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40p

12-18 July 1984 Vol 3 No 27

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## News Desk

Confusion  
over QL  
software

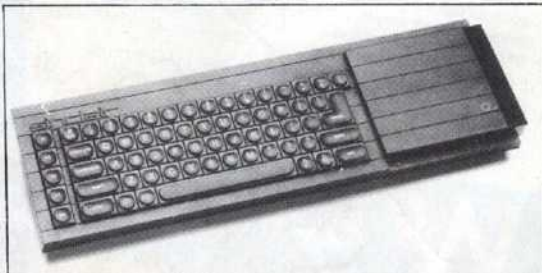
AN announcement by Sinclair's managing director, Nigel Searle, that the four Psion QL software packages will be released in an enhanced form on a plug-in Rom pack seems to have resulted in some confusion.

According to Psion's sales marketing manager Gerry Kelly negotiations between the two companies are still at a preliminary stage, and no agreement has so far been reached.

Yet Nigel Searle publicly stated that the Psion's *Xchange* suite of programs (a much up-graded version of *Quill*, *Easil*, *Archive* and *Abacus*) will appear on the QL as a single 128K Rom cartridge option which connects to the expansion port on the QL. Psion's managing director declined to confirm Nigel Searle's claim: "Psion has made no statement about doing the *Xchange* programs on Rom on the QL."

Psion will however release in the Autumn Version 2 of its Microdrive programs for the QL. The upgraded packages will be supplied free to QLub

continued on page 5 ▶

Warner sells off  
Atari for \$240 m

THE surprise sale of Atari to a new company headed by ex-Commodore president Jack Tramiel has now taken place (see PCW, July 5). Tramiel's first move after taking over has been to substantially cut the workforce. Several hundred of the 1,000 employees at

the company's Sunnyvale headquarters will be laid off this week and Atari's El Paso manufacturing base has been closed with the loss of 300 jobs.

Tramiel who founded Commodore, and turned it from a typewriter importer to a computer company, has set up Tramiel Technology Ltd (TTL). It bought the home computer and video game divisions of Atari, leaving Warner Communications with the coin-operated games section and Ataritel, a new telephone making project. However, it is thought Warner intends to sell these as well.



Jack Tramiel

continued on page 5

○○○○○○○○○○ This Week ○○○○○○○○○○○○

● **Street Life** Christina Erskine takes a look at the first computerised version of the *Doomsday Book* on page 12.

● **Spectrum** Alan MacDonald begins a five part machine code adventure. See page 20. ● **Commodore 64**

*Disassemble your 64 with Lee Tanner on page 31.* ● **New Releases** Match Point from Psion and Alice in

Vidcoland from Audiogenic are among the selections which begin on page 48.

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POP 2

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Jenny Ireland

*Popular Computing Weekly*,  
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Telex: 296275

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### Accuracy

*Popular Computing Weekly* cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

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## Editorial

**S**o, who's going to buy this machine from Commodore, the Plus/4?

At first glance it looks attractive, a 64K machine with built-in word processing, spreadsheet, graphics and database software all for a little under £250.

But the machine also falls rather badly between two stools. Its four software programs are, at best, primitive — a tenth of the size of the four equivalent programs on the QL. So the Plus/4's Rom software will quickly prove inadequate for all but the simplest applications.

If the cost of a QL at £400 is too much then why not buy a Commodore 64? While the Plus/4 has the advantage of a better Basic and Ram available (60K compared with 39K), the 64 is two-thirds the price with a huge library of commercial programs already written for it. You can buy a top-flight word processor program — *Paperclip*, or the less expensive *Easy Script* — and still have change from £250.

Unlike Sinclair with the Spectrum and the QL, Commodore has got itself into a bit of a hole. In performance terms the Plus/4 is not a great advance on the 64. Certainly it is nothing like the jump from the Vic20 to the 64.

This will make life rather difficult for Commodore. It must promote the two similar machines in very different ways — the Commodore 64 will become the 'games' machine and the Plus/4 will be for 'serious' use (hence the four rather trivial built-in programs).

But it won't be that easy. The 64 is quite capable of serious application and unless Commodore is very careful it may find that the 64 continues to sell at the expense of the Plus/4.

Commodore can of course solve the problem by taking deliberate steps to kill off the 64. Are they ready to do that yet, when the 64 is still so successful? I doubt it.

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## Atari

continued from page 1

TTL paid \$240m (£178m) in total for the Atari computer and video game divisions, and also acquired warrants giving it the option of buying one million Warner common shares.

The sale of Atari to Tramiel was unexpected. It was known that Warner had been looking for a buyer for the last year, but the Dutch-based company Phillips were thought to be main contenders.

The future of Atari projects such as its up-market \$1,000 home computer and the video games designed by Lucasfilms is now unclear.

Atari's rise and fall in the computer market was meteoric. Warner bought the company for \$27m, and saw Atari's sales rising to \$2bn in 1982.

## QL software

continued from page 1

members. Explained David Potter, "We are not satisfied with the speed of *Quill*, for instance, since the QL doesn't have a dedicated video chip to speed up the process of printing to the screen. Version 2 cures the problem." Another new feature of Version 2 is 3D bars on the *Easil* program.

Sinclair has announced the names of eleven software companies producing material for the QL. They are: Digital Research, Sagesoft, MicroApl, Scicon, Quicksilva, Lattice, Metacomco, Caxton, Psion, GST and Intelligent.

Digital is expected to produce a range of languages for the QL. Sagesoft is converting its accounting suite. Intelligent will produce a chess program. Sinclair is working on a number of peripherals for the QL, the first of which will be a 128K Ram board.

This will be followed by a 512K Ram board, Winchester disc interface, combined Modem (from Prism) and terminal emulator, monitor, printer IEEE interface and combined Centronics and Unix hard disc expansion unit. Sinclair is currently negotiating for the Unix operating system to be put onto the QL.

The QL manual is to be substantially revised and existing manuals will be upgraded in August.

But in 1983, sales almost halved and Atari suffered a loss of \$538.6m.

Last September James Morgan was bought in from Pepsi by Warner as chairman. He set a target of profitability for Atari by the fourth quarter of 1984, and scrapped many Atari projects, which did not look to be immediately profitable. He also cut staff by 1000 in order to reduce overheads.

Morgan, however, has left the company since the TTL sale went through.

Tramiel's strategy at Atari will be to concentrate on the low cost computer market — thus bringing it directly into competition with Commodore.

## Imagine hits more trouble

IMAGINE, the troubled Liverpool software house, was still holding its head above water last week, although over two thirds of the staff have been laid off.

On Monday, July 2 a court ruling gave the company seven days to pay a £10,000 debt to VNU Business Publications. To raise the money Imagine last week sold 110,000 tapes from stock at 30 pence each to a German wholesaler. So far Imagine's creditors have twice called in bailiffs to the company's Liverpool offices, and Merseyside police are also "monitoring" Imagine's affairs, regarding non-payment to its creditors. The police spokesman stressed that no investigation into Imagine's affairs has yet been started.

## Fast action against piracy

A NEW group has been set up by representatives from all sides of the computer industry to press for action against software piracy.

FAST (Federation Against



Donald Maclean, chairman of FAST

## Tandy withdraws from Dragon talks

TANDY has dropped out of negotiations to acquire in part the assets of the failed Welsh micro manufacturer Dragon Data.

The company had hoped, said managing director John Sayers, to have acquired the Dragon name and finished goods stock in order to provide support for existing users.

However, Tandy has now decided that there is no possibility of restoring profits to the Kenfig assembly plant and, having failed to reach an agreement with the receivers Touche Ross, has pulled out.

This leaves only one company — GEC — still in the bid-

ding for Dragon Data. A GEC spokesman declined to comment on the situation but it is widely expected that GEC will now continue to market the Dragon machines, with the Dragon 32 dropping in price.

Its launch of the Dragon MSX machine at the *Personal Computer World Show* in the Autumn now seems likely to be delayed until early 1985, because of component shortages. John Hiley, GEC's marketing support manager, said, "I am not aware of any problems surrounding an MSX machine, but then GEC has not made any public statement regarding MSX at all."

## Full of Eastern promise



MELBOURNE House is producing a joystick-controlled adventure for the Commodore 64 called *Zim Salabim*.

The game's format is reminiscent of Sierra's 128K Apple adventure *King's Quest*. While you control the main character around the screen with the

joystick, text input is also required to make the character perform actions, such as eating and drinking. The action of the game is based on Arabian Nights' tales.

*Zim Salabim* will cost £8.95 and should be released at the end of September.

Software Theft) specifically aims to lobby parliament in an attempt to get the 1956 Copyright Act updated so that it expressly includes computer software as protected material.

Donald Maclean, deputy chairman of Thorn-Emi Video Ltd, and chairman of FAST, said, "It looks like there will be no time in this parliament of the next to pass a bill amending the Act, so we went to do it through a private members bill."

Nicholas Lyall, MP for mid-Bedfordshire, has pledged his support for FAST and will be presenting a bill to parliament

under the ten-minute rule on July 24. Under this hearing, the matter can be aired, and can pave the way for a private members bill.

## Running total

SINCLAIR is again sponsoring the Cambridge Festival half-marathon on July 15.

Among this year's entrants are Olympic runner Joyce Smith, last year's men's winner Bob Treadwell, Sir Clive Sinclair himself, and an entrant from the Falkland Islands. The total number of runners will be a record 2,500.

# Salamander SOFTWARE



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## Micro dilemma

I was interested to read AJ Pimperton's criticism and comments on my article on Psion's *Quill* package and his remarks on a letter in the same issue. I think his comments that I compared the software business with business software rather than home micro software encapsulates a dilemma that the home micro industry will be faced with in the forthcoming year.

The breed of machines that are appearing — the MSX machines, the Advance, the QL and many more to come are no longer just games machines; they are capable of serious use, and compare favourably with existing single-user business systems.

Sinclair Research has clearly aimed the QL at the serious user, otherwise it would perhaps have included joysticks and free games software as part of the package. This means that the small retailer, to take an example of a potential user, wanting to computerise his business is looking at the QL in comparison with the likes of Apple's Macintosh, Act's Apricot, and the Osborne, and its bundled software. So the QL's software will be compared with such packages as *Wordstar*, *Supercalc*, *Multiplan* and *dBase*.

Packages such as *Tasword* and *Telewriter* have made the serious use of the home micro affordable, and I am an enthusiastic user of *Tasword* and have written three books using it. However, it would have been unfair to have compared it with *Quill* bearing in mind the QL's additional memory and superior keyboard. The home micro is now in a different league, which will make the selling of them all the more a specialist job.

Malcolm Davison  
Burgess Hill  
West Sussex

## Reply to QL comments

I would like to reply to A Cunningham's letter (PCW, 7 June) with reference to his comments on the QL.

1) Superbasic is designed so

that a user can advance from simple programs to more complex ones without the need for learning another language. The basic itself is fairly standard with a lot of extra features such as procedures.

2) Yes, I agree — poor show from Sinclair; still he is getting better.

3) I would rather have microdrives than a cassette port, although Sony mini discs would be even better.

4) If you prefer CP/M and Wordstar then I suggest you go and find an out of date machine like the Apple, pay about £1,000 for it and then wish you had something more flexible and powerful.

Finally, a comment about MSX. Now is not the time to try and standardise things. The market has changed radically in the last two years and it is sure to continue like this for a while. Two years ago, a 16K colour computer was rare, now you can buy a 128K colour computer for a similar price. How can a system like MSX expect to take full advantage of computers which are likely to be available in the near future.

Gary Watson  
Plessey Defence Systems  
Christchurch

## Games release

I have had a CBM64 now for about four months and, quite honestly, I am fed up.

Not with my computer by any means, I still think it is the best machine in my price range. But it aggravates me the way games are always released



"We're waiting to see Sir Clive but there seems to be some delay."

on the Spectrum months before companies bother to produce them for the CBM64. Some software houses are good at making different versions available — especially Ocean. But I have still to see games like *Atic Atac* and *Jetset Willy* appear on the 64 even though, with the CBM64's superior graphics and sound, I dare say they could make a better job of the games!

Justin Kerswell  
50 Oakfields  
Broad Acres  
Guildford

## A poor education

Graham Stock probably does not realise what he is arguing in his letter excusing "home piracy." Since when has it been all right to steal as long as (a) you claim you can't afford the thing, and (b) you can get away with it? Mr Stock should remember that the authors and publishers of good programs put in a great many hours of work to provide us with first-class material and spend a lot of money getting it to us. Many of the pirates are still at school and to suggest to them that it's all right to enjoy other people's work without paying for it is pretty poor education.

W H Stevenson  
11 Johnston Terrace  
Edinburgh

## Interesting, witty?

Whenever Boris Allan gets his turn on the Ziggurat page, one can guarantee that he will have something interesting, witty, or provocative to say — and Vol 3 No 25 of PCW proved no exception. Thank heavens that someone has actually noticed how unsatisfactory reviews can be.

It was therefore with no little amusement that I turned to the New Release of Mosaic's *Width of the World* adventure in the same issue. I knew nothing about the program beforehand — and was almost as ignorant afterwards! We were told that the program was not good enough. Why? Because it has simple verb-noun entry, very simple graphics, and is

written in Basic.

Now the curious thing is that one of the reviewer's yardsticks in this matter, along with *The Hobbit* and *Valhalla*, was *Knight's Quest*. Very sensible — *Knight's Quest* is a very fine adventure indeed. But it's a funny thing, you know — *Knight's Quest* has very simple (very slow) graphics, is written in Basic, and accepts only simple commands...

What makes *Knight's Quest* a fine program is the ingenuity and complexity of its plot, and the fertile imagination of its author. And in this regard, we, your readers, are no wiser about the really relevant facts concerning Mosaic's program than we were before.

This is the case in 90% of reviews in any magazine, particularly where adventure programs are concerned. Tony Bridge is really the only man worth listening to...

A Davis  
46 Sycamore Road  
Brookhouse  
Lancaster

## Bug discovery

As well as the bug which Alan Turnbull (PCW Vol 3, No 22) found in the ZX Microdrive Rom, I have discovered (to my misfortune) two other bugs.

If you attempt to save a program with less than about 500 bytes remaining (the Microdrive uses up to about 550 as soon as the Interface Rom is plugged in for Load/Save/Verify) the Microdrive will start up and will not save the program (or even stop) until you pull the plug and reset. The problem is caused by the designers of the Rom overlooking the stack. The unit tries to save, even if there is not enough memory to do so.

The second bug is that if you try to erase a filename which does not exist, it will start up for about a minute and then report with 0 OK, 0:1. There also appears to be an oddity when you try to save a program with ten Line 0 Rem statements in. It will spend about 15 seconds filling up the cartridge with rubbish and report with a 'Microdrive Full' error!

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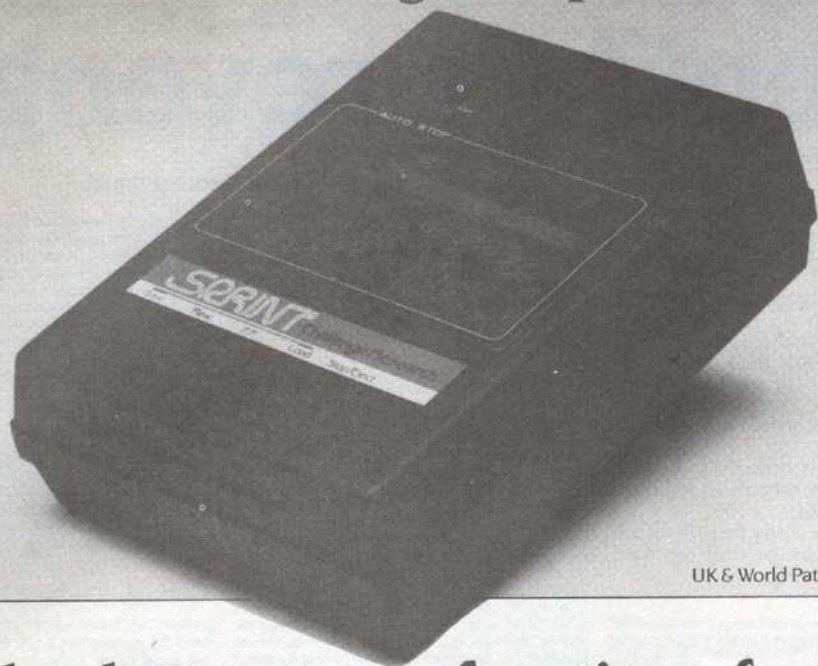
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PCW 12/7

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# Reptile's revenge

A version of the popular *Snake* game written by Ian Logan for the QL

The following listings quite nicely illustrate both the power of *Superbasic* and a few of its limitations. Of particular usefulness are:

- the ability to define Windows and to print into them.
- the definition of procedures.
- the *Repeat/End Repeat* structure.
- the *For/End For* structure.
- the *If, Then, Else, End If* structure.
- the ability to reserve memory using

**Respr.**

whereas one does miss:

- the inability to define graphic characters with any ease.
- the presence of only the single sound 'voice' (but the extended *Beep* command helps a little).

**Program Notes**

The program has been written without the benefit of instructive *Remark* statements, so the following notes may be helpful.

Line 120 *Mode 8* allows the use of green, yellow, magenta and cyan.

Line 120-130 output windows for streams 3 & 4 are defined.

Line 150-190 the main loop of the program; if the 'playing' ends then 'start' again.

Line 210-390 prepare the initial display. The playing area has a height, *h*, of 16 characters and a width, *w*, of 33 characters.

Line 440-470 the score *sc*, is set to zero; the play-on flag, *f*, is cleared; the number of targets, *n*, is set to 100.

Line 480-560 The positions for the targets are selected at random. The appropriate locations in the reserved memory are marked in use, *l*, and the targets are displayed.

Line 570-630 A snake of size one segment is created at Line 8 and Row 16. This position is stored in a position string, *P*.

Line 660-1000 The snake moving procedure. The various steps are 1) return if the *s* key is being pressed. 2) Alter the direction parameters (*lc*, *rc* and *d*) depending on which cursor key is being pressed. 3) Return if the snake has reached the edge of the playing area. 4) Print-over the head of the snake with either a space character or a 'crosshatch' character depending on whether the snake has one or more segments. 5) Find the value, *v*, of the location where the head of the snake

is now. 6) If the location is 'free' (*v=0*) then 'shorten' the snake. 7) If the target has been hit then add 1 to the score and make a 'beep' (really a 'munch').

Line 1020-1090 The procedure *Play* is defined. This is the main control procedure and 'playing' continues until the 'play-on' flag, *f*, becomes set.

