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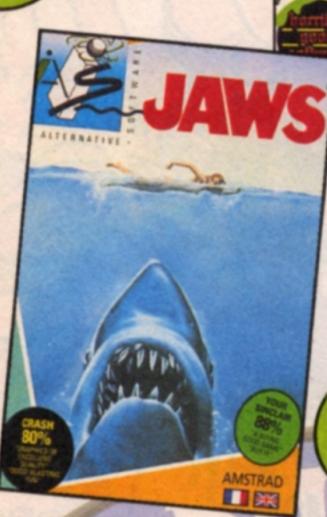


SOON

THOMAS THE

SOOTY & SWEEP 2





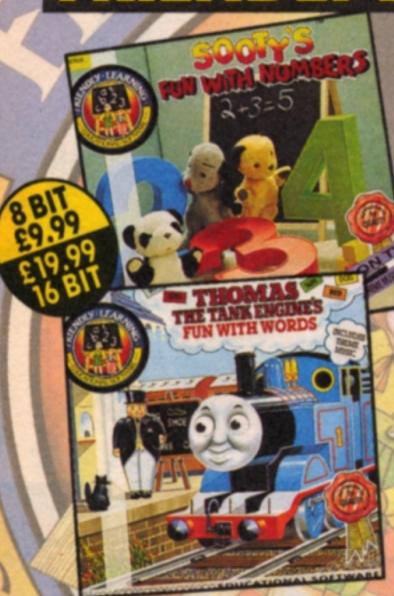






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REGULARS

Rom and Ram GOTO 13 The Games Gang **GOTO 18 GOTO 21 Build a Database** How to Make Money **GOTO 25 How a Computer Works GOTO 27** Safe Scientist **GOTO 35 Program Doctor GOTO 39** Logo Lowdown **GOTO 43**

I think that the idea of a database listing is brilliant. I also liked the secret message maker in the November issue.

I have an Atari STE. But your programs and competitions never list it. Could you please say which will work on the STE?

Owen Williams (12),
 Halstead, Essex.

In general, any program for an ST should work on an STE. All the programs listed for the ST in Let's Compute! work on either.

Remember, the programs are all designed to work in STOS. You must Run that before typing in the Let's Compute! programs.

I would really like to own one of the Let's Compute! caps. But in case I don't get a letter printed in your mag why don't you let people buy the caps?

- Ryan Simpson, Craigavon, County Armagh.

You don't need to buy one because we've printed your letter. One goes free to the writer of EVERY letter we print.

If anyone else wants one they can get them for £3.

Send a cheque or postal order to: Let's Compute! Europa House, Adlington Park, Macclesfield SK10 4NP.

I determine

If you have any tips for other readers, send them in. And if you have any questions about your computer or software just ask us. We'll try to answer them on the Noticeboard.

Let us know what you want to see in future issues. And if we use your letter or ideas we'll send you a Let's Compute! baseball hat!

Send your letters to:



Let's Compute! Europa House, Adlington Park, Macclesfield SK10 4NP.

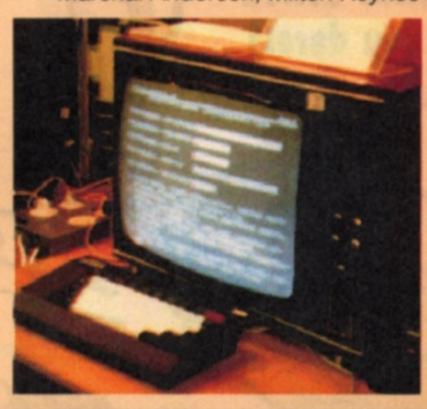
Remember to tell us your age.

On a recent visit to the USSR I had a stroll through the Exhibition of Economic Achievements. I noticed a rather interesting exhibit – a Russian-made home computer. The photograph shows what it looks like. It's only used to cast horoscopes and doesn't seem to have any backing store such as a disc drive.

I assume all the software needed for the forecasts is held in the computer's memory. If anyone knows any more about these contraptions I'd love to hear.

They look like the sort of thing Sir Clive Sinclair may have designed. I wonder if he had anything to do with it?

- Marshal Anderson, Milton Keynes











The badge we gave free on the cover of the issue is just one of the set of four shown above. There's still time to get your set.

Just send two £1 coins to Let's Compute! Badge Offer, PO Box 2, Ellesmere Port, South Wirrral L65 3EB.

AND HERE'S A SPECIAL OFFER FOR LET'S COMPUTE CLUB MEMBERS!

Club members can get the badges for half price. Just quote your membership number and send one £1 coin when you order.

Remember to tell us your name and address!

I've written a short program for my Spectrum and think it would be ideal for Let's Compute! But I don't know if it will work on other computers.

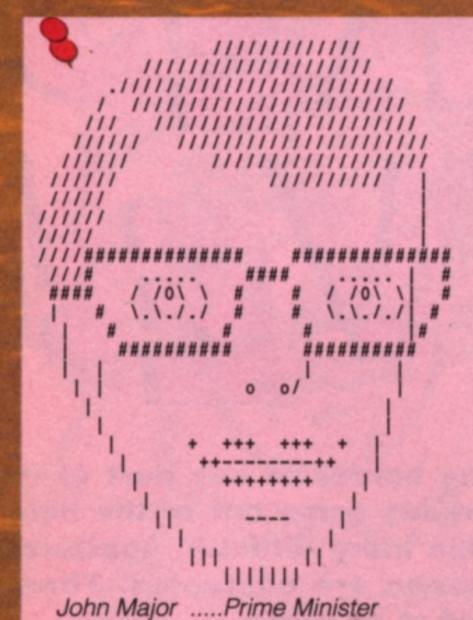
Is it worth me sending it to you?

- Alan Short (14), Glasgow

We love to see readers' programs and hear their ideas. If we like them, we can convert them to all computers. If it's only an idea we can write the program from scratch.

When you send us programs or ideas remember to include your name and address. It's also handy if you can let us know a phone number where we can contact you.

1 and a



Wow! That was quick. John Major became Prime Minister on November 28 and this picture from Michael Wood (14), Storbridge, West Midlands arrived at the Let's Compute! office on November 30.

That was just in time for it to be entered in our Alphabet Artist contest. The judges are now hard work deciding who will get all the prizes of gift vouchers and Art Studio programs from Impact Software.

The winners will be announced in the next issue of Let's Compute!

I think Let's Compute! is brill! I have really got to grips with Logo. I think all your competitions are each very different but all very good. Will there be any competitions or special offers for club members?

Last month club members could buy badges for half price. This month, in the contest on page 9, there's an extra prize that's only for club members.

That's just a start. We've lots more offers and competitions planned for the future.



HIGH SCORES!

Your high scores are still flooding in. There are more than ever on Page 39.

If you haven't sent your scores yet – or want to send us more – there's another coupon on the page. If you don't want to cut up your Let's Compute! just copy it onto a piece of paper.

I typed in the Witches' Brew program from the October issue. I made all the changes given for a CPC so it would work on my CPC 6128.

When I had finished it came up with Syntax error in 410. That I;ine is:

410 LET R=FNr(21)

I typed it in exactly as it is printed in Let's Compute! Was something wrong with it?

- Ryan Baldwin (10), Luton, Beds.

We often get letters saying that the computer reports an error in a line that has been typed in exactly as printed. Well, sometimes the computer reports the wrong line number.

One of the most common is, for example, *Out of Data in Line 10*. Suppose Line 10 is:

10 READ A,B

There is no DATA line so you'll get the error although there's nothing wrong with Line 10 itself. Type it in and RUN it to check. Now enter Line 20:

20 DATA 1234

When you RUN it you'll still get an error message saying Line 10 is wrong. But the mistake is in Line 20. Change it to:

20 DATA 12,34

The error will have gone. Your computer now has two numbers to read in to memory locations A and B. So even a missing comma in Line 20 causes an error to be reported in Line 10.

Your problem with FNr is similar. The program works as printed.

You must have made a mistake as you typed it in. Check Line 30. Although the error message says Line 410, a mistake in that Line 30 would cause the same message.



Here's an action packed game that's full of fun. Type it in and play it just as it is.

But, to add to the fun, we list below loads of suggestions for changes. Some are simple and can be done by anyone. Others will prove a challenge even to more expert programmers.

Once you've typed it in and played it a few times, see how you can improve it. Experimenting and changing a working program is a great way to learn about computing.

In the game a long snake comes out of a hole in your computer screen. But how much of it can come to the surface before it collides with something?

Move it round the screen with care. Don't

let it touch the border or any part of its body that's already come out of the hole. To make it even more difficult, scattered around the screen are obstacles. These must be avoided at all costs.

The idea is to keep going for as long as you can. You'll need to be quick to miss all the things on the screen. And you have to use all your skill to work out the best way to move around.

Your score, and the highest previous one, are shown at the top of your screen. Can you do better?

Type it in, SAVE it and RUN it. Let us know your high score. We'll put the best on the High Score Challenge table.

ADAPTING YOUR GAME

There are lots of ways you can change this program to make your own game. Here are just

a few ideas: The letters used to draw the snake, the border Change the shapes. and the obstacles are set in Lines 50, 60 and 70. Alter these to any letters you want. If your computer has keys that produce graphic

characters you can use these instead. Do you know how to define characters and use colour on your computer? Then you can use bricks for the border, bombs for the obstacles and a slimy-looking green shape for the snake.

 A different game each time Use your computer's random feature so that some or all of the above are changed each time you play.

- Use different playing keys
- Lines 190 to 220 sets the keys you use to play the game. Change these as you wish.

You could even change these lines so that you can use a joystick or the joyboard described on

Set the speed

Line 80 contains a number that sets the speed of the game. Make it larger if the game is too fast for you. Reduce it for a bigger challenge.

Modify the display

Line 30 contains numbers that define the size of the playing areas. Reduce the numbers and you'll get a smaller area.

This makes it more difficult to get a high score! Put some sound instructions in the program.

- Alter the number of obstacles Line 40 lets you have about 40 obstacles. You can

Note that we say about 40 because an obstacle may be drawn on top of one that is already there. Each time this happens one less will be displayed.

- Lines 680 to the end of the program are the crash routine. Put anything you want there: flashing screens, explosions and so on. Remember to put the word RETURN on the last line.
- High Scores Give the game a high score table.
- Make the obstacles form a maze so you can guide the snake to freedom.

THE KEYS TO USE:

Up K
Down M
Left Z
Right ... X
Pause ... Any other key
NOTE: USE CAPITAL LETTERS

IS THIS YOUR COMPUTER?

ATARI (Stos)/Amiga (Amos)

Change the following lines:

30 LET W=40:LET D=20:REM SCREEN SIZE
80 LET T=200:REM SET SPEED
110 MODE 0:KEY OFF:HIDE ON:CURS OFF
310 LET K\$=INKEY\$
360 PRINT LOCATE X-1,Y-1:A\$;
390 LET X=RND(W-2)+1:LET Y=RND(D-8)+6

Commodore 64/128

Change the following lines:

30 LET W=38:LET D=25:REM SCREEN SIZE
110 PRINT CHR\$(147);
310 GET K\$
360 POKE 211,X-1:POKE 214,Y-1:SYS
58732:PRINT A\$;
390 LET X=INT(RND(0)*(W-2))+2:LET
Y=INT(RND(0)*(D-8))+7

Spectrum

Change the following lines:

30 LET W=32:LET D=22:REM SCREEN SIZE
110 CLS
310 LET K\$=INKEY\$
360 PRINT AT Y-1,X-1;A\$;
390 LET X=INT (RND*(W-2)+2):LET Y=INT
(RND*(D-8)+7)

PC (GW Basic)

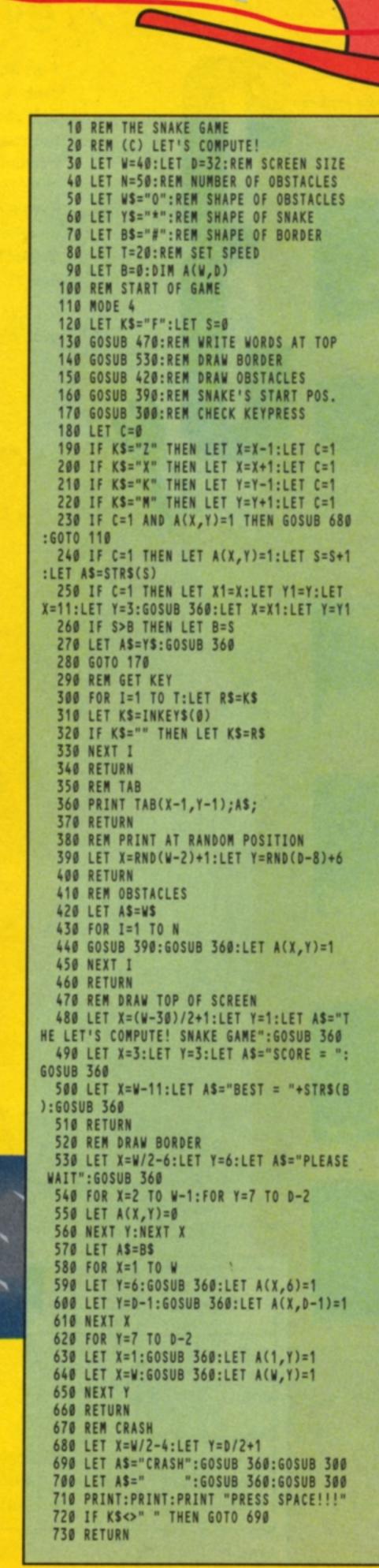
Change the following lines:

30 LET W=40:LET D=24:REM SCREEN SIZE
110 SCREEN 1:CLS
310 LET K\$=INKEY\$
360 LOCATE Y,X:PRINT A\$;
390 LET X=INT(RND*(W-2))+2:LET
Y=INT(RND*(D-8))+7

Amstrad CPC

Change the following lines:

110 MODE 1 310 LET K\$=INKEY\$ 360 LOCATE X,Y:PRINT A\$; 390 LET X=INT(RND*(W-2)+2):LET Y=INT(RND*(D-8)+7)





Schoo





Count up to nine to help teddy get the honey



Pair the large letters at the alphabet fair



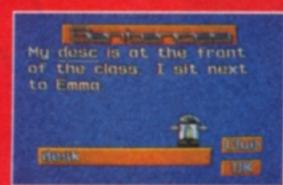


Tell the time and watch the clock come alive!



Guide the frog from log to log to solve the sums





Correct spelling, grammar and punctuation mistakes



Follow the directions to find the buried treasure

- Atari ST Amiga PC Amstrad PCW £24.99
 - Spectrum C64 Amstrad CPC £12.99 (tape) £16.99 (disc)

In the autumn: BBC, Electron and Archimedes

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	PC 3.5"		5894		5895		5896
	Amstrad PCW		5211		5212		5213
	Spectrum	9084	9085	9086	9087	9088	9089
-	Commodore 64	9076	9077	9078	9079	9080	9081
	Amstrad CPC	6189	6190	6191	6192	6193	6194
							10000

Send to: Database Direct, FREEPOST, Ellesmere Port,
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 □ Please debit my Access/Visa card no.

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over £600 of printers to WIN for Syour school!

How would you like to win a brand new printer for your classroom? That's the chance being offered all our readers by **Mannesman Tally.**

The hard-working MT81 is ideal for classroom use. Worth £159, it's an 80-column, 9-pin dot matrix printer.

It has a special paper parking facility, which lets you to switch easily from one type of paper to another.

There are two of these superb printers to be won. All you have to do is answer the four questions below. Fill in the entry form and get your teacher to sign it. Then send it to Let's Compute! to arrive no later than January 31, 1991.

If you win you'll be the most popular person in your school!

1 Which of the following isn't a computer language?

Logo, Basic, Pascal, Mouse

2 One of these computers doesn't use tapes. Which one?

C64, Spectrum, Amiga, Amstrad CPC

3 Which of the following isn't a computer company?

Orange, Apple, Acorn, Apricot

4 Which term isn't related to printers: dot matrix, ferris wheel, inkjet, daisy wheel

PLUS: For Let's Compute! Club members

Panasonic are offering members of the Let's Compute! Club a fantastic 24-pin printer for their classroom.

The Panasonic KX-P1123 is easy to use and the very latest model. It comes with a vast choice of type styles and fonts. These allow you to use many different

Like all 24-pin printers, it gives you a finer quality of print as you have smaller but more pins. It is also faster than a standard 9-pin printer.

It has loads of other special features and at £295 is extremly good value for money. Just make sure that your membership number is on the Entry Form. If you have all the correct answers, your entry will immediately go into this draw as well as the Mannesman Tally one.



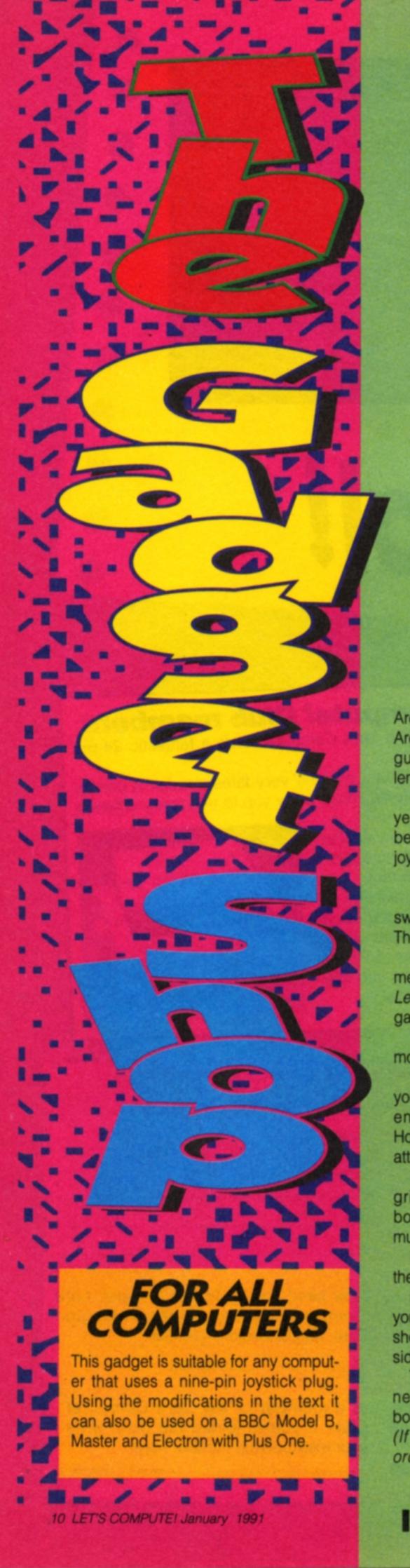
PRINTER CONTEST ENTRY FORM

Your Name..... Answers: Teacher 1..... ClassAge..... 2..... School 3..... School address 4..... Now send this to: Printer Contest, Let's Compute!, Europa House, Adlington School Phone No. Park, Macclesfield SK10 4NP. Post Code.......Signed(Teacher)

ANYONE can take part in this contest and win one of the Mannesman Tally printers.

