

WAAAGG

THE UK'S ONLY SERIOUS CPC MAGAZINE

Issue 51      £1.50

CAT #8

See  
your  
CAT's  
in  
Black  
and  
White !



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

# The Telephone Help-Line

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

**Robert Heaton,** (0902) 753623, Wolverhampton. Basic, Machine Code, Printing, General problems.

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

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

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

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

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

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

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

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

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

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

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

**Chris Smith,** (0252) 24721, Aldershot, Comms, 8B's, Protex, Promerge, Prospell, Utopia, Brunword and general programming problems.

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

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

# W A C C I

Edited by *The Management*

0602 725108

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Owned By

The Club Members

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Conceived and Founded by

JEFF WALKER

Developed and Expanded by

STEVE WILLIAMS



## THANK and STUFF

Well we have really fooled you with this WACCI (*it's out on time.*) We have loads of thanxs and stuff to get through this month so without much further ado it's on with the show.

### THANK YOU ONE AND ALL !

Let me start by offering my heartfelt thanx to all of you out there who have recubscribed to WACCI. Especially to those of you who included a bit extra with your subscriptions. I shall not embarrass you by naming names. Please accept all our thanx.

### DON'T DO IT

If anybody ever offers you the job of editing a computer magazine may I offer some humble advice. If you like to sleep, then fly like the proverbial bat (or run like Linford Christie.)

Editing WACCI is an interesting and challenging task with the very real reward of receiving lots of wonderful letters and phone calls welcoming it back into the land of the living.

### TIMESCALES

To ensure that you receive your WACCI once a month I have to layout one page per day, every day of the year. WACCI goes to the printers around the first of each month and will be posted to you on or about the fourteenth of each month. So provided snail mail works in accordance with my predictions your WACCI will pop through the letter box a day or so later. The last copy dates

are around the fifteenth for articles and the twenty-fifth if you want your letter include in Fair Comment. The earlier the better, I have to take every opportunity to layout a page.

### AN APOLOGY

If you notice the odd typo of three then please accept my apologies in advance. I can assure you I do my best to keep them to the minimum but I will not find them all. If it's a question of delaying your WACCI or having a word perfect WACCI I think I know which you will prefer.

Apart from editing WACCI I have a full time job, work one evening a week at a local college and run a four division, 56 team domino league. If you want to know how I manage to work a 20 hour day, that's easy, I go to bed a hour earlier the usual.

### HELP ACCEPTED

We have had many offers of help and assistance. We are busy contacting those of you who want to help to agree who does what, when, where and how.

Please be patient with us, getting WACCI out on time must be our number one priority task.

### SUBS AND MONEY

I'll start by offering my thanx to Paul Dwerryhouse who is doing a superb job as our subscriptions manager cum treasurer. Paul has been inundated with subscription forms and money. The

vast majority of members have dug deep into their pockets to resubscribe. I cannot give you an exact membership figure at present because the forms are still dropping through Pauls letter box. I can confirm that WACCI is financially viable and that it will remain financially viable.

Paul will be maintaining detailed records and will be issuing frequent bulletins to ensure that you are all aware of the WACCI financial position.

Paul is preparing monthly accounts which will be available to all club members. If you would like a copy of the accounts then send Paul a self addressed, stamped envelope and a note asking for a copy.

### HELP NEEDED

There are several jobs that need homes so if you feel that you can offer a job a home, give me a call or drop me a line. In no particular order we need help with the following:

1. Designing front covers.
2. Writing a cartoon series.
3. Testing PD programs.
4. Running the WACCI Homegrown disc library.
5. Preparing PD discs.

### MEMBERS SURVEY

I am planning to send out another of those membership survey forms with either issue 52 or issue 53. Whilst I am aware that most of you (if you are

like me) hate filling in forms. We do however, need to know how you want WACCI to develop. It is your club and we do need your views.

### GLASGOW 'ALL FORMATS FAIR'

Peter Campbell will be at the Glasgow 'All Formats Fair' on the 8th March representing WACCI. He's looking for other local members who are prepared to go along and help out on the stand.

If you would like to run a stand at one of the future 'All Formats Fairs' then give me a ring and we'll sort something out between us. If you missed the Donington and Haydock Park 'All Formats Fairs' then you missed a real treat, *me*, in the flesh, along with Alan Tilling, Mike Lyons, Tony Walker, Stamper Metcalfe, Andy Frame and many others.

### PD & HOMEGROWN DISC SALES

Demand for Public Domain and Homegrown discs far outstripped our expectations with some seventy discs being sold in the two weeks after issue fifty was distributed. This led to one or two short delays whilst a new supply of good quality discs was found (at the right price.) This problem will have been fully resolved by the time you read about it. Our apologies to anyone who was kept waiting.

The 'loan disc' service has sent out its first orders to club members. Six members have taken advantage of this service within its first fortnight of operation. Mr S N Money holds the club record, he managed to copy the discs and return them within 40 hours.

### BLANK DISCS

Amsoft have stopped selling discs, however this does not spell the end of the three inch disc. Amsoft did not manufacture discs, they just brought and sold them. There are still plenty of three inch discs available. Amsofts

actions have however pushed the price of three inch disc back up to around, £17 per 10 mark.

We now have a supply of blank discs available for sale (Amsoft or Maxell) at £14.80 for 10 including p&p. These are being sold at almost cost price to WACCI members and are not available to non-members. Please send your orders to, WACCI at 12 Trafalgar Terrace, Long Eaton, Nottm, NG10 1GP. Delivery will normally be around 7 days after the receipt of your order.

### POSTMAN PAT

Have you ever had the somewhat boring task of licking and sticking some 750 stamps on envelopes. It is *far* less interesting than watching paint dry.

How would you feel when having finished the task the nice man at the post office says "Did you know that we will frank your mail for you if you are sending out more than 500 letters and we don't charge for this service".

My answer was as polite as possible under the circumstances. Still I'll know what to do with issue 51.

### WACCI BB

The BB appears to be going down well with club members. Chris is thinking about adding a hard disc drive to the system to allow users to access a much wider range of files. If you've left me a message, I'll reply, however it takes time 'cos producing WACCI takes priority over my hobbies.

### RED ROSE

This is nothing to do with Valentines day. This is Tony Walkers BB at sunny Preston. Details are in the Who's Who section (inside back cover) of WACCI.

### OUTRO

Well that's issue 51 done. Now where's the copy for issue 52? Happy reading. *Let me sleep!* Best Wishes, Uncle C.

## PROPOSED MEMBERS CHARTER

This is the proposed Club Members Charter, we need and want your opinions, safeguards and ideas.

Please let us know how you want your club to be run, now's your chance to ensure that your club is run in the way that you want.

1. WACCI will be run as a club and will have a committee. WACCI is owned by the club members.
2. WACCI will not be run as a profit making venture.
3. The committee will consist of those members who put money into refloating WACCI.
4. Rules for the election of committee members; the number of committee members; and the role of the committee must be agreed by the club members.
5. No person with a business related to the CPC may be a committee member.
6. Day to day decisions are taken by the Editor. Overall policy will be set by the committee.
7. The overall objectives are:
  - Produce a quality magazine
  - Provide goods to members at the lowest prices
  - Provide technical support
  - Run disc, tape and book libraries.
  - Listen to club members
8. Have sufficient money to repay all members subscriptions.

### SUBSCRIPTION RATES

#### UNITED KINGDOM

1 Issue	£ 1.50
2 Issues	£ 3.00
4 Issues	£ 6.00
6 Issues	£ 9.00
8 Issues	£ 12.00
10 Issues	£ 15.00
12 Issues	£ 18.00

### SUBSCRIPTION RATES

#### EUROPE

1 Issue	£ 2.00
2 Issues	£ 4.00
4 Issues	£ 8.00
6 Issues	£ 12.00
8 Issues	£ 16.00
10 Issues	£ 20.00
12 Issues	£ 24.00

### SUBSCRIPTION RATES

#### OVERSEAS

1 Issue	£ 2.50
2 Issues	£ 5.00
4 Issues	£ 10.00
6 Issues	£ 15.00
8 Issues	£ 20.00
10 Issues	£ 25.00
12 Issues	£ 30.00

Send your subscriptions to:

#### WACCI SUBSCRIPTIONS

Paul Dwerryhouse  
7 Brunswood Green  
Hawarden  
Deeside  
CLWYD  
CH5 3JA

# Fair Comment

12 Trafalgar Terrace  
Long Eaton  
Nottingham NG10 1GP  
(0602) 725108

In 1986 Jeff Walker wrote: *If you've got a bone to pick, a statement to make, a point to put across, if you want to comment on anything you've read in this or any newsletter, if you want to sing somebody's praises or tell them what you think of them, or even if all you want to do is just let off steam, or ask a simple question, then this is the place to do it, no holds barred. Everyone, they say, has a right to their own opinion. This column, hopefully, stretches that statement to its limits and finds out just how true it really is. In 1992 we at WACCI believe that this statement still holds true.*

## CHRIS POINTS THE WAY !

Hi there Clive! After spending a few happy hours trying out some of the pieces of software on the new WACCI PD Disc 7, I found one very useful feature of the ASSIGN command.

One of the problems of buying a second disc drive appears when you need to copy a file to the other side of a 3" disc, or, to any other 3" disc if you bought a 3.5" drive. The good old B: drive command that prompted you for a new disc is gone and you must either disconnect the new drive or copy to a B: disc and then copy it back to the A: disc (all very messy.)

To all of you out there who have experienced this problem, a solution has been found! Put a disc containing ASSIGN.COM in the A: drive and type the following magic words:

```
ASSIGN D: B: <CR>
ASSIGN B: A: <CR>
```

Now try referring to the B: drive again and **Wow!** It's asking for a new disc in drive A: <<Yipeee? -Ed !>>

If you wish to use the external drive again without leaving CP/M, it is now called by typing D: (not C:, in case you have a Ram Drive fitted). I hope that this will save someone out there a lot of work.

Chris Smith  
Aldershot

<<Hi there Chris, thanks a lot for the helpful and useful tip. I wondered why ASSIGN.COM had been written? I shall find a immediate use for it having just purchased a second hand three and a bit inch drive.

How is the Bulletin Board? Are you still getting callers on the old phone number? How about letting us know how the BB is going and giving a few tips about comms. Best Wishes. -Uncle C.>>

## ALAN'S HAPPY

Clive, thank goodness WACCI is not going to go down the tubes. In July, I had a letter from Bernard P. Jacobs of South Africa asking me if I knew what was going on. I wrote back saying that I was in the dark but would let him know as soon as I could. Anyway I have typed his letter on to disc and no doubt, space permitting, you will be printing his letter. Best of luck,

Alan Tilling  
Cheshire

<<Thanks Alan, You are quite right it will appear in WACCI. -Uncle C.>>

## SO'S BERNARD

Dear Alan, You will be surprised to receive a letter from a total stranger in a foreign country, but it occurred to me that, since you were once a contributor to WACCI, the Amstrad CPC User's Club magazine, of the excellent "Very basic Basic" column, <<I like letters like this. Alan>> and are resident in the U.K., you might be able to help me to find out what happened to Steve Williams, Peter Ceresole, Joolz and the gang.

Unfortunately, because I had just purchased an IBM-compatible computer then, I allowed my own subscription to the magazine to expire with the March 1990 issue. I tried to renew the subscription in February 1991 but apparently the magazine is no longer run from 9 South Close, Twickenham.

I suspect WACCI no longer exists but I should nonetheless like this to be confirmed. I would have liked to renew my ties with WACCI as I still use my 6128 machine quite often (as I am doing now). In many ways, I think you might agree, the lowly CPC, in spite of its dated 8-bit technology, is superior to many a 16-bit machine.

I realise that I am probably imposing on you, but if you know anything about whether or not WACCI is still around then I would be very grateful if you would drop me a line. If you know of any other British magazines still devoted to the Amstrad CPC range, please supply me with their titles. While we get magazines devoted to nearly all of the other British-made computers, including the Amstrad PCW and PC ranges, INTERMAG, the company that gets all these magazines for the South African market, does not import CPC magazines.

I am enclosing a little form letter for your convenience and, while it might not be feasible for me to reimburse you for the cost of an envelope and postage to South Africa, or to compensate you for your time, I would be happy to do you any favour I can, to repay you for your kindness, even if the news about "WACCI" is bad. Please do not hesitate to ask me. I look forward to hearing from you soon. Best wishes and thank you.

Bernard P. Jacobs  
Port Elizabeth  
South Africa

<<Hi there Bernard, WACCI is alive and well following the move to Long Eaton. However you'll know that because you will have received Issue 50. Alan is right *chuffed* with your kind words about his VBB column. We'll send you a list of other Amstrad CPC magazines.

I hope that you received Alan's reply to your letter which explained the current situation. You'll also be pleased to hear that the cost of overseas subscriptions has been reduced by £0.50 to £2.50 per issue.

Those of you who subscribed at the higher rate will have your last issue number increased to compensate for the reduced price. -Uncle C.>>

# Fair Comment

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

## I'LL DO IT

Dear Clive, many, many thanks for the 50th WACCI. What a relief! Glad to see it when I got home from work tonight. It looks superb. I can't tell you how much I've missed the old mag. Happy Birthday every one!

I humbly offer my feeble assistance in writing Fair Comment. In doing this I hesitate to say that I have a large vocab, erm, voc, err.. I know a lot of words. I have a scintillating though frequently acid wit and can discourse on practically any subject given an absolute minimum of knowledge (*all teachers have this knack.*)

I ken spall is uall! I am caring, considerate and thoughtful which is just what you need for dealing with letters from the patients (sorry I mean club members.) All-in-all, I'm a very friendly Lyons, (but not called Parsley). Well, There it is!

Can you put in an ad for me? I have a large number of original disc games which came with my second 6128, (yes, this is a two computer family - two and a half, actually, we also have a 128K Spectrum, (or is that plectrum). I have enclosed a full list. All of the above are going for £5.00 per each. No, I'm not daft...(am I??), Each and every game on 3" disc, what more could I ask? OK, I could try and flog 'em at full-ish price, but that's not the spirit of WACCI is it?

Thank you for your invaluable help and information on comms, which I intend to put to good use as soon as possible. Thank you also to the ineffable Tony Walker for the same.

Anything else I can do to help?... Just ask. I will be very happy, nay, overjoyed to assist. Time to finish off now. I've been doing this instead of working. Once again, thanks for bringing a little light into the end of my tunnel, if you see what I mean.

Mike Lyons  
Wigan

<<Hi there Mike, if you look at the top the page you will see that you are now responsible for the Fair Comments section. I have included your details

in the Who's Who section. From now on club members should send letters for Fair Comment to Mike. Whilst I think about it, if you send WACCI a letter it will be included in Fair Comment unless you mark it as Private.