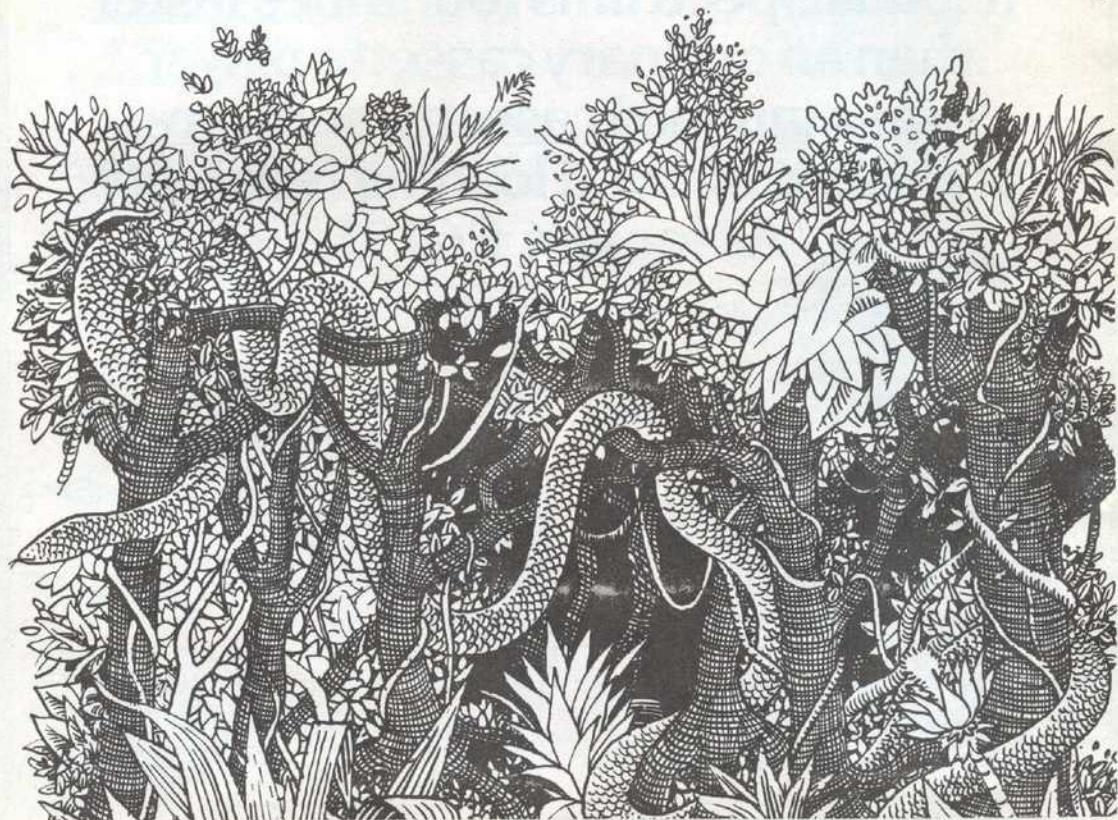
Line 1110-1260 The procedure *Ended* is defined. Here the suitable messages are selected and the program waits for the user to press either the *Enter* or the *d* keys; if no key is pressed within 20 seconds the demonstration procedure is called.

Line 1280-1320 The controller procedure for the demonstration mode.

Line 1340-1460 The *Demo* procedure is defined. This procedure contains a series of calls to the snake-moving procedure so that the snake 'sweeps' backwards and forwards across the screen until all the 'targets' are hit. Try writing your own *Demo* procedure! It is not too difficult to make it appear that the snake is *intelligent* and much better at getting all the 'targets' than any human player.

**Note**

On some early machines the *At* command parameters *x* and *y* are defined *y* and *x*. In this case the parameters *b* and *c*, *l* and *r* and *lf* and *rf* will have to be transposed.



```

100 REMark      QL SNAKE
110 REMark .....
120 MODE 8
130 OPEN #3.con_448x190a30x16_0
140 OPEN #4.con_448x50a30x206_0
150 REPEAT start
160 initial
170 play
180 ended
190 END REPEAT start
200 REMark .....
210 DEFINE PROCEDURE initial
220 WINDOW 512,256,0,0
230 PAPER 4
240 CLS
250 INK #4,0
260 PAPER #4,7
270 CLS #4
280 BORDER #4,10,4
290 CSIZE #4,3,1
300 CURSOR #4,30,3
310 PRINT #4,"Q! SNAKE":
320 CSIZE #4,2,0
330 CURSOR #4,200,8
340 PRINT #4,"Score = 0"
350 INK #3,7
360 PAPER #3,0
370 CLS #3
380 BORDER #3,10,4
390 h=16: w=33
400 a=RESPR(0): IF a>262000 THEN
a=RESPR(700)
410 FOR a=q TO a+700 STEP 4
420 POKE_L a,0
430 END FOR a
440 sc=0
450 f=0
460 PAPER #3,2
470 n=100
480 FOR a=1 TO n
490 REPEAT d
500 b=RND(0 TO h): c=RND(0 TO w)
510 IF b>8 AND c=16 THEN NEXT d
520 IF NOT PEEK (q+b*(w+1)+c)
THEN EXIT d
530 END REPEAT d
540 POKE q+b*(w+1)+c,1
550 AT #3,b,c: PRINT #3,CHR$(42)
560 END FOR a
570 PAPER #3,0
580 INK #3,6
590 l=8: r=16: lc=1: rc=0: d=191
600 AT #3,l,r: PRINT #3,CHR$(d)
610 POKE q+l*(w+1)+r,2
620 DIM p$(220)
630 p$=CHR$(1)&CHR$(r)
640 END DEFINE
650 REMark .....
660 DEFINE PROCEDURE snake(i)
670 IF KEYROW(3)&&8 THEN f=1: RETURN
680 SELECT ON i
690 =2 : IF d<>187 THEN lc=0 :
rc=-1: d=188
700 =16 : IF d<>188 THEN lc=0 : rc=1
: d=189
710 =4 : IF d<>191 THEN lc=-1: rc=0
: d=190
720 =128: IF d<>190 THEN lc=1 : rc=0
: d=191
730 END SELECT
740 lf=1: rf=r: p=LEN(p$)
750 l=l+lc: r=r+rc
760 IF l>h OR r>w OR l<0 OR r<0 THEN
770 f=1: AT #3,lf,rf: PRINT #3,CHR$(d)
: RETURN
780 END IF
790 IF p=2 THEN
800 AT #3,lf,rf: PRINT #3,CHR$(32)
810 ELSE
820 AT #3,lf,rf: PRINT #3,CHR$(192)
830 END IF
840 AT #3,l,r: PRINT #3,CHR$(d)
850 v=PEEK (q+l*(w+1)+r)
860 POKE q+l*(w+1)+r,2
870 p$=p$&CHR$(1)&CHR$(r)
880 SELECT ON v
890 =0: la=CODE(p$(1))
900 ra=CODE(p$(2))
910 AT #3,la,ra: PRINT #3,CHR$(32)
920 POKE q+la*(w+1)+ra,0
930 p$=p$(3 TO LEN(p$))
940 =1: sc=sc+1
950 BEEP 1000,10,40,100,10
960 CURSOR #4,296,8: PRINT #4,sc
970 IF sc=n THEN f=1
980 =2: f=1
990 END SELECT
1000 END DEFINE
1010 REMark .....
1020 DEFINE PROCEDURE play
1030 CURSOR #4,0,20
1040 PRINT #4,"Playing - use cursor
keys (S=stop)"
1050 REPEAT o
1060 i=KEYROW(1)
1070 snake i: IF f THEN EXIT o
1080 END REPEAT o
1090 END DEFINE
1100 REMark .....
1110 DEFINE PROCEDURE ended
1120 CURSOR #4,0,20
1130 FLASH #4,1
1140 IF sc=n THEN
1150 PRINT#4,"Success - ";
1160 ELSE
1170 PRINT #4,"Finished - ";
1180 END IF
1190 PRINT #4,"ENTER (play) - D (demo)"
1200 FLASH #4,0
1210 REPEAT s
1220 k=CODE(INKEY$(1000))
1230 IF k=0 OR k=68 OR k=100 THEN
democontroller
1240 IF k=10 THEN CLS #3: CLS #4:
RETURN
1250 END REPEAT s
1260 END DEFINE
1270 REMark .....
1280 DEFINE PROCEDURE democontroller
1290 initial
1300 demo
1310 ended
1320 END DEFINE
1330 REMark .....
1340 DEFINE PROCEDURE demo
1350 CURSOR #4,0,20
1360 PRINT #4," Demonstration -
press S to stop"
1370 FOR e=9 TO 10: snake 128: IF f
THEN RETURN
1380 FOR e=17 TO 33: snake 16: IF f
THEN RETURN
1390 FOR e=11 TO 16: snake 128: IF f
THEN RETURN
1400 FOR ee=1 TO 9
1410 FOR e=33 TO 1 STEP -1: snake 2:
IF f THEN RETURN
1420 snake 4: IF f THEN RETURN
1430 FOR e=1 TO 33: snake 16: IF f
THEN RETURN
1440 snake 4: IF f THEN RETURN
1450 END FOR ee
1460 END DEFINE
1470 REMark .....

```

## What the census saw

Christina Erskine talks to historian John Palmer who is busy putting the *Doomsday Book* onto a computer.

A curious anomaly exists at Hull University. The history students are allocated four times as much memory space on the university's mainframe computer as the computing scientists.

This state of affairs is due entirely to one course offered to final year historians, study of the *Doomsday Book*, 'the census' of landowners and details of property commissioned by William the Conqueror in 1066, and completed twenty years later.

The text of the *Doomsday Book* — between two and three million words — takes up 50,000K on the computer, and offers students the chance to study the book in an original way, bringing to light previously undiscovered facts about life in England after the Norman conquest.

The idea of putting the book onto the computer was the brainchild of Dr John Palmer, senior lecturer in History at Hull, who began work on it as a teaching package over five years ago.

"Final year students at Hull all spend half their time studying a special subject. Only original sources may be used, making it very close to pure research," explained John.

"I had to choose an option to add to the list for that course and I was interested in the potential of computers, because I felt there were so many things one could do with a computer that could be well-nigh impossible without.

"The *Doomsday Book* was something of a departure for me — I specialise in Mediaeval history — but it was an obvious area for study at Hull; we actually have two copies of the version republished in 1783 in the library."

### "only original sources may be used..."

"I was surprised to find that the *Doomsday Book* had not previously been computerised, and it dawned on me that if the course was going to be offered at all I was going to have to do it myself, even though I knew absolutely nothing about computers at the time."

"Luckily, I managed to interest George Slater, one of the university programmers, in the project, and he took over the technical side."

The first stage of the project was to type all the text from the volumes on to the computer — a formidable task in itself, and not one that John, with full-time teaching and research commitments could undertake himself.

"I found I was ineligible for a research grant, but rather deviously, I managed to obtain four typists from the Government's

manpower team."

The typing in stage took about 15 months to complete. The *Doomsday Book* is written in Latin shorthand, using abbreviation symbols which cannot be directly represented on the keyboard, so John had to devise a code to signify these marks.

But the biggest headache was undoubtedly checking for typing errors — spelling was not standardised when the *Book* was written, and many different versions of the same word can appear in the manuscript.

The next stage was to produce a database package to enable specific information to be retrieved from the text.

### "... a vast amount of reading..."

When William the Conqueror commissioned the book, he was primarily interested in the relative wealth of his landowners, rather than a sociological survey of the country. However, by calculating the facts and figures from each section, one can gain an accurate picture of, for example, population, agriculture, social organisation or wealth distribution.

In the book, while each county is treated as a separate section, the county is then sub-divided according to the ownership of the land, rather than by village.

"Each 'manor' that a tenant-in-chief held is mentioned separately," said John. "But a village can consist of more than one manor. In Bedfordshire, for example, there were 377 manors but 143 villages."

"Of course, it is quite possible to study the size and status of each community, but it involves a vast amount of reading and

laborious calculations, which my students would neither have the time or patience for. But a database program on the computer can compare and calculate all the statistics in a matter of seconds." If you like, it acts as a very accurate cross-index, and mathematician."

Because of the volume of text, the database programs themselves apply to each county separately.

From working on the database, John could see further potential for the *Doomsday Book* project.

"What I would like to do now is to make a computer version of the English translation, and transfer each county separately onto floppy disc. The discs and a sub-set of the applications package could then be sold, hired or lent to schools together with a floppy disc for their particular county."

"So far we have put Bedfordshire onto a 5 inch floppy disc for use with the BBC B and we have been able to use the graphics facility on the BBC to reproduce the original shorthand marks."

"If I can get some kind of a grant for a full-time programmer, there's no reason why all the counties shouldn't be on floppy disc for the BBC and available in the next two years. 1986, curiously enough, will be the *Doomsday Book's* 900th anniversary."

But John is not setting 1986 as a final date to have finished with the *Doomsday Book* and the computer.

### "... something of a cult following"

"I've become so interested in it now that I can see myself continuing to research it for many years to come."

"Certainly the biography of Richard II I was planning on writing five years ago seems to have gone to the wall."

In the four years that the *Doomsday Book* option has been available to Hull students as a special course, it has acquired something of a cult following.

"It's certainly something different", agreed John. "As far as I know, we're the only history department that uses a computer for anything other than statistics, and this is, of course, the only computerised version of the *Doomsday Book*."

"I wouldn't say it's a wildly popular option, because it's a stiff course. The students have to write a 10,000 word dissertation on an aspect of the book that preferably hasn't been studied before. But using the computer means that the number of aspects is almost infinite."

"The students on the course frequently get very wrapped up in it — I've heard frustrated tutors in the history department complain of hearing so much from the students about their *Doomsday Book* dissertations. But in the four years that the course has run, there's always been at least one first class degree from someone who chose the *Doomsday Book* as a final year option."



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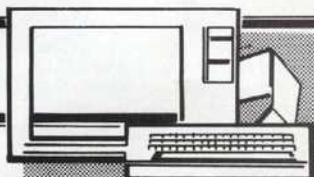
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# The Hobbit. Now the best is

"After a very short time I found that 'The Hobbit' was becoming almost a way of life rather than a game, and so when I finished it for the first time I was partly sad because I felt that all the fun and adventure had ended, but I was wrong. Even now I am discovering new things about the game and feel that it will be some time until all of its secrets are revealed to me."

**MR. J. STERN, Herts**

"I have at last received your 'Hobbit' program and would like to congratulate you on its excellence. After four days of sweat and tears I have completed only 37.5 per cent of the adventure. The program has lived up completely to expectations, and there is no doubt about it being the best production for the Spectrum to date. You have surpassed all others with this program."

"A lot of fun."  
**COMPUTER**

"The excellent graphics and sound effects. The exciting different levels. The fact that it is possible to converse with all the characters, to meet and ask them questions. I can recommend this game to all Hobbit fans, Tolkien, or novel readers."

**POPULAR COMPUTING**

"I am writing to congratulate you on your 'Hobbit'. I think it is one of the most ingenious programs I have ever seen to use. It has kept me stumped for several months. I think the effort that you put into writing a program like this must have been enormous. The effects are brilliant to say the least."

**JEREMY CHESTER**

"The Hobbit takes first place in the new category of quality and value for money."

**SINCLAIR USER**

"The graphics in the Adventure are excellent. The excellent graphics. We have completed 75 per cent of the game."

"The graphics are superb. The sound effects are superior to any other computer game for the Spectrum."

**COMPUTER**

"The Misty Mountains are superb. This game is the best I have ever seen. It is great to play and is No. 1 for me. It is exciting."

**GORDON DEMPSTER, Scotland**

"Thanks again for an excellent game in 'The Hobbit'. I feel I have really got my money's worth out of playing time. Congratulations!"

**MR. P. RUSHTON, Leeds**

"The most powerful computer game yet invented."

**COMPUTER WEEKLY**

"Within my circle of friends this game has become something of an obsession. We meet every Friday night at someone's house and spend 3-4 hours on 'The Hobbit'. Friday night would not be the same without 'The Hobbit'."

**CHRISTINE VERCHILD, Wilts**

"One new Adventure game stands head and shoulders above the rest. It alone almost provides you with a good enough reason to buy a 48K Sinclair Spectrum. Not only does The Hobbit produce drawings of the main scenes, but it also understands proper sentences rather than pairs of words for its commands. It comes with a copy of J.R.R. Tolkien's classic book of the same name. It is the program with the most detailed and best written documentation ever."

**WHAT MICRO**

"This is an impressively packaged Adventure game which makes good use of the Spectrum's colour graphics. They have not only produced one of the best games for the Spectrum, but given everyone else a lesson in good game design."

**PRACTICAL COM**

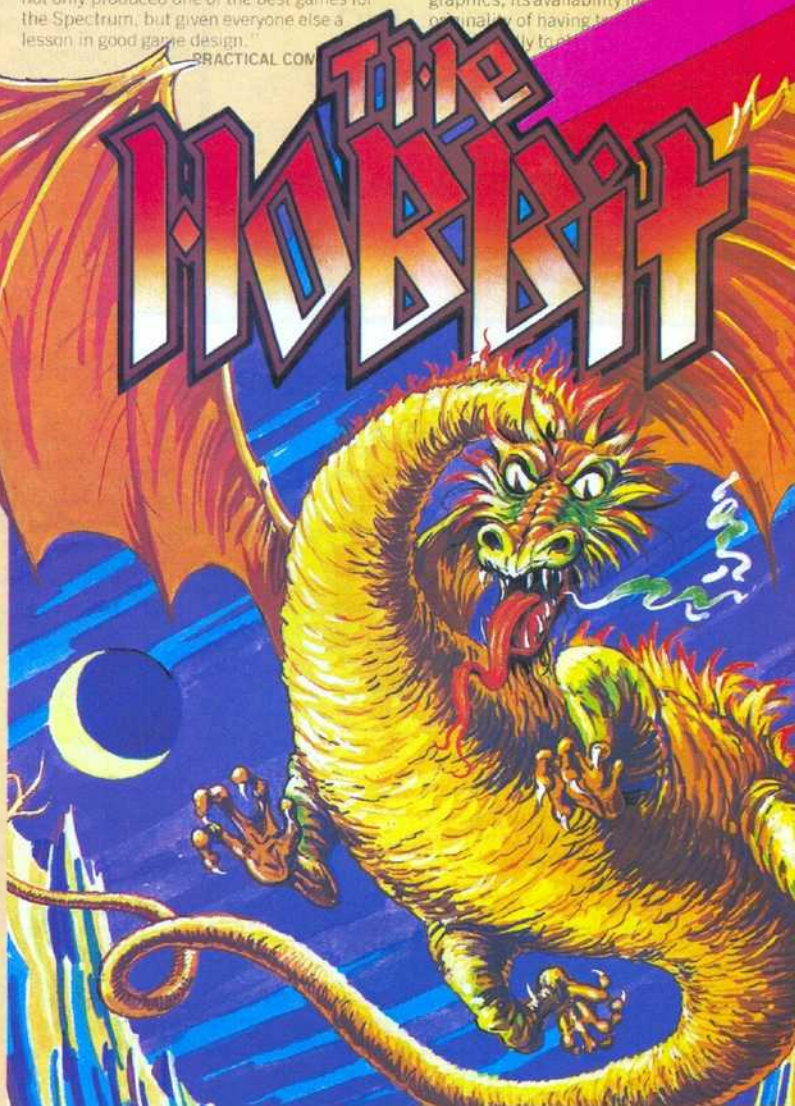
"I am the owner of a copy of 'The Hobbit' which is wonderful entertainment, and very challenging. I have other tapes and publications of yours, all of which are excellent."

**MR. D.J. BURGH, Kent**

"Having received the most excellent piece of programming I have ever seen, we have had no social life whatsoever. 'The Hobbit' has been dominating our lives since January and many nights have been spent until 3 o'clock trying to conquer it."

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"In my software library, your program 'The Hobbit' takes first place."

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"I congratulate you on a program which I have enjoyed immensely. I must thank you for producing such a clever product, it was worth every penny of the purchase price."

MRS. J. RYCRAFT, Northampton

"The Hobbit' is a beautifully constructed, frantically-maddening, tortuous, gloriously inconsistent, thoroughly spooky adventure — far better than I could have hoped for and certainly the finest of the dozen or so adventure programs I have. In short, I congratulate the four who sweated for a year and a half."

MICHAEL JONES, South Glam

"Nothing is certain in this Adventure, but uncertainty! Add to this the brilliant graphics that are used to describe many of the locations and we have an Adventure that is going to become a classic for the Spectrum."

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"The children were immediately enthusiastic about the program (even dedicated footballers gave up some playtimes to use it!). Many children borrowed copies of 'The Hobbit' from the library to read for themselves."

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"The Hobbit' arrived and single-handedly set the standard for adventure games to come, with its sophisticated mixture of advanced language analysis and beautifully detailed graphics."

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All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

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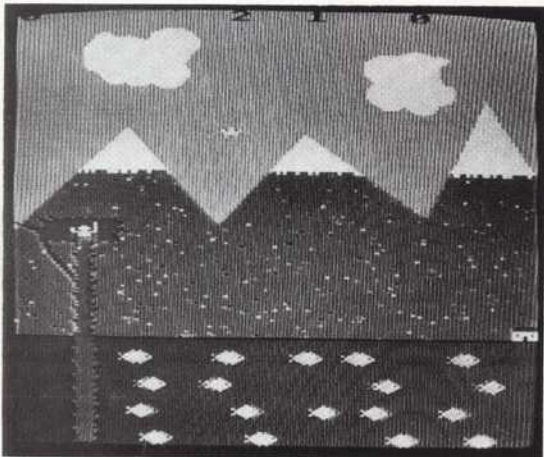


## Bigger and hungrier

**Program** *Ossie Micro BBC B*  
**Price** £6.95 **Supplier** Peaksoft,  
7 Hawthorn Crescent, Burton-  
on-Trent.

After peculiar penguins and unlikely invading firebirds here comes Peaksoft with *Ossie*, based on the natural problems an Osprey has keeping its chicks fed and fighting off poachers.