But the Panasonic prize can only go

to a member of the Let's Compute! Club. If you've joined the club, write your membership number here:



Gadget shop owner Mike Cook shows you how to put your foot in it – by making a hands-free joystick.

Are you tired of using the same old joystick? Are you getting too good at zapping the bad guys? Have your old games lost their challenge?

If your answer to any of these questions is yes, this month's gadget is just what you've been waiting for. It's a completely new kind of joystick. You use it with your feet!

How do we make one? It's quite simple.

A joystick is really nothing more than four switches. At any time only one is turned on. The rest are off.

Our joystick will have four switches – but mercury ones. We met these in the October Let's Compute! when we made a Sauce Bottle game.

When the switch is tilted a drop of mercury moves and forms a circuit between two wires.

What can we use as our joyboard? I suggest you use a toy that is is sold under lots of different names, like Moon Bouncer or Space Hopper. It's a round disc with half a rubber ball attached to each side.

The idea is that you stand on the disc and grip the top ball between your ankles and bounce. I always fell over so it didn't use it much.

But now it's got a completely new use. It's the ideal platform for a foot operated joystick!

Let's start by connecting the switches. If your computer has a 9-pin joystick socket they should be wired up as in the diagram along-side.

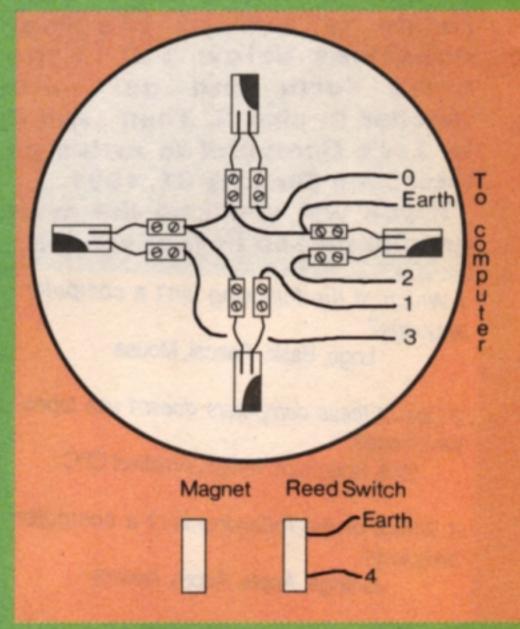
The numbers shown refer to the screw connections on the Gadget Shop connection board. It's the same board we've used before. (If you haven't already made one, you can order one using the form on the right. The

pack comes with full instructions.)

Some computers, like the BBC Model B and Master, have a 15 pin joystick connector. For these you need an Analogue Port connector.

This is just like the User Port Gadget Shop connection only it has a 15 way plug on it. It can be ordered using the same form and comes complete with instructions on how to make a connector block. The diagram on the right below shows how to wire the switches to it

Before we go any further let's try it out. Hold all the mercury switches with the wires pointing up.



How to thread the wires through the card

IN THE SHOP SOON: . AUTO MONEY BOX



Then load your favourite joystick-controlled game. Turn each switch upside down in turn and watch your screen. Each movement should change direction in the game.

The next job is to mount the four switches on the underside of the Space Hopper. They have to be arranged so that when the platform is level no connection is made.

But position the switches so that slightly tilting the platform will turn-on the appropriate one. The diagram shows how it all goes together.

At first it is best to fix the mercury switches with a small piece of plasticine. Once it is all

Magnet Reed Switch
Earth
Fire 0

The pressure pad sandwich

working you can glue them in position to make them permanent and resistant to knocks.

Now all we need is a fire button. We can use a surface mounting reed switch and magnet. Remember, we used them in October's Let's Compute! when we made a burgler alarm. Connect this switch as shown in the diagram.

Attach it to one leg just above your knee and the magnet to the other. When you want to zap just knock your knees together.

You can use an elasticated bandage or something similar to fasten them on.

The mercury switches can be connected using separate wires, but for neater results use six core cable. Similarly the reed switch should be mounted using twin core cable.

As you may have some of this wire at home I have made it a separate item on the order form. This means you don't pay for something you already have.

Now you are ready to put your foot joystick to the test. You get best results if you're seated because you can't really play a computer game while you're hopping around

But happy zapping all the same!

For BBC Model B, Master and Electron users only

Your computer needs an analogue voltage to be produced by the joyboard. This means that low voltage shows in which direction the board so, if the joyboard.

So, if the joyboard is level it must give a mid voltage. This is what the wiring diagram here does. It shows how you should wire your foot-

The resistors act as a voltage divider and when there is no movement it produces a mid voltage. When the switches close they short out the resistor and give the right voltage.

NEXT MONTH

Roll the balls and ring the bells! Build the Gadget Shop's super pinball machine.

ORDER FORM

Pack 6 - Foot-operated joystick

Mercury Switch and screw connectors £2 each (4 needed)

6 core cable metres at 80p a metre (2 recommended)

Twin core cable metres at 30p a metre (1 recommended)

Analogue Port connector + 4 resistors for Model B and Master (Not Master Compact) £3.99

Surface mounting reed switch and Magnet £2.60
Show what you want by ticking

☐ Floor pressure pad £3.55 each.

the correct box below.

You'll also need Pack 1 - the User Port connector cable:

- □ 20 way IDC plug, length of 20 way ribbon cable, 12 way chock block, cardboard base, 2 foam sticky pads PLUS 2 spare connectors and a resistor£1.99
- As above but with IDC plug ready connected ...£2.49
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- As above but with connector for joystick port of Spectrum, Amstrad CPC, Commodore 64/128, ST or Amiga in place of IDC plug. Basic program and instructions will also be supplied ... £3.99

Please state your type of computer:

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Make cheques payable to Musbury Consultants and send to: Musbury Consultants, 8 Fairhill, Helmshore, Rossendale, Lancs BB4 4JX

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A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the Commodore Amiga 500 computer with mouse controller and TV modulator, plus four top software titles. The software includes: 'Batman The Movie' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; New Zealand Story - high quality conversion of the leading arcade game; Interceptor - Dogfight with two F-16's in this leading flight simulator; Deluxe Paint II - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse 9	2399.99
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Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	
Deluxe Paint II	

TOTAL RRP: £549.78
Less Pack Saving: £150.78
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C200.

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

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Here's something completely different
- a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

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Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second

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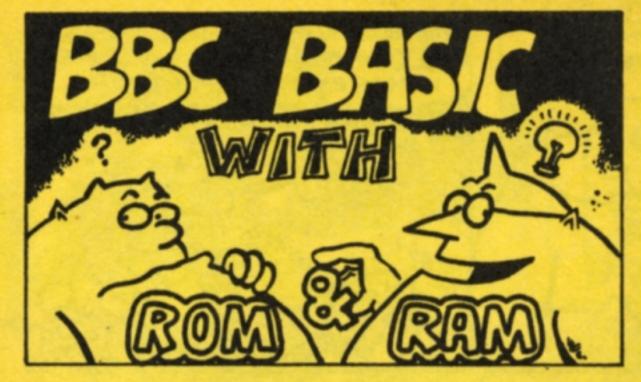


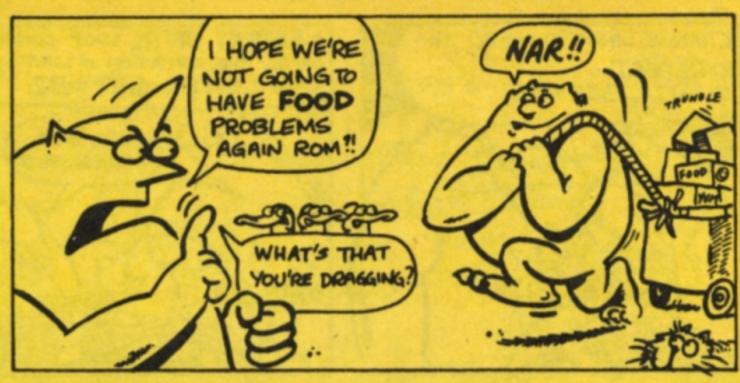
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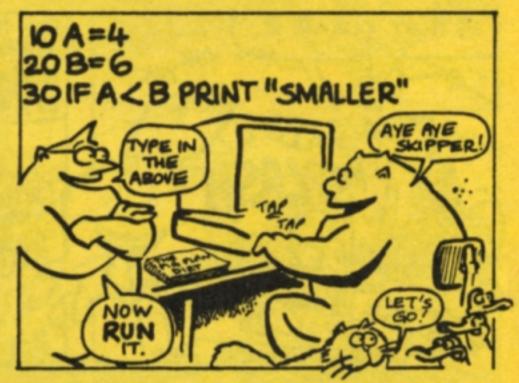
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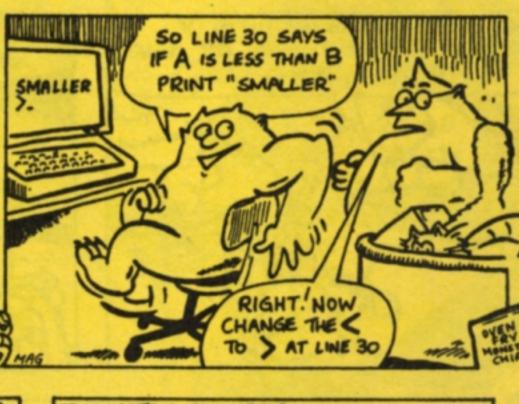