I have included Mike's advert on this page. So if you want some good quality games at a good price then give him a ring, *quickly*. <<I thought that it was politicians who could talk about subjects they knew nothing about and not teachers! -Uncle C.>>

## FOR SALE

Batman The Caped Crusader	Ocean
Robocop	Ocean
Mini Office II	Database
Giants. 3 discs	US Gold
Daley T Olympic. Tape+Disc	Ocean
Space Harrier II	Sega
Konami Arcade Col. 2 discs	Imagine
Scrabble de luxe	Les.Gen
Star Wars	}
The Empire Strikes Back	} Domark
Return of the Jedi	}
Operation Wolf	Ocean
Stir Crazy	Infogrammes
Match Day II	Ocean
Arcadia (2 discs)	Ocean
Ghostbusters II	Activision
Silkworm	Virgin
WEC Le Mans	Imagine
Spy v Spy	Databyte
The Flintstones	Grandslam
Rick Dangerous	Firebird
Superman	Tynesoft
Licence to Kill	Domark
Barry McGuigan WCB	Activision
Pictionary	Domark
Home Entertainment Centre	CDS
Battle Stations	Ocean

All on disc for only £5 each.

All originals.

Send your money to:

Mike Lyons

85 Leigh Road, Hindley Green  
Near Wigan. WN2 4XF  
0952 59942

## MONEY, MONEY, MONEY

Dear Clive, Great to see WACCI back, I wish it continued success. I am writing about the MAXAM II advertised in Issue 50, I hope it has not gone yet as I have been wanting it for some time. I have enclosed a cheque for £21 which includes p&p, Best wishes,

Dave Tyacke  
Bristol

<<Hi there Dave, That's an interesting surname you have there. Thanks for your best wishes, they are always appreciated. Clive says that your MAXAM II was sent out by Royal Snail Carrier Pigeon on the 20th. January so it should have arrived in your vicinity by the time you're reading this. Duck. Happy dissembling, (sorry about that folks), Mike.>>

## FAIR MYSTIQUE

Dear Clive, So it's back from the edge. I have now had a few days to read through issue 50 and gather my thoughts prior to writing. Just to explain my viewpoint, I have seen a few back issues and I had joined WACCI just in time to get one issue, number 49, then it all went horribly quiet. So I am not steeped in its mystique and tradition; but I know what I think OMG stands for...

Issue 50 of WACCI is fair, but not great. You obviously have a good grasp of both the "house style" and the technology, but what the magazine most needs to pull it into shape is a proof reader. There were some real howlers in the text where either a word had passed the spelling check but needed a change for the context, or a piece of text was repeated. ACU went through a period of *Editorial Inexactitude* and its popularity plummeted, even judged by its own letters column at the time. Part of my reason for buying a computer magazine is to increase my knowledge and it is hard to trust the imparted facts when the context does not inspire confidence. The articles were between fine and very good. I especially liked the crowing bit about

how WACCI had outlived all those other publications, "only just" I thought.

The changes to the P.D. and Homebrew sections are very welcome and I will take advantage of them in time.

As someone who has edited a magazine before I know what a chore it is and I hope the above doesn't put you off. At a time like this it's very easy to get carried away with uncritical praise so I hope my comments will be taken as constructively as they are intended.

I would be very happy to help in any way I can. Good luck and best wishes.

Brian Watson

ELY

P.S. I have sent my subscription to Paul, as requested.

<<Hello Brian and welcome back. This is Mike here, in my first attempt at answering letters. I am sure, given our present need, that any offer of help will be gratefully accepted. I think we all agree with your points in principle, however Uncle Clive felt that issue 50 had to be a one man show until he was happy it could be done.

There was no point in raising the hopes of hundreds of members if it wasn't going to work. As to the typos and other prangs; it seems to me that you can't expect everything to be perfect right at the start. We need practice at the new skills we have to develop, and proof reading is one of the most difficult of these.

For the future, we are doing as much as we can to solve the difficulties. Uncle C. has been finding out just how difficult things are and putting himself through the paces at most of the jobs that need doing to produce a magazine. Please bear with us until he can get it all sorted out.

Where practical, articles submitted to WACCI will be laid out by Uncle Clive and then sent back to their authors for checking. This should help to clear up some of the boobs. Thanks for the cheque. Mike>>

---

## IN TOUCH AGAIN

Dear Clive, Good to see WACCI on the ball again. I've been out of touch for the past month or so, ferrying between the local hospital and Harefield, having a pacemaker fitted. What a good thing that I have my 6128 and plenty

of Bridge to provide interest. Not that I'm a computer buff by any means: I use the machine mainly for writing with Protex, indexing my collection of LP's and CD's, (using At Last), playing snooker with my wife and games with the grandchildren.

I have sent my subscription renewal, (12 issues), to Paul Dwerryhouse and now request WACCI PD discs 2, 3 & 7. I'm sure that among the goodies I'll find something that will let me rebuild the directory on a three and a bit inch disc that contains a large number of programs.

When I do a CAT, the drive protests and after the *Read Fail* message, I press "I" and the directory appears. The same applies to running programs on the disc. The disc is a RAMdos D20 format and has always performed very well until now.

You must be frantically busy so I'll close now, except please tell Saffron that the last time I was in Toronto, (1953 approx), it was in Canada, (capital of the province of Ontario, in fact), and not in the USA.

By the way I am a retired journalist and used to be the chief sub on a mag called *Municipal Journal*. So if I can help with proof reading, let me know. However don't rely on my technical knowledge because I haven't got much.

I am not renewing my AA sub, far too much on games and other items I do not use. In answer to your question about recovering erased files on the large format discs, I believe that David Wild who produced a fine PD program called "DESK" included "OOPS" which is a file un-eraser that should work. Best wishes.

John Hawkins

Stevenage

<<We're on the ball, alright John, and it's a pretty uncomfortable place to be. Thanks for the tip. We're sure it will be helpful, though I think you need to use OOPS as a DESK utility.

Your disc drive problem sounds tricky. I use ROMdos, (which is on ROM), rather than RAMdos, (which is on disc), unless I am using CP/M, in which case my .EMS file has been altered to use a big format disc, so I don't have to worry. I have had no problems with it so far. I would ask how many files you have on the disc in one user area. The manual says not to

have more than 140 in one area because of the limitations imposed by the 2K buffer limit. You say you have a large number of files, so this seems the most likely cause to me.

There's also the problem of mucky contacts on the drive port, loose wires, faulty power lead. Which drive do you have? If it has a variable power supply like the one supplied by Microstyle then make sure that it is set high enough to give a full 5v to the 5v regulator inside, (I used to set mine to 6/7v but started to get a few read errors. I have had no problems since I put it on 9v. Anybody any other ideas?

We are in desperate need of proof readers and I'm sure Uncle Clive will be in touch soon, (if he hasn't already), about using your services. You should have received your discs by the time you read this - assuming the Royal Snail hasn't lost them. Saffron, unfortunately, failed Geography at school. She has to use an A-Z to find her own bathroom. I still take AA, John, because the free tapes help to balance my desk. Mike>>

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## AN OLD FRIEND

Dear Clive, My congratulations on your first resurrected WACCI. It was a delight to have the lovely buff envelope dropping through the letter-box. I am assuming that the old format of 38 characters per line is still in force for Fair Comment letters, do let us know if you intend to change it. I was amused at the Who's Who column. With so many jobs up for grabs, it looked more like a Who's Not Who column.

As my health is not at it's best at the moment, (Ulcerative Colitis, are there any more out there with this disease?) I will not take on any of the permanent work. I would like to help just the same, so I will agree to get out my 464 and disc drive and copy some disc to tape software. I am in the happy position of having both a 6128 and a 464. The fat salary of £0 will come in useless.

I read that you have acquired a big format, (which one?) disc system. I use ROMDOS on ROM and find it very good indeed. Can I send future missives on a 3.5" disc? It would be cheaper for this OAP. You asked if

anyone had a program to rescue erased files from a 3.5" disc. I use DU.COM which works very well indeed. Although it is not strictly a rescue package, I recovered a large number of DOC files from a stricken 3.5" disc with it. It would do in the mean while until someone comes up with the goods.

Recently I have completed a program, with considerable help from Stewart Peppiatt, called "DISCNDEX" which will make a large ASCII file containing the CATs of all one's discs regardless of disc size. It does not mind which format you are using and will mix formats if you want it that way. It works best on a two drive system, reading from one drive and writing to the other, but there is also a version for single drive users. The resultant ASCII file can then be searched using Protex or similar to find any file. I wrote it because all the programs which I found in PD refused to work properly in my mixed format two drive system. It is on the enclosed disc for your approval. This should work with any number of drives.

Has anybody out there got more than two on a CPC? I get the impression that four are possible. As I had despaired of hearing from WACCI again, (I should have known better), I have sent a copy of it to UAUG and SCULL, so it will have to go into PD as it already is in there.

Please find a cheque enclosed for £6 for 4 more issues. It's about time I shut up, so God Bless,

AL "The L Plate" Cooper  
County Antrim

<<Thanks for your offer of help, Al. I think you'll be able to remove those "L" plates fairly soon now. Old Uncle Clive says he will let you have some tapes as soon as they are ready.

Both Uncle Clive and I are capable of handling the extra half inch, so please do send them in if you like. Any ROMdos format will do, provided you put a bijou note-ette on it to let us know which type it is. Uncle Clive, (the show-off), can also handle bigger members' contributions, (the old five and a bit discs), in MS-DOS format, but like he says - what's the point of having a bigger pencil if it won't hold any more lead? Many thanks for the DU tip. There are a number of ways around lost file problems and, *always*

*providing that you haven't already written to the disc*, most of them will work. My own favourite tip works from Amsdos as a simple POKE, (255, &E5), into the location which stores the USER number, (&A701), which will show you the ERAsed files if you then do a CAT. It is just a matter of RENaming them to USER 0. I have never had a failure with this unless the file's already been written over.

DISCNDEX looks very interesting. How many times do you wish you could remember which disc that blasted nuclear fall-out demo is on? We mixed, (very), formatters need something like this to keep track of our expanding library of biggies. Lemme at it.

If you've got more than two folks we want to hear about it. The more the merrier I always say, but don't count sillies. *Four?* The mind boggles and the eyes water. Mike>>

---

### ORDER, ORDER

Dear Clive, Please find the enclosed Postal order for the amount of £6. Sorry it's not my deposit for your Swiss bank account, (only kidding), it's for two selections from the PD Library. Please send the following:

1. WACCI PD Disc Seven
2. WACCI PD Disc Twelve

Hope to hear from you soon. I finish by saying that I am glad to hear that WACCI is back on it's feet and you will be receiving my subscription soon. Best Wishes.

David Smythe  
County Antrim

<<Hello David, Thanks for the good wishes - we need 'em. Uncle Clive has given your PD discs the Royal Snail treatment and they should have *crashed* in a heap through your letter box by now. Mike>>

---

### A VERY OLD FRIEND

Dear Uncle, Just a quick word to say that I really liked WACCI 50. I also like to see it printed in straight condensed; to my ageing eyes, it looks easier to read.

I hope that the finances work out; I think there's a very good chance they will, and you have hit on a workable

way of keeping WACCI going. But who'd be Paul on, (printers'), payday! The CPC situation has quite changed, now that it is no longer manufactured, and WACCI needed to change with it. How long do you think that Amstrad Action can survive, now that there is no more CPC promotion by Amstrad and the new games action will focus on Gameboys, Megadrives and Amigas?

The CPC was always exceptional among 'games' computers; it had the greatest potential for serious use of any of them. WACCI always played to that strength, but I reckon the need for the magazine and club has never been greater. Your Nephew.

Peter Ceresole

Somewhere South of the Watford Gap

<<Well, Peter, as you can see with your ageing eyes, (what a laugh), your Uncle Clive has handed over the Fair Comment reins to little ole Moi. And I think that WACCI is the greatest thing since the invention of the dibber.

Thanks for your good wishes. We hope we are doing the right thing, and it's always nice to hear from *old* friends - even if they do play with the CPC without the C. Please avoid the past tense when discussing CPC's - we're still here, we're still exceptional and we're still better than an Atari ST or an Amiga.

Our finances appear to be OK - at least Paul has enough to pay the piper, (or is that printer?.) Your *young'ish* Nephew, Mike>>

---

### OH HAPPY DAYS, PLING!

Dear Mike, What a happy day when WACCI 50 fell on the door step. I was about to use a pling, (screamer), at this point when I remembered how strict Auntie Joolz was - driven by OMG no doubt. Being unsure how strict Uncle Clive would be on editorial matters I will avoid plings for the time being.

Talked to Uncle C, (B not S), this evening and got your new address. Unfortunately I forgot to ask him whether you can deal with 3.5" discs. I enclose this letter in hard copy, (that's obvious to you because I suspect that you are reading this rather than dashing to the trusty CPC and loading the file), and also on disc. Being mean at heart I enclose a 3.5" disc, (rather than a 3" disc),

because it is cheaper to buy and post than a 3" disc. The disc is in D20 format with this letter in Protext and margins set at 38. So far I am sure than Auntie Joolz would approve, the question is do you? Perhaps you would like the opportunity to state your policy on letters to 'Fair Comment'.

I know that *The Management* are crazed enthusiasts <<Maniacs? -Ed.>> producing WACCI for pain rather than pleasure and so it seems to me that some of the pain should be transferred to the extroverts who write to you. I am sure that you would rather take discs from Messrs Glover and Morley than transcribe their wild cries. If this is the case is it not right to ask the sender of the disc to provide return postage for the disc? If people send you discs without a return stamp and address label could you not regard these as unsolicited gifts?

What is your attitude to letters on tape? Does Brunword, Tasword, ASCII, Protext or Mini Office II rule? I think we should be told.

I close by offering my thanks to Uncle Clive, your good self and the *Management* for keeping the WACCI drug in circulation. My cheque is already in the post.

Bob Moffatt  
Bushey  
Herts

<<Hello Bob, welcome, felicitations to you all. Happy day indeed. I think, (occasionally), every WACCI member - and a few non-member readers - heaved a huge gust of breath when Good Old St. Clive and his Dragons put WACCI back into circulation. This probably explains the windy weather we've been having lately.

To Pling or not to Pling? *There's a question!* In short NO! It's good policy not to allow people to cover up their bad English by inserting exclamation marks in the wrong places. Besides, it looks cheap and comicky. We might let one or two go for effect, (especially if used correctly), but otherwise no thanks. You might like to look at Issue 49's article on House Style, (whatever that is), which more or less covers it.

3 and a bit discs. I LOVE 3 and a bit discs. You can do so much with the extra bit. In fact, *de facto*, you can do more with the bit than you can with

the three inches, know what I mean? If you can send letters in on 3 and a bits I'd appreciate it lots. Please try to use D20 format, but don't worry about 38 column, right of line all that stuff I can sort that out.

Protext, Tasword, ASCII and MOII files are all OK, Yah! (Uncle C can do WordPerfect, Wordstar and other MS-DOS formats.) Hard copy letters may take a little longer, but well, there it is.

