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## Micro Centre

Complete Micro Systems Ltd. 132 St. Stephen Street, Edinburgh EH3 5AA. Tel: 031-225 2022.

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## EDTORIAL

PCW is acutely aware of the need for consumer protection in the microcomputer business. We try to advise and guide prospective buyers, often through the 'Interrupt' feature. Now we are delighted to report that the suppliers themselves have decided that the time has come for more positive action. To this end a Computer Retailers Association has been formed. At the time of going to press, 41 retailers have agreed to join the association and to abide by its strict code of conduct. This
code is designed to protect the consumer and we think that it is in every readers interest to study the draft. In order that you may do this we publish it in full as part of the article 'Straight Dealing' on page 42 of this issue of PCW. Should you have any comments to make then write to PCW, marking your envelope CRA. As the code is still in draft form, this is your opportunity to influence the final product. PCW will pass all correspondence on this matter to the executive committee of the CRA.




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WHAT OTHER FEATURES SET THE $380 Z$ APART?
The $380 Z$ with its professional keyboard is a robust, hardwearing piece of equipment that will endure continual handling for years. It has an integral VDU interface - you only have to plug a black and white television into the system in order to provide a display
unit - you do not need to buy a separate terminal. The integral VDU interface gives you upper and lower case characters and low resolution graphics. Text and graphics can be mixed anywhere on the screen. The $380 Z$ has an integral cassette interface, software and hardware, which uses named cassette files for both program and data storage. This means that it is easy to store more than one program per cassette.

Owners of a $380 Z$ microcomputer can upgrade their system to include floppy (standard or mini) disk storage and take full advantage of a unique occurence in the history of computing - the $C P / M^{T M} M^{*}$ industry standard disk operating system. The $380 Z$ uses an 8080 family microprocessor - the $\mathrm{Z80}$ - and this has enabled us to use CP/M. This means that the 3802 user has access to a growing body of $\mathrm{CP} / \mathrm{M}$ based software, supplied from many independent sources.

3802 mini floppy disk systems are available with the drives mounted in the computer case itself, presenting a compact and tidy installation. The FDS-2 standard floppy disk system uses double-sided disk drives, providing 1 Megabyte of on-line storage.
*Trademark, Digital Research.
Versions of BASIC are available with the $380 Z$ which automatically provide controlled cassette data files, allow programs to be loaded from paper tape, mark sense card readers or from a mainframe. A disk BASIC is also available with serial and random access to disk files. Most BASICs are available in erasable ROM which will allow for periodic updating.

If you already have a teletype, the 3802 can use this for hard copy or for paper tape input. Alternatively, you can purchase a low cost $380 Z$ compatible printer for under $£ 300$, or choose from a range of higher performance printers.

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BOMBING THE PRICES
Derek Rowe of Abacus can be sure that the hornets in the computer world are going to be very stirred up by his deal with Texas firm, Show Financial - and the hornets will call him the worst of all possible names. They will accuse him of Bombing the Price of terminals.

As an example of what bombing the price means, take a look at pricing on two devices: the Japanese NEC Spinwriter, and the American Texas Instruments 810 printer.

The Spinwriter is not easy to describe to somebody who hasn't seen one; as a test of the command of English it's far better than the old 'describe a spiral staircase without using your hands' we all learned at school. It is a typewriter, which makes its black marks on paper with a device about the size and shape of a small whisky tumbler. It doesn't look like a whisky tumbler, it looks like the vertical' struts of a basket before the horizontal weaving is done.

In the centre of the cupsized basket is a hammer, pointed at the paper. The 'struts' of the basket are spun past the hammer, and each strut has a letter moulded to the top of it. When the right letter gets between hammer and paper, the hammer bashes the strut onto the paper. If you are quick and put a typewriter ribbon in the way first, you will end up with a printed character. Got it?

As the market stands today, this device is a top quality electric typewriter, with the bonus feature of being usable as a terminal. Its official UK price of $£ 2,600$ reflects not only the many sophisticated safeguards that the builder has provided; it also reflects the fact that the IBM golf-ball typewriter sets the price standard, and that this machine can outperform the IBM one.

The crunch comes in that Derek Rowe has been taken over by Show Financial, and as a subsidiary, shares the terminal inventory of Show's US subsidiary, Computer Marketing Corporation. Rowe will import, at a figure he regards as being in line with prices charged to official NEC. importers, but will sell for nearly £600 less.

NEC customers report a strange reaction from official sources when they query this. Rowe told me: "Some of my prospective customers have
been told we only have a few and that we won't get any more. In fact we have stocks, lots of stocks, and what's more ours run 50 Hz because we , put our own power supply in"

And he ended: "Of course we could rock the boat less if we just charged the same as other people, but that would be making an immoral profit".

The direct relevance to the average micro user of this exciting squabble lies in the fact that terminals, like microcomputers, are sold in the UK for prices which bear little relation to their US price - a fact which Apple dealers find it hard to forgive us for mentioning.

Recently, Apple prices in the UK were cut, and in the process, some agents took the opportunity of observing that, compared to the terminal industry's mark-up, Apple importation pricing was very lenient on the customer.
"I can buy a Texas Instruments printer, the 810 , from a store in New York, and import it, and pay duty and tax, and the one-off price; and it will cost me $£ 730$,', raged one Apple mogul. 'If I ask Texas in Bedford for a price, they won't offer me less than $£ 840$, and that's for very high volume. Why don't you print that, rather than going on about the $\$ 200$ extra Apple charges on exported machines?"

As a matter of curiosity, I asked Texas in Bedford what a single 810 would cost: over $£ 1,400$, was the answer. Abacus will be importing the Texas 810 , too, but Rowe wouldn't talk about pricing policy compared to Bedford. "We will be adding value", "was all he would really say, "with a special character set option, and our price will be $£ 1,200$ or so; but we're not trying to compete with TI Bedford.'

My bet is that Texas will still accuse Abacus of 'bombing the price', which, if they do, will be an accusation that will bring wry smiles to the faces of that company's competitors.