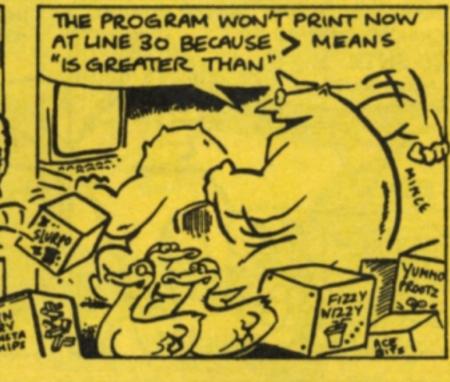


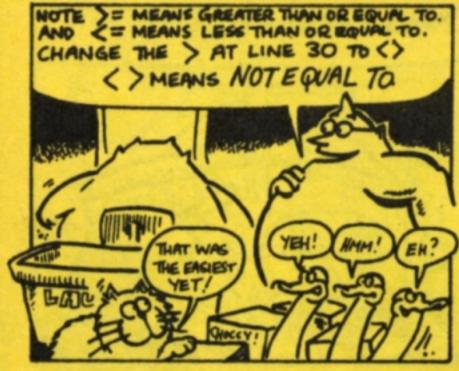




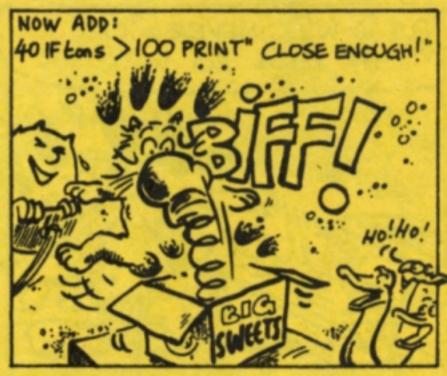








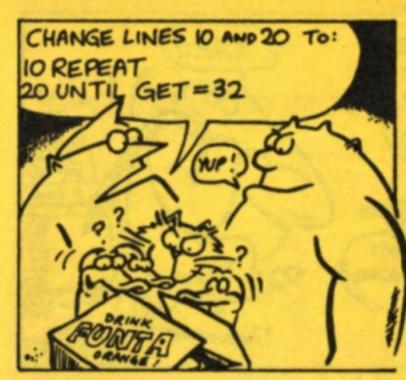




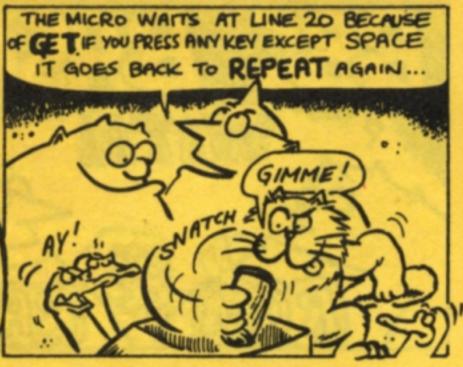












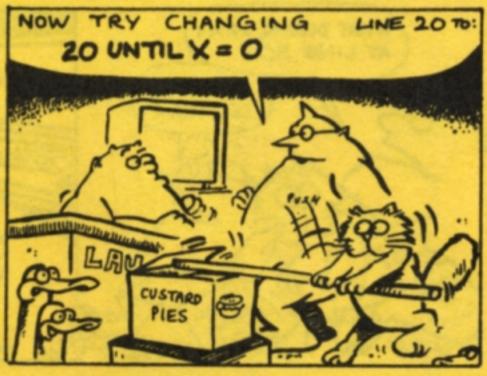




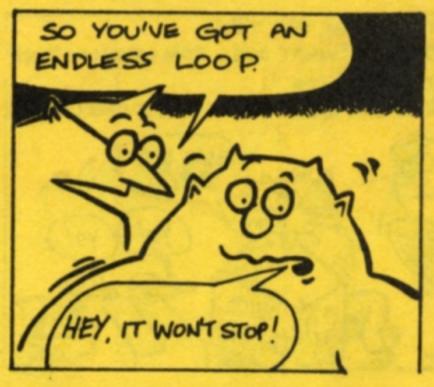






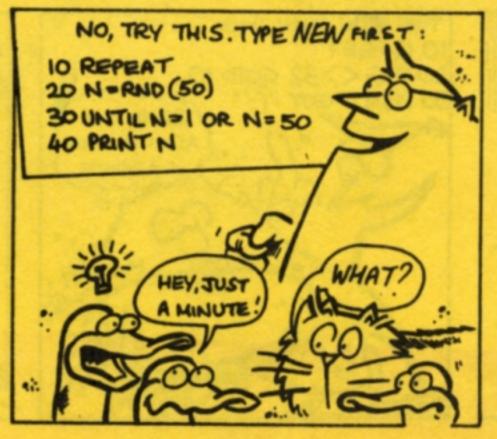


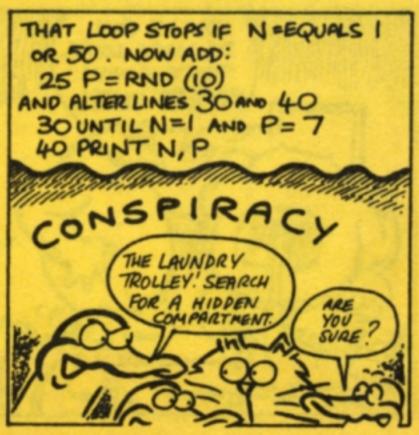


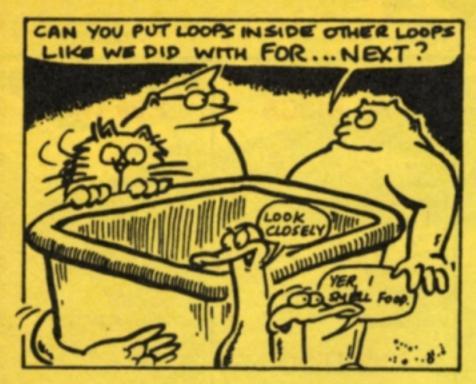










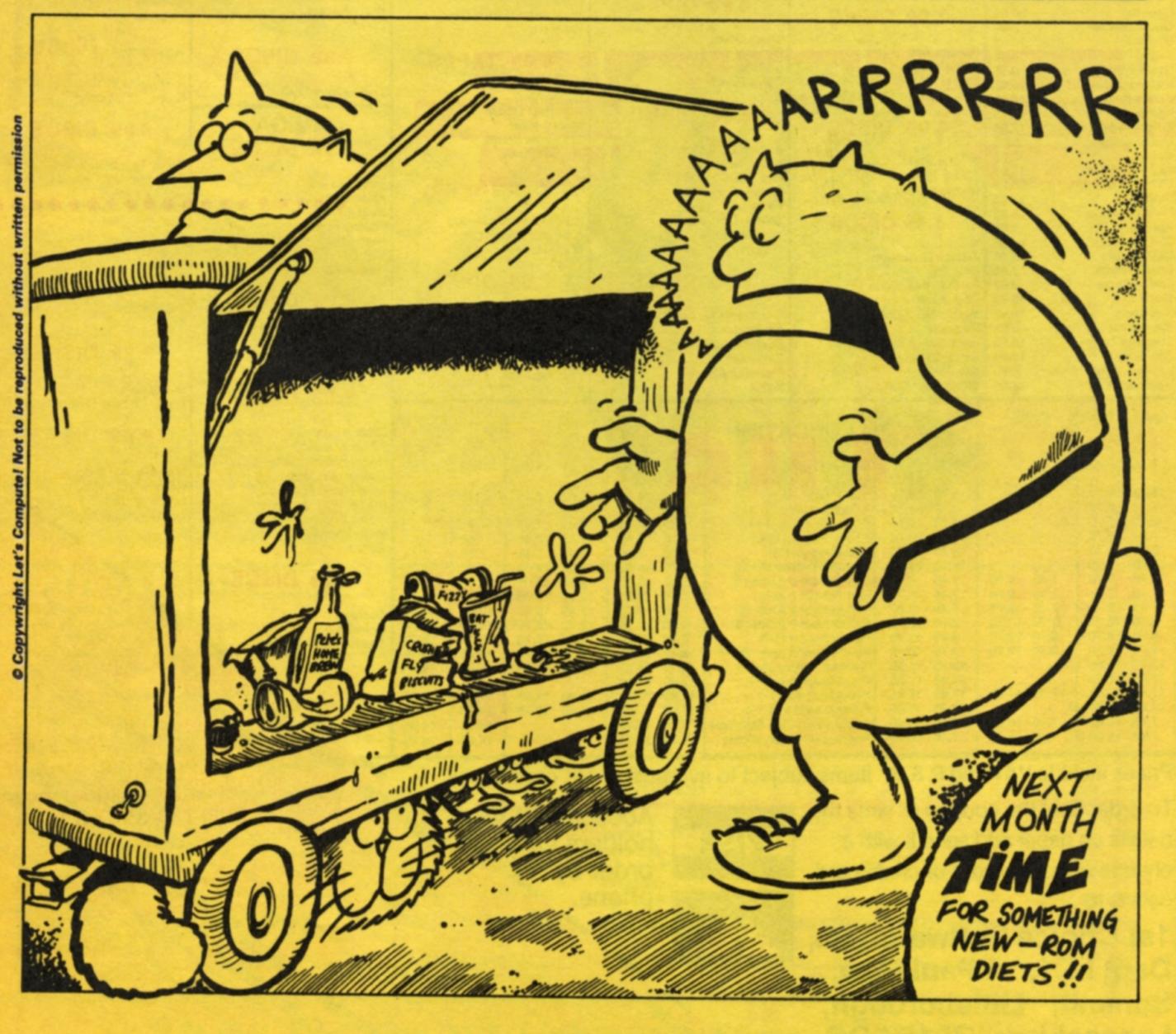












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COMPEULION

The Goodie Bag

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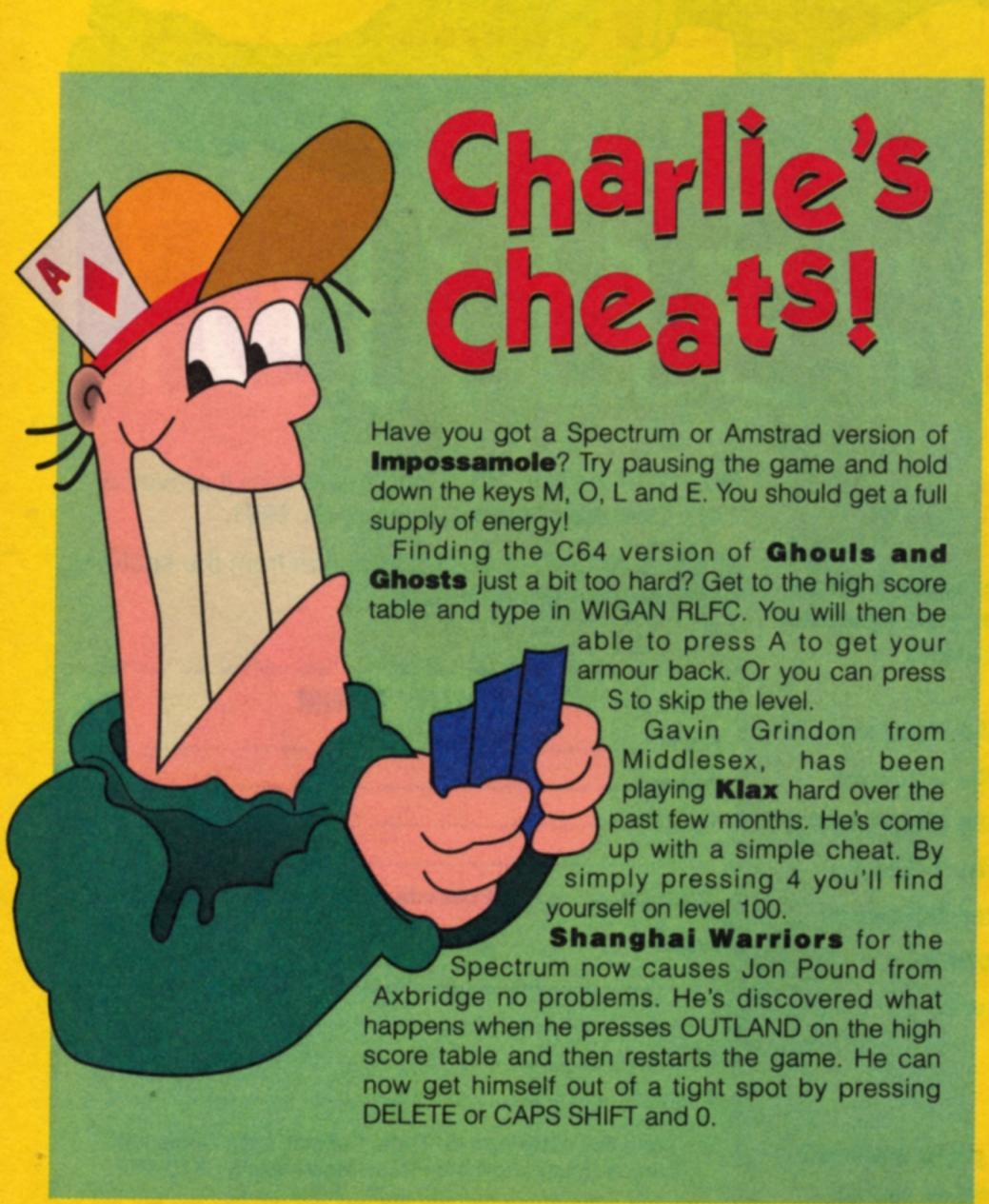
- 1. Name all the turtles
- 2. Who is their teacher?
- 3. What are their two human pals called?
- 4. Which gang does the Shredder lead?

Now fill in the entry form and make sure it arrives at Let's Computer! before January 31 1991.

The first 10 correct entries to pulled from the sack will each receive a goodie bag.

ENTRY FORM			
Name			
Address			
1			
PostcodeAge			
Answers			
1			
2			
3			
4			
Send this entry form to: Turtle Contest, Let's Compute!, Europa House, Adlington Park, Macclesfield SK10 4NP.			

- Games - Games



Hard Hat Simulator

Have you ever played Driller, Dark Side, Total Eclipse or Castle Master? All four of these adventure games were put together using Incentive's 3D system – Freescape.

Now you've got the chance to make the most of Freescape for yourself.

3D Construction Kit gives you the best parts of Freescape 2, the advanced version. It allows you to create your own games.

The kit is published by Domark for the PC, Amiga, Atari ST, C64 and Spectrum. It comes complete with a specially written arcade adventure and should be in software shops by April.



Skatin' USA

Skatin' USA is new from Atlantis. It's a budget tape game that costs only £2.99 for the Amstrad CPC, Commodore 64/128 and Spectrum.

You play Superkid. You may have met him before. But now his special powers are replaced by a skateboard – well armed of course. He takes on the terrors of New York while showing off his skill.

Sticky Stuff

Stuck with an old-fashioned joystick? Feel like trading in your tired old model for a bigger, better deluxe version? Then why not check out Spectravideo's Mega Board.

This cream-coloured stick comes complete with two stop-watches. So now you can time your best scores.

It also has variable speed autofire and a slow-motion function. It costs £24.95. If you're stuck on **Pipemania** you'll be thankful for these passwords from Gavin Grindon in Middlesex:

Level	Password
4	Grip
8	Tick
12	Ooze
20	Blob
24	Ball
28	Wild

Though **Drop Ship** is only available for the Archimedes series, a lot of readers have sent in passwords. First in were the ones from Ben Bayliss:

Level	Password
4	Dahlia
7	Gaggle
10	Kaunda





Austin Barnes from Taverham, as well as James Brown from Maidenhead to name but two, have finished BBC's Imogen. Here are the passwords if you are struggling:

Level	Password
Α	Ballonacy
В	Dripping-Stuff
C	See-Saw
D	Gnu-Problem
E	Whip-it
F	Saxaphobia
G	Down-and-out
Н	Follow-me
I	Duck-egg-blues
J	Pavlov-was-here
K	Tender-hooks
L	Babboonacy
M	Applesource
N	Hamster-jam
0	Fire-works
P	Time-flies

Boobs from Taunton has four of the five passwords for Superior's **Richochet**. Can anyone come up with the fifth?

Level	Password
1	Richochet
2	Enigmatic
3	Spiritual
4	Supernova

Anything you can do, Turrican II

If you're a shoot-'em-up fan you'll probably still have blisters on your trigger finger from playing Turrican. It's Rainbow Arts' incredibly fast, mega-weapon, multi-directional blaster.

Well, start stocking up on the Elastoplast now: Turrican II is on its way.

It's designed by Manfred Trenz and developed - unusually - on the C64. It features Turrican pitted against five worlds packed with more aliens than you can

shake a stick at. All the versions will be great - especially the 16 bit ones. They'll have 1,500 screens, 400k of sound, loads of speech samples and very impressive seven-layer scrolling.

If the fantastic first level demo is anything to go by it should be hot stuff - so start saving now!

Turrican II is due out in February for the Amiga, Atari ST, C64, Amstrad CPC and Spectrum.

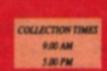
Throwing down the Gauntlet

You've played Gauntlet. You've been stunned by Gauntlet 2. Now prepare yourself for **Gauntlet 3D**. The latest version of the four-player coin-op features the four original characters. And there are four newcomers: Lizardman, Iceman, Neptune and Rockman.

There's also full 8-way scrolling isometric 3D. That looks as good as it sounds! It's pretty hard to achieve – the programmers have done well.

There are loads of new monsters, magic objects, potions and puzzles. And eight totally original levels. But because all this needs a lot of memory, no more than two players can take part.

Gauntlet 3D is expected next spring on all major formats except Archimedes, BBC Micro and Electron.



If you've any hints,
pokes or cheats you'd
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Please state the age of your children and make of your computer

```
1000 REM ===== Load cards =====
1010 PRINT "Load a box of cards"
1020 PRINT "-----"
1040 INPUT "What is its name"; F$
1050 IF FS="" THEN RETURN
                                       This
1060 ZZ=OPENIN F$
                                   program
1070 FOR X=1 TO 255
                                  works on
1080 INPUT#ZZ,C$(X)
                                  all home
1090 NEXT X
                                   micros
1100 CLOSE #ZZ
1110 RETURN
2000 REM ===== Save cards =====
2010 PRINT "Save a box of cards"
2020 PRINT "-----"
2030 PRINT
2040 INPUT "What is its name";F$
2050 IF FS="" THEN RETURN
2060 ZZ=OPENOUT FS
2070 FOR X=1 TO 255
2080 PRINT#ZZ,C$(X)
2090 NEXT X
2100 CLOSE #ZZ
2110 RETURN
```

IS THIS YOUR COMPUTER?

Electron/BBC/Archimedes

The program will work as shown

Atari ST(Stos) AMIGA (Amos)

Change the following lines:

1060 OPEN IN #1,F\$
1080 INPUT#1,C\$(X)
1100 CLOSE #1
2060 OPEN OUT #1,F\$
2080 PRINT#1,C\$(X)
2100 CLOSE #1

Commodore 64/128

Change the following lines:

1060 OPEN 1,1,0,F\$
1080 INPUT#1,C\$(X)
1100 CLOSE 1
2060 OPEN 1,1,1,F\$
2080 PRINT#1,C\$(X)
2100 CLOSE 1

Spectrum

Leave out Lines 1070 to 1100 and Lines 2070 to 2100 Change the following lines:

1060 LOAD FS DATA CS() 2060 SAVE FS DATA CS()

PC(GW-Basic)

Change the following lines:

1060 OPEN F\$ FOR INPUT AS #11080 INPUT#1, C\$(X)
1100 CLOSE #1
2060 OPEN F\$ FOR OUTPUT AS #1
2080 PRINT#1, C\$(X)
2100 CLOSE #1

Amstrad CPC

Change the following lines:

1060 OPENIN FS 1080 INPUT #9,CS(X) 1100 CLOSEIN 2060 OPENOUT FS 2080 WRITE #1,CS(X) 2100 CLOSEOUT

BUILD YOUR OWN DATABASE BUILD YOUR OWN DAT BUILD YOUR OWN DATABASE DINI O VOLID ONNI DATABAS **CARD INDEX DATABASE** 1. Load a box of cards BUILD YOUR OWN DATABASE BUILD YOUR OWN DATABASE 2. Save a box of cards 3. Read/search for a card 4. Write on a new card 5. Throw away old cards 6. Change something on a card 7. Print the cards 8. Sort the cards into order 9. Stop the program Cards free=45/Cards used=6 What do you want to do? Please type in a number (1-9) Part 4: Roland Waddilove adds load and save routines to the Let's Compute! card index database

In the last two issues of Let's Compute! we've built a simple database that lets us type in facts like phone numbers. The first article showed how the menu was made and last month you were given the part of the program that lets you write on the blank cards.

The problem now is that every time you want to use the database you have to type in the data all over again! It disappears every time you switch your computer off.

So this month's code makes your computer remember the facts and figures on the cards. You will be able to save them to tape or disc.

You need to add these two routines to the parts we've done already. So start by LOADing the program you ended up with last month.

Next you should type in the new lines. Then SAVE your program and try RUNning it.

You can now try choices 1, 2, 4 and 5 on the menu - see above. What you've got now is a useful way of storing facts. But there's much more to a database than that.

We'll add more next month.

How the Load and Save routines work

separate routines. One to save the cards and one to load them back any time you want to use them.

They are in Lines 1000 to 2110. Both are designed in a similar way. The only difference is that Load Cards reads the information in from tape or disc, and Save Cards writes it

Remember, the data is stored in the out. computer's memory in 255 strings called C\$(1) to C\$(255). On most computers, before you save these strings you need to open a file for output. Take a look at Line 2060.

We then use PRINT# to print the strings to tape or disc - Line 2080. This special form of the PRINT command is different to the one you usually use. Nothing shows on the

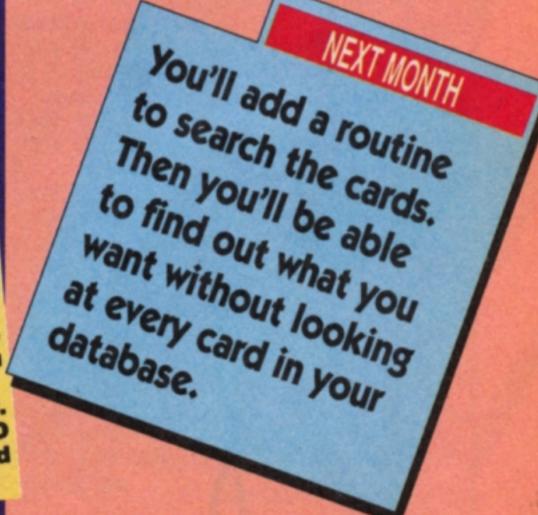
computer's display. It sends a message to the tape or disc instead. When all the strings have been

printed using a simple FOR ... NEXT loop the file has to be closed - line

In the Load Cards routine the data 2100. file is opened for input in Line 1060. A FOR ... NEXT loop loads the 255 strings making up the cards using INPUT# in Line 1080.

As you may know, INPUT makes the computer stop and wait for you to type in something. But INPUT# is different. It reads the cassette tape or disc instead of the keyboard - you won't see anything on the screen.

The Spectrum works differently. You just use special forms of LOAD and SAVE. Look at Lines 1060 and 2060.



Make your own computer calendar for 1991 - or any year you want

January 1 is the time to hang up your new calendar. So here's a program to let you print out your own.

It works for any year in this century - or the next. If you haven't got a printer, you can still use the electronic calendar and view the dates on your screen.

If you don't like the picture of Mabel - the Let's Compute! cat - you can design your own. The panel below tells you what to do.

Type in the program. SAVE it and RUN it. The first question you'll be asked is whether you want your calendar printed or just displayed on your screen. Answer P for print or S for screen.

Next, you're asked for the year. A good reply is 1991.

If you answered P to the first question your calendar will then be printed. If you chose a screen version, the cat will be displayed.

Press any key to see the first part of the calendar. There will be a slight pause while your computer works a few things out. Then the first few months will be displayed.

To see more, press a key again. (There will be no messages telling you to press a key. Just take our word for it!)

That's all there is to printing or viewing your own calendar.

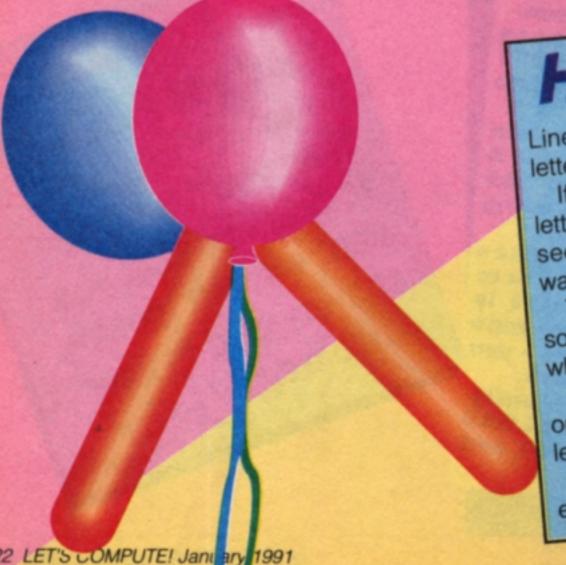
If you've got a printer why not print out lots and give them to your friends?