Messrs Who?? Oh, I remember, *them*. Bits of paper get lost or mangled, dripped on or screwed up, rantings get ravaged, but if you can't afford a disc, send them anyway. We have a resident typer-upper who's just as cracked as the rest of us and who has volunteered to put your flimsy contributions onto floppies for my further attentions. (Take a bow 'Stamper' Metcalfe - I said *ONE*)

Thanks for your thanks. Your drug is our drug. -Mike>>

### FOR SALE

MAXAM ROM v1.13 ..... £10.00  
(on its own board)

RODOS ROM v2.19 .....£15.00  
(Inc. Rodos extra on disc)

Mr S Bulmer,  
23 Minters Lepe, Purbrook,  
Waterlooville, Hamps, PO7 5QS

or Phone 0705 253249

### SHOCKING

Dear Clive, What joyous surprise when WACCI came through the letterbox. I used to take A.A. but it got so bad that Phil Craven's advert was the only bit worth reading and when that became irregular I gave up A.A. completely. Hence I missed the 'press release'.

Did you know that Phil started his own fanzine at the back end of 1990? I think there was only one issue but it looked very promising.

I enclose cheque for £19; £9 for 6 issues of WACCI and a tenner as a token of support. I am still in the learning mode, so cannot volunteer for other duties.

I was delighted with Nigel Mells tip about Quitting from Maxidos which brings me to the Sector Editor. I do

not seem able to get it to work. I have an expanded 464. Could it be that it only works with the 6128?

Ron Hobday  
Clapham

<<Hello Ron, I am glad you liked the surprise, OLD Uncle C will be tickled pink (or green.) I'll ask Nigel about using the Maxidos tip on an expanded 464, (Nigel, can you use your tip on an expanded 464?) Thank you for the extra tenner, can we say that it's a tip for a tip? -Mike.>>

### OH DEAR !

Dear Clive, I would like to correct the impression you made when in issue 50 you transposed my written letter to disc, that I had received my first copy of my new subscription. That the old order had gone bust during my paid up period. I have in front of me, the last label of the envelope issue 49 arrived in. It states 'Your last WACCI will be ISSUE 49'.

Three weeks later I sent my sub for twelve months. I owed WACCI nothing and by then it was known that there was going to be no further issues, yet on 18th July my cheque was cashed. I would like to thank you for putting me in touch with another WACCI'ite. I will PROBABLY be able to swap my Mega drive for an FD1.

Jim Scott  
Brighton

<<Hi there Jim, very sorry about the error, I've sent Frank Bruno round to sort him out. Frank's going to read him all of his current pantomime. That will teach him ('harry) to be more careful. I hope that drive swapping goes well, Best wishes, Mike>>

### QUOTES ..... of the month .....

Jess Harper. *Great stuff ....*

Mrs C J Fox. *Looking forward to receiving issue 51 ....*

George Ho-Yow. *What a pleasure receiving WACCI again ....*

Alan Tilling. *I'm so feather .... errmmm .... headed .....*



# FORTH

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

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

Clive and Alan go it alone in this months frantic FORTH fiesta

*Hi there fellow Forthites, once again the terrible twosome have crept into WACCI to bring you a whole new concept in syntax errors. In this instalment we explain how to create standalone files, describe two new words and have lots more about Forth. So without much further ado it's on with the show.*

## STANDALONE PROGRAMS

We thought that it would be nice if we could create a program using Forth that could be run from CP/Ms A> prompt without the inconvenience of having to load Forth, then running the program from within Forth. So we scratched our heads and a couple things happened we devised standalone files using Forth and got splinters in our fingers.

The method we devised is simple to use and involves the minimum of work. The only major problem we faced was how to describe what we had done without being overly complex. To demonstrate the principles we will use the Joystick program described in the last instalment of Forth.

## WARNING !

However before trying this exercise you should copy your work disc and use the copy disc then if (or when, -Ed.) it all goes wrong you will have not lost any vital information. For those of you who have been following the series the joystick program will be on screens 44 to 47 of your work disc, so in quick order enter:

```
{CPM (load CP/M
FORTH (load Forth
44 LOAD (compile Joystick program )
```

You now have a version of Forth that contains the Joystick program. Before we save the standalone program to disc we should check that it works, so plug in your Joystick and try it out. When

you're happy that the program operates correctly all you need to add one more word to Forth then you can create a standalone file. We will call the new word JOY and all it does is add BYE to the Joystick program.

We add BYE to the definition so that when the program ends we exit the program to CP/M's A> prompt. So if you be so kind as to enter:

```
FORTH
DECIMAL
: JOY JOYSTICK BYE ;
CONTEXT @ @ PFA CFA 4220 !
SAVE
```

You should now be back at CP/M's A> prompt ready to save the new program to disc by entering:

```
SAVE nn JOY.COM
```

Where 'nn' is the number of 256 byte pages to save. The program has been saved to disc and all that remains to do is to check that it works. So whip the disc out of the drive, then switch off the computer, now switch it back on and enter:

```
{CPM (load CP/M)
JOY (run the new program)
```

The new program will now run. Press the fire button to end the program and return to CP/M's A> prompt.

## WHAT HAPPENED !

You have created your first standalone Forth program. Even if, at this stage you don't know how you managed to do it. So we had better explain quickly and simply what you have done. Read this carefully I will write it only once. We will start by outlining how a Forth word is defined and then explain the more intricate details. Forth uses

a Loader or Description for each word definition in the dictionary. The loader (description) consists of,

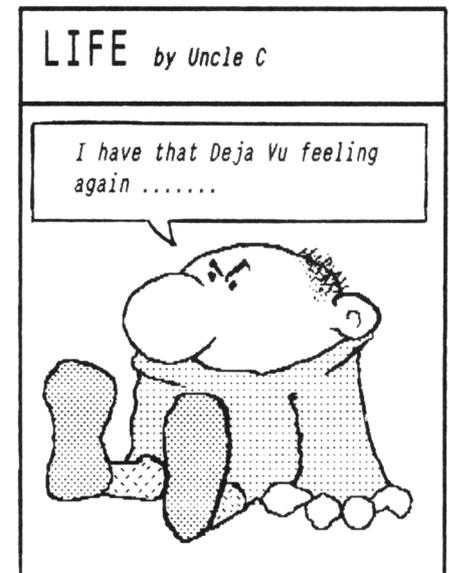
Marker byte  
Word name  
Address of previous word  
Address of next word  
Instructions  
End of word marker

The Instructions are normally held as either the four byte address of the word to be actioned or the address of a machine code routine that is called using the &BD16 firmware command.

To create the standalone program we changed one of the four byte addresses in Forth's Signing On message to the address of the last word added to the dictionary. In this case the last word is JOY which you have just defined.

So when Forth was loaded instead of displaying the Signing On message it jumped to the last word added to the dictionary and actioned it. This neat trick created the standalone program.

Turn the page for the explanation of CONTEXT, PFA and CFA .....



## THE LAST WORD

By now you are probably wondering what that horrible looking set of commands were when we defined the new word JOY. Do you remember the ones I mean, No? Well, here they are again.

```
CONTEXT @ @ PFA CFA 4220 !
```

Let us try to explain. Forth uses the constant called CONTEXT to store the memory location of the address of the last word in the dictionary.

CONTEXT @ returns the memory address where the information is stored and the next @ returns the actual address of the last word in the dictionary.

The PFA and CFA commands convert the memory address into the run address of the last word.

The final part of the definition is the 4220 ! bit. The word at the memory address 4220 is the signing on message displayed when Forth loads: and it is the address that we alter to make the program into a standalone program.

This is the last word on this subject. If you want lots more details then we suggest that you slowly read a good book on Forth because the subject is to complex to deal with easily.

## GRAPHICS

Graham Fletcher (Northampton's answer to Joolz and Mike Lyons, well he's a school teacher) has sent us several routine which give Forth a set of Logo compatible graphic commands. More about these is next months thrilling instalment.

## FORTH VERSION 1.21

Forth has been extensively rewritten to allow you to take full advantage of these changes. See PITL for details of the all new'ish WACCI PD Disc One. The main changes that have been made to Forth are:

1. Improved screen editor
2. A redesigned dictionary
3. Can now create standalone programs
4. Lots more useful new words.
5. Improved document files

## THE MINIMUM OF WORK

We wanted to know the lowest value on the data stack however we did not want to destroy the contents of the stack. So we sat down a defined a word that did just that. Now you know that we

like to give words a meaningful name so we called it MINIMUM. This word does not alter the contents of the data stack. It stores the lowest value on the stack in a variable.

## STARTING A WORD DEFINITION

How do you go about deciding what a new word will do? We start by writing down a definition of what the word should do. So here is a definition for the new word.

```
<MINIMUM>
```

Search the data stack and find the lowest value on the stack without destroying the contents of the data stack. The lowest value on the stack is stored in a variable.

We can use the standard stack effect comments to describe the words,

```
MINIMUM ( n1 n2 etc --- find the )
          ( lowest value on the )
          ( data stack, store it )
          ( the variable 'minimum' )
```

## 16 BIT SIGNED NUMBERS

Before you rush off to type in the new word, we need to tell you something about 16 bit signed values. As their name suggest these numbers occupy 16 bits in memory and have either a + or - sign attached.

A 16 bit signed number can hold a minimum value of -32768 or a maximum value of +32767. Values outside this range are converted to acceptable values by Forth. This is all down to the 2's complement method used to handle mathematical data.

We use these minimum and maximum values to our advantage. If we set the variable to its maximum value and then use MINIMUM to find the lowest value on the data stack, we can now test the value in the variable, if it contains the maximum value we know the stack was empty. This means we can avoid displaying unwanted warning messages on the VDU screen.

## DEFINING MINIMUM

To create a common starting point for our new definitions start by resetting your computer with the one and only Ctrl-Shift-Esc reset. Then enter |CPM to load CP/M v2.2 and Forth, followed by EDITOR and 48 EDIT. Then enter the word definition. When you have entered

## DEFINITION OF MINIMUM

```
( SCR #48 : MINIMUM )
( By Clive Bellaby & Alan Tilling )
FORTH DEFINITIONS DECIMAL
0 VARIABLE minimum ( stores the min )
--> ( value on stack )

( SCR #50 : MINIMUM-1 )
: MINIMUM-1
DEPTH 1+ 1 ( set parameters )
DO ( start loop )
I PICK DUP ( get value, dup )
minimum @ ( recall minimum )
< ( compare values )
IF ( if new value is )
minimum ! ( lower then store )
ELSE ( else if new val. )
DROP ( higher then drop )
ENDIF ( from stack. )
LOOP ; ( end loop )
-->

( SCR #51 : MINIMUM )
: MINIMUM
32767 minimum ! ( set 'minimum' to )
( highest value )
DEPTH 0 > ( check if stack )
( contains data )
IF ( if yes, find the )
MINIMUM-1 ( lowest value & )
ENDIF ; ( store in minimum )
```

the definition, you must compile and test it. Compile MINIMUM by entering:

```
FORTH [CR] 'select dictionary
48 LOAD [CR] 'compile words
```

Start the testing by clearing the data stack and using some known values:

```
CLEAR-STACK [CR] 'clear the stack
10 1 4 -75 21 [CR] 'enter some data
MINIMUM [CR] 'find lowest value
```

Check that it has worked correctly. To do this enter:

```
minimum ? 'display lowest value
```

This will display -75 on the VDU. If it works carry on with the testing, If not then correct the definition.

## FINALLY

We have run out of room (again, sob) so we're onto the go Forth from him and multiply from me.

# X-PRESS

REVIEWED

By Mike Lyons

MIKE LYONS TAKES A DAY TRIP ON THE X-PRESS, WITHOUT LOSING HIS TRAIN OF THOUGHT !

Hi All, here it is, the review you've all been waiting for, at long last you'll be able to impress your friends with your knowledge of X-PRESS.

X-PRESS is a kind of add-on to STOP PRESS, the famous desk top publishing package from DATABASE software which has been around for a few years now.

For your £19.95, (£15.95 if you are up-grading from v1.3), you get a 3" disc and a colourful, legible manual which appears to have been produced using the program. (I say colourful because the text is quite a nice shade of blue.)

## WHAT IS IT THAT IT IS ?

What does it offer gentle reader? A suite of utilities to enhance the printing of STOP PRESS pages and make your printer run like a five-legged greyhound. To quote a timed example, to print a densely packed A4 page took approximately 10 minutes with X-PRESS compared with over 45 minutes, (yawn), with STOP PRESS N.T.Q. mode. The program also allows the discerning user to fill countless 3 1/2 or 5 1/4 large format discs with up to eight CRAMMED pages per user area. WOW!

## MANUAL DEXTERITY

The unfortunate thing about the manual is that it can be confusing. Although page / paragraph numbers are given for each function in what appears to be a detailed contents page and everything is thoroughly cross-referenced the ordering of the contents is obscure in the extreme.

I found myself feeling that I was deep into a complex adventure game as I read through the manual and it wasn't until my intuition took over and I threw the manual on one side after reviewing the basic functions that I began to understand things. The style of writing puts me very much in

mind of a cross between those old 'Japlish' calculator instruction books with the accidentally abbreviated syntax and some of the worst excesses of legal documents.

The best, and most informative, part of the manual is the picture on page 3 showing the main screen display. From here you can work out the functions of most of the program without too much difficulty.

## THROUGH THE ROUND WINDOW ?

There are five windows these allow you to activate a number of functions depending on what is displayed there at the time.

## STATUS BY DEFAULT

The smallest window is STATUS DISPLAY which has the title "Defaults", in the top left corner. This shows which drive and user selected for both pages and crammed pages. These are indicated by a large and a small page icon and below the icons are the drive letters and user numbers. Any combination is possible. Drive A User 0 can be used for both normal and crammed pages.

## A HIVE OF ACTIVITY !

Next comes the Activity window. From here are selected the five main activities of Viewing, Printing, Cramming, Building and Queuing.

-- -- -- -- --

VIEW: This option gives a display of page or crammed page files on disc and allows you to preview these in much the same way as the PREVIEW function in STOP PRESS. Pages can be SWAPPED or a page choice can be ALTERED.

The first choice you are given is between standard STOP PRESS pages or Crammed pages. If you choose the wrong option type <CANCEL> to stop the activity and you can try again. Pages can be preVIEWed as combined pages or

as a single page. A combined page consists of either all of page 1 plus the bottom quarter of page 2 or the first quarter of page 1 plus all of page 2, (PAGE1.PA1-PA4 + PAGE2.PA4 or PAGE1.PA1 + PAGE2.PA1-PA4.)

To avoid erasing your original pages, where they have been saved on the same disc and to avoid confusion between standard STOP PRESS files the new page is named PGN.PAM, (where n is 1-8 and m is 1-5.)

STOP PRESS occasionally swaps pages round when alterations are made. This can upset the way combined pages are made up. VIEW gives you the option to change the order of the pages by RENaming PAGE1.PAN to PAGE2.PAN and vice versa or to change to a different page, (possibly in another user area or on a different drive.)

