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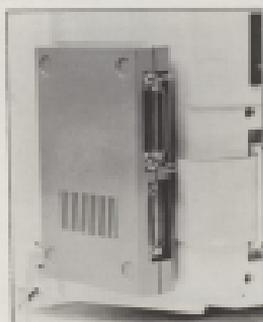
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**Associate Editor**  
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Mike Cowley

**Advertisement Manager**  
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**Advertising Sales**  
Margaret Clarke  
Jacquie Fox

Tel: 081-486 8858 (Editorial)  
081-486 8383 (Admin)  
081-486 8800 (Advertising)  
081-486 0171 (Subscriptions)

Telex: 66601 G

Telex: 268821 MGNWEP G

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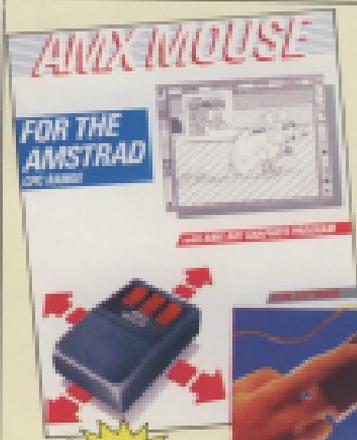
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# Big fun software boom takes off

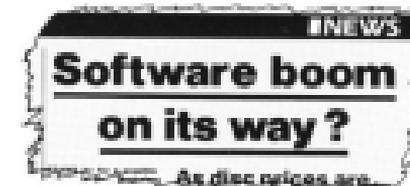
THE entertainment software boom forecast in *Computing* three months ago is now well underway.

Latest figures from the trade show that CPC programs are steadily gaining a larger share of the market while sales of games software for other machines like Spectrum and Commodore have been declining.

Chris Sarney says CPC games now account for more than 18 per cent of total sales, up from about 11 per cent last year.

Industry observers say the boom owes much to the 40 per cent cut in the price of 3in discs three months ago.

Cost of Amstrad's CP-2 basic discs was slashed from £5 to £2.99, and software



Rebased to January's *Computing with the Amstrad*

houses told *Computing* with the Amstrad at the time that high disc price was one of the reasons CPC program sales were being held back.

Previously, publishers disappointed that software sales had not matched the success of the CPC itself were releasing tape-only games, and in some cases even ignoring the machines. "But our research

shows a high proportion of CPC users prefer discs to tapes", said Patricia Mitchell, product manager of Virgin Games.

Amstrad marketing director John Ainsworth predicted, "It will stimulate an enormous demand for disc-based games, and those firms who've got their wits about them and can move fast will

do very well indeed".

This has now been borne out by the sales figures released since January which show CPC products as the fastest-growing software sector.

It is seen as a reward for loyal CPC games producers such as Activision - which launched seven CPC games at once in March - Martech, Bubble Bus, Hewson, Aristonsoft, Alligata, Bug Byte and Mellocoame House.

Good news, too, for software houses who have ensured that their blockbusters - like *The Growing Pains of Axlax Male* from Virgin, *Robot 3* from Superior, *Money Made* from Greenin, *Ballbreaker* from CRI, and the PDS wargames series - are released for the CPC.

## IBM FADING IN PC BATTLE

AMSTRAD is pulling away from its biggest rival IBM in the fight for supremacy in the British business PC market.

Latest figures from market researchers Ramtec put Amstrad's share up to a record 35.8 per cent which represents a 10 per cent lead over the former leader.

Before the turn of the year Amstrad was only 1.4 per cent ahead - the first time they had taken the lion's share of the market. But Ram-

tec's survey reveals that only a small percentage of the Amstrad sales were taken up by PCs.

But the survey was made among independent distributors rather than High Street chains, where most PCs are sold.

Amstrad is keeping cool about the figures, a spokesman describing them as "very pleasing". It is thought they are waiting to see whether this is a trend.

## ROYAL FROLIC ON THE CPC

A LIGHT-hearted look at the Royal Family is the subject of the latest CPC release from 8th Day. In the hope of receiving a knighthood, PRH officers mean ruin in the Queen's girth after an embarrassing mix-up at the DMS.

The price is £2.99 on tape, £5.99 on disc.

TELEVISION'S only regular computer programme *Micro Live* faces the axe Database Publications, prompted by hosts of letters from readers, is determined to ensure the axe will not fall.

The last *Micro Live* in the present series was scheduled for the end of March. Head of Continuing Education (Television) at the BBC David Hargreaves said: "The present season of *Micro Live* is its third. We have decided not to plan a fourth for next winter.

"We want to pause, take stock and think about how we ought to be making the best contribution to our understanding of information technology in the future".

Derek Meakin, head of Database Publications, said: "Micro Live has played a leading role in

## MICRO LIVE FACES AXE

introducing the delights of computing to an ever-growing audience.

"To all the series now, when so many exciting developments are taking place in the whole world of microcomputing, is a retrograde step".

So, *Computing with the Amstrad* readers, it's time to play your part. If you want to help save *Micro Live*, write to: The Controller, BBC 1, TV Centre, Wood Lane, London W12



## DIXONS DRIVE INTO THE USA

HIGH Street chain store Dixons is poised to expand into the US - and that could mean really good news for Amstrad.

The electrical stores group is a major retailer of Amstrad products, and its American venture could open up fresh markets for British exports.

Dixons is negotiating to buy Cyclone Corporation, owner of the coast-to-coast string of 120 Silo electrical appliance outlets.

Amstrad is hoping this means its micros will eventually appear on the shelves of every Silo store.

Amstrad already has an American presence through Sears chain stores and dis-

tributor Video, but a spokesman said: "We're after as much exposure as we can get."

"We hope our claims will be considered when Dixons completes the deal for Cyclone".

## Four in one for the CPC

A SPREADSHEET for the Amstrad CPC has been released by Audigenix. The company claims Matrix is probably the most powerful spreadsheet for any home computer.

It is billed as four programs in one. Apart from the usual spreadsheet for displaying tabulated accounts, it has a database capability, a text editing notebook and a graph plotting facility.

Features include cut and paste sheet editing, pull-down menus, large spreadsheet area, adjustable column widths and many mathematical functions.

The notebook features a text editing area for preparing letters, reports and such and the facility to store on data from the spreadsheet.

Financial information can also be presented in graphic forms such as line graph, bar graph or pie chart.

Price £29.95 on cassette and £39.95 on disc.



## Superior database for PC1512

ONE of the world's leading database houses has entered the Amstrad market for the first time with a revolutionary database for the PC1512.

Precision Software has unveiled Superbase Personal, an easy-to-use package for £99.95 designed specifically to make the most of the Gem environment.

This powerful system places its focus on the number of fields or on the size of the record, and as many files as needed can be opened to build up a relational report.

Superbase Personal has been developed as a "very smart" data management

system. It offers a unique facility for coordinating pictures and text. The graphics management capability allows pictures to be retrieved and displayed, and there is a built-in automatic slide show picture sequence.

This multi-file relational database incorporates all the latest user-friendly techniques such as windows and pull-down menus. Data manipulation is achieved by the click of a mouse or video recorder style symbols on screen.

File structures can be changed at any time without disturbing existing records,

and there is a specially designed straightforward printing feature.

Precision is well known on the international database scene, with sales of more than 100,000 packages worldwide. However this is its first product for the Amstrad range, having made its name primarily in the Commodore market.

"We are well aware of the importance of Amstrad in the micro scene today," said Nigel Lovett-Turner, Precision's sales director. "That is why we have devoted considerable time and money to develop this package".

## Welcome to 18,000 new readers



FROM this month Computing with the Amstrad will incorporate the best features of AMTIX!, which has now ceased publication. And that means a warm welcome to 18,000 AMTIX! readers.

Within these pages they will find every familiar feature, all presented in the lively and entertaining style with which they are familiar.

Features such as the covered AMTIX! Accolades, which are awarded to games which score over 90 per cent, and the long-awaited AMTIX!, which add a new dimension to arcade games playing.

To all our new readers: Welcome on board - it's great to have you with us.

Derek Mackie, Managing Editor

# COURSES FIRM SAYS CPC TOPS LEAGUE

AMSTRAD CPCs are the machines of the moment as far as a leading computer education organisation is concerned.

Microwise UK runs a series of tape and disc based courses for a variety of computers.

"Of all the courses, the ones for CPC are the most popular", said Microwise principal Jim Baxter.

The company has just revised its range for the CPC. They are suitable for all ages and aimed at providing users with a better understanding of their machine, its use, and computing practice in general.

"We work on the idea of a family, Mum, dad and the two kids buy a first computer, get it home and realise after a few hours use they don't know what more to do with it", he said.

But Microwise has been surprised at the number of enquiries it has received from pensioners wishing to learn about computers.

"I suppose it is an ideal pastime for such people, and we are happy to help", he said.

Each course is tailored to the individual by the progress reports. "We have found we gear these reports in terms of

ability rather than age", said Baxter.

"We believe that this service is unique in offering courses to Amstrad users with a back up service included. This enables assistance and advice on coursework to be given".

Each course is supplied with software, texts, a progress report and help sheets.

The courses include: Introducing Basic, Continuing Basic, Numbers Maths and Functions, Graphics and Sound, and Files.

Price £77.00 (£75.00 for two or more) on cassette; £78.00 (£77.00) on disc.

## Prestel via MicroLink

AMSTRAD console enthusiasts may soon be able to access Prestel's massive 300,000 page database through MicroLink.

British Telecom is running the messaging services of Prestel and Telecom Gold, with which MicroLink is associated. This will immediately create a 120,000 strong user base of micro owners able to exchange messages with each other.

## Glued together

SANDPIPER has released a program to bring together its Amstrad PCW office software. It described Glue as "a major step to full office automation".

The program provides an interface between Sandpiper's Accounts, Payroll and File Manager packages.

Glue can take data from other manufacturers' software.

## Birthday winners

OUR Second Birthday Competition was a great success. The combination of prizes - generously provided by Electric Studio and Gemini Graphics - attracted piles of entries. Eventually we picked out the following 30 people, and their super prizes should be with them any day now.

- PCW prizewinners: 1st: L. Lydale, London; 2nd: G. Marks, Douglas; 3rd: J. Budge, London;
- CPC prize-winners: 1st: R. Hallen, Tring; 2nd: M. Bevan, Swanton; 3rd: J. Bolton, Harlow;
- Rammer-egg: R. Davies, Reading; C. Holland, Leeds; P. Booth, Leicester; M. Crivenski, London; J. Payne, Coventry; J. Coleman, Barnack; A. Smith, Thrumpton Heath; G. Parkinson, Leicester; M. Cooper, Norwich; W. Booth, Haverhill; P. Michael, Merseyside; C. Stedley, Northampton; C. Johnson, Bradford; R. Brooks, Yeovil; R. Nares, Guildford; S. Hayden, Walsley Garden City; P. Holland, Stamford; S. Bradford, Garswood; B. McMurrian, Aberdeen; S. Collier, St Albans.

## Assembler update

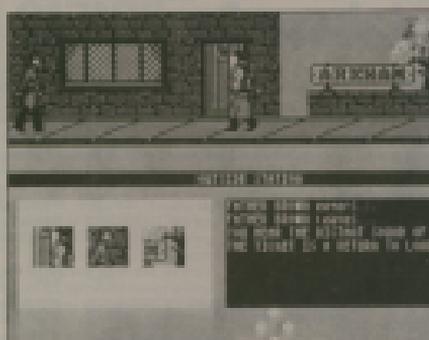
ARMOR has finished work on a new version of its Maxam Assembler plus a C compiler for the CPC 6128 and the PCW.

Maxam II has a totally different editor, based on Amstar's Protext word processor.

A new monitor has also been written complete with symbolic debugger. It enables switching through the various part of the CPW-memory map.

The C compiler, which also runs on CPW, now allows external spaces to be linked. Users can link with Maxam or vice-versa. Both cost £79.95.

Armor is at present working on a version of Protext for the Amstrad PC.



Arnhem Manor... detective thriller

## New games for CPC

TWO new games for the CPC have been released by Melbourne House.

Das the Destroyer is set in the future and players must try to save the Dorned City from flooding by penetrating the city's defences and confronting the terrible pirates who rule it.

The Mystery of Arnhem Manor is a two part detective thriller for the CPC. The player

takes on the role of an investigative journalist and must try to discover the whereabouts of the missing Colonel Fortescue.

The village of Arnhem must be explored and its inhabitants questioned. Regular telegrams and articles must be sent to the editor and these may be filed using a save and print option.

Both new games cost £8.95.

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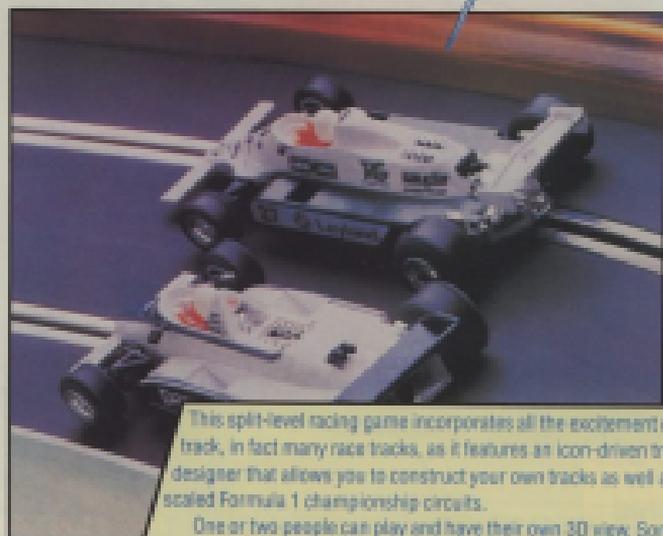
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# SCALEXTRIC®



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One or two people can play and have their own 3D view. Some ingenious programming has made the feel of controlling the cars very realistic, and you can even bump and push your opponent's car if you want to play dirty!

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## BALLBREAKER

**CRL, £7.95  
cas, £14.95  
disc, keys and  
joystick**

In the dim and distant past, when home computers were a figment of Clive Sinclair's imagination, there existed a state-of-the-art video game by the name of *Breakout*. A variation on the ping-pong theme, you used a ball to chip away at a brick wall until it completely disappeared.

*Ballbreaker*, the latest hit-nach offering from CRL, is an earlier, three-minute version of *Breakout*

which results in the occasional preferred bonus. On the plus side you now have a fire button and a stack of 10 missiles — more useful for taking out that final massive block.

Screen one is a straightforward brick wall (no problems there), but screen two is a different sort of arena. Apart from the ordinary stretch of wall running across the middle of the arena there are two sets of columns, in front of and behind it.

The very fact that there are now three levels of wall means that the front columns are much closer to your ball. A ball



which enables all the wonderful facilities that are at the disposal of today's programming.

The first thing that you notice about *Ballbreaker* is that everything is shown in 3D in glorious technicolor.

The game is played in the *Ballbreaker* arena, which has three solid walls and a fourth side which you must defend with a ball.

Unlike the original game the wall is vertical. As the ball hits a block at the base of the wall it disintegrates, which creates a hole for the ball as the ball falls down to hit the pad.

The bricks aren't all identical in shape so you may be left with a hole in the middle of an arena, which provides a gap through which you can hit the ball.

Once on the far side of the wall the ball bounces repeatedly against the bricks, creating havoc with the multi-colored masses. You can take a breather at this point and wait the ball's return.

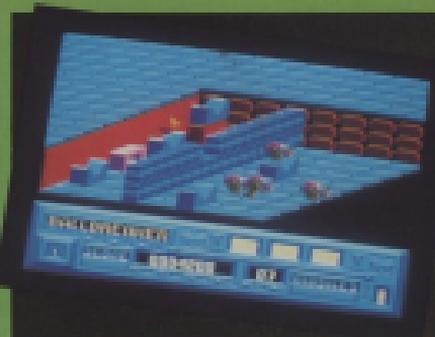
Some of the blocks are con-

volving from one of these requires a lightning fast response if you are to return it.

Being a nasty bunch of chaps the CRL programmers didn't think this was tricky enough so they placed purple frogs on top of the front two columns. The instant that a column is destroyed, the frog leaps off and lands at you.

Busting the frog and setting it free is its death will not help — the snail-pac frogs are immortal immediately in their original starting position, allowing them to attack again and again.

Your only source of action is to hit the frog with the ball or a missile, but due to the close proximity of the wall this is



easier said than done.

If you set yourself up to blast the frog with a missile there is a very good chance that you won't have time to return the ball. Concentrating on returning the ball will inevitably result in you being rammed by a charging bulfrog... nasty!

There are 35 different screens, all containing different problems and puzzles. Once you have destroyed the wall on the first screen you progress to the next by taking the ball past you and falling off the edge.

On the higher screens there are diamond-shaped bricks which when struck by the ball will destroy every brick in the arena, allowing you to move on to the next level. If you shoot the escape brick with a missile it will not function correctly and you cannot skip that screen.

Certain shapes of brick will replenish your missile stocks while others will turn you into fossils. Be on your toes when attempting the escape brick because hitting these bonus blocks scores you the opportunity to improve your chances of survival.

The perching purple frogs are not the only inhabitants of the arena — you will also be attacked by needles which drill inside the blocks. The first thing you learn about these is when you destroy a certain shape of block and get caught by a needle. The heater miss may be avoided by hitting a wall, but to rebound the ball smashes it into through.

My only grip is with the game controls, as you are unable to move the ball before the ball has bounced into the arena. If you happen to lose a

ball while your bat is at the side of the arena, it is frozen in this position until the new ball is served.

The new ball always appears in the centre of the arena so you have to make a mad dash for the middle of the arena and hit the ball on the run.

The speed of travel of both the ball and your bat are sensitive to the amount of on-screen action. If you've just blasted a massive hole in the wall and the ball is falling to take its place, the action slows down, not dramatically, but enough to serve as an excuse if you lose the ball. Minor grumbles aside I found *Ballbreaker* to be a stunning game. The level of variety is tremendous and the graphics are a treat for the eyes.

Jon Davis

### Presentation 88%

Opening menus with a good selection of options.

### Graphics 92%

Wonderfully solid shapes that look good enough to eat.

### Sound 85%

Choice of tune on sound FX.

### Playability 85%

Consistently unpredictable responses of bat to controls.

### Addictive qualities 92%

So simple but totally absorbing.

### Value for money 91%

Worth every penny.

### Overall 92%

State of the art *Breakout*.

## STRIKE FORCE COBRA

**Piranha, £8.95  
case, joystick  
and keys**

**S**YDNEY Station City to Sydney Piranha has a lot to answer for. Not only does he produce outstandingly vibrant colourful spots which stress his ability to string together more than three consecutive words... but he also seems to have inspired the numerous gun-bling characters currently

inflation of the characters. And there's an option to choose four out of eight possible team members, each with a different character profile. Presumably a carefully chosen mix of team members will accomplish the task more quickly.

Your weapons include a lightweight sub-machine gun, and also a megagram flam-grammer (MFC) which will either destroy or confuse the enemy, who will attempt to damage your own lightweight body armor.



populating the world of computer games.

Strike Force Cobra, a crack elite fighting force of commandos, has been formed by the world police to stop an evil criminal genius from triggering an instant nuclear holocaust.

The mission - to destroy the evil genius's computer hacking system before it is too late. A familiar scenario, but? Maybe James Bond has a lot to answer for as well!

By fighting their way through the enemy fortress and seeking out the 800-pound computer, the four members of Strike Force Cobra must obtain the secret codes to the lock of the fortress's main computer room. Hazards on the way include laser-guided weapon systems, electronic traps, killer robots and human guards.

The game scenario is of the 3D graphics-perspective type, so many small rooms are visible at any one time due to the cutaway nature of the graphics.

A combination of joystick and keyboard control allows you to jump, dive, crouch, stand up and fall, but it would have been nice for everything to be under controlled by just the joystick.

What makes the game slightly different from other games of a similar genre is the appearance of the graphics, and the realistic ap-

pearance of the characters. But feel and facilities can be reached - it managed it several times during the game.

Gameplay in this new title from Piranha is extremely absorbing, and will appeal to those fans who like to stretch their brains as well as their fingers.

**Nigel Levine**

### Presentation 85%

Colourful title page and detailed option screen.

### Graphics 85%

Some of the clearest 3-D graphics around.

### Sound 60%

A bit disappointing, more footstep and gun noises would have worked wonders.

### Playability 80%

Action is slightly sluggish, but very good on the whole.

### Additive qualities 95%

You'll keep coming back to solve the mission.

### Value for money 85%

Impending theme and good value.

### Overall 84%

A good arcade adventure with nice graphics.

## THE SYDNEY AFFAIR

**Infogrames,  
£9.95 case,  
£14.95 disc,  
keys**

**T**hink of ville for shames the peace of a little French town - it makes quite a mess of Mr Sydney's head but I think should anybody want to kill this quiet family man? As a Detective Sergeant in St Denis's crime squad it is your job to unravel the mystery of The Sydney Affair.

You begin the investigation at the good detective's house, by visiting the scene of the crime. The screen is divided into three sections, the largest of which shows a detailed picture of the

glass on the briefcase informs you that it is broken. Once you have located the keys you will have three suspects.

Always be on your guard for sneaky tricks. Having opened the briefcase you find a diary containing names and addresses. Don't go off and search elsewhere as the telephone contains yet more goodies, accessed by pressing the Copy key a second time - diary, and. All information should be committed to paper as it is discovered - once every two of the program has loaded you return to the opening screen.

One of your team of officers has discovered the location of the house in the road, which forms the basis of



body and its immediate surroundings.

An icon in the shape of a magnifying glass is used to search the scene for clues. All you have to do is place the icon over the area you wish to examine more closely and press the Copy key.

If the specified area is hiding a clue then the other two screen windows are brought into operation. The lower one displays a picture of the item you have found while the window resembling a note-pad identifies it and provides additional information. For example, rifling Mr Sydney's jacket pocket reveals a wallet, the contents of which are detailed on the note pad.

Certain items in the scene are related. Placing the magnifying

glass over the window, with every magnifying glass in hand you look the room for clues.

In both instances the windows containing the scenes have dimensions of 23 x 12 units. It is therefore a worthwhile exercise to place the magnifying glass on every part of the scene, pressing the Copy key as you go.

With your faithful lemming with progress of information you return to the police station to continue your investigation. It is at this point that the second part of the game is loaded. In this stage you are seated at your desk, staring at a blank computer terminal - I know the laptop well! The French police force has a very advanced computer net-

each of its disposal. When you log on, you can communicate with a variety of official websites.

Messages about particular investigations can be sent to other police agencies in the following format: "Information on 'STRONG' affair." If the receiving agency has had no involvement in the case, then they will supply you with all available information.

The Detective Squad for Judicial Information can be accessed and details requested on individuals if the person in question is wanted, then you will be told why and by whom. The Judicial Research and Completion Centre has a similar function, but you can also request details on objects as well as people.

If all else in each police work becomes too much for you, there are always the sophisticated techniques to fall back on. If you know a person's name and address then you can go round and beat a statement out of him! The statements are always true, but come complete with a peevy photograph of the person being interviewed.

Pressing the Examination key allows you to perform autopsies and ballistic investigations. These explain the bullet hole in the wall and tell you from which building the shot was fired.

The Sydney Affair is an excellent educational program, a real challenge for the amateur detective.

Neil Ardy

## BRIDE OF FRANKENSTEIN

**Ariolasoft, £8.99 case, joystick and keys**

**T**he thought of marital bliss has all been too much for Frankie who has cracked up under the strain. As the future Mrs. Frankenstein you take a crash course in food building - all you need now are the parts! The *Bride of Frankenstein* follows your gross riddling exploits as you strive to give life to your frozen one.

The leading role in this classic horror story is played by a rather clumsy sprite who goes

one day at a time.

Before the main playing area there are four types of icons. The first is Frankie's coffin - as you acquire new bits they are fitted to his skeleton and a list made of those collected.

Next there are the icons which display what you are carrying: keys, spades, pickaxes and other implements and you use the cursor keys to highlight the required object.

Each number three is a glass flask containing green liquid - the elixir of life. The more you pour the liquid, the more alive you transform, but letting your flask run low is not to be recommended.

Fortunately there are several



by the name of Mrs. Stein. With the *Bride* hair floating in the wind she explores a very colourful and detailed castle.

Her fantastical adventures are also depicted as large cartoon-style characters. So cleverly allowing them to move behind some objects and in front of others the games are given a very 3D feel.

The 88 screen playing area covers castle rooms, corridors, parks, graveyards and crypts. Most of these contain doors, the majority of which are locked - except corpses!

In various rooms around the castle are keys hidden in all, but each one will only open specific doors and you can only carry

store rooms within the castle where you can walk to a locker and fill up. The final room is a beating heart, but beware of high blood pressure.

Skulls and skeletons roam the castle looking for Mrs. Stein, Caribid with these skulls has been late sparring - prolonged contact will kill her.

Certain areas of the castle have been given populations that others, but until you locate them you will find that the game doesn't last more than a few minutes.

Skulls are notoriously difficult to shake off, especially since your speed of movement is reduced when a nasty is in the chase.

There are two main areas in which you can walk your heart out. The first is the pathway to the graveyard, the second the sanctuary open within the castle.

This contains a plentiful supply of elixir but appears to be built on a pit in the time space continuum. Every time you use the spade there is a good chance that you will end to a different part of the castle, which can be used to your advantage.

The spade and pickaxe are essential tools for the amateur grave robber. Just stand in front of a headstone and dig - three shovelfuls will usually be sufficient to unearth some of Frankie's secrets.

The pickaxe is used for opening crypts and disturbing ghosts. Many of the tombs are used to a long is a definite advantage, unless you like hanging about in the dark.

The trap card states that the dungeons contain electric prisoners and goes on to say that you could set them free... or use them in other ways - then spare parts are probably much faster than the ones I've just dug up in the graveyard!

*Ariolasoft* has got the level of difficulty just right. The game appears almost impossible at first, but with a reasonable amount of perseverance you will soon find your fingers increasing. This is a first rate arcade adventure game for the horror fanatic.

Carol Barlow

### Presentation 83%

Superb line art showing dramatic first requested completion time and age range.

### Graphics 85%

Direct use of graphics for some of the on-line investigations.