## Ace ishigh

A TV games machine called the Acetronic MPU 1000, selling at $£ 90$, has been launched by Advanced Consumer Electronics (ACE) with the Signetics 2650 microprocessor as its central intelligence. Managing director David Rurka included a 5-page sermon with the launch announcement, forecasting 'household financial planning and


The Acetronic MPU/1000, plus range of plug-in modules.
control, learning, recipe and shopping list storage and update programs' - all on plug-in modules. The sermon all but completely obscured the important announcement that a new ACE system would soon be introduced, again in the guise of a TV games system, but "capable of being enhanced to a highly sophisticated home computer".

I'll forgive him for his waffly sermon, for the sake of one snippet of metaphor: "The astronauts who landed on the moon in 1969 would not have known how to operate a digital watch, let alone have any idea of how it worked; such is the speed of micro technology. Egad, that's probably true!

## Massmemand pi-mem

Unlucky readers of a local paper in Sheerness will believe that a British engineer has invented a computer memory that provides 128 million characters of storage without a dise or tape or semiconductor.

The truth, if less startling than that, is still good news for British micro users.

The local company, Courtest, believes it has found a way of using the fact that tape is generally cheaper than dise to offer a high speed tape drive that replaces disc.

On the face of it, this is not possible. Tape starts at one end and finishes at the other, so most tape data recorders are used to tie up data in a string as the compu ter winds it out. Discs, however, can yield any data written anywhere on their rotating surfaces in as little time as it takes to move the recording head to the right track.

Malcolm Joy at Courtest thinks he has beaten the problem technically, and, more important, has the money to turn his technical breakthrough into a product which Apple distributor Microsense has already agreed
to distribute.
Courtest's general product Massmem and Apple add-on product, Pi-mem (how do you make Apple pi?) use a Verbatim TC 4000 cartridge tape. It has nine heads built into the cartridge, together with the quarter inch wide tape - the result being that when the parallel heads are installed, it doesn't matter how accurately they are positioned, because there is no need for them to match the positions of the heads on a different drive

Joy drives the tape with a stepper motor, at something like ten times the speed of normal tape - 240 inches per second, which gives him about ten seconds to cover the whole 128 M bytes of data.

Using stepper motors is not normally possible on fast tape, because of the problem of keeping the tape flowing past the heads smoothly. The dots and dashes of binary code normally come at regular, predictable intervals; but on Joy's tape, they are there, or they are not there at points defined by a 'clocking' channel which uses the ninth head. No need to synchronise watches, just watch for the synchronisation pulse and count the other eight heads.

A Pi-mem for Apple users would offer about eight million characters, and cost $£ 1,450$. It would fit onto the same interface card that Tim Keen of Keen Computers has announced with his diskette-sized hard disc memory.

As an alternative to disc, Joy thinks the tape system will work fine, as long as nobody writes a virtual storage system, putting programs from memory to disc and disc to memory, swapping the program that has just finished for the one that is just going to run. For the big 16 -bit micro that Zilog is pushing into the market, the Z8000, Joy thinks his Mass-mem version of the tape, offering 128 M bytes at $£ 3,850$ (discounted to $£ 2,000$ for builders of

## NAWSPRITIT

original mass produced systems) could provide a powerful associative memory, where data can be retrieved directly, rather than as a result of a search.

The price, he concedes, is not low "but we would rather start high and do a deal if necessary". What sort of 'deal' he won't say, naturally, but I can't see any reason for supposing that if the system works, it will cost much over $£ 1,000$ in a year or so's time.

The company behind this new idea, the Courtest Group, is also planning a word processor, various printer interfaces, and a consultancy service. Joy says it is backed up with $£ 150,000$ capital, has a factory and is making distribution deals all of which could be more important than bright technology.

## The name's the same

The computer revolution in Britain did not begin with the Mits Altair which Martin Underwood imported through his new company Compelec. It started with the Computer Workshop, which put a video display kit on the market, almost a year earlier; and the news that Computer Workshop is dropping out of the kit business probably marks the end of the revolution, and the fact of the New Establishment.

It doesn't mark the end of the Computer Workshop as a supplier of kits, however. This apparently magic trick Workshop won't supply kits, but Workshop isn't dropping out of kits - is all done by mirrors, with the help of the clowns from the Business Register.

Computer Workshop in Manchester, and now in

Leeds, has nothing to do with Computer Workshop of London and Peterborough, builder of South West Technical Products. The Northern Workshop is in fact part of Micro Computer Mart, which started selling SWTP, and used the 'workshop' title with the original Workshop's permission. It now sells Cromemco, Horizon, Apple, Pet and SWTP

And as a result, the Original Workshop, (to avoid confusion) is changing its name to South West Technical Products. It is also planning a big announcement about how it will concentrate on the business and education market, and quietly pull out of hobbyist sales - something which its pricing policy had already brought about.

As a sign of the New
Establishmentarianism in microcomputers, the Leeds shop was opened by an ex Cabinet Minister - Merlyn Rees, the Labour Home Secretary until this year.

Rees was attracted with the offer of a platform: he was asked to speak about computer technology and 'the role of the microcomputer in society and its future development.' His contribu tion was: a new social class will grow up in response to the micro, in the next decade.

Our picture shows him talking to an Apple micro, demonstrating the ability of the speech recognition circuitry and software to mistake 'seven' for 'end' and turn the whole program off just when it gets interesting. (No, I wasn't there, and for all I' know, that didn't happen; but it did happen to me when I tried it.)

## New courses

For the lost stranger to these pages, vaguely wondering whether a micro could help run a business, or whether


Ex Cabinet Minister, Merlyn Rees, willing-on Apple's speech recognition circuits at Computer Workshop in Leeds.
perhaps an Official Minicom puter would be better, the idea of $£ 27$ for a one-day seminar to put the problems in context might seem cheap Yes?