The Let's (

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How to change the program

Line 40 sets the width of the printout. At the moment it is set to the number of

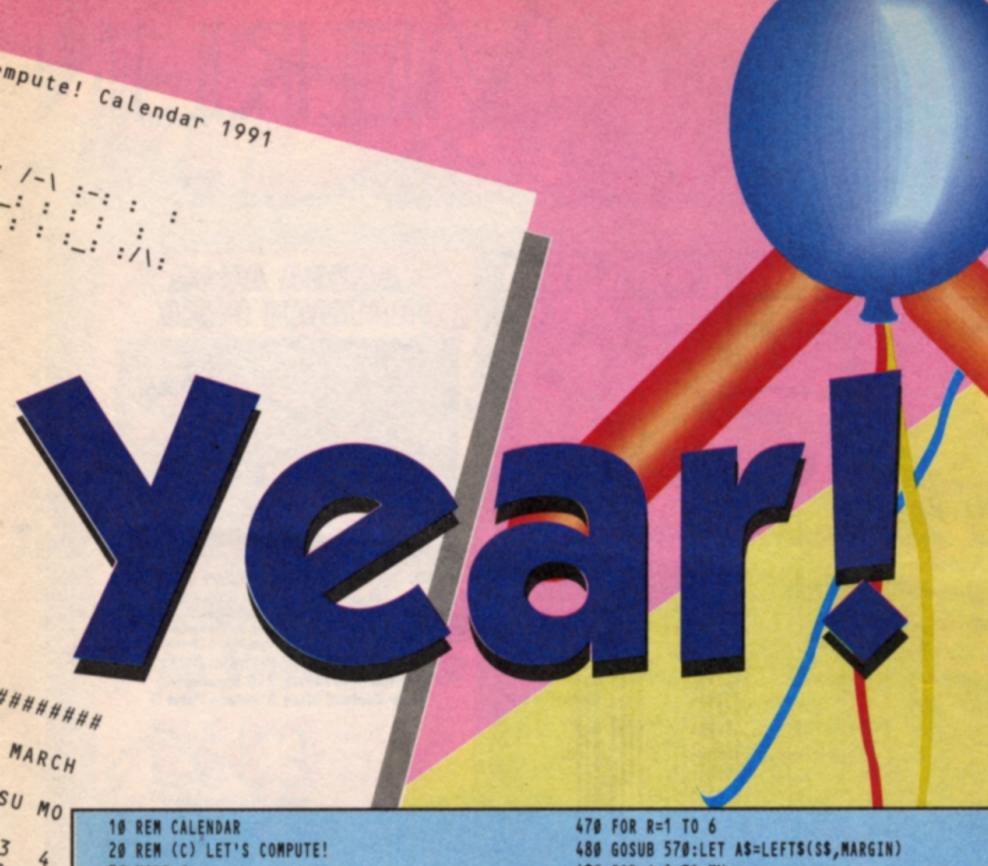
If you want to print the calendar - and you have a printer that lets you have more letters that will fit across the screen of your computer. letters on each line - you can change it. When you RUN the program, what you see on your screen will be messed up, but the printout will be just what you

The picture of Mabel is designed to fit on all common printers. It's 32 letters wide so it fits on the smallest computer screen or paper. If it's printed 80 letters wide the wanted. whole calendar will be 66 lines long - which is the most common paper size.

Would you like to put your own picture on the calendar? Design it using letters on your keyboard and put them in Lines 770 to 1000. If you use more than 32

letters in any line, change the number 32 in Line 150 to the most you use. You can make the picture as tall as you want. Just put more DATA lines near the end of the program. Make sure that you keep DATA "end" as the last line.

22 LET'S COMPUTE! January



```
50 LET S$=" ":FOR I=1 TO 3:LET S$=S$+S$:NEXT
        I:REM THERE ARE THREE SPACES BETWEEN THE QUOTES
           60 LET MW=INT (W/24):LET MARGIN=INT ((W-24*MW)
           70 DIM M$(12):DIM T(12):DIM W$(6,3).
           80 FOR I=1 TO 12
 TU W
           90 READ M$(I),T(I)
          100 NEXT I
          110 LET DS=" SU MO TU WE TH FR SA "
          120 INPUT "Printer or Screen (P/S)"; P$
8 19
          130 INPUT "What year "; YEAR
          150 LET B$="":IF W>33 THEN LET B$=LEFT$(S$,INT
          160 LET A$=B$+"The Let's Compute! Calendar "+ST
        R$(YEAR)
          170 GOSUB 570
          180 LET AS=" ":GOSUB 570
          190 READ AS: IF AS > "end" THEN LET AS=BS+AS:GOSU
      # B 570:GOTO 190
          200 GOSUB 600
26 27
          210 LET T(2)=28
          220 LET Y4=INT (YEAR/4):LET SD=YEAR+Y4-7*INT ((
         YEAR+Y4)/7)
          230 IF YEAR=4*Y4 THEN LET SD=SD-1:LET T(2)=29
          240 LET X=(SD-1)*3+1
          250 IF SD<=0 THEN LET X=X+21
          260 LET MNTH=0
          270 REM
          280 FOR J=1 TO MW
          290 LET R=1
          300 LET X$=LEFT$(S$,X)
          310 FOR I=1 TO T(MNTH+J)
          320 LET T=INT (1/10)
          330 LET U=I-10*T+48:LET T=T+48
          340 IF T=48 THEN LET T=32
          350 LET X$=X$+" "+CHR$(T)+CHR$(U)
          360 LET SD=(SD+1)
          370 LET X=(X+3)
          380 IF X>21 THEN LET X=1:LET
        W$(R,J)=LEFT$(X$+$$,24):LET R=R+1:LET X$=" "
          390 NEXT I
          400 LET W$(R,J)=LEFT$(X$+$$,24)
          410 LET R=R+1:IF R<7 THEN LET W$(R,J)=$$:60T0410
          420 NEXT J
          430 LET AS=" ":GOSUB 570:LET AS=LEFTS(SS, MARGIN)
          440 FOR J=1 TO MW:LET AS=AS+LEFTS(" "+MS(MNTH+J
        )+S$,24):NEXT J
          450 GOSUB 570:LET AS=" ":GOSUB 570:LET
        AS=LEFTS(SS, MARGIN)
          460 FOR J=1 TO MW:LET AS=AS+DS:NEXT J
```

18

26

E

6

13 14

7 28

```
490 FOR J=1 TO MW
500 LET AS=AS+WS(R,J)
510 NEXT J
520 NEXT R
530 GOSUB 570
 540 GOSUB 600
550 LET MNTH=MNTH+MW: IF MNTH<12 THEN GOTO 270
 560 END
 570 REM PRINT AS
580 IF P$="P" OR P$="p" THEN VDU2
 590 PRINT AS: VDU3: RETURN
 600 REM WAIT FOR SPACE
610 IF PS="P" OR PS="p" THEN RETURN
 620 AA=GET
630 RETURN
640 REM MONTH DATA
650 DATA "JANUARY",31
660 DATA "FEBRUARY", 28
670 DATA "MARCH",31
680 DATA "APRIL",30
690 DATA "MAY",31
700 DATA "JUNE", 30
710 DATA "JULY",31
720 DATA "AUGUST",31
730 DATA "SEPTEMBER",30
740 DATA "OCTOBER",31
750 DATA "NOVEMBER", 30
 760 DATA "DECEMBER", 31
770 DATA" /*\/*\"
788 DATA" *****
790 DATA"\_**0**0**_/ :\/: : /-\ :-: : "
800 DATA" ***<>*** : :::::::::
820 DATA" /** **\"
830 DATA" *****
840 DATA"
           ****
850 DATA"
           *0000*"
860 DATA"
870 DATA" *0000*"
880 DATA" *000000*"
890 DATA" **0000**
900 DATA" ***00***
910 DATA" ******
920 DATA" **==00==** ***"
930 DATA" **==00==**
                      000"
940 DATA" **==00==**
                      ***"
950 DATA" **==00==**
                      888"
960 DATA" **==00==** @**"
970 DATA"***==00==**0*0*0"
980 DATA"***==00==**@*@*"
990 DATA" **nnnnn**"
1000 DATA"###############################
1010 DATA"end"
```

IS THIS YOUR COMPUTER?

Spectrum

Change the following lines:

```
30 CLS
  40 LET W=32
  70 DIM M$(12,22):DIM T(12):DIM W$(6,3,24)
  150 LET B$="": IF W>33 THEN LET B$=S$( TO I
NT((W-32)/2))
  190 READ AS: IF AS( TO 3) <> "end" THEN LET A
$=B$+A$:GOSUB 570:GOTO 190
 300 LET X$=S$( TO X)
 380 IF X>21 THEN LET X=1: LET W$(R,J)=X$:
LET R=R+1: LET XS=" "
  400 LET WS(R, J)=X$
  430 LET AS=" ":GOSUB 570:LET AS=S$( TO MAR
GIN)
  440 FOR J=1 TO MW:LET AS=AS+" "+MS(MNTH+J
  450 GOSUB 570:LET A$=" ":GOSUB 570:LET A$=
S$( TO MARGIN)
  480 GOSUB 570:LET A$=S$( TO MARGIN)
 580 IF P$="P" OR P$="p" THEN LPRINT A$: R
ETURN
 590 PRINT AS: RETURN
  620 PAUSE 0
```

Amstrad CPC

Change the following lines:

```
30 MODE 2
 580 IF PS="P" OR PS="p" THEN PRINT#8, AS:RE
TURN
 590 PRINT AS: RETURN
 620 WHILE INKEYS="": WEND
```

Commodore 64/128

Change or add the following lines:

```
30 PRINT CHR$(147);
40 LET W=40:REM CHANGE TO 80 FOR PRINTER
125 IF P$="P" OR P$="p" THEN OPEN 4,4
140 PRINT CHR$(147);
555 IF P$="P" OR P$="p" THEN PRINT#4:CLOSE#4
580 IF PS="P" OR PS="p" THEN PRINT#4, AS
590 PRINT AS: RETURN
620 GET AA
```

PC(GW BASIC)

Leave out Lines 930 and 940. Change the following lines:

```
30 SCREEN 1:CLS
580 IF P$="P" OR P$="p" THEN LPRINT A$
590 PRINT AS: RETURN
620 WHILE INKEYS="": WEND
```

Atari ST (Stos)/Amiga (Amos)

Change the following lines:

```
30 MODE 1:KEY OFF:CURS OFF:HIDE
580 IF PS="P" OR PS="p" THEN LPRINT AS
590 PRINT AS: RETURN
620 WHILE INKEYS="": WEND
For Amiga use:
 30 MODE 1: CURS OFF: HIDE
```





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LET'S MAKE MONEY! SCOOL Here's a great fund-raising idea that's well worth signing up

Everyone wants to know what's likely to happen to them in the future. And there are lots of ways that claim to predict it.

Horoscopes, Tarot cards and studying handwriting are just a few of them. There are experts in all these fields. You can hire them to make money at your fund-raising event.

Of course if you do that you have to pay the person to do the job. But if you use your computer it costs you nothing!

The idea is simple. Sell people a printout of the predictions.

This month we'll look at how a school made money at a fair by analysing signatures. It takes about five minutes for each signature. So, selling printouts for 50p, they made almost £20 in three hours.

They also had lots of fun and laughs. It was easily one of the highlights of the afternoon.

What exactly did they do? And how much did they have to spend before they got started?

The software they used is called Handwriter Analysis. It's for the

PC and is on a Shareware disc called Personalities. You can get a copy for £2.50 from Shareware Marketing (0297 24088).

A PC and printer were set up at the fair and the program was run. It asks 13 questions about a person's signature.

The questions are all simple to answer. For example, is the signature underlined?

The person running the stall just asks the customer to sign a bit of paper and then tells the computer the facts. It's a good idea to practise a few before trying it out at a fair.

You can get extra help about any question by typing **H** for help. Look at these help screens on your test runs. When you do it for real you'll appear professional and won't need any more help.

Once all the questions have been answered, you can get a printout like the ones shown below. You can then sell them to the amazed customer.

That's all there is to making a few pounds at your next fundraising event. Try it. It's great fun too.

What is Shareware?

The person who writes a program is its owner. In other words, the author owns the copyright.

Some authors say they don't mind people having their programs for free. That's called **Public Domain** software.

Once you have it you can give it to anyone you want. But you shouldn't sell it for a profit.

You can buy Public Domain software. That may sound silly after what we've just said. But what you're buying is the disc it's on, and paying for things like post and packing.

Shareware is often mixed up with PD. But it's not the same to pay a small charge.

The program itself tells you where to send the money. If you do this and pay more you'll receive extras.

Sometimes the program you get at first is a cut-down one. If you pay up you'll get the lot. This could include the full manual. program.

Ram

Handwriting Analyst Report for Ram on 11-30-1990
Copyright 1986, 1988 by Ciasa, Berkeley, California
This report is based only on Ram 's signature and therefore
describes the way he wants others to see him. This may not be the
way he really is. Physical & Material Drives
way he really is. Physical & Material Drives
Ram has a zestful attitude with a lot of vitality.
He eagerly seeks physical and material pleasures. He can be
thrifty.

Rom

Handwriting Analyst Report for Rom on 11-30-1990
Copyright 1986, 1988 by Ciasa, Berkeley, California
This report is based only on Rom 's signature and therefore describes the way he wants others to see him. This may not be the way he really is.

Physical & Material Drives Rom can be thrifty.

Intellectual Style Rom is more intuitive than he is logical.

He time to

The listings in Let's Compute! are quite short and very easy to type in. Even so, once your program is working you don't want to have to key it in every time you want to use it.

So you need to save it on a tape or disc. It's then ready to load again anytime you like.

Tapes and discs are two ways of storing computer programs and data. They're called backing stores.

As we've said over the last few months, computers work in binary numbers. And it's easy to record these on a tape.

ine numbers can be shown by either a short beep or a slight gap. If you play the tape from a computer on a normal cassette player you hear a high pitched whistle. But if you have a recorder that can let you play it slowly you'll clearly hear the beeps and gaps.

Discs are recorded in a similar way. The information is stored on a flat magnetic surface made of a similar material as a tape.

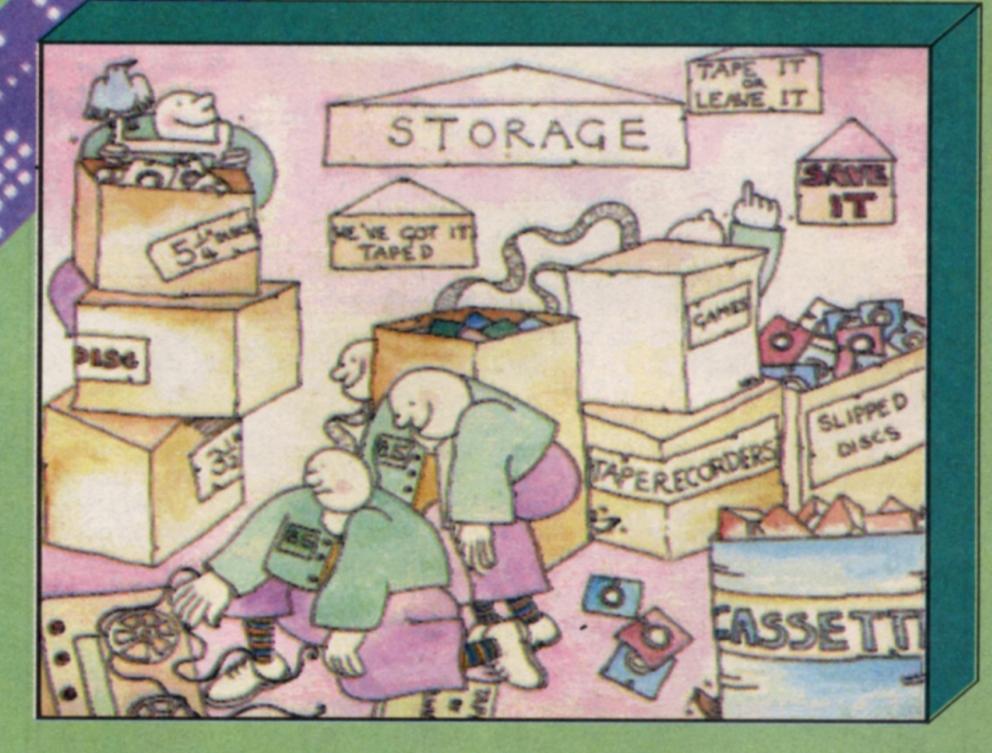
The data is stored in evervidening circles on the disc - like ripples in a pond. Formatting the disc prepares these circles.

Discs spin round very quickly much faster than tapes. That's why discs take less time to load programs than tapes.

Another advantage is that the read/write head - which collects the data - can move straight to a circle on the disc. Which makes it very quick to find a program. With eight holes you can show 127 tape, the head stays still and a lot of tape may have to pass it until your program is found.

These are just two forms of storage device. There are lots of others.

On office computers paper tape used to be a common form of



backing store. The binary numbers are recorded by holes punched in the tape.

Paper tape is rare computers these days. But the background to this page shows what it looks like. You can clearly see the holes that translate into binary numbers.

You'll see that each row has up to eight holes. There's also a line of smaller holes - these are just there so the machine can pull the tape through.

Using just seven of each row of different binary numbers. That's more than enough for the numbers 0 to 9, letters a to z and letters A to Z.

The eighth hole has a special use. The computer uses it to test whether everything has been read correctly.

Moving from the past to the present - and future - another way of storage that is becoming more popular is the CD rom. For home computers, these are still rather expensive. They are only used for reading - the word ROM stands for Read Only Memory.