### Sound 54%

Very limited.

### Playability 85%

Heaven going until you get a lead.

### Addictive qualities 80%

The computer's omnipotent replies tend to spell things.

### Value for money 81%

Should provide many hours of frustration.

### Overall 85%

A real brain exercise.

### Presentation 86%

Good story line, well laid out instructions.

### Graphics 88%

Colourful but chaotic.

### Sound 84%

The title tune is a little silly but Bach - played by a tone deaf bellows.

### Playability 87%

Clowns are a major problem until you learn how to avoid them.

### Addictive qualities 85%

Has a tendency to be more frustrating than addictive.

### Value for money 84%

Good value for this entertaining game.

### Overall 88%

Excellent arcade/adventure game.

## ACE OF ACES

**US Gold,  
£9.99 case,  
£14.99 disc,  
joystick and  
keys**

**A**Ce of Aces puts you at the controls of a biplane to speed bomber with the objective of knocking out enemy fighters, bombers, VT rockets, tanks and air bases.

The game starts in the briefing room, where the commander points to a small

The bombardier's view includes a full graphical status report of all weapons available and allows the dialling of empty fuel tanks to reduce the plane's weight.

The colour scheme is a little bland, but the game itself is very enjoyable, if a little difficult.

Much of the game seems a little rushed, especially the pilot's screen which is quite cluttered and detracts from what could have been a great game.



blackboard from which you must choose to fly a mission or have a practice run.

You can equip your plane with rockets, bombs, cannon or an extra fuel tank for the longer missions - the selections reflect the type of mission chosen.

In the second mission you make your attack runs on U-boats before they dive to safety.

Enemy bombers are heading for London in the third mission. You must destroy them all using rockets - which are not known for their accuracy.

In the final mission you aim to dispose of BT rockets while being attacked by enemy fighters.

Unlike many other arcade simulations, the game is divided into five separate elements. The main pilot's display has all the controls which allow you to fly the aircraft, including artificial horizon, altimeter and radar.

The engineer has two views on to the port and starboard wings from here he must control the throttle and lower settings of the engine.

The navigator's view shows the position of the plane on a map of western Europe, along with the position of any enemy activity.

## SHOCKWAY RIDER

**FTL/Gargoyle  
Games, £8.95  
case, £13.95  
disc, joystick  
or keys**

**F**TL's first offering on the CPC was Light Force, which topped the Amiga charts for some time. Now after a long

wait a direct hit on any of the many Nagas that litter the walkways on the later levels.

The music proved to be very good, fitting in well with the plot, but tended to get repetitive after very few games. Music and sound FX can be toggled however, though the effects were nothing more than unimaginative beeps and whistles.

I think FTL seems to have let



out serious Shockway Rider, the company's latest horizontal shoot-em-up.

Shockway Riders are the toughest members of the 21st century street gangs, and all want to complete the ultimate goal of going "Full Circle", a trip which takes them around the entire Megacity on the triple-speed walkways.

Each walkway - there are eight - consists of three tracks moving at different speeds, the slowest being the inner track.

You must avoid all objects and people, while moving fast enough to cover 12 one-gang intervals in under two minutes.

Most of the hazards found on the walkways are passive, such as railings which slide off the rider's head, and the policeman's ball which flies along any track which has been ridden too long.

The local residents - old ladies and punks - also ride the walkways, but they don't take to you speeding about, and will dispose of you neatly if you get in their way.

Not everything found on the walkways is harmful. Gold and money can also be found, along with an assortment of weapons from bricks to rods which will kill a rider who is directly in front of or behind you.

Trapping unarmoured sidekicks only harms pedestrians, but you gain bonus points if a

triple down a Naga with this one. The game was just too sparse for my liking, even though a lot was happening on screen.

Shockway Rider can be an enjoyable game, but is only going to appeal to certain people - take a long look before buying.

Anthony Clarke

**Presentation 87%**  
Interesting way of selecting options, but the view screens could have been better.

**Graphics 67%**  
Bland and unimaginative, with little colour and depth.

**Sound 55%**  
MIMM!! Beepes

**Playability 63%**  
Difficult to get the coordination of changing screens and keeping the plane in the air.

**Additive qualities 75%**  
A game which has that "Just one more go" appeal.

**Value for money 64%**  
A bit steep for this quality of game.

**Overall 68%**  
Points of score for those with the apt and coordination of an eagle.

**Presentation 81%**  
Good on screen instructions, easily handled keyboard layout.

**Graphics 72%**  
A little sparse, but Tebbe (my gang members look gang cool).

**Sound 85%**  
Great music, limited spot FX.

**Playability 73%**  
Practice mode makes the game much more playable.

**Additive qualities 69%**  
Only played for half an hour at a time, but an enjoyable full hour.

**Value for money 81%**  
Less than most games, but would have been better as a budget title.

**Overall 63%**  
Not FTL's best, but still one worth a look.

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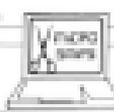
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## HEAD OVER HEELS

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WHEN Batman appeared all these months ago, it was heralded as one of the best 3D games available. Jon Ritten, author of *Batman*, has now written *Head Over Heels*, an another 3D maze runabout, but it is quite a different game.

The Blacktooth Empire has been growing steadily for many years, taking over other planets and ruling by oppression.

The creators of the pace-loving world of *Freedom* are becoming worried that their planet will soon succumb to the Blacktooth threat, so they have sent two of their top spies, Head and Heels, to counter the threat.

These two characters are a strange breed of symbiotic animal which can join together and become a larger animal or separate to control tricky situations.

Head, as the name implies, sits on top of Heels. Over the years he has lost his legs and developed strong arms and the capability of wings which allow him to jump long distances and have a limited amount of controlled flight.

Heels has also changed, losing his arms and developing strong legs with which he can run very fast.

The differences between them mean that only together do they have any hope of completing their mission - to begin revolution on all of the



Blacktooth Empire's auxiliary planets.

The game starts with the two characters separated and in different parts of a large gym, making the first order of business to bring them together while collecting two pieces of vital equipment.

From here they must then travel to each of the four planets in turn and called the Creators of Blacktooth with which to start the revolt.

The first planet in the system is Egyptian, a strange world where civilization seems to revolve around people wrapping corpses in bandages and cutting them in pyramids.

The Penitentiary is the Empire's prison planet, from which few return, it also holds

the secret of the Pin.

A densely vegetated planet, known as Selma, is the third in the system. The natives live in wooden houses and eat traps for urinary animals.

The final planet is Book World. This is a huge Western Library used only by the Empire and his minions, who are keen on the old West.

The task before the heroic pair is not as impossible as it first seems, and you will find several objects to aid your quest.

A scroll used by Heels gives the creature a limited ability to carry objects around the current screen.

You must collect a crown from each of the four planets before you can embark on the final quest. Teleports are scattered over the landscape, and these provide the only access to certain rooms.

Spings, switches and conveyor belts make up the rest on the landscape, making progress easier, but at times leading the two characters into a trap. In a

similar way to *Batman*, you will find magic objects which give a character limited special powers, but they do not run out with time and do not always work on both characters in the same way.

Joining Head and Heels together and picking up a special power will result in both characters gaining the new abilities.

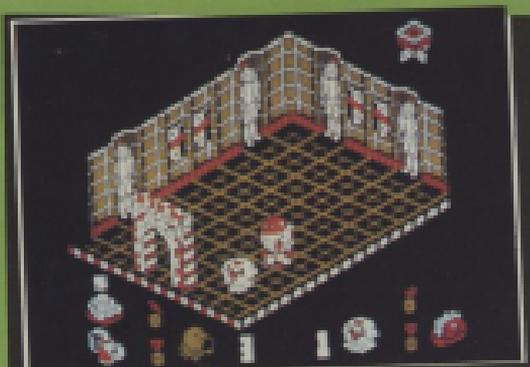
There are options to change the sensitivity of the controls, the volume of the sound, redefine the keys and choose a joystick.

Head and Heels have to be controlled separately by redefining buttons for the two, though if one of the pair loses all his lives the other will be left on his own.

The game features 20 pieces of music which sound different actions, such as finding a crown or picking up a bump. There is a greater variety in the graphics and backgrounds than *Batman*, making it a much larger game.

The graphics are of the same high quality as *Batman*, though the sound is a great improvement. Even if you are not one to buy 3D games, take a look at this one - somehow it feels very different from any other game of this type I have ever played.

Anthony Clark



### Presentation 92%

Plenty of logical options.

### Graphics 93%

Beautifully defined characters that glide around the screen without a glitch.

### Sound 75%

A little Spectrum like, but otherwise very good.

### Playability 91%

Intrinsically playable, though some of the traps are unfair.

### Addictive qualities 98%

Should appeal to all.

Including those who normally find 3D games boring.

### Value for money 94%

More of a game for less pennies than the competition.

### Overall 93%

Should grace the shelves of every CPC owner.



# AM tips

Anthony Clarke

FOR those of you new to AMTIX, AmTix is our monthly service that helps you to get more out of computer games. Just when you thought you had reached a hopeless situation, along comes a bright spark with all the answers, and a POKE or two to get you out of a jam.

This month I've compiled the tips, but by next month I hope the letters will be flooding in with tips and POKEs from your own good selves. Each month a winner will be picked who will receive software of his choice worth £25. If you have a tip or two, even if it seems trivial, send it to the address on page 24.

## MISSION OMEGA

(Mind Games)

The best robots to build are spiders with 18 legs, a large LASER and the second power supply. They are fast, use few materials and run for long periods before having to recharge.

When you enter a room with

a robot system, move on to the starting square with the colour for the sector you require comes up. The colours relating to each sector have to be worked out by trial and error, but once found are good for the whole game.

## The Fourth Protocol

(Century Communications)

I only began to play this game a short while ago, but here are some tips for section one that should slow down the decision to send you to the West Wall.

Team 1 is not the best players - try putting 10-watches on the person completing most fire and see what develops.

Only one person has access to all the NATO papers, so put watches on him by at the latest 10 days into the game or things will start to fall apart.

Patrols should be answered positively and swiftly. Though an umbrella may be too obvious, it is all for the best really.

When Telecom offers help, take it quickly. Try a voice profile on the radio who has access to the NATO papers.

When a person goes missing there is no point in put-

ting watches on him, but his wife, on the other hand, is a different matter.

Put at least 20-watches on ARBE. Don't let her feel her collar - don't publicly show across the image, and all she may bring another lost sheep back to the fold.

Building 17 security is simply a matter of common sense - who would want to steal top-secret 100 volts. Also remember that emergency exits must be kept clear at all times.

When a high-ranking official gives you a call, don't hang about. Call him back at once, but you had better have all the answers.

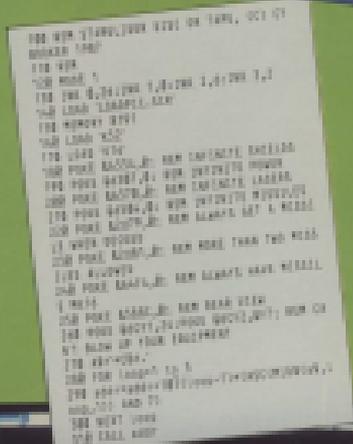
Get all the information possible from Bismheim, and if a longer data exchange is possible then use that as well.

Having a problem with hackers? JMT is a possible way to stop them.

## STARGLIDER (Rainbird)

For those of you not used to Star Glider, here's how to use them. Type in the listing as shown. Save it to a separate disc, insert the game disc, type Run then press Enter as shown. The program should now do all the rest.

This game from Cy Bucker should make Starglider a push-over. It's best if you only include the codes which you think you need, so the game doesn't get too easy.



## IKARI WARRIORS

(Elite)

Just a quick hint for survival on the bridge when you have to tank. Walk along the gap between the start of the bridge and the wall so that you are standing on the supports.

Walk along this support with the biggest set being in between the points of the bridge and keep firing. You should be safe from enemy fire, while still within reach of your gun. Grenades are useless here as they just fall over the enemy's head.

## HARDBALL

(Amsoft/Accolade)

Keep hunting until the bases are loaded. Then swing far all you're worth and you should pick up four runs. Most people have a tendency to swing too early — just slow down a little and you should hit most balls.

You can gain an idea of where the ball is going to be pitched by watching the batsman. If he gloves it, it's in a particular direction than swing at the point the glove moved to.

## SENTINEL

(Firebird)

Sentinel must be one of the simplest, yet most challenging games ever to have graced the CPC. Just to put you on the right course, here are a few tips worked out by the AMTXX gang.

When dealing with just a single Sentinel on the map, it is best to check the direction in which it is moving and then jump around the map, cutting off all the bases and ending the Sentinel's range until the map is cleared.

When a jump has been made to another shell, the robot should be facing the shell you left behind, though you may have to look up or down to see it, as the robot looks straight ahead after an energy recharge.

Always, unless enemy permits, place a booster before a robot, so reducing the chances of not being able to see the base of the robot and losing the energy incantation.

Some squares may seem perfectly in view but the object there will not be sucked off. Try placing the cursor to the far left, right of

the square or one pixel below.

It is helpful to learn in what situations an object can be sucked off and so increase the amount of energy you have when approaching the next map. If the level contains Guardians, try to remove them as soon as possible as they tend to cover one another, scattering you in union.

Remember that when you first enter a screen the Sentinel or Guardians do not move until you try to spend the energy balance of the plane.

Use the fact to assist the possible moves you can make and try to engineer a way of gaining height quickly.

Finally, always turn the cursor off when you want to move the robot's head left or right as this speeds up the process, as does using the U-key facility in otherwise difficult situations when there seems to be no option but to use hyperspace.

Some of you may be a little impatient to get through the 10,000 levels, so here is a booster to these dark heights.

Level	Code
0001	70066376
0101	27300280
0201	84357050
0301	02140100
0401	86443867
0511	74454420
0614	71675290
0820	07060730
0890	85144667
0980	88309876

We are currently in the 2000 range, more codes to come next month, but for now the codes listed should have a mix of different situations that will put you in line form for the later levels.

## ELITE

(Firebird)

The key to anticipating which type of craft is attacking you, and whether to shoot back, can mean the difference between life and death.

Any ship that appears in your forward view are safe, unless you happen to be a fighter. In this case a forward shot will try to destroy you for the bounty.

If when the ship is more than just a blob, you see a point with three other points radiating out from it at 90-degree angles then shoot away.

After all, bounty hunters are the scum of the universe so there is no legal penalty, even if you shoot first.

Any ship appearing outside the forward view is free range, so blast away. BGA have soft underbellies — they seem to have instantaneous repair for a long time after trying to damage a BGA will break off the attack. Blast them for the alloy, but you have to be quick as they don't hang about.

Once you are a competent pilot, make sure you have a generic hyperspace at all times, as the first mission empties your fuel tanks.

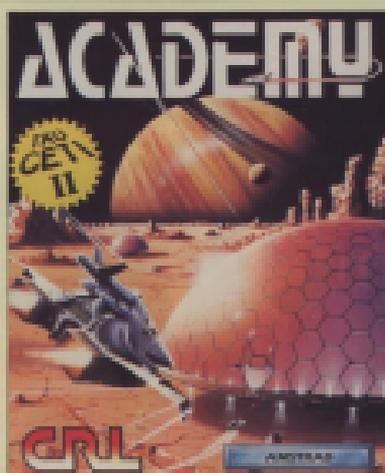
## ACADEMY

(CRL)

Try to build a craft with the correct characteristics for the mission selected. Always go for a good shield and laser power, with steering being the next most important.

An infrared unit is lighter than flares. The IR unit does not have definition of the track but with a little practice it becomes easier to use.

ALWAYS take an AER unit, or you will be lost before you know it, and the chances of happening upon the base again are quite slim. It is possible, however, to navigate by the stars, but just like the real thing this takes months of practice.



# AVENGER

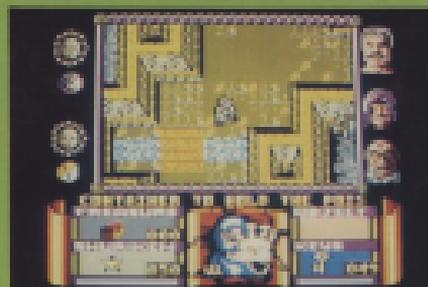
(Gremlin Graphics)

This time Cy makes it much easier to complete the game by allowing you to always call Raven in your hour of need, among other things. Just use

the same technique to enter them as with Starblaster, but this time the code is for the tape version only, so save the code to a separate cassette.

```

000 RUN AVENGER HOME, TAP 003 OF 0000
1 1987
120 RUN
120 READY 1100
120 00000000
120 READ 00:00 0000-1 THEN 120
120 0000 00000000-0000
120 0000 0000-1 0000 120
120 0000 00000000
120 0000 00000000 0000 0000-0000
120 1200 000000
120 0000
120 0000 00:00,00:00,00:00 120 0000 000000 120
12 0000
120 0000 00:00,00:00,00:00,00:00,00:00,00:00 120
12 0000 000000
120 0000 00:00,00:00,00:00,00:00,00:00,00:00 120
12 0000
120 0000 00:00,00:00,00:00,00:00 120 00000000 120
12 0000 0000
120 0000 00:00,00:00,00:00,00:00
120 0000
120 0000 00:00 0000 0000 - 120 0
120 0000 0000 0000 000000 120 0000 0000
120 0000 0000 0000 0000 120 0000 0000
120 0000 0000 0000 0000 0000 0000
    
```



## WIZARD'S LAIR (Bubble Bus)

If you are still stumped on how to use the magic life, try using the codes listed here, and make the journey less hazardous.

LEVEL	LOCATION
1	CAVE
2	HAVILD
3	CRYPT
4	DUNGEON
5	VAULT
6	LAVER
7	LYONS

## BIGgles (Mirusoft)

To play the helicopter section properly use the code WREN. Red dots on the map indicate places of interest, so search them out whenever you come across them.

You will also benefit by drawing yourself a map.

Just when I thought the Avenger would be devoid of gobs, who should I bump into but Cy (looker, the meanest FORTN in the world). Cy is a regular in these pages and you should be seeing a lot more of him in the future. If you have a game which you think needs a gob, drop us a line and Cy should be able to do the rest.

## RESCUE ON FRACTALUS (Activision)

Try to perfect shooting sessions at long range, or fly in fast, tight circles until they leave the area. If you see a pilot with a green helmet, don't waste time - just burn the spinnies back on.

When searching at night it is better to fly high and slow. When a pilot comes into range, decrease height carefully, watching the ground level indication. Flying at night is an essential skill, so once you get the hang of it, fly, jump straight to level clearance.

If you just going for a high score stay on the lower levels, collecting as many pilots as possible before returning to the mother ship.

## KORONIS RIFT (Lucasfilm Games)

(Lucasfilm Games)

When collecting artifacts, don't dismantle them until you know you have no use for them. This way an armoury can be built up quite quickly, and eventually you should have a complete range of differing lasers and shields.

The manual is right about the better equipment avail-

able in the opposite direction to the one you are firing on landing, but make sure you already own a fairly good laser and shield so you will be attacked by two weapons (yellow and blue) the moment you land.

On the first rift, beware the Redbeavers, but you find one it is booby trapped.



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A handy all place to store all your important names, addresses and telephone numbers.

A database type search facility allows you to enter any part of the information such as a persons' name, a company name, town etc and instantly see the matching entry.



### DESK DIARY



A versatile appointments diary allowing you up to 12 months to be entered for any day. Printing facilities allow yearly and monthly summaries to be produced including data to which an entry has been indicated.



### MEMO PAD



This allows anything from a quick memo to a complete multi page report to be produced from the program. Many word processing features are included such as printing, justification, cut, copy and paste etc.



### DESK ACCESSORIES



The AMX Mouse package also includes a number of soft functions which are available for use at all times from the desktop. These include a

calculator, date and clock panel - the type of tools found on a real desk top!



### STOP PRESS... STOP PRESS...

There will be a growing list of further mouse compatible software for the Amstrad PCW from AMX and other leading software houses in the coming months including Graphic and Desktop publishing programs.

The expert product is available now from all good computer dealers or direct by cheque, Access or Visa. All prices include VAT and post and packaging.



FOR INSTANT ACCESS/VISA ORDERS TELEPHONE (0925) 413581/2/3



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# GLIDER RIDER

(Quicksilver)

To deactivate a laser, simply run into the nearest pole. The laser should now start to fire

randomly into the air and give you a chance to take off and destroy a reactor.



# DANDY

(Electric Dreams)

Our final code also comes from Cy Becker. Use it to level the same way as the Amiga version. It lets them any of the helping

hands makes the game too easy than leave out the offending line, but always keep the last line in.

```

RAM 000 00000 00000 0000 101 (1 00000)
0000
110 000
110 00000 0011
110 000-01100
110 000 00 11 00011 000 110
110 000 000 00 000000
110 000000-0000 00
110 00001
110 000 0110 000
110 000 0110 0
110 000 0000 011
110 000 0000
110 000
110 000 01 00 00 00 00 00 00 000 0000 000
000000 000 001
110 000 01 00 00 00 00 000 000 000 0000
00 000000
110 000 01 00 00 00 00 000 0000 000 000
0000
110 000 01 00 00 00 00 000 0000 0000
110 000 01 00 00 00 00 000 0000 0000
110 000 01 00 00 00 00 000 0000 0000
    
```

# THE EIDOLON

A fairly obvious tip for this one, but one that many people fail to spot. On the early levels always collect all the gems so at some stage of

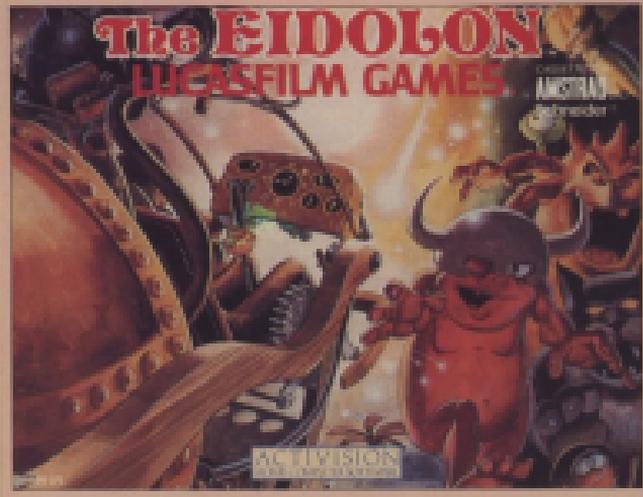
the game you may come across a level that seems impossible. But if you already have the gems you carry on to the next level.

# INLAND IN THE GAVES (Amsoft)

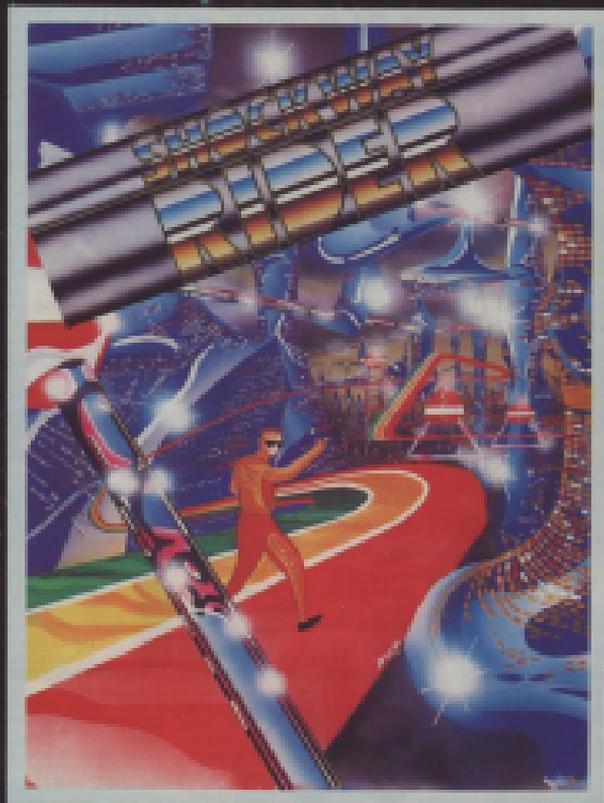
An older but genuine item, reprinted because several people have written in asking for it.

When the game starts, hold down the DOWN cursor key and you should receive a help screen and progress on to the next level.

Well that's **AMSOFT'S** Next month we have some great prizes for **Amiga** and **Pic** **Ar** **King** **Pin** **A**, plus many others. Just remember, there's **500** of software or in prizes for the best hints, tips, maps or guides that make it in these pages. Or Becker seems to have won again this month and will be receiving a copy of **Melbourne** and **Spiralizer**. Send these tips to Amsoft, Computing with the Annual, Europe House, 48 Chester Road, Hazel Grove, Stockport ST7 5NX. Remember to include your name, address and a list of software that you would like should you win.



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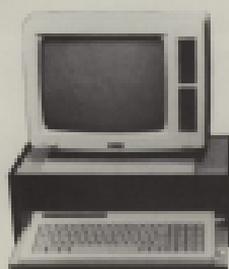
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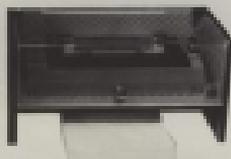
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**I**n the March 1987 issue of *Computing with the Amstrad* Ian Sharpe introduced you to a branch of mathematics known as fractal geometry.

You may have seen similar intricate patterns created as a demonstration of the speed of expensive mainframe computers, or played computer games such as *Fractalus* or *Fractalia* which use fractal techniques to create landscapes.

But now we can quite easily generate impressive fractal pictures – and you don't need a degree in maths to appreciate them.

*CPC Fractals* is a program designed to draw different parts of the region around a set of numbers known as the Mandelbrot set, named after B.B. Mandelbrot who has done much of the work in fractal mathematics.

You can think of the Mandelbrot set as a two-dimensional shape and you can see the idea in Figure 1.

The interesting thing about the set is that if you zoom in on its edge you can see that the knobby bits are made up from even smaller knobby bits.

Greater magnification reveals an intricate arrangement of fine fibres and swirling patterns which connect the main Mandelbrot shape to tiny features on its extremities.

Some of these fibres are like miniature versions of the whole Mandelbrot shape. The edge can be magnified again and again to reveal more and more detail.