It is one of several 'beginners' seminars organised by the London Chamber of Commerce and Industry, and designed to make sure you only get fleeced if you are really overheated.
"Computer Bureaux vs Mini vs Micro Computers" runs on Tuesday March 18 next year from 2.00 to 5.00 pm. 'How to Negotiate Computer Contracts' runs on Thursday 21 February. A one-day training course
'Introduction to Computers and their Applications' costs more at £70 and there are several dates through to July next year. And finally, a two day 'Introduction to Microcomputer Programming' course - a BASIC course at $£ 127$, runs on March 12 and 13, and again on June 11 and 12.

Contact; Ann Measures, training manager, at 69 Cannon St., London EC4N 5 AB .

## The money program

It isn't easy, giving away $£ 800$ to good software writers. Kent University has tried it, and last year, only 20 people were interested.

The $£ 800$ forms the prize money for the Kent Software Trophies. It is open to software writers in schools and colleges, and it would seem that software writers there just don't get to hear about it.

The problem, as explained by Dr. David Bateman, who works at the University of Kent computing laboratory, is simple. Either the $£ 800$ goes as prize money, or it gets spent advertising the competition.

This year, thanks to the foresight of the Government, the schools and colleges won't be able to distribute leaflets and entry forms about the competition, because local education authorities are having their budgets cut.

Well, if you want the money, you know what to do. You submit a computer program which you have written. The program must be of practical use in commerce or industry, not just for the school or college. It can be short - 20 lines of code would do, as long as it is 'imaginative', 'useful' and 'well documented'.

Two first prizes worth $£ 300$ will go to under 17 and under 19 year old winners, with up to 20 'merit' prizes of £10 each.

For details, entry forms are needed. Write to Dr David Bateman, Computing Laboratory, University of

Kent at Canterbury, CT2 7NF. And be quick; entries must be in by February 16, 1980.

## Micromotion

Adding to the list of
computer shows outside London is the at first unlikely candidate of Computermarket ' 80 . This travelling fair has in the past been an orthodox computer industry disaster, delightful for the visitor, who could be sure of respectful attention from a great many people on each exhibition stand, but rather less rewarding for the exhibitors themselves.

Now it is turning itself into the Travelling Micro Show, if not by that name. Exhibitors who are registered, according to organiser John Godley, include Comma Computers, Compshop, Computastore, Computer Workshop, Corner Computing Services, CPS (Data Systems) Digico, ITT Consumer Products (and Lovely Bottoms), Lyme Peripherals, Micro Centre, Micromedia Systems, Nascom Microcomputers, Robox, Rostronics. it reads like the headlines from the last four issues of PCW.

Orangisers are Couchmead; the theme of 'Taking the computer industry to the first time user' is obviously attracting the right people; dates in March are 4-6 in Birmingham, 11-13 in Manchester, 18-20 in Glasgow, and 25-27 in London; and details are on 01-437 4187.

## Test trauma <br> A first-class row and a

second-class scandal may be brewing over the servicing of personal computers. In the last two months, user associations, manufacturers, trade associations and all have pointed out the fact that not all users get trouble-free servicing of their equipment. What they have not concentrated on is the fact that the means for diagnosing microprocessor faults is still crude.

Illustrating the point pretty well is the announced specification of a new 'incircuit analyser' which, it is claimed, will simplify microsystem diagnostics. The machine is available from BFI Electronics, for Intel's 8080 and 8085, and Zilog/Mostek's Z80 micros only

It provides in effect a 'dual control' for a microcomputer system. The analyser has forty leads to attach to the forty pins of the micro on the board. It monitors the signals passing down the buses, and can over-ride them if certain pre-determined sequences of events occur.

For example, a particular memory location or stack location can be specified on


Micro system diagnostics - from BFI Electronics.
the address bus for up to 16 times, before the analyser takes any action. Action then can include a halt, other memory examination, register adjustment, data adjustment, and so on.

Something like this diagnostic facility is available to designers of systems already, through the development systems with their in circuit emulation abilities.

The question of how many dealers are designers or have micro development systems is less than moot, however. Many a problem has been overcome without the repairer ever having any real idea of why the cure has worked. Best known was the Nascom expansion memory board, which failed if the same memory loaction was accessed two or three times in succession, but only if one of the buffer chips was a Fairchild or Texas low-power Schottky device - not if it was made by National Semiconductor. Nobody has yet offered a convincing, detailed analysis of why this should have been so.

In the circumstances, the more test equipment available, the better. What about the people to operate it, though? Details from BFI on 01-9414066.

## Bubbles beat dust

A computer on a building site will probably need bubble memory instead of floppy discs, simply because of the heat and the dust. That is, assuming you can find a computer with bubbles. And now, you can,
thanks to Sidney Schubert in charge of his own company Dalestate. He has found an American microcomputer costing $£ 3,400$ in the UK which can take a bubble module of 128 K byte capacity

Included in the price are languages -- Basic, Fortran and Cobol - and a floppy disc drive comes as standard. The system is portable, weighing 20lbs. It is made on the US West Coast by Findex, it runs the CP/M operating system on its Z80 processor, and the package includes screen, disc drive, keyboard and printer. The only snag is the cost of the bubble memory; $£ 1,500$ per 128 K byte module. It can take eight of these, should you be able to afford it. But if you have problems with vibration, dust, heat or movement, then you probably can't afford not to. Schubert is on 01-660 9680.

## Swings and roundabouts

When the country has two importers of the same computer, and each importer sells at a different price, look for the coolest sort of friendship between them. Thus it is between Comart, the big distributor of micro equipment, mainly based on the S100 bus; and its Scottish rival Micro Centre.

The two operations are very different in what they do, and in what they try to do. Norman Rouxell in Edinburgh sells at the lower price, direct to end-users. Comart has established a dealership chain, which
includes all Byte Shops and Computerland retail stores, plus such other reputable dealers as Tim Moore of New bear in Newbury. David Broad of Comart generally asks the end-user to pay rather more, most of the extra going on dealer support, which, he says, feeds back to the user. The incompatibility between two, equally valid approaches to the total market turned into something like rancour recently, when Rouxell announced the Cromemco hard disc system, and astonished the world by pricing it level with Comart.