The program draws a lake in



the mountains with a nest on a lone tree. The bird you control has to dive into the lake to catch fish for its chicks. Every now and then it has to swoop on poachers and drive them off.

There's no relaxation — it has to feed the chicks within a strict time-limit. With each new sheet the chicks grow bigger and hungrier and time is shorter. Diving into the lake is a tricky business of co-ordination to catch a fish rather than just get wet.

The graphics are good but *Ossie* does not stand out very clearly (perhaps a deliberate tribute to its natural camouflage). The splash is a realistic sound effect and comes with enough of a delay after each

dive to persuade you that you're a thoughtful naturalist watching from a rocky crag some distance away.



**Dave Watterson**

proofed. The child is gently forced to use adjectives, adverbs and verbs in all the right places. Learning new words involves first recognising them in reading material and then, crucially, being able to use them in your own writing. *The Storyline* is that rare gem, a learning aid which helps the second process.

Parents are encouraged to modify the data lines to introduce new vocabulary — guided by straightforward, brief but detailed and helpful notes. Aunts and uncles should be ready to receive lots of simple but fun stories from excited youngsters who will really enjoy this unusual program.

**Simon Wilson**



## Elementary!

**Program** *Dr Watson Series — BBC Assembly Language Course* **Price** £12.50 **Micro** BBC B **Supplier** Honeyfield Software Ltd., Standfast House, Bath Place, Barnet, London.

As with any language — French, German, BASIC etc — there's no instant short cut to learning Assembly Language (or Assembler as it's often known). Good teachers, however, do make the task much easier. Tom de Havas and Peter Homes are very good teachers. A couple of years ago the 'Doctor Watson' series of books introduced Assembler tutors for the Pet and the Vic. Now they have revised and rewritten those for the BBC.

What you buy is essentially 156 pages of first-rate lessons backed up by 47 pages of appendices, a glossary, index and a cassette. The lessons are by far the best I've seen. At first they use ordinary decimal

numbers, make comparisons with Basic and use very short programs to demonstrate each new concept. As you learn you can see the *purpose* of each command. Right from the start you begin to realise how you could use these instructions for a practical purpose in your own programs.

Very sensible use is made of boxes round new terms and their meaning. Simple flowcharts and diagrams are used where they help.

The cassette with the pack is probably not essential to your learning. It offers a full disassembler to allow study of other people's programs, a couple of exercises to help you master the rote learning part of binary and hexadecimal numbering systems.

The authors say they tried the book out on a novice who soon let them know where more explanation was needed. The result is excellent, much better than most other introductory books and articles on the subject and very highly recommended.

**Dave Watterson**



## Black bugs

**Program** *Screwball* **Price** £0.00 **Micro** BBC 32K **Supplier** MRM Software, 17 Cross Coates Road, Grimsby, South Humberside.

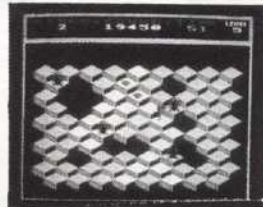
*Screwball* is MRM's latest addition in the *Q-Man*, *Q-Man's Brother*... family of games. Whilst the concept behind these games is one of the more entertaining, and no doubt successful, to date, I imagine that it can't be long before the market for such similar offerings is saturated as the demand for something different grows.

That said, however, I find *Screwball* the most enjoyable and interesting of the trio, not entirely surprising considering that it is a development and direct descendant of the other two.

As with the previous variants, the object of the game is to move the *Screwball* character about the screen, changing the colour of squares it lands on

as it goes, and avoiding the Black Bugs which are in hot pursuit.

*Screwball* is slightly more complex in that as the game progresses, the screens become more complicated and *Screwball's* movements are restricted as sections disappear. Similarly, holes which the *Screwball* frantically drills in order to destroy the Black Bugs can also trap him and lead to his own downfall if he is not careful.



Typically, MRM's use of graphics and sound are both bold and pleasing but originality is somewhat lacking in this offering. You can add one to the 'star rating' if you haven't played a similar game before.

**Simon Wilson**





## Instant squares

**Program** *Electro Art Micro*  
**Electron Price** £0.00 **Supplier**  
Quicksilva, Palmerston Park  
House, 13 Palmerston Road,  
Southampton.

Any computer program which allows you to draw or paint pictures on screen must be easy to use.

With Quicksilva's *Electro-Art* there are so many facilities or effects available that I had to keep referring to the explanatory booklet as I attempted to draw even a simple picture.

After loading you are asked for the colour of your background and then the colour of your first ink (all sixteen colours of Mode 2). After this, colour changes are very simple, but the string of options available is daunting. You can choose to move invisibly, draw instant squares, rectangles, four different triangles, horizontal or vertical lines, fill in

your own shapes, draw/paint true/abstract circles of any size or draw lines in any direction.

Having begun a picture or finished a screen you need to be able to save it to either improve upon at a later date. With *Electro-Art* couldn't be easier. However, in order to re-load a picture the whole program must first be loaded first. I tried the three free example pictures which are supplied and whilst I found them fascinating — way beyond my capabilities — I was a little impatient at the slowness, not only to load the initial program but also the long wait for the picture to build up on the screen.

*Electro-Art* is a fascinating program for anyone who wants to try drawing using a computer. It offers every facility to allow you to do this — all that it doesn't provide is the artistic ability that must come from you.



Fred Short

## Profit and loss

**Program** *The Chocolate Factory* **Price** £6.95 **Micro** Dragon  
**Supplier** Minits, Strand  
House, Great West Road,  
Brentford, Middx.

This is a business simulation game for two to six players which should appeal to all those who enjoy trying to outfox their competitors, and has arguably, the added advantage of teaching some basic business finance painlessly. It is aimed at adults and older children. The object of the game is to increase the net worth of your company and to finish ahead of the competition. The game is played in business periods and the number of periods to be played, and thus the length of the game is decided at the start.

Each player starts with a factory with a known capacity and a sum of money. There are a series of decisions to be made within each period. They include number of staff, whether to include extra vans or capacity, how much to manufacture, and the selling price. There is information as to the effect these decisions

may have and also a market prediction. Once all players have made their selections and time presses, the results of the simulated trade appear on the screen for each player, in the form of profit and loss account, balance sheet and some comments on the reasons for the results (eg. "you did not have enough vans"). To make the game more difficult various extras can be added, including strikes, heat waves and high inflation.

The only problem with the screen display is that the players' business decisions appear on the screen as they are input. This means that some means has to be devised to keep that data from the other competitors.

For those who like to play strategic games where the object is to out think others and take calculated risks, this has enough variety to hold the interest for quite a while. Since it depends on knowing how the other business will react and outsmarting him (or her), having different options, differing numbers of periods or of course different opponents keeps the challenge going.



Derrick Trueman

## Brick lane

**Program** *Eric and the Floaters*  
**Micro** 16/48K **Spectrum Price**  
£5.95 **Supplier** Sinclair Re-  
search, Standhope Road,  
Camberley, Surrey.

It is difficult to know exactly what to say about a game when you have the feeling that, despite several enjoyable hours, you still haven't played it properly. The problem is that Sinclair, in their wisdom, have made sure that *Eric and the Floaters* is only compatible with their own interface. To be blunt, this is selfish and shortsighted. But now to the game.



Hidden below the remains of a ruined civilisation, Eric has chanced upon the dangerous mazes of the Brick Lanes.

perfectly good game.

Gordon Sneddon



## Balanced learning

**Program** *Science I Micro* **Electron Price** £0.00 **Supplier**  
Shards Software, Suite G,  
Roycraft House, 15 Luton  
Road, Barking, Essex.

Shard's *Science* for the Electron offers aspects of basic science for 11 to 16 year olds, covering balances, meters and light.

Shard describes its program as fun-to-learn and, if using a computer to learn physical concepts is fun, then I would tend to agree. However, I think any attempt to translate the physical world (especially of science) into what is fundamentally an animated text book, runs the risk of adverse criticism. To me, science is to do with apparatus and learning

by experimentation with the necessary tools/equipment necessary to prove/disprove a theory.

Having said that, I must now appear to contradict myself and state that this collection of programs would be very valuable to a science student who either hasn't grasped the concept during his lesson or who needs very good, well thought out animated revision which he can use alongside the actual apparatus itself.

Each program offers various degrees of complexity both in example and questions about the concept being explained. So for the student who needs to grasp the fundamentals of balances, meters or lenses, this series of programs by Shards is a must.

Fred Short



## Lapped

**Program Stock Car Price** £7.95  
**Micro BBC B Supplier** Micro Power, 8/8a Regent Street, Chapel Allerton, Leeds LS7 4PE

This car race game for the BBC is of the type where you are presented with an aerial view of the race circuit, one of the six different circuits which can be selected in *Stock Car*, as opposed to the alternative 'drivers' level view.

The options include choosing the degree of skidding



(0.99%), an interesting enhancement to a relatively standard game. In addition, the player(s) can select whether or not oil patches are present on the track and set the game in the number of laps.

## First impressions

**Program Photon Disassembler Micro Spectrum 48K Price** £10.85 **Supplier** Eigen Software.

There are now getting on for a dozen assembler/disassembler programs being sold for the Spectrum. Three, in particular, are especially good — *Devpack*; *Zeus* by Sinclair and the Picturesque package. I use the latter, and am so pleased with it that any new program needs to be really good to make a favourable impression.

Sorry, Eigen, but *Photon* is not excellent.

First impressions are, in my experience, all-important in making one's mind up about something. In this case, my first view of the program was of a very cheaply packaged cassette, with a text book-like manual. I tediously read this, while loading the program to discover what to do next and the leaflet which makes up the manual was of no help, either.

After experimenting (pres-

One point in the game's favour is that it does provide one of the relatively limited number of two-player games available; its addition to your software collection may prevent 'non-participant' observers becoming totally bored whilst you (the expert) demonstrate your latest purchase.

As well as the players cars, the computer controls two yellow cars (three in the case of a one player game). Players may use either keyboard or joysticks to steer the car, and move up and down through four games, skill at which is essential in order to maximise acceleration (especially after a crash) and to outmanoeuvre the rivals.

The principal deficiency of the game, in my opinion, lies in its relatively unsophisticated graphics content. Better use of sound could have been made, perhaps motor and gear-change noises as opposed to the game's rather unimaginative arcade jingles.



Simon Wilson

sing every conceivable combination of keys until something happens!) I found out that pressing the h key tells the computer to expect a hex number. The going was extremely tough but I eventually worked out what to do and after giving it some machine code to disassemble, I thought (hoped?) that I had passed the worst.

But this was not to be. It seems to me that this disassembler does not actually disassemble. It made no attempt to digest my code, anyway. It is of course possible that I was doing something wrong — I certainly don't rule out the possibility. But I followed the instructions, and so I cannot see any customers faring any better than I did.

As there are already three disassemblers on sale which I like, can and do use and all for rather less than the £10.85 asking price for this, I feel compelled to advise you to save your money, and go for the cheaper packages already on sale, which appear to be infinitely better value.



David Lester

## Nailbiting tension

**Program Orc Attack Micro Atari Price** £9.95 **Supplier** Thorn-EMI retail.

Thorn-EMI entered the games software scene some months ago with a wide selection of Atari programs. They featured excellent packaging, but with prices up to £30.00, represented appalling value and consequently didn't sell too well. Some of them have now been repackaged and repriced under a new label — Creative Sparks.

*Orc Attack* is a good arcade game, and comes as a cartridge. The game mechanics

are pretty simple — you control a little Norman-like soldier who has to defend the Castle battlements from the attacks of waves of mean Orcs.

Being Norman, he has the wisdom (sorry, about that!) to have a never-ending supply of various weapons to hand. Rocks, swords and boiling oil may all be pressed into service as the little Orcs rush about with scaling ladders. The game has the right amount of nailbiting tension and mounting complexity. Very addictive, with good sound and graphic graphics — watch the Orcs burning in the oil, or your head tumbling over the battlements!

Tony Bridge



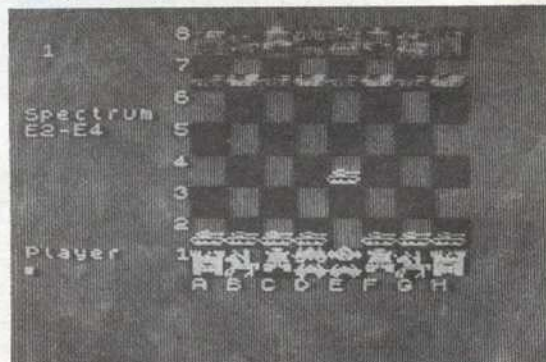
## Queen takes pawn

**Program Death Chess 5000 Micro 48K Spectrum Price** £6.95 **Supplier** Artic, Main Street, Bradesburton, Drifffield, Yorks YO25 8RL.

Karpov would never believe it. Queen takes Pawn never meant so much. Artic here attempted with *Death Chess* to extend the bounds of traditional chess by making each capture into a

dodge falling barrels. And so on and so forth. These screens are graphically interesting and adept, though extremely low on entertainment value.

And what happens when you get back to the board? Well, in finding that you have lost your Queen to the Spectrum's Pawn which can happen all too easily and often, you realise that to win you must dispense with every piece of chess strategy you ever learnt. For while the computer is still playing chess, logic has left. To win? Just



game of arcade fun and wizardry. Well, I did say attempt.

When you decide that P x P looks like a good move the screen display fades (quite nicely) into an alien terrain where your battle tank must run the gauntlet of not very fierce helicopter attacks to reach a distant city. This screen is almost impossible to lose. B x B — escape from a maze filled with vagrant skulls. R x R —

keep advancing pawns, one is bound to get to the King.

Quite simply, the 'chess' is not chess, and if you want good and varied arcade action, then there are better places to find it than here. The program is technically accomplished and impressive, but the effect is rather dull.

Gordon Sneddon



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# Key to the puzzle

Alan McDonald begins a five part series of articles showing how to write machine-code adventure games

Over the next few issues I shall try to explain how to write a machine-code adventure game for the ZX-Spectrum. Owners of other Z80-based computers may also find the articles of use, in their adventure writing.

The best way to explain how to write an adventure game is to actually design and code one. If you have some knowledge of Z80 machine code then it will be useful.

We only have five weeks, so it will have to be a small one, but the principles are true for a full-blown adventure.

One of the most famous adventures is *Colossal Caves*. Our 'mini' PCW adventure will be based around the first few puzzles found in the adventure.

You start off near a small brick building. Once inside there is a set of rusty keys, a torch, a small pool of water and an empty bottle. The only thing of use in our adventure will be the keys, although you can still fill the bottle and turn on the torch. Eventually you make your way to a grating which is locked — obviously you will unlock it with the keys and then go through. Once inside the caves, you wander around until you find a small wickerwork cage and a black rod. Further on, you come across a singing bird. You must try to catch it, however something is scaring it off. The black rod. You drop the rod and catch the bird. You go deeper into the caves where you find the famous green snake. You release the bird from the cage. The bird kills the snake before flying off. The short adventure ends here, but of course your own adventure can be carried on more or less for as long as you wish.

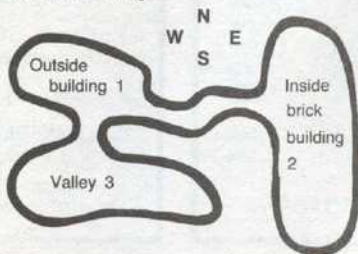
Here is a map to clarify the layout.

just a special type of database and broadly speaking there are three types of data which need to be stored.

- Locations — a description of each location plus the direction data — exits and so on.
- Objects — including their location and movement.
- Messages — what the adventure tells you.

## Locations

Each location allows the player to move to and from it, eg:



Going east from outside the building takes you inside it. Going south, however, takes you to the valley. Notice how each location has a unique number attached to it. The following is a list of all the locations and their numbers:

## Number Location

- You are standing before a huge brick building.
- You are inside the brick building.
- You are in a steep sided valley.
- You are beside a fast flowing stream. The

- You are walking on a finely cobbled pathway, leading E-W.
- You are in towering e-w canyon.
- You are in The Bird Chamber.
- You are in The Hallway of the Mountain King.
- You are on a dark rickety staircase.
- You are in a small chamber.
- You are in an open forest.

Therefore location 7 is e-w canyon. If we go east from 1 we end up in 2. If we go south from 1 we end up in 3. And so on.

In our adventure there are six possible directions: north, south, east, west, up and down. The computer must have 6 bytes of data, to tell if it is possible to move in a given direction. And if movement is possible then it must know where the player will end up. The 6 bytes of data for Location 1 would be 0,3,2,0,0,0 which tells the computer:

- North = 0 Can't go north,  
 South = 3 End up in the valley (Location 3)  
 East = 2 End up inside the building (Location 2)  
 West = 0 Can't go west,  
 Up = 0 Can't go up,  
 Down = 0 Can't go down.

This information is stored in memory using the following format: Location, Separator, n,s,e,w,u,d.

The separator is '255' so that the computer knows when it has reached the end of the description.

In Assembler format, Location 1 would be represented by:

DEFM "You are standing before a huge brick building", 225,0,3,2,0,0,0

The first part of the Location database must start as ...

LOCATE DEFB 255,0,0,0,0,0  
 label separator 6 null bytes (n,s,e,w,u,d)

Take a look at the Assembler listing to see the location database for yourself.

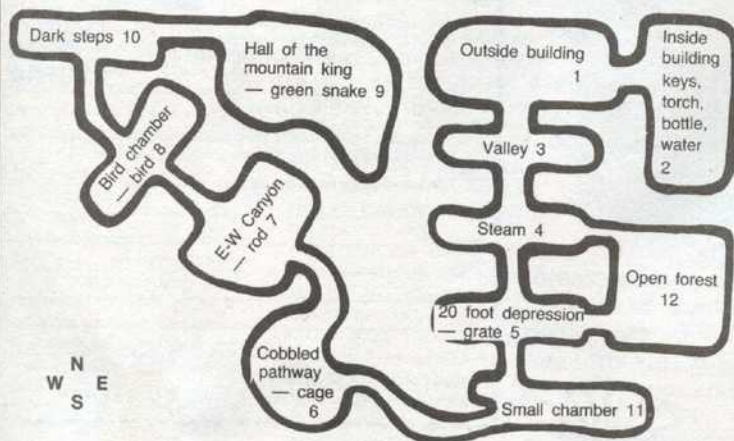
## Objects

There are 14 objects shown in the following table.

Number Object	LOC	EXE
1.....Rusty set of keys.....	2	..... 0
2.....Torch which is on.....	2	..... 3
3.....Torch which is off.....	2	..... 0
4.....Empty bottle.....	2	..... 0
5.....Bottle of water.....	2	..... 3
6.....Greenish pool of water.....	2	..... 2
7.....Locked grating.....	5	..... 2
8.....Open grating.....	5	..... 3
9.....Small wicker-work basket.....	6	..... 0
10.....Black rod.....	7	..... 0
11.....Small singing bird.....	8	..... 2
12.....Small bird in wickerwork cage	8	..... 3
13.....Vicious green snake.....	9	..... 2
14.....Dead snake.....	9	..... 3

Notice how two numbers precede each object. The first tells us what location the object is at; eg, the snake is at location 9, and the second tells us if the object does or doesn't exist. The existence codes are as follows: 0 = Object is visible and can be picked up; 1 = the player is carrying the object; 2 = object is visible but can't be taken; 3 = the object does not yet exist, or no longer exists; 4 = the object is being worn. (Not applicable in this adventure).