Although the area of the Mandelbrot shape is finite, its edge is infinitely complex and has infinite length. In mathematical jargon the shape is "fractal".

This talk of infinitely complex edges may sound as if producing the Mandelbrot set is beyond the poor old Amstrad – it would take an infinite amount of time. But the method, or algorithm, for working out which numbers are in the set is surprisingly simple.

Put mathematically, the Mandelbrot set is the set of complex numbers  $z$  for which the iteration  $z^2 + z$  converges.

If that sounds confusing think about it this way. Let's take two numbers, say  $x$  and  $y$ , which we will use as constants, and two variables,  $a$  and  $b$ , which we will change and update in a loop.

The formulae for updating  $a$  and  $b$  are:

$$\begin{aligned} \text{new } a &= (old\ a)^2 + old\ b^2 + a \\ \text{new } b &= 2 \cdot old\ a \cdot old\ b + y \end{aligned}$$

We give  $a$  and  $b$  initial values of zero and put them into the formulae. This will give us new values of  $a$  and  $b$

# Fractal techniques

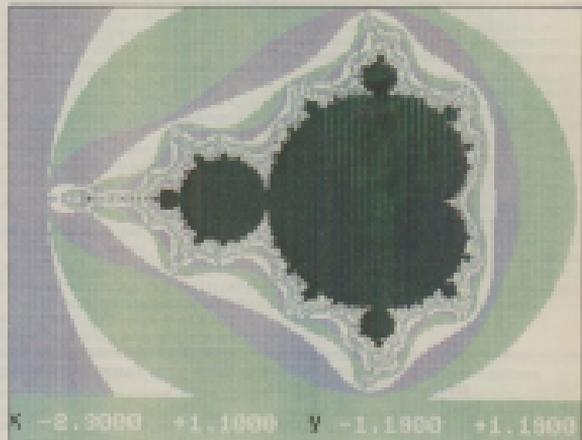


Figure 1: The Mandelbrot set

## CHRIS RATCLIFFE zooms in on the knobby bits of the Mandelbrot set

which are then fed back into the formulae in the next iteration of the loop.

If this is done repeatedly one of two things can happen:

- $a$  or  $b$  could "get out of hand" and head off towards infinity.
- $a$  and  $b$  can settle down to constant values.

We take lots of different values for  $a$  and  $y$  and use the loop to see which type of result they give.

If it's the first type we colour the point  $a$  white, but if the values give the second type we colour it black. Doing this for a suitable range of values for  $x$  and  $y$  will give the shape shown in Figure 1.

This is how the program works: first select a range of values to be examined for  $x$  and  $y$ . Each pixel on the screen is then plotted in the appropriate colour depending on whether the loop gives result one or

two for the corresponding  $x$  and  $y$  values.

To add some variety to the picture, instead of just using white the pixel is plotted in a colour which depends on how fast  $a$  and  $b$  are heading off towards infinity. This gives a lovely halo of colour around the black edge of the Mandelbrot set.

A good way to decide whether  $a$  and  $b$  are converging to fixed values is to put a check in the loop to see if the sum of their squares exceeds four.

The number of times the loop has to execute for this to happen can then be used as a measure of how quickly  $a$  and  $b$  are heading towards infinity. If four isn't exceeded after 100 times round the loop they have almost certainly settled at fixed values.

A program to do all this can be written in Basic fairly easily but the logic



# ROMANTIC ROBOT

present

**GOLDEN  
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Award**



"AMBITIOUS 88"



## Multiface two

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- Does not require any part of the Amstrad ROM and requires NO additional software - no license OR ROMs are OK.
- 3 TONS ANY program ANYTIME. You can use RAMDISK or SAVE or use MULTI TOOLKIT, etc. Programs will CONTINUE from the same point when you hit F1 (or any RELOAD routine) - accepting a FULL or PARTIAL BACKUP if you wish.
- NO MICROKEYS, fully ERROR TRAPPED with prompts and error-hand commands turning complex tasks into a trivial procedure - all you need is to be patient the full and correct restoration.
- SAVE - to named (SAVE) or program (END, type or filename).
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- JUMP - to go to any file in JUMP if another address, say to your own machine made ROM extension.
- TOOLKIT - to extend A, B, C, D, E, F routines.

- MULTIFACE TWO is EXTREMELY FAST in both SAVING & RELOADING - its INTELLIGENT COMPROMISE and TOOLS saving of discspace makes a standard disk program saved typically in up to 20 SECONDS more disk or just over 2 minutes than tape. The new EFFICIENT COMPACT DISK also results in minimal space used on the tape.

- MULTI TOOLKIT is the only existing combination of hardware and software capable of displaying EVERYTHING you may wish to know about a program and current state of computer. You can REPROGRAM the entire AMSTRAD console (not, extra 8K RAM, 128 registers, colour, etc). You can open a WINDOW and scroll through 8K byte blocks in RAM, hex and even ASCII representation (ie, everything seen as text to reveal messages etc) with full on-screen editing. You can INFO on screen hardware address, interrupt mode, etc. It structures set line, horizontal sync, position, lower and upper ROM and RAM bank status, ROM type, etc. And ALL can be changed.

- COLOURS: 1 with processor ROMS, RAMS and any other device.
- PLUGGABLE: 1 into CPC 464, 664, 808 - no need for wires.
- Save PROGRAMS to your own COMPACTLY.
- THROTTLEDOWN can control the connecting process.

No other back-up device can compete with MULTIFACE TWO on any front:

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MULTIFACE TWO takes the LEAST ROOM

MULTIFACE TWO is the only one with a RESET button

MULTIFACE TWO is the only one with a TOOLKIT to study/modify programs

**JUST COMPARE THE FACTS FROM AN INDEPENDENT TEST ON MICROBIT:**

MICROBIT (listed at four back-up devices currently on the market: ACTION REPLAY, THE GALE, DISC WIZARD by Evolution Movers, IMAGEIT by Mirage and MULTIFACE 2 by Romantic Robot). They were all tested on the TOP 10 GAMES for the week ending January 1987. Each copier was tested at the same point in each game and in the event of a failure the reviewer listed more tests. These are some of the results:

Out of overall 100% success claimed, the actual percentage was:

ACTION REPLAY - 80%	DISC WIZARD - 60%	IMAGEIT - 50%	MULTIFACE - 100%
---------------------	-------------------	---------------	------------------

MULTIFACE was confirmed as the ONLY TRULY AUTOMATIC back-up device - all other copiers require manual setting of colour, screen mode, windows, etc - provided they do not crash in the first place! This value tested on 10 games took altogether:

ACTION REPLAY - 13 mins	DISC WIZARD - over 175 mins	IMAGEIT - over 90 mins	MULTIFACE - not applicable
-------------------------	-----------------------------	------------------------	----------------------------

The Actual SAVING time was in seconds:

ACTION REPLAY - 31.4	DISC WIZARD - 44.0	IMAGEIT - 36.5	MULTIFACE - 23.0
----------------------	--------------------	----------------	------------------

Naturally, you should add the SAVING time and the SETTING UP time together to get a true saving time per each game:

ACTION REPLAY - over 2 mins	DISC WIZARD - over 19 mins	IMAGEIT - over 7 mins	MULTIFACE - 23.0 seconds
-----------------------------	----------------------------	-----------------------	--------------------------

The loading time took on average in seconds:

ACTION REPLAY - 21.7	DISC WIZARD - 26.1	IMAGEIT - 26.0	MULTIFACE - 16.7
----------------------	--------------------	----------------	------------------

Each device made a back-up of a different file size - on average:

ACTION REPLAY - 8K	DISC WIZARD - 32K	IMAGEIT - 32K	MULTIFACE - 48K
--------------------	-------------------	---------------	-----------------

The summary of the tests on MICROBIT:

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# TASWORD 6128

THE WORD PROCESSOR FOR THE AMSTRAD CPC 6128



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THE WORD PROCESSOR  
 For the Amstrad CPC 6128  
 464 and 664 with disc also disc \$24.00

Excellent value for money

AMSTRAD ACTION December 1989  
 A powerful and fully-featured word processor and a superb data storage program.

AMSTRAD ACTION December 1989  
 TASWORD 6128 is the word processor especially developed for the extra memory on the CPC 6128.

The program can: 1. file all typed documents instantly on the CPC 6128's fast disc; 2. use a smart file system for easy-to-use hierarchical word files; 3. include a word count and data storage program; 4. include a mail merge, in which a letter is printed any number of times, each individually addressed to a different person, as just one of the applications of the powerful facility.

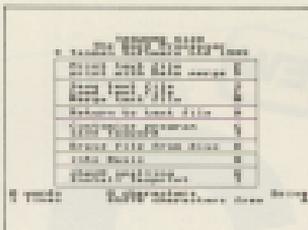
The notebook is a unique feature of TASWORD 6128. Four separate notebooks are available. Typing mistakes and editing/inserting/deleting can just be possible applications for the notebook.

Up to six thousand characters (about standard business-defensible lines) allowing comments, word counts, sentences, or even paragraphs to be typed with a single keypress.

TASWORD 6128 has comprehensive customisation features. They allow many of the program facilities to be changed to personal requirements. A customised program can be saved and includes the notebook and user-definitive keys.

TASWORD 6128 is fully compatible with TAS 464 and TAS 664. It will also read in data from Masterfile 6128. It can even be used to transfer and edit your own Master programs.

With all its advanced features and its word processing facilities, TASWORD 6128 is the most powerful of the TASWORDS, for the Amstrad CPC computers.



## TASWORD 464-D

THE WORD PROCESSOR FOR THE AMSTRAD ACTION

TASWORD 464-D disc \$24.00

This is the new TASWORD especially developed to utilise the capabilities of the CPC 464 and 664 disc drives. The additional features include: a larger text file size and automatic save; a new disc directory allowing save and load operations; a major new feature is the mailmerge facility. This gives multiple prints of your standard letters, forms, etc. with each copy containing, for example, a name and address automatically taken from a disc file containing the data. This data can be entered using TASWORD 464-D, or created using the Mailmerge Program Extension package. A thorough and complete conditional printing facility is included — parts of a document can be printed according to user-specified criteria. TASWORD 464-D will only run on one's only supported disc.

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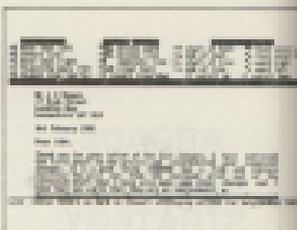
For the Amstrad CPC 464 and 664 with disc  
 TASWORD 464-D also for the CPC 6128 version  
 TASWORD 6128

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The SPELL checker for spelling of TASWORD 464-D and TASWORD 6128 for file. TAS-SPELL has a dictionary which is currently the word dictionary of computers with the words in your list. It will not only correct the wrong part of your list but it will display with the correct word highlighted. You can correct the word, press a button to be named, or enter a code to the TAS-SPELL dictionary. This code may be TAS-SPELL with only word with TASWORD 464-D or TASWORD 6128.

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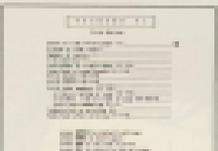
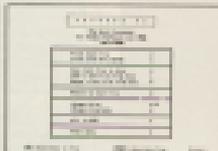
A suite of fastidious copy utilities. Makes copies of files on the CPC 464, 600 and 6128. Print high resolution screen copies in both portrait and landscape. Makes copies with different sized margins for the various screen colours. TASCOPY 464 also produces border size on screen copies printed onto two or four sheets whichever be set and joined to make the screen.

TASPRTN 464 and TASCOPY 464 can be used together following the main program.

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AMSTRAD	AMSTRAD	AMSTRAD	AMSTRAD
AMSTRAD	AMSTRAD	AMSTRAD	AMSTRAD
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Typeset output (shown at 100% magnification)

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produced by other programs. In addition, TASPRINT PC includes a font designer. You can use this facility to create your own personalised lettering styles and logos which you can then print using Tasprint!

**TASPRINT PC £29.95**

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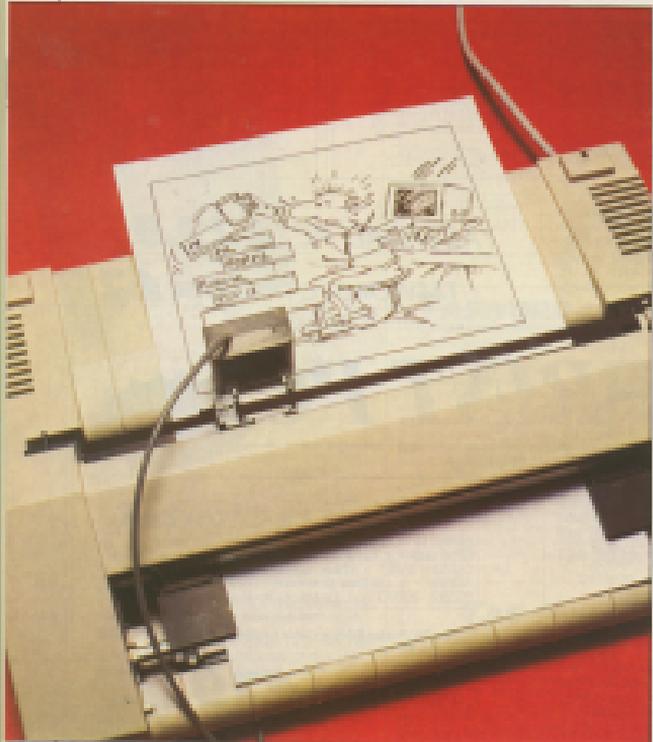
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# IMAGINATION

THE NEW FRONTIER OF PERSONAL COMPUTING



Product: Scanner  
Price: £75.00  
Supplier: Dart Electronics, Unit 88,  
Cotton Works, School Road, Low-  
moor, Salford, M62 9PL  
Tel: 0602 673327

**A** **PRINTER** is an output device which prints words and pictures. Wrong! Take one Amstrad BMP printer, add a Dart Scanner and your printer is now an input device which will read words and pictures into your computer.

Impossible? Impossible? Of course it is, but we are used to doing the impossible with our CPCs aren't we?

The Dart Scanner is a box which clips on to the printhead of the printer. It is connected by a cable to an interface which plugs into the expansion port of your rear.

Using the software provided (on both disc and tape) you get the printer mechanism to scan a picture and "digitise" it.

The hardware is in three distinct pieces. The scanner head is a sealed unit which appears to contain a bulb and a photo-diode.

In comparison to the printer is a small plastic moulding which has to be mounted on the extreme left hand end of the scanner's travel by means of a piece of double-sided adhesive tape. Although this appears to be a funny arrangement, it gave no trouble at all.

The scanner head is linked to the interface box by about a metre of cable. This is rather short, allowing little choice as to where to position the printer, but as the cable is wired in, there is no scope for extending it.

The only hardware control is a "brightness" knob, used to set the threshold at which the scanner decides that the grey level it sees is either black or white.

On the back of the interface box is an edge connector. Don't be misled into thinking that you can add your usual peripherals to it. The scanner is very sensitive to "noise" picking, and may produce random black lines if anything is plugged into it.

On any CPC 464 system the disc drive interface was tolerated, but the rear board wasn't.

The operating software works satisfactorily, but has considerable scope for improvement. It works only in two colours in Mode 2, which may give legibility problems with some colour monitors.

You use an overlay menu system to

## When a printer becomes an input device

**TONY HUNTINGDON** examines an alternative to the video digitiser



select one of 12 functions. You're then prompted for any extra information that the hardware needs. Some entries have default values — although you're not told what they are — while others, which might have default values, don't.

If you change your mind part way through entering data, you can't always escape back to the main menu. If you, as I did, attempt to save a picture to a write-protected disc, you will see the standard AmigaDOS error message. Unfortunately it overwrites, and becomes part of your picture.

Editing facilities are limited. You can copy one area to another, flip left to right or top to bottom, scroll an image in any direction, and add text.

You can create a permanent box frame for any part of the image so that anything outside that area can be deleted, and there's a zoom facility for magnifying a selected area of the screen for pixel editing.

Also the final image can be produced on paper from half to six times the size of the original.

If these facilities aren't enough, as pictures are saved as binary screen images you could use this software to acquire and save the pictures and then use another graphics package to edit them.

The lack of idiosyncrasy in the software often caught this idiot out. I lost quite a few pictures by pressing the wrong keys before I could save their progress.

The manual, consisting of eight A6 pages plus an addendum sheet, is very poor. It appears to have been written by someone who knows what he's talking about and assumes that we do too.

- Important information was missing:
- Warnings on removing peripherals



Using the Dart Scanner, these two cuttings from a magazine (above) and a photograph (right) were reproduced on the Dart printer.

from the expansion part to avoid noise pick up.

- Advice on the best kind of pictures to copy (whether glossy photos or newspaper cuttings).

- How to incorporate these into your own programs. I had quite a few unsuccessful attempts until Dart put me on the right lines.

However the manual does contain enough hints to enable you, with a little common sense, to install the scanner. And as the software then prompts you for all the data required, you'll soon abandon the book altogether.

So who's going to get the benefit from this product? Anyone getting involved with desktop publishing in order to produce low-budget adverts, letterheads, news sheets or brochures, using a product such as AMR PageMaker, would have an alternative way of reproducing black and white "digitised" pictures.

It should even be possible to simulate the facilities by digitising a picture or a sheet of text, saving the file to disc, then transmitting it down the phone line using a modem.

There is very little around to

compare with this device. It's not a printing digitiser in the true sense, as it only produces black and white pictures with no attempt at interpreting grey scales.

The concept of using the printer mechanism to scan pictures is very clever, but it could have been implemented better. The hardware suffers from noise problems, and the cable to the scanner head is a little too short to be convenient.

Even though I had problems with the software, at least it's partially written in (unprotected) Basic so you could attempt to improve it.

I find it difficult to see how Dart justifies the high retail price as there are few components, the software needs improving and the manual is minimal.

If you don't have video equipment and are looking for an alternative to a video digitiser, and you're happy with reproduction in pure black and white, then look no further.

You could well find this interesting piece of equipment from Dart will meet your needs. But try and see a demo first — it will make life so much easier. ■

# 10 LINERS

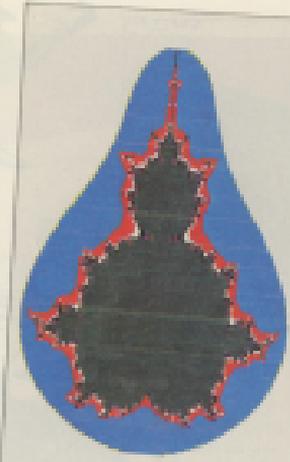
**T**EN LINERS is a new feature intended to contain short simple programs sent in by our readers. The routines can be anything you want - utilities, mathematical listings, graphics demonstrations. All are welcome here.

The only requirement is that they're no longer than 10 lines, so it's a real brain teaser.

Ten lines may not seem a lot, but it is surprising what you can do with them, plus a little imagination. Just to whet your appetite, here are some contributions from our editorial office.

So come on, get your thinking caps on. We'll pay £10 for the submission we consider the best, and £5 for any others we publish.

You'll stand a better chance of getting your masterpiece in print if you send it in on tape or disc, but make sure you include a stamped addressed envelope for the return of your material.



## DIY fractal design

FEATURED elsewhere in the magazine this month is an article on fractals and the program to go with it allows you to create your own designs. When you input certain figures the result is a pattern known as the Mandelbrot set.

Here's Roland Waddlow's version of that particular little effect in just 10 lines.

```

10 DIM RealDim: Set
20 DIM X: Y: X=0: Y=0
30 FOR I=1 TO 11:FOR J=1 TO 10
40 FOR K=1 TO 10:FOR L=1 TO 10
50 FOR M=1 TO 10:FOR N=1 TO 10
60 X=X+I:Y=Y+J
70 Z=X+Y*I:Z1=Z*Z:Z2=Z1-Z
80 FOR O=1 TO 10:FOR P=1 TO 10
90 X=X+Z:Y=Y+Z1
100 NEXT O:P=0
110 NEXT M:N=0
120 NEXT L:K=0
130 NEXT J:Y=0
140 NEXT I:X=0

```

HERE Ian Sheps has provided the biggest bounciest bouncing ball complete with shadow that you've ever seen on an Amstrad.

By altering the values in certain registers of the video display control chip, the entire screen window is made to move about. With the same background ink and border, the ball appears to rebound from the sides of the tube.

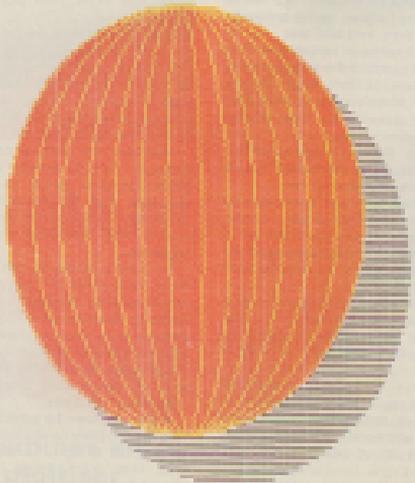
Type it in, and amaze your friends.

```

10 DEFINT A-Z:DEFDBL A-Z:DEFSTR A-Z
20 DIM S(10000):DIM I(10000)
30 FOR I=1 TO 10000:GOSUB 100:GOTO 100
40 FOR I=1 TO 10000:GOSUB 200:GOTO 200
50 FOR I=1 TO 10000:GOSUB 300:GOTO 300
60 FOR I=1 TO 10000:GOSUB 400:GOTO 400
70 FOR I=1 TO 10000:GOSUB 500:GOTO 500
80 FOR I=1 TO 10000:GOSUB 600:GOTO 600
90 FOR I=1 TO 10000:GOSUB 700:GOTO 700
100 FOR I=1 TO 10000:GOSUB 800:GOTO 800
110 FOR I=1 TO 10000:GOSUB 900:GOTO 900
120 FOR I=1 TO 10000:GOSUB 1000:GOTO 1000
130 FOR I=1 TO 10000:GOSUB 1100:GOTO 1100
140 FOR I=1 TO 10000:GOSUB 1200:GOTO 1200
150 FOR I=1 TO 10000:GOSUB 1300:GOTO 1300
160 FOR I=1 TO 10000:GOSUB 1400:GOTO 1400
170 FOR I=1 TO 10000:GOSUB 1500:GOTO 1500
180 FOR I=1 TO 10000:GOSUB 1600:GOTO 1600
190 FOR I=1 TO 10000:GOSUB 1700:GOTO 1700
200 FOR I=1 TO 10000:GOSUB 1800:GOTO 1800
210 FOR I=1 TO 10000:GOSUB 1900:GOTO 1900
220 FOR I=1 TO 10000:GOSUB 2000:GOTO 2000
230 FOR I=1 TO 10000:GOSUB 2100:GOTO 2100
240 FOR I=1 TO 10000:GOSUB 2200:GOTO 2200
250 FOR I=1 TO 10000:GOSUB 2300:GOTO 2300
260 FOR I=1 TO 10000:GOSUB 2400:GOTO 2400
270 FOR I=1 TO 10000:GOSUB 2500:GOTO 2500
280 FOR I=1 TO 10000:GOSUB 2600:GOTO 2600
290 FOR I=1 TO 10000:GOSUB 2700:GOTO 2700
300 FOR I=1 TO 10000:GOSUB 2800:GOTO 2800
310 FOR I=1 TO 10000:GOSUB 2900:GOTO 2900
320 FOR I=1 TO 10000:GOSUB 3000:GOTO 3000
330 FOR I=1 TO 10000:GOSUB 3100:GOTO 3100
340 FOR I=1 TO 10000:GOSUB 3200:GOTO 3200
350 FOR I=1 TO 10000:GOSUB 3300:GOTO 3300
360 FOR I=1 TO 10000:GOSUB 3400:GOTO 3400
370 FOR I=1 TO 10000:GOSUB 3500:GOTO 3500
380 FOR I=1 TO 10000:GOSUB 3600:GOTO 3600
390 FOR I=1 TO 10000:GOSUB 3700:GOTO 3700
400 FOR I=1 TO 10000:GOSUB 3800:GOTO 3800
410 FOR I=1 TO 10000:GOSUB 3900:GOTO 3900
420 FOR I=1 TO 10000:GOSUB 4000:GOTO 4000
430 FOR I=1 TO 10000:GOSUB 4100:GOTO 4100
440 FOR I=1 TO 10000:GOSUB 4200:GOTO 4200
450 FOR I=1 TO 10000:GOSUB 4300:GOTO 4300
460 FOR I=1 TO 10000:GOSUB 4400:GOTO 4400
470 FOR I=1 TO 10000:GOSUB 4500:GOTO 4500
480 FOR I=1 TO 10000:GOSUB 4600:GOTO 4600
490 FOR I=1 TO 10000:GOSUB 4700:GOTO 4700
500 FOR I=1 TO 10000:GOSUB 4800:GOTO 4800
510 FOR I=1 TO 10000:GOSUB 4900:GOTO 4900
520 FOR I=1 TO 10000:GOSUB 5000:GOTO 5000
530 FOR I=1 TO 10000:GOSUB 5100:GOTO 5100
540 FOR I=1 TO 10000:GOSUB 5200:GOTO 5200
550 FOR I=1 TO 10000:GOSUB 5300:GOTO 5300
560 FOR I=1 TO 10000:GOSUB 5400:GOTO 5400
570 FOR I=1 TO 10000:GOSUB 5500:GOTO 5500
580 FOR I=1 TO 10000:GOSUB 5600:GOTO 5600
590 FOR I=1 TO 10000:GOSUB 5700:GOTO 5700
600 FOR I=1 TO 10000:GOSUB 5800:GOTO 5800
610 FOR I=1 TO 10000:GOSUB 5900:GOTO 5900
620 FOR I=1 TO 10000:GOSUB 6000:GOTO 6000
630 FOR I=1 TO 10000:GOSUB 6100:GOTO 6100
640 FOR I=1 TO 10000:GOSUB 6200:GOTO 6200
650 FOR I=1 TO 10000:GOSUB 6300:GOTO 6300
660 FOR I=1 TO 10000:GOSUB 6400:GOTO 6400
670 FOR I=1 TO 10000:GOSUB 6500:GOTO 6500
680 FOR I=1 TO 10000:GOSUB 6600:GOTO 6600
690 FOR I=1 TO 10000:GOSUB 6700:GOTO 6700
700 FOR I=1 TO 10000:GOSUB 6800:GOTO 6800
710 FOR I=1 TO 10000:GOSUB 6900:GOTO 6900
720 FOR I=1 TO 10000:GOSUB 7000:GOTO 7000
730 FOR I=1 TO 10000:GOSUB 7100:GOTO 7100
740 FOR I=1 TO 10000:GOSUB 7200:GOTO 7200
750 FOR I=1 TO 10000:GOSUB 7300:GOTO 7300
760 FOR I=1 TO 10000:GOSUB 7400:GOTO 7400
770 FOR I=1 TO 10000:GOSUB 7500:GOTO 7500
780 FOR I=1 TO 10000:GOSUB 7600:GOTO 7600
790 FOR I=1 TO 10000:GOSUB 7700:GOTO 7700
800 FOR I=1 TO 10000:GOSUB 7800:GOTO 7800
810 FOR I=1 TO 10000:GOSUB 7900:GOTO 7900
820 FOR I=1 TO 10000:GOSUB 8000:GOTO 8000
830 FOR I=1 TO 10000:GOSUB 8100:GOTO 8100
840 FOR I=1 TO 10000:GOSUB 8200:GOTO 8200
850 FOR I=1 TO 10000:GOSUB 8300:GOTO 8300
860 FOR I=1 TO 10000:GOSUB 8400:GOTO 8400
870 FOR I=1 TO 10000:GOSUB 8500:GOTO 8500
880 FOR I=1 TO 10000:GOSUB 8600:GOTO 8600
890 FOR I=1 TO 10000:GOSUB 8700:GOTO 8700
900 FOR I=1 TO 10000:GOSUB 8800:GOTO 8800
910 FOR I=1 TO 10000:GOSUB 8900:GOTO 8900
920 FOR I=1 TO 10000:GOSUB 9000:GOTO 9000
930 FOR I=1 TO 10000:GOSUB 9100:GOTO 9100
940 FOR I=1 TO 10000:GOSUB 9200:GOTO 9200
950 FOR I=1 TO 10000:GOSUB 9300:GOTO 9300
960 FOR I=1 TO 10000:GOSUB 9400:GOTO 9400
970 FOR I=1 TO 10000:GOSUB 9500:GOTO 9500
980 FOR I=1 TO 10000:GOSUB 9600:GOTO 9600
990 FOR I=1 TO 10000:GOSUB 9700:GOTO 9700
1000 FOR I=1 TO 10000:GOSUB 9800:GOTO 9800
1010 FOR I=1 TO 10000:GOSUB 9900:GOTO 9900
1020 FOR I=1 TO 10000:GOSUB 10000:GOTO 10000

```

## Ball control



**WIN £10!**

Send YOUR Name to: Competing with the Animal, Sports Press, 63 Chester Road, Hazel Grove, Stockport SK7 9MY.