He also astonished David Broad by announcing that maintenance would be done by the established repair firm, Computer Field Maintenance. CFM handles Comart maintenance, and the deal was supposed to be exclusive.

Claims and counterclaims aren't easily sorted out by simple phone calls, and until an angry user can put me right, I can only go on the intelligent guesses of noncombatants in the industry

The intelligent guess is: on price, Comart is now a big enough customer on the more expensive Cromemco systems to pull some weight in California, and to get an undertaking that, on big systems at least, anybody selling below Comart prices will not be supplied.

On maintenance, rival stores tell me that there is no need to make a mystery out of it. Computer Field Maintenance, they say, makes money from fixing compu ters. If you ring the engineer up and ask him to fix a broken computer, it's quite possible he (or she) won't bother to ask who sold it to you before agreeing to send an invoice.

Intelligent guesses, however, aren't guarantees. Users should probably make their own investigations; and believe what you like, only make sure you get it in writing if you're paying for it.

## Pet plug

To prove that Pet has become a world of its own, not just a character in the greater play, a new Pet magazine has started up. Obviously, it aims to balance the Commodoreoriented magazine put out by Commodore itself, by being independent. The fact that the Editor, Richard Pawson, is ex-Commodore himself need not mean that he will be biased pro-Commodore, either, as anybody who has ever met ex-Commodore man Derek Rowe of Abacus can testify. Printout, at $£ 9.50$ for ten issues in the UK, is available from Greenacre House, North Street, Theale, Berkshire RG7 5EX.

Now show me another magazine that will give publicity to a rival like this. Isn't

PCW the greatest? We'll cut our own throats to bring you the news.

## Pet printer

Printers for the Commodore Pet computer: at £550, a new range has been announced by Parameterised Computer Systems Ltd. Apart from the fact that this machine, called the X50, plugs direct into the universal plug port of the Pet, the IEEE interface, it doesn't appear to offer anything over cheaper machines such as the Oki, since it uses a roll of narrow paper - four inches wide. The German manufac turer claims that the matrix print head will last for 50 million characters.

## Zilog range expands

Zilog has introduced a family of product development systems - all microcomputers with a Zilog chip as central processor on which to run and test software.

There is a big one based on the giant Z8000 chip, with up to 40 million characters of storage on hard discs, and smaller ones covering the established Z80 and the new single-chip Z8.

What will probably make the equipment, however, is the operating system, Zilog's RIO, which can link assembler source with high level modules written in PLZ/Sys and shunt them around the memory map on command. Sophistication like this is not, of course, for the user of a simple shop-bought system, but for the system builder who is making hundreds. Don't ring up out of idle curiosity.


Zilog's PDS family

## Heath-CP/M compatable

The vast bulk of software written for systems that used Digital Research's operating system, CP/M, will now run unchanged on the Heathkit micro, says CP/M's New York agent, Lifeboat.

At $\$ 145$, the Heath version of CP/M includes a text editor, an assembler, debugger, and various other 'utility' items of software that give the user access to a system without having to toggle switches.

## NaWGPidit

## Steadmans bazaar

A bring-and-buy sale for electronics scraps is going to be by far the most exciting feature of the Great British Electronics Bazaar when whizzkid, Evan Steadman, puts it together next June.

Steadman is one of those amazing characters who is never at a loss for a comeback, no matter how rude the comment - and sometimes the comeback is better than his original idea. In the case of the bazaar, last time was the first show, and while it worked better than many 'first times', it was not above critical comment. The comment that seems to have stung was actually summed up in a letter of praise; "The atmosphere was very good and relaxed, unlike other exhibitions such as Bread board which was too over crowded." There is, it seems over crowded, and too overcrowded. In his blurb to exhibitors and possible exhibitors, Steadman observes: "You want lots of people to come to the Bazaar agreed? Well, apart from the reduced admission if they write in for tickets in advance, we are now also offering a free bring-and-buysale for every visitor'

That, he explains, means that there will be benches, on which everyone "who has bits and pieces that they now don't require'" can display their wares free of charge

To get your cut-price ticket, write with stampaddressed envelope enclosed to Evan Steadman, 34-36 High Street, Saffron Walden, Essex CB10 1EP. The Bazaar runs Friday, Saturday and Sunday, June 20 to 22 next year.

## Glitch~free

Copying a tape with a program on it is simple; you borrow another tape recorder, play the program on yours and record it on the other. Getting the copy to load correctly is the problem however. A tape copying service has been launched by Kansas City Systems. It runs on a non-profit basis and is for bona fide computer clubs only; and according to KCS boss Tom Crossley, the copies are guaranteed to load. Tom charges 50 p a copy, including tape, for a minimum of five tapes. Details on Chesterfield (0246) 850357.

## Fair success

A hobby computer fair in Stuttgart, Federal Germany is reported successful enough to encourage the organisers to try again next year. The show, Eltro-Hobby 79, attracted Citizen's Band, ham
radio, and television enthusiasts as well as microcomputing people; some 25,000 visitors arrived over the time from October 3 to October 7

Next year's show will be September 10 to 14 , and the venue will be the Killesberg exhibition grounds. Details from CES Overseas in London, on 01-236 0911.

## Spiking the system

The worst thing you can do to your computer is turn it off: and the second worst thing is to turn the washing machine off.

As to the first, all you can do is put a notice on the machine, pointing out that it uses as little power as the fridge, and that it is supposed to have no moving parts. Turning it on and off makes the parts expand and contract and - literally - wear out.

For the second, you could try filtering the Electricity Board's power supply. It's worth a try, because the voltages that can appear on the mains when a big coil like a washing machine motor is switched on or off can do dreadful things to a micro both hardware and software. A mains 'spike' at our own PCW Show stopped the chess playing Vega program's clock blew three memory chips on a neighbouring stand, and, presumably, introduced uncounted random errors into storage, input and output, all around the hall.

Two products announced this month tackle the problem in different ways. Beyts Logic has announced a mains interference suppressor costing under £20, sold through Logic Box at 31 Palmer Street by Caxton Hall, London SW1.