## DAMN 'N BE PRINTED

The next icon is to Print out single pages. On choosing this option you are asked to select the drive/user area, the type of page, (crammed, normal, combined) and finally the print mode. This includes High Resolution, High Resolution Condensed, Draft, Draft Condensed and Draft High Speed.

The last 3 options are for proofing purposes, (but why you'd need 2 - let alone 3 - is beyond me - and anyway, the Draft Condensed is almost as good as the Hi-Res.)

The normal size modes A4 printouts of normal pages turn out to be just over A4 size on my Star LC24-10 in Standard Mode. In IBM mode the size is just right. With Condensed mode the size of printouts is OK for Standard mode as well. The quality of the printing is described as equivalent to STOP PRESS N.T.Q., mode but faster. I think it's not only faster but of much higher quality. The condensed modes reduce the length of the page by about

25 percent with normal pages. Where this facility comes into it's own is with combined pages where the extra quarter page allows more fer yer money. You can also, (if you're that way inclined), produce foolscap size pages, (in my opinion, for what it's worth they were not joking when they called it *foolscap*. Try telling my printer that the page is 11 <sup>3</sup>/<sub>8</sub>" long.

Again, you are allowed to choose which type of page, (normal / crammed, single / combined) and where it is to come from. When you've paid yer money (and taken yer choice), you get a preview of the page to make sure it's to the queen's taste. Finally, choose the mode, (this could have been made easier by highlighting the choices as you pass over them.) After all that you are given a last chance to change your mind before you commit your hard work to hard copy.

### CRAM, CRAM, CRAM, CRAM.....

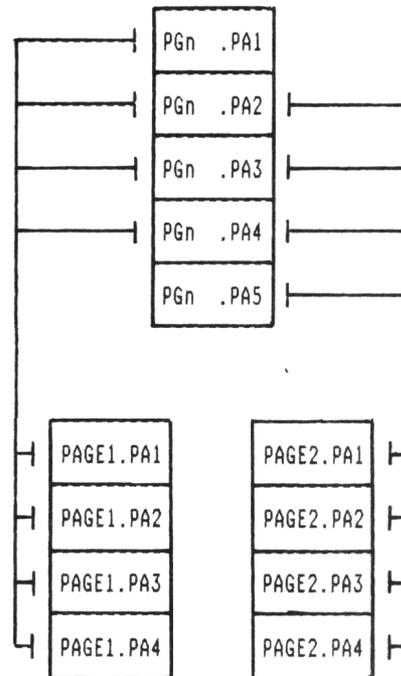
This is where you manage to save about half of your disc space. Cramming drastically reduces the size of stored pages. A 3 inch disc can have up to 8 crammed pages on each side of the disc. Big drives can have 8 *per user area*. In order to cram a page you have to have a page to cram.

So the first thing you have to do is select your drive/area to get your page from and then choose the page from the appropriate directory. You cannot cram more than one page at a time but you can cram any type of page. You are also given the option of replacing the original page with the crammed version or having it as a NEW page. As with most other options you are given a free preview before you make the fatal decision. You can also simply erase crammed pages from this option. If you decide at a later date to uncrum your pages the next option allows you to do this.

### OH BUILD ME A HOME....

The BUILD option allows crammed pages to be uncrammed into either one or two normal STOP PRESS files. Unless you want to erase some old STOP PRESS pages you should make sure that there are none in the user area in which you are working because the old STOP PRESS rules about a maximum of 2 pages per user area still apply. One thing you must be wary of when BUILDing from

combined pages is that you can only have the top or bottom part of one page on one of your rebuilt pages. A neat but confusing diagram on page 8 of the manual tries to explain this:



As you can see, in this case PAGE1 becomes the *top four sections* of PGn and PAGE2 is composed from the *bottom four sections* of PGn.

There are different results from building different kinds of pages which are equally confusing. You just have to experiment a bit to find out what happens. In some cases PAGE1.PA1 or PAGE2.PA4 may be blank.

### QUEUE FOR A SONG

The last activity is probably the most straightforward. It simply allows up to 8, (crammed?), pages to be sent to the printer automatically. Pages can be from any drive/user area, but you are warned not to change discs in either of the drives. With Big discs this is not really a problem. As one might expect, the user is then given the same print quality choices as with the print option.

The remaining three windows are mostly for passing information to the user or to provide prompts for data. The directory window gives a directory to allow you to choose particular files and types of page. The Preview window shows the previewed pages as

you select them and the Prompt window issues drive/user change prompts as well as some of the necessary options for the various activities. Selecting of files for activities is done via the Directory window.

Choosing files can be awkward because the pointer moves rather fast, (for my slow wits, anyway) and is quite particular about exactly where it must be placed on a filename to select it. However, with a lot of effort and patience, this idiosyncrasy can be overcome.

Mouse, Cursor / Keypad and Joystick operations are all catered for with the keys being identical to those used in STOP PRESS, (*ie f4, f5 and f6*). The buttons are used in a fairly logical way with CANCEL doing just that.

EXECUTE is used to *increase* variable choices as well as to select them, (Drive/user area etc) and MOVE is used to *decrease* them and to remove an item from the queue.

### THOSE LITTLE EXTRA EXTRAS

As well as the main utilities suite there are also a number (two) of page frames to help get you started and a utility called MODECUT. This latter is very useful for turning MODE 0,1 and 2 pictures into CUTOUPS.

These can then be easily loaded into STOP PRESS - thus neatly avoiding the loss of the top inch of the piccy when trying to load them normally. (Those of you who have tried transferring Art Studio pictures straight into STOP PRESS will know what I mean.)

### THE JUICY BITS

Now, what do I think of it? Generally I'm very impressed. *For the speed and quality of printing alone it's worth the money.*

A *re-write* of the manual with the emphasis on logical progression and clear structure would help a lot. Sorry folks, I know you've put a lot of effort into the book, but if it leaves a reader feeling out of his depth the effort is wasted.

Perhaps, also, a somewhat tardier mouse movement would be a benefit. I often had the impression that my mouse was Speedy Gonzales, careering around the screen at 100mph and resulting in drastic over-shoot most of the time.

However, these are ze tiniest leettle theengs. You've done a good job.

# WAGGI

## revisited

IN 1986 ALEX AIRD SAID "Deprotecting is easy"

### THE AMSTRAD FIRMWARE

When I first started to learn machine code the thing I found *most* confusing was converting to decimal etc. all the time. For example a line like &8000 is 32768 in decimal, or -32768 in two's complement, or &X1000000000000000 in binary (which really got me confused). So as not to do the same to you I shall stick to using hexadecimal numbers all the time.

### DEPROTECTION

Okay, now to the main point of the article. How to deprotect protected Basic. It's done by loading and saving the program using machine code. It is a straight forward operation and the sequence is:

```
Open a file for input.....CALL &BC77
Read in the data.....CALL &BC83
Close the input file.....CALL &BC7A
```

```
Open a file for output.....CALL &BC8C
Save data to tape or disc...CALL &BC98
Close the output file.....CALL &BC92
```

Of course, there's a little more to it than that, but not much. Just a case of passing parameters. The following shows how to load and save a file called DEMO. First we will create a Basic program consisting of a few lines of REMs .....

```
10 REM
20 REM This is a demo
30 REM
```

and save it with SAVE "DEMO",P. Then we will load it, save it back to disc and deprotecting all at the save time. The program includes lots of comments so you can follow what is happening.

### THE DEPROTECTION PROGRAM

By Alex Aird

Hex Code	Assembler Mnemonics	Remarks
	ORG &100	Our program will be loaded to &100.

The area of memory from &40 to &16F is only used by expansion Roms such as Amsdos (which only uses it for storing direct commands like RUN "<filename>"), so most of this area from approx &50 is empty. Don't type NEW though or your program will be wiped out. Using this area allows you to load very long programs without worrying over memory full errors caused by setting HIMEM too low. You can put last month's program for fast save to tape here. I heard that 6128 owners can get strange problems with the keyboard when using &BC40 for that program as the expansion buffer is in a different place.

Right, first we'll open a file for input...

06 04	LD B,4	Load B with the length of the filename. A length of 0 will load a file from tape.
21 30 01	LD HL,NAME	The address in memory where the filename can be found. ie: in this program it's &130
11 00 90	LD DE,&9000	The address of a 2K buffer.

This buffer can be anywhere. We will use &9000. If you are stuck for space use the screen memory &C000, but disable the prompts first.

CD 77 BC	CALL &BC77	Call CAS IN OPEN.
----------	------------	-------------------

On exit from CAS IN OPEN details from the header are stored in various registers. The one which concerns us is the length, which is in BC, so we will save it by pushing it onto the stack...

C5	PUSH BC	Save length.
----	---------	--------------

Now we must read the program into memory...

21 70 01	LD HL,&170	The address to load the program. Basic programs usually start at &170.
----------	------------	--

## THE REST OF THE DEPROTECTION PROGRAM

Hex Code	Assembler Mnemonics	Remarks
CD 83 BC	CALL &BC83	Call CAS IN DIRECT.
...and close the input file.		
CD 7A BC	CALL &BC7A	Call CAS IN CLOSE.
The program is now in memory so now's the time to save it again. First we open a file for output...		
06 04	LD B,4	The length of the name DEMO.
21 30 01	LD HL,NAME	Address of the name DEMO.
11 00 80	LD DE,&9000	Our 2K buffer at &9000.
CD 8C BC	CALL &BC8C	Call CAS OUT OPEN.
Then we write the program to tape or disc...		
21 70 01	LD HL,&170	The start address of the program to save.
D1	POP DE	Get back the length we saved earlier.
01 00 00	LD BC,0	This is the entry address for machine code programs to auto run, and doesn't concern us here.
3E 00	LD A,0	Set the filetype, they are:-
		0 BASIC
		1 BASIC Protected
		2 BINARY
		3 BINARY Protected etc...
CD 98 BC	CALL &BC98	Call CAS OUT DIRECT.
...and close the output file...		
CD 8F BC	CALL &BC8F	Call CAS OUT CLOSE.
...and return.		
C9	RET	Return (to Basic).
The filename...		
44 45 4D 4F	NAME:DEFM "DEMO"	The name DEMO in Hex.

And that's it! If you are using cassette the length of the name can be zero, and you can dispense with the filename at the end altogether. You will simply load the next file from tape and save an unnamed file. Disc users, though, must use names that conform to Amsdos conventions. Those of you who have an assembler can use the mnemonics to enter the machine code. If you do not have an assembler then use the Basic lising.

THIS PROGRAM MUST NOT BE USED TO BREAK THE COPYRIGHT LAWS

And there you have it, a simple to use program that deprotects protected Basic programs. For Basic programs you will need to alter only the name, however for binary files a lot of the addresses need to be altered. However, armed with a header reader program and an assembler it's quite easy (Transmat, and similar programs make it easier.)

### HINTS & TIPS

1. After you have deprotected a program you will have a copy of the unprotected program in memory ready to be run.
2. If you want to deprotect a program that is not called DEMO, then don't go through all the hassle of re-writing the deprotection program. Just change the name of the program you wish to deprotect to DEMO. Then deprotect it and save it to back disc under its original name

### WOT ! NO ASSEMBLER !

If you don't own an assembler then here is the program all nicely laid out and ready to enter as a Basic program.

```

10 'Basic Deprotector
30 FOR a=&100 TO &133
40 READ b$: POKE a,VAL("&"+b$)
50 NEXT a
60 !DISC.IN 'amend as required
70 !DISC.OUT 'amend as required
80 CALL &100 'run m/c code
90 END
100 DATA 06,04,21,30,01,11,00,90
110 DATA CD,77,BC,C5,21,70,01,CD
120 DATA 83,BC,CD,7A,BC,06,04,21
130 DATA 30,01,11,00,90,CD,8C,BC
140 DATA 21,70,01,D1,01,00,00,3E
150 DATA 00,CD,98,BC,CD,8F,BC,C9
160 DATA 44,45,4D,4F 'filename
    
```

This program can be used as a simple tape to disc transfer utility. Change the !DISC.IN & !DISC.OUT commands before you start. It will transfer programs tape to tape, disc to disc and disc to tape as well.

To change the program name, change the hex values for the name in line 160. Then alter the second value in line 100 to the new name length and finally alter the for...next loop to the account for the change in the number of bytes.

Okay, that's it for now. Next time - So you thought headerless files did not have one (a header, I mean.) Well they do! So we'll have a look at it.

# VERY basic

Written by  
Alan Tilling

Letters to:-

Very Basic Basic  
65 Lawrence Rd  
Altrincham  
Cheshire  
WA14 4EL

THE THIRD AND FINAL PART IN ALAN'S STUDY OF CLOCKS AND TIMING

*Hello everyone, 'tis I once more with the last part in our study at clocks and timing.*

## PAUL CALLS TIME

Now onto Paul Dwerryhouse's time program. Paul tells me that he wrote this in his early years of programming and he says that there are a few parts that could be better. There may be a couple of minor improvements such as more meaningful variable names. These make life easier, especially if one returns to a program after some time.

This may be so but as I have said before, the main test of a program is "are you satisfied with the result?" If the answer is yes, then it's a good program. If the answer is a qualified yes, then it is a fairly good program. Mind you, if you are a professional programmer, then there are other criteria to consider but if it is your hobby, then what the hell. Let's get on to the program...

## HE DID IT FOR ME !

I wrote that some time ago I started an explanation of Paul's program. Then I got stuck so I asked Paul for help in deciphering his listing. Instead of explaining his program he sat down and re-wrote it. The re-written program included meaningful variable names and lots of REM's to mark the start of subroutines. *Thanks Paul.*

His listing is now so explicit that I think it would be an insult to one's intelligence if I wrote a line by line script for it. So I'll just give an overview and I'll only elaborate where a new (to VbB) keywords are used or an

unusual feature is found. If you require an in-depth run through, let me know or give Paul a ring. <<Phone? Neck? Wedding? -Ed.>>

## HOW THE CLOCK TICKS !

This program sets up a real clock face and moves the hands around until you press the 's' key (s for stop?). You then enter the time that is shown and if you are correct, you get a "nice" noise and you are invited to have another go. If you get it wrong the computer blows a raspberry and sits there waiting for you to enter the correct time.

-{VbBvBb}-

How does it work? It works *very* well! The PRINT statements in lines 120-150 put up the instructions, notice that there is a PRINT at each end of the line. The second one merely gives a one line space in between each (written) instruction line. Don't forget, you can use a ? instead of typing in the word print.

In line 160 the terms PRINT CHR\$(24) and SPC(4) will be found. The first occurrence of CHR\$(24) toggles (switches) inverse video on (ie. the paper and pen colours are swapped). The second occurrence again toggles inverse video but this time it turns off (back to normal). SPC(4) prints four spaces.