## Increasing workspace

MANY expansion kits have a command to switch themselves and other items off. This is useful if commercial software wants to use the room's workspace and the ram itself is not required.

If you aren't lucky enough to have a ram with such a command this program from Ian will do the job on any CPC. With the machine code installed enter:

001 1499,1,0,1

where a, b, c and d are roms you want to leave on, for instance ram

number seven - the disc rom. Basic will be reinitialised with only the selected roms in action.

Be careful, as any program in memory will be lost. CALL 546000 by itself will leave no active expansion cards at all and the same HIMEM as a bare CPC464.

```

00 000 0 000001 00001110 100000 10 00
00 0000 00
00 0000 00 0000 11100011 0000000000
00 11 00 0000 1000 0000 0000 0000 0000
10
00 0000 0001 0000,0,0,0 ... 00 10 10
00 000000 00 0000 00
00 000 01,00,00,01,01,01,01,00,01,00,00
00,0,00,00,00,01,01,00,01,0,0,00,00
00 0000 00,01,00,00,01,00,00,00,00,00
00 00,00,01,00,01,00,00,00,01,00
00 00,01,01,01,00,00,00,00,00,00,01
00,01,00,01,00,00,00,00,00,00,00
    
```

## Faster disc drives

MANY third programs will speed your disc drive up by 5 to 12 per cent. A short machine code routine puts into the disc rom to find where the parameters controlling the stop, revs, motor start up, and switch-off delays are stored.

The default values are 32 milliseconds, 58\*1.58 seconds and 258\*1.50 seconds respectively. You can alter these with the CP/M 2.2 Setup utility and now with this, from Amstrad.

Have the values entered to 11, 40 and 200 which are still readable. Some drives are happy with a stop rate of 10 which will improve speed by nearly 20 per cent on some files.

```

00 00001 01110 0100 10 000
00 0000 00 0000 0,0000,0,01000000
00 0000 000 000 0
00 0000 0,00,000 0 01,00,0000 01,11
00 0000 0,00,0,0,0,0,0,0,0,0,0,0,0,0,
00,00,0,0,0,0,0,0,0,0,0,0,0,0,0,0
    
```

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## Adventuring with Gandalf

# Tips from the past that pay

**Q** UITE a lot of the problems sent to me recently have already been answered in previous columns. If you are stuck in an adventure you could save the postage by checking through your back issues before writing in.

Anthony Robinson wants to know how to bribe the guard in *Heroes of Kara*. Get the money by killing the barkeep with the Underbo, take the money and when put into the cell give the money to the guard.

Matthew Green is having trouble finding his way through the maze to the seat in *Returns to Eden*. From the river bank go N, E, W, S.

Juliah McCowan says she can't get started in *Castle Blackstar* or kill the invisible in *Jewels of Babylon*. In the first you must get the bow and arrow and fire at the rope holding the

drawbridge up. In the second, you must throw the keg at it and then light the match and throw that at the guardtower.

A reader who wishes to remain anonymous has written in to ask for help with *Hitchohiker's Guide to the Galaxy*.

You will be given the peanuts later. Buy the sandwich. When transported to the void, try typing in half a dozen responses and see if any of the room descriptions change.

He also wanted to know whether to buy a book to learn to program adventures or buy an adventure creator. I think it is better to learn how to pro-

gram but if you must buy a creator I would recommend the *Quest*.

Sandy Cunningham has a lot of problems in *Gungoon Adventures*. I printed a full solution to this adventure beginning in the November 1985 *Computing with the Amstrad* and ending in March 1987.

Anthony Hawkins is stuck in two adventures in *Lords of Time*, to prevent overheating in the hypnosis you must carry the drinking horn (left) and drink from it if it gets too hot.

To get into the starship you need the gear from the top of the Milky Way. In *Colossal Adventures*, the map shows the planet's chest E, NW from the orange pillar.

P. Gill is stuck in *Snowball*. After getting through the 6th trapdoor and exploring the tales you should have the toolbox.

Go to the top floor, get a message, follow the dead to the stores, examine a book, then make use of what you find. Without more detailed information about where you are stuck I can't be more specific.

Digs Ladopevius has written from Greece to get help with *Castle Blackstar*. Examine the mirror in the Duke's bedroom and be friendly.

She would also like help in getting out of the smooth pit when she goes in to get the crown. Why not go West?

Peter Latta can't get past the waterfall in *Mordor's Quest*. There are no easy answers here, you must explore each area thoroughly. For instance, from the beach you should go south diving.

Phil Ferris and Ian Stabler have provided the solution to Stephen Rowson's *Spyrex* problem mentioned in my February 1987 column.

Get the onion from the pocket of clips in the bar and the knife from the drawer in the steward's cabin and put the onion in the pocket.

This will make the pilot cry and his eyes will close, enabling him to stop the plane from crashing.

## REVIEW

**0000Y** *Genesis* is yet another release from the programming team that brought us *Terror-Molins* and *Hampstead*.

Once again the adventure is very much tongue-in-cheek and casts you in the role of a newly-released criminal. Your task this time is to recruit a gang and mastermind a crime.

Regular readers will know that the humour of these games has usually gone over my head and, sadly, this is also the case here.

The first part of this graphic adventure has about 50 locations I didn't get to the second part, some of which are illustrated.

Entering commands in a location that has graphics usually results in the picture scrolling up off the screen, dating the course of which it changes colour.

There are plenty of locations to visit but very few objects to manipulate, though the number increases as you solve problems.

I spent only a comparatively short time playing this game, so I

didn't get deep enough into it to provide you with the comprehensive review you are used to.

The main reason for this is that for me there simply wasn't anything exciting or different about it. I disliked having to wait for pubs, restaurants and shop shops to open, and consequently very quickly got bored.

However, I felt the same way about this team's previous games—and they turned out to be best sellers.

Overall, I didn't like it, but since *Terror-Molins* and *Hampstead* were such big hits, you should at least check it out.

Who knows? Maybe I'll be proved wrong about this one as well. As the copy supplied was a pre-production version I have not included a mark for presentation.

Presentation	5/5
Atmosphere	3
Plot/Action factor	3
Value for money	3
Overall	3



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BY MARTIN RIDOUT

# Find a safe abode for your code

**O**NE of the problems with writing machine code subroutines on any Amstrad CPC machine is finding a permanent address at which to locate them — unfortunately there is no guaranteed safe area of memory.

Obviously, it must lie above HIMEM — you can't load it to below. So you could lower HIMEM by the length of your machine code and load and run it there.

But the power-on value of HIMEM is not fixed because sideways roms will usually allocate themselves space at the top of the memory pool and after HIMEM when the machine is switched on.

This means that you may not always be able to load your code into the same address, depending on which hardware add-ons you have connected.

Besides, you may have written several different routines such as those to provide screen dumps or to scroll the screen in all directions, only some of which will be required at any one time.

When the Amstrads were conceived a very sensible approach was taken to the allocation of memory.

Amstrad made it clear in the Reference specification that all machine code routines designed to work in conjunction with Basic or with other machine code should be made relocatable, and that each should allocate itself the next available chunk of memory from the top of the memory pool.

Relocatable machine code sounds frightening, but it is really very simple.

If your machine code contains any CALL or JP (jump) instructions, or if it loads data to or from absolute memory locations, or refers in any way to an address within itself, all those instructions will need changing to account for the current location of the code.

A relocation routine will not only need to know where in memory it is currently residing, but also the addresses of all the instructions to be changed, and a means of calculating

the correct new values in those instructions.

This can be achieved by adding a short routine to the beginning of your own machine code which is called only once, immediately after loading, to modify your code to suit the current loading address.

This means that you can use a Basic loader for your machine code that lowers HIMEM by the length of your code, loads it in one byte above that new HIMEM and calls the relocater in at its load address.

Machine code routines can now stack themselves one under another from the top of memory and can be loaded in any order.

To avoid confusion over the current location of a particular routine, Amstrad devised a method of accessing machine code routines by name rather than address.

Hence the Resident System Extension (RSE) or *isa* command. Amstrad

## MARTIN RIDOUT tackles the thorny problem of locating machine code subroutines

also conveniently allowed machine code to be called from Basic with a means of passing values to it.

All you need now is a relocater to add to the beginning of your own machine code that will take the load address and use it to recalculate all the absolute addresses in your code and then set your code up as an RSE.

The layout of the code for a relocatable RSE command will be made up as shown in Figure 1.

Finally, the relocation routine will need to know where in memory the code has been loaded. When running the code the load address is passed from Basic using the CALL command in the form:

CALL address, address

where address? is the run address of

0000	00	0
0001	0000	00 00 0000
0002	00	0 000000
0003	0000	00 0 0000
0004	0000	0000 00000000
0005	00	00 00
0006	0000	0000 0000
0007	00	0000
0008	0000	0000 0000 0000
0009	0000	0000 0000
000A	00	0000

Listing 1

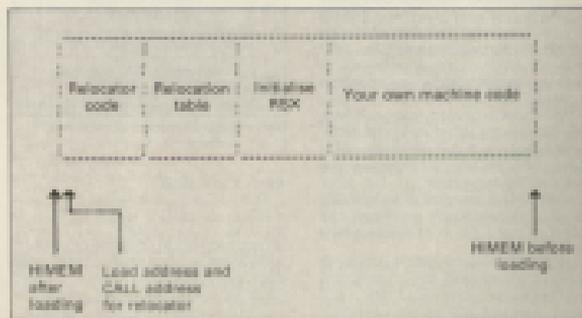


Figure 1 Block diagram of relocatable RSE machine code

## From Page 79

the relocater, and address2 is the load address. You must not use the form:

```
(R1, address1, address2)
```

Once the relocater has been accessed, the Amstrad firmware uses the Z80's IX register to point to the value passed to it, and the R register contains the number of parameters passed.

Amstrad's firmware specification gives full details of how this feature works, but for our purposes, where a fixed number or variable is given, IX points directly to the last value passed. In this case, as only one value is involved, IX points to a two-byte word containing that value.

The two lines of machine code:

```
LD HL,(0)
LD H,(0+1)
```

will load 0 into the HL register. This value can now be used to find the instructions that need altering and to alter them.

Next we must give the relocater a means of finding each instruction to be relocated. The simplest way is to create a table containing the offset from the start of the code for each instruction to be treated. Most assemblers can be made to do this for you.

Those of you already familiar with using one will know that ordinary labels in the source code are given a value equal to the current memory address of the start of the instruction they are labelling.

The defined values are based on the ORG at the beginning of the assembler's source code and each label is therefore the ORG address plus an offset into the program.

For instance, if the ORG was given as \$0000, and a label defined 8 bytes into the program, its value would be \$0008. Consequently setting the ORG to 0 would give us a simple way of defining labels directly as an offset from the first byte of the program.

When a label is used as an operand, for instance the *MISC* in `LD HL,MISC`, an assembler will write the value it has defined for the label into the last two bytes of the instruction.

If the code is assembled with ORG 0, those last two bytes represent the offset of that label from the first byte of the program.

The use of ORG 0 can be used to build up a relocation table containing the offsets of every instruction that will need changing, simply by giving each instruction a label and putting

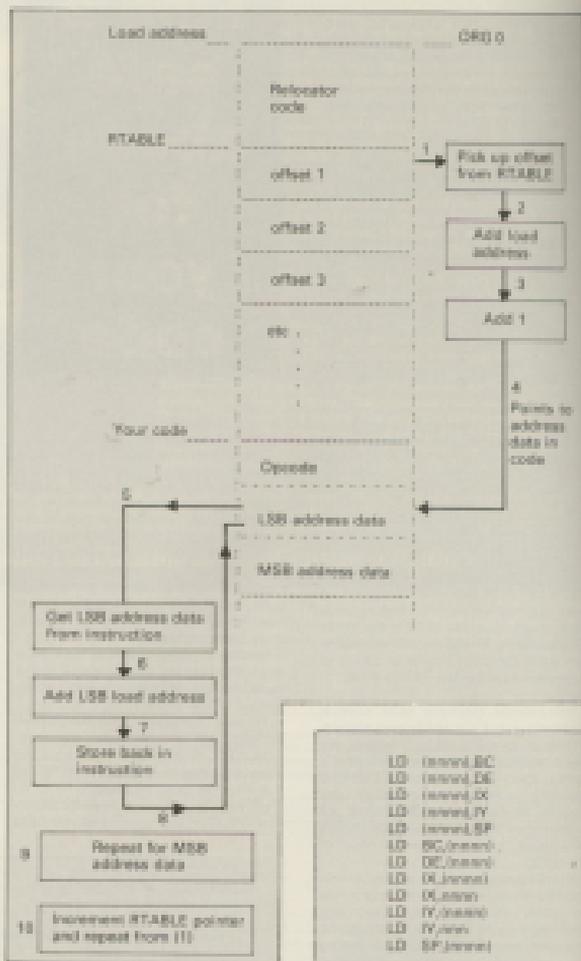


Figure 1: Flow diagram of relocater operation.

Table 1: Absolute address four-byte instructions.

them into a table.

The relocater routine can then work through the table - which consists of many two-byte values - and by adding the current load address (as supplied by `Reset`) to each entry in the table, can calculate where each of those instructions actually is in memory.

Having found the instruction, it can then add the current Load address to

the data in that instruction to give the new value.

Confused? Well consider the short example in Listing 1 which prints a message to the screen.

It has been assembled with ORG 0 and contains only one absolute address that would need changing by a relocation routine. That address is the label *MISC* that is loaded into HL in

```

0010 000 0      ;
0020 0110 10 4,11000  ;
0030 10 4,1000000  ;
0040 10 00,1000000  ;
0050 10 00,110000  ;
0060 10 00,110000  ;
0070 000 000 00  ;
0080 000 000 00  ;
0090 000 000 00  ;
0100 000 000 00  ;
0110 000 000 00  ;
0120 000 000 00  ;
0130 000 000 00  ;
0140 000 000 00  ;
0150 000 000 00  ;
0160 000 000 00  ;
0170 000 000 00  ;
0180 000 000 00  ;
0190 000 000 00  ;
0200 000 000 00  ;
0210 000 000 00  ;
0220 000 000 00  ;
0230 000 000 00  ;
0240 000 000 00  ;
0250 000 000 00  ;
0260 000 000 00  ;
0270 000 000 00  ;
0280 000 000 00  ;
0290 000 000 00  ;
0300 000 000 00  ;
0310 000 000 00  ;
0320 000 000 00  ;
0330 000 000 00  ;
0340 000 000 00  ;
0350 000 000 00  ;
0360 000 000 00  ;
0370 000 000 00  ;
0380 000 000 00  ;
0390 000 000 00  ;
0400 000 000 00  ;
0410 000 000 00  ;
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0680 000 000 00  ;
0690 000 000 00  ;
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0890 000 000 00  ;
0900 000 000 00  ;
0910 000 000 00  ;
0920 000 000 00  ;
0930 000 000 00  ;
0940 000 000 00  ;
0950 000 000 00  ;
0960 000 000 00  ;
0970 000 000 00  ;
0980 000 000 00  ;
0990 000 000 00  ;
1000 000 000 00  ;

```

Listing 4: Source code of the relocater

line 20 as a pointer to the start of the message.

The CALL #0000A in line 50 will not need changing as the address #0000A refers to an entry in the firmware jump table and will remain constant (irrespective of the location of the above routine).

The value of the label #000070H will also remain constant as it contains the length of the message. The \$ sign in line 100 means the current address.

For the purposes of this example, assume that the above routine will require relocating to #00000. A relocater will need to alter the code to make it look as if it had been assembled with an ORG of #00000.

The new code for Listing 1 ORG'd at the two addresses would only reveal one difference. The code produced by line 20 has a different data or address value to load into HL.

```

0010 0 21 00 00 11 0,000
0020 00000 21 00 00 11 0,000

```

So, having loaded the code from Listing 1 (ORG 0) into memory at #00000, a relocater will need to know that the instruction at address #00000 (at label START offset = 0) must be changed, and the current load address of #00000 must be added to the address data contained in that instruction to change 21 00 00 to 21 00 00.

The instruction to be changed must first be labelled to identify it, and that label must be put into a relocation table to give the offset of that instruction from the start of the routine.

The relocater must take this label or offset, value (#00000) from the table and add the current load address (#00000) to that offset to find the current address of that instruction (#00000).

+ #00000 = #00000.

This value is incremented by one to find the memory location of the data to be altered. And that data (#00000), which relates to label #00000 and is itself an offset from the start of the program, must also have the current load address added to it to give a new correct value (#00000 + #00000 = #00000). Figure 2 shows you how this works.

At most 256 instructions that involve absolute addresses are three bytes long, the relocation given in Listing 1 assumes that each entry in the relocation table points to the byte before the actual pair of bytes containing the data to be changed, and the relocater automatically adds one to the instruction address that it calculates from the relocation table.

However, some 256 instructions are four bytes long, and these will require special treatment, for example:

```

(ORG 1) 00,10010

```

assembles to ED 00 00 00, and

```

(ORG 1) 10,10010

```

assembles to DD 2A 00 00.

If this type of instruction is included in your programs it must be identified by a label as normal, but the entry in the relocation table must be:

```

(OFF) 1

```

to point to the byte before the pair of data bytes. There are not many four byte instructions using absolute addresses, and Table 1 gives them all.

Conversely, if in your program you have a table of two-byte data that

contains addresses of other parts of the program, each item in it will need relocating, and each entry in the relocation table must again point to the byte before the pair of bytes containing the data. For instance, if you had:

```

(OFF) 100,000
(OFF) 100,10000

```

the entries in the relocation table should be:

```

(OFF) 1,100,2-1

```

Obviously the relocation routine must contain no absolute addresses itself as it must be capable of executing anywhere in memory before relocation takes place.

Figure 3 shows the outline of how the relocater uses the data in the relocation table to access your machine code and modify its address data. The start of the relocater must be given an ORG 0, with your own machine code added to the end.

Each separate piece of relocatable machine code that you write will require the relocater at the beginning, and both are written and saved as one piece of code.

The offsets that make up the relocation table are therefore offsets from the first byte of the whole block of code. Having loaded the complete block of code into memory, it should be called at its load address to activate the relocater.

■ That's all for now. Next month I'll conclude by showing you how to use the relocater with an example machine code routine and set it up as an RSX.

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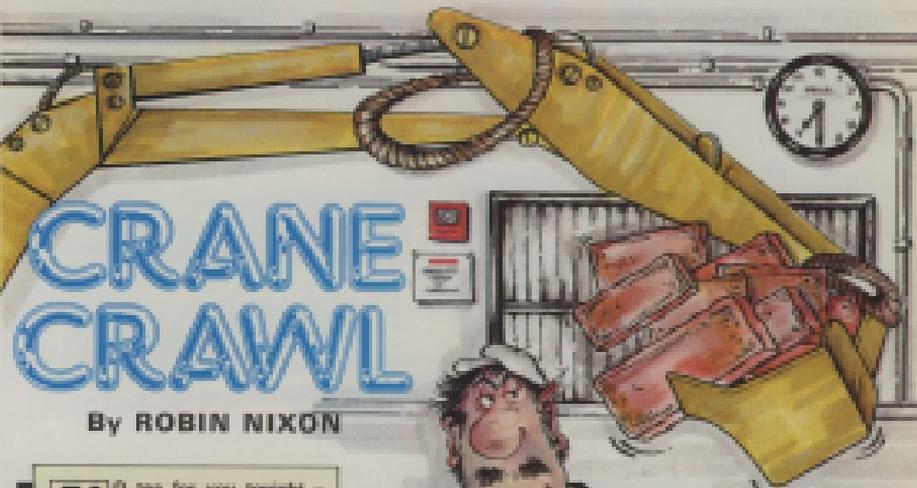
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# CRANE CRAWL

By ROBIN NIXON

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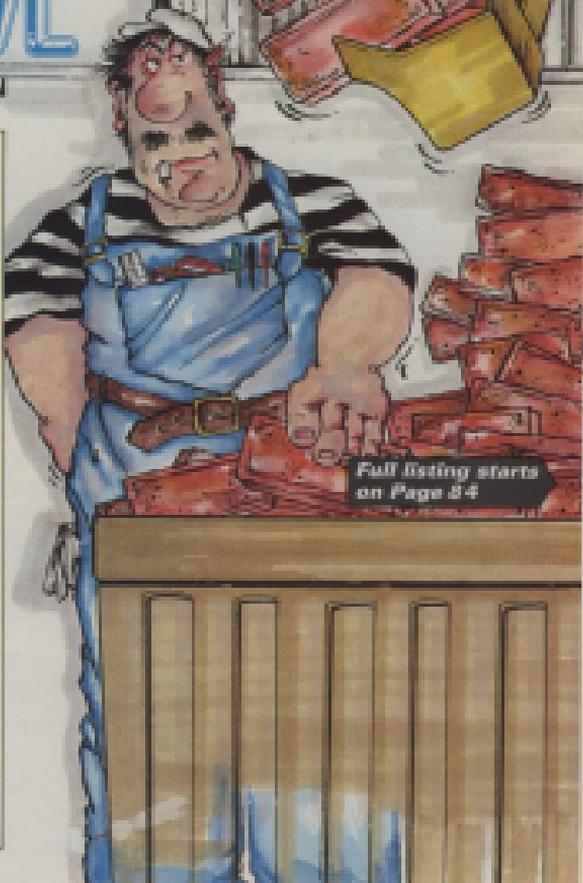
They're computer controlled, and the computer's no fan of yours, to say the least.

You find yourself being bombarded by bricks, your only hope of escape being to climb up the stack of fallen bricks in order to reach a higher level exit.

Before long you discover that the crane seems to have an uncanny knack of knowing exactly where you are (that computer really has it in for you). This can be helpful, as you can stand where you want a brick to fall and run as soon as it is dropping. But beware, the computer's on to you and the bricks do not always fall where you expect.

And, life being as it is, even if you manage to escape from a warehouse into the one next door, the malevolent micro continues its attack.

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Full listing starts on Page 84



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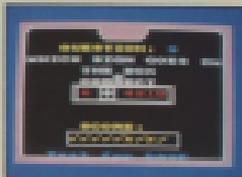


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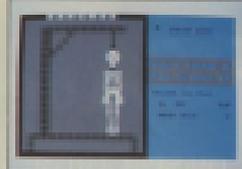


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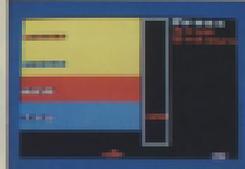
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#### HANGMAN

Improve your child's spelling with this fun version of the popular game



#### ODD MAN OUT

Find the word that does not fit - before your time runs out

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**H**AVING previously been a BBC Micro user I was pleasantly surprised on my first encounter with the Amstrad, which has 40k available for Basic programs, a true 16 colour mode and a choice of 27 colours.

The 16 colour mode on the BBC Micro has eight normal and eight flashing colours selectable from eight and only leaves you 10k free for Basic.

Other Amstrad features I was impressed with were the comprehensive jump block, the ease with which you can add resident system extensions (RSEs), and the logical way the screen is laid out, facilitating simple development of machine code sprites.

But, and there's always a but when you compare two micros, there were one or two features I was used to on the BBC Micro which I missed when I started programming the CPC.

The first was the in-built assembler, but this has been overcome by a number of assemblers that are now available commercially.

Second came the use of procedures. The closest the Amstrad gets to procedures is the GOSUB statement which is fine for writing an small program but can make development trickier the longer a program gets. As you add more and more subroutines, remembering where a particular one is located becomes quite a headache.