Rather more costly at $£ 105$, but more ambitious in its attempt to clean up the mains noise is the LEA MB 10 from Lightning


The Beyts Logic mains interference suppressor.

Elimination Associates, of Vine Cottage, Moreton, Oxon. It provides 13 Amp output, and has an impressive list of performance figures for its active filter.

Neither device, by the way, will stop your micro picking up the multi-million Amp spark that the typical electronic photographic flash generates when it stops flash: ing, and many are the systems that will execute an HCF (Halt and Catch Fire) instruc tion when they pick up that pulse

Lighting Elimination will try to avoid this problem too even to the point of advising you on what to do when lightning strikes next door. The company 'stresses' that it provides a total service, as well as supplying a product'

## Never mind maths

It is now officially true that you can program a computer without ' $O$ 'levels. The guardian of what is possible, the National Computing Centre, has produced figures from a survey of school levers who were trained as programmers

The fact that startled the established computer industry is that the best sign of a potential programmer is a good grasp of English. After that, a test designed to measure general thinking ability showed a good correlation between those who scored well at it, and those who made successful programmers. But maths turned out to be no guide at all and neither did an interest in chess, bridge, or crossword puzzles.

The average commercial data processing manager however, remains convinced that home micros are a dream, because ordinary people will never be able to program them. That's my impression, by the way, not the NCC's. The NCC, in the person of seminar organi-
ser Eric Bird, contents itself with the observation that data processing managers are exhibiting 'resistance to change'

## Plessy chip board

Fast memory for Z80 based systems: Plessey has announced a board of read-and-write memory chips that will keep up with this high speed micro. Considering that the board is nothing like S100, and that it costs $£ 769$, it is perhaps understandable that Plessey should call it 'the only memory board on the market for the 4 MHz Z80A - but it isn't true. Cheaper 4 MHz boards are available from Comart, on the S100 bus and providing the same 64 K bytes of memory.


The Plessy PSM 4463/Z

## Program ADES

Since computers are ideal for tedious, boring, repetitive jobs, the first thing that the computer industry did with them was write programs to handle the tedious, boring, repetitive job of compiling program instructions. Hence the compiler, the interpreter and the assembler. The next logical move is the equally drawn-out task of teaching people to write programs, ready for compiling, interpre ting or assembling by the computer. For $£ 46$ per tape, Pet, Apple and Tandy users can load a program that will do just that.

The supplying company is Applied Data education services, ADES and the programs are called Little Genius. Arrange a demonstration on 01-580 6361.

## Mag tape loops

Serious magnetic tape systems for the low-cost microsystem are suddenly proliferating. The question of 'what took the tape drive makers so long to get realis tic prices?' is answered by the largely new companies on the scene with a simple 'They had a captive market in data logging'.

With V\&T Electronics showing an impressive drive using standard half-hour type cassettes at the PCW Show and Philips and Pelco showing a mini cassette drive on the Aim 65 system, the range of offerings is getting wider.

The latest idea, however

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is a $£ 50$ drive called the magnetic tape Wafer. It is unique in being a continuous loop, 50 feet long. With a microprocessor controlling a drive system, it costs £120, and individual Wafer tapes are £1.40.

The drive and the control are made by Micro Communications in the US, and the
UK agent is Russet Instruments of Richmond.

## Cheek

The Online micro show is moving to Wembley. This must be success, and since the organisers have asked me to speak at all three of the shows so far, I can only say that success is well deserved.

My totally unbiased opinion, then, is that from July 22 to 24 , the exhibition, and the seminar, will go like mad. Unless, of course, they omit to book my speech, in which case, my unbiased opinion is, it will flop, OK?

## Byte gosoft

At the same time as he was turning a computer into a film producer in Glasgow, Bill Cannings of the Byte Shop chain was starting a new venture in software.

What he is producing is a whole series of business and accountancy packages for small users - and the pricing is strictly not retail. Cannings is having the software written by a professional software house. While this doesn't mean it will be foolproof, it does mean that there is somebody to kick if and when it goes wrong, as opposed to retail offerings which you can change yourself or throw out.

The computer film
producer was in fact sold to a local film production company by Canning's new

Computerland shop in Glasgow. The machine was an ITT 2020, and was due to be used to help titling video production for local
commerce and industry.
Boss of the Computerland shop is Gordon Coventry; he can be contacted on 041221 7409.

## '16'~first sighting

The 16 -bit micros are here proclaims Bill Unsworth of U-Microcomputers - he has found a board with Intel's 8086 on it. The board is ready to slot into any S100 type system and with it comes $\mathrm{CP} / \mathrm{M}$ software, and S100 support boards, all from Seattle Computer Products.

The specification of the board is very largely that of the 8086 micro. It will
operate with 8 -bit memory, or 16 -bit memory, or mixed boards. Up to a million bytes of memory can be plugged in (at today's prices that would be somewhat under $£ 8,000$, but not much, so that figure must remain an indication of what the future holds - especially with memory chips still in short supply world wide). Unsworth is sole importer of the Seattle system.

## Count onit

As an aid to servicing, a frequency counter that will measure signal frequencies between 20 Hz (slower than a Kansas City interface to tape) and 100 MHz (several times faster than any microsystem clock) is available from Continental Specialities. A detailed applications brochure included covers computer clock checks, video synch and scanning measure-
ments, and general oscillator checking, as well as more


The MAX-100 frequency counter.

## Q.E.D.

Transdata claims this is the first 'portable 132 column printer terminal'. That presumably means that there are other printer terminals with 132 columns, but not
counting tasks. The company says the device is suitable for the hobbyist.


The Transdata portable 132 column printer terminal


Computerland Ltd., open for business in Glasgow

## Other bits

HB Computers have produced a beginners booklet - 'Microcomputers and The Smaller Business'. If you are completely new to the world of micro-computers you will find this a well written, simple explanation. Questions answered are: "What is a microcomputer?"; "How does it work?" and, "What happens if it goes wrong?'" Anyone interested should send 50 p to HB Computers Ltd., 22 Newland Street, Kettering, Northants.