As an example, in the PCW adventure



The map shows the positions of the objects in the adventure. Any adventure is

water flows into a 2-inch channel.

- You are in a 20 foot depression.

there is a torch. Two objects are used to represent it — a torch which is on and a torch which is off. Since they both can't exist at the same time one of them is always at Existence 3.

The object data is stored as follows.

OBJECT DEFB 255 ; separator.

DEFM "object".

DEFB 255 ; separator.

DEFM "object".

and so on.

Take another look at the Assembler listing, to see how all the objects are stored. The existence and location data of each object is stored separately.

## Messages

The message table holds a list of words used in the adventure, eg *Ok.., I don't understand, You turn the torch off* are all messages. They are stored in the same way as the objects.

MTABLE DEFB 255 ; separator.

DEFM "message"

DEFB 255 ; separator.

DEFM "message"

Again refer to the assembler listing.

Like any other program there are variables. If you study the assembler listing carefully you will find a short list of them. The only variables which are important to use at the moment are these:

X DEFB 1 ; location the player is currently at.

NOR DEFB 0

TSOU DEFB 0

EAS DEFB 0

WES DEFB 0

UP DEFB 0

DOW DEFB 0

INV DEFB 0

LOC DEFS 14 ; existence of objects

.number of objects being carried

.locations of objects 14 objects

= 14 bytes.

LOC DEFS 14 ; existence of objects

When the program is first run the variables will need to be set up. When a new game is started all of the variables have changed and, therefore we will need to store a permanent copy of the variables somewhere else. Each time the program is

started they can then be copied into their correct positions.

BUFF DEFB 1,0,0,0,0,0,0,0 ; X to INV  
DEFB 2,2,2,2,2,5,5,6,7,8,8,9,9 ; LOC  
DEFB 0,3,0,0,3,2,3,3,0,0,2,3,2,3 ; EXE  
(length of buffer = 36)

As mentioned earlier the location and existence data for each object is stored separately to make accessing the data easier. Imagine that we want to find out the existence of Object 13 (vicious green snake). We can make HL point to it then store its value into the A register, ie:  
LD HL, EXE+12 ; HL—the 13th object.  
LD A, (HL) ; store it into A.

The A register now holds the existence of the green snake. You may be wondering why it's LD HL, EXE+12 and not 13. This is because we start from 0-EXE+0 = the green snake, EXE+1 = the torch which is off, and EXE+12 = the green snake.

This then is the rough form of the PCW adventure. Next week we'll deal with printing information to the screen.

1	ORG 55000	640	large	DEFM "You are in a	1130	then	DEFM "Press record,
2	START	650	4	DEFB 255,1,4,0,0,1,	1140	hit	DEFM "a key."
3	LD HL, BUFF0	660		DEFM "You are besid	1150	DEFM "Press play, t	
4	LD DE, X	670		DEFM "The water f	1160	hen hit a key."	
5	LD BC, 36	680		DEFM "2-inch slot.	1170	DEFM "You are carri	
6	LD DIR	690		DEFB 255,3,5,0,0,3,	1180	ng nothing "	
7	LD A, 2	700		DEFM "You are in a	1190	DEFM "You are carri	
8	CALL #1601	710		DEFB 255,4,0,12,0,4	1200	ng.."	
9	LD A, 1	720		DEFM "20-foot depress	1210	DEFM "With you."	
10	LD A, (23562).A	730		DEFB 255,4,0,12,0,4	1220	DEFM "255	
11	JP PL0C	740		DEFM "You are walki	1230	DEFM "You take.."	
12		750		DEFM "ng on a cobbled path	1240	DEFM "255	
13		760		DEFB 255,0,0,11,7,0	1250	DEFM "You drop.."	
14		770		DEFM "ading e"	1260	DEFM "255	
15		780		DEFB 255,0,0,11,7,0	1270	DEFM "You don't hav	
16		790		DEFM "e it."	1280	DEFM "255	
17		800		DEFB 255,0,0,11,7,0	1290	DEFM "It's already	
18		810		DEFM "large e"	1300	DEFM "255	
19		820		DEFB 255,0,0,6,0,0,	1310	DEFM "It's already	
20		830		DEFM "e bird"	1320	DEFM "255	
21		840		DEFB 255,0,10,7,0,0,	1330	DEFM "You turn the	
22		850		DEFM "e Hallways of the	1340	DEFM "255	
23		860		DEFB 255,10,0,0,0,1	1350	DEFM "You turn the	
24		870		DEFM "n King."	1360	DEFM "255	
25		880		DEFB 255,10,0,0,0,1	1370	DEFM "It's already	
26		890		DEFM "0,0"	1380	DEFM "255	
27		900		DEFB 255,0,0,0,0,0,	1390	DEFM "full !"	
28		910		DEFM "9"	1400	DEFM "255	
29		920		DEFB 255,0,0,0,0,0,	1410	DEFM "It's already is	
30		930		DEFM "810"	1420	DEFM "255	
31		940		DEFB 255,0,6,0,6,5,	1430	DEFM "How about soe	
32		950		DEFM "820"	1440	DEFM "255	
33		960		DEFB 255,0,6,0,6,5,	1450	DEFM "It is."	
34		970		DEFM "830"	1460	DEFM "255	
35		980		DEFB 255,0,0,4,12,1	1470	DEFM "255	
36		990		DEFM "840"	1480	DEFM "255	
37		1000		DEFB 255,0,0,4,12,1	1490	DEFM "255	
38		1010		DEFM "850"	1500	DEFM "before flying	
39		1020		DEFB 255,0,0,4,12,1	1510	DEFM "255	
40		1030		DEFM "860"	1520	DEFM "255	
41		1040		DEFB 255,0,0,4,12,1	1530	DEFM "255	
42		1050		DEFM "870"	1540	DEFM "255	
43		1060		DEFB 255,0,0,4,12,1	1550	DEFM "255	
44		1070		DEFM "880"	1560	DEFM "255	
45		1080		DEFB 255,0,0,4,12,1	1570	DEFM "255	
46		1090		DEFM "890"	1580	DEFM "255	
47		1100		DEFB 255,0,0,4,12,1	1590	DEFM "255	
48		1110		DEFM "900"	1600	DEFM "255	
49		1120		DEFB 255,0,0,4,12,1	1610	DEFM "255	
50		1130		DEFM "910"	1620	DEFM "255	
51		1140		DEFB 255,0,0,4,12,1	1630	DEFM "255	
52		1150		DEFM "920"	1640	DEFM "255	
53		1160		DEFB 255,0,0,4,12,1	1650	DEFM "255	
54		1170		DEFM "930"	1660	DEFM "255	
55		1180		DEFB 255,0,0,4,12,1	1670	DEFM "255	
56		1190		DEFM "940"	1680	DEFM "255	
57		1200		DEFB 255,0,0,4,12,1	1690	DEFM "255	
58		1210		DEFM "950"	1700	DEFM "255	
59		1220		DEFB 255,0,0,4,12,1	1710	DEFM "255	
60		1230		DEFM "960"	1720	DEFM "255	
61		1240		DEFB 255,0,0,4,12,1	1730	DEFM "255	
62		1250		DEFM "970"	1740	DEFM "255	
63		1260		DEFB 255,0,0,4,12,1	1750	DEFM "255	
64		1270		DEFM "980"	1760	DEFM "255	
65		1280		DEFB 255,0,0,4,12,1	1770	DEFM "255	
66		1290		DEFM "990"	1780	DEFM "255	
67		1300		DEFB 255,0,0,4,12,1	1790	DEFM "255	
68		1310		DEFM "1000"	1800	DEFM "255	
69		1320		DEFB 255,0,0,4,12,1	1810	DEFM "255	
70		1330		DEFM "1010"	1820	DEFM "255	
71		1340		DEFB 255,0,0,4,12,1	1830	DEFM "255	
72		1350		DEFM "1020"	1840	DEFM "255	
73		1360		DEFB 255,0,0,4,12,1	1850	DEFM "255	
74		1370		DEFM "1030"	1860	DEFM "255	
75		1380		DEFB 255,0,0,4,12,1	1870	DEFM "255	
76		1390		DEFM "1040"	1880	DEFM "255	
77		1400		DEFB 255,0,0,4,12,1	1890	DEFM "255	
78		1410		DEFM "1050"	1900	DEFM "255	
79		1420		DEFB 255,0,0,4,12,1	1910	DEFM "255	
80		1430		DEFM "1060"	1920	DEFM "255	
81		1440		DEFB 255,0,0,4,12,1	1930	DEFM "255	
82		1450		DEFM "1070"	1940	DEFM "255	
83		1460		DEFB 255,0,0,4,12,1	1950	DEFM "255	
84		1470		DEFM "1080"	1960	DEFM "255	
85		1480		DEFB 255,0,0,4,12,1	1970	DEFM "255	
86		1490		DEFM "1090"	1980	DEFM "255	
87		1500		DEFB 255,0,0,4,12,1	1990	DEFM "255	
88		1510		DEFM "1100"	2000	DEFM "255	
89		1520		DEFB 255,0,0,4,12,1	2010	DEFM "255	
90		1530		DEFM "1110"	2020	DEFM "255	
91		1540		DEFB 255,0,0,4,12,1	2030	DEFM "255	
92		1550		DEFM "1120"	2040	DEFM "255	
93		1560		DEFB 255,0,0,4,12,1	2050	DEFM "255	
94		1570		DEFM "1130"	2060	DEFM "255	
95		1580		DEFB 255,0,0,4,12,1	2070	DEFM "255	
96		1590		DEFM "1140"	2080	DEFM "255	
97		1600		DEFB 255,0,0,4,12,1	2090	DEFM "255	
98		1610		DEFM "1150"	2100	DEFM "255	
99		1620		DEFB 255,0,0,4,12,1	2110	DEFM "255	
100		1630		DEFM "1160"	2120	DEFM "255	
101		1640		DEFB 255,0,0,4,12,1	2130	DEFM "255	
102		1650		DEFM "1170"	2140	DEFM "255	
103		1660		DEFB 255,0,0,4,12,1	2150	DEFM "255	
104		1670		DEFM "1180"	2160	DEFM "255	
105		1680		DEFB 255,0,0,4,12,1	2170	DEFM "255	
106		1690		DEFM "1190"	2180	DEFM "255	
107		1700		DEFB 255,0,0,4,12,1	2190	DEFM "255	
108		1710		DEFM "1200"	2200	DEFM "255	
109		1720		DEFB 255,0,0,4,12,1	2210	DEFM "255	
110		1730		DEFM "1210"	2220	DEFM "255	
111		1740		DEFB 255,0,0,4,12,1	2230	DEFM "255	
112		1750		DEFM "1220"	2240	DEFM "255	
113		1760		DEFB 255,0,0,4,12,1	2250	DEFM "255	
114		1770		DEFM "1230"	2260	DEFM "255	
115		1780		DEFB 255,0,0,4,12,1	2270	DEFM "255	
116		1790		DEFM "1240"	2280	DEFM "255	
117		1800		DEFB 255,0,0,4,12,1	2290	DEFM "255	
118		1810		DEFM "1250"	2300	DEFM "255	
119		1820		DEFB 255,0,0,4,12,1	2310	DEFM "255	
120		1830		DEFM "1260"	2320	DEFM "255	
121		1840		DEFB 255,0,0,4,12,1	2330	DEFM "255	
122		1850		DEFM "1270"	2340	DEFM "255	
123		1860		DEFB 255,0,0,4,12,1	2350	DEFM "255	
124		1870		DEFM "1280"	2360	DEFM "255	
125		1880		DEFB 255,0,0,4,12,1	2370	DEFM "255	
126		1890		DEFM "1290"	2380	DEFM "255	
127		1900		DEFB 255,0,0,4,12,1	2390	DEFM "255	
128		1910		DEFM "1300"	2400	DEFM "255	
129		1920		DEFB 255,0,0,4,12,1	2410	DEFM "255	
130		1930		DEFM "1310"	2420</		

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## One file at a time

Malcolm Bryant demonstrates a file copy program for the QL

This program will copy the entire contents of one microdrive cartridge onto another. The *Clone* programs supplied with the QL only copy the Psion software cartridges and are not general-purpose utilities.

The QL manuals specifically recommend that microdrive cartridges are backed-up frequently. This file copy program can

prevent the tedious business of typing in a separate *Copy* command for each file on the cartridge. The user has the option of copying the whole cartridge in one operation, or of being prompted by the program for one file at a time.

The file copy program works by sending a directory listing to a special temporary file on the 'destination' microdrive. This file is

subsequently read back and the information is used for the copying process. Finally, the temporary file is then deleted and the contents of the 'destination' cartridge are listed on the screen.

Note that the symbols printed in the listing as £ signs should be typed in as hash (#) marks.

```
100 CLS:PRINT"File copy program"
110 PRINT"-----"
120 REPEAT drv
130 INPUT"Which drive are you copying from? ";d:IF d=1 OR d=2 THEN EXIT drv
140 END REPEAT drv
150 s$=d:t$=3-d
160 PRINT"Press ENTER to copy everything or anyother key to copy individual files"
170 e=CODE(INKEY$(-1))
180 PRINT"Accessing microdrive"
190 n$="mdv"&t$&" temp"
200 OPEN NEW £5,n$
210 DIR £5,"mdv"&s$&" _"
220 CLOSE £5
230 OPEN £5,n$
240 INPUT £5;a$a$;
250 REPEAT loop
260 INPUT £5;a$a$;
270 f=10
280 IF NOT e=10 THEN
290 PRINT"Press ENTER to copy file ";a$a$
300 f=CODE(INKEY$(-1))
310 END IF
320 IF f=10 THEN
330 PRINT"Copying ";a$a$
340 COPY "mdv"&s$&"_"&a$a$ TO "mdv"&t$&"_"&a$a$
350 ELSE
360 PRINT"File ";a$a$;" not copied"
370 END IF
380 IF EOP(£5) THEN
390 CLOSE £5:DELETE n$
400 DIR "mdv"&t$&" _":EXIT loop
410 END IF
420 END REPEAT loop
```

## Speed limit

Peter Whittaker shows you how to make use of the Dragon Rom's RTS instruction in your own programs

This week we use the same system as last week to create a *List* formatting routine and a *List* speed control.

Assembler 4 (or Basic #2) is a *List* formatting routine. When a *Listed* program line is longer than 75 characters the start of the second, third and fourth lines are indented by four spaces. This means that the line numbers stand out to the left of the

rest of the program, and are subsequently easier to find. To use this on a narrower printer *Poke* the desired line length to location &H7D22. (eg between 10 and 79) Assembler 5 (or Basic #3) is a *List* speed control routine. When enabled, the speed of *List*ing is increased by pressing the *Enter* key, and slowed by pressing the *Clear* key. The list can still be paused by pres-

sing the *Shift* and '@' keys together.

### Program Notes

- PSHS X,D,CC The relevant registers are saved. (D=A & B)
- PULS X,D,CC Restore registers so that the computer will carry on undisturbed.
- JSR #800F Sends character in 'A' register to printer.
- JSR #800E Gets character from keyboard into 'A' register.
- JSR 37093 Prints from 'X' register +1 until a 0.
- JMP 33649 Return to Basic.
- Location 111 Contains the device number. (0=screen -2=printer)
- Location #9C Contains printer head position.

To save these routines as machinecode *Csave* "routine", 32000, 32130,359: *Csave* "vector", 359,361,359. Before reloading *Clear*200, 32000.

### ASSEMBLER 4. LLIST FORMAT.

```

7D01                                X,D,CC
7D01 3417                          10010 LDA 111
7D03 86005F                        10010 CMPA #2
7D05 81FE                          10010 BEQ @CHKCR
7D08 2797                          10010 CMPA #0
7D0A 8100                          10010 BEQ @SWITCH
7D0C 2728                          10010 @RETURN PULS X,D,CC
7D0E 3517                          10010 @RTS
7D10 39                            10020 @CHKCR LDB @TOGG
7D11 F67D82                        10020 CMPB #0
7D14 C100                          10020 BEQ @RETURN
7D16 27F6                          10020 CMPA ##00
7D18 319D                          10020 BNE @CHKCOL
7D1A 2692                          10020 BRA @RETURN
7D1C 20F0                          10030 @CHKCOL LDA #9C
7D1E B6009C                        10030 CMPA #75
7D21 8148                          10030 BLO @RETURN
7D23 25E9                          10030 LDA #13
7D25 860D                          10030 JSR #800F
7D27 8D800F                        10030 LDA #32
7D2A 9620                          10030 LDB #4
7D2C C604                          10030 @LOOP JSR #800F
7D2E 8D800F                        10030 DECB
7D31 5A                            10030 BNE @LOOP
7D32 26FA                          10030 SRA @RETURN
7D34 20D8                          10040 @SWITCH PULS X,D,CC
7D36 3517                          10040 FSMS X,D,CC
7D38 3417                          10040 CMPA #93
7D3A 9150                          10040 BNE @RETURN
7D3C 26D0                          10040 PULS X,D,CC
7D3E 3517                          10040 LDA @TOGG
7D40 867D82                        10040 CMPA #0
7D43 8100                          10040 BEQ @SET
7D45 279C                          10040 CLR @TOGG
7D47 7F7D82                        10040 LDX #@TOFF/
7D49 8E7D79                        10040 JSR 37093
7D4B 8D90E5                        10040 JMP 33649
7D4D 7E8371                        10040 @SET INC @TOGG
7D4F 7C7082                        10040 LDX #@TSET
7D51 8E7D5F                        10040 JSR 37093
7D53 8D90E5                        10040 JMP 33649
7D55 7E8371                        10050 @TSET FCC "
7D5F 204C4C4953542046             10050 LLIST FORMAT ON",0
7D78 204C4C4953542046             10050 @TOFF FCC "
7D82 00                            10050 LLIST FORMAT OFF",0
0167 7E7D81                        10050 @TOGG FOR 0
016A                                10060 ORG 359
10060                                10060 JMP @START
10010 @START FSMS

```

### BASIC #2. LLIST FORMAT.

```

10 CLEAR 200,32000
20 FOR A=32001 TO 32130
30 READ B:POKE A,B
40 NEXT A
50 POKE 361,1:POKE 360,125:POKE 359,126
60 STOP
100 DATA 52 , 23 , 182 , 0 , 111 , 129 ,
254 , 39 , 7 , 129 , 0 , 39 , 40 , 53 ,
23 , 57 , 246 , 125 , 130 , 193 , 0 , 39
, 246 , 129 , 13 , 38 , 2 , 32 , 240 ,
182 , 0 , 156 , 129 , 75 , 37 , 233 ,
134 , 13 , 189 , 128 , 15 , 134 , 32 , 4
110 DATA 4 , 189 , 128 , 15 , 90 , 38 ,
250 , 32 , 216 , 53 , 23 , 52 , 23 , 129
, 93 , 38 , 208 , 53 , 23 , 182 , 125 ,
130 , 129 , 0 , 39 , 12 , 127 , 125 , 1
30 , 142 , 125 , 112 , 189 , 144 , 229 ,
126 , 131 , 113 , 124 , 125 , 130 , 142
, 125
120 DATA 95 , 189 , 144 , 229 , 126 , 131
, 113 , 32 , 76 , 76 , 73 , 83 , 84 ,
32 , 70 , 79 , 82 , 77 , 65 , 84 , 32 , 79
, 78 , 0 , 32 , 76 , 76 , 73 , 83 , 8
4 , 32 , 70 , 79 , 82 , 77 , 65 , 84 , 32 ,
79 , 70 , 70 , 0 , 0