The problem is avoided on the BBC Micro because procedures can replace GOSUBS and are not line dependent. If you look at Program 1, which is written in BBC Basic, you'll see that line 40 is actually the equivalent of GOSUB 1000. However, the subroutine at line 1000 is identified by "name" and when working on a program you never need know where PROCname is in order to call it.

```

10 DEF PROC p1
20 DEF IN example of using procedures
30 END
40 PROC name
50 DEF test of program....
...
100 END
1000 DEF PROC name
1010 DEF testof
1020 DEF test
1030 DEF test

```

Program 1

Without a GOSUB in sight I think you'll agree that this lends itself to structured programming as well as making your listings more legible to other people.

Program 2 is a routine that will give you procedures on the CPC. Save it before you run it, it sets up the PROC, DEFPROC, ENDFPROC and START, PROC words in exactly the

# The procedure to follow is...

## ROBIN NIXON shows how to take a more structured approach to your CPC programming

the syntax is slightly changed. In place of typing:

```
CALL name
```

you enter:

```
PROC name
```

The same goes for DEFPROC.

You also have to enter :START as one of the first lines before you use any PROCs or DEFPROCs. This is because you are allowed to nest procedures up to 10 deep, which is achieved by storing the return address each time a procedure is called.

:START restores the pointer to the return addresses to 0 so you start at the first level of nesting each time you run the program.

If you leave :START out and press Escape, or the program stops in the middle of a few layers of nesting due to an error, the pointer won't be restored when you re-run the program. The next ENDFPROC encountered will take you back to the procedure that was executing before you pressed Escape or the error occurred.

If you try to nest procedures more

than 10 deep, "Too many PROCs" will be reported and you will be returned to Basic with a syntax error. A true Basic error occurs and the program doesn't attempt to continue execution.

Another way this error could occur is if you forget to enter the correct ENDFPROC for each procedure, or put it in the wrong place.

Two other errors can be reported. The first is "Undefined PROC," which will happen if you type:

```
CALL name
```

when you mean:

```
PROC name
```

or if you type :PROC anything when you haven't defined any procedures.

The second error is "No matching PROC." This happens when the program encounters :ENDPROC when it is not executing a procedure.

To use procedures correctly you must also remember the following points:

- A DEFPROC must be the ONLY statement on a line (because once the

```

10 DEF PROC name
20 DEF IN example of using procedures
30 END
40 PROC name
50 DEF test of program....
...
100 END
1000 DEF PROC name
1010 DEF testof
1020 DEF test
1030 DEF test
1040 DEF test
1050 DEF test
1060 DEF test
1070 DEF test
1080 DEF test
1090 DEF test
1100 DEF test
1110 DEF test
1120 DEF test
1130 DEF test
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1910 DEF test
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1930 DEF test
1940 DEF test
1950 DEF test
1960 DEF test
1970 DEF test
1980 DEF test
1990 DEF test
2000 DEF test

```

Program 2

IF DEFPROC is found, execution continues from the line following.

- Statements such as the following, which use ELSE with more than one IPROC, are not allowed:

```
IF NOT THEN IPROC_01 OR IPROC_02 AND THEN
  IPROC_03
```

This is because the return address from a procedure is always the start of the statement, and IF...THEN...ELSE comments are considered as a complete statement. However you can use IPROC in multi-statement lines such as:

```
100 IPROC_01:DEFPROC IPROC_02 THEN GOTO IPROC_03 OR
  GOTO IPROC_04
```

- Keywords are not allowed in procedure names. If you want to be sure you haven't used one, type all your procedure names in lower case. If any subsequently appear in upper case, the interpreter has decided they are keywords.

- Procedure names may not be more than 16 characters long, which should be enough. However, you can type in more than 16 characters but only the first 16 will be recognized and acted upon.

- DEFPROC doesn't need the

procedure name following it but you can include it to aid program clarity.

- In long programs put all your procedures at the start so that they can be found quickly, and use a GOTO to jump past them to your main code.

Program 18, which is a version of the old classic Mastermind, will serve to illustrate the use of procedures. The

main program is included between lines 70-100. Note the (START in line 50.

Try loading one of your old programs and replace the GOSUBs and SUBROUTINEs with procedures. I think you'll find that you'll never want to go back to GOSUBs again. I certainly don't!

## MASTERMIND PROCEDURES

<b>initialise</b>	Sets up mode, border and arrays.
<b>randomnum</b>	Creates a four digit random number with its repeating digits.
<b>check</b>	Used by randomnum to prevent repeating digits.
<b>title</b>	Moves the screen and sets. Prompts for your guess.
<b>getnum</b>	Used to fetch a four digit input.
<b>wait</b>	Sets up parameters for the main window.
<b>shadow</b>	Creates a window and puts a shadow behind it.
<b>guess</b>	Works out the result of a guess.
<b>show</b>	Displays the result. Red means correct number in the correct place and blue means correct number in the wrong place.
<b>analyse</b>	Tells you you've lost and shows the answer.
<b>winwin</b>	Tells you you've won.
<b>gameover</b>	Plays the game over sound effect and sets up the game over window.
<b>playagain</b>	Asks you to press space to play again.

```
10 REM *****
20 REM by Robin Dixon
30 REM (c) Computing with the Internet
40 REM ***** END FILE *****
50 (START
60 IPROC_initialise
70 GOTO TopUp
80 REM end of Top window (end of game)
90 REM title
100 IPROC_getnumwin
110 GOTO end_of_game
120 IPROC_guess
130 IPROC_result
140 IPROC_show
150 GOTO
160 IPROC
170 IF NOT THEN IPROC_gamewin
180 IF NOT THEN IPROC_gameover
190 IPROC_playagain
200 GOTO
210 IPROC_title
220 GOTO IPROC_game
230 IPROC_title
240 IPROC_getnum
250 IPROC_guess
260 IPROC_result
270 IPROC_show
280 IPROC_game
290 IPROC_gameover
300 IPROC_playagain
310 IPROC_title
320 IPROC_getnum
330 IPROC_guess
340 IPROC_result
350 IPROC_show
360 IPROC_game
370 IPROC_gameover
380 IPROC_playagain
390 IPROC_title
400 IPROC_getnum
410 IPROC_guess
420 IPROC_result
430 IPROC_show
440 IPROC_game
450 IPROC_gameover
460 IPROC_playagain
470 IPROC_title
480 IPROC_getnum
490 IPROC_guess
500 IPROC_result
510 IPROC_show
520 IPROC_game
530 IPROC_gameover
540 IPROC_playagain
550 IPROC_title
560 IPROC_getnum
570 IPROC_guess
580 IPROC_result
590 IPROC_show
600 IPROC_game
610 IPROC_gameover
620 IPROC_playagain
630 IPROC_title
640 IPROC_getnum
650 IPROC_guess
660 IPROC_result
670 IPROC_show
680 IPROC_game
690 IPROC_gameover
700 IPROC_playagain
710 IPROC_title
720 IPROC_getnum
730 IPROC_guess
740 IPROC_result
750 IPROC_show
760 IPROC_game
770 IPROC_gameover
780 IPROC_playagain
790 IPROC_title
800 IPROC_getnum
810 IPROC_guess
820 IPROC_result
830 IPROC_show
840 IPROC_game
850 IPROC_gameover
860 IPROC_playagain
870 IPROC_title
880 IPROC_getnum
890 IPROC_guess
900 IPROC_result
910 IPROC_show
920 IPROC_game
930 IPROC_gameover
940 IPROC_playagain
950 IPROC_title
960 IPROC_getnum
970 IPROC_guess
980 IPROC_result
990 IPROC_show
1000 IPROC_game
```

```
100 REM
110 IPROC_title
120 IPROC_getnum
130 IPROC_guess
140 IPROC_result
150 IPROC_show
160 IPROC_game
170 IPROC_gameover
180 IPROC_playagain
190 IPROC_title
200 IPROC_getnum
210 IPROC_guess
220 IPROC_result
230 IPROC_show
240 IPROC_game
250 IPROC_gameover
260 IPROC_playagain
270 IPROC_title
280 IPROC_getnum
290 IPROC_guess
300 IPROC_result
310 IPROC_show
320 IPROC_game
330 IPROC_gameover
340 IPROC_playagain
350 IPROC_title
360 IPROC_getnum
370 IPROC_guess
380 IPROC_result
390 IPROC_show
400 IPROC_game
410 IPROC_gameover
420 IPROC_playagain
430 IPROC_title
440 IPROC_getnum
450 IPROC_guess
460 IPROC_result
470 IPROC_show
480 IPROC_game
490 IPROC_gameover
500 IPROC_playagain
510 IPROC_title
520 IPROC_getnum
530 IPROC_guess
540 IPROC_result
550 IPROC_show
560 IPROC_game
570 IPROC_gameover
580 IPROC_playagain
590 IPROC_title
600 IPROC_getnum
610 IPROC_guess
620 IPROC_result
630 IPROC_show
640 IPROC_game
650 IPROC_gameover
660 IPROC_playagain
670 IPROC_title
680 IPROC_getnum
690 IPROC_guess
700 IPROC_result
710 IPROC_show
720 IPROC_game
730 IPROC_gameover
740 IPROC_playagain
750 IPROC_title
760 IPROC_getnum
770 IPROC_guess
780 IPROC_result
790 IPROC_show
800 IPROC_game
810 IPROC_gameover
820 IPROC_playagain
830 IPROC_title
840 IPROC_getnum
850 IPROC_guess
860 IPROC_result
870 IPROC_show
880 IPROC_game
890 IPROC_gameover
900 IPROC_playagain
910 IPROC_title
920 IPROC_getnum
930 IPROC_guess
940 IPROC_result
950 IPROC_show
960 IPROC_game
970 IPROC_gameover
980 IPROC_playagain
990 IPROC_title
1000 IPROC_getnum
```

```
100 REM
110 IPROC_title
120 IPROC_getnum
130 IPROC_guess
140 IPROC_result
150 IPROC_show
160 IPROC_game
170 IPROC_gameover
180 IPROC_playagain
190 IPROC_title
200 IPROC_getnum
210 IPROC_guess
220 IPROC_result
230 IPROC_show
240 IPROC_game
250 IPROC_gameover
260 IPROC_playagain
270 IPROC_title
280 IPROC_getnum
290 IPROC_guess
300 IPROC_result
310 IPROC_show
320 IPROC_game
330 IPROC_gameover
340 IPROC_playagain
350 IPROC_title
360 IPROC_getnum
370 IPROC_guess
380 IPROC_result
390 IPROC_show
400 IPROC_game
410 IPROC_gameover
420 IPROC_playagain
430 IPROC_title
440 IPROC_getnum
450 IPROC_guess
460 IPROC_result
470 IPROC_show
480 IPROC_game
490 IPROC_gameover
500 IPROC_playagain
510 IPROC_title
520 IPROC_getnum
530 IPROC_guess
540 IPROC_result
550 IPROC_show
560 IPROC_game
570 IPROC_gameover
580 IPROC_playagain
590 IPROC_title
600 IPROC_getnum
610 IPROC_guess
620 IPROC_result
630 IPROC_show
640 IPROC_game
650 IPROC_gameover
660 IPROC_playagain
670 IPROC_title
680 IPROC_getnum
690 IPROC_guess
700 IPROC_result
710 IPROC_show
720 IPROC_game
730 IPROC_gameover
740 IPROC_playagain
750 IPROC_title
760 IPROC_getnum
770 IPROC_guess
780 IPROC_result
790 IPROC_show
800 IPROC_game
810 IPROC_gameover
820 IPROC_playagain
830 IPROC_title
840 IPROC_getnum
850 IPROC_guess
860 IPROC_result
870 IPROC_show
880 IPROC_game
890 IPROC_gameover
900 IPROC_playagain
910 IPROC_title
920 IPROC_getnum
930 IPROC_guess
940 IPROC_result
950 IPROC_show
960 IPROC_game
970 IPROC_gameover
980 IPROC_playagain
990 IPROC_title
```



## By ROLAND WADDILOVE

**T**HE NUMBER of roms available for the Amstrad is increasing all the time and it's quite easy to forget what you've actually got in your rombox. It's even harder to remember the names of all these extra commands, never mind what they actually do.

Help is a useful utility which when run adds two ROMs - (ROM) and (HELP). The first prints a list of rom numbers and their type. They can be either foreground, background, extension or Basic. Basic appears in all empty sockets.

The rom type is found by looking at byte 6 of the rom at address &C006. A 0 indicates a foreground, 1 a background and 2 an extension rom. Basic is marked by having bit 7 set.

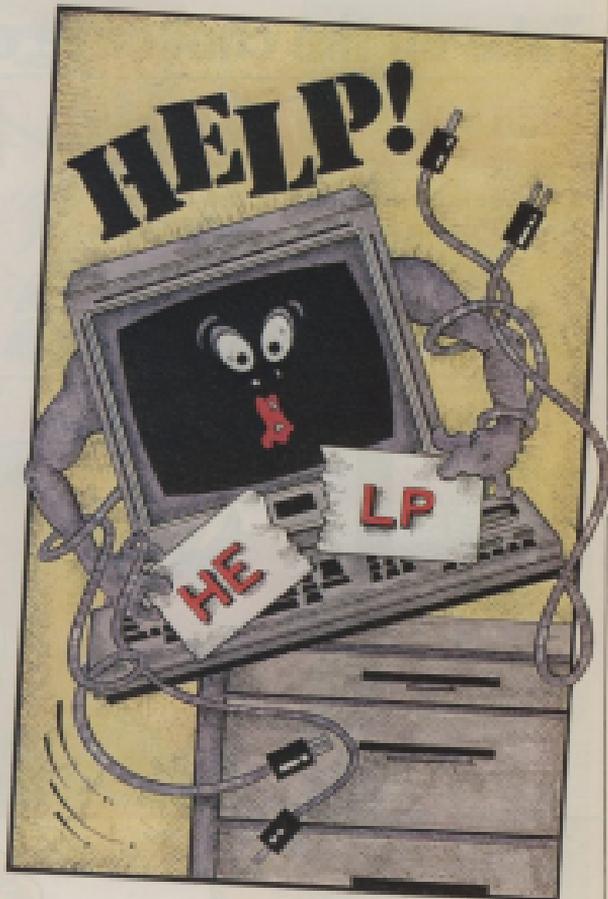
The second command (HELP) is a bit more intelligent than (ROM), printing out a list of the commands that the rom will accept. It needs an extra parameter to tell it which rom to look at. The disc rom is always number 7 so:

```
(HELP,7
```

will print the disc commands.

The command names are all stored in a table somewhere in the rom and the address of the table is found by looking at bytes 4 and 5 at &C0067F.

The names are stored as ASCII strings with the last letter of each command marked by having bit 7 set. The end of the table is marked by a zero byte.



```

00 0000 0000
00 0000 00 00 Waddilove
00 0000 0000 Computing with the Amstrad
00 0000 00 00
00 0000 0000 for list of ROMs
00 0000 0000 for list of ROM sockets
ex.
00 00001 0000
00 0000000000
00 00 00 00 00
00 00000000 0000 0000
00 00 00 00 00 00
00 000000 00 0000 0000 0000
00 0000 00 00 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000

```

```

00 0000 0000 0000 address address 0
00 0000
00 00 00 0000 00 0000 0000 0000
error is line 0 0000 0000
00 0000
00 0000 000000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000

```

```

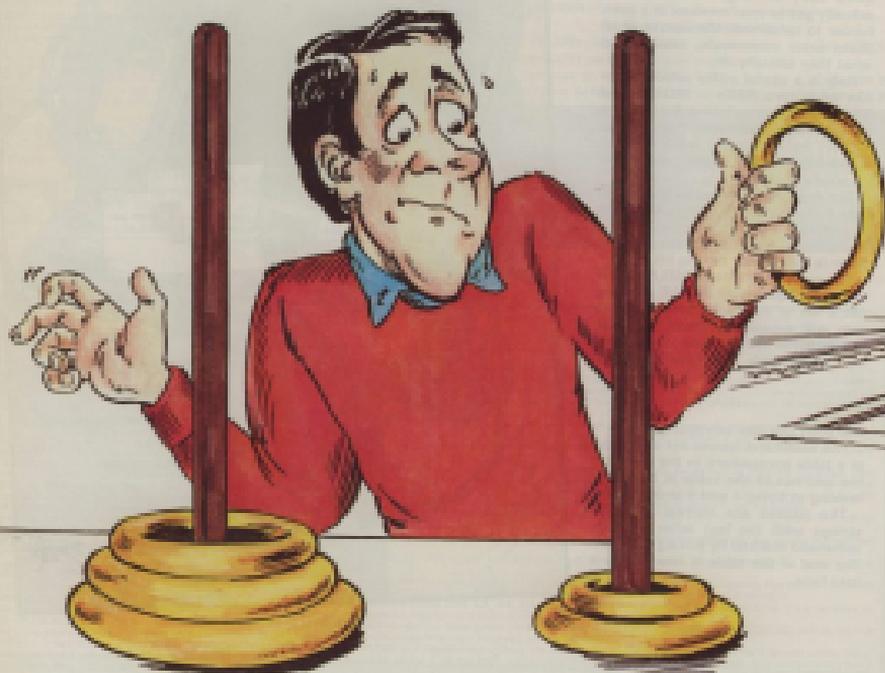
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000
00 0000 0000 0000 0000 0000 0000

```

## Take up the challenge of the

# SULTAN'S RINGS

A clever interpretation of the ancient Rings Puzzle by **WILLIAM USSHER**



**D**ARE you take up the challenge of the Sultan's Rings?

In front of you are three poles. On one are stacked coloured rings each of a different diameter.

By moving one ring at a time you must restack the rings – in the same order to make things difficult – on one of the other poles.

You may only place a smaller ring on top of a larger one and you must complete the challenge in the least moves possible.

Although simple in concept, the game is not as easy as you might think.

On turning the program, you are asked for the number of rings you want – from three to six.

To play you move the rings using the numeric keys 1, 2 and 3 to show which poles you want the ring moved from and to. The top ring on the pole is the one which will be moved in each case.

The number of moves you have taken is recorded and when you have restacked the column you are told if you have solved the puzzle or not.



```

270 NEXT
280 GOSUB 1,2,3,4,5,6,7,8,9,10
290 LOCATE 10,20:PRINT "*****"
300 "*****"
310 LOCATE 10,20:PRINT "*****"
320 LOCATE 10,20:PRINT "*****"
330 LOCATE 10,20:PRINT "*****"
340 LOCATE 10,20:PRINT "*****"
350 LOCATE 10,20:PRINT "*****"
360 LOCATE 10,20:PRINT "*****"
370 LOCATE 10,20:PRINT "*****"
380 LOCATE 10,20:PRINT "*****"
390 LOCATE 10,20:PRINT "*****"
400 LOCATE 10,20:PRINT "*****"
410 LOCATE 10,20:PRINT "*****"
420 LOCATE 10,20:PRINT "*****"
430 LOCATE 10,20:PRINT "*****"
440 LOCATE 10,20:PRINT "*****"
450 LOCATE 10,20:PRINT "*****"
460 LOCATE 10,20:PRINT "*****"
470 LOCATE 10,20:PRINT "*****"
480 LOCATE 10,20:PRINT "*****"
490 LOCATE 10,20:PRINT "*****"
500 LOCATE 10,20:PRINT "*****"
510 LOCATE 10,20:PRINT "*****"
520 LOCATE 10,20:PRINT "*****"
530 LOCATE 10,20:PRINT "*****"
540 LOCATE 10,20:PRINT "*****"
550 LOCATE 10,20:PRINT "*****"
560 LOCATE 10,20:PRINT "*****"
570 LOCATE 10,20:PRINT "*****"
580 LOCATE 10,20:PRINT "*****"
590 LOCATE 10,20:PRINT "*****"
600 LOCATE 10,20:PRINT "*****"
610 LOCATE 10,20:PRINT "*****"
620 LOCATE 10,20:PRINT "*****"
630 LOCATE 10,20:PRINT "*****"
640 LOCATE 10,20:PRINT "*****"
650 LOCATE 10,20:PRINT "*****"
660 LOCATE 10,20:PRINT "*****"
670 LOCATE 10,20:PRINT "*****"
680 LOCATE 10,20:PRINT "*****"
690 LOCATE 10,20:PRINT "*****"
700 LOCATE 10,20:PRINT "*****"
710 LOCATE 10,20:PRINT "*****"
720 LOCATE 10,20:PRINT "*****"
730 LOCATE 10,20:PRINT "*****"
740 LOCATE 10,20:PRINT "*****"
750 LOCATE 10,20:PRINT "*****"
760 LOCATE 10,20:PRINT "*****"
770 LOCATE 10,20:PRINT "*****"
780 LOCATE 10,20:PRINT "*****"
790 LOCATE 10,20:PRINT "*****"
800 LOCATE 10,20:PRINT "*****"
810 LOCATE 10,20:PRINT "*****"
820 LOCATE 10,20:PRINT "*****"
830 LOCATE 10,20:PRINT "*****"
840 LOCATE 10,20:PRINT "*****"
850 LOCATE 10,20:PRINT "*****"
860 LOCATE 10,20:PRINT "*****"
870 LOCATE 10,20:PRINT "*****"
880 LOCATE 10,20:PRINT "*****"
890 LOCATE 10,20:PRINT "*****"
900 LOCATE 10,20:PRINT "*****"
910 LOCATE 10,20:PRINT "*****"
920 LOCATE 10,20:PRINT "*****"
930 LOCATE 10,20:PRINT "*****"
940 LOCATE 10,20:PRINT "*****"
950 LOCATE 10,20:PRINT "*****"
960 LOCATE 10,20:PRINT "*****"
970 LOCATE 10,20:PRINT "*****"
980 LOCATE 10,20:PRINT "*****"
990 LOCATE 10,20:PRINT "*****"

```

This is one of hundreds of programs now available FREE for downloading on

## MicroLink

```

400 IF page1=0 AND page2=0 THEN
410 GOTO 1000
420 LOCATE 10,20:PRINT "*****"
430 GOTO 1000
440 IF page1=0 THEN
450 GOTO 1000
460 IF page2=0 THEN
470 GOTO 1000
480 IF page1=0 AND page2=0 THEN
490 GOTO 1000
500 IF page1=0 AND page2=0 THEN
510 GOTO 1000
520 IF page1=0 AND page2=0 THEN
530 GOTO 1000
540 IF page1=0 AND page2=0 THEN
550 GOTO 1000
560 IF page1=0 AND page2=0 THEN
570 GOTO 1000
580 IF page1=0 AND page2=0 THEN
590 GOTO 1000
600 IF page1=0 AND page2=0 THEN
610 GOTO 1000
620 IF page1=0 AND page2=0 THEN
630 GOTO 1000
640 IF page1=0 AND page2=0 THEN
650 GOTO 1000
660 IF page1=0 AND page2=0 THEN
670 GOTO 1000
680 IF page1=0 AND page2=0 THEN
690 GOTO 1000
700 IF page1=0 AND page2=0 THEN
710 GOTO 1000
720 IF page1=0 AND page2=0 THEN
730 GOTO 1000
740 IF page1=0 AND page2=0 THEN
750 GOTO 1000
760 IF page1=0 AND page2=0 THEN
770 GOTO 1000
780 IF page1=0 AND page2=0 THEN
790 GOTO 1000
800 IF page1=0 AND page2=0 THEN
810 GOTO 1000
820 IF page1=0 AND page2=0 THEN
830 GOTO 1000
840 IF page1=0 AND page2=0 THEN
850 GOTO 1000
860 IF page1=0 AND page2=0 THEN
870 GOTO 1000
880 IF page1=0 AND page2=0 THEN
890 GOTO 1000
900 IF page1=0 AND page2=0 THEN
910 GOTO 1000
920 IF page1=0 AND page2=0 THEN
930 GOTO 1000
940 IF page1=0 AND page2=0 THEN
950 GOTO 1000
960 IF page1=0 AND page2=0 THEN
970 GOTO 1000
980 IF page1=0 AND page2=0 THEN
990 GOTO 1000
1000 RETURN

```

```

1000 GOTO 1000
1010 GOTO 1000
1020 GOTO 1000
1030 GOTO 1000
1040 GOTO 1000
1050 GOTO 1000
1060 GOTO 1000
1070 GOTO 1000
1080 GOTO 1000
1090 GOTO 1000
1100 GOTO 1000
1110 GOTO 1000
1120 GOTO 1000
1130 GOTO 1000
1140 GOTO 1000
1150 GOTO 1000
1160 GOTO 1000
1170 GOTO 1000
1180 GOTO 1000
1190 GOTO 1000
1200 GOTO 1000
1210 GOTO 1000
1220 GOTO 1000
1230 GOTO 1000
1240 GOTO 1000
1250 GOTO 1000
1260 GOTO 1000
1270 GOTO 1000
1280 GOTO 1000
1290 GOTO 1000
1300 GOTO 1000
1310 GOTO 1000
1320 GOTO 1000
1330 GOTO 1000
1340 GOTO 1000
1350 GOTO 1000
1360 GOTO 1000
1370 GOTO 1000
1380 GOTO 1000
1390 GOTO 1000
1400 GOTO 1000
1410 GOTO 1000
1420 GOTO 1000
1430 GOTO 1000
1440 GOTO 1000
1450 GOTO 1000
1460 GOTO 1000
1470 GOTO 1000
1480 GOTO 1000
1490 GOTO 1000
1500 GOTO 1000
1510 GOTO 1000
1520 GOTO 1000
1530 GOTO 1000
1540 GOTO 1000
1550 GOTO 1000
1560 GOTO 1000
1570 GOTO 1000
1580 GOTO 1000
1590 GOTO 1000
1600 GOTO 1000
1610 GOTO 1000
1620 GOTO 1000
1630 GOTO 1000
1640 GOTO 1000
1650 GOTO 1000
1660 GOTO 1000
1670 GOTO 1000
1680 GOTO 1000
1690 GOTO 1000
1700 GOTO 1000
1710 GOTO 1000
1720 GOTO 1000
1730 GOTO 1000
1740 GOTO 1000
1750 GOTO 1000
1760 GOTO 1000
1770 GOTO 1000
1780 GOTO 1000
1790 GOTO 1000
1800 GOTO 1000
1810 GOTO 1000
1820 GOTO 1000
1830 GOTO 1000
1840 GOTO 1000
1850 GOTO 1000
1860 GOTO 1000
1870 GOTO 1000
1880 GOTO 1000
1890 GOTO 1000
1900 GOTO 1000
1910 GOTO 1000
1920 GOTO 1000
1930 GOTO 1000
1940 GOTO 1000
1950 GOTO 1000
1960 GOTO 1000
1970 GOTO 1000
1980 GOTO 1000
1990 GOTO 1000
2000 GOTO 1000

```

# INTRODUCING THE BIG



**On  
target  
... for  
CPC  
users!**

Next month sees our re-launch... as *Computing with the Amstrad CPC* it will be 100 per cent devoted to owners of the CPC484, 664 and 6128 machines - the people who have so loyally supported this magazine since it first appeared in January 1985.