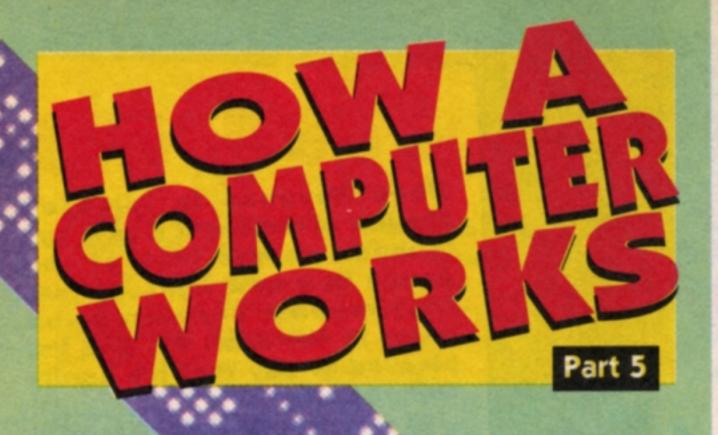
They work in the same way as a normal CD player: A laser light is used to read the zeros and ones.

Optical disc drives work in a similar way but you can also record on them.

The discs have a surface that looks like a CD.

The big advantage of optical discs is that you can store much more on one disc. They're also less likely to get damaged.

But they're still very expensive and not used on home computers yet. It won't be long before they



BINARY BITS

Last month we saw how easy it is to add two numbers in Binary. For similar reasons it's also easy to take away in binary.

What about multiplication and division? The simple answer is that a computer can't do them.

But, as multiplication is really only repeated addition, it gives the impression that it can. If you ask a computer to do 4x7 it will work out 7+7+7+7.

For division, a computer sees how many times it can take away. For example, if you ask it to work out 21+7 it it starts subtracting, like this: 21-7=14, 14-7=7, 7-7=0. That means that 7 can be taken from 21 three times so 21 + 7 = 3

All these processes are easier in binary because there are only two numbers to worry about. So, why don't we use binary in our everyday life?

The answer is that binary numbers are too long for humans to work with. Look at the same sum done in both decimal and binary:

Decimal	Binary
45	101101
67	1000011
112	1110000

But there is an in-between way? It's called hexadecimal or Base 16.

That means that, instead of using ten numbers (0 to 9) we use 16. The numbers 10 to 15 are represented by the letters A to F.

In hexadecimal, instead of 45 meaning 4 Tens and 5 Units, it represents 4 Sixteens and 5 Units (that's 69 in decimal)

Some computer books put & in front of the numbers to show they're in hexadecimal. Others put \$. So, what decimal number does &BC represent?

The letter B is 11 and C is 12. That means &BC is 11 Sixteens and 12 Units. That's 188 in decimal. Hexadecimal numbers are even shorter than decimal.

Why did we say that hexadecimal is an in-between way? Why do computer experts use it?

The main reason is that it's very easy to convert between binary and hexadecimal.

The digits making up the binary number are called bits (Blnary digITS). All you do is group the bits in fours starting at the right. It doesn't matter if there are less than four in the last group. Then convert each set into a hexadecimal number alone.

So 1011101 splits to 101 and 1101. Then 101 is 5 and 1101 is D.

This means that 1011101 in binary converts to &5D.

So while computers work in binary, programmers think in hexadecimal. It's then easy to convert between the two systems.

PRIZE WINNES

Our mailbags have been packed with entries to November's Win a Disc Drive contest. Well done everyone who got the right answers!

The first four entries to be pulled from our sack were: C Markwell, Ipswich; Matthew Anderson, Dorchester; Chris Williams, Elworth and A McNeil from Shieldaig. Each will be receiving a Cumana disc drive for their computer.

In case you're wondering what the right answers are, they're here:

What does MSdos stand for?

Microsoft Disc Operating System

Why are keyboards know as Qwerty? They are the first six letters on a keyboard

Which country did Atari and Commodore start? USA

IBM has a nickname. Which one is it? The Big Blue

Each letter in the Word Basic stands for a word. What are they?

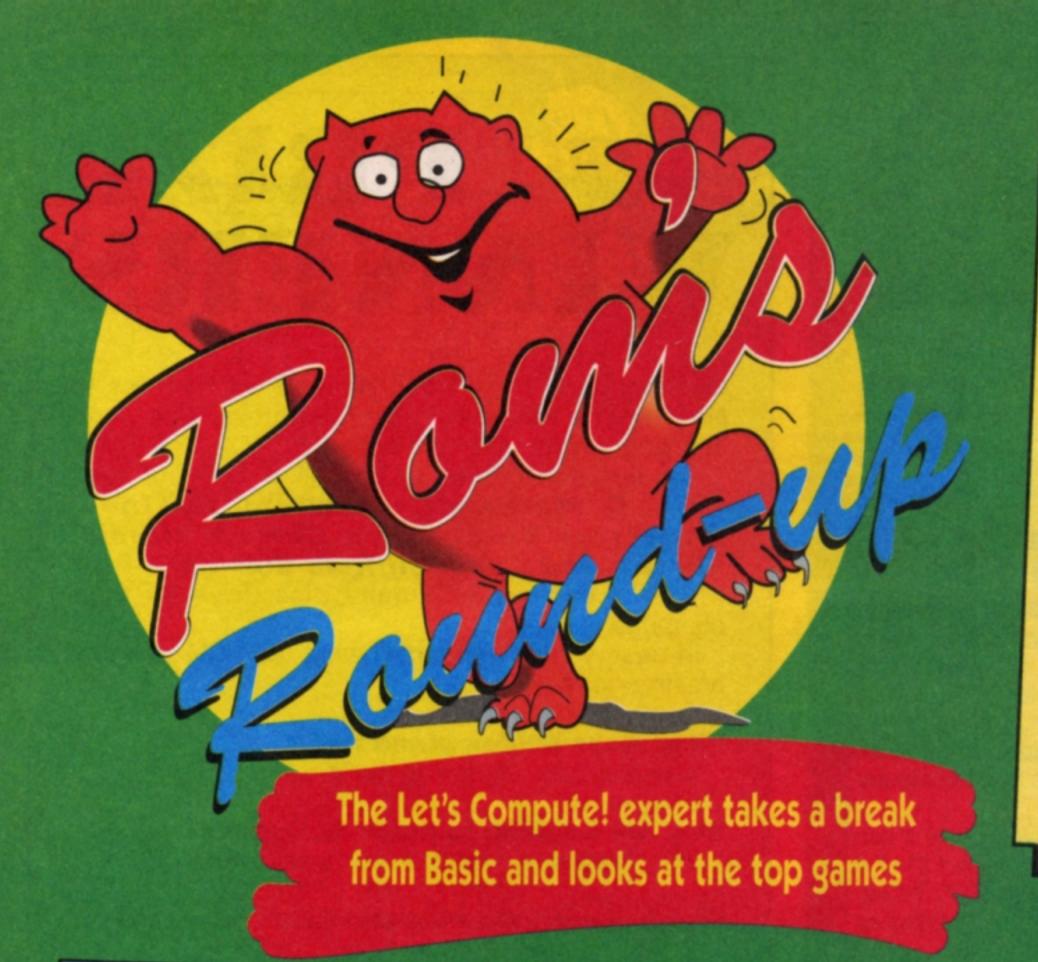
Beginners All-purpose Symbolic Instruction Code

Also in the November issue of Let's Compute! we asked you to create your ideal Christmas Card. It was very hard to choose between the many superb and artistic entries we were sent.

Our team of judges decided that the prize of 50 Christmas cards should go to James Jagger (12), from Welton, Lincoln.

This is card





Shadow of

When Psygnos is released Shadow of the Beast a year ago it made people look at the Amiga in a new light. At last they've now converted the game to the Atari ST. And I'm pleased to say that it's hardly suffered.

At the same time Gremlin have also released Beast for the Spectrum, C64 and Amstrad CPC.

The gameplay is very similar for all computers. But obviously the graphics change for each machine.

The ST version is very similar to the Amiga one. There are fewer colours, but it still has the lovely parallax scrolling. That's where different parts of the screen scroll at different

Wheels of fire

Here's a brand new compilation from Domark. It's called Wheels of Fire and features, suprisingly enough, a collection of four racing games.

Domark have only ever released one racing game themselves. It's called Hard Drivin' and is one of the four.

The other games are Turbo Outrun from US Gold, Chase HQ from Ocean and Power Drift from Activision.

Despite all the games being based on some kind of car racing they are all quite different. And a good thing too! No one wants to pay £30 for four games that are exactly the same.

Turbo Outrun is named after the infamous Outrun. But it doesn't resemble the original at all.

You drive a Ferrari F40 across the United States. The idea is to bash other cars off the road and have a wild time.

Nice graphics and some good sound tracks help the game along. But I prefer the next one the list: Chase HQ.

This has another nice simple plot. Drive along as fast as you can on the lookout for criminals.

They're not that hard to find because a huge great arrow appears over the top of them saying: CRIMINALS HERE! When you spot

one you simply smash your car into the side of him. With plenty of levels and even better graphics this is my favourite of the four.

It's just so addictive! Lots of speech too, which helps no end.

Next is Hard Drivin', which differs from the first two completely. This is more of a car simulation. It features solid 3D shapes.

There's no plot as such. You just drive round one of two tracks against the clock.

The best feature is the action replay. When you drive too fast off a broken bridge you get to see an outside view your crash. Superb! This is the first time Hard Drivin' been seen on the C64. It was specially written for this package.

Lastly is Power Drift. This was a big success in the arcades because of its huge graphics and great sound effects.

Sadly both of these are gone from the home computer versions.

It leaves a severely cut down game. Still good fun, but really overshadowed by the other three.

The cost? £29.99 for the Atari St and Amiga and £14.99 for CPC, C64 and Spectrum tapes.

All in all this is a superb package.
One of the best I've seen from
Domark.



the Beast

speeds to give the feeling of depth. However on all versions there is one vital element missing - the all important gameplay! Beautiful it may be, but it's also very very boring.

You get killed too easily. Or is it because I'm useless? There's far too little action for my money.

The 8 bit machine versions don't even have enough sound or graphics. They really aren't worth the money.

The ST version (Psygnosis) costs £24.95. C64, Spectrum, and Amstrad (Gremlin) are £9.95.

Atari ST owners can buy it for a great demo of their machine. But other than that I wouldn't bother.





Gold of the Aztecs

There are some very impressive technical bits and bobs in Gold of the Aztecs. It's from US Gold and there are versions for the Atari ST, Amiga and PC.

You play the hero. And there more than 1,500 frames of animation, over 600k of music and it's all taken three man years

You are Bret Conrad, bored penniless. By some stroke of fortune you have found a map of an ancient Aztec temple. It's filled with gold. So off you trot to find all this lovely wealth.

filled with gold. So off you trot to find an think the filled with gold. So off you trot to find an the filled with gold. So off you trot to find an the filled with gold. So off you trot to find an trot to

The graphics are good but, most importantly, the gameplay is great. It's a first rate game and should do well.



Plotting

Are you keen on strategy? Then take a look at Plotting from Ocean.

You and a friend play against each other. You can also challenge your computer - but it's your friend too, isn't it?.

The object is ever so simple: Just get rid of a few blocks lying around the screen.

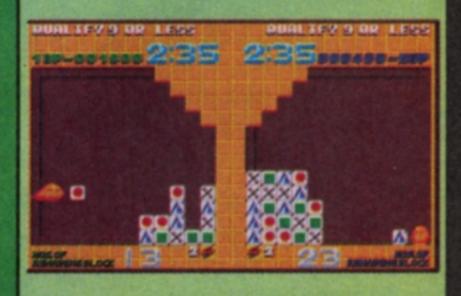
But the way to do this is really devious. Moving one block throws another at you. But bashing that block may get rid of five others.

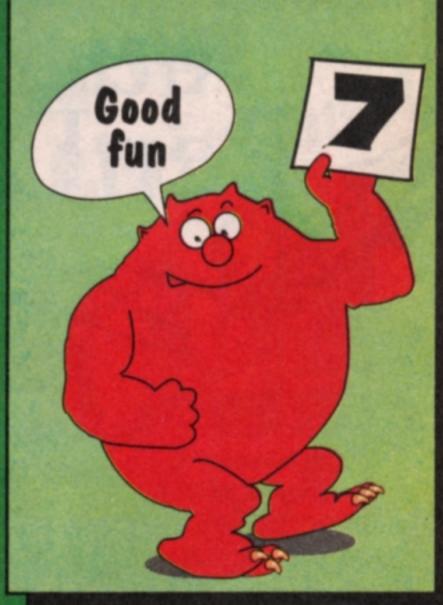
It's all good clean fun. And there are lots of lovely backdrops and great effects too.

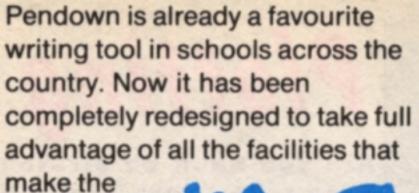
There is an added bonus on some computers. A screen editor is included to let you design your own series of blocks.

You can get Plotting for the Spectrum, C64, Amstrad CPC, Atari ST and Amiga. It's £9.99 for 8 bit tape, £14.99 for disc, and £24.95 for the Atari ST or Amiga.

Plotting is well worth the money because you'll always be in the mood for a game. Provided your blood pressure can stand it!







Archimedes (A3000) so popular. It

features a powerful dictionary, thesaurus and spell checker, along with a friendly user-interface that can be reconfigured to make as much sense to a six-year-old as

it does to an adult. Special fonts, simplified layouts and

Vords

on-screen help make it perfect for the very young, whilst powerful word-processing features mean it is equally at home with students working on 'A' Level projects.

Longman a wealth of experience in

Logotron has a wealth of

producing educational software, and also produces the National Curriculum standard Logotron Logo, Numerator – a revolutionary maths package, and Hyperbook

texts, all of which are available for

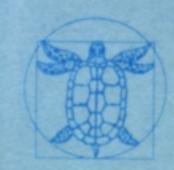
software and Sense

the Acorn Archimedes. For a brochure and full details of all Longman Logotron's educational software, write - stating whether your interest is primary or secondary education - to the address below.

> Archimedes PenDown

Longman Logotron Dales Brewery Gwydir Street Cambridge CB1 2LJ Tel: 0223 323656

Fax: 0223 460208



LONGMAN LOGOTRON

10 REM Distance calculator 20 REM by Stephen Wade 30 REM (c) Let's Compute! 50 PRINT "CYCLIST'S CALCULATOR" 60 PRINT "============= 80 INPUT "Diameter of wheel (inches) ";W 90 INPUT "Teeth on cog behind pedals ";F 100 INPUT "Teeth on back wheel cog ";B 110 INPUT "Number of pedal turns ";P 120 INPUT "How long (minutes) ";T 130 LET T=T/60 140 IF T=0 THEN LET T=0.0001 160 REM Circumference of wheel 170 LET C=W*3.14159 180 REM Gear ratio 190 LET R=F/B 200 REM Distance (inches) 210 LET Z=C*R 220 LET D=P*Z 230 REM Distance and speed 240 LET K=D/39600:LET KS=K/T (km) 250 REM Distance and speed (miles) 260 LET M=D/63360:LET MS=M/T 270 PRINT "You travelled" 280 PRINT K;" km (";M;" miles)" 290 IF T=0.0001 THEN GOTO 330 310 PRINT "Your average speed was" 320 PRINT KS;" km/h (";MS;" mph)" 340 INPUT "Another? (Y/N)";K\$ 350 IF KS="Y" THEN RUN 360 IF K\$<>"N" THEN GOTO 340 370 PRINT: PRINT

This

program works on

all home

micros

IS THIS YOUR COMPUTER?

BBC/Electron/Archimedes/ PC (GW-Basic)/Amstrad CPC/ **Spectrum**

The listing works as shown.

Commodore 64/128

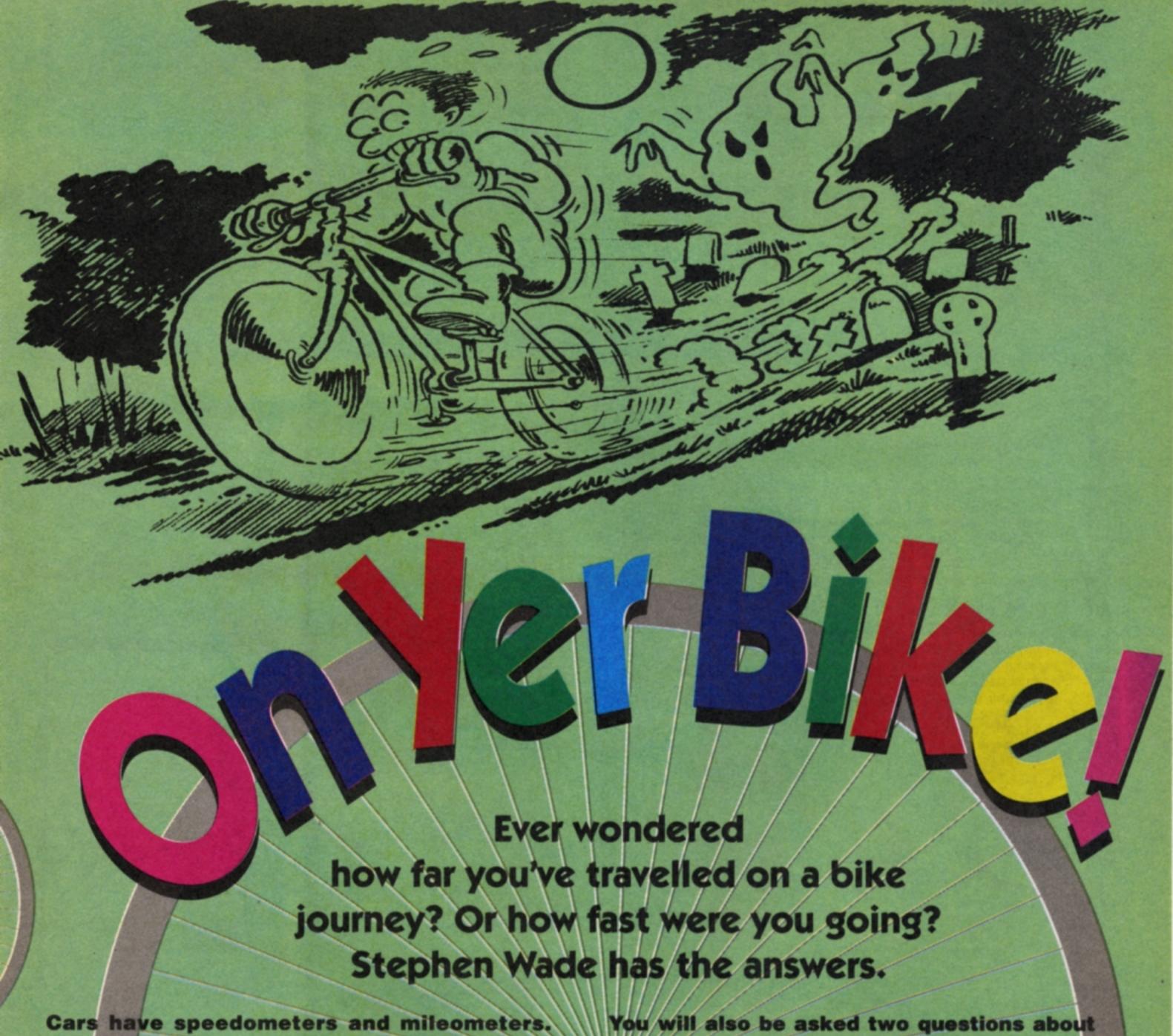
Enter the program in capitals. Change the following line:

40 PRINT CHR\$(147);

ST (Stos)/Amiga (Amos)

Put a # after all the variable names except K\$. For example, change Line 170 to:

170 LET R#=F#/B#



Cars have speedometers and mileometers.
But not many bikes do. So how do you work out how far you've travelled and at what what speed?