Line 170 has a command you may not be very familiar with; CLEAR INPUT. This command empties the keyboard buffer which is just a part of the memory in which is placed the

characters making up your input ie if you have to input my name you would type A l a n then press [RETURN]. The buffer would hold the letters as they were typed and when [RETURN] was pressed it would feed them out into the program at the computer's own speed. CLEAR INPUT ensures that this buffer is empty to start with.

## WAIT FOR IT !

After clear input comes one of my favourite firmware calls &BB18. Now a firmware call is not unlike a gosub in Basic and BB18 is the address where the start of the machine code routine is held. (The "&" just tells the CPC that the next bit is in hexadecimal notation.)

All this routine does is to tell the computer to stop until a key (any key) is pressed and then it carries on as if nothing had happened. Just by invoking that one statement, you have used hexadecimal notation and machine code and it didn't hurt a bit. You don't have to *understand* machine code to use it because it is already preprogrammed into the firmware.

-{VbBvBb}-

RANDOMIZE TIME is a new one. TIME has appeared in the cuckoo clock program but whereas the time was measured precisely, a jumbled up mixture is now required to ensure that the times queried are randomly presented.

The statement found at line 220 must be like a horror story to a novice programmer. x=CINT(RND\*11+1):a=90:mm=0 Oh my, what on Earth can that load of

*gobbledegook* possibly mean? Well *a* and *mm* are just two variables that are set to 90 and zero respectively, but *x* is a real problem. As usual to understand this, start at the deepest part of the brackets.  $RND*11+1$ . The *RANdOm* number generator creates numbers between 0 and 1. That is, they are all decimals.

Now multiplying this number by 11 means that there will be a number between 0 and 11, and if 1 is added then the result (*x*) will be a number between 1 and 12, but because only *whole* numbers are required, *CINT* is used to get only integers. What ever number is finalised for *x*, lines 230 to 340 cause variables *b* and *hh* to be set up for use later in the program.

## LEARNING BY DEGREES !

The *DEG* in 390 is short for *DEG*rees and instructs (compels) the computer to work in degree mode. (The other mode is *RAD*ian mode but if *maths* is not your scene always remember to use *deg* in any circle drawing program.)

If you use graph paper you usually make the bottom left hand corner 0,0 and so it is with the pixel positions on the *CPC* screen, and just like a graph, the co-ordinates are *x* and *y* too. So *MOVE 400,200* means move the (invisible) *graphics* cursor 200 pixels up and 400 along. Since there are 640 from left to right and 400 up and down, this phrase causes the cursor to move  $\frac{2}{3}$ rds across and  $\frac{1}{2}$  way up the screen. The next line uses more of that foreign language, *mathematics* (I wonder where it's spoken.)

Again, if your not au-fait with it don't worry, just remember to draw a circle use this formula  $radius * \cos(a)$  for the *x* coordinate and  $radius * \sin(a)$  for the *y* term. The computer calculates the angle automatically

from the *FOR/TO* statement earlier. So to draw a circle, Paul's program uses  $PLOT 150 * \cos(\text{angle}), 150 * \sin(\text{angle})$ .

You would be forgiven for thinking that *DRAW* rather than *PLOT* should be used but *DRAW* causes a line to be drawn from the centre to the edge of the circle, which means that a disc would be drawn. *PLOT* just causes a pixel or two to be lit thus giving us our circle.

It will be noted that line 410 has 400 and 200 in addition to the bit quoted earlier. That is because any point on a circle is 400 pixels along and 200 pixels up *in addition* to the *cos* and *sin* bit. If the plotting of 9'o'clock is considered, the angle will be 180 degrees (the computer starts drawing the circle at 3'o'clock) therefore  $\cos(\text{angle})=-1$  and  $\sin(\text{angle})=0$  and so the point is 400-150=250 along and 200+0=200 up.

Similarly at 3'o'clock, angle is 0 degrees. Therefore  $\cos(\text{angle})=1$  and  $\sin(\text{angle})=0$  so the point is 400+150=550 (the *x* term) and 200+0=200 (the *y* term.) <<after that little lot I think that we deserve a rest. -Ed>>

## CHECK THE KEYBOARD

Have a look at lines 760 and 770. 760 could be re-written like this...

```
IF INKEY(60)>-1 THEN (goto) 1020
    else stay at line number 760.
```

Don't fall into the trap of thinking *INKEY* is *INKEY\$*, which you may be more familiar with. *INKEY* *IN*terrogates the *KEY*board and looks for a particular key being pressed. The particular key in question is in this case key number 60. Now like everyone else's keyboard, the highest key is No. 9 so the number printed on the key tops is no use as a

guide. In the handbook is a picture which shows which key is which Number.

This is reproduced on top of the disc drive on the 6128. It shows key No. 60 as the third key from the left on the middle row. If you look at the keyboard you will see that this is the 's'. (It can be the uppercase 'S', the lowercase 's', it makes no difference.

So the action is... once the hands are being drawn wait here and test if the 's' key has been pressed. When it has, jump to 1020.

## DI, WITHOUT CHARLES !

Guess what, 1020 contains another new command *DI*. This is *Basic for Disable Interrupts* and it does just that. If you look at line 750 you will see that interrupts are being used to draw the hands. Remember, once you have set it started, interrupts will just barge in no matter what the program is doing. The only way to stop this is to disable them.

Line 1400 instructs the program to *RUN* again, starting at line 210. This misses out the opening screen. *RUN* also resets all the variables so each new 'go' gets a fresh start.

## AND FINALLY

I hope you have enjoyed this, journey into the realms of time. Until the next issue, *Bye for now*. Alan.

PS. The other day I phoned Steve and he told me the end of that joke that he has tried to relate so often in the past. Since there is a little bit of space left, I thought I would have a go and finish it off once and for all. There were two old men in deck chairs and one old man said to the other "Nice out, isn't it?" and the other old man said <<Banned By Order. -Ed>>

## THE CLOCK PROGRAM LISTING

```
10 REM Clock version 3.0, March 1987
20 REM amended Oct 90 to suit Alan Tilling's needs
30 '
40 REM A Smokeless Zone Production
50 '
60 REM Front screen
70 '
80 MODE 1:INK 0,1:INK 1,24:PAPER 0:PEN 1:BORDER 1
90 MOVE 1,1:DRAW 1,399,1:DRAW 639,399:DRAW 639,1:DRAW 1,1
100 LOCATE 8,4:PRINT " T H E C L O C K G A M E "
```

```
110 WINDOW 4,40,10,24
120 PRINT "To play this game enter the hour":PRINT
130 PRINT "PRESS return, enter the minute":PRINT
140 PRINT "PRESS return and see if you are":PRINT
150 PRINT "right - GOOD LUCK"
160 LOCATE 1,14:PRINT CHR$(24);SPC(4);
165 PRINT "Press any key for a game";SPC(5);CHR$(24);
170 CLEAR INPUT:CALL &BB18
180 '
190 REM Set up variables
200 '
210 RANDOMIZE TIME:tick=50
```

## THE REST OF THE CLOCK PROGRAM

```
220 x=CINT(RND*11+1):a=90:mm=0
230 IF x=1 THEN b=0:hh=3
240 IF x=2 THEN b=30:hh=2
250 IF x=3 THEN b=60:hh=1
260 IF x=4 THEN b=90:hh=12
270 IF x=5 THEN b=120:hh=11
280 IF x=6 THEN b=150:hh=10
290 IF x=7 THEN b=180:hh=9
300 IF x=8 THEN b=210:hh=8
310 IF x=9 THEN b=240:hh=7
320 IF x=10 THEN b=270:hh=6
330 IF x=11 THEN b=300:hh=5
340 IF x=12 THEN b=330:hh=4
350 MODE 1
360 '
370 REM Draw minute dots
380 '
390 DEG:FOR angle=0 TO 360 STEP 6
400 MOVE 400,200
410 PLOT 400+150*COS(angle),200+150*SIN(angle),1
420 NEXT
430 '
440 REM Draw five minute lines
450 '
460 FOR angle=0 TO 360 STEP 30
470 MOVE 400,200
480 FOR fivemark=142 TO 149
490 PLOT 400+fivemark*COS(angle),200+fivemark*SIN(angle),1
500 NEXT
510 NEXT
520 '
530 REM data for clock numbers
540 '
550 DATA 25,2,31,4,15,8,20,4,19,4
560 DATA 26,2,35,8
570 DATA 36,13,35,18,31,22,26,24,20,22,16,18,15,13
580 '
590 REM Place numbers around clock
600 '
610 FOR position=1 TO 5:READ x,y
620 LOCATE x,y:PRINT "1":NEXT
630 FOR position=1 TO 2:READ x,y
640 LOCATE x,y:PRINT "2":NEXT
650 FOR position=3 TO 9:READ x,y
660 LOCATE x,y:PRINT RIGHT$(STR$(position),1)
670 NEXT
680 LOCATE 16,8:PRINT "0"
690 '
700 REM Set up main loop
710 '
720 LOCATE 1,1:PRINT "Have you got the Time?"
730 LOCATE 1,25:PRINT "Press S to stop the clock"
740 GOSUB 810:GOSUB 910
750 EVERY 20,3 GOSUB 910:EVERY 20,2 GOSUB 810
760 IF INKEY(60)>-1 THEN 1020
770 GOTO 760
780 '
790 REM Sub-routine to draw and un-draw THE LITTLE HAND
800 '
810 DEG:MOVE 400,200
820 DRAW 400+100*COS(b+0.5),200+100*SIN(b+0.5),0
830 MOVE 400,200
840 DRAW 400+100*COS(b),200+100*SIN(b),1
850 b=b-0.5:IF b=-270 THEN b=90
860 hh=hh+(0.00833333*2):IF hh>12.999 THEN hh=1
870 RETURN
880 '
890 REM Sub-routine to draw and un-draw THE BIG HAND
900 '
910 DEG:MOVE 400,200
920 DRAW 400+138*COS(a+6),200+138*SIN(a+6),0
930 MOVE 400,200
940 SOUND 1,tick,1,15:tick=tick+20:IF tick>70 THEN tick=50
950 DRAW 400+138*COS(a),200+138*SIN(a),1
960 a=a-6:IF a=-270 THEN a=90
970 mm=mm+1:IF mm>60 THEN mm=1
980 RETURN
990 '
1000 REM Accept user input
1010 '
1020 DI
1030 LOCATE 1,1:PRINT "The TIME is TIGHT v3.0"
1040 LOCATE 1,2:PRINT STRING$(22,154)
1050 LOCATE 1,25:PRINT SPACES$(22)
1060 LOCATE 1,25:PRINT "Enter NUMBER then PRESS return"
1070 LOCATE 1,4: PRINT SPACES$(8)
1080 LOCATE 1,4:CLEAR INPUT
1090 INPUT "Hour";h
1100 LOCATE 1,10:PRINT SPACES$(5)
1110 LOCATE 1,6:PRINT SPACES$(11)
1120 CLEAR INPUT
1130 LOCATE 1,6:INPUT "Minute";m
1140 LOCATE 1,25:PRINT SPACES$(31)
1150 '
1160 REM Determine if right or wrong
1170 '
1180 IF FIX(hh)=h AND mm-1=m THEN 1200
1190 LOCATE 1,10: PRINT "WRONG":SOUND 1,2500,25,15:GOTO 1070
1200 FOR noise=200 TO 30 STEP -5
1210 SOUND 1,noise,3,15:NEXT
1220 '
1230 REM Display the time
1240 '
1250 LOCATE 1,12:PRINT "Well done":PRINT
1260 PRINT "The time is":PRINT
1270 PRINT m;"minutes past";h:LOCATE 1,18:PRINT "OR"
1280 IF h=12 THEN hh=0 ELSE hh=h
1290 IF m=15 THEN LOCATE 1,20:PRINT "Quarter past";h:GOTO 1370
1300 IF m=30 THEN LOCATE 1,20:PRINT "Half past";h:GOTO 1370
1310 IF m=45 THEN LOCATE 1,20:PRINT "Quarter to"hh+1:GOTO 1370
1320 IF m=0 THEN LOCATE 1,20:PRINT h;"o'clock":GOTO 1370
1330 LOCATE 1,20:PRINT 60-m;"minutes to";hh+1
1340 '
1350 REM End bit
1360 '
1370 CLEAR INPUT
1380 LOCATE 1,25:PRINT CHR$(24);SPC(10);
1385 PRINT "Any key to continue";SPC(10);CHR$(24);
1390 CALL &BB18
1400 RUN 210
```

*End Of Clock Listing*

# THE WRECKING OF HARDCAT AND THE MAKING OF CATLABEL

Alan Cooper's Story About Program Development : Part One "The Accident"

There was I, driving my nice new and shiny HARDCAT 2K de-Luxe down the M6128, when some guy comes straight at me with this huge Juggernaut of a program. Enormous it was, at least 250k; I couldn't get out of the way.

Luckily there were no bones broken but what a mess. My shiny new HARDCAT 2K de-Luxe was reduced to a third of its former width and folded right round the end of a 3" disc. The nasty policeman said it was my fault, I was going North on the Southbound lane; so I won't get a penny of insurance.

But let's look on the bright side, let's be optimistic, I can now get it into the dog's box and Spot and Goldie can have the garage.

## THIS CAT HAS 9 LIVES

I had just received a copy of HARDCAT from the FSW library and I thought it was very good. However, one day I left the printer in compressed mode (*in error*) and I noticed that if I could get it to print-out in two columns instead of four it would be narrow enough to go on a disc. I'm told that necessity is the mother of invention, *true*; and laziness is the father of it. The idea of making disc labels with the minimum of typing was too good to miss.

## HAMMER & CHISEL ?

So it was out with the hammer and chisel. I chipped a bit off here and there; until it began to look as if it might just work. A label on a disc needs to go round the end, in order to let me see which disc is which, while they are in the disc box.

This means that I wanted the program names printed first, followed by the disc number and title for side A, then the disc number and title for Side B, finally the program names for Side B.

This meant that I had to turn one end of the label round the other way; 'cos it was originally made to print the titles first. That wasn't too complex, I just moved the line which printed the titles further down the program.

## TWO COLUMNS PLEASE !

But how do I make it print in two columns? There was a line which read,

```
FOR y=4 TO z-1:FOR x=1 TO 80
```

Aha, thinks I, all I need to do is change the 80 to 40. So I changed it and ran the program but what happened? I got a 40 characters wide printout, (*magic!*) but only half the program names! So I quickly altered the 80 back to 40 and pretended that it had never been changed.

A perusal of the program listing revealed the fact that this printout was being read from the screen using the COPYCHR\$ command; one character at a time. So what would happen if I told the printer to print 40 wide but left the program to read right across the line? Out with the old manual and the appropriate code soon emerged.

```
ESC "Q" CHR$(40). (Set right margin to 40). This printed the full CAT in two columns, which was exactly what I was trying to do.
```

## PURRR-PURRR-PURRR

What a nice cat? But now I had double ruled lines all over the place. Back again the listing which revealed a gosub line which printed 80 underline characters when requested to do so. I changed the 80 to 40 and things looked a great deal better. But now I had a rogue line somewhere which insisted on advancing the paper 3 line feeds, just as I turned round the end of the disc. It also did this just before the first

CAT to the screen but it didn't matter there since I was going going to cut round the printout. But it made a real mess of the title lines, which needed to be close together.