For games lovers there will be inside pages containing the best features from Amstrad! This month you've already seen a taster of what's to come. From now on you'll see lots more frank, in-depth reviews in the style that Amstrad fans have become used to - in full colour, and with up to a full page on many of the top games.

We'll also be supporting the now-famous and highly coveted Amstrad Accolades. And Amstrad will be there to help you get more fun and excitement from your favourite games.

Within the Amstrad section you will also find Gendall's extremely popular columns, given a magical new appearance. This feature has guided intrepid adventures through mazes of twisty passages for nearly two years now, and judging by his bulging sashbag it's going from strength to strength.

Also from next month there will be many more pages



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PCW  
users!**

An independent magazine devoted entirely to the needs of the PCW user. That's the exciting prospect in store with next month's launch of *Computing with the Amstrad PCW* as a magazine in its own right.

The new magazine is the result of a growing demand from users who want to know a lot more about their machine and what it can do for them. Many are confused by the competing claims of software packages and are looking for impartial, independent advice before deciding what to buy.

This is where *Computing with the Amstrad PCW* will offer an expert, helping hand.

Learning through the experiences of others is an ideal way of discovering more about the potential of your machine, so in each issue we will be taking a revealing look at how other people use their PCWs, at work and at leisure.

Many readers will already be experienced PCW users. Others will have just bought their first computer. *Computing with the Amstrad PCW* will cater for both, guiding beginners along the right tracks as well as challenging long-time users to become even more



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PC Amstrad II is our exciting new magazine for users of Amstrad's latest record-breaking micro, the PC1612.

We'll be catering for ALL users - from those who've never touched a keyboard before and are wondering how to get started, to enthusiastic computer hobbyists, from those using a computer at work for the first time to experienced professionals who want to get the very best out of their investment.

Whatever your interest, if you use a PC1612 our first features-packed issue will have plenty of reading for you.

For instance, our guide to that important first hour with your PC will prove invaluable for newcomers to micros, as will our overview of operating systems.

And if you haven't yet got your PC, we'll show you the real costs involved, before you part with your money.

Those of you trying to make up your mind about integrated software and accounting packages will be glad of our guides to features to look for, as well as our detailed evaluations of two typical products: Ability and Budget Accounts.

And these are only two of the in-depth reviews featured

# THREE ...

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packed with features to fascinate, entertain and instruct CPC users.

Among them will be two new tutorials - A step-by-step guide to using DR Logo, showing it's far more than just turtle graphics, and a longer-free introduction to electronic mail services such as MicroLink and ProMail.

And there's our 150 lines in which we invite you to demonstrate your own programming ingenuity and initiative with some easy-to-type, clever routines - and win cash prizes at the same time.

Plus there will be many more games, utilities and educational listings for you to type in. Expert reviews of the latest hardware and software releases will next month include an evaluation of two interfaces to control synthesizers using your CPC - together with an authoritative explanation of Midi.

Future plans include series on using GYM Plus, composing music, and creating animations. As well as a regular look at the technical side of your Amstrad, there will also be hints on programming techniques for the fast learner.

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2 The promises and pitfalls of Mallard Basic investigated, showing how you can turn your word processor into a fully-fledged computer and write your own programs.

3 The magic of DR Logo, illustrating how there is far more to this friendly language than just an easy way of presenting turtle graphics on the PCW.

Plus detailed, hands-on reviews of all the latest software now being written for the PCW, and advanced news of forthcoming developments being planned that will enhance even further the versatility of the PCW £150 and W12 - two machines that have added a completely new dimension to home and business computing.

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lured in the first issue. Also covered are Parker - a portable filing-management system, Wordstar 1012 - the Amstrad version of the classic word processor; Comdex Jr - the database, and BBC Basic - the language used in education.

We'll be taking a look at the language that comes with our micro, Basic 2. Newcomers will find our step-by-step approach to programming simple and enjoyable, while experienced users will benefit from our look at Basic 2 in the light of other, more familiar Basics.

For real hackers there's an assembly language screen capture utility. The C program in our workshop should also give them something to think about, as will the future on pipes and filters.

And everyone will find our introduction to public domain software plus the survey of programs specially written for the PC1512 useful, money saving reading. And our reference guide to MS-DOS shouldn't be missed.

All in all, there are articles for everyone in the first issue of PC Amstrad. However you use your PC1512, you'll find something to interest, entertain and inform.

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range of software  
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computers.

# Your Amstrad can handle interactive presentation quality graphics. So here they are.

The Amstrad 8256 and 8286 don't simply have massive memory capacities that take them across the dividing line between home and business machines. They also have GDX graphics extension systems that make them potential producers of high quality (and highly exciting) graphics for business, educational, scientific, industrial or pure pleasure purposes.

Now Digital Research, creators of the CP/M operating systems that make this graphics capability possible, offer you two professional graphics software packages which exploit it to the full: DR GRAPH and DR DRAW.

## Data comes alive with DR GRAPH £49.95.

DR GRAPH lets you use data entered manually or created with popular spreadsheet programs such as SuperCalc to design vividly effective and professional line, bar, scatter and stick graphs, and pie and text-only charts, quickly and effortlessly.

Simply choose options from menus and by filling in a form.

When you've completed your selections, you've completed the graph.

Choose from three different type styles (plus your machine type) for titles, legends and annotation copy. Deploy different line styles, line and bar widths and eight filled patterns to add clarity and emphasis. Add borders, colours and labels. Bar charts can be stacked, clustered, or arranged in steps or "slices". Pie charts can include exploded "slices".

Annotation can be incorporated, modified, and moved anywhere you want. Different graph types can be combined with one chart and summary as four different charts or graphs can be combined on a single page.

## Ideas become art with DR DRAW £49.95.

DR DRAW lets you create organization charts, flowcharts, business logos, technical diagrams, maps. Or just about any shape or line drawing imaginable.

And each element can be enhanced or highlighted with a variety of colours and patterns.

Easy-to-follow menus let you select pre-programmed shapes—circles, bars, arcs, rectangles, polygons, and lines—or create your own pictures, by modifying these shapes via mouse or keyboard. Add text anywhere you wish, selecting between a wide variety of type font styles.

Resize with the stroke of a key. Fill a shape with colour or patterns.

Enlarge or reduce it. Move it to a new location or copy it.

Change type fonts, size, colour, and location with just a few simple keystrokes.

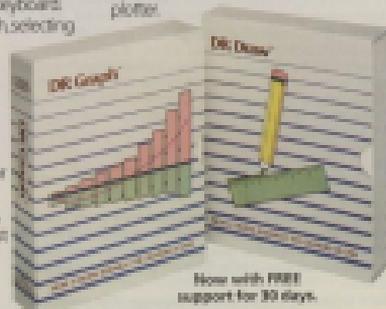
Zoom in for detailed work, then zoom back out

to view the entire picture. Or zoom out to fit your picture neatly in a 8 1/2" x 11" or 11" x 17" page layout. Or extra-large drawings, you can pan the screen back and forth over each section.

## See, store, print, present!

DR GRAPH and DR DRAW let you see exactly what you've designed on screen. Then store it on disk for recall or update later. Or print or plot on paper or overhead transparency film.

Either way, you've got a totally professional presentation. Both packages run on Amstrad CPC 6128 or PCW 8256 computers with one or two disk drives. Hard copy can be produced on any GSA-compatible printer or plotter, such as Amstrad 8200 or 8200a printers and the HP 7170A plotter.



## Amstrad Professionals from Digital Research. Now Professionalism begins at home.

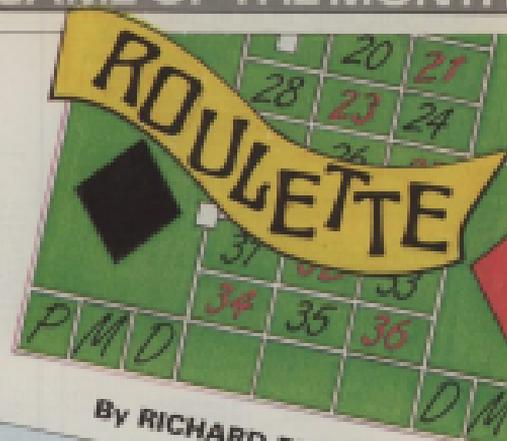
To place an order, send Cheque to: Amstrad Sales, Digital Research, 6301 Limited, Oxford House, Oxford Street, Newbury, Berkshire RG13 1AB. Or telephone Newbury (0251) 38181 or 38181, with your credit card details. Or contact your local Amstrad dealer.

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**DIGITAL  
RESEARCH**  
The creators of CP/M



By **RICHARD PEARCE**

**T** HIS game for one or two players is a faithful rendition of the casino favorite whose fortunes may be won or lost – but in this version you won't lose your shirt.

You can place all the bets found in the real game and the odds paid are the same as in the casino. Anticipation and suspense are maintained as you watch the ball spin round the wheel.

Once past the introduction you choose the level of bets you require (A-E on the menu), then follow the remaining prompts to set the amount.

There is no restriction on the number of bets you can place – other than your bank balance.

You can look at the wheel by pressing **Left** spin it using the **M** key, in the two player mode the **R** and **O** keys switch the bet-placing option between players.

Your aim is to win £5 million and you are allowed to bet up to £100,000 if your bank balance will stand it. The various bets and the odds paid on each are shown in Figure 1.

The game ends when you have either run out of money or, hopefully, broken the bank.

When in two player mode, it's a good idea for player 1 to place all his bets first, as occasionally the chips overlap on the table and may obscure the other player's.

Player 1's chips are white and those of player 2 are red, but in two particular sets of circumstances – the bet of a **Carre** using 0, 1, 2 and 3, and a **Transversale Plein** using 0 with 1 and 2 – a sequential chip is used for clarity.

If you are restricted to a green screen monitor your display will benefit from a change of **INT 2** in line 300, from 8 to 16. Although this is not strictly the correct green for a roulette table you will be able to see the numbers more clearly.

Once Roulette's running you'll have hours of fun trying to break the bank. So, ladies and gentlemen, take your seat...

- ### MAIN VARIABLES
- bet Value of bet.
  - P Coordinates of wheel.
  - da Used when playing table.
  - r Subscript of aLet and so on.
  - Set to 1 if bet wins.
  - Bank Balance.
  - l Number you have bet on.
  - Calculate chip coordinates.
  - Choose from menu.
  - X, Y coordinates of wheel numbers.
  - Number chosen.
  - Chip colour.
  - Player number.
  - Number of players.
  - Chip coordinates.
  - Amount of money left.
  - Date of individual bets.
  - X coordinates of wheel.
  - If set to 1 bet will spin.
  - Number chosen on spin.
  - Ready also for letters on table.
  - Remember bank balance at start of each round.
  - Set to 1 if you have an even bet and zero turn up.
  - Used to ensure correct position for ball to spin.

Name	Description	Odds
Plein	Any single number	35 - 1
Chéneau	Any two adjacent numbers	17 - 1
Transversale plein	Horizontal row of three numbers	11 - 1
Carre	Square of four adjacent numbers	8 - 1
Sixaine	Two adjacent horizontal rows	5 - 1
Couloir	Column of 12 numbers	5 - 1
Dozaine	10 numbers 1-12, 13-24 or 25-36	2 - 1
Deux Dozaines	24 numbers 1-24 or 13-36	1 - 1
Pair/Impair	18 numbers 1-18 or 19-36	Even/Odd
Pair/Impair	Any odd/even number	Even/Odd
Noir/Rouge	Any red/black number	Even/Odd

```

10 000          Roulette
10 000          by Richard Pearce
10 000          (all computing with the keyboard
10 000          ***** 240 bytes *****
10 000          1000
10 000          0,0:000 0,1:000 1,0:000 0,1:0
10 00000          1,1,2,3,4,5,6,7,8
10 00010          0,1,2,3,4,5,6,7,8,9,10,11,12:000:00
10 00000          0 any player 11 or 12 played
10 11 player 1 bets 10
100 player1 bets 10
100 11 player 10 played 1000 10
100 11 player 10 played 1000 10
100 00010          0,11:0000 11 even odd a bet
100000
100 000          0,000,1,000,0,1000,0,1000
    
```

Figure 1: The different bets and their odds





## Every home a ticket office?

FREELANCE journalist and MicroLink subscriber Roger de Freitas travels a lot during the course of his work.

So naturally he finds MicroLink services such as the Official Airlines Guide to flights and hotels, and the British Rail booking facility a great help.

"I see my micro as a word processor and MicroLink to send and receive information", he said. "And I use the system a lot for planning my travelling arrangements."

"And even when I'm not actually going on a trip I enjoy just scrolling through the flight schedules and train timetables."

"It occurred to me that it would be rather nice if one could obtain the ticket at the same time as booking a train journey."

"The present MicroLink system of booking with British Rail is very good, but I still have to queue for 20 minutes at Waterloo Station to pick up my

tickets.

"I look forward to the day when BR and MicroLink will allow me to print out my own ticket from the system so that I don't have to stand in line any more."

"I'm sure I'm not the only MicroLink subscriber who would appreciate such a facility, and with the way technology advances these days we will hopefully see it happen in the not too distant future".

## Library logs on

IAN McGowan has five million books in his library, and the total is increasing by about 70,000 volumes a year.

He's thankful he doesn't have to dust them, but he does have to keep track of them — which is where MicroLink comes in.

As a Keeper of the National Library of Scotland, Ian is one of seven people charged with managing the contents of the 300-year-old institution.

With the library dispersed among five different locations, this is no mean feat. But Ian intends

that MicroLink's text and electronic mail will soon allow the various buildings to communicate with each other swiftly and efficiently.

At present there is a sophisticated tape set-up in the main building, but it is not linked to the other sites so a messenger has to go between them with pieces of paper. Eventually, however, there will be a MicroLink mailbox at each location.

## Emergency hot lines

MICROLINK has joined the emergency planning team for Shropshire, providing the county's civil protection group with additional communications options for use in crisis situations.

County emergency planning officer Gordon Tipler explained: "Communication is vital in a disaster, and the general rule is the more alternative means you have at your disposal the better. MicroLink will give us extra options through electronic mail and telex."

"In addition its database will prove very useful — for instance Save a Life as a training aid for our emergency service volunteers and other technical material for our team of scientific advisers".

## Bridging culture gap

HARVEY Street dentist Dr. Harveem El-Fassary finds strength that Muslims get a raw deal from the British media, and consequently are misunderstood by the general public.

"I put it down to ignorance of the Islamic world", he says. "If we could overcome this through educating people we should be on the way to achieving tolerance and understanding".

Dr El-Fassary is chairman of the Islamic Society, an organisation set up to promote religious tolerance in the UK. It has 300 active members spread

throughout the country, and also a large number of associate members — mostly Christians — who are aiding the cause.

"We use using MicroLink telex, electronic mail and telemessages to maintain a flow of information about Islam to the media and various other organisations", he said.

"A large number of our associate members are schoolteachers, and it is important to get our message over to the schools. Thankfully most British schools are on-line so we can reach them through MicroLink".

## Micro chessmen on the board

The great computer chess challenge is underway on MicroLink. First battle pits the reigning world champion, Colossus 4 Chess — undefeated in 21 contests — against the leading contender Polon Chess.

The contest stems from an open challenge to all comers by aircraft engineer Graham Laing, who threw down the gauntlet on MicroLink's bulletin board because he wanted to find out just how good his Colossus 4 Chess program really is. Property consultant Eric Ericsson was one of three subscribers who offered to do

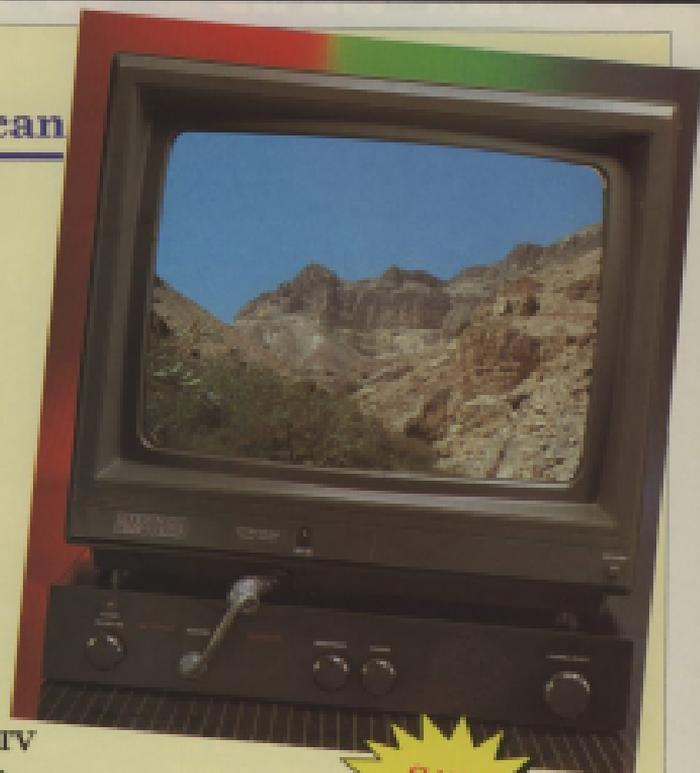
battle by electronic mail.

The software a software contest is "a marvellous idea, tremendous fun — I've been putting a blow-by-blow account of it on the MicroLink bulletin board", says Eric. "I hope we'll see more chess played on MicroLink as a result of this — perhaps we could even get a league going if enough people are interested".





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# All this in just

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## ...and at a price

Mini Office II offers the most comprehensive, integrated suite of programs ever written for the Amstrad – making it the most useful productivity tool yet devised.

A team of leading software authors were brought together to devise a total of 36 man years of programming to the development of Mini Office II. What they have produced is a package that sets new standards in home and business software.

The sample screenshots above illustrate just a few of the very wide range of features, many of which are usually restricted to software costing hundreds of pounds. Most are accessed by using cursor keys to move up and down a list of options and pressing Enter to select.

Is it that easy to use? Several leading reviewers have

already rung its praises on this very point.

Yet possibly the best advertisement for Mini Office II is that it comes from the same stable that produced the original Mini Office package back in 1984.

That was so successful it was shortlisted in two major categories of the British Microcomputing Awards – the Oscars of the industry – and sold in excess of 100,000 units!

It was up to Mini Office II to take over where the first Mini Office left off, with 32 extra features, two additional modules, a program to convert existing Mini Office files to Mini Office II format, and a 60 page, very easy to follow manual.

This is the package thousands of Amstrad owners have been waiting for – and at a price everyone can afford!



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Also included in the package is a 64-page novel, with a 32-page playguide.



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## Launch into oblivion with this science fiction fantasy

Silicon Dreams is the second big-value adventure pack from award-winning software house, Level 9.

The three adventures - Snowball, Return to Eden and The Worm in Paradise have been extensively re-written and expanded for this trilogy.

*Silicon Dreams features:*

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- Huge 1,000 word vocabulary
- Multi-command sentences
- Ultra fast response times
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## Lose yourself in the magical world of Kerovnia!

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This superb package includes a 44-page novel and a cryptic help section.

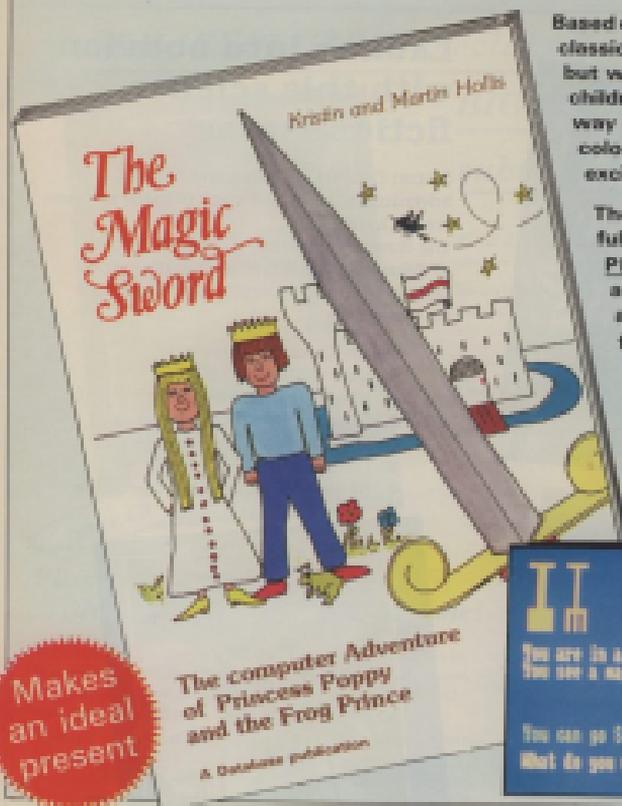


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CPC 404, 504	Silicon Dreams	3 Tapes	£16.95	£16.95	£2	£17.95	£3
CPC 6128	The Pawn	Disk	£16.95	£16.95	£3	£23.95	£3

\*CPC 604, 604 Plus only. CPC 6128 Plus graphics.

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What do you want to do?



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**T**HE worst thing about magazine listings is having to type them in, particularly reams of meaningless data statements containing machine code. At least Basic makes some sense as you enter it.

Normally we manage to get 12 bytes and a checksum on each line with our current 40 characters wide width. The hex numbers are in a string and MOD is used to extract each byte when the code is being printed.

Wouldn't it be nice if there was a way of compressing the information so that there were fewer characters to type in?

Program 1 will turn an area of memory into data statements and include them in a Basic loader. It has the added bonus that two bytes (or a word) will only occupy three characters (rather than the usual four).

This allows us to get 18 bytes in a data statement and there is still room for the checksum. The compression is achieved by working in base 64 instead of base 16 (hex).

There are two main uses for this program. Subverting work to Contender with the Amstrad is the most obvious, but whenever you mix Basic and machine code and don't want a separate binary file, this method will use less memory than a hexadecimal loader.

On the Amstrad it is possible to deal with numbers as single bytes in the range 0 to 255 (FF in hex) or as double byte words between 0 and 65535 (FFFF in hex). A normal loader writes a single byte at a time or at best reads whole words and then splits them into two bytes.

When writing down hexadecimal we use the letters A-F to show the extra digits that do not appear in base 10. If we extend this idea to use other characters it is possible to write numbers in bases greater than 16. A minor problem is that if one of these characters is a colon the data would be cut short because Basic takes this as the end of a statement (or delimiter).

A look at the character set reveals that the range of characters starting just after the colon at the semicolon and ending at lower case z is just enough to represent base 64.

The advantage of this is that the maximum number we need - (FFF) has - is only three digits in the higher base so we can put more bytes on a line. Figure 1 shows how two bytes can be split into three characters.

The only drawbacks are that the data is a bit less legible and the Basic

# Compacted listings are easier on your fingers

**IAN SHARPE** shows how to cut the key tapping

needed to unravel it is longer than before.

For machine code that runs to more than a few lines of data there is an overall saving in size with the new loader, and the longer the code the greater is the saving.

Dasak uses some machine code to speed things up and get round the problems Basic has with numbers greater than 32767. The loader for this is at the start of the program and is an example of base 64 output.

I assembled the code below Basic because any location above it might be in the area you want to turn into data.

Before you run the program, lower WARM and load your machine code above it. If there is an installation routine such as finding out which model of CPC it is sitting in or setting up an RGB, then don't call this before you turn the memory block into data.

The program is written with a 40

character wide column in mind but is easily adapted to other widths by altering the values of the loop counters. You will be asked for the start and end addresses of the area of memory you want to save as data, so make a note of this when you are assembling.

Conversion is fairly rapid and the results are saved to tape or disc. If you subsequently reassemble the program the value of the line number variable in the error checking routine will need altering. Line 60 in Program 1 is an example of this.

The only unfamiliar character in the data is - which can be obtained by pressing Shift and I. If your loader uses this loader for all but the shortest listings we can save space in the magazine for other things and, of course, you'll do less typing.

**Full listing starts on Page 112**

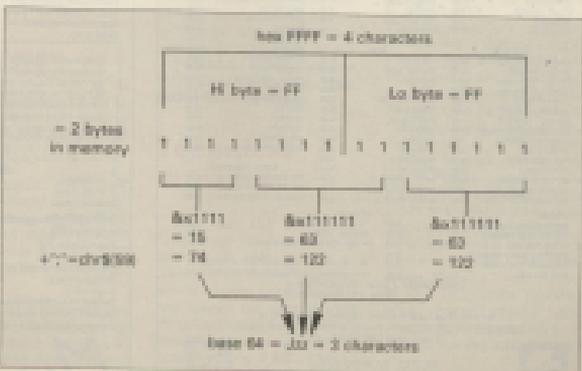


Figure 1: Splitting two bytes into three characters





## From Page 113

also. Melbourne House, CNI, Bebbagecroft and Amtek all have good drawing packages at around £15.

One of the best packages around is the AMX Art plus AMX Mouse package from Advanced Memory Systems. It costs a lot more than you want to pay at £79 but is excellent value for the extra and was reviewed in the June 1989 issue of *Computing with the Amstrad*.

If you don't mind the typing we published an excellent drawing utility in our June 1989 issue.

To use the variable dump program you simply run it and then CALL B&009 to set up the new RSR command. Then run the program you wish to check out, escape from it if necessary - it may stop with an error message - then issue the command-WARDUMP in direct mode and all your variables will be listed to the screen.