```

### BASIC #3. LIST SPEED CONTROL.

```

10 CLEAR 200,32000
20 FOR A=32001 TO 32130
30 READ B:POKE A,B
40 NEXT A
50 POKE 361,1:POKE 360,125:POKE 359,126
60 STOP
100 DATA 52 , 23 , 246 , 0 , 111 , 193 , 0
, 38 , 43 , 129 , 93 , 39 , 42 , 182
, 125 , 130 , 129 , 0 , 39 , 32 , 189 ,
128 , 6 , 129 , 13 , 39 , 6 , 129 , 12
, 39 , 7 , 32 , 8 , 122 , 125 , 43 , 32 , 3
, 124 , 125 , 43 , 142 , 11 , 48
110 DATA 48 , 136 , 156 , 140 , 0 , 0 , 38
, 248 , 53 , 23 , 57 , 53 , 23 , 182
, 125 , 130 , 129 , 0 , 39 , 12 , 127 , 125
, 130 , 142 , 125 , 112 , 189 , 144
, 229 , 126 , 131 , 113 , 124 , 125 , 130
, 142 , 117 , 48 , 191 , 125 , 43 , 142 , 125
120 DATA 95 , 189 , 144 , 229 , 126 , 131
, 113 , 32 , 76 , 73 , 83 , 84 , 32 ,
67 , 79 , 78 , 84 , 82 , 79 , 76 , 32 , 79
, 78 , 0 , 32 , 76 , 73 , 83 , 84 , 3
67 , 79 , 78 , 84 , 82 , 79 , 76 , 32 , 79
, 70 , 70 , 0 , 0

```



## ASSEMBLER 5. LIST SPEED CONTROL.

```

7D01          7D35 3517          10010 @START PSHS X,D,CC 10020     RTS
7D01 3417     7D37 33          10010     LDB 111          10030 @TOGGLE PULS X,D,CC
7D03 F6006F   7D38 3517          10010     CMPB #0          10030     LDA @TOGG
7D06 C100     7D3A B67D82          10010     BNE @RETURN          10030     CMPA #0
7D08 262B     7D3D 8100          10010     CMPA #93          10030     BEQ @SET
7D0A 815D     7D3F 270C          10010     BEQ @TOGGLE          10030     CLR @TOGG
7D0C 272A     7D41 7F7D82          10010     LDA @TOGG          10030     LDX #@TCLR
7D0E B67D82   7D44 8E7D70          10010     CMPA #0          10030     JSR 37093
7D11 8100     7D47 BD90E5          10010     BEQ @RETURN          10030     JMP 33649
7D13 2720     7D4A 7E8371          10010     JSR #8006          10030     @SET INC @TOGG
7D15 BD8006   7D4D 7C7D82          10010     CMPA #13          10030     LDX #30000
7D18 9100     7D50 8E7530          10010     BEQ @FAST          10030     STX @DELAY+1
7D1A 2706     7D53 BF7D2B          10010     CMPA #12          10030     LDX #@TSET
7D1C 810C     7D56 8E7D5F          10010     BEQ @SLOW          10030     JSR 37093
7D1E 2707     7D59 BD90E5          10010     BRA @DELAY          10030     JMP 33649
7D20 2008     7D5C 7E8371          10020     @FAST DEC @DELAY+1 10040     @TSET FCC " LIST
7D22 7A7D2B   7D5F 204C49535420434F 10020     BRA @DELAY          CONTROL ON",0
7D25 2003     7D70 204C49535420434F 10020     @SLOW INC @DELAY+1 10040     @TCLR FCC " LIST
7D27 7C7D2B   7D82 00          10020     @DELAY LDX #3000          CONTROL OFF",0
7D2A 8E0BB8   0167          10020     @LOOP1 LEAX -100,X 10040     @TOGG FCB 0
7D2D 30889C   0167 7E7D01          10020     CMPX #0          10050     ORG 359
7D30 8C0000   016A          10020     BNE @LOOP1          10050     JMP @START
7D33 26F8     10050     PRT          10020     @RETURN PULS X,D,CC 10050     END @START

```

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## Searching completed

Neil Barnes concludes his multi-purpose facility program

This is the last part of a file program designed to make use of Mode 7 BBC graphics.

**Procedures**  
PROCmenu

**Function**  
Displays menu on screen

PROCtitle (TS, H) Prints title in double height  
TS — text to be printed  
H — X position of text

PROCdecide  
Decides which option has been chosen

PROCnewfile  
Allows a new file to be

PROCgetdata  
PROCcadd

PROCverify  
Allows the file to be verified

PROCdump  
PROCsort  
PROCsearch  
Searches for an item in file

PROClist  
Allows the user to view the file

PROCend  
Ends the program

created  
Inputs data from user  
Allows extra items to be added

Allows the file to be verified

Dumps file to printer  
Sorts the file  
Searches for an item in file

Allows the user to view the file

Ends the program

```

2220 DEFPROCsearch
2230 REM Search for the inputted string
2240 PROCtitle("SEARCHING FOR AN ITEM IN FILE",2)
2250 VDU31,0,5,133:PRINT"This option will search for every"
2260 VDU133:PRINT"occurance of the inputted item."
2270 PRINT
2280 VDU134:PRINT"It will also show the item if it is a"
2290 VDU134:PRINT"part of another item."
2300 PRINT
2310 PRINT" e.g. It will find 'FRED' in 'JOHN FRED SMITH'."
2320 PRINT
2330 VDU131:PRINT"This function is especially useful in"
2340 VDU131:PRINT"conjunction with the other options."
2350 PRINT
2360 VDU134:PRINT"Please input the string you want the"
2370 VDU134:PRINT"computer to search for."
2380 PRINT
2390 VDU31,0,20,129:PRINT"Search string:"
2400 PRINTTAB(15,20)STRING$(25," ")
2410 INPUTTAB(15,20)V#
2420 IF LEN(V#)<1 OR LEN(V#)>15 THEN SOUND1,-15,200,2:GOTO 2390
2430 VDU31,5,22:PRINT"Press SPACE BAR to continue":REPEAT UNTIL GET=32
2440 PROCtitle("SEARCHING FOR AN ITEM IN FILE",2)
2450 VDU31,3,5,134:PRINT"Searching for: ";V#
2460 VDU31,10,12,133:PRINT"*** Searching ***"
2470 flag1=0
2480 FOR G=1 TO AI
2490 H#=file$(G)
2500 IF LEN(H#)<LEN(V#) THEN 2550
2510 FOR K=1 TO (LEN(H#)-LEN(V#))
2520 E#=MID$(H#,K,LEN(V#))
2530 IF V#=E# THEN flag1=1:PRINTTAB(0,15)"Item number: "; "G: "; " "; " ";file$(G):PR
INTTAB(5,22)"PRESS SPACE BAR TO CONTINUE":SOUND1,-15,180,1:REPEAT UNTIL GET=32
2540 NEXT K
2550 NEXT G
2560 VDU31,4,12,133:PRINT"*** Searching completed ***"
2570 PRINTTAB(0,15)SPC(40)
2580 SOUND1,-15,200,2
2590 IF flag1=0 THEN PRINTTAB(9,15)"*** NONE FOUND ***":PRINTTAB(5,22)"PRESS SP
ACE BAR TO CONTINUE":REPEAT UNTIL GET=32:PROCmenu
2600 REPEAT UNTILGET=32
2610 PROCmenu
2620 ENDPROC
2630 DEFPROClist
2640 REM List file
2650 PROCtitle("LISTING THE FILE",8)
2660 VDU31,0,5,134:PRINT"This option enables the user to view"
2670 VDU134:PRINT"the file that he/she has created."
2680 PRINT
2690 VDU131:PRINT"Do you want to view the complete"
2700 VDU131:PRINT"file?"
2710 INPUTTAB(6,9)J#
2720 IF J#="Y" OR J#="y" THEN J=1:U=AI:GOTO2810
2730 IF J#="N" OR J#="n" THEN VDU31,0,11,129:PRINT"Which item number do you wan
t to start"

```

```
2740 VDU129:PRINT"from?"
2750 INPUTTAB(7,12)J
2760 IF J<1 OR J>AI OR J=AI THEN SOUND1,-15,220,1:PRINTTAB(7,12)SPC(33):GOTO275
0
2770 VDU31,0,14,129:PRINT"Which item number do you want to end"
2780 VDU129:PRINT"at?"
2790 INPUTTAB(5,15)U
2800 IF U<1 OR U>AI OR U=J THEN SOUND1,-15,220,1:PRINTTAB(5,15)SPC(35):GOTO2790
2810 VDU31,4,23,133:PRINT"Press SPACE BAR to view file":REPEAT UNTIL GET=32:PRO
Ctitle("VIEWING THE FILE",7)
2820 PRINTTAB(5,5)"Press any key after each item"
2830 FOR R=J TO U
2840 PRINTTAB(0,0)"Item number:" ";R;" ";file$(R)
2850 wait=GET
2860 PRINTTAB(0,8)SPC(40)
2870 SOUND1,-15,100,1
2880 NEXT
2890 PRINTTAB(5,5)"End of file-press any key"SPC(4)
2900 Q=GET
2910 PROCmenu
2920 ENDPROC
2930 DEFPROCend
2940 REM End program routine
2950 PROCtitle("END OF PROGRAM",8)
2960 INPUTTAB(0,5)"Do you want to leave the program? "D#
2970 PRINTTAB(33,5)SPC(7):IF LEN(D#)>1 THEN SOUND1,-15,200,2:GOTO2960
2980 IF D#="Y" OR D#="y" THEN END
2990 IF D#="N" OR D#="n" THEN RUN
3000 SOUND1,-15,100,2:GOTO 2960
3010 ENDPROC
>RUN
```



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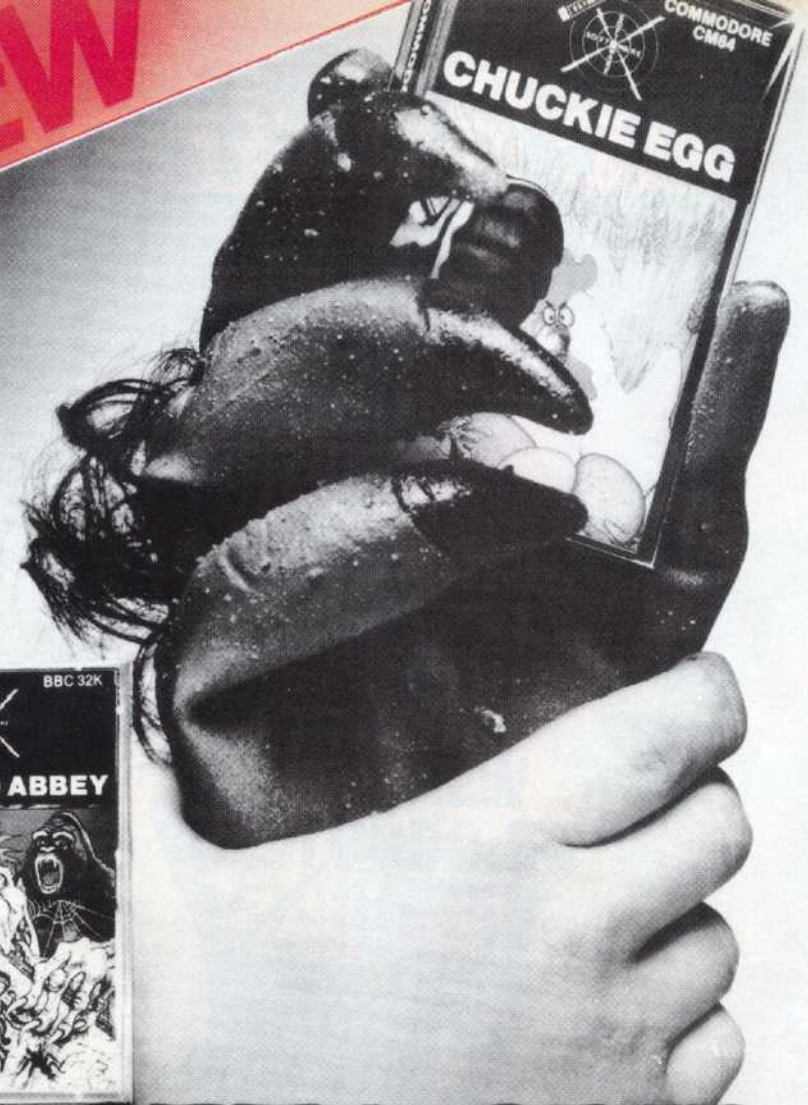
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## Bits and pieces

Lee Tanner demonstrates a disassembler for CBM 64 with Simons Basic

**D**ISS-64 is a disassembler for the Commodore 64 and Simons Basic. There are three commands available:  
**D** To disassemble.  
**P** As for **D** but also output to printer.  
**X** Exit to Basic.  
The **D** and **P** commands use the same

syntax as the Basic command *List*, eg, **D2048** or **D-200** or **D60000-** or **D**. There must be no spaces between the command letter and the first parameter.

The **DATA** statements must be typed in exactly as shown as the program uses the **Reset** command.

If you do not have a printer you can save a lot of typing by removing all the code relating to the printer operation, ie, remove every occurrence of the code, **IF X\$="P" THEN PRINT#1**, etc, which occurs in lines 22,26,34,37,40,42,43,44,46,48,50 and 52. Also remove the second statement from Line 54 and remove line 260.

### Program notes

10-58 Read code from **DATA** and print.  
80-96 Convert Decimal numbers to Hex.  
100-290 Input command and verify.  
110 Error message.  
260 Open a channel to the printer.  
1000-1260 **DATA** for disassembly.

```
1 REM *****
2 REM *      DISS-64      *
3 REM * BY LEE TANNER  3/3/84 *
4 REM *****
5 GOTO100
9 :
10 PROC DISS
20 D=AD:EXEC CONVERT
22 PRINT " ";B$;" " :IFX$="P"THENPRINT#1," ";B$;" ";
24 D=PEEK(AD):RESET INT(D/10)*10+1000
26 READC,C$,B:IFINT(C/10)>INT(D/10)THENPRINT"???":IFX$="P"THENPRINT#1,"???"
27 IFINT(C/10)>INT(D/10)THEN54
28 IFC=DTHEN32
30 GOTO26
32 D$=RIGHT$(C$,1):IFD$>"0"ANDD$<"9"THENC$=LEFT$(C$,LEN(C$)-1)
34 PRINTC$:IFX$="P"THENPRINT#1,C$;
35 IFB=1THEN43
36 IFB=2THENAD=AD+1:D=PEEK(AD):EXEC CONVERT
37 IFB=2THENPRINTB$:IFX$="P"THENPRINT#1,B$;
38 IFB=2THEN43
39 IFB=3THENAD=AD+1:D=PEEK(AD):EXEC CONVERT
40 IFB=3THENPRINTB$:IFX$="P"THENPRINT#1,B$;
41 IFB=3THENAD=AD+1:D=PEEK(AD):EXEC CONVERT
42 IFB=3THENPRINTB$:IFX$="P"THENPRINT#1,B$;
43 IFD$="1"THENPRINT",X":IFX$="P"THENPRINT#1,",X)"
44 IFD$="2"THENPRINT",Y":IFX$="P"THENPRINT#1,",Y)"
46 IFD$="3"THENPRINT",X":IFX$="P"THENPRINT#1",X)"
48 IFD$="4"THENPRINT",Y":IFX$="P"THENPRINT#1",Y)"
50 IFD$="5"THENPRINT",)":IFX$="P"THENPRINT#1",)"
51 IFD$>"0"ANDD$<"6"THEN54
52 PRINT:IFX$="P"THENPRINT#1
54 AD=AD+1:IFAD>T ANDX$="P"THENCLOSE1
56 IFAD>TTHENEND PROC
58 GOTO20
79 :
80 PROC CONVERT
82 X(1)=INT(D/4096):Z=D-X(1)*4096
84 X(2)=INT(Z/256):Z=Z-X(2)*256
86 X(3)=INT(Z/16):X(4)=Z-X(3)*16
88 B$="":Z=1:IFX(1)=0ANDX(2)=0THENZ=3
90 FORY=ZTO4
92 IFX(Y)<10THENB$=B$+CHR$(X(Y)+48):ELSE B$=B$+CHR$(X(Y)+55)
94 NEXTY
96 END PROC
99 :
100 PRINT"☐":GOTO120
110 PRINT"☐☐☐☐☐COME AGAIN ?☐"
120 PRINT"☐☐☐☐☐":INPUTW$:X$=LEFT$(W$,1)
130 IFX$="X"THENPRINT"☐☐☐☐☐":END
140 IFX$<>"D"ANDX$<>"P"THEN110
150 P=2:F$="":T$=""
160 C$=MID$(W$,P,1):IFC$="-"THENP=P+1:GOTO200
170 IFC$="."THENF$=F$:GOTO230
180 IFC$<"0"ORC$>"9"THEN110
190 F$=F$+C$:P=P+1:GOTO160
200 C$=MID$(W$,P,1):IFC$="."THEN230
210 IFC$<"0"ORC$>"9"THEN110
220 T$=T$+C$:P=P+1:GOTO200
230 F=VAL(F$):T=VAL(T$):IFT=0THENF=65535
240 IFF<0ORF>65535ORT<0ORT>65535ORT<FTHEN110
250 PRINT"☐☐☐☐☐":AD=F
260 IFX$="P"THENOPEN1,4
270 EXEC DISS
280 GOTO120
999 :
1000 DATA0,BRK,1,1,ORA ($1,2,5,ORA $,2,6,ASL $,2,8,PHP,1,9,ORA ##,2
1010 DATA10,ASL A,1,13,ORA $,3,14,ASL $,3,16,BPL ##,2,17,ORA ($2,2
```

continued over the page

# Commodore 64

1020 DATA21,ORA #3,2,22,ASL #3,2,24,CLC,1,25,ORA #4,3,29,ORA #3,3  
 1030 DATA30,ASL #3,3,32,JSR #3,3,33,AND (#1,2,36,BIT #2,37,AND #2,38,ROL #2,  
 1040 DATA40,PLP,1,41,AND ##,2,42,ROL A,1,44,BIT #3,45,AND #3,46,ROL #3,  
 1045 DATA48,BMI ##,2,49,AND (#2,2,  
 1050 DATA53,AND #3,2,54,ROL #3,2,56,SEC,1,57,AND #4,3  
 1060 DATA61,AND #3,3,62,ROL #3,3,64,RTI,1,65,EOR (#1,2,69,EOR #2,  
 1070 DATA70,LSR #2,72,PHA,1,73,EOR ##,2,74,LSR A,1,76,JMP #3,  
 1075 DATA77,EOR #3,78,LSR #3,  
 1080 DATA80,BVC ##,2,81,EOR (#2,2,85,EOR #3,2,86,LSR #3,2  
 1085 DATA88,CLI,1,89,EOR #4,3  
 1090 DATA93,EOR #3,3,94,LSR #3,3,96,RTS,1,97,ADC (#1,2,  
 1100 DATA101,ADC #2,102,ROR #2,104,PLA,1,105,ADC ##,2,  
 1105 DATA106,ROR A,1,108,JMP (#5,3,109,ADC #3,  
 1110 DATA110,ROR #3,112,BVC ##,2,113,ADC (#2,2,117,ADC #3,2,118,ROR #3,2  
 1120 DATA120,SEI,1,121,ADC #4,3,125,ADC #3,3,126,ROR #3,3,129,STA (#1,2,  
 1130 DATA132,STY #2,133,STA #2,134,STX #2,136,DEY,1,138,TXA,1  
 1140 DATA140,STY #3,141,STA #3,142,STX #3,144,BCC ##,2,145,STA (#2,2,  
 1145 DATA148,STY #3,2,149,STA #3,2,  
 1150 DATA150,STX #4,2,152,TYA,1,153,STA #4,3,154,TKS,1,157,STA #3,3  
 1160 DATA160,LDY ##,2,161,LDA (#1,2,162,LDX ##,2,164,LDY #2,165,LDA #2,  
 1165 DATA166,LDX #2,168,TAY,1,169,LDA ##,2,  
 1170 DATA170,TRX,1,172,LDY #3,173,LDA #3,174,LDX #3,176,BCS ##,2  
 1175 DATA177,LDA (#2,2,  
 1180 DATA180,LDY #3,2,181,LDA #3,2,182,LDX #4,2,184,CLV,1,185,LDA #4,3  
 1185 DATA186,TSX,1,188,LDY #3,3,189,LDA #3,3  
 1190 DATA190,LDX #4,3,192,CPY ##,2,193,CMP (#1,2,196,CPY #2,197,CMP #2,  
 1195 DATA198,DEC #2,  
 1200 DATA200,INY,1,201,CMP ##,2,202,DEX,1,204,CPY #3,205,CMP #3,  
 1205 DATA206,DEC #3,208,BNE ##,2,209,CMP (#2,2,  
 1210 DATA213,CMP #3,2,214,DEC #3,2,216,CLD,1,217,CMP #4,3  
 1220 DATA221,CMP #3,3,222,DEC #3,3,224,CPX ##,2,225,SBC (#1,2,228,CPX #2,  
 1225 DATA229,SBC #2,  
 1230 DATA230,INC #2,232,INX,1,233,SBC ##,2,234,NOP,1,236,CPX #3,237,SBC #3,  
 1235 DATA238,INC #3,  
 1240 DATA240,BEQ ##,2,241,SBC (#2,2,245,SBC #3,2,246,INC #3,2,248,SED,1  
 1245 DATA249,SBC #4,3  
 1250 DATA253,SBC #3,3,254,INC #3,3  
 1260 DATA999,999,999

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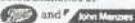
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# Open Forum

Open Forum is for you to publish your programs and ideas. Take care that the listings you send in are all bug-free. Your documentation should start with a general description of the program and what it does and then give some detail of how the program is constructed.