Use your computer! All you need is the Let's Compute! Cyclist's Calculator. It works for any bike that doesn't have Sturmey Archer gears.

Type in the program and SAVE it. When you RUN it you'll be asked for some numbers. Have the following answers ready and type them in when you're asked:

- The diameter of your wheel. This is the distance from one edge to the opposite one. Measure it in a straight line across the centre.
- The number of teeth on the cog behind the pedals. If you've several cogs there, note each so you can use the program for any gear. If you're lucky the numbers may be in your cycle owner's manual. It's worth checking there first.
- The number of teeth on the back wheel cog. Count these, like you did for the front.

You will also be asked two questions about the journey you are checking.

• How many pedal movements did you make? Once up and and down with one leg counts as one movement.

The time taken. To work out your speed, your computer needs to know how many minutes you took.

Sometimes you may not be interested in the speed. You might just want to use the program to work out the distance between two places. In that case, enter zero when your computer asks for the time taken.

Once your computer knows the facts it will quickly tell you how far you travelled in both kilometres and miles. If it also knows the time taken it will also tell you your speed.

Experiment with the program. Try out different gears and see what happens to your speed.

But be careful. If you try any speed trials on your bike make sure you do it in safety.





Find a brand new use for your damaged old discs - and try to WIN some new ones!



You should always take care of your computer discs. Especially the bendable 5.25in ones. But accidents do sometimes happen!

We've heard of discs that have been sat on. Some have been chewed by dogs that find they taste nicer than frisbies. There are even stories of discs being folded to fit through a letterbox.

But these damaged discs could still have their uses.

Ace cartoonist Mike Goldberg has come up with a whole host of ideas. Some are shown on this page. Can YOU think of any better ones?

You could win a prize which any disc owner shouldn't be without. Inmac are giving away 10 packs of 10 5.25in discs and 10 packs of 3.5in ones. They are also offering five red and five blue disc boxes. With your own supply of discs and a place to keep them safe you need never be a bent disc sufferer again.

So fill in the entry form now!

What you have to do

On the entry form is a list of five important things to do to keep your discs safe. Put these in the order you think is the most important from 1 to 5. Then think of one unusual, original and funny use for a bent disc.

Either draw a picture or tell us your idea. You could see YOUR picture or a Mike Goldberg cartoon of your idea in

a future Let's Compute! Fill in the entry form and ensure that it reaches us before January 3 1991. The 30 correct entries with the funniest tie-breaker to be pulled from the sack will receive one of the many prizes.



ENTRY FORM

A. Keep discs in their sleeves Answers: B. Don't leave discs in the drives C. Don't use discs as drink mats D. Keep discs out of hot sun E. Always store discs safely Name..... Address..... The funniest use for a bent or broken disc is (no more than 15 words or one picture):.... Post Code.....Age..... Now send this to: Let's Compute! Disc Contest, Europa House, Adlington Park,

Macclesfield SK10 4NP.

I have a 3.5/5.25*in disc drive

(*Delete the one that doesn't apply.)

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- New Computer Express.

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Mijas Software by Berry and Meekings

The New Issue of 'A Book on C' £11 inclusive

Small C System £69 (inclusive of VAT p&p)

Use the Mijas Small C System on the BBC B or MASTER series computers for games, educational and industrial software. Small C programs run up to 12 times faster than in BASIC. Your code is highly portable and can be recompiled to run on the ARCHIMEDES or R140 using the Acorn ANSI C compiler (not supplied) and on many other machines. You can also use the power of the ARCHIMEDES for the rapid development and test of BBC B or MASTER programs. Manuals and post sales support included.

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The system includes the V3.0 Small C compiler & Libraries*, Optimiser, Assembler, Linker, Source-Level Debug, and SHELL. SOURCE CODE is supplied for the compiler and all libraries. Using the MAKE facility and editable makefiles, C code is automatically compiled to assembler source, assembled and then linked with the minimum necessary library code.

Available for the MASTER series Computers, BBC B+ or B with sideways ram, and ARCHIMEDES. Software supplied on 80T double sided 5.25" or 3.5" ADFS or DFS disk. The ADFS disk contains the SHELL source code. The system is also available for other hardware configurations, including systems for the Mitsubishi MELPS processors, please write for details.

Laser Typesetting Program £23 inclusive

Low cost DTP for any BBC B, MASTER or ARCHIMEDES. Requires an HP Deskjet or Laserjet printer or emulation. Use for letters, booklets, forms and manuals with rules and shading, full multi-font justification, in single or multi-column. Fast printing using the printer's internal fonts. ADFS or DFS disk with rom image, £23 inclusive of VAT, p&p. Eprom (avoids the need for sideways ram on BBC B) £7 extra.

Please state your computer system when ordering from:-

MIJAS SOFTWARE, Winchester Road, Micheldever, Winchester, Hants SO21 3DG. Tel: 0962 89 352.

Official orders, ACCESS and VISA welcome *Includes original Small C code supplied at the cost of distribution

IS THIS YOUR COMPUTER?

Electron/BBC/Archimedes

The program works as shown

Amstrad CPC

Make the same changes as for the Spectrum to Lines:

290,320,340,420,480,500,610

Change the following lines:

40 INK 0,0: INK 1,2: INK 2,6: INK 3,8:INK 4,18:INK 5,20:INK 6,24:INK 7:26:MODE Ø:PEN 7 600 WHILE INKEYS="": WEND 650 LOCATE X+1, Y+1: PRINT A\$

ATARI (Stos)/ Amiga (Amos)

Make the same changes as for the Spectrum to Lines:

290,320,340,420,480,500,610

Change the following lines:

40 MODE 0: CURS OFF: KEY OFF: HIDE

45 COLOUR1,\$700:COLOUR2,\$7: COLOUR4,\$70:COLOUR3,\$707:COLOU R5,\$770:COLOUR6,\$77:COLOUR7,\$7

600 WHILE INKEYS="": WEND 650 LOCATE X, Y: PRINT AS

Amos: Leave out KEY OFF in Line 40

Commodore 64/128

Change the following lines:

40 POKE 53280, 0: POKE 53281, Ø: PRINT CHR\$(147); 45 FOR N=1 TO 7: READ A: C\$(N)=CHR\$(A):NEXT N 50 LET W=38 60 LET S\$=CHR\$(18)+" "+C HR\$(146) 290 PRINT C\$(C3); 320 PRINT C\$(C3+C1); 340 PRINT C\$(C3+C2+C1); 360 PRINT C\$(C3+C2); 420 PRINT C\$(C1); 480 PRINT C\$(C1+C2); 500 PRINT C\$(C2); 600 GET AS: IF AS="" THEN 600 610 PRINT CHR\$(147); 650 POKE 211, X: POKE214, Y: SYS 58732: PRINT A\$; 1000 DATA 28,30,158,31,156,15

Spectrum

Change the following lines:

40 BORDER 0: PAPER 0: INK 7: CLS 50 LET W=32 290 PAPER C3 320 PAPER C3+C1 340 PAPER C3+C2+1 360 PAPER C3+C2 420 PAPER C1 480 PAPER C1+C2 500 PAPER CZ 570 IF B\$(\$) <> " " THEN LET S=S-1:GOTO 570 580 LET AS=B\$(TO S-1): LET B\$=B\$(S+1 TO) 600 PAUSE 0 610 PAPER 0: CLS 650 PRINT AT Y, X; AS

PC (GW Basic)

Change the following lines:

40 SCREEN 0:CLS 50 LET W=40 60 LET S\$=STRING\$(4,219) 168 LET C1=4:GOSUB 410 170 LET C2=2:GOSUB 470 198 LET C1=4:GOSUB 410 200 LET C2=1:GOSUB 470 220 LET C1=2:GOSUB 410 230 LET C2=1:GOSUB 470 260 LET X1=4:LET Y1=4:LET C1 =4:60SUB 420 276 LET X1=8:LET Y1=8:LET C2 280 LET X1=0:LET Y1=8:LET C3 290 COLOR C3+8 320 COLOR C3+C1+8 348 COLOR C3+C2+C1+8 360 COLOR C3+C2+8 400 STOP 420 COLOR C1+8 480 COLOR C1+C2+8 500 COLOR C2+8 600 LET GS=INKEYS: WHILE GS=" :LET GS=INKEYS:WEND 610 COLOR , 0:CLS 650 LOCATE Y+1, X+1: PRINT AS

The Safe Scientist looks at what happens when you...

Hi there again. This month we're looking at how coloured lights behave.

Imagine some projectors shining coloured squares on to the back of your computer screen. Where the colours mix you get different colours.

Our program shows what happens.
The colours from our imaginary projectors are called primary colours.

Where two or more mix they create what are called secondary colours.

It's like mixing paints to make new shades. But note something strange.

The colours you get when you mix lights are different to what you get when you mix paints.

Type the program in, SAVE it and RUN it. After the intro screen you'll see two overlapping areas of primary lights.

Where these cross you'll see the secondary colour. Press the spacebar to see other pairs of colours and their mixes. When the three possible

combinations of two primary lights have been tried all three primary colours are shown at once. Now you can see what happens when all three overlap.

Why should we want to mix coloured lights? Well it's happening all the time inside your TV set. Millions of different colours are being created all the time.

Without colour mixing your favourite
TV show would look very dull indeed.

As our program shows, red, green and blue can be mixed by your computer to give other colours. But this is only the start. It's well worth you investigating more about colours yourself.

If you add secondary colours together you get even more. You can also subtract colours.

Next month get your seat belts ready. We're off to study gravity! And you'll have the chance to touch down on any planet in the solar system!

WHAT GOES ON IN A TV TUBE?

This program gives you an idea how your TV set works. At the back of the tube there are red, green and blue "projectors" - called electron guns.

When these fire at the screen coloured dots light up. The dots are so close that if, say, a red and blue one light up next to each other you see purple.

Every picture you see on your screen is made up from these primary colours. But your TV set can do more with them than our simple program can. It can give the three colours different degrees of brightness.

This means that, for example, they can mix bright green with dull red.
Now that's a really unusual colour!

```
10 REM COLOURS
   20 REM BY THE SAFE SCIENTIST
  30 REM (c) LET'S COMPUTE!
  40 MODE 2
   50 LET W=20
  60 LET S$=" ":REM 4 spaces
  70 LET AS="Primary Colours":LET Y=1:6
OSUB 640
  80 LET B$="Some projector beams shine
onto a screen and overlap.": GOSUB 540
  90 LET B$="When colours merge they gi
ve a new colour.": GOSUB 540
 100 LET B$="The projectors shine out i
n red, blue or green.": GOSUB 540
 110 LET BS="These are called the PRIMA
RY colours.":60SUB 540
 120 LET B$="The new colours are called
SECONDARY colours.": GOSUB 540
 130 LET B$="Let's look at the secondar
y colours.": GOSUB 540
 140 LET B$="Mixing Two Colours"
  150 GOSUB 600
 160 LET C1=1:GOSUB 410
 170 LET C2=2:60SUB 470
 180 GOSUB 600
 190 LET C1=1:60SUB 410
 200 LET C2=4:GOSUB 470
  210 GOSUB 600
 220 LET C1=2:GOSUB 410
```

```
230 LET C2=4:60SUB 470
  240 LET B$="All three colours."
  250 GOSUB 600
  260 LET X1=4:LET Y1=4:LET C1=1:GOSUB 4
20
  270 LET X1=8:LET Y1=8:LET C2=2:GOSUB 4
  280 LET X1=0:LET Y1=8:LET C3=4
  290 COLOUR 128+C3
  300 LET A$=$$+$$:LET IS=8:LET IE=11:LE
T XS=0:GOSUB 440
  310 LET AS=SS:LET IS=0:LET IE=7:LET XS
=0:60SUB 440
 320 COLOUR 128+C3+C1
 330 LET XS=4:60SUB 440
 340 COLOUR 128+C3+C2+C1
 350 LET XS=8:GOSUB 440
 360 COLOUR 128+C3+C2
 370 LET IS=8:LET IE=11:LET XS=8:GOSUB
440
  380 LET B$="That's all folks."
  390 GOSUB 600
 400 LET B$="":GOSUB 600:RUN
  410 LET X1=2:LET Y1=4
 420 COLOUR 128+C1
 430 LET A$=$$+$$+$$: LET IS=0:LET IE=1
1:LET XS=0
  440 LET XS=XS+W/2-10
 450 FOR I=IS TO IE:LET X=X1+XS:LET Y=Y
```

```
1+I:GOSUB 650:NEXT I
  460 RETURN
  470 LET X1=6:LET Y1=8
  480 COLOUR 128+C1+C2
  490 LET A$=S$+S$:LET IS=0:LET IE=7:LET
 XS=0:60SUB 440
 500 COLOUR 128+C2
 510 LET A$=S$:LET IS=0:LET IE=7:LET XS
=8:60SUB 440
  520 LET A$=$$+$$+$$:LET IS=8:LET IE=11
:LET XS=0:GOSUB 440
  530 RETURN
  540 PRINT
  550 IF LEN (B$) <= W THEN PRINT B$: RETUR
  560 LET S=W
 570 IF MID$(B$,S,1) <> " " THEN LET S=S
-1:60T0 570
 580 LET A$=LEFT$(B$,S-1):LET B$=MID$(B
$,5+1)
 590 PRINT AS: GOTO 550
 600 PRINT:PRINT"PRESS SPACE": AA=GET
 610 COLOUR 128:CLS
 620 LET Y=0
 630 LET A$=B$
 640 LET X=INT ((W-LEN (A$))/2)
 650 PRINT TAB(X,Y);A$
 660 RETURN
```

TURBOSOFT

TOP MOVERS	SPEC		AMS		C64	
	Cass	Disc	Cass	Disc	Cass	Disc
Atomic Robokid	7.99	11.99	7.99 7.99 7.99 6.99 7.99	11.99	7.99	11.99
Batman Movie	7.99 7.99	11.99	7.99	11.99	7.99 7.99	11.99
Bloodwych	7.99	11.99	7.99	11.99	7.99	11.99
Bomber	6.99	N/A	6.99	8.99	6.99	8.99
Chase HQ	7.99	11.99	7.99	11.99	6.99 7.99	11.99
Back to the Future 2	8.99	11.99	8 99	11.99	8.99	11.99
Cricket Master	6.99	11.99	6.99 7.99 7.99 7.99	11.99	8.99 6.99 7.99	11.99
	7.99	11.99 11.99	7.99	11.99 11.99	7.99	11.99
Double Dragon 2 Dragon Breed	7.99	11.99	7.99	11.99	7.99 7.99	11.99
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Emlyn Hughes Football Director	6.99	N/A	6.99	N/A	6.99	N/A
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Golden Axe	7.99	11.99	7.99	11 99	7.99	11.99
Gunship	7.99	11.99 11.99	7.99 7.99	11.99 11.99 11.99 7.99	6.99 7.99 7.99 7.99	11.99
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Hostages *	7.99	11.99	7.99	11.99	N/A	N/A
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Kick Off 2	7.99	11.99	7.99	11.99	7.99	11.99
Lords of Chaos	7.99	11.99	7.99	11 99	7.99	11.99
Manchester United	6.99	10.99	7.99 6.99	10.99	7.99 7.99 6.99	10.99
Microproce Coccer	7.99	11.99	11 99	11.99 10.99 14.99	11.99	14.99
Midnight Resistance	7 99	11 99	11.99 7.99 7.99	11.99	7.99	11.99
Monty Pythone Flying Circus	7.99 7.99	11.99 11.99	7.99	11.99 11.99	7.99 7.99	11.99 11.99
Now Zealand Story	7.99	11.99	7.99	11.99	7.99	11.99
Midnight Resistance Monty Pythons Flying Circus New Zealand Story Operation Thunderbolt	7.99	11.99	7.99 7.99	11.99	7.99	11.99
Oriental Games	11.99	14.99	11 99	14.99	11.99	14.99
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Pipemania Project Stealth Fighter Rick Dangerous	7.99	11.99	N/A	11.99 N/A	11.99	14 99
Pick Dangerous	7.99	11 99	7.99	11.99	7 99	14.99 11.99
Pohocon	7.99	11.99 11.99	7.99	11.99	7.99 7.99	11.99
Robocop Rainbow Islands	7.99	11.99	7.00	11.99	7.99	11.99
Satan	7.99	11.99	7.99	11 99	7.99	11.99
Shadow Warriors	7.99	11 90	7.99 7.99 7.99	11.99 11.99 12.99	7.99 7.99 7.99	11.99
Sim City	8.99	11.99 12.99	8 99	12 99	8.99	12.99
Sim City Stunt Car Racer	7 00	11 00	8.99 7.99	11.99	7 99	11.99
Subbutes	7.99	11.99	7.99	11.99	7.99 7.99	11.99
Subbuteo Super Off Read Recor	8.99	11.99	8.99	11.99	8.99	11.99
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Turrican Time Machine	7.99	11.99	7.99	11.99	7.99 7.99	11.99
Time Machine		N/A	7.99	11.99	7.99	11.99
Treble Champions	7.99	N/A	7.99	11.99	7.99	11.99
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World Championship Boxing Manager Xybots EDUCATIONAL	4.99	N/A N/A	4.99	N/A 6.99	4.99 2.99	N/A N/A
Answer Back Junior Better Maths 12-16 Better Spelling 9-14 Fun School 2 Under 6 6-8 8+ Fun School 3 U5 5-7 7+ French Mistress Adv or Beg German Master	7.99 N/A N/A 7.99 7.99 7.99 9.99 9.99 9.99 6.99 6.99	9.99 N/A N/A 11.99 11.99 12.99 12.99 12.99 9.99 9.99	7.99 8.99 8.99 7.99 7.99 7.99 9.99 9.99	10.99 13.99 13.99 9.99 9.99 12.99 12.99 12.99 9.99 9.9	N/A N/A 7.99 7.99 7.99 9.99 9.99 9.99 N/A N/A	N/A N/A 11.99 11.99 12.99 12.99 12.99 N/A N/A