Anyone want to write or list BASIC programs in French? L'Ordinateur Individuel (the French micro nagazine) markets a tape called BASICOIS which enables you to do just this on PET, APPLE II integer, APPLESOFT and TRS-80. Their address is: 41 , Rue de la Grange-Aux-Belles, 75483 Paris Cedex 10.

## "If you want what's best for yourPET, choose Commodore software". <br> Kit Spencer General Manager <br> of Commodore Systems 360 Euston Road London NW13BL

The Commodore PET is Britain's best selling microcomputer, with over 10,000 already installed in a wide range of fields, including Education, Business, Science and Industry.

This has led to a tremendous demand for high quality software.

And Commodore has met this demand by producing a first class range of programs, now available from the nationwide network of Commodore Dealers.

Commodore's support also includes training courses, a Users' Newsletter and

Strathclyde Tutorial, Statistics pack 1, Assembler Development System, Stock Market Trends and the Treasure Trove Collection of game packs including the award winning Star Trek, which is packaged with Petopoly. Prices are from $£ 5$ to $£ 50$.

TRAINING COURSES AND SEMINARS

PET systems are simple to use and any normal advice or assistance
you may need can be obtained from Commodore Dealers.

On the other hand, for rapid training on a basic or advanced level, you will certainly be interested in Commodore's intensive 2 and 3 day residential courses. We also run one day general appreciation seminars.

PET USERS' NEWSLETTER
This is Commodore's official method of sharing new information and ideas between the many thousands of PET users. The newsletter is published regularly and for an annual subscription of $£ 10$ you can start receiving copies now. recelving copies now.
Look out for this sign. s 尔 It tells you that compatible叉 products of other manu\&u facturers have met with our


Business InformationSystem COMBIS£150 + VAT

Combis facilitates the storage and instant retrieval of all kinds of company records, from personnel files to mailing lists and printed address labels.
Stock Control-COMSTOCK£150 + VAT Comstock provides an accurate,
up-to-the-second and comprehensive stock position for as many as 1,300 products.
Word Processor-COMWORD $£ 75+$ VAT Comword turns the system into an excellent word processor.
Payroll-COMPAY£150 + VAT
Compay is a new, comprehensiue

Official Approval for compatible products of other manufacturers who reach agreed standards.

COMMODORE PETPACS
 Over 50 Petpacs of programs are available (mainly on cassette) from Commodore Dealers.

These cover such popular titles as


PCW welcomes correspondence from its readers. Be as brief and concise as possible and please add "not tor publication" if your comments/questions are to be kept private.
Address letters to: "Communications", Personal Computer World, 14 Rathbone Place, London W1P 1DE.

## Cromemco comments

The company for whom I work have just purchased a Cromemco System 3 microcomputer, so I read with interest Sue Eisenbach's Benchtest on this equipment. The only fault I could find with her report was with her comments on the RENUMBER command in BASIC. A bit of fiddling on her part would have shown that gaps left in the numbering sequence can be removed by first saving the program and then renumbering the saved program. Incidentally, if any of your readers who have access to a similar system, and who understand the PEEK and POKE commands in BASIC, could explain these commands better than the documentation that comes with it, would they please contact me, I would be very grateful. Contact Oliver St John at 263, Fosse Road, Leicester. Sue tells us that she knew about this rather clumsy way of renumbering but felt that there were other things more worthy of analysis in the space allocated for Benchtest.-Ed.

## Pascal

question mark
For many months, in many journals, I have been reading praise of Pascal, its speed, object code efficiency, power, structure etc. The only sour note has been 'another
language to learn'. It seemed to be an ideal language with which to convert my main frame programs to micro.

Perhaps I have been reading your series too quickly, but the idol seems to have feet of clay.

In my main frame program the following split loop has been found ideal for fast execution of something that is used 100,000 to $1,000,000$ times each run. It eliminates repeated IF statements and value allocations. The Pascal implementation seems to be very messy. Perhaps I have missed the point and a shorter solution is possible, without introducing machine code routines.
FOR L:= A TO X STEP 2 DO BEGIN
END
FOR L:= L TO 19 STEP 2 DO
BEGIN
END
' A is either 1 or 2 . " X " is a random number between 0 and 19. The second loop start value is the overflow value of the first which may be $X+1$ or $X+2$ according to
the values of X , and A . The STEP 2 is essential and the value of $L$ is used inside the loop. How would Pascal implement this loop efficiently? R.G. Silson,

Tring.
P.S: Second loop should be omitted if $L$ outside range.
Also omit first loop if X less than A.
Because loops contain steps requiring more testing in machine code, Wirth decided not to allow them. His aim was to maximise the efficiency of compilation and execution of Pascal programs. The following code will solve your problem in Pascal. Maybe I'm biased but it doesn't seem too messy to me

```
\(L:=A\);
WHILE \(X<=X D O\)
BEGIN
```

$L:=L+2$
END;
WHILE $L<=19$ DO
BEGIN
$L:=\dot{L}+2$
$E N D$
Sue Eisenbach

## Yesterdays bugs

With reference to Malcolm Peltu's book review ( $P C W$ November '79) - Grace Hopper has played a very important role in the development of computing but she is not responsible for the very useful term 'bug' or its current application. Thomas Edison is noted in the supplement to the Oxford English Dictionary (Vol. 1 pp. 377 ) as using the expression in very much its present sense in the 1880 s . Since then the word has had wide use, and even 'ironing out the bugs' was done before the last war, before the age of computers.
James F. Sullivan,
Bournemouth.