## SNUGGLE UP CLOSE KITTY

Back to the listing I go and look for the place where the CAT is called. *Come here pussy*. There it was, in the original line 30,

```
CLS:PRINT#8,CHR$(10);:z=3:p$="":CAT
```

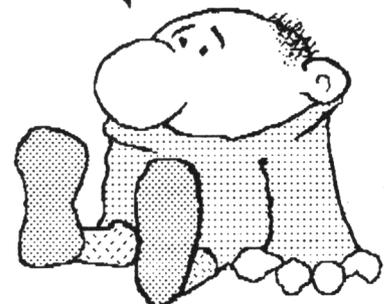
The CHR\$(10) (*the line feed*) served a purpose in the original program but was now an embarrassment. So I deleted the PRINT#8,CHR\$(10) and the lines were closer together. There was still a ragged appearance to the title lines but *how* do I tidy them up?

I needed to do more research, so out with the 6128 manual and sure enough on page 23 of chapter 9 was the PRINT USING command. *Research pays off, OK!*

So I will read the chapter and try out the command. I will be back next month (*Can I have some more space plea*

## LIFE by Uncle C

I have that Deja Vu feeling again .....



# THE A B C OF P D

## Chris Carter-Bown and Andrew Ford Review NSWP

### AND THEN THERE WAS LIGHT....

*There I was wondering what on earth had happened to the ONLY computer magazine... WACCI, when low and behold what came popping through the old letter box..... Yep - You guessed. A letter from a certain C.R.Bellaby...*

*"We're re-launching WACCI. Are you interested? Can you do anything to help?", ses he. "Brill... Err... Yes! Why not", ses I. Anyway, a letter from me, a phone call from Clive and Bob's your uncle... or is that a phone call from Bob and Clive's your uncle?*

### INTRO....

Struggling to get to grips with PD? Then *this* is the series for you. For the uninitiated, CP/M is a daunting creature. Getting the programs to work can be totally overwhelming to some.

We have volunteered (*idiots, I hear you cry...*) to have a look at some of what is available and give them the A-B-C treatment. We can think of no better program to start with than NSWP. So here goes...

### NSWP OVERVIEW

NSWEEP is a Public Domain program that is widely available from any quality PD outlet (that's the *customary* creep to the Editor.) NSWP is used to COPY, RENAME, DELETE, VIEW, PRINT, SQUEEZE and UNSQUEEZE files, either singularly or en masse. You can use it with one drive, following on screen prompts that tell you when to swap the discs over, or else with two drives, when it becomes ideal. NSWP runs happily under both CP/M 2.2 and CP/M plus. If you have Ramdos+ you can use a 3.5" drive as well. In short it must be one of the best PD programs I've used.

NSWP is on the new WACCI PD Disc Two which is now available from WACCI for a measly three pounds. NSWP consists

of three programs, NSWP.COM, NSWP.DOC and NSWP.QRF which total 39k. NSWP has been fully tested by thousands of different users over the past years and to date has acquitted itself well.

### GETTING STARTED

NSWP is designed to run under CP/M so you must start by running CP/M. This is done by placing your CP/M system disc in the drive and then typing in `|cpm` and pressing <CR>.

Whilst we think about it <CR> means press the 'RETURN' or 'ENTER' key and <SP> means press the SpaceBar. CP/M is supplied free with the CPC6128 it's on side one of the discs that came with your computer. (*Thanks very much Mr Sugar.*) If you have read the manual you'll know that you should have copied the discs supplied with the computer. You should always use your copy disc and not the original disc.

When CP/M has loaded and you are at the famous A> prompt, you now have to run NSWP, to do this, type in,

```
NSWP <CR>
```

The disc drive whirls into action and low and behold the magical signing on message appears on the VDU.

```
NSWEEP - Version 2.07    07/17/84
          (c) Dave Rand, 1983
          Edmonton, Alberta

Drive A0:?????????.??? 168K in 32 files 1k Free

1. A0:BD04 .COM 6k
```

The cursor is sitting at the end of the line and the program is now waiting for you to type in your first instruction. Before we move on we will

have a quick summary of the wildcard options. When the wildcard options are available, the following applies,

'\*' is used to mean any name and  
'?' is used to mean any letter.

### MOVING THROUGH THE FILES....

Moving through the files couldn't be easier. To move forwards just press either <SP> or <CR>. To move backwards through the files, press the 'B' key.

If you continue to go forwards (or backwards) all the files will be listed and you will find yourself back where you started (at the first file.)

### QUITTING....

To exit from NSWP back to CP/M, then you can either press 'Control'+<C>, or enter 'X' at the NSWP prompt.

### HELP....

A list of all the commands available will be displayed if you enter '?'.

### LOGGING ON....

NSWP only reads the DIRectory tracks once so when you change discs you must 'Log-on' the new disc by pressing the 'L' key. If you don't 'Log-on' a new disc NSWP believes that the original disc is still in the drive, so take care.

### VIEWING A FILE....

Reading a file from the disc couldn't be easier and will be one of the most common uses of NSWP. On the disc there are three NSWP files. Two of these are text files.

To read the file NSWP.DOC which is the manual for the program, just press <SP> until the cursor is alongside the correct file and press the 'V' key.

NSWEEP - Version 2.07 07/17/84  
(c) Dave Rand, 1983  
Edmonton, Alberta

A - Retag files	Q - Squeeze/Unsqueeze tagged files
B - Back one file	R - Rename file(s)
C - Copy file	S - Check remaining space
D - Delete file	T - Tag file for transfer
E - Erase T/U files	U - Untag file
F - Find file	V - View file
L - Log new disk/user	W - Wildcard tag of files
M - Mass file copy	Y - Set file status.
P - Print file	? - Display this help
X - Exit to CP/M	cr, sp - Forward one file

Press the ? to reveal the NSWP help screen

The file contents are displayed on the screen. At the end of each page you can either press <SP> to view the next full page of text or you can press 'L' to view the text a line at a time. At the end of the file, the filelist will reappear. A word of warning here. The program will read any file so it's up to you to judge which files you try to read. Viewing a .COM file will usually fill the screen with garbage...

### PRINTING A FILE....

Printing a file is very simple, just press the 'P' key and all the screen output is echoed to the printer. When printing there is no option to pause at the end of the page or advance by a line at a time. The file is printed from start to finish.

### DELETING A FILE....

Deleting a file is simple, just press the 'D' key. You will be asked to confirm your decision, press 'Y' to confirm the selection and the file is erased. If the file is RO (*Read Only*), you will again be asked to confirm the selection before the file is deleted.

### RENAMING A FILE....

Press 'R' to rename a file. You will be asked for the new name. Type in the new name and press <CR>. You may also use this option to change the user number of the file.

### COPYING A FILE....

If you use CP/M 2.2 and one disc drive you can not use NSWP to copy between discs. You *must* use FILECOPY. If you know of a better program then please

let us know. CP/M plus does not suffer from this problem as it will ask you to insert the disc for Drive B: before it copies a file.

Press 'C' to copy a file when the cursor is by the file you wish to copy. NSWP will then ask which drive and user area you wish copy the file

to by displaying a 'Copy to Filespec?' prompt on the screen. The choices are,

1. Different drive.
2. Different user, same drive.
3. Different drive, different user.
4. Different filename, drive or user.

### FREE SPACE....

Press 'S' to find out the total amount of free space left on your disc.

### TAGGING....

If you wish to work on more than one file at a time then TAGGING is the answer. Tagging is a way of 'marking' a number of files so that they are treated as a group for such operations as erasing, copying etc.

### WILDCARD TAGGING....

By pressing the 'W' key, you have a further option of TAGGING all files that match your given option.

### UNTAGGING....

This is the reverse of TAGGING. If you find you have tagged a wrong file you can correct the situation and untag the file by pressing the 'U' key.

### RETAGGING....

After you have 'operated' on TAGGED files, you have the option of RETAGGING them. A TAGGED file that has been 'operated' on will be followed by a '#', instead of the usual '\*'....

To RETAG files, press the 'A' key, and all files marked by a '#' will automatically be RE-TAGGED and can then be treated in the same way as TAGGED files.

### MASS COPYING....

To copy more than one file, firstly TAG the files, then press the 'M' key. You will be asked for the destination (Drive, user) and the tagged files will be automatically copied. If you only have one disc drive this will involve a lot of disc swapping...

As with the single file command, CP/M 2.2 users will only be able to copy between discs if they have more than one disc drive connected.

### MASS ERASING....

The process is the same as the MASS COPY command except it is invoked by pressing the 'E' key. NSWP will ask if you wish TAGGED or UNTAGGED files to be erased. As with the single file DELETE command, if a file is RO (*Read Only*), NSWP will ask for conformation before erasing.

### SQUEEZING & UNSQUEEZING....

You can SQUEEZE or UNSQUEEZE files that have been tagged by pressing the 'Q' key. SQUEEZING files can save a lot of disc space and therefore you can fit more files on to a disc.

However, SQUEEZED files will not operate directly from CP/M - they have to be UNSQUEEZED first. SQUEEZED files can be recognised on your disc because they have the letter 'Q' in the middle of the filename tail.

eg:- BASIC.DOC 10K ( Unsqueezeed )  
BASIC.DQC 4K ( Squeezeed )

### SUMMARY....

Well there you are, a brief rundown of the what and whyfores of NSWP - the disc and file manipulation program.

Once you have got into NSWP you'll wonder how on earth you ever managed without it. Whenever I'm using CP/M I always keep a copy close at hand.

There is a lot more to the program than we have outlined here. With practice, the commands become second nature to a user.

### WHERE NEXT....

Why not put *pen to paper* or *fingers to the keyboard* and write in and let us know which Public Domain programs you would like to know more about. Send your requests to "The ABC of PD" at WACCI's main club address.

See you soon (*touch wood*)

# Finishing Touches

## Double Colour Carey Strikes Again !

Remember the good old days of Swap Shop? I know the new editor does - he rang to try to swap his Monopoly board game for Maggie Philbin. Those times are getting harder to remember day by day and all that really sticks in my mind is the old red and yellow Swap Shop lettering.

Which, corny though it may seem, brings me on to the first of this month's Finishing Touches. Oh, and remember to type ;ROMOFF,7 before you start typing if you've anything stuck on the back of your computer.

### SEEING DOUBLE

After several pints of best scrumpy I began to see double. I am not the sort of person who can waste such a golden opportunity so I thought, "There's a good idea for next month's Finishing Touches". So I sat down (*the next day - when the room had finished spinning*) and wrote about double colour screen printing. So it's fingers on the keyboard time ready to type in this

months first offering. It's a program that enhances the screen display by producing double colour screen text.

### HOW IT WORKS

Line 40 is an old friend of mine that enables you to change modes, reset the pens and inks and list the program at the single press of the F9 key. Line 50 sets the mode and colours, line 60 defines a string of text and line 70 sets the graphics cursor to pen 2.

If you are using a 664 or 6128 then you can incorporate this in line 80's MOVE statement. Line 80 is simplicity itself, moving the graphics cursor and TAGging the text cursor to that point.

Line 90 prints the message contained in A\$ and line 100 returns the text cursor to it's rightful place.

Line 110 is nifty. Printing CHR\$(22) followed by CHR\$(1) allows you to PRINT over anything that's already on the screen pixel by pixel. ie: without the usual PAPER blocks. Line 120 takes full advantage of this and PRINTS the



message string over the top of the existing one in Pen 2. All that's left to do is to switch off the CHR\$(22) effect and Voila - Swap Shop writing!

```
10 REM Double Colour Print
20 REM By Glenn Carey
30 REM
40 KEY 9,"MODE 2:CALL &BC02:PAPER 0:PEN 1:LIST"+CHR$(13)
50 MODE 1:INK 0,0:BORDER 0:PAPER 0:INK 1,6:INK 2,24
60 A$="SWAP SHOP!"
70 PLOT -10,-10,1
80 MOVE 2,384:TAG
90 PRINT A$;
100 TAGOFF
110 PRINT CHR$(22);CHR$(1)
120 PEN 2:LOCATE 1,2:PRINT A$
130 PRINT CHR$(22);CHR$(0)
140 END
```

Program One

```
10 REM Talk Talk, By Glenn Carey
20 REM
30 MODE 1:INK 0,13:BORDER 13:INK 1,0:INK 2,6,0:INK 3,18
40 SYMBOL AFTER 32
50 SYMBOL 253,231,165,231,0,126,66,102,60
60 SYMBOL 254,0,0,0,0,0,60,24,0
70 SYMBOL 255,0,66,0,0,0,0,0,0
80 PRINT CHR$(22);CHR$(1)
90 LOCATE 10,5:PEN 1:PRINT CHR$(253)
100 LOCATE 10,5:PEN 2:PRINT CHR$(254)
110 LOCATE 10,5:PEN 3:PRINT CHR$(255)
120 PRINT CHR$(22);CHR$(0)
130 PRINT "Well, WHAT did you expect for"
140 PRINT "14 Lines.. SPRITES?":END
```

Program Two

## ALTERATIONS

Because of the method used by Amstrad on the CPC's to obtain the graphics resolution, when you change the screen mode size you must change the graphic cursor's co-ordinates. For example, to change program one to work in mode line 80 should read:

```
80 MOVE 4,384:TAG
```

I have used the traditional Swap Shop colours but there are plenty of other good combinations like:

```
INK 1,2:INK 2,20 or  
INK 0,1: BORDER 1:INK 1,0:INK 2,13
```

## TALK TALK

There's more than enough space left this month to include another program to demonstrate a different

use of the CHR\$(22);CHR\$(1) effect. This is the Talk Talk program which is Program Two on page 22.

Redefining characters using the SYMBOL command is a easy method of producing a well finished program. The SYMBOL command was explored in depth in issue 50 by Peter Ceresole so I am not going to explain it all again. Suffice to say that the SYMBOL command is used to design or redesign screen characters.

## NEXT MONTH

In the penultimate (*maybe ?*) of the Finishing Touches series I'll be tying loose ends galore and taking a look at the Amstrad's range of colours. So now is the time to send me any Finishing Touches of your own, so I can include them in the series. You will find my address on the Who's Who page.



*Don't just sit at home crying about your problems send them to Glenn and he'll help solve them. His address is in Who's Who!*

\*\*\* ADVERTS \*\*\*

## WANTED

The WACCI Bulletin Boards needs a 256k memory expansion. Limited budget, this will be used to expand the services provided by this excellent 88.

Contact: Chris Smith

Voice 0252 25721 Comms 0252 318557

## MINDBENDING GAMES FOR THE AMSTRAD CPC

A book of quality programs of games & puzzles and tips on programming techniques.