## Clock

on Commodore 64

This program draws an alarm clock and enables you to set both the time and when you want the alarm to go off. The sound facilities on the Commodore 64 enable a

very effective alarm sound to be developed. It wouldn't be difficult to make it ring with any sound you want, eg. Space Invader noises etc.

```
100 REM *****
110 REM **CLOCK**
120 REM ** BY **
130 REM **F. BUYS**
140 REM ***1984**
150 REM *****
160 G=54272
170 FORT=GT06+26:POKET,0:NEXT
180 POKEG+24,15:POKE53280,0:POKE53281,0
190 TI$="000000":GOTO700
200 DATA5,20,30,31,156,158,159,0
210 D$(0,0)=" " :D$(1,0)=" | "
220 D$(2,0)=" | " :D$(3,0)=" | "
230 D$(4,0)=" | " :D$(0,1)=" | "
240 D$(1,1)=" | " :D$(2,1)=" | "
250 D$(3,1)=" | " :D$(4,1)=" | "
260 D$(0,2)=" | " :D$(1,2)=" | "
270 D$(2,2)=" | " :D$(3,2)=" | "
280 D$(4,2)=" | " :D$(0,3)=" | "
290 D$(1,3)=" | " :D$(2,3)=" | "
300 D$(3,3)=" | " :D$(4,3)=" | "
310 D$(0,4)=" | " :D$(1,4)=" | "
320 D$(2,4)=" | " :D$(3,4)=" | "
330 D$(4,4)=" | " :D$(0,5)=" | "
340 D$(1,5)=" | " :D$(2,5)=" | "
350 D$(3,5)=" | " :D$(4,5)=" | "
360 D$(0,6)=" | " :D$(1,6)=" | "
370 D$(2,6)=" | " :D$(3,6)=" | "
380 D$(4,6)=" | " :D$(0,7)=" | "
390 D$(1,7)=" | " :D$(2,7)=" | "
400 D$(3,7)=" | " :D$(4,7)=" | "
410 D$(0,8)=" | " :D$(1,8)=" | "
420 D$(2,8)=" | " :D$(3,8)=" | "
430 D$(4,8)=" | " :D$(0,9)=" | "
440 D$(1,9)=" | " :D$(2,9)=" | "
450 D$(3,9)=" | " :D$(4,9)=" | "
460 PRINT"|"
470 GOSUB 630:PRINT"00:"TAB(12)"00"
480 IF A$=TI$THEN400
490 IF LEFT$(A$,4)=LEFT$(TI$,4) THEN
M=5:Y=20:GOTO 520
500 M=1:Y=0:POKE54277,64:POKE54278,128:
POKE54276,33:POKE54273,17:
POKE54272,37:POKE54276,0
510 POKE54277,0:POKE54278,0
520 A$=TI$
530 FOR X=MT06:PRINT"00" TI$
540 A=ASC(MID$(A$,X,1))-40
550 GOSUB630:PRINT:PRINTTAB(26)"
":PRINT:PRINT TAB(26)" ":GOSUB 630
560 FOR E=0T04
570 PRINTTAB(Y)D$(E,A):NEXT
580 Y=Y+6:IF Y=12 THEN Y=14
590 GOSUB630:PRINT:GOSUB620:PRINT:GOSUB620
600 IFY=26 THENY=Y+2
610 NEXT:GOTO480
620 PRINTTAB(26)"00" :RETURN
630 PRINT"0000000000000000"
640 IFTI$=AA$THEN930
650 READJJ:IFJJ=0THENRESTORE:GOTO650
660 PRINTCHR$(JJ)
670 IFJJ$=AA$THEN930
680 PRINT"000"
690 RETURN
700 PRINT" | CLOCK COMMODORE 64 *** JAN. 1984"
710 PRINT"000 '1' SET TIME"
720 PRINT"000 '2' ALARM SET"
730 INPUT"000000MAKE YOUR CHOISE":A$
740 IFA$="1"THEN810
750 IFA$="2"THEN900
760 GOTO700
770 PRINT"GIVE TIME IN 6 CHARACTERS":INPUTJJ$
780 IFLEN(JJ$)<6THEN770
790 TI$="000000"
800 TI$=JJ$
810 PRINT"00000"
820 PRINT"GIVE TIME IN 6 CHARACTERS:000"
830 INPUT"TIME":JJ$
840 IFLEN(JJ$)<6THEN770
850 TI$=JJ$
860 GOTO200
870 PRINT"|"
880 IFJJ$=" "THEN700
890 GOTO200
900 PRINT"00000 GIVE ALARM TIME IN 6 CHARACTERS"
910 INPUT"000 ALARM TIME ":AA$
920 GOTO700
930 REM *** SOUND ***
940 BD=53280:SR=BD+1:POKESR,0
950 POKE54296,15:POKE54277,9:POKE54284,
96:POKE54291,9
960 POKE54278,48:POKE54295,48:POKE54292,48
970 POKE54276,17:POKE54298,17:POKE54290,17
980 G(1)=54273:G(2)=54272:G(3)=54288:G(4)=54279
:G(5)=54287:G(6)=54286
990 FORSL=1T06:POKEG(SL),0:NEXT
1000 FORC=0T050
1010 DL=INT(RND(1)*255)+1:FORSL=1T06:POKEG(SL),
DL:NEXT:POKEBD,DL:POKESR,DL
1020 NEXT:POKEBD,0:POKESR,0:FORSL=1T06:
POKEG(SL),0:NEXT
```

Clock  
by F Buys

Big Draw

on Spectrum

This program enables young children to draw simple block pictures, patterns, lettering, in black on a white ground. A green cursor can be moved around the screen. When "0" is pressed a black square (Graphics Shift 8) is printed at the top left of

the screen for obvious reasons. It's best to start your picture at the top left of the screen, but this is not essential as you can replace any squares you have to rub out. It is an exercise in logic, as well as creative ability to use the program well.

If you press "R" then the program is finished and you can enter *RUN* to draw another. You can invent your own games with this program; eg, you can create a maze and starting with the cursor outside, ask your friends to find their way to the centre without rubbing out any black squares.

```

10 PRINT AT 5,1:"BIG DRAW":AT
8,3:"A PROGRAM FOR YOUNG ARTIST
S":AT 11,4:"AN ELIAS DESIGNS PRO
GRAM":AT 13,13:@ 1983"
20 PAUSE 200: BORDER 5: CLS
30 PRINT AT 1,2:"YOU can move
a green star by pressing the
ARROW keys 5,6,7
and 8."
40 PRINT AT 5,2:"If you press
0 a star will be
printed at th
e top left of
the star." :AT
15,2:"When you are finished pre
ss R."
50 PRINT AT 9,2:"If you move t
he star on to
it will
be rubbed out." :AT 12,2:"You ca
n save your picture
on tap
as: ask your dad." :AT 18,8:"Press
any key": PAUSE 0: CLS
60 LET a=1: LET b=16
70 GO TO 220
80 PAUSE 20: PRINT AT a,b: "
90 IF INKEY$="r" THEN GO TO 24
100 LET a=a+1: LET b=b

```

Big Draw

by R Williams

```

110 IF X=0 THEN PRINT AT X-1,Y-
1: " "
120 IF Y=0 THEN PRINT AT X-1,Y-
1:" "
130 IF INKEY$="0" THEN PRINT AT
X-1,Y-1: "■":
140 IF INKEY$="5" THEN LET b=b-
1
150 IF INKEY$="8" THEN LET b=b+
1
160 IF INKEY$="6" THEN LET a=a+
1
170 IF INKEY$="7" THEN LET a=a-
1
180 IF b<0 THEN LET b=0
190 IF b>31 THEN LET b=31
200 IF a<0 THEN LET a=0
210 IF a>31 THEN LET a=31
220 PRINT AT a,b: INK 4: "■"
230 GO TO 80
240 CLS : BORDER 7: PRINT AT 4,
4:"Hope you had fun."
250 PRINT AT 17,2:"ENTER RUN to
draw another
picture."

```

Microradio



Hi-tech radio

Some of you may have heard the phrase cellular radio and it certainly seems to be the thing in Hi-tech circles these days.

Cellular radio is the answer to a problem that has been worrying the telecommunica-tions people for years, not least British Telecom. The problem stems from the enormous de-mand, particularly in the major cities, for mobile personal ra-dio — telephones in cars.

The radio spectrum is already overcrowded and new de-mands are being made daily. Under normal conditions, two stations on the same channel will interfere with each other miles away can use the same

making communication impos-sible, so each mobile has to use a different channel within a given range. When certain weather conditions prevail, this range can be extended cau-sing even more interference. As technology advances, people are less and less sat-isfied with telephones that have wires and need to be plugged into the wall. Trying to use a CB or amateur radio in a big city for local chats is already extremely difficult. Finding an unused

cellular radio is the answer to a problem that has been worrying the telecommunica-tions people for years, not least British Telecom. The problem stems from the enormous de-mand, particularly in the major cities, for mobile personal ra-dio — telephones in cars.

The radio spectrum is already overcrowded and new de-mands are being made daily. Under normal conditions, two stations on the same channel will interfere with each other miles away can use the same

If this system is arranged in groups of seven cells, then the radio spectrum in use can be divided by seven giving each cell in the group exclusive channels. The next group of seven cells will be an exact replica of the adjacent seven and so on.

Now comes the real difficulty. How does a mobile move from one cell to the next and back to the computer. Extensive switching networks controlled by microprocessors enable each cell's base station to communicate automatically with the next. Although wire is used to link the bases, it will eventually be done with narrow beam microwave links.

What this means in practice is that anyone either on foot or in a mobile can dial a number using an area code to give an approximate idea of the loca-tion of the desired station, and the signal will be transmitted from the relevant base stations

until the subscriber is found and has responded. Several American cities already run successful cellular systems and in Europe there is the Nordic Mobile Telephone system that covers Sweden, Norway, Finland and Denmark. Spain, too, has a system in Madrid, as does Tokyo. A recent report on cellular radio made the confident prediction that in ten years time, you are, you will be able to reach into your pocket or dial up your wrist radio and talk to anyone you care to call. That is, of course, if they haven't decided on some peace and quiet and left their personal phone at home.

This series of articles is designed for radio and microcomputer enthusiasts alike. If you have any queries that you want answered, hints and tips to share, or topics that you would like to see covered, write to: Ray Berry, Microradio, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

Ray Berry GW6JJN

## Geometric on Spectrum

This program creates a geometric pattern linked to a tune. You press a number from 1 to 5 — the higher the number the more

complex will be the patterns. You can get a copy of the design on a ZX printer if you have one.

```

1 GO SUB 2000
5 INK 7: PAPER 1: BORDER 1: C
LS
8 DIM t(65)
10 LET a=10: LET b=128: LET c=
88
20 LET a$=STR$(INT(4#RND))
30 IF RND<ra THEN LET a$=a$+
+SIN f$SIN f"
40 IF RND<ra THEN LET a$=a$+
+COS f$COS f"
50 IF RND<ra THEN LET a$=a$+
+COS (f$2)"
60 IF RND<ra THEN LET a$=a$+
+SIN (f$2)"
70 IF RND<ra THEN LET a$=a$+
+SIN (f$3)"
80 IF RND<ra THEN LET a$=a$+
+COS (f$3)"
90 IF RND<ra THEN LET a$=a$+
+SIN (f$4)"
100 IF RND<ra THEN LET a$=a$+
+COS (f$4)"
110 IF RND<ra THEN LET a$=a$+
+SIN f$SIN f$SIN f"
120 IF RND<ra THEN LET a$=a$+
+COS f$COS f$COS f"
130 IF RND<ra THEN LET a$=a$+
+COS f$COS f$COS f$COS f"
140 IF RND<ra THEN LET a$=a$+
+SIN f$SIN f$SIN f$SIN f"
890 IF LEN a$=1 THEN GO TO 20
900 PRINT a$: PAUSE 100: CLS
1000 REM
1010 FOR f=0 TO P#2+.1 STEP .1
1020 LET r=a$VAL (a$): LET t(f#1
0+1)=r
1025 REM IF r<10 THEN LET r=r+
5#RND
1030 LET x=b+r$SIN f: LET y=c+r$
COS f
1040 IF f=0 THEN PLDT x,y: GO T
O 1060
1050 DRAW x-PEEK 23677,y-PEEK 23
678
1060 NEXT f
1070 FOR n=1 TO 3: FOR f=1 TO 64
1080 IF INKEY$="" THEN BEEP (.0
5+.05#RND)*(t(f)<=69),t(f)*(t(f)
<=69): NEXT f: NEXT n
1090 IF INKEY$="p" THEN COPY :
LPRINT a$: GO TO 1070
1100 CLS : GO TO 20
2000>PAPER 2:INK 7:BORDER 4:CLS
2010 PRINT "GEOMETRIC TUNES"
2020 PRINT "(c) RTL 1983": PRINT
2030 REM This program is avail-
able with many others on the
"Porthtowan Combo Tape" from the
company at West Tawan House,
Porthtowan, Truro, Cornwall TR4
8AX price £4. (reduced to owners
of issue one as per leaflet).
2040 PRINT "This program generat
es geometric patterns and plays t
heir tunes.": PRINT
2050 PRINT "After the pattern is
plotted itstune is played three
times. If you press p, then it
is copied on your Sinclair pri
nter, and the tune played again.
Press any other key and the n
ext pattern is produced."
2060 PRINT : PRINT "Press a numbe
r from 1 to 5. The higher numbe
r gives more complicated patter
ns.": PRINT
2070 IF INKEY$="" THEN GO TO 20
70
2080 LET r=CODE (INKEY$)-48: IF
r<1 OR r>5 THEN GO TO 2070
2090 LET r=r/10: RETURN
    
```

Geometric  
by J de Rivaz

## Arcade Avenue

### Infinite loop

More letters arrive on the subject of *Jetset Willy* than anything else and understandably so. Now that the prize from Software Projects has been claimed, I can reveal some of the many pokes that people have sent in.

First of all Mike Smith of Edinburgh sends in the inevitable infinite lines poke — insert line 35 *Poke 358990,0*. However, as you will soon find out, you can get yourself into situations where you lose your lives continually in a sort of infinite loop — so press *Caps Shift* and *Break* to reset. This means that it is still not easy to get around.

Mark Ridgeway of Walsall has sent in this short program that does away with all the

monsters and lets you explore the mansion with ease.

```

10 REM ***MONSTER ELIMINATE**
20 REM ***INFINITE LIVES **
30 REM ***RISK RIDGWAY 1984**
40 PAPER 0: CLS: CLEAR 25000
50 PRINT AT 1,0:INK 7: PAPER
2: BRIGHT 1:"PUT JET-SET TAPE IN"
60 PRINT AT 2,0:INK 7: PAPER 2:
BRIGHT 1:"START TAPE AND PRESS
ANY KEY"
70 PAUSE 0
80 CLS:PRINT AT 2,7: INK 7: PAPER
4: FLASH 1: BRIGHT 1:"LOADING
THE CODE"
90 LOAD"CODE
100 REM **REMOVE CODE**
110 PRINT AT 2,7: INK 7: PAPER 3:
"PLEASE WAIT 2 MINS:"
120 FOR I=10000 TO 49150
122 IF I=41900 AND I<42500
THEN GOTO 128
126 POKE I,0
128 NEXT I
130 REM**INFINITE LIFE**
140 POKE 35899,0
150 BEEP 0.5,8: PRINT AT 2,7:
INK 7: PAPER 2:"TOUCH ANY KEY...
.....": PAUSE 0
160 RANDOMISE USR 33792
    
```

Simon Walker of Redditch sent in *Poke 37874,00* which means that all the objects are magically collected for you as soon as you enter the room! He also says that *Poke 35114,4*

will get rid of the problem about entering the Attic as well as removing some monsters from ten of the rooms (you can find out which for yourselves) and the rope from the Cold room. Unfortunately, the latter does not sound too useful.

Simon then relates a long story about Software Projects failing to include him amongst possible winners, despite several letters and phone calls. Unfortunately, since you confess to having cheated with your pokes I can't really follow this one up for you, Simon. He ends up by suggesting that "Software Projects did not want anyone to win" and this thought is echoed by I Bristow of Chippenham who feels that "the game is impossible without cheating".

Well, having talked to Mat-

thew Smith I am sure nothing so devious was planned — he designed the game to give people a real challenge. To prove it I would like people who finish the game, without cheating, to write in.

Finally this week I have come across a program called *Manic Designer* by P+M Software that allows you to redefine the monsters on the different screens of *Manic Miner*.

If anyone has used this program with great success then please let me know.

Tony Kendle

The Arcade Corner is a new section for anyone who enjoys playing arcade games. If you have any comments, from playing tips on difficult games or programs you'd particularly like to praise (or blame!) then write to: Tony Kendle, Arcade Avenue, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.

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# Tony Bridge's Adventure Corner



## Hero of heroes

This week some more HHOF. Darren Buckley, with 82.5% on his CBM64. Donald Hindmoo: the question you ask about *Pimania*, Donald, will lead you to you completing the adventure, so I won't help you, but it might be worth thinking about the mathematical symbol,  $\pi$ , and another representation of it. This might give you some idea of the gifts to take into the Caverns of Ivory. Martin Olway, with a score of :2.5% — the Commodore version, Martin, uses this method to denote 102.5%. David Atter and Andrew McNeil with 75%. Steven Patullo, with 76% — Steven got round the annoying habits that Gandalf has by the simple method of shoving him in the chest at the very start! Steven also says that he killed the Dragon himself and thinks that Bard is useless — you are unique, Steven!

Gregg Reid, with a score of 80%. Gregg managed to cleave the hideous Goblin's skull by throwing dead Gollum at him! Mark Nelson, of Tamworth in Staffs. Thanks for you kind remarks, incidentally, Mark, and I hope you enjoy *Ship of Doom* (try melting the ice).

Michael Woodman and Jonathan North with various scores between 82.5% and 97.5%. Christopher Dale with 87.5%. In *Knight's Quest*, try using a bit of force with the steel bar to open the grating — the rope will uncoil itself when the time comes for you to use it.

Andrew Barton, 72.5% on his Spectrum. Andrew mentions the Red, Golden Dragon

that I was talking about some weeks ago. Then, I thought that it was unique to the Commodore version, but Andrew tells me that he has come across it on his Spectrum, and a friend with an Oric has also found the bug. Andrew Simia of Edgeware, with 47.5% — not the highest score! In answer to your question about *Ship of Doom*, Andrew, how would you get a drink from a barman in real life? Try climbing on the table in *Golden Apple* in order to reach something interesting — the safe will be useful right at the end of the adventure when you have found all the treasures.