## Back on hard times

Having read 'Hard Times' I found it quite interesting. There was one small point though. The writer stated that the Horsley designed heads 'Winchester Head' were designed for the Piccolo, but in
fact the Gulliver file ( 62 GV ) were the first to use it. The head gap (width of track) has now been reduced so that twice the number of tracks are available giving the first $62 \mathrm{GV} 5 \mathrm{MB}, 62 \mathrm{TM} 10 \mathrm{MB}$ and 62 EH 14 MB . The Piccolo file, as does the Gulliver, uses a voice-coil driven actuator unlike the IMI file as far as I can see. The Piccolo file has a capacity of up to 64 MB and the track seek time is far quicker than a stepper motor driven type, where the 330 tracks are covered by the system to give an exceedingly short access time of a few milliseconds. The cost of these files are expected to fall though, for my money, as a home/club system user, I would stick to floppies until I could buy a voice coil accessed Hard Disc. Looking forward to the follow on. Doug Thompson,
IBM Computer Club.

## Unfair dismissal

Dick Pountain's dismissal of the Casio FX501/2P's music function ( $P C W$ November '79) was less than just. Whilst agreeing with him that the world doesn't need the Stylophone and/or Rolf Harris, there are at least a couple of valid uses for this 'robot Rolf Harris':

1. The non-musical can experiment and gain some insight of various musical aspects - time, rhythm, etc. 2. The musical, especially young learners, can have a near-perfect example of tempo against which to compare themselves.

At the very least, the $501 / 2$ plus FA-1 plus cassette can be used as an accurate, volume controllable metronome.

Having cast my lot for this disgusting noise, I do have a couple of gripes about the new Casio

1. The 7 -pin socket on the calculator is protected by a small, removable plastic clip - easily broken or lost.

Surely, for a few pence more, Casio could have provided a slide or hinged device.
2. I really miss the displayed memory number of the $201 / 2$ This was extremely useful for codifying input/output

Obviously the program ming method of the $501 / 2$ cannot allow memory num bers to be displayed, but a plea to designers of future programmables - how about a 2 or 3 digit positive integer memory, accessible as a normal memory and displayed simultaneously with the X-register? This would double the calculator's potential.
Dave Barrow, Pontefract. I accept your criticisms; my reaction was rather emotional since I love music. I doubt the value of the 501/2 as a metronome, however, since the calculator lacks direct sound output . . . every thing must be taped and replayed, which is hopelessly cumbersome

As to the displayed memory location, I feel that the 10 user definable keys more than make up for the lack of it-Dick Pountain.

## Easy convert

I had a great time at your show! While I was there several people asked how to convert 50 Hz to 60 Hz for use with American/Canadian video stuff without having to 'butcher' a board; well, here's the answer (see below) Les Solomon, Technical Director, Popular Electronics, New York.


## Winning strategy?

Re. the advert by F.T. Chambers on page 83 of October $P C W$. Mr Chambers claims to have a winning strategy - "I certainly have not been beaten by man, woman, child or machine in the last few hundred games I have played" So I sent him £2.50 for this 'winning strategy' and the first paragraph of his replay reads "I have just received a copy of Petsoft's 'Super Othello' and, testing it against my strategy, I won 21 games out of 25 ... I am satisfied that the games I lost were due to specific errors on my part".

I can beat most children and machines at chess - does anyone want to buy my winning strategy? I will admit that a few chess experts have beaten me but I made 'specific errors'. Even worse is Mr Chambers' apparent delusion that the 'winning strategy' applies to either side, ie if both sides play it then both sides will win. The final straw is that the strategy is well-
known to the four or five people I know who have written Othello programs it's a good 'rule of thumb' but you have to 'look ahead' to avoid traps and it's these tactical situations which decide who is going to win. Alex G. Bell,
Sheffield University

## Homebrew for grown-ups

I have just returned from the Show and must congratulate you - it was the best I have been to this year. While I was there I overheard various comments which made me feel that the system I am now constructing may well be of interest to others, especially those that require a powerful, expandable system, which is not overpriced, but is readily interfaced to any peripheral. Some of the applications I have in mind are: high speed circuit design and analysis, real time check logging for amateur radio contests, amateur radio teletype, to name
but a few, plus all the usual household functions. The spec' is as follows:
Demon 80A Mk1. Developed by I. Caplan and M. Buckland. CPU Z80A 4MHz; Memory 16K Dynamic RAM, expandable to $48 \mathrm{~K}, 4 \mathrm{~K}$ Monitor/ Editor/Assembler 8K BASIC (optional), Inputs Standard ASCII Keyboard - interrupt driven plus up to 254 other ports; Outputs $256 \times 256$ B/W graphics display expandable to 8 or 16 colour graphics plus 256 ports; Mass Storage: Initially cassette, but floppies when cash callows; Power Supply: 240 V AC with PSU 1.12V DC for field use with PSU 2; Other Features: Real time clock, non-destructive 'Reset' and 'Break', full Z80 interrupt mode capability, full DMA capability, Nascom compatible monitor routines.

Although it is not intended as a beginner's system and the method of construction would be left entirely up to the builder, the basic circuitry can be simplified or expanded as required. My machine is built into a standard 3U 19", rack which contains the PSU
$( \pm 5 \mathrm{~V}, \pm 12 \mathrm{~V})$ and 9 card slots on a fully thru' hole plated backplane (very pretty but expensive). The backplane could be wirewrapped (not so pretty, but a lot cheaper) as it uses standard 43 way $0.1^{\prime \prime}$ double-sided edge connectors. Anybody interested may write to me and I will do my best to answer all letters. If sufficient interest is shown maybe $P C W$ will print a few articles on this system. P.S: Anyone interested in a version of M5 for the RCA 1802?
Readers: Write direct to $I$. Caplan, 4 Minchenden Crescent, Southgate, London N14 $7 E L$. $-E d$.

## Fax Flack

Congratulations on what generally is a much improved magazine. But, please, if you are going to publish op codes (Fax) could you check what you are doing more carefully - so far I've counted 3 basic errors in the Z80 chart.
D.E.Rogers, Radlett, Herts. No excuses, but all is revealed in Blunders -Ed.

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The microcomputer business is, in the main, conducted ethically and conscientiously. Unfortunately, in common with most human enterprises, there are less savoury elements which are like to give the whole business a bad name.