Published in 1984 at £2.95.  
Special price £1.50 + 45p p & p - Total £1.95.

*I have only a very small quantity of these books remaining so please send a s.a.e. for the return of your payment in the event that all copies have been sold.*

Philip Jimenez - 65 Muriel Road, Norwich NR2 3NY.

**PCW 9512 Printer Ribbons**, Ref 2476MS, £2.00 each including post & packing. We still have 24 left in stock. Orders to WACCI, at the address below.

Advertise your unwanted hardware and software in WACCI. Adverts are free to Club Members.

**DESIGNER MODEM v21/v23 and KDS serial interface** only £30 plus postage. Ideal for someone who wants to get into comms cheaply. It comes with all the necessary leads, manuals and its own software on an inbuilt Rom. All you will need to do is connect it up and you are ready to start.

Please note that the KDS serial interface is a non-standard piece of equipment and is unlikely to work with another modem. This equipment is ideal for a beginner who wants try out comms but if you decide to take up comms as a serious hobby then you will need to upgrade to new equipment.

It's about two years old and in good working order. I originally brought it when I started getting into comms but upgraded after four months. Contact Clive Bellamy at WACCI if interested.

## FREE TO A GOOD HOME

I have the following junk to dispose of quickly.

1 x 464 Colour Monitor (it's DEAD)  
2 x 8512/8256 Monitors (in bits)  
2 x 3 inch disc drives (Dead or Dying)

Free to any hoarder or collector. If you want them you fetch them! Will not split, you want one you take them all.  
Phone Norman on 078 425 4624  
Laleham, Middlesex

**LOCOMAIL (PCW ONLY)**. Ansoft mail merge program specifically for LocoScript. New and unused. Purchased in error from a mail order company, originally over £30 pounds. Yours for only £10 including p&p. One only. Contact Clive Bellamy at WACCI for details.

**ANSOFT SCREEN DESIGNER**. New, disc. One only, ideal for a beginner. Available at only £4.00 inc p&p from WACCI.

**PCW 9521 Sheet Feeder**. Originally £99 from Amstrad. One only at £12 inc p&p. New and unused, acquired as part of an auction lot. Contact Clive at WACCI.

SEND YOUR ADVERTS TO : WACCI, 12 Trafalgar Terrace, Long Eaton, Nottingham, NG10 1GP (Adverts are free to WACCI members)

# MICRODESIGN

STORY

## Peter Campbell Reveals All !

Please note, the bulk of this article was written in June 1991, before Jess Harpur and I had any commercial interest in MicroDesign Plus and that this article is **not** a subtle or covert advertisement for the program.

### THE CONTROVERSIAL INTRO

Welcome to the world of MicroDesign Plus, the design and graphics package which, in the words of the famous Mad Glaswegian will "make ye micro move".

Traditionally, Graphic Art and DTP (Page Processing) on the CPC range has been the domain of Art Studio and Stop Press. These software dinosaurs are now facing a serious competitor in the swift-running form of MD Plus. In this article I will concentrate on the history and evolution of the program and how Jess and I found ourselves marketing two software products.

### A STRANGE AND CONVOLUTED HISTORY

Way back in 1985 when the CPC 464 was at the forefront of modern computer technology a young'ish programmer by the name of Simon Hargreaves, won an Amsoft (remember them?) competition to produce a 64k graphic design package for the Amstrad CPC.

This program was developed and then published by HogSoft in mid 1987. It was marketed commercially later in the same year by Siren Software. By this time, the finished program had grown to take advantage of the 64k memory expansion packs for the 464's/664's and the standard 128k on the 6128, thereby allowing the program to offer more sophisticated features than the original 64k version.

My personal involvement as a user of the program began in the summer of '88 when I purchased a copy from Siren. I was immediately impressed by the professional feel of the program, the

speed of task execution and the print quality in comparison to the other graphics packages that I was then using. By November of that year I had decided that although the program was head and shoulders above the rest, it still possessed some fundamental flaws which seriously reduced the overall program effectiveness.

### SIREN STAY QUIET

In my usual forthright way I decided to see if it would be possible to change this situation. The first step in February 1989 was to contact Siren Software. The response from Siren was less than the 100% I had hoped for. Frustrated and more than a little disappointed, I then in March, wrote to Rombo Productions regarding the ink inversion problems I had experienced when converting Rombo digitised images to MicroDesign DR files.

### ROMBO RESPOND

The response from Rombo was, as usual, of the highest quality; despite the fact that my request concerned another companies product. General Manager Colin Faulkner was kind enough to send me a disc which contained the solution to my particular problem.

This enabled me to import *mode two* images into MD and print them out at a quality level superior to any graphic package that I had previously used. For the rest of the year I made no further progress in solving the problems. In December I completed an article for WACCI about the program.

### PHIL POPS THE QUESTION

This prompted club member and MD user Phil Cox to write to Fair Comment wondering if someone could write a new loader for the program which might overcome some of the program defects

that I had grumbled about. The letter then prompted me (*the domino effect?*) to wonder if someone in the club could do something positive. Enter and free lance programmer (another club member) Jess "I think in machine code" Harpur.

### JESS SAYS YES !

After reading in WACCI about the new loaders for ROMDOS users of Art Studio and Stop Press which Jess had written I phoned him and asked him if he could perhaps help with this. Jess agreed and began to work on a new loader for the program which would allow MD to access a second drive.

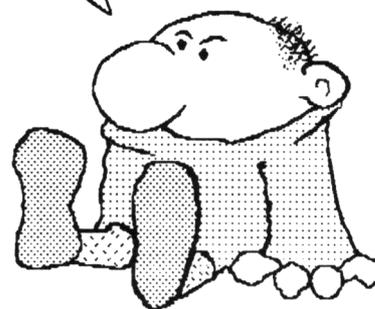
Around this time I was reading a PCW magazine when an advert for a program called MicroDesign 2 caught my eye. I wondered if it bore any relation to the CPC version of MD. So I phoned the company mentioned in the ad. (Creative Technology Ltd) and asked them.

### SIMON HARGREAVES FOUND !

To my great delight I found that Simon Hargreaves was one of the founders and directors of the company and was happy

LIFE by Uncle C

I have that Deja Vu feeling again .....



to discuss the program. Although very sympathetic to my aims, Simon was unable to divert any project time to the CPC version of MicroDesign. This was due to his commitment to MD2 on the PCW and the recently released MD2 for MS-DOS machines. This was coupled with the fact that Creative Technology itself had never been active in the CPC market. However he did suggest that someone from the club contact him with the aim of refreshing his memory about the CPC 6128.

### THE LIGHT GOES ON

At this point a light bulb switched on in my frontal lobes and I called Jess and mentioned that Simon was looking for a CPC programmer to chat to. The ensuing unique collaboration between Jess and Simon has resulted in major improvements to the original program.

I say *unique* because unlike Stop Press and Art Studio which were bought from the original software houses by commercial companies with no interest in program development, MD is still the property of HogSoft and Creative Technology. They are one of those rare breed of companies who maintain a personal commitment to innovation and

due to this factor were consequently very receptive to the unusual idea of, an independent programmer engineering the program improvements.

### THE WORK BEGINS

As Jess commenced work on the new loader it became apparent to him that he could incorporate many other needed enhancements into the program. He also felt that all the defects in program functions that I had noted would eventually be overcome. In the three way conversation that developed over the next few months between myself, Jess and Creative Technology, the chaps at C.T. indicated that they would have no objections if we were to go ahead and market the enhancer ourselves. Picking our collective jaws off the floor Jess and I decided to go ahead with this and we are now at the stage where we are confident enough to release our enhancer onto the market.

### A WACCI CONNECTION

Parallel to all this hot action, a chance meeting between Nik Holmes (C.T. director) and Steve Williams at the "All Formats" computer show in February 1991 led to C.T. and WACCI

discussing taking on the marketing of MicroDesign. This was only a feasible proposition because Siren had ceased supporting the program in January 91.

### THE CRASH

Steve agreed and it was hoped that the original program would be available from WACCI sometime during the summer of that year. However the great WACCI crash of 91 and the subsequent months of uncertainty caused this proposal to be dropped by C.T. This left them in the position of having a product but no one to publish it.

### IT'S ALL OURS

In December I called Simon Hargreaves regarding the enhancer and during our conversation he suggested that we market the complete MD package as we were already marketing the enhancer.

When we had recovered from the shock we thought about it and agreed to the proposal. After detailed discussion we decided to form a partnership and market MD and the new enhancer under the name "CampurSoft".

### THE FUTURE

Watch this space for more details.

**ATTENTION! ATTENTION! ATTENTION!**

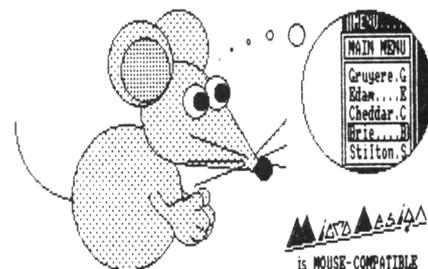
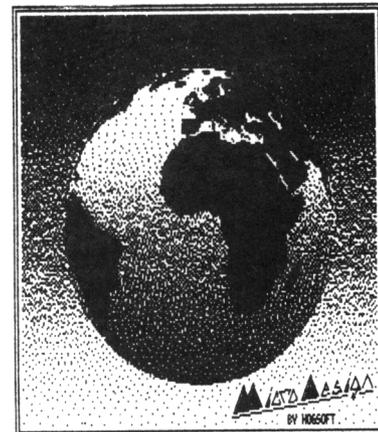
## MICRO DESIGN USERS

The Micro Design Enhancer is now available. This *powerful* upgrade converts the original Micro Design to the enhanced Micro Design Plus. The enhanced program has a number of superb features. For the first time Micro Design can:

- \* Convert Protex, Tasword, MOII and Ascii files to DR files.
- \* Convert all Amsdos screen files to .DR files.
- \* Convert Stop Press page and cutout files.
- \* Access a second drive. Including the large format three and a half inch drives. All of the Romdos formats are supported.
- \* Utilise up to 10 user areas per disc.
- \* Printer drivers and ink colours can be customised from within the enhanced program.
- \* Save customised versions of Micro Design to disc.
- \* Micro Design now loads in less than thirteen seconds.

**Price £11.99 inc p&p.**

For details of this exciting new program phone Peter Campbell on 041 554 4735 (Glasgow) between 6.30pm and 11.00pm.



Printed on an old EPSON LX-800 9 pin dot matrix printer.



# Poking in the Library

With 'Uncle' Clive

UNCLE CLIVE IS BACK WITH MORE NEW DISCS AND UPDATES ON THE TAPE AND BOOK LIBRARIES

*Hello there PD fanatics, we have loads to squash in this month and only one page to do it in. If you want to know what happened to the other two pages, they were pinched by Chris and Andrew for their 'The ABC of PD' column.*

*Just for the record, this column was written on the 31st January 1992, only two weeks after most members received issue fifty. In that short space of time much has been organised however there is still plenty to do.*

## TAPE LIBRARY

Arthur Cook has taken on the task of running the tape library. At this very point in time at secret locations throughout the country, the *slow whine* of tape decks can be heard as WACCI'ites busily transfer programs onto tape. By the time WACCI plonks on your door-step the first tapes will be ready for testing. I expect details of the first tapes to be in Issue 52.

## BOOK LIBRARY

Steve Lee has agreed to run the Book Library. He has some thirty plus books of his own but is on the lookout for some more. So if you have some spare books that you would be willing to donate (or loan) to the library then give me a ring and I'll sort something out. What Steve would like most of all is a couple of the Amstrad Firmware manuals (soft 968.) There will be a full list of available books and details of the ordering system in issue 52 of WACCI.

## DISC SALES

In the last two weeks Chris and I have copied and despatched some *seventy* PD discs to members. If you had to wait a short while to receive your order then

please accept our apologies. Meanwhile can we offers our thanks to those of you who enclosed helpful little bits such as stamps, jiffy bags and similar items. Those of you who have ordered and received discs will have noticed that we put the jiffy bag in an envelope and wrote on the envelope. Using this method means that the jiffy bags can be recycled.

## WACCI DISCS

That hard working teacher, Mike Lyons from *Nr Wigan*, is busy sorting out the WACCI homegrown library. The homegrown programs will be logically grouped on the discs. There will be Utility, Games, Picture and Music discs. So you will be able to order those subjects that interest you.

When the reorganization has been completed the original discs will be withdrawn. So if you are thinking of ordering any of the current homegrown discs you'll need to act quickly.

## NEW PD DISCS

We have four new PD discs to look at this month. Space is limited so I'll cover a couple of discs in detail and leave Gwynn (*The welsh wizard*) Hopkins to pick up the pieces new month.

## WACCI PD DISC ONE

The complete FORTH programming disc. The disc contains the most advanced public domain version of Forth *ever*. The disc includes full documentation, a summary of the Forth series and lots of help and advice. This disc replaces CP/M Disc Twelve.

This powerful language achieves near machine code speed (without the hassle of learning machine code.) Could this be what you have been looking for?

## WACCI PD DISC FIVE

The CP/M games disc. Three full length text adventures and five interesting games. Take a break from all that work, settle down and play all the old favourites from days long gone.

## WACCI PD DISC NINE

Loads of new utilities. We have NULU which creates .LBR archive files this saves valuable disc space and LT29 which unarchives .LBR files. We also included LRUN which runs programs from within a .LBR file. Disc and sector problems are a thing of the past as DU (Peter Ceresole's favourite toy) makes its way onto the disc.

UNZIP unarchives .ZIP files. Whilst FILECHOP cuts any text file into small easily managed chunks. DISPLAY allows you to view a text file and is a vast improvement on CP/M's TYPE command.

RPIP and MFT both copy files between non-system disc under CP/M 2.2 whilst RESCUE grabs as much as possible off damaged discs. ACPY and NC are fast, file copiers which verify that files have been copied correctly. There's a lot more on this disc, the full list of programs is on page 29.

## WACCI PD DISC FOURTEEN

OMG told you about the disc several issues ago, however it never appeared in the PD library until now. This disc contains 49 screen pictures. These pictures have been converted from the Amiga to CPC format. All you need to do is stick the disc in the drive and enter RUN"DISC and is revealed.

## TATTY BYE

That's all for now folks. If you would like more details on a particular program the drop me a line.

# Simply Saffron



Hello Amster addicts everywhere. It's Saffron here with some more trivia to fill up the back pages of WACCI. Yes my dear friends it once more into the britches <<I think that saffy means breaches. -Ed.>>

## RICHARD BURTON

Hmmm. Now there's a novelty on legs. Bless him. I must confess I loved the WACCI Archives's. I've missed out on quite a few issues what with being in America and that, so this will come in handy. As for you new subscribers, well just keep reading the archives and you may spot me in one of the earlier issues dishing out the dirt on the software houses'. Then there is Glenn Carey's close encounter with the libel courts. Conditions of the settlement mean that we're not really supposed to talk about that to this day... umm... errr..., sorry.