If this does not work then somewhere in your version you have made a typing error as the published listing is correct. Remember that even though the checksum

## COMPUTING with the AMSTRAD *Postbag*

WE welcome letters from readers - about your experiences using the Amstrad, about tips you would like to pass on to other users - and about what you would like to see in future issues.

The address to write to is:

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might indicate everything is apparently in order, it's always possible for one error in a DATA list to cancel out another.

## Split mode screen utility

I FOUND Roland Maddison's split mode access utility in the May 1989 issue of *Computing with the Amstrad* and thought "Great, just what I need". So I typed it in and it worked. However, what I was after was Mode 3 or 1 at the top with Mode 2 at the bottom. As I know nothing of machine code and cannot

customise the routine, please can you tell me how to do this? - R.C. Owershaw, **Bedfordshire, Kent.**

■ It is possible to change the modes in operation and you need to modify the Basic loader. First decide which modes you want in each half of the screen and use the hex codes from the following list:

Mode 0: 10000000  
Mode 1: 10100000  
Mode 2: 10200000

To alter the upper mode, replace the last two characters in line 200 before the comma and the first six in line 200 with the relevant sequence.

The lower mode can be

changed by substituting the last six characters in line 410 before the comma and the first two in line 420.

You will also need to delete line 310. Save it before you run it. The position of the split can be controlled by POKEing &4004 with a number between 1 and 5.

## Problems with Life

IN the March 1987 issue of *Computing with the Amstrad* you published my letter entitled *Life in the River*, but some errors seem to have crept in.

In line 7503 there is a semi-colon missing and it should read:

```
100 IF ...=100 ...=100 THEN  
PRINT "error": GOTO 7500
```

At the bottom of column two D100 F000 should be D100 F000.

In the third column:

```
PRINT "error": GOTO 7500
```

should be:

```
GOTO 750000: GOTO 100,0000
```

I hope this clears up any confusion that may have arisen. - P.B. Leach, **Marlin, Herts.**

■ You are quite right, the mistakes were mine. The editor's getting old - his fingers aren't quite as nimble as they used to be.

# Printing Minifile records

I WAS very pleased with the Minifile program that I typed in from the February 1987 issue of *Computing with the Amstrad*. The only thing missing is an option to print out records.

The following routine is my solution and adds a window to the display option giving you the choice of either printing the displayed record or exiting.

The only limitation is that each entry is on a new line rather than across the page as on the screen. - B. Southey, **Holland.**

■ Another useful modification to one of our programs. Not only does it prove that the original listing was correct as published, it demonstrates once again

the ingenuity of one of our clever readers, and wins her a letter.

## £10 Prize letter

```
1000 CALL B&009,15,50,0000  
4000  
1100 0000 0000  
1100 010000  
0000 00 110000  
0000 000000,00,71,2,0,00  
0001,0,1100  
0000 001 00,50,100,000 0,  
0,00000 0,0  
0000 0000 0,0,0000 0,70  
10000 00,0  
0000 00000, 00000 0  
0000 00000, 00000 0  
0000 00,00,00,00000,000  
01000  
0000 0000 0000  
0000 000, 00000,00,0,000  
00000, 11,0,0,00 0000, 0  
0000 00,00,00000, 000 0  
0 000 0000-1
```

```
0000 10 00000000 000 00  
00 000 0000  
0000 10 0000000000 0000  
0000  
0000 10 00 0000 0000 0000  
0,00,00,0000,000000, 00  
00,00,00,0000,0000 00 00  
00  
0000 00 00 0000 0000 0000  
0 0000  
0000 000 0,00  
0000 0000, 00000, 000000  
0,0000 0000, 00000, 000000  
000000  
0000 00000  
0000 000 000 000000-10  
00000,0  
0000 00000, 00000, 000000  
0000 00000, 0000000, 0  
000 00000
```

## Alternative language

I WAS very interested to read Ian Shaper's *Dragon Curve* article in the March 1987 issue of *Computing with the Amstrad*.

As the saying, *Latentecivae Spanis* is not the best language for recursive programs. However, many Amstrad owners with a disc drive also have an alternative language which is ideal for this sort of work - Logo.

Here is the translated program, and I think you will agree that it looks much neater, even if it does run

rather slowly, it will work on any CPC as well as the PCMC.

```

R1: 10 0000
R2: 11
R3: 12
R4: 13
R5: 000 10 4
R6: 000 10 11
R7: 000 10 1
R8: 000 100
R9: 000

```

```

R1: 10 0000 100
R2: 11 0000 1000 0000
R3: 0000 100-1
R4: 000 10 000000 100-1
R5: 000 100-1
R6: 000 10 10-1
R7: 11 000 1000 10 10
R8: 000

```

```

R1: 10 000
R2: 11 000 1000 10 10
R3: 000
R4: 11 000 1000 10 10
R5: 000
R6: 11 000 1000 100 10
R7: 000
R8: 000

```

Logo is an interesting but neglected language, how about a series?

Finally, I would like to see with your reply to Mr. Smith in the March 1987 posting. The CPC624 does have a BASIC command but it has a bug and does not appear in the user manual.

It needs two opening brackets and will not accept a period sign in the command. You need to use a dash instead and print the period separately. — A. Chalmers, *Carrow*.

● Your Logo Dragon is certainly a lot cleverer than the one in Basic. However the procedures above can be refined and we have listed this as Variation 1.

All programs printed in this magazine are exact reproductions of listings taken from working programs which have been thoroughly tested.

However, on the rare occasions when mistakes occur corrections are published as a matter of urgency. Should you encounter error messages when you type in a pro-

gram, they will almost certainly be the result of your own typing mistakes. Unfortunately we can no longer answer personal programming queries concerning these mistakes. Of course letters about suggested errors will be acknowledged without delay, but any replies found necessary will only appear in the next page.

#### Variation 1

```

R1: 10 000
R2: 100 100 100 100 0
R3: 100 100
R4: 10 100
R5: 000

```

Those interested in Logo may like to ponder the significance of Variations 1 and 11.

#### Variation 11

```

R1: 10 000
R2: 000 10000 1111
R3: 100 100 100 100 0
R4: 100 100
R5: 10 100
R6: 10 10000
R7: 000

```

#### Variation 111

```

R1: 10 000
R2: 000 1000 1000 1
R3: 100 100 100 100 0
R4: 100 100 10 10000
R5: 000
R6: 000

```

They are not the ideal method in this context, but demonstrate the true power of Logo, which is neglected in books that concentrate on turtle graphics.

In Variation 11, draw builds up a list of comments in the equivalent of an array and then executes

them like another list of programs.

In Variation 11, draw writes a new procedure — during — and then calls it.

By the way, don't type in the line numbers, they're just to make the listing clear. A beginners series on Logo starts next month.

## Error messages

I PCMC used PP, the CP/M utility, many times in the past with no problems but recently I have been getting error messages and I am wondering what is wrong.

For instance, to copy the file TEST.DAT I would type in at the prompt:

```
C>C:101,101
```

but when I do, the message file does not exist appears. However, it I use:

```
C>C:101,101
```

TEST.DAT is found and copied successfully.

After doing this, if I use the original command, the file is found and another copy can be made.

Can you suggest what is happening and is there a fault developing in either my CP/M disc or my 80287 — Tony Baker, *Farnham, Surrey*.

● You have us baffled. The directory is perhaps becoming corrupted, but then how can it un-correct itself?

Presumably you have used the DIR command to find the file PP fails to recognise. DIRB will not find it initially, but will then display it when it has been PIPped with \*DIRA, all we can suggest is that something is wrong with your CP/M system disc.

## 500 Prize letter

## Screen fades and war games

HERE are a couple of short programs that might interest your readers. The first provides a screen fade for CPC users who may find rather neglected after Adam MacDowell's version for the PCMC.

It works by running through the screen memory several times gradually replacing all the ones with zeros.

```

10 000 100 Screen fade
20 000 10 1000 100
30 0000 1000 1
40 0000 1000 1000 100
50 100 10 100
60 0000 1000 100 1
70 000 1000 100 100
80 000 1000 100 100
90 000 1000 100 100
100 000 1000 100 100
110 000 1000 100 100
120 000 1000 100 100
130 000 1000 100 100
140 000 1000 100 100
150 000 1000 100 100
160 000 1000 100 100
170 000 1000 100 100
180 000 1000 100 100
190 000 1000 100 100
200 000 1000 100 100

```

And for war games enthusiasts here is an explosion.

```

10 000 1 Explosion
20 000 10 1000 100
30 000 1000 1000 1
40 0000 1000 100
50 000 1000 100 100
60 000 1000 100 100
70 000 1000 100 100
80 000 1000 100 100
90 000 1000 100 100
100 000 1000 100 100
110 000 1000 100 100
120 000 1000 100 100
130 000 1000 100 100
140 000 1000 100 100
150 000 1000 100 100
160 000 1000 100 100
170 000 1000 100 100
180 000 1000 100 100
190 000 1000 100 100
200 000 1000 100 100

```

If you contact your referee up to a 1000 characters it's guaranteed to impress your friends and draw the neighbours, so watch it — John Gray, *Eastbourne, Surrey*.

## For all music lovers . . .

I have subscribed to all of J.S. Bach's Brandenburg Concertos or Suites which may be loaded into Roland's Advanced Music System linker module.

As a demonstration of the Amstrad's musical abilities they perform well enough, but with the computer connected to a hi-fi the effect is astonishing.

If anyone is interested I

would like to write to you for further details, enclosing a stamped addressed envelope.

This is not a commercial venture — I am very pleased with what I have done and would like to share it with as many fellow enthusiasts as possible — Rob Baxter, 60, Milton Cross, Whalley Range, Manchester, M14 6PP







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# COMPUTING

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# PCW

No. 1 Vol. 1 May 1987

**AN OLD FRIEND  
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## The PCW down on the farm

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# Amstrad is the first of the big spenders

AMSTRAD is on top again. The company's £3 million plus PCW promotion campaign puts it at number one in the advertising league of computer big spenders.

In the Media Register list of the 500 most advertised products, the PCW was miles ahead of any other computer. The list showed that Amstrad had spent more than £3.1 million last year pushing the PCW.

This news is more ammunition for the company as it hits back at critics who complained that the PCW would be forgotten once the PC1512 was up and running.

It also shows a commitment to a product which Alan Sagar always expected would be in a totally separate market from the PC range — the word processing sector for typewriter replacement as opposed to the personal computer sector.

Proving that once again Sagar's marketing instincts were correct, the continued success of the PCW helped raise per-unit profits of £75.3 million in 1988. This was on sales which increased by 112 per cent and represented a 158 per cent increase in profits.

"There are a few pundits walking around with red faces at the moment", said sources close to the Amstrad engine room. "They spent all last year bleating that we were going to let the PCW slip away gracefully. These fly ones show just how wrong they were".

## LocoScript takes wings

CRITICISMS of the LocoScript word processing package for the PCW have been taken to heart by Locomotive Software. In the new LocoScript 2, due out this month, it has responded with a series of features aimed at appeasing the critics.

Locomotive director of marketing Howard Fisher said the new program would run up to between two and three times faster than its predecessor.

"We have looked at ways of dealing with long documents and have come up with a 'find page' feature. The menu offers this option each time you approach a document", he said.

The company has added a whole series of commands to ensure the program can work with all sorts of

printers. "We haven't found a single printer which LocoScript can't drive. We have, however, found some printers which cannot use all the features of the package".

The normal character set has been modified. The complete modern Greek alphabet and the major Cyrillic characters have been added. "It now offers all the major European languages, including all the accents", said Fisher.

## Read on . . .

A MANAGEMENT Journal has ensured the future of the Glentop computer book list. Glentop Publishers, whose best seller was Program Your PCW, has been replaced by Glentop Press.

The new company has promised to support the existing list which recently included four of the top 10 best-selling computer books.

## Deutsch drive

AMSTRAD is poised to challenge for the number one spot in the German micro market, the position currently held by Commodore. Through its associate Schneider, Amstrad to date has sold some 268,000 CPCs and around 70,000 PCWs.

But its major push is out Commodore from the dominant position in its European stronghold will centre on the PC1512.

Per Schneider has already reached top sales of more than 50,000 units of the new machine since its launch.

"We expect to sell well in excess of 200,000 PCs this year", Werner Lein, Schneider's software development manager, told Computing with the Amstrad PCW. "It is going to be a very good year for us indeed".

However, the Schneider man admits it will be an uphill struggle to topple Commodore. "Here in Germany, Commodore is the big name in personal computers but we are starting to breathe down their necks", he said.

## Light relief

HEWSON has converted its two most successful simulations to the Amstrad PCW. Southern Belle and Heathrow Air Traffic Control were designed as fee programs "with an overriding element of realism". The company's

Shape of things to come . . .



NEXT month Computing with the Amstrad PCW becomes a fully independent magazine — entirely devoted to the needs and wishes of users of the PCW856 and 8512. What you see in these pages is just a taste of what is to come.

PCW people want more news, more information, more help and advice. That is what you'll find in plenty within the pages of Computing with the Amstrad PCW. Make sure you don't miss a copy by taking out an annual subscription. There's an order form on Page 22.

Southern Belle was the first real realistic simulation. It is based on a 1930s King Arthur class engine on the London to Brighton run. Designed by railway expert Bob Hillyer, it features detached moving graphics with hidden line removal to reproduce the route's more famous landmarks.

Heathrow ATC has seven levels of play and an extra demonstration exercise to give an appreciation of the operations before the game begins.

The two games are packaged together for £26.95.

## Courses approved

THE Federation of Microsystems Centres has won official approval for its PCW training courses.

The Amstrad User Club's Learning Centre, which operates under exclusive license from Amstrad, said the Federation has "so far been in meeting the stringent code of practice quality requirement".

The Federation, which has 28 centres nationwide, has already developed 28 structured courses for the PCW and PC. The first centres to run the courses include Birmingham, Coventry, Leeds, Newcastle, Sheffield and Wokingham.

## Gap bridged

A BRIDGE between the Amstrad PCW and PC1512 has been built by Meridian Computer Systems. MRAF, the file transfer package designed to operate between two different micros, has been adapted for the PCW.

It comes with disc configured to the relevant micros and a cable for communications. Instructions are documented within the program.

# MASTERFILE 8000

FOR ALL AMSTRAD PCW COMPUTERS

MASTERFILE 8000, the subject of so many enquiries, is now available.

MASTERFILE 8000 is a totally new database product. While drawing on the best features of the CPC version, it has been designed specifically for the PCW range. The resulting combination of control and power is a delight to use.

Other products offer a choice between fast but limited-capacity RAM files, and large-capacity but cumbersome fixed-length, direct-access disc files. MASTERFILE 8000 and the PCW RAM disc combine to offer high-capacity with fast access to variable-length data. File capacity is limited only by the size of your RAM disc.

A MASTERFILE hallmark is the provision of multiple, user-designed display formats. This flexibility remains, but now it's even easier. With MASTERFILE 8000 you design your formats "live"; no more questionnaires, just move your format effects around the screen using the cursor keys!

Record updating is even easier than before — just steer your cursor to any field on the screen and then insert/erase/delete as required.

Special options are provided for handling dates and currencies, and column totals can be generated.

All screen work is done graphically — and hence we offer unique panel, box, and ruled line options. Choose the line spacing at pixel resolution — you will be amazed how much clearer 8-pixel lines are than the usual 4-pixels. (Study the picture.) And all this faster than CP/M normally lets you point the screen! PCW printer functions, under menu control, are provided.

The screenshot displays the 'Customer Details and Orders' window. It features a table with columns for 'Customer', 'For each', 'Amount', 'Date recd', and 'To'. The table contains several rows of data. To the right of the table is a menu with options like 'Print', 'Sort', 'Find', 'New', 'Delete', 'Update', 'Display', 'Help', and 'Quit'. The interface uses a graphical style with boxes and ruled lines.

Customer	For each	Amount	Date recd	To
1000	10 Oct 87	100.00	10 Oct 87	...
1000	15 Oct 87	120.00	15 Oct 87	...
1000	20 Oct 87	140.00	20 Oct 87	...
1000	25 Oct 87	160.00	25 Oct 87	...
1000	30 Oct 87	180.00	30 Oct 87	...
1000	31 Oct 87	200.00	31 Oct 87	...
1000	31 Oct 87	220.00	31 Oct 87	...
1000	31 Oct 87	240.00	31 Oct 87	...
1000	31 Oct 87	260.00	31 Oct 87	...
1000	31 Oct 87	280.00	31 Oct 87	...
1000	31 Oct 87	300.00	31 Oct 87	...

Keyed files are maintained automatically in key sequence, with never any need to sort. You can have unkeyed files too, where records can be inserted at any point in the file.

Any file can make RELATIONAL references to up to EIGHT read-only keyed files, the linkage being effected purely by the use of matching file and data names.

You can import/merge ASCII files (e.g. from MASTERFILE III), or export any data (e.g. to a word-processor), and merge files. For keyed files this is a true merge, not just an appended operation. By virtue of export and re-import you can make a copy of a file in another key sequence. New data fields can be added at any time.

File searches combine flexibility with speed. (MASTERFILE 8000 usually waits for you, not the other way around.) You can even assign subsets of a file into one or more of seven pigeon-holes for subsequent reference or further manipulation.



FIELD-TO-FIELD CALCULATION is available, using any mixture of terms and arithmetic operators + - \* / ( ).

MASTERFILE 8000 is totally menu-driven, fully machine-coded, and comes with example files and a detailed manual. We claim (modestly) that you will not find another filing system with such power, flexibility, and friendliness.

MASTERFILE 8000 costs £49.95 including VAT and P&P to anywhere in Europe. Elsewhere please add 20% for air-mail service. ACCESS/VISA/MASTERCARD orders are welcome, written or telephoned, quoting card expiry date. Make cheques payable to "Campbell Systems".

Our normal response is return of post, 1st class. CAMPBELL SYSTEMS (Dept CW4) 7 Station Road, EPPING, Essex CM16 4BL, England. Tel: (0278) 77762/3



## From Page 5

subtraction and multiplication by two (add the number to itself).

That just about wraps it up for this month. There should be enough material here to keep you busy for quite a few weeks.

■ *Oh for luck in a couple of months and remember — if you have a problem, if no one else can help and if you can't find us, maybe you can hire The CRYA Team!*

## Bresenham's algorithm:

```

1000  dx=abs(x2-x1)
1001  dy=abs(y2-y1)
1002  dx>dy? g=1:g=0
1003  dx<0? x1=-x1:x1=x1
1004  dx>0? x2=-x2:x2=x2
1005  dy<0? y1=-y1:y1=y1
1006  dy>0? y2=-y2:y2=y2
1007  dx=dx/2
1008  dx>dy? s=1:s=0
1009  dx=dx+dx/2
1010  dx<0? dx=-dx
1011  dx=dx/2
1012  dx>0? dx=-dx
1013  dx=dx/2
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1015  dx=dx/2
1016  dx>0? dx=-dx
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1194  dx>0? dx=-dx
1195  dx=dx/2
1196  dx>0? dx=-dx
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1198  dx>0? dx=-dx
1199  dx=dx/2
1200  dx>0? dx=-dx

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Bresenham's algorithm for drawing a straight line

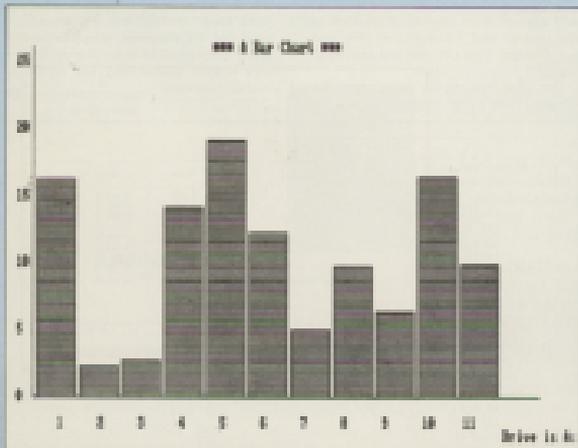


Figure 1: The bar chart produced by Program 1

```

1000  dx=abs(x2-x1)
1001  dy=abs(y2-y1)
1002  dx>dy? g=1:g=0
1003  dx<0? x1=-x1:x1=x1
1004  dx>0? x2=-x2:x2=x2
1005  dy<0? y1=-y1:y1=y1
1006  dy>0? y2=-y2:y2=y2
1007  dx=dx/2
1008  dx>dy? s=1:s=0
1009  dx=dx+dx/2
1010  dx<0? dx=-dx
1011  dx=dx/2
1012  dx>0? dx=-dx
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Program 1