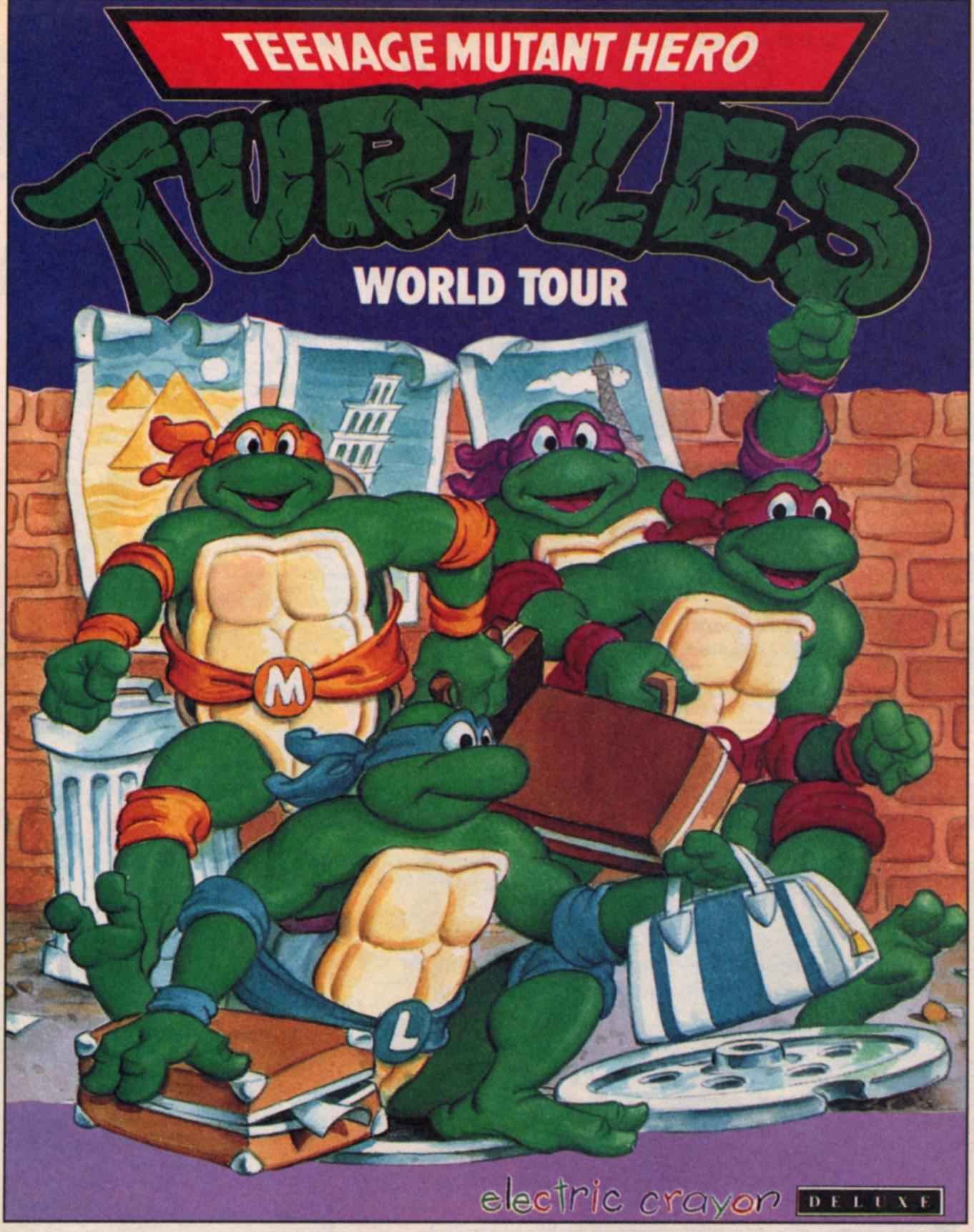
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Turrican	13.99	13.99
Wings	N/A	19.99
X-Out	13.99	13.99

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Drakken Dynamite Duy	7.99	N/A
Dynamite Dux Dragon Spirit	4.99	4.99
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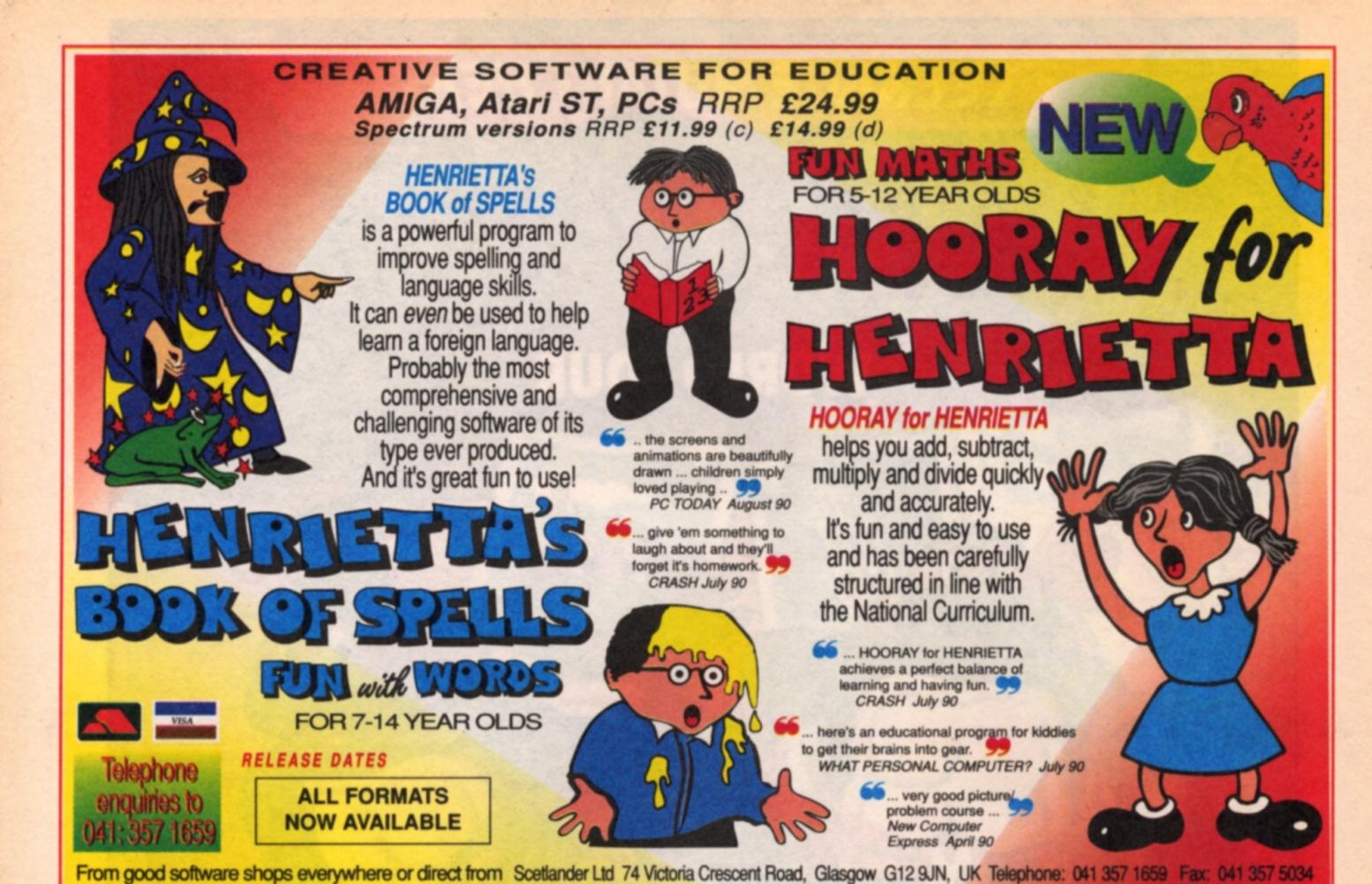
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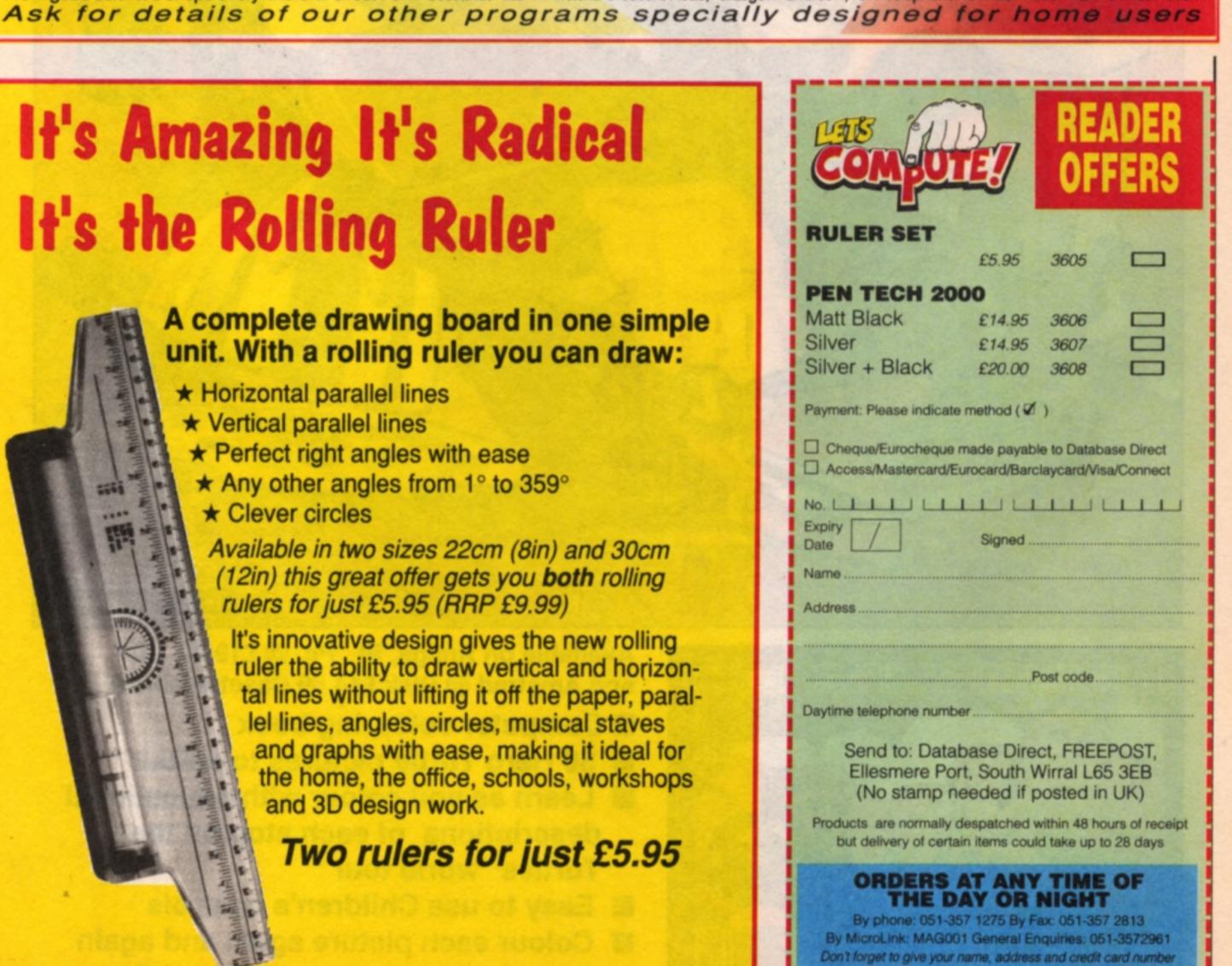
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There is more than one way to skin a cat. Our resident micro medic tells of three ways to save you jumping out of loops.

This all home micros

program works on

This is the original program:

10 CLS: REM C64 PRINT CHR\$(147); 20 PRINT "TYPE THE ALPHABET NOW!" 30 FOR I = 1 TO 26 40 GOSUB 160 50 PRINT KS; 60 IF K\$<>CHR\$(I+64) THEN GOTO 100 80 PRINT:PRINT:PRINT "WELL DONE" 90 GOTO 110 100 PRINT: PRINT: PRINT "YOU GOT IT WRONG" 110 PRINT: PRINT "DO YOU WANT ANOTHE R 60?" 120 GOSUB 160 130 IF K\$="Y" THEN GOTO 10 140 PRINT:PRINT "BYE" 150 END: REM ON SPECTRUM USE STOP 160 INPUT KS 170 RETURN

Here are the changes Doc made to the original program using REPEAT ... UNTIL:

25 LET F=0:LET I=1 30 REPEAT 60 IF K\$<>CHR\$(I+64) THEN LET F 65 LET I=I+1 70 UNTIL I>26 OR F=1 75 IF F=1 THEN GOTO 100

Here are the changes Doc made to the original program using WHILE ... WEND:

25 LET F=0:LET I=1 30 WHILE I <= 26 AND F=0 60 IF K\$<>CHR\$(I+64) THEN LET F 65 LET I=I+1 70 WEND 75 IF F=1 THEN GOTO 100

Here are the changes Doc made to the original program to make his own REPEAT ... UNTIL:

25 LET F=0:LET I=1 30 REM REPEAT 60 IF K\$<>CHR\$(I+64) THEN L ET F=1 65 LET I=I+1 70 IF I <= 26 AND F <> 1 THEN GOTO 30 75 IF F=1 THEN GOTO 100

Last month Doc operated on the program shown top right. It tests whether you know the alphabet. If you didn't try it last month, type it in and RUN it now.

It will seem to work as it is. But if you type the alphabet in the wrong order a few times you are likely to get an error message.

That's because each time you press a wrong letter the program jumps out of a loop.

Last month the Doc prescribed a cure to remove this problem. Now he looks at even better methods of doing the same job.

The one you should use depends on the Basic language fitted in your computer. At least one of the ways will work on YOUR machine. The panel on the right tells you which you can use.

First, let's describe the simple game in words. You have to REPEAT typing a key UNTIL you've gone through the whole alphabet OR have made a mistake.

If your Basic understands the commands REPEAT ... UNTIL and OR those words can be put into the program almost exactly as they are spoken.

The You've made a mistake part comes when a flag is set to 1. Remember, we used flags last month. So you can REPEAT the loop **UNTIL I>26 OR F=1.**

Note that REPEAT ... UNTIL loops don't automatically add one to I so Doc put I=1 near the start of the program and I=I+1 in the loop. All doc's changes are shown on the right.

Some versions of Basic don't understand REPEAT ... UNTIL but have another type of loop. It's called WHILE ... WEND.

Like the repeat type of loop it works as you would say it: "While the 26th letter hasn't been reached and a mistake hasn't been made keep looping". WEND is used to show the end of the loop.

Doc's second set of changes show what you have to do if you want to use this sort of loop.

But some Basics have neither WHILE ... WEND nor REPEAT ... UNTIL - see the panel to check which YOUR machine uses. So Doc's final changes show how you can do REPEAT ... UNTIL without actually having the instructions in your version of Basic.

In place of REPEAT put a REM to show it's the start of the loop. In place of UNTIL something happens you have to go back to the start of the loop if it hasn't happened.

So Doc has now shown four cures for the same problem. And there are plenty of others.

The main point to remember is that you should NEVER jump out of a loop.

IS THIS YOUR COMPUTER?

Electron/BBC/Archimedes

The Basic in these computers understands REPEAT ... UNTIL but not WHILE ... WEND.

CPC/PC(QW-Basic)

The Basic in these computers understands WHILE ... WEND but not REPEAT ... UNTIL.

Amiga and Atari ST

Stos and Amos understand both WHILE ... WEND and REPEAT ... UNTIL.

Spectrum/ Commodore 64/128

The Basic in these computers doesn't understand either REPEAT ... UNTIL or WHILE ... WEND.