## TONE

After last month's debut the editor of this esteemed magazine has asked me to tone down this column for 1992. So in my usual disregard to authority this month I think I'll take a trivial look at Exposed Sex. What do I mean by Exposed Sex? You'll see...

## SNAP !

It's fun being a married man. Take the case of a London publisher who whisked his mistress away to Normandy for a weekend of lust while his wife thought he was on a business trip. All went well for the couple as they took-in a few of the sights, sounds and smells of historic france hand in hand. Until, that is, his wife popped in to a travel agents a year later. Flicking through a French Tourist Board glossie

her eyes fell upon a picture of a happy, laughing couple with their arms around each other, unaware that they were being photographed. I think you can guess the rest.

## DUKE'S CLANGER

In Italy, 64-year-old Duke Avarna - that's a name of a person, not a pub, concentrate now - wanted everyone to know that he being passionate with his 29-year-old girlfriend. So much so that he had the village church bells rung during and after their nightly performances. In court the Duke was found guilty and fined for disturbing the peace and *insulting* his ex-wife, who lived but a few streets away.

## THE EARTH MOVED !

A courting couple decided they could only be alone if they parked their car on a beach in Weston Super Mare. Of all space on the beach to stop, they picked the wrong part and ended up rocking the car half-way into quicksand. Two rescue trucks arrived within the hour and promptly got stuck too.

## "GO"ING FOR IT

Here's a lesson to be learnt by all men: Try and resist stealing that kiss at the wrong moment. Two teenagers in Rio de Janeiro didn't and held up traffic for over two and a half hours at traffic lights when their braces became entangled.

## FREE PORN

A couple in California decided to add a bit of spice to their love life. So they checked into an Hotel for a week of fun and frolics - which they videoed and replayed over and over again. They couldn't understand why,

on leaving, the manager halved the bill and staff gave them flowers and champagne. Later it was revealed that their room's video had accidentally been connected into the Hotel's Cable TV network.

## FREE PORN 2

The same sort of incident happened here in the South West a while back except on a much larger scale. A night-watchman was caught watching dirty videos on his shift at local ITV company Television South West. Unknown to him was that when he turned on the video player he was also turning on the Plymouth transmitter.



The day after the office party

## OUTRO

It had to happen didn't it? One measly page later and I've run out of room. Must have a word with the editor.

Perhaps I should send him a few selected copies of photos taken at WACCI's Christmas office party? Then I'll get a double page spread for certain. Hmmm. <<No you will not, I missed the party. -The new Ed.>> See you next mumf for loads more of my almost the back page nonsense...

Love & moistness, Saffy

# The WACCI FSW Library

## THE WACCI PUBLIC DOMAIN SOFTWARE PROGRAMS

These CP/M programs have been fully tested by WACCI on an Amstrad CPC 6128. Although the programs have been tested they are supplied on an as-is basis. WACCI accepts no liability for faults or non-operation. All the programs should be true Public Domain programs. Please advise WACCI of any problems encountered or if you need assistance in running a program.

### WACCI PD DISC ONE : CP/M 2.2 Only

\* NEW \*

The complete FORTH programming disc. The disc contains both the original and updated versions of Forth. A complete guide to Forth and an introduction to Forth programming. This disc replaces CP/M DISC TWELVE.

09/17: RESCUE ..... Recover files from corrupted discs  
09/18: RPIP ..... Much improved version of PIP  
09/19: SORT ..... Sort text files (alpha-numeric order)  
09/20: VLIST ..... Controls text file scrolling speed.  
09/21: WSCLEAN ..... Clears the high bits from text files

### WACCI PD DISC TWO : CP/M 2.2 & CP/M+

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

### WACCI PD DISC TWELVE : CP/M & CP/M+

The complete COBOL programming disc. The disc containing the NPS Micro-Cobol compiler, version 2.1 and execution program, the full Cobol programming series (as published in WACCI), and twenty three example programs. Also included are two complete programs and loads of hints and tips.

### WACCI PD DISC THREE : CP/M 2.2 & CP/M+

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

### WACCI PD DISC FOURTEEN : AMSDOS

\* NEW \*

Forty-Nine (49) Assorted screen pictures. The pictures have been transferred from an Amiga to an Amstrad CPC.

### WACCI PD DISC FIVE : CP/M 2.2 & CP/M+

\* NEW \*

05/02: BASE ..... Two part text only adventure  
05/03: ISLAND ..... Two part text only adventure  
05/04: PRESSUP ..... Interesting board game, simple to learn  
05/05: ADVENT ..... The original Colossal Cave adventure  
05/06: CUBE ..... Version of Rubiks cube.  
05/07: GOLF ..... Weird text only golf game. Hours of fun  
05/08: MASTMIND .... Interesting version of MasterMind  
05/09: OTHELLO ..... CP/M version of Reversi.

### WACCI PD DISC SEVEN : CP/M+ ONLY

Form3, Mikedit, Superzap, Zdebug17, Unzip099, Newccp, Ark11, UN33, WCount, Andybase, Dc-cpc, Dcalc, Arc24, Unarc, Adrive, Assign, Crunch/Uncr, Extdisc, Format, Menu and Qtext21.

### WACCI PD DISC NINE : CP/M 2.2 & CP/M+

\* NEW \*

09/02: CLEANUP ..... Slicker file erasing and typing  
09/03: DIRCHK ..... Locate files by track & sector number  
09/04: DISPLAY ..... Improved version of TYPE command  
09/05: FILECHOP .... Splits down any program or file  
09/06: LRUN23 ..... Runs programs from inside a .LBR file  
09/07: LT29 ..... Multi-function library unarchiver  
09/08: NC ..... NewCopy, disc to disc file copier  
09/09: NULU15 ..... Improved version of Library Utility  
09/10: UNZIP ..... Unarchive \*.ZIP archive files  
09/11: ACOPI21A .... Fast general purpose file copier  
09/12: DU ..... Powerful disc sector editor.  
09/13: GREP ..... Scan text for selected keywords  
09/14: LIST ..... Improve the appearance of listings  
09/15: LOOKAT ..... Dumps files/programs in ascii format  
09/16: MFT ..... Easy one-drive Multi File Transfer.

### ORDERING INSTRUCTIONS

Orders for these eight WACCI PD Discs should be sent to:

Chris Smith  
16 Ayling Lane, Aldershot, Hants, GU11 3LZ  
0252 24721

Discs cost £3.00 each (including the disc)  
or £1.00 each (using the load-a-disc service)

### TAPE LIBRARY

The first tapes are now being compiled and will be ready shortly. A full list and ordering instructions will be in issue fifty two of WACCI.

### COMING SHORTLY

WACCI PD DISC FOUR, AMSDOS  
Desk Top Publishing, PD Planner and much more .....

WACCI PD DISC SIX, AMSDOS  
DELAYED, because when we checked we discovered several of the programs were not in fact Public Domain programs.

WACCI PD DISC EIGHT  
Assorted useful text files, hints and tips.

## THE CP/M PD DISCS

These public domain programs are currently available from WACCI:-

### CP/M DISC ONE

Z80 & 8080 assemblers, Z80 to 8080 to Z80 code translator, debugger, monitor and assembler, reverse assembler, file comparer, NSWP and more.

### CP/M DISC TWO

Small-C (floating point), Small-C interpreter, Prolog, Lisp, EBasic plus NSWP and much more.

### CP/M DISC THREE

MFT, Library utilities, disc quality checker, PCW disc reader, disc sector editor, text file sorter, word counter plus NSWP and much more.

### CP/M DISC FOUR

Cave adventure, chess, othello, golf, word search, biorhythms, prolog, maze generator, on-screen calculator, comms utility plus NSWP and more.

### CP/M DISC FIVE

Scrivener [*the spreadsheet, inventory database with macros*], Spell Checker [*dictionary, sorter & word counter*], VDE text editor, comms utility plus NSWP and more.

### CP/M DISCS SIX & SEVEN (£3.00 Each)

JRT pascal, Sci, Cobol, EBasic, VDE text editor plus NSWP and more.

### CP/M DISC EIGHT

Expert86, Stoic, Cobol, NSWP, VDE text editor plus much much more.

### CP/M DISC NINE

Comms programs including Mex, Kermit, Kermode, HModem7, KDSMex, CirCitMex, EasyMex, ZMCPC2 and MXo-SM14.

### CP/M DISC TEN

Andybase, VDE266, Print, NewCCP, NSWP, Edit, Sideways, Filer30 and more.

### CP/M DISC ELEVEN

The complete Pascal tutorial disc.

### CP/M DISC TWELVE

Forth and MBasic programming language disc. MBASIC is compatible with the PCW's Mallard Basic. Forth programming is currently being covered in WACCI.

## THE HOMEGROWN DISCS

These discs are copyright WACCI and their authors.

### WACCI DISC ONE

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

### WACCI DISC TWO

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

### WACCI DISC THREE

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

### WACCI DISC FOUR

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

### WACCI DISC FIVE

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

### WACCI DISC SIX

Quiz, Stats, Colprint, Globe II, Disc, SDump3, Straight, Biomorph, S-Light, Dominoes 2, Spread, Numero and Synth.

### WACCI DISC SEVEN

WACCIword, Romread, Keyboard, Convert, SDump4, Bank+, EZMusic, SPX, Grafplot, Hardcat, AGE128, Wild, DCheat, PCheat, Strobe, Magic squares, Decomp, 3dXOX, Invoicer, Pacplant, Typing tutor, LNA.

## WACCI DISC EIGHT

The kirk Editor, Dwerrybase and the Football pools predictor.

## WACCI DISC NINE

Chess, Mode, Display, Organise, Mfile, Display, Read, Grapho, Inlays, Edbutt, Tidy, NPC, Invaders and WACCIspell.

## WACCI DISC TEN

Ascii-To-Mini Office II, Xword, Xdraw, MCPgraph, Fruitrun, K1, K2, K3, loot, Keycard, Cassdisc.DR, Example1, Frame, General.DR, PCBdraft and Progdoc-V4.

## WACCI DISC ELEVEN

Biglabel, Display2, CGP115, POPT 120D, CGP115, 120D, WACCIword (V3) and WAR.

## WACCI DISC TWELVE

Hex-to-bas, Hex-to-bin, HP, OHM, OSKD, Resid, Draughts, Example2, Forth Demo, Machine code tutorial, Print, Dotman, Mastercomposer and PDP1.

## WACCI DISC THIRTEEN

Hex-enter, Davart, Morse tutor, Craig, Knockout, PCHandle, Screen squeezer, Dirsort, Xmas card, Adult Quiz, Xsum, WACCIword(V4), Banker, Donald, No-No, Copy256, and SYSTEM to DATA format.

## WACCI DISC FOURTEEN

Ahem, Clock, Amslabel, Copier, Clock1, BioSpheres, Regiload 2, Extracat, DFI, Snakes-N-Ladders, NiteShow, Ringmenu, Self Destruct, ID, Memprint, Monthly, Memmap, DFI and Escape from WACCI HQ.

## AJ's CONCEPT DISC

(128k required)

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

## AJ's TWILIGHT ZONE

(128k required)

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

## THE DEMO'S DISC

Ten stunning graphics demo's that push the CPC beyond its supposed limits.

## MAGAZINE DISC ONE

The original disc versions of issues one and two of WACCI.

## MAGAZINE DISC TWO

The original disc version of issue three of WACCI plus loads of early screen pictures.



# Who's Who

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WACCI, 12 Trafalgar Terrace, Long Eaton, Nottingham, NG10 1GP



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Clwyd CH5 3JA.

### FAIR COMMENT

Mike Lyons 0942 59942  
85 Leigh Road, Hindley Green, Nr Wigan  
WN2 4XF <<A man of letters>>

### POKING IN THE LIBRARY

Gwynn Hopkins  
Albion House, Llandre, Aberystwyth,  
Dyfed, SY24 5BS

### FORTH and COBOL PROGRAMMING

Alan Tilling & Clive Bellaby  
<<The gruesome twosome>>

### WACCI BB

0252 318557

Chris Smith, Voice 0252 24721  
v21/v22/v22bis, 24 hrs, 8N1

### THE NEW WACCI PD DISCS

Chris Smith, 16 Ayling Lane, Aldershot  
Hants GU11 3LZ. Only £3 per disc, send  
your order to Chris.

### CLUB SECRETARY

Wanted a club secretary to deal with  
the day to day problems of running  
WACCI. Apply to WACCI if interested.

### SIMPLY SAFFRON

Saffron. Send in the marriage proposal  
to WACCI.

### FINISHING TOUCHES

Glenn Carey 0326 280586  
The Haven, Coverack, Cornwall TR12 6SY

### BOOK LIBRARY

Steve Lee 0487 81403  
48 Field Road, Ramsey, Huntingdon,  
Cambs, PE17 1JP

### RED ROSE BB

0772 652212

Tony Walker Voice 0772 651698  
v21/v22/v22bis/v23/v24, 24 hrs, 8N1  
<<Used to be called Preston Ros>>

### ORIGINAL CP/M PD DISC & WACCI DISCS

Clive Bellaby, send in your orders for  
the original disc to Clive at WACCI.  
Now only £3 per disc.

### VERY BASIC BASIC

Alan Tilling no phone  
65 Lawrence Road, Altrincham, Cheshire  
Cheshire WA14 4EL

### WACCI REVISITED

Steve Lee 0487 81403  
48 Field Road, Ramsey, Huntingdon,  
Cambs, PE17 1JP

### WACCI ON-LINE

C/o WACCI.  
Are you into comms? Then why don't you  
write this column.

### TAPE LIBRARY

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

### DISCOUNTS

Wanted, a discounts manager who will  
obtain discounts for club members. Why  
not you? contact WACCI for details.

### The ABC of PD

Chris Carter-Bown,  
C/o WACCI, 12 Trafalgar Terrace,  
Long Eaton, Nottingham, NG10 1GP



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- |          |    |  |
|----------|----|--|
| February | 23 | THE NATIONAL MOTOR CYCLE MUSEUM<br>Solihull, Birmingham, J6-M42                                |
| March    | 8  | GLASGOW<br>City Hall, Candleriggs, J15-M8  |
| March    | 14 | HORTICULTURAL HALL<br>Greycoat Street, Westminster<br>Tubes: Victoria, Pimlico & St James Park |
| March    | 15 | BRUNEL CENTRE<br>Temple Meads, Bristol, M4-M32   |
| March    | 21 | EAST MIDLANDS<br>Donington Park Race Circuit, J24-M1   |
| March    | 22 | UNIVERSITY SPORTS & EXHIBITION CENTRE<br>Calverly Street, Leeds, J47-M1                        |
| April    | 12 | NORTH EAST<br>Northumbria Centre, Washington, A194(M)  |
| April    | 26 | THE NATIONAL MOTOR CYCLE MUSEUM<br>Solihull, Birmingham, J6-M42                                |

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