Rosanna Corns, of Enfield, with 105% on her Spectrum (I don't often see such a high score on this machine). Rosanna says "I left Thorin in the Goblin's dungeon, killed no goblins and didn't have the golden key. The trick seems to be to go down on a barrel several times, and also, go through all the doors in all directions. My mother now tries to do the adventure with a minimum score. This can be fun as it involves going down the forest road without the ring! Another good trick is to send the butler down on a barrel and get him to capture first Bard and then the dragon. You can get one to kill the other in the comfort of the dungeon!"

Martin Hagen, 70% with help from Paul Gibbs and brother Russell: "Well, Bilbo didn't do it on his own, did he?! My high score for HHOF is 942 (87 monsters and 6 rings)". R Glover with 60%: Although the side door is not essential to solving the adventure, the way to get into it is by asking Thorin to use Thrain's key (in fact, it's always a good idea, in this, as in many other adventures, to ask other people to do your dirty work). S R Howick of Dunstable, with 95%.

To finish this week — there are some more names to add to the HHOF next week, and some hints'n'tips — I'm going to quote at length a letter from Paul Duffield, which will give an idea of the way in which *The Hobbit* plays. This may be of use to those of you who may be undecided about buying this great adventure (and also, incidentally, shows how important reading the book can be!).

"As a dedicated Tolkien fan (I've read just about everything he's written, and *The Lord of the Rings* at least 30 times!), I was familiar with the characters and locations —

the Trolls gave me some trouble, though; in the book, they catch you, and Gandalf helps you to escape. After a few low-percentage deaths the solution dawned on me and I went to Rivendell, suitably kitted out with sword and rope.

"My knowledge of the book suggested that capture by the goblins was the next step, and after a rest for some food at Bearn's House, this was quite easily accomplished. Escape from the goblins required some thought, even with the benefit of the clue provided, but eventually I got through the window. I was stuck here for some time, and I think this is the most frustrating part of the adventure, due to the goblins (are there really only five?) taking so much pleasure in cleaving skulls. Having died, and re-started several times, I was near to a nervous breakdown, which wasn't helped by the Wood Elf!

"After a pleasant chat with Gollum, I persuaded the Wood Elf to incarcerate me in his dungeon. I think the clue here gives too much away, and I was soon riding the Barrel to Long Lake. Bard was most co-operative, if not talkative, and I soon had the treasure, and a dead dragon. Wondering how to get home, I wandered about a bit in the vicinity of the Lonely Mountain. A few trips to and from Laketown later, I was at the Waterfall. The spiders got me in the forest, and I died with a score of 87.5%. [There follows an account of Paul's voyages around the middle earth]. Eventually, I got Elrond to help me with the treasure and I was soon back at Rivendell with a large inventory and a score of :0.0% (?100%).

"Not being able to enter my Hobbithole, because it was too full, was a little perturbing; I had visions of the place being ransacked by the Sackille Baggins!

"I suppose it's nice to be Hero of Heroes etc, but I was disappointed to have completed what is a truly superb adventure — do other adventurers feel the same way?

"Anyway, there it is. I now await Melbourne House's next offering, although I expect to find it more difficult as I'm not a fan of Sherlock Holmes. Is anyone working on a *Lord of the Rings* adventure, or wouldn't it fit into 48K?"

As far as I know, Paul, Tolkien's publisher's will not allow a computer version of the great work — it would probably be in three or four separate parts, a la *Wrath of Magra*, but we will be very lucky to ever see it, I'm afraid.

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## Smooth graphics

*A Carrington of Solihull writes:*

**Q** I would like to know how smooth graphics are created in machine code on the ZX Spectrum. I think that this is an issue that has eluded many programmers as none I know are able to help me. Perhaps an article on the subject would be in order.

**A** Machine code graphics on the Spectrum, or indeed any other machine, would make a good subject for a series of articles in any magazine. However, I think that you would find a book *Supercharge your Spectrum*, published by Melbourne House, very useful. It deals with a number of routines for controlling screen output (scrolling, partial clearing, etc).

The big advantage of such a book is that it gives you a base from which you can build your own library of graphic routines.

## CP/M on loan

*David Brown of Whiby, North Yorkshire writes:*

**Q** I have recently upgraded my computer to run CP/M software and remember reading somewhere recently of an organisation which loaned out or gave away CP/M programs. Can you help with an address or contact?

**A** I'm afraid not. I have not come across such a benevolent organisation, and I must confess that I would be surprised if one existed. The problems associated with lending or giving away CP/M

software, much of which is licensed for use only on a specific computer are very great. However, if any of you out there know differently please let me know.

## Information transfer

*Scott McFarlane of Edinburgh writes:*

**Q** Could you please tell me something about the Micro-myte acoustic modem. I know it is cheaper than the Prism, but can I get on to Prestel or Micronet with it and is it prone to interference as I have heard?

**A** The Micro-myte is a software controlled acoustically-coupled modem aimed specifically at Spectrum owners. It uses the cassette port rather than the more standard RS232C serial interface.

It can't be used to communicate with Prestel or Micronet, or indeed any of the numerous bulletin boards. It can, however, be used to allow quick and easy transfer of information between Spectrums. It transfers data at a rate of 1032 baud rather than the more normal 300 baud.

All acoustic modems are prone to interference of one sort or another, from CB radio to bad telephone lines. The Micro-myte is no worse in this respect than any other acoustic modem.

## Suitable conversion

*Kit Waters of Camberley, Surrey writes:*

**Q** After reading from many sources how the Dragon 32 and Tandy machines are basically similar, I decided to try a few Tandy programs on my Dragon 32.

The result was not altogether a surprise; similar they might be, equal they are not. The main problem I am having is finding a suitable conversion for DEF INT and DEF DBL; can you help?

**A** DEF INT and DEF DBL set up special types of variable. The first established an Integer variable (no decimal places) and the second an integer variable of double length (8

bytes). Normal numeric variables will be OK for this purpose as long as you remember to keep removing the fractional parts of any calculations (using INT or CINT).

There is a book *Hot programs to feed your Dragon & Tandy Colour Computer* which sounds right up your street. It contains a large number of programs, including a Tandy to Dragon converter (and vice versa). The book costs £6.95 and is published by Sigma Technical Press.

## Not complete

*Malcolm Irving of Houghton-le-spring, Tyne and Wear writes:*

**Q** I have a Vic 20 and will soon be getting a 64K Ram pack. Do you know if I would be able to play CBM64 games on it and if I would be able to use CBM64 cartridges on my Vic if I had a 64K Rampack and a motherboard.

**A** As the CBM64 and the Vic 20 are not compatible I am afraid the answer to all your questions is a definite no.

Even with a 64K rampack, you will not be able to use any CBM64 software of any type on your machine because the operating systems and memory maps for the two machines are different.

## Bulletin service

*WIC Mitchell of South Shields, Tyne and Wear writes:*

**Q** I own a 16K ZX81 and printer and I would like to access Viewdata. Is this possible with my machine? Apparently, Maplins offer a suitable 300 baud modem. Could you give me some more information about it please? Also, what 300 baud services are available?

**A** It is not currently possible to access Viewdata with your machine I'm afraid. Although the Maplins modem is suitable for the ZX81, it runs at 300 baud and not the 1200 required for Viewdata type systems.

The Maplins modem uses a standard serial RS232C interface to the computer (also supplied by Maplins). The device is supplied in kit-form and is a very cheap way into the communications area. 300 baud services are typically of the bulletin-board type and these are usually free. There are a number of such services in the UK and overseas.

## Sord programs

*E Wookey of South Yardley, Birmingham writes:*

**Q** Is there any way of converting programs written for the Spectrum, BBC etc for use on the Sord M5? I have seen plenty of books concerning other micros, but nothing on the Sord. What I want is a book called something like *Understanding your Sord M5* — do either you or your readers know of a book such as this.

**A** Firstly, converting programs written for the Spectrum or the BBC to run on the Sord will be no easy matter.

Basic programs will be bad enough because of the differences in dialect from machine to machine and machine-code programs will be virtually impossible to convert, because of the different memory mapping of the various machines.

You may be able to convert some smaller Basic programs, but I would not attempt anything too big without all the necessary manuals.

I'm afraid I have not come across the book you want which is surprising as all the other popular micros have at least one like that.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem Peek it to Phil Rogers and every week he will Poke back as many answers as he can. The address is Peek & Poke, PCW, 12-13 Little Newport Street, London WC2R 3LD.



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**VIC-20** C2N cassette deck, Quicksheet II, Joystick and 1520 printer/plotter. (printer 1 month old) vgc. £200 ono. Tel: Hertford 59425 after 5.30pm.

**16K VIC 20** switchable Ram Pack 3K, 8K and 16K, intro to Basic part I 3 cartridges, load of s/w. inc. Jetpack + Crazy Kong. New style cassette deck, books + mags £170. Tel: 65064 St Albans.

**COMMODORE 64** plus £60 of extras £225 ono. Tel: Farnham 72361 after 6pm.

**COMMODORE 64** C2N cassette 1541 disk drive, Joystick, cover, manuals, reference guide, 4 games, hardly used £500. New. Sell for £350. Write to Stuart, 11 Corporation Road, Newport, Gwent, S. Wales.

**VIC 20** + Super Expander programmes aid and Tutel Graphics Cartridge. Lots of s/w. Books inc. programmes, reference guide + many mags. Tel: 021 7081681.

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**VIC 20** s/w cartridges. Consider swaps. Also super Expander £20. Machine Code Monitor £20.00 16K Ram £20. 0734-23653 (eves).

**VIC 20** + 32K switchable RamPac + s/w for £110 ono. Tel: (0655) 82037 eves.

**VIC 20 16K RAM** Machine Code Monitor, Zargon Chess, 20 books + s/w. Extended Rom switchable facilities. Intra Cartridge Area, Reset switch, Motteboard, mags, dust cover, excellent condition. £120 ono Harpenden (05827) 62540.

**VIC 20** + TAPE deck. No extras. Office hours 01-363 5353 Ex 2444 (Neil). **VIC 20 S/W** sell £1 to £9.00 16K switchable Ram + Joystick for sale. Or the lot £80.00. Tel: 01-837 7763.

**CBM 64** — Simons Basic + books, any offers Tel: 01-881 2525.

**VIC 20** still boxed, cassette unit, Joystick 16K expansion, 6 cartridges 30 s/w. Will sell everything for £150 or swap for 48K Spectrum. Readleton 43531.

**VIC 20** Super Expander, Omega Race, Star Battle Cartridges. Plus Myriad, Skramble, Asteroids tapes. Joystick. Any offers to Paul Foster, 115 Bedale Court, Gateshead, Tyne & Wear. NE9 7AZ.

**SELLING VIC 20** with 7 cartridges and 9 cassettes + Joystick. Going for £180 ono. Tel: Airdrie 61010 and ask for Alan between 4.30pm and 7.00pm.

**CBM 64** with cassette deck and disk drive, centronics cable/interface, easyscript word processor, £75 worth of software and programmers reference manual. Sell complete £410 ono. Tel: 01-366-1706 after 6pm.

**COMMODORE 64** address book and mailing labels program uses tape or disk £5. Also word processor on plug in ROM cartridge £25. Phone: 0491 38497.

**VIC 20** Motherboard. Lots of software inc 6 cartridges. No cassette drive so only £75 ono. Phone: 01-859 6724 evenings

**VIC 20 OWNERS!** For sale: "Avenger" cartridge only £4. Swap: "Pirate Cove" for "Mission Impossible". Also wanted: Audiogenics Forth, Rabbits "Myriad", creative sparks's Thom EMI's "Computer War" and Audiogenics's "Grandmaster". Tel: 0558 822509.

## Acorns for sale

**BBC SOFTWARE** for sale including Colditz adventure, Arrow of Death, Valley, Wizard, Space Fighter, also many mags like Acorn User, HCWK, etc. Write to K. L. Chan, 9 Commarket, Thame, Oxon, OX9 3DX.

**BBC ICON.** Hobbit tape system, 7 tapes. (1400K capacity). 700K of s/w £125.00. Tel: 01-573 5590 after 4.30pm.

**BBC MODEL B 1.2** OS with disk drive wanted for £250 cash. Phone 01-670 9147 after 7pm.

**BBC** zaalger, fortress, killer gorilla, freefall, tango, hobbit, 737, Doctor Who, danger UXB, Android Attack, Missile Control, Music Process, Phone Derv 697 2295 after 5pm

**BBC Mode A** 32K zenith green, screen monitor. Ferguson cassette recorder, joystick, leads, lot of programs. mags etc vgc £250 Tel: Uxbridge 0895 3887 eves

**BBC B** 6 months old. Some games £350. No offers. **VIC 20** + cartridge cassette + S/W + 16K ram pack £150. Tel: 0760 33837

**BBC B** computer disc drive. Watford disc interface. First offer over £550. Mike Tel: 01-602 0277 eves

**BBC B** boxed as new 12 O/S with cover. Cassette recorder, all leads. Quicksheet joystick I + II with interface. £70 of S/W. BBC mags. £390 ono Tel: 01-794 7079 eves

**BBC** model 3 fitted with Acorn DFS sideways expansion board, wordwise graphics rom. Toolkit rom £450. Also 40 track disc drive £150. Tel: 0245 81878 eves

**BBC B** nearly new. Cover, £50 of S/W, magazines, cassette recorder. Quicksheet joystick £380. For everything. Tel: 01-794 7079 eves

## ADVENTURE HELPLINE

**Mysterious Adventures Circus** on Spectrum. Where is the cable? How do you get on the road? How do you open the maintenance wagon? And where is the petrol? M. Hutchinson, 21 Greenwood Terrace, Bamsley, S. Yorks.

**The Hobbit** on Spectrum. How can I open the trap door in the Goblin's Dungeon? And how can I get the ring to become invisible and where? Michael Wasian, Babengausert 200, D-4800 Bielefeld 1, West Germany.

## COMPUTER SWAP

Computer Swap entries are limited to 30 words. Either fill in the accompanying form and send to Computer Swap, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD or telephone 01-437 4343.

All software offered through computer swap must be in original condition and for private sale only.

It cannot be swapped.

Warning: It is illegal to advertise pirated software.

## COMPUTER SWAP

Please write your copy in capital letters on the lines below.


Name.....

Address.....

Telephone.....

**Adventureland** on Vic 20. How do you examine the thing in the lava and how do you get the Royal Honey? Daved Bailey, 146 Newmarket Road, Bulwell, Nottingham.

**The Hobbit** on Spectrum. I can't get in a barrel at the Elvings cellars. Pale bulbous eyes keep killing me and I keep getting stuck in the mountains. Chris Colbeck, Bain House, Mulberry Carth, Thorp Arch, Wetherby, Yorks LS23 7AF.

**Adventure 1** on ZX81. I can't open the door or move the boat. D. J. Lay, 91 Allport Lane, Bromborough, Wirral, Merseyside. 051 334 9696.

**The Hobbit** on C64. How do you get to the spider's web and what are the commands for opening the side door. Gavin McAlinden, 12 Woodville Avenue, Lough Road, Lurgan, Co Armagh, N. Ireland.

**Knight's Quest** on Spectrum. How do I use the boat and how do I gain access to whatever lies beyond the open panel? P. Riddick, Tree Tops, Pinewood Road, Sands, High Wycombe, Bucks.

**Colditz** on Spectrum. How do I get off the window ledge — (I have the rope)? How do I stop the floor creaking? How do I get out of the sewer pipe? B. Matthews, 144 Westerleigh Road, Dowend, Bristol BS16 6HT.

**Adventure C Ship of Doom** on Spectrum. I cannot open the door once I have put the key into it.

Diary					
What Micro? Computer Show	Battersea Park London	July 14-15 10.00am-7.00pm	£1.50	VNU Business Publications Evelyn House 62 Oxford Street London W1A 2HG 01-636 8890	
Electron and BBC Micro User Show	Alexandra Palace London	July 19-21 10.00am-8.00pm July 22 10.00am-4.00pm	£3.00 adults £2.00 children	Database Publications 68 Chester Road Hazel Grove, Stockport 061-456 8383	
Sinclair Computer Users Exhibiton	Essex Exhibition Centre Moulsham Street Chelmsford Essex	July 21 10.00am-6.00pm	50p adults 30p children	Essex Exhibition Centre Moulsham Street Chelmsford 0245 25900	
Scottish Personal Computer World Show	Assembly Halls George Street Edinburgh	July 26-27 9.30am-8.00pm July 28 9.30am-5.00pm	£1.50 adults £1.00 children	Scottish Industrial and Trade Exhibitions 8a Charlotte Square Edinburgh EH2 4DR 031-225 5486	
2nd Official Acorn User Exhibition	Olypia 2 Hammersmith Road London	Aug 16 (trade day) Aug 17-19	£2.00 adults in advance £3.00 and £2.00 on door	Small Enterprises 20, Orange Street London WC2H 7ED	

Peter Jakubske, 476 Liddesdale Road, Glasgow G22 TBX.

**Lords of Time** on Spectrum. I cannot get past the door in the caveman zone (Inventions Room). Also, how do you get through the maze (Time Zone 6)? Martin Harris, 151 Dawlish Drive, Seven Kings, Ilford, Essex. 01 597 5110.

**Inca Curse** on ZX81. I cannot find the gold at all! Simon Ward, 29 Dinthill, Hollinswood, Telford, Shropshire, TF3 2DT.

**Voodoo Castle** on Vic 20. How do you restore the Juju man back into the Stand? Anthony Bailey, 146 Newmarket Road, Bulwell, Nottingham.

**Dungeon Adventure** on BBC. How do I deal with the Black Sphere? What should I do about the boat or the Zombie. A. R. Michael, 33 St Cross Road, Winchester, Hants SO23 9JA.  
**Lost City** on BBC. How do I get out of the valley? N. Chouan, 59 Frederick Road, Leicester.



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Tel: 021-458 4564

## BIGGER AND BIGGER

*Alice in Videoland* is a program for the Commodore 64 that had people gasping in disbelief at the graphics and sound when demo versions of it were shown by Audiogenic at shows last year.

The program is now available and is essentially four arcade games linked together by theme and the fact that success in earlier sections affects your performance later on. Even playing very badly, though, it is possible to play each section.

Because of the size of the game new sections have to be loaded in from disc — no tape version of the game is available. The first, and most frequently viewed section is not part of the game at all but a title screen where Alice, in a forest setting, follows a bouncing rabbit to the site of a rabbit hole to the accompaniment of a specially composed music and the swooping of birds. It's spectacular except for the rotten 64 scrolling which means the top of the screen moves faster than the bottom (slow processing time).

The game proper begins as Alice descends down the rabbit hole and finds a variety of mysterious objects which she must catch in her basket, which itself must be caught, as she floats down — cakes, bottles, keys, etc.

In part one, section two Alice can use the magic mushroom and bottles and cakes make her smaller and bigger. The more Alice has collected, the wider area she will be able to explore and the more points will be gained.

The second section has Alice by the magic mushroom and Cheshire cat — she must jump up to catch bread and butterflies and rocking horse flies — the latter turn into balls and are used in part four. Alice is made bigger and smaller by eating different sorts of mushrooms.

Section three involves a chess board, a jabberwocky, and Tweedledum and Tweedledee, two knights and Alice. You have to use the Knights to help Alice across the chess-

board. The final part has Alice playing croquet with a flamingo — she has to hit balls with it bouncing them against a bush and a fence through a card soldier hoop — the balls earned in part two help her up her score.

There is a continuous musical soundtrack which is cleverly arranged and suitably demented (like a ten year old Jean-Michel Jarre) and you are unlikely to find much better graphics on any other 64 game. My feeling, though, is that although the games are not awful to play — they are not tremendous either. At £12.95 it is reasonable value for money.

**Program** *Alice in Videoland*  
**Price** £12.95  
**Micro** Commodore 64 (+ Disc)  
**Supplier** Audiogenic  
PO Box 88  
Reading  
Berks

## GIANT CAMELS

There being so little of it, I feel duty bound to mention some independent Atari software and it comes from Llamasoft. Jeff Minter has converted *Attack of the Mutant Camels* — his CBM 64 meisterwork — for the Atari machines.

For those not familiar with Jeff Minter's style, giant camels threaten to overrun the earth by spitting laser. You



have to blast away at them in your tiny spacecraft and save all humanity.