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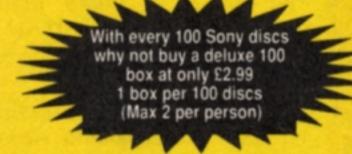
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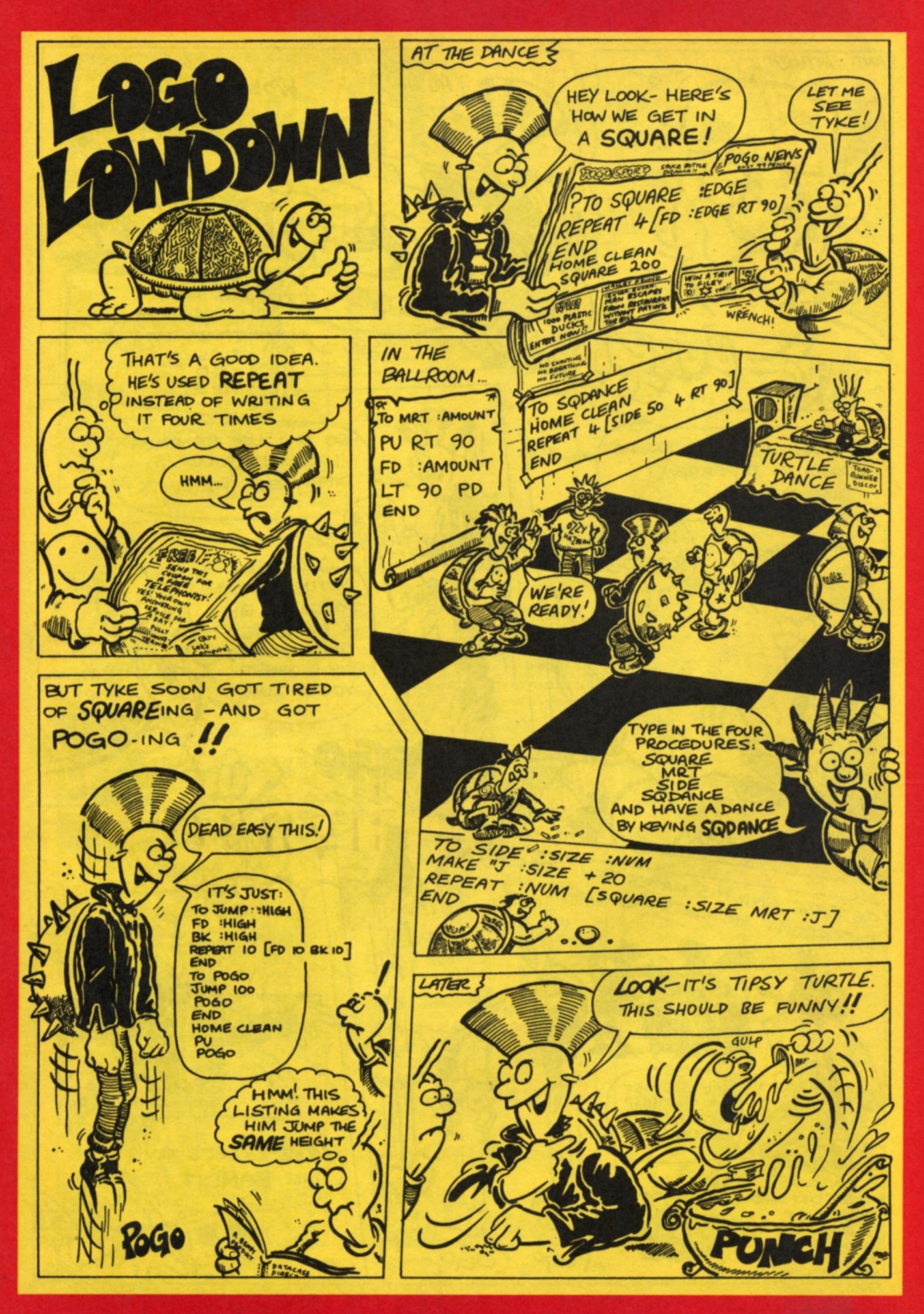
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MagMax	CPC	91,194	James Norton	10
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Missile Control	BBC	2,045	Paul Tarling	8
Mr EE	BBC	70,600	James Greenstreet	12
Op. Thunderbold	Amiga	333,600	James Butler	13

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ł	Pacmania	Archimedes	433,600	Jon Bell	8
	Pipemania	BBC	56,400	Matthew Thompson	16
	Planatoid	Electron	47,875	Neil Giggins	13
H	Positron	Electron	2,038,520	Alan Pendergast	13
	Q-Man	BBC	16,725	Eleanor Dickenson	11
ı	Rainbow Islands	Spectrum	2,320,150	Alan Whysall	14
	Return of the Jedi	BBC	43,213	Ryan Simpson	10
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	SeaWolf	BBC	6,030	Jonathan Rawle	11
	Shadow Warriors	ST	276,911	Fredric Duncan	13
	Skweek	CPC	965,640	Clair Brookes	16
	Soloman's Key	ST	100,000	James Hayward	7
	Star Wars	BBC	174,268	Matthew Thompson	16
	StarShip Command	BBC	201	Jonathan English	8
	Street Fighter	C64	372,589	Eric Jayarajah	12
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What we call a program is nothing more than a list of instructions to your computer.

These instructions must be in a language that your computer can understand. Nearly all the listings in Let's Compute! are in the computer language Basic. This is understood by most home computers.

As a rule, if each line of a program starts with a number it's in Basic. And you must have Basic running in your computer before you start typing in a Basic program.

The BBC Micro, Electron, Spectrum, Amstrad CPC and Commodore 64/128 have Basic running from the moment they're switched on.

If you don't get the message BASIC when you switch on a BBC or Electron, type:

* BASIC

Then press the Return key and you should be in Basic. On the Archimedes and BBC A3000 you usually see the *Desktop* when you switch on. If you press the F12 key a new line starting with a star will appear at the bottom.

Like on the BBC and Electron, type *BASIC and you're ready to go.

WARNING: The Amiga, Atari ST and PC do not have Basic built in. You have to load it from disc.

You can get several different types of Basic for these computers. The programs in Let's Compute!

Keying in a program listing is easy.
Or is it? Be warned! There are lots
of pitfalls. One simple mistake
could stop the whole program from
working. But you can make sure
YOUR typing is error free by
following this simple advice.

are designed to run if you use Stos on the Atari ST or Amos on the Amiga.

Many people already have Stos and Amos. They come from Database Software (0625 859333). If you've got an Amiga, you'll also find that the BBC versions of the programs will work if you use Commodore's BBC emulator.

If you use a PC you will also have to load Basic from disc. Again there are several choices. The PC listings we give are for GW-Basic.

Most of the programs will also run on one of the versions of BBC Basic that you can get for the PC. If you use BBC Basic, choose the BBC listings, not the PC ones.

SIMPLE STEPS TO SUCCESS

- Before you start entering a new program type NEW to empty the computer's memory
- A Basic program line begins with a line number. Don't press Return until you've typed the whole line. (That doesn't mean the line as you see it in print.) Pressing Return is the LAST thing you do before you get to the next line number.
- When you press Return after typing in a line nothing appears to happen. What you've done is store the line in the micro's memory. It will not be activated until you are ready to tell the program to RUN.
- Use the exact figures and letters that you see in the listing. Don't change ANYTHING.
- Capital letters MEAN capital letters (and lower case letters mean lower case letters).
- Take care with keys that can be mistaken for others. Examples are Ø (zero) instead of 0 or 1 instead of I.

- If you make a mistake while you're typing a line you can correct it so long as you haven't pressed Return. Use Delete to move back down the line and rub out the error. Then retype the part you erased.
- If you notice a mistake AFTER you've pressed Return just retype the whole line including the line number. It will replace the one you got wrong.
- If you want to clear the screen type CLS and press return. This only wipes the display. Your program remains in the micro's memory. On the C64 use the CLR key instead.
- SAVE your program at frequent intervals while you type it in – don't wait until you've finished.
- To see the program stored in memory, type LIST.
- To make the program in memory work type RUN.

Take care typing!

If you type in a program from Let's Compute! just as it is printed it will always work. But if you don't copy it exactly one of two things will happen:

- You may get an error message because your computer doesn't understand something you typed in.
- Something unusual may happen, but not what you expect.

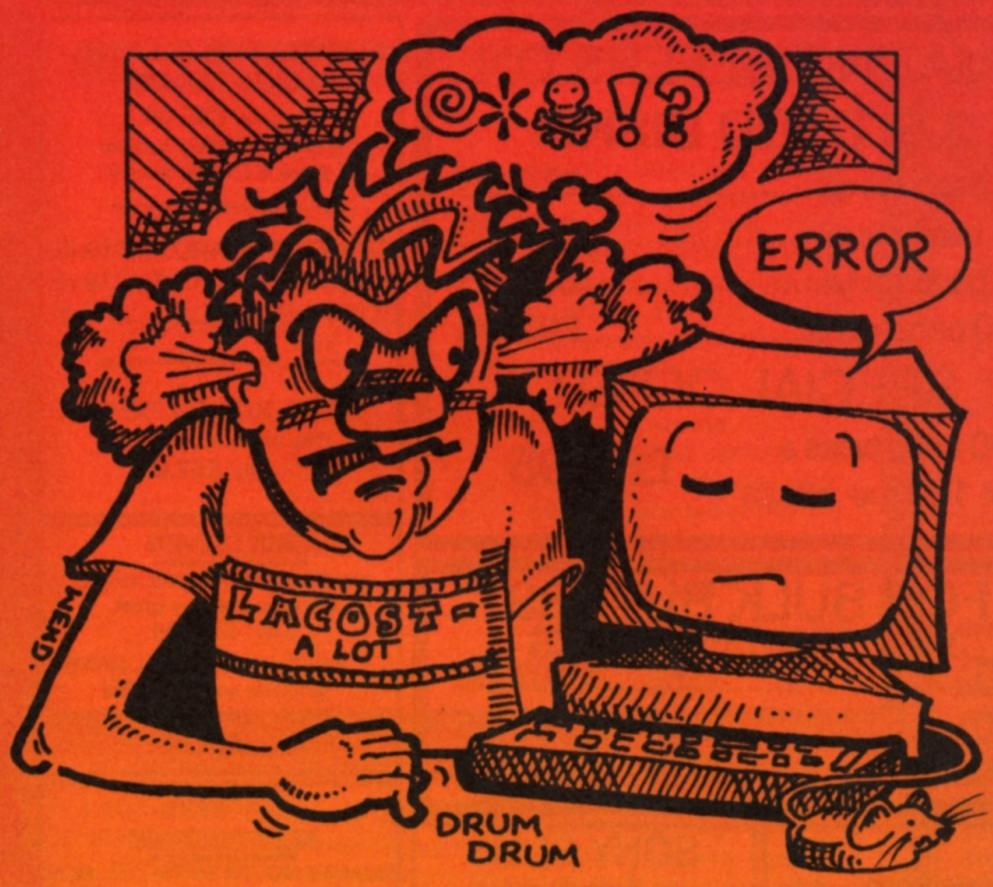
In the case of the first of these you'll get an error message. It usually gives a line number as well.

Check that line first. But your computer isn't always right! Some errors will report the wrong line number. So check other lines too.

An example of the second type of mistake would be if you type 3+1 instead of 3-1. Your program would work but give you the wrong answers.

The motto is simple. If your program doesn't do what you expect - CHECK EVERY LINE!





A key difference

Some computers have a key marked RETURN.
Others have one labelled ENTER. Some have both.
In Let's Compute! when we say Return, you can use either Return or Enter

RETURN

SAVING AND LOADING

Make sure you SAVE your program at frequent intervals. Then if you have a power cut or the cat pulls out the plug you won't lose all your work.

First, decide on a short name for your program – say GAME – and then enter:

SAVE "GAME"

Notice that the program's name has quotes before and after it.

What happens next depends on whether you're using tape or disc. But the messages that appear on your

screen are clear and you should have no problems if you follow them.

To put the program back into your micro's memory at the start of a new session, all you have to do is make sure the tape or disc is ready and then enter:

LOAD "GAME"

When it's loaded you can LIST it, RUN it or, if you haven't completed typing it all in, continue adding more lines.

POINTS TO WATCH

The points listed in the main part of this article apply to ALL computers. Here are some more to watch out for on different machines:

Spectrum

On 48k Spectrums you give instructions like PRINT and FOR by pressing one key. If you type all the letters of the word, instead of the single key that's on your keyboard, it will not work even if it looks right.

Amstrad CPC

Spaces are very important on the CPC. Make sure you leave one between the Basic word and the rest of the line.

Joysticks – especially auto-fire ones – can upset how your keyboard works. If the wrong characters appear, unplug your joystick.

PC (GW-Basic), Atari ST (Stos) and Amiga (Amos)

Take care that the line on the screen where you're typing is blank when you start. If there are any characters on it you could be in trouble. When you press Return after typing your new line you might see the message syntax error on your screen.

Commodore 64/128

As with the PC, don't type on a line that already has something on it.

After typing a quote mark (") you may get strange characters. If you do, press Return and start again.

Take care when you type + or -. Remember you don't have to press Shift to get these.

If you do use Shift to get + you get something that looks right. But you'll get an error message when you run the program.

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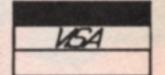
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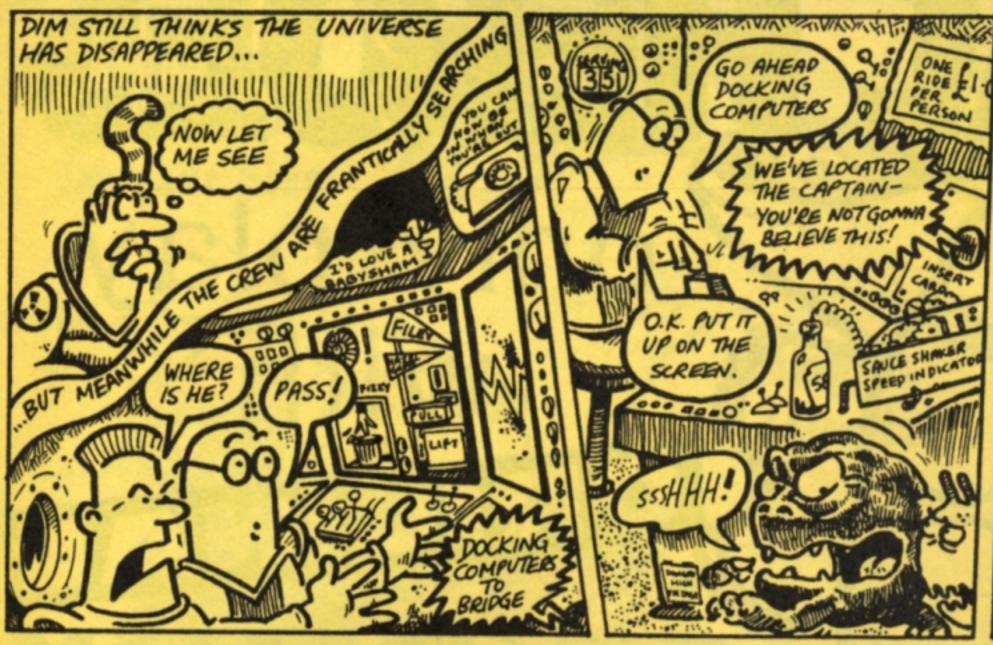
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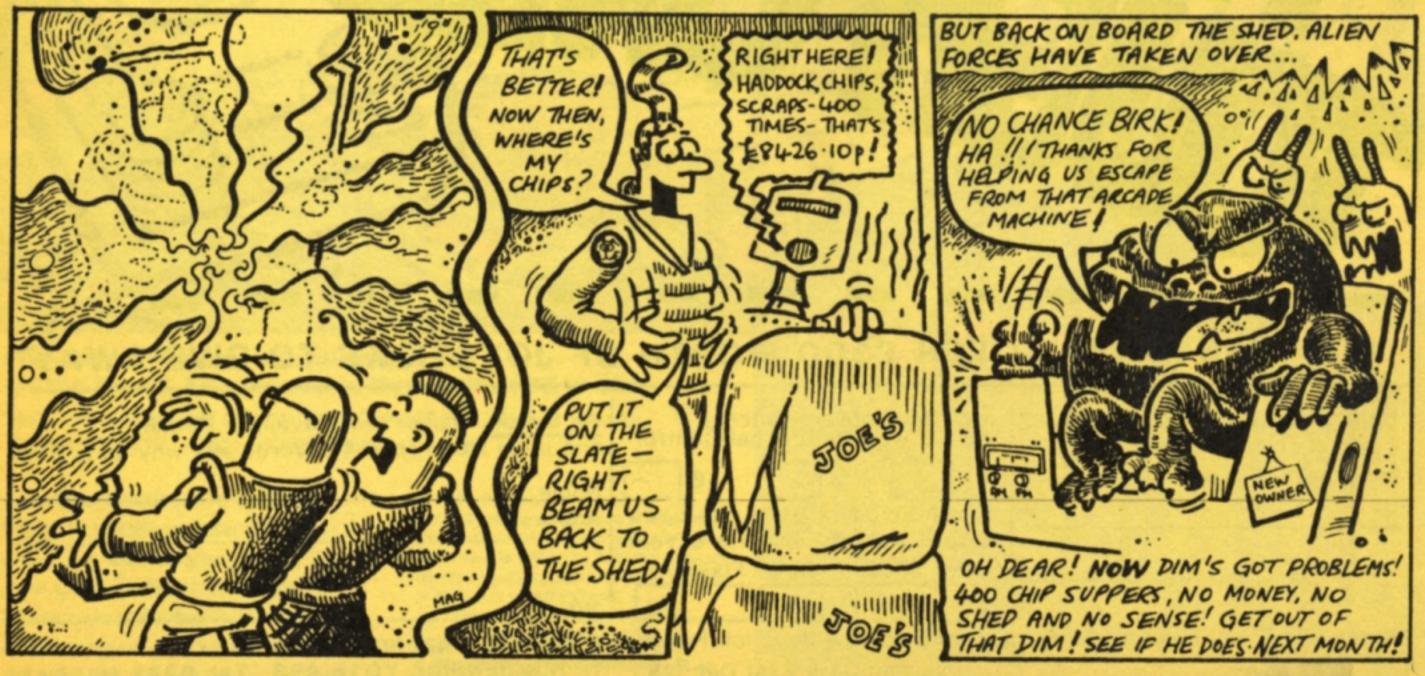
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