can get a bit annoying passing information out and getting no feedback.