Using sundry machine code cleverness, you actually see the beasts plodding relentlessly across the landscape (all 10

Pick of the week

## SERVE AND VOLLEY

*Match Point* is the latest game from Psion who have otherwise all but left the Spectrum software market. The timing for release is, of course, impeccable and so is the game.

Quite simply you play tennis moving a little man left and right, towards the net and away from it — you can play against the computer or another player.

Obviously when you reduce a game as complex as tennis to up, down, left, right fire (well, swing bat to be exact) you're going to lose something — but less than you'd think. The movement of the ball has been arranged with astonishing precision; you can radically affect the kind of return by how close you are to the net or whether your return is forehand or backhand.

There are a vast number of game permutations: one or two

player, keyboard joystick, keyboard control keys and



whether you're playing quarter finals, semi finals or finals — this latter set being the skill level effectively. The graphics are wondrous, complete with ball boys who run on to get the ball if it goes into the net.

**Program** *Match Point*  
**Price** £6.95  
**Micro** Spectrum  
**Supplier** Sinclair Research  
Stanhope Road  
Camberley  
Surrey GU15 3BR

screens of it). Aside from the game being great fun, it's also cheap at £7.50 (by Atari standards, that's under half price).

**Program** *Attack of the Mutant Camels*  
**Price** £7.50  
**Micro** Atari (any machine)  
**Supplier** Llamasoft  
49 Mount Pleasant  
Tadley,  
Hants

## EXCELLENT GRAPHICS

*The Hulk* is a graphics adventure from Adventure International based on the popular comic book character and written by Scott Adams. Versions are available for several machines but the company are particularly proud of the Spectrum version which they say has 'the best graphics ever seen in an adventure game' — the BBC edition, incidentally, doesn't have any graphics at all.

Rising to such bait I inspec-

ted the Spectrum version closely — actually I think the graphics are excellent and certainly as good as the *Hobbit* with an authentic real comic book flavour, although they only fill a third, as opposed to two thirds, of the screen.

Of the adventure itself, one must be more circumspect — it only understands two word commands 'take this' 'drop that' etc which is fairly primitive by present Spectrum standards; on the other hand coming as it does from the twisted mind of Scott Adams, the clues are fantastically challenging.

The opening page has you as Dr Bruce Banner tied to a chair and trapped. The general gist of solving the situation is not hard to grasp: 'become the hulk' but how? — the solution was discovered via a jokey suggestion in the *Popular* office — sneerers were horrified to see the screen change and the Hulk appear. The suggestion? Now that would be telling.

**Program** *The Hulk*



**Price** £9.95 (other versions different prices)  
**Micro Supplier** Spectrum Adventure International  
 119 Bright Street  
 Birmingham B1 1BE

## PLANNING AND LOGIC

You cannot have failed to notice that we at *Popular* think pretty highly of *The Quill* — what it meant, apart from anything else was that it became possible for people with good imaginations and no programming skill to create complex machine code text adventures. Recent months have seen the release of dozens of good text adventures using the system.



Now Gilsoft have adapted the system for the Commodore 64 which is in even more dire need of good text adventures than the Spectrum was. The system works in the same way as on the Spectrum, although obviously there is a bit more memory to play around with and greater scope for sound manipulation.

What *The Quill* does demand is some planning and logical thought. Using a variety of menus, you tell the system what the rooms are, ie, what description is in each and how the rooms are connected. You then have to decide what objects are where and arrange the 'flags'. These are a means of determining if an object is present or if an action has been taken and thus provide the means to constructing the basic

conundrums that are the whole basis of adventures.

The program enables you to 'run through' a program with diagnostics — a screen display of the state of the flags, etc, to check that the game works as you intended it to. The program comes with an extensive manual that explains it all pretty well, but as I say it needs some work on the adventure designer's part. Highly recommended.

**Program** *The Quill*  
**Price** £14.95  
**Micro Supplier** Commodore 64  
 Gilsoft  
 30 Hawthorn Road  
 Barry  
 South Glamorgan  
 CS6 8LE

## BULLS EYE

In *Dartz Automata* gives that well known sport beloved of enormously fat Northern men its own treatment. Not content with providing a pretty fair computer impersonation of the game, extras are provided in the form of pints of beer supplied by obliging fans which steadily affect your aim.

Basic idea is to stop a cursor which is moving around a dartboard. When it comes to the number you require then stop another cursor which pin points the exact section you require — treble, double, bull etc.

There are a variety of different games available: 1 or 2 players, 501, etc and technicality the game is one of Automata's best in quite a while with good sound and graphics (particularly the little darts player who represents 'you' and throws the darts and drinks the pints).

**Program** *Dartz*  
**Price** £5  
**Micro Supplier** Automata  
 70 Highland Road  
 Portsmouth  
 Hants  
 PO49 DA

## HYSTERICAL

*Hercules* is an exceedingly strange Miner style game for Commodore 64 based loosely

on the trials of Hercules. Over 50 screens you have to find your way to various different objectives — this involves moving Hercules (who still has his hair I'm glad to say) in the classic left, right, jump, across ledges, podiums, ropes and other things.



What makes the game different is that in many cases there is no obvious way to get where you want to go, although you know it can be done — the solution often involves a risky leap into mid air, occasionally a step may appear. Another problem is that if you spend too much time pondering your next move, the platform you're standing on is very likely to burst into flames.

I was hooked; the graphics are nice and the music effects wonderfully hysterical (loud and shrieking). I expect the game to do well — particularly since the company putting it out are backed by Island records who are planning a TV campaign to promote it. There are claims that the game is better than *Manic Miner* — I'm not sure about that but Miner fans will certainly enjoy it.

**Program** *Hercules*  
**Price** £6.95  
**Micro Supplier** Commodore 64  
 Interdisc  
 249-251 Kensal Road  
 London W10 5DB

## SPRITE CREATION

*White Lightning* may, at first, seem like another 'design games' utility for the Spectrum but, in fact, it is radically different from previous offerings.

*White Lightning* is essentially two things: a Forth program and a sprite program which have been designed to work, not only together but under interrupt control; ie, one routine carries on happily at 50 times a second oblivious to the conventional execution of another section of program.

Whilst the basic *White Lightning* language is essentially Forth, you can run programs from Basic if you want whilst you get familiar with Forth syntax.

The sprite creation is very sophisticated — sprites can be larger than a screen and up to 255 sprites can be used at the same time. Priorities can be given and the usual kinds of collision detection are allowed for.

As you might expect, there is a pretty vast manual of over



130 pages which explains how the whole thing works, as well as a demo program. This is certainly not a program for the beginner, but for those prepared to spend time with it, I suspect the possibilities could be endless.

**Program** *White Lightning*  
**Price** £14.95  
**Micro Supplier** Spectrum  
 Oasis Software  
 Alexandra Parade  
 Weston-Super-Mare  
 Avon BS23 1QT

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 12-13 Little Newport Street, WC2R 3LD.

1	(-) Chess 2
2	(-) ZX Dissembler
3	(-) Machine coder 1 (PSS)
4	(7) Krypton Ordeal (Novus)
5	(6) Walk the Plank (Novus)
6	(3) Alien Rain (CRL)
7	(9) Black Crystal (Carnell)
8	(10) Planet Raider (Novus)
9	(-) Machine Coder 2 (PSS)
10	(-) Sabotage (Paion)

(Figures compiled by Boots/Websters)

1	(-) Omega Race (Commodore)
2	(-) Cactus (Audiogenic)
3	(-) Mastermind (Commodore)
4	(-) Quizmaster (Commodore)
5	(-) Laser Zone (Leisuresoft)
6	(-) Escape MCP (Rabbit)
7	(-) Traxx (Leisuresoft)
8	(-) R. Carrier Family Menu Planner (Commodore)
9	(-) Mangrove (Audiogenic)
10	(-) Dam Buster (Rabbit)

(Figures compiled by Boots/Websters)

1	(-) Hover Bovver (Leisuresoft)
2	(-) Laserson 64 (Leisuresoft)
3	(-) Matrix (Leisuresoft)
4	(-) Lazarn (Leisuresoft)
5	(-) Biology (Commodore)
6	(-) Pinball Wizard (Commodore)
7	(-) Chuckie Egg (A&F)
8	(-) Haskik (Mastertronic)
9	(-) Superpeline (Tasket)
10	(-) Hunchmania (Mastertronic)

(Figures compiled by Boots/Websters)

1	(-) Champion (PSoft)
2	(-) Advanced Basic Tutor (Ampalsoft)
3	(-) Dragon Trek (Salamander)
4	(-) Basic Tutorial (Ampalsoft)
5	(-) Database (MST)
6	(-) Night Flight (Salamander)
7	(-) Area Radar Controller (SFA)
8	(-) Maths Level 2 (Ampalsoft)
9	(-) Golf (Salamander)
10	(-) Star Jammer (Salamander)

(Figures compiled by Boots/Websters)

1	(7) Creepy Computer Games (Usborne)
2	(-) Space Games (Usborne)
3	(-) Educational Directory (PJR)
4	(-) Ideas for Micro uses (Ladybird)
5	(-) Micros are Fun (Ladybird)
6	(-) Micro Knowledge (Ladybird)
7	(-) Understanding Computer Graphics (Usborne)
8	(-) Projects and Programs (Ladybird)
9	(-) Choosing and Using a Micro (Fortana)
10	(-) Penguin Computing book (Penguin)

(Figures compiled by Bookwise)

1	(1) Incredible Hulk (Adventure International)
2	(-) Bruce Lee (Datasoft)
3	(2) Slinky (Cosmi)
4	(8) Rally Speedway (Adventure International)
5	(-) The Caverns of Kafka (Comi)
6	(4) Zaxxon (Datasoft)
7	(4) Airstrike II (English)
8	(7) Encounter (Moravian)
9	(3) Saga 5 The Count (Adventure International)
10	(-) Captain Sticky's Gold (English)

\* Cartridge † 48K Disc ‡ 32K Disc  
(Figures compiled by Calisto Computers 021 632 6458)

1	(2) Pengi (Visions)
2	(3) Aviator (Acornsoft)
3	(4) JCB Digger (Acornsoft)
4	(7) Overrun (Superiorsoft)
5	(9) 1984 (Visions)
6	(2) Fortress (Pace)
7	(5) Blagger (Alligator)
8	(6) Eagles Wing (Invasion)
9	(-) Spitfire (Alligata)
10	(-) Dam Busters (Alligata)

\* All model B  
(Figures compiled by Micro Management 0473 59181)

1	(3) Jet Set Willy (Software Projects)
2	(8) Jack and the Beanstalk (Thor)
3	(-) Zaxxon (Starzone)
4	(6) Paytron (Beyond)
5	(2) Fighter Pilot (Digital Integration)
6	(1) Sabre Wulf (Ultimate)
7	(5) Trashman (New Generation)
8	(4) Blue Thunder (Foundry Systems)
9	(-) Match Point (Paion)
10	(7) Mugsy (Melbourne House)

(Figures compiled by W H Smith and Son, London)

## PROVERBIAL

*The Art of Computer Conversation* describes itself as a book about making computers 'people literate' in contrast to the idea of making people 'computer literate'.

A quick description of the book could be that it is about 'interacting with computers' but that doesn't capture its vast scope — it turns out that the issues involved in 'interacting with computers' range over an enormous field, much of it having almost nothing to do with computers at all.

Rather than summarise the whole book in a few paragraphs, here's a quick list of topics covered: conversation, adventure games, interactive novels, expert systems, record players, experts, user expectations, Hal, robots, personality, Alan Turing, graphics, icons, Shrdlu, marketing, training, manuals, Eliza, and morality.

All the major points are covered in a series of proverbs — in fact, the whole thing is written in a sort of irreverent, everything is pretty cosmic, hey, wow style, that, if it borders on the pretentious, also makes the book much easier to read. I liked it a lot.

**Book** *The Art of Computer Conversation*

**Price** £6.95  
**Micro Supplier** General Prentice/Hall  
66 Wood Lane End  
Hemel Hempstead  
Herts HP2 4RG

## SOUND & VISION

Melbourne House's *Commodore 64 Sound and Graphics* is not so much about sound and graphics as a series of fairly complex machine code routines to enable you to make better use of the sound and graphics. It is, if you like, an upmarket listings book.

That said, the notes that surround the listings that form the chapters of the book are thorough, if technical and some of the listings are very useful indeed. There are programs here for various kinds of scrolling, different character sets, music creation and so on, mostly written in code for speed and efficiency. There are even a couple of games illustrating the sound and graphic techniques.

**Book** *Commodore 64 Sound and Graphics*

**Price** £6.95  
**Micro Supplier** *Commodore 64 Melbourne House Castle Yard House Castle Yard Richmond TW10 6TF*

# This Week

Program	Type	Micro	Price	Supplier
Laser Reflex	Arc	BBC	£7.95	Talent
Superfruit	S	BBC	£5.95	Simonssoft
Zeta 7	Arc	Commodore 64	£7.95	Mogul
West	Ad	Commodore 64	£9.95	Talent
Archipelago	Arc	Commodore 64	£7.95	Talent
House of Usher	Arc	Commodore 64	£6.95	Anirog
Murphy	Arc	Commodore 64	£7.95	Mogul
Kalah	S	Commodore 64	£7.95	Talent
Busicalc	Ut	Commodore 64	£75.00	Supesoft
Panarama	Ut	Commodore 64	£17.95	Talent
Zeus Assembler	Ut	Commodore 64	£9.95	Crystal
QL Utilities	Ut	QL	£10.00	WD Software
Quest for the Garden	Ad	Spectrum	£6.99	Phoenix
Code Book Capers	Ad	Spectrum	£1.99	Scorpio
Decor Wreckers	Arc	Spectrum	£1.99	Scorpio
Sand Scorchers	Arc	Spectrum	£5.95	Unique
Star Searcher	Arc	Spectrum	£1.99	Scorpio
Stickman Olympics	Arc	Spectrum	£5.50	Avalon
Adventure Playground	Ed	Spectrum	£7.95	Widgit
Castle of Dreams	Ed	Spectrum	£7.95	Widgit
Mastermind	Ed	Spectrum	£4.00	Silas
Ball by Ball	S	Spectrum	£5.95	Video
Day of The Match	S	Spectrum	£5.95	Video
Dix Miller	S	Spectrum	£2.99	CCS
Fruit Machine	S	Spectrum	£4.95	NCH
Micro Olympics	S	Spectrum	£5.95	Database

Reichswald	S	Spectrum	£5.50	MW
Whodunnit	S	Spectrum	£2.99	CCS
Microdrive Utility	Ut	Spectrum	£4.50	Easyuse
Simspeech	Ut	Spectrum	£5.95	Sim
Tomb of Myclops	Ad	Texas T199/4a	£6.95	Scorpio
Minefield	Arc	Texas T199/4a	£5.95	Scorpio
The Wreck	Ad	ZX81	£3.95	J Paton
Battlestar	Arc	ZX81	£2.50	J Paton
Windfall Willy	Arc	ZX81	£2.50	J Paton
Physics Ohms	Ed	ZX81	£3.95	J Paton

**Key:** Ad — adventure/Arc — arcade/Ed — education/  
S — strategy-simulation/Ut — utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.



## Thinking Logo

**A**t the end of education there has been no improvement in the thinking ability of children — in fact there has actually been a deterioration (Edward de Bono in *Children Solve Problems*).

With television programmes about his techniques for learning how to think, and the *de Bono Thinking Course* being used by companies of many shapes and sizes, Edward de Bono is almost an establishment representative of radical approaches to the learning of thinking.

De Bono comments that in a survey of inventive people the only uniform characteristic was their use of drawings and sketches in their thinking.

Furthermore, he notes that young children are not always very good at expressing their ideas in words, but they can often communicate clearly through drawing.

The emphasis on the visual as a means of helping in learning to think suggests a similarity between the de Bono approach, and that associated with Seymour Papert (through use of Logo).

The most immediate impact of Logo is its use of Turtle Graphics, which is highly visual. And the main objective of Logo is to assist in the learning of how to think.

There are, however, important differences between Papert's approach and that of De Bono.

De Bono seems to be arguing that the possession of knowledge is far less important than an ability to think. 'Thinking' should be

part of the curriculum, alongside more conventional subjects. The use of visual methods of learning, and in thinking, is to be highly recommended.

And that to learn how to think one needs to follow a structured course of study, so that people can learn from each other — if situations are unstructured then people will be working on projects so varied that the likelihood of learning from others is diminished.

Papert's approach is different. He also believes that education does not teach people how to think, but neither does he think that 'studying' how to think is the answer.

His computer language Logo is designed not just to help children teach themselves basic rules of thinking and problem solving, but also to assist in the learning of basic knowledge skills of numeracy and literacy — the limits to Logo are set by the individual.

Both Papert and de Bono agree on the importance of the visual in the enhancement of the learning process. But, whereas de Bono concentrates on diagrammatic forms of representation, Logo provides an extremely flexible visual device for exploring mathematics and the world of words.

De Bono separates thinking from knowledge, and assumes a curriculum, whereas the whole ideal of Logo is that the child constructs its own curriculum, with support from the teacher as necessary. A Logo system on a home computer helps the child learn, without a teacher or a curriculum.

Whereas de Bono sees the teaching of thinking as 'teaching', following a structured course/curriculum — with every person following a similar course, Papert sees the child as directing its own study, and learning from others through discussing the many different results of self-direction.

Logo is also admirably suited to collaborative enterprises, to experimentation. In Logo, errors are not mistakes, they are opportunities to improve one's understanding.

The de Bono style of presentation of thinking has been very successful, but it is less radical than the approach embodied in Logo.

And there are good reasons to believe that, of the two, Logo is the more comprehensive and useful approach.

Boris Allan

## Leave it to Hackit

### Puzzle No 115

*Hackit* proved to be a very popular piece of software. No longer do you need to actually write programs — *Hackit* does it all for you.

That is, it's a program to write the program to run the computer!

All you do is feed in the features that you wish to use and leave the rest to the program. It's quite reasonably priced, too, at somewhere between five and ten quid, and I understand that over the last couple of years since it went on sale, the demand has been such that the copies are snapped up as soon as they reach the shops. To date, total sales have reached the grand total of one hundred and sixty thousand pounds and one penny!

The weekly production rate has been constant since the program went on sale. Can you say

> 10 PRINT "PRO  
GRAM"  
20 GOTO 10  
30 REM CLONE!

how many have been produced each week, how many weeks they have been on sale, and the price of each copy?

### Solution to Puzzle No 110

The program calculates all possible totals obtainable with different combinations of the coins (with at least one of each denomination present), and then scans the array to determine which values are obtainable in twenty-eight ways.

10 DIM AMT (190) 20 FOR B = 1 TO 530 FOR C = 1 TO 540 FOR D = 1 TO 550 FOR E = 1 TO 560 FOR F = 1 TO 570 LET T = 1\*B + 2\*C + 5\*D + 10\*E + 20\*F 80 LET AMT(T) = AMT(T) + 1 90 NEXT F 100 NEXT E 110 NEXT D 120 NEXT C 130 NEXT B 140 FOR N = 1 TO 190 IF AMT(N) = 28 THEN PRINT N 160 NEXT N

This gives two results 85 and 143, but, as the total must be a multiple of five, the correct total cost was 85 pence and each ice-cream was 17 pence.

### Winner of Puzzle No 110

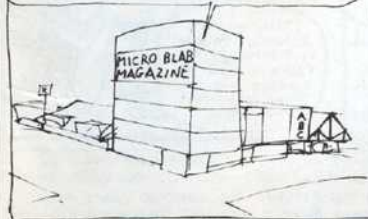
The winner is: John Harrison, Chapel Lane, Long Marston, Tring, who receives £10.

### Rules

If the puzzle can be sensibly solved using a computer then the winner will have included a listing of the program used to find the correct answer. The closing date for entries to Puzzle No 115 is July 27.

## The Hackers

...and another thing, why didn't you give any benchmark times in last month's review of the Binknot?



Uh-hu... yes... I see... right...



So when DO you think it'll finish benchmark 1?





## ... but seriously, **AUTOMATA**

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