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1000  Program 11
1001  dx=abs(x2-x1)
1002  dy=abs(y2-y1)
1003  dx>dy? g=1:g=0
1004  dx<0? x1=-x1:x1=x1
1005  dx>0? x2=-x2:x2=x2
1006  dy<0? y1=-y1:y1=y1
1007  dy>0? y2=-y2:y2=y2
1008  dx=dx/2
1009  dx>dy? s=1:s=0
1010  dx=dx+dx/2
1011  dx<0? dx=-dx
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1016  dx=dx/2
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1194  dx=dx/2
1195  dx>0? dx=-dx
1196  dx=dx/2
1197  dx>0? dx=-dx
1198  dx=dx/2
1199  dx>0? dx=-dx
1200  dx=dx/2

```

Program 11

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# PCW DOWN ON THE FARM

*Mike Gerrard finds a boom in customised software*

NO one was too surprised to see *The Secret Diary of Adrian Mole* brought to the computer, but how about the *Diary of a Cow? Well, that's one of the options available to farmers using customised agricultural software, which like all other areas has received a boost since the advent of the Amstrad machines and their budget prices.*

The PCW in particular has made a great change to the way in which a company like Sum-It Computer Systems of High Wycombe goes about its business. Sum-It specialises in agricultural software, though when originally established just over five years ago the aim was to provide both hardware and software for all types of small businesses.

The founders, however, all had a background in farming and it soon became obvious that there was a gap to be filled in the agricultural software market, and so the company began to specialise.

"Before the arrival of the PCW", says Sum-It's support analyst Jan Leggitt, "most of our business was in supplying both hardware and software, installing complete systems such as *Apricola*, *8605*, *1886*, whatever was needed for the particular job."

"Up until the arrival of the PCW, though, most farmers were faced with spending at least a couple of thousand pounds to get an adequate system, and for many of them that was just too much.

"What's happened since the PCW is that the hardware side of our business has grown smaller, while the software side, particularly for the Amstrad, has really taken off.

"Farmers are going out and buying the PCW for themselves because it's affordable, and then looking round for suitable software, and as far as I know there's only one other company in the country providing farming programs for the Amstrad.

"We do deal with the 6108 as well and in fact sold a couple of systems based round that machine only last week, but that was unusual and in general we'd always recommend the PCW because of the extra memory.

"Some people insist on having a computer that will also provide lots of games for their children, and I'm sure

that will happen with the PCW in time, but if they are they've got to have a computer with sound and colour that we go along with that and help them with the 6108.

"With it, though, you need to buy either a second drive or a silicon disc, and a suitable printer of course, whereas with the PCW it's all there.

"Our software is designed to be read into the PCW's ram disc, and then it writes the data back to the real disc at the end of the session, so the 8056 is perfectly adequate — although it's always worth spending the extra £100 to get the 8512 because you can store so much more information on it".

Richard Waring is a farmer in Lincoln, part of the family firm of the John Waring Group, with Richard in charge of both beef and pigs. Though the Group already had a mini-computer, Richard Waring wanted a stand-alone system for his own particular applications and opted for a PCW80256 with a cattle management program.

"There are 500 animals on the farm at any one time", he explains, "and with these kinds of numbers any analysis on paper is very slow and tedious. I thought about the possibility of a computer system for dealing with the beef animals, and I'm pleased with the Amstrad because it's fairly easy to operate and you can also move it about from place to place if the need arises.

"The details of each animal are held

in the computer, and at regular intervals I input the weighings on these animals to see how much they're putting on. The program also keeps a track of what food each animal is eating, and so I can see which feed gives the best weight gain.

"What I like is that at the press of a few buttons you can look at whatever information it is that you want. It's all there in the same place, so I can analyse things like which supplier's calves do the best, who buys my best animals, that type of thing.

"As the information you put into the system builds up, obviously you get more out of it and the more details you have on which to base your management decisions.

"Before getting the computer I would say that it took one person one full day each week to deal with all the information, and now we put it in three times a week, for about 20 minutes each time, and not only are the results more comprehensive they're also available almost immediately".

Since getting the original system, Richard Waring has added a copy of *Supercalc 2*, and this he uses to deal with food conversion rates, among other things. Information on weight gains from the cattle management program is entered into *Supercalc 2* and used to make comparisons of different feed types.

Diaries in the dairy is an option open



Richard Waring... calves and calves



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# TYPE SANS TEARS

*Having files typeset commercially can pose many tricky problems. Richard Elen explains the WordStar solution.*

ARTICLES in the January and February 1987 issues of Computing with the Amstrad showed you how it is entirely possible to typeset from an Ascii file generated by LaserScript. However, this approach has one disadvantage — the creation of an Ascii file strips from the text all the control characters originally put there to indicate the different typesizes to be used.

As a result, it's necessary to send to the typesetter, along with the text on disc, hard copy of the material to indicate where these changes should occur.

Such a procedure means that the typesetting company has to "intervene" to make those changes, which takes time, and therefore costs money. If you are producing repeating work on the PCW regularly and you're prepared to go to a typesetting company equipped with the relevant software — TypeSet from WordSmiths — you can short circuit that intervention.

You can produce a file which can be typeset directly, with you specifying the faces, sizes, position of text, in fact all the parameters that affect the final appearance.

All this for the cost of one piece of Amstrad software — WordStar. It's available from many dealers who supply the PCW system, and generally costs around £89.95.

It is the single most popular word processing program in the world, and is available for virtually all MSDos and CP/M computers, so the process described here is equally applicable to the Amstrad PC1612. In fact, once you've set up the program on either machine, the procedure for using it is identical.

WordStar for the PCW is a slimline version called Pocket WordStar, leaving out some of the more sophisticated functions available on the MSDos version. It does include mail merge facilities, and you can also obtain SpellStar, the spelling checker that goes with the package.

Pocket WordStar is entirely capable of utilising all the functions of the PCW standard printer (with the exception of true proportional spacing in fully

justified text, which is normally handled by introducing extra space characters between words), or any Epson-compatible.

It will also handle a number of delaywheel and other printers if you use the supplied install program to configure the system before you make up your work disc.

LocoScript files can be used in a similar fashion to that discussed here, but WordSmiths recommend the use of WordStar wherever possible, as it is more amenable to direct setting. This is partially because of the way LocoScript stores typeface specification data in the file.

New Word, which is compatible with WordStar files and is available for the Amstrad, can also be used for typesetting, and it has certain advantages, for example, skewing underscored and bold areas of text. However, it has been known to suffer problems with large files on full discs.

WordStar is available on so many machines that the setter doesn't need to own an Amstrad to use a file generated on one. It's a simple matter to convert the file from one disc format to another.

In WordStar a file contains the words of the text, with the high bit set on the last Ascii character of every word. Changes of typeface are embedded in the text by means of control codes, and are often legible. For instance, **S** in the text (meaning Control+5) indicates a change to underscore mode (usually interpreted as italic by the typesetter). The same character indicates a return from underline mode to whatever the style was before.

It is entered into the text by pressing **IS**, or Alt+P then **S**. The latter is the general form for entering a print command in WordStar — Alt+P followed by another letter, such as **B** for underline, **B** for bold, and so on.

The multiple spaces which pad out the text for justification are ignored by the setter, as are line spacings except in special cases.

WordStar is very easy to use if you are already used to LocoScript. Depending on your expertise with word processing, it will take you

between a couple of hours and a couple of days to become familiar with the new addition to your software library. Once you've learned WordStar you can use the same program with ease on a multitude of other machines.

It should be remembered, of course, that in saving time and money at the typesetter, you are also taking on an added responsibility, in that any errors that occur are yours.

Correcting those errors can cost more than the original setting. It's therefore important to get the hang of typesetting, and to practice on small jobs to begin with to avoid expensive mistakes.

To my knowledge, there is currently only one fully implemented direct conversion typesetting system designed to work with WordStar files, and that's TypeSet from WordSmiths Typesetting. WordSmiths was one of the originators of typesetting from computers in the UK, and its system is quite widely used.

The firm can advise you at a convenient typesetting company using the system, or can accept material on disc or via a modem.

You should also obtain from WordSmiths the TypeSet booklet, which explains all the instructions and commands that must be inserted into the WordStar text file, and how to construct a specification form to accompany your file.

This indicates to the setter all the fundamental typesetting parameters you want to use.

You call those parameters into action by means of embedded characters in your file.

Also you get a chart demonstrating the various faces available from your typesetter.

There are fundamental differences between the normal output from a word processor or a typesetter, and typeset text in a book or a magazine. For a start, many word processors, including WordStar, and most typesetters, use monospaced typefaces in which every character takes up the same width on the paper.

Typesetting, on the other hand, uses proportional spacing. Examining the

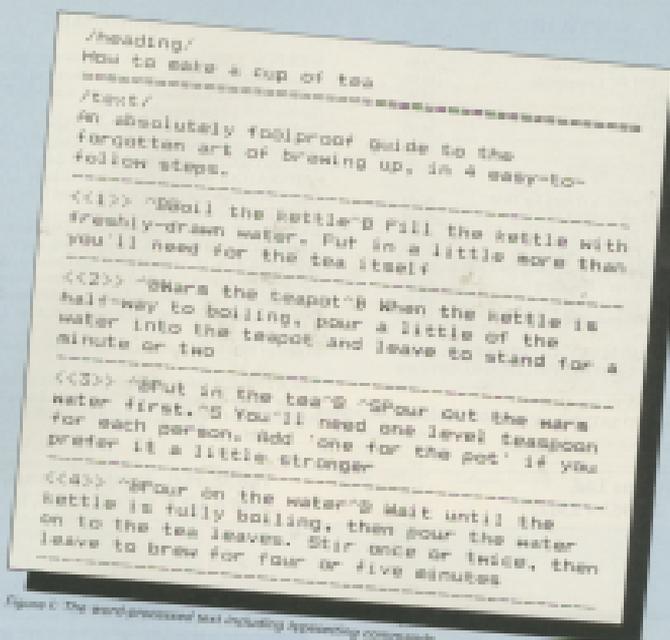


Figure 1: The word-processed text including formatting commands

text on this page and compare the amount of space taken up by an I and an m, for instance.

A word processor also limits the number of type styles you can use. You may have some variation on a modern dot matrix printer, with about two or three basic faces, and the capability to use underlining, boldface, expanded and perhaps italic versions. You may even be able to use a couple of different sizes.

In typesetting there are literally thousands of faces at your disposal, and a wide range of sizes. That writer of possibilities can be confusing to begin with, as can the apparent complexity of the way in which representing information is specified.

In addition, some things that work on a typewriter or word processor don't necessarily look that good when typeset, for instance a title in capital letters. In typesetting, you would probably use a different typeface, in bold, and a larger size.

Fundamentally, there are two parts to using TeXset, the specification form and the embedded commands.

Figure 1 shows just how simple typesetting from WordStar can be. It is taken from the TeXset booklet and describes a simple, yet essential process. It shows some of the com-

mands and special character combinations that instruct the typesetter to use different specifications. Alongside in Figure 2, is an example of how it might look when typeset.

You'll notice from the word processor file that two types of commands are embedded in it. There are the regular WordStar ones, like "bold" and "italic", which are used in exactly the same way by TeXset as they are by WordStar. But there are also some other commands which relate to parameters determined in the specification sheet.

Up to seven completely different type specifications can be used in each file. They can be called by a number embedded in the text like "P1" and "P2" but it's a good deal more understandable to use a name such as /heading/ and /text/. Each format covers every aspect of typesetting.

Within each format, you can determine:

- The line-length in lines (1/6in) and points (1/72in).
- The name of the normal font - used when a new format is called, or if the control character "N" is placed in the text.
- The type size in points.
- The line spacing.
- The justification mode (left, right,

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- 3 Put in the tea (spour out the warm water first. You'll need one level teaspoon for each person. Add 'one for the pot' if you prefer it a little stronger)
- 4 Spour on the water (wait until the kettle is fully boiling, then pour the water on to the tea leaves. Stir once or twice, then leave to brew for four or five minutes)

Figure 2: The typeset result

center or both).

● Alternate font faces, which enable you to call up a different face, size, line spacing and/or justification mode within the format, just by entering "A" in your text.

Then you include on the form what face is to be used when the "underscore" (italic instruction "I") is encountered, and the same for bold



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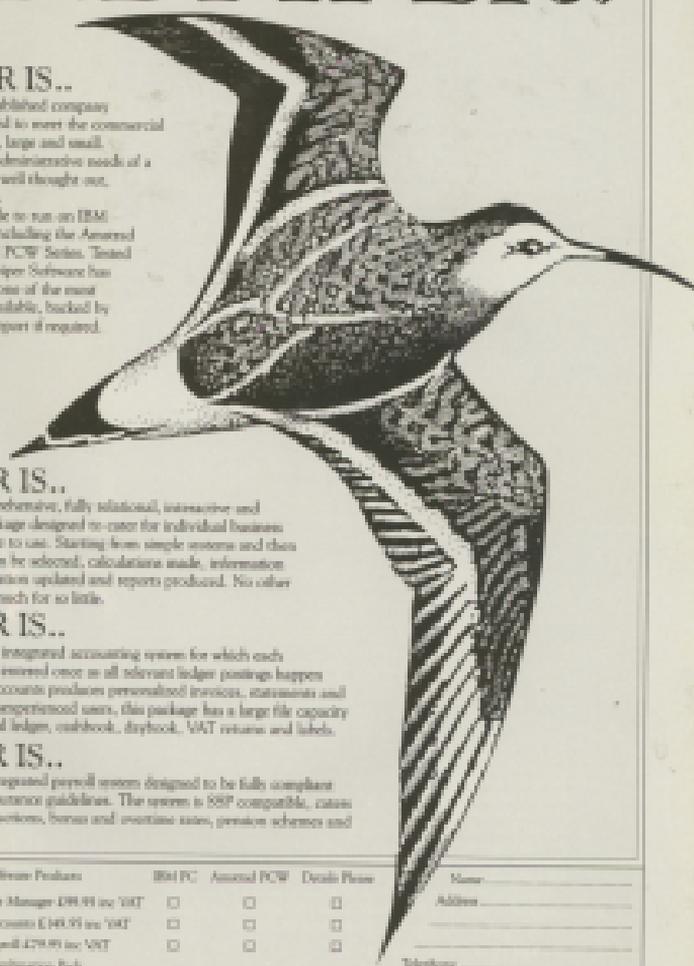


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- The 256K Silicon Disc is designed to be used with at least one normal disc drive. When fitted the directory uses 2K thus leaving 254K for storage, over 70K more than the normal discs.
- Data and programs can be exchanged between the Silicon Disc and a normal disc; application programs can then work on the data at vastly increased speed especially on systems with only one normal drive.
- Software is contained in an expansion ROM and there are two environments in which the Silicon Disc can be used: BASIC under MAFDOS where all the normal MAFDOS commands are fully supported (LOAD, SAVE, MERGE, COPY etc) and within CPM 2.2 CPM+ where commercial programs are allowed to run on multi drive systems.

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- The memory expansions increase the Acornstr 464's internal memory to give a total of 128K or 320K. The 64K's memory is increased to 128K. It is compatible with all DKTronics peripherals including the 256K Silicon Disc.
- It is supplied with bank switching ROM software (MSA software on cassette £126 in UK).

- The software adds some BASIC commands which makes it possible to use the second 64K (or 320 or 640) and 16K in the case of 256K) for storage of screens, windows, graphics and basic arrays. This ability means that you can write much larger basic programs and sophisticated programs that use full down menus with ease.

- With an expansion fitted on the 464 it then has the same memory configuration as the CPC 6126. It will then run CPM+ with its massive 61K TPA area opening up an even larger software base to 464 users. When using either of the expansions with CPM 2.2 on the 464 and 6126 computer the TPA is increased to 61K.

- The MMU is accessed by means of bank switching using a single MD port. Memory is actually switched in and out of the 64000 address space in 16K sub blocks (so are the ROMs). The port determines which particular combinations of the original four 16K sub blocks and any new sub blocks from the expansion MMU will occupy the 64K address space at any time. All of this switching is done automatically by the software supplied.

- The contents of the expansion RAM are retained if the computer is reset and if the MMU is used for machine code the contents will remain even if the computer crashes.

64K £89.95 including VAT (MSA only)

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# LEAD FROM B

DKTronics have produced this ing...  
enlarge the potential of the 464 an...  
and have been designed to copli...





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The sophisticated graphics package includes a colour palette, nudge control for fine pen accuracy, brush choice, fast handling and user defined characters.

- It can magnify, shrink, colour fill and create circles, rectangles, lines and curves.
- Complex pictures can be easily edited at pixel level using a 320x256 pad which is magnified for the full screen.
- There is picture storage and retrieval, and a pen calibration utility and there is also an Amstrad/typewr compatible printer dump utility supplied as cassette.
- There is a cassette version for the 464 and a ROM version for the 464 and 6128.

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- There is a cassette version for the 464 and a ROM version for both the 464 and 6128.

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# HELPING YOU TO SPELL IT ~~RITE~~ WRITE RIGHT

*Michael Sterne reviews a spell checker  
with the LocoScript seal of approval*

**UNLESS** you're an expert proof-reader and a perfect typist, you'll certainly benefit from using a spelling checker. LocoSpell is the official, Amatec-approved checker for LocoScript.

To use it you must prepare a start-of-day disc and the method is fully described in the clear and comprehensive manual.

Your start-of-day disc, if you are using the PC80286, will have to contain the LocoScript software, your PHRASES.STD and TEMPLATE.STD files, the LocoSpell software and the 32,000 word dictionary.

Everything you need is provided and takes up the whole of a 3.5 disc. Indeed, you may not have room for all your templates. With an 8012, or a second drive, the dictionary can be on a day-in drive B.

When you boot, the dictionary, whether on the start-of-day disc or in drive B, is copied to drive M. The 32,000 word dictionary, supplied on the reverse side of the software disc and requiring 198k, is only available for use in this way with the 8012.

You will find it easy to use LocoSpell. Pressing **F7** provides an expanded menu with the additional options shown in Figure 1.

Choose either of the first two options for a spelling check of the whole or part (a very useful facility) of the document currently being edited and displayed on the screen.

As usual, you can choose the option either by using the cursor keys or by typing the code represented by the capital letter.

When the program encounters a word it doesn't recognise, the menu shown in Figure 1 is displayed, showing the word and a suggested replacement.

This feature applies most frequently to the correction of typing errors or minor mistakes where the word typed is reasonably similar to the correct word: it is a considerable convenience.

Making the word as correct places the code "SAC" in contact with it so

Program: LocoSpell  
Price: £29.95  
Supplier: Amatec, Brentwood House,  
109 Kings Road, Brentwood, Essex  
SS16 4JF  
Tel: 0277 280202

that the checker will accept it, even if it is not in the dictionary. You can also place the code from the set menu or by using the set key and the alternative "SC".

Consulting the dictionary accesses 18 words at a time - you move the menu to the appropriate section by entering a word or some initial letters at the head of the menu.

You can look up a word while you are editing by typing all or part of it and choosing the single word option from the Master menu. A single keypress then inserts the word.

The program has a facility for creating and amending user dictionaries. You choose the final option to store an unrecognised word in a specially cre-

ated dictionary from which it will be recognised from then on: it is not saved permanently until the completion of the check.

The final menu gives a word count, an analysis of the spelling check and the option of updating the user dictionary.

You can create user dictionaries for all system ones. And although you can add a user dictionary to a system dictionary you can then no longer amend it.

All user dictionaries use the same filename and extension so that the only way of distinguishing between them is by their location in different groups - which can cause complications.

As the manual indicates, by recommending an upgrade, the 8254 is not really suitable for LocoSpell. The software uses 24k of drive M and the dictionary another 68k so that "disc" drive full" messages abound and you

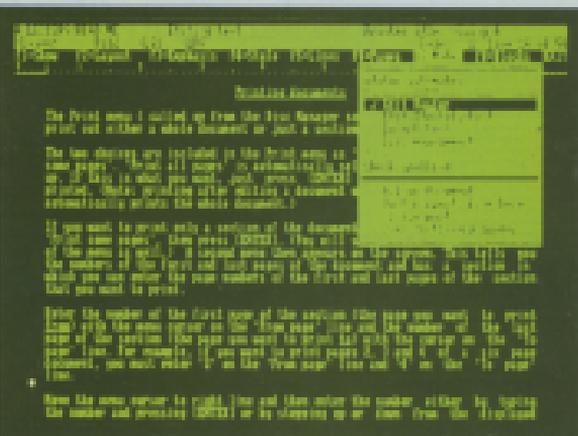


Figure 1: The expanded **F7** menu



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**DATABASE SOFTWARE**

TO ORDER, PLEASE USE THE FORM ON PAGE 109





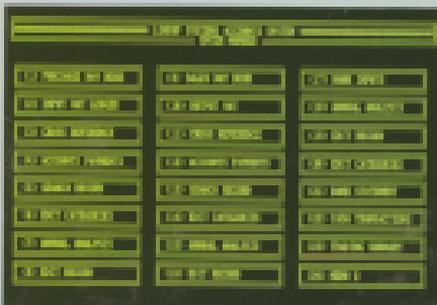


Figure 2: One of Linkup's main menus



Figure 3: Part of a new ledger entry

## From Page 25

represents good value for money.

Furthermore, the reports are clear and well laid out, whether sent to the screen or printer. Consequently the basic assessment is highly favourable since it easily passes my "minimum features" test.

The manual is reasonably helpful in that it explains the operations clearly and concisely. Unfortunately, like so many others at this end of the market, it does not contain a book-keeping primer to explain the purpose of these actions.

Neither does it come with the only practical alternative which is to supply a complete set of training files on the disc. If this had been the first accounting system I had met, I might well have struggled.

I particularly liked the way the various sections were produced on different coloured paper, even though the effect was spoiled by the absence of an index.

Leaving aside these purely subjective views on user-friendliness, I am totally objective in expressing my

views about Linkup's attention to detail. This problem is common to most small software houses where the system's operators also do the testing. Even if like me they are also typists, they become so familiar with the operations that everything to them appears very slick. More importantly they fail to detect the quirks.

In this case, and most unusually, I found myself making far more errors than normal through actually typing ahead. Even though Linkup's basic design is sound, an inexperienced user who may spend more than a week between sessions could become very frustrated, I know I did.

Entering data can be very rapid, and, just when I believed I was going great guns, the system froze me in error and I had to start unspooling my input.

A typical reason was that a reply of Y or N to a question sometimes required Return to be pressed and at others it did not. I found it interesting to find myself pressing it unnecessarily and then disappearing into an untagged menu or part way through another transaction which now had a blank field in it.

On such small details may selection and satisfaction ultimately depend, even if many users may never notice my example as others may discover different idiosyncrasies which I ignored or even missed. This explains why pre-purchase testing is so essential.

Consequently I fully accept that my quibbles about Linkup's Accounts are mainly due to its personal preferences about the way I interacted with it.

For this reason alone I have only listed one of the many. It would have been grossly unfair to cite them all just because I prefer many other systems of this type.

This is especially important since it is no worse than the other accounting packages, and in some cases offers a considerable increase in functionality.

In conclusion I would say that Linkup's package provides all that is required of a starter system, and should significantly assist the small businessman to assess the financial wellbeing of his organisation.

For this reason alone it deserves serious consideration - if you can find a statistic who will let you compare it with the competition.

28.02.87		TRADING SUMMARY	
CASH ON HAND	982.00	SALTS (REV)	9022.41
DEBTORS	0.00	SALES (P)	291.62
LESS CREDITORS	1879.21	NET PROFIT	5915.89
	-997.21		
For Balance	684.79		
Salts	121.71		
Debtors	684.08		
Salts (Rev)	114.71		
Salts (P)	200.00		
Debtors	0.00		
Salts (Rev)	0.00		
Salts (P)	254.44		
Debtors	0.00		
Salts	684.57		
	684.79	LESS EXPENSES	6073.08
Cash From Bank	0.00	NET PROFIT	-187.99
Balance owed to creditors	684.79	PRESENT CASH BALANCE	1096.12
		Balance owing from debtors	5768.99

Figure 4: Trading summary

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12 months of entries are kept in a file attached to your file. At any time, you may tend to review the computer memory, delete or add the entries, analyse them, print statements, and then save the updated file for later use. Entries may be filtered (by month/quarter) or forecast (for budgeting). You may have any number of separate files, and make copies of files for archive purposes. You may archive the period covered by a file month by month.

Up to 100 separate transactions may be entered per month. Each entry consists of:

- The day of the month, e.g. 31st of June
- An account number, and it up to 8 defined by you to suit your circumstances e.g. 1-officers, 2-wives, 3-children, etc.
- Reference e.g. 0001 for the cheque number or invoice reference.
- A memo field, one of up to 80 optional for use to suit your circumstances e.g. 00-normal expenses, 01-Maintenance, 02-Travel in car, 03-Production, 04-office materials, 05-Insurance, 06-Printing, etc.
- A description so that you can see what each transaction was for, e.g. "New garden" or "Bus of 10 days"
- An optional single character mark which you may include for further classification, e.g. 0-normal, 01-regular, etc.
- The amount of the transaction, which may be plus or minus.
- A marker to indicate whether the entry is exempt, or used in relation to VAT, or alternatively the actual VAT rate.

You may define 10 categories according to account, class and mark (e.g. all cards, or all expenses for business using a credit card, etc.) and analyse reports on the screen or printer as follows:

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# JUST YOUR TYPE?

*Niels Reynolds inspects a package which claims to provide eight new styles for your printer*

**SUPERTYPE** is a package offering PC/M users a choice of eight typefaces which may be used in either LaserScript or CP/M. As such, it could prove useful for a wide range of applications.

To set up Supertype you have to copy the relevant parts of CP/M and the program disc on to a convenient working disc. The procedure is relatively straightforward, though the instructions may be slightly confusing to users new to such things.

This mild rebuke is aimed at the accompanying booklet, as there must be many PC/M owners who have come to the machine via the typewriter rather than the home mixer and who have little or no knowledge of CP/M.

Digital has set the instruction booklet using a dot matrix printer, but strangely not using one of their own fonts.

On loading the working disc you are offered a choice of the eight type faces, or fonts as they are known in the trade. They are Business 1 - 4 (all sans serif), Old English, Outline, Yaudeville (a style with a 1930s feel to it) and Stencil.

Having made your selection you install the type face on a disc, specifying whether it is LaserScript or CP/M - a simple enough procedure.

After selecting, say, Stencil, and choosing a LaserScript disc, any document on the disc will now print out in Stencil. However, having selected a particular font, the instructions don't tell you how to restrict the original LaserScript typeface.

The pack reads: "Simply install Supertype on your current work disc and choose from any of these eight fonts". This suggested to me that, while working on a document within LaserScript, any or all of the styles can be selected.

This is not the case, only one style can be used at any one time and cannot be mixed within the disc, let alone a specific document.

This impression is further backed by an illustration on the packaging that shows a printer rolling out a printed sheet with all eight type faces displayed. This is just not possible.

To change type faces you must finish editing, replace the work disc with Supertype, set up the required font and install it on the work disc. Once familiar with the procedure this

Program: Supertype  
Price: £79.95  
Supplier: Digital, Rakey House, 18ms  
Road, Buntingford, Cambridgeshire, Devon EX9  
6WJ  
Telephone: 02954 5659

takes three or four minutes, which though not a long time in itself, can be annoying.

I have said that there is no explanation in the manual as to how the original LaserScript style can be recalled. If there are only a few documents on the affected disc, they can be moved (M) to another disc through drive M.

If you feel this is too fussy, or there are too many documents to move, there is another way. Return to the management screen with the Supertype font installed and call up hidden files (H).

Erase (E) the file MATRIX.STD in group A. Then, changing to the original LaserScript system disc, or preferably a backup if you have one, copy (C) file MATRIX.STD to drive M, then move it to group A of the previous work disc.

Digital warns that the system is designed to work under proportional spacing. Top line forms of the letter spacing in other pitch sizes is useful, especially those involving i and l.

It is claimed that all printer modes are supported - Enlarged, bold emphasised, italic, proportional and so on. Yet pitch sizes 15 and 17 are not supported and, because of the letter

spacing problems, pitch sizes 12 and 13 can become awkward to read.

Although some fonts are worse than others in this respect, to my mind that makes them unusable in those particular pitch sizes. However, there are none of these problems if proportional spacing is used - even if italicised or enlarged - although some letters may fill in when used in bold.

Despite these complaints, I liked Supertype and could imagine using it for various applications - club newsletters, college magazines, whatever.

I must admit for day-to-day use I would stick to LaserScript, but would enjoy having Supertype around just for the choice.

Digital's packaging and advertisements suggest that Supertype is rather more versatile and simpler to use than it actually is, and having read all the blurb, my expectations were perhaps set too high. This is a shame, as Supertype has a lot to offer for the price. The additional type is notably unnecessary.

I think people may well buy this package on the strength of Digital's rather loose sales pitch and could possibly be disappointed. I for one would happily buy Supertype on its own merits.

Digital has just announced an upgrade to this package, which as well as including several pitch, style and proportional spacing improvements, makes the software compatible with LaserScript and LaserMail, and provides a redesigned Business 1 font for use with SuperCalc.

'Business 1' N.L.G. bold, italic, enlarged

'Business 2' N.L.G. bold, italic, enlarged

'Business 3' N.L.G. bold, italic, enlarged

'Business 4' N.L.G. bold, italic, ENLARGED

'Old English' N.L.G. bold, italic, enlarged

'Yaudeville' N.L.G. bold, italic, enlarged

'Outline' N.L.G. bold, italic, ENLARGED

'Stencil' N.L.G. bold, italic, enlarged

The Supertype fonts



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## Software on 3" Disc Amstrad PCW 8256 /85 12

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#### TELE PRINTERS

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## Shorter PCW ribbons

HAS anyone besides me noticed that PCW printer ribbons are shorter than they used to be?

My first ribbon lasted about nine months, and since then I have been through three ribbons in six months without any increase in usage.

Are Amstrad or personalising that they have cut down on ribbon length to increase profit margins on the PCW? — Paul Williams, Stearnbury.

The original ribbons supplied with the PCW system are made in the Far East and are manufactured to a very high standard. The replacement ribbons are produced in this country, and presumably in order to keep costs down are shorter and not as well inked.

But that's no excuse, and Amstrad should keep a check on the quality of

goods which bear its name. All we can say is that Amstrad is aware of the problem.

We can usually rely on the company to put things right when valid criticisms are levelled at it. Amstrad is also at present on the point of releasing a new carbon ribbon, which will probably be more expensive than the standard ones available here, but they should give superior results.

## Graphics

I WAS particularly interested in the article on PCW graphics in your December 1988 issue of Computing with the Amstrad.

Being a complete novice I studied the article but failed

to understand it. Thinking that a working program would help me I spent some time typing in the game.

I then had the usual chapter of typing errors to correct and after some more time I received the message Error in line 130.

Can anybody help? — I. McDonald, Lisnabrack, Mid-Glenageary.

If you type in the program exactly as printed the game will run perfectly. The fact that the message is there indicates that you have made a typing error, but the program reports it in the wrong line. Change line 1340 to:

```
1340 IF NOT(CHR$(1340)) THEN
    GOTO 1340 ELSE GOTO 1340
    GOTO 1340
```

and you will find that the error message now points at the line containing your mistake.

## Hidden meanings

I BOUGHT the PC16258 a couple of months ago and am slowly getting to know the machine with the aid of the manuals and books found in local shops.

While typing in a program from one of those books, I found a character that I am unable to produce with the 8256, the one between the 2 and the p in the following example:

```
1111111
```

Can you help? — J. Greenwood, Hemmingbrough, North Yorkshire.

The character you refer to means "raise to the power of" and can be obtained by pressing  $\text{Shift} + \text{I}$  on the PCW, although it appears on the screen and printer as an up arrow.

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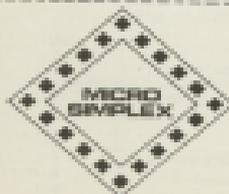
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