In order to give the consumer a measure of protection, a Computer Retailers Association has been set up. Everyone joining pays $£ 300$ and agrees to abide by a strict code of conduct. A consumer who finds a member supplier in breach of this code can then inform the secretary of the CRA who will take up the complaint on the customer's behalf. If this fails, an independent arbitration panel will assess the situation. The consumer has the right to ensure that the panel is independent.

At present, anyone involved in the retail side of the microcomputer business is eligible to join the CRA. It is impossible at this stage to investigate the suitability of each applicant in great detail and therefore anyone prepared to be measured against the code of conduct may join. This means that membership of the association is by no means a cast-iron guarantee of satisfaction and, by the same token, neither is nonmembership necessarily a passport to disappointment. As with all associations, maturity can only come with time.

Members of the association can benefit in a number of ways - they will receive a certain amount of publicity; consumers are more likely to put their faith in someone who is so clearly committed to such a code of conduct; they would be able to call on fellow association members for advice; and, if a customer's requirement is beyond their scope, they could be referred to a member more able to satisfy that customer's needs, knowing that the customer will get a fair deal.

Finally, let's remind ourselves of the reason for the association's existence give the consumer the protection he so badly needs in this
business. $P C W$ supports the aims and code of conduct of the CRA. Advertisements in PCW containing the CRA logo will be those of paid-up members of the CRA. Any members wishing to comment, be they suppliers, customers or just plain interested please write, see the editorial on the Contents page for details.

## Extract from the CRA handbook

The CRA is a Trade Association that promotes professional standards in the sale of computing equipment, allied products and services.

Membership is open to companies with a significant interest in computer retailing and who are committed to the spirit of the CRA.

All members are obliged to comply with the CRA code of practice which aims to ensure that members shall conduct their business ethically and professionally.

## Code of practice

1. Members will not misrepresent their experience or capabilities, and will carry out any work undertaken to the very best of their abilities.
2. Members will not deliberately advertise goods for sale which are not currently available and will avoid excessive claims as to the capabilities of the products offered. Terms that are likely to be misunderstood by the customer or that are not capable of exact definition should be avoided.
3. Whenever goods or services are offered for sale, a clear indication of the true retail price must be included, and every effort should be made to meet the date for delivery given.
4. Members will not knowingly trade upon the innocence of potential customers. 5. Order/sales acknowledgements should be used that help both parties by spelling out the terms and conditions on which business is being done. Such terms should be fair and reasonable and set out clearly, together with a statement of the circumstances under which they may be cancelled.
5. Mail order goods should be acknowledged within seven seven days. Where money is
received with the order, if the goods cannot be delivered within 30 days the customer should have the right to cancel and to have complete reimbursement of that money.
6. Members will divulge to a prospective customer any vested interests they may have when recommending an alternative or additional service. 8. If any work is to be undertaken for a customer, then clear and precise terms must be agreed, in writing, before work commences.
7. Members will not offer any specialist services to a customer, where no 'in-house' skills are available, and where the work is to be subcontracted unless the customer is made fully aware of the intent to subcontract.
8. Members will take full responsibility for any work carried out by any subcontractors on their behalf.
9. Products commissioned and paid for by a client will not be offered to other clients without the full knowledge and consent of the original client.
10. Members will not disclose confidential information that they might gain of a client's business without permission and will not use a client's name as a reference without prior permission.
11. Products offered by members to clients will be subject to a 12 -month warranty unless a specific statement to the contrary is included in the contract. This warranty must not adversely affect the customer's remedies against the seller under the Sale of Good Act.
12. The warranty will not cover any defects caused by


Colin Stanley of
H.B. Computers
misuse and/or maltreatment of the equipment by the customer and will be based on a reasonable use.
15. Members will take all reasonable steps to ensure that services undertaken for a client reach an agreed conclusion.
16. Memberc $\cdots:!1$ agree to submit Gopputes with clients to arbitration by a panel appointed by the executive committee of the CRA being acceptable to the client. The subject member should abide by the decision of the arbitration panel who will report its findings to each of the parties in writing.
17. The CRA code of practice should be displayed prominently in the trading premises of a CRA member. A copy should be available to the customer on request.

The Executive Committee comprises: Dr. Tim Keen, Keen Computers Ltd; Colin Stanley, HB Computers Ltd; Tim Moore, Newbear.


Tim Moore of Newbear Computing Store


Tim Keen of
Keen Computers

## LUXOR ABC 80

If you were to hear of a personal computer manufactured by a television and hi-fi company that sells through its own retail outlets and which consists of a monitor, a separate cassette deck and a single board computer boxed under its keyboard, the chances are the Tandy TRS-80 would spring to mind. If you were Swedish, however, you'd probably think of the ABC-80, a personal computer with the quality of finish, attention to detail and price that we 've come to expect from Swedish products. Luxor, the northern European electrical chain which sells the ABC-80, is also the manufacturer, while the designer is Swedish firm Dataindustruir AB; that company
has also evolved a modular development system called the Databoard 4680 which it manufactures.
The ABC-80 and the Databoard 4680 are mutually compatible and, therefore, even though Luxor only manufactures a small system, there is a large range of products available to hang onto it. The review machine was an ABC-80 microcomputer with a Databoard 4680 floppy disc unit, plus Datadisc 80 dual drive.

## BY SUE EISENBACH



The ABC 80 is based on a single board computer. It contains a Z80A CPU, BASIC in 16 K of ROM, 16 K user RAM' (dynamic), 1K Video RAM, a real time clock, a USART and a PIO. This board is within the keyboard case. On the back of the case there is room to connect a cable to a Databoard 4680 bus, an RS232 port, a reset button, and cables to both the cassette and monitor. The keyboard box is well ventilated and solid.

The keyboard was designed with
great attention to detail. There are fiftyfive keys which are nicely shaped and have a solid feel. Upper and lower case letters, numbers and 32 other characters can be accessed from the keyboard. Both $£$ and $\$$ are provided as well as $1 / 4$, $1 / 2,3 / 4$, the division symbol and the more standard characters. There is an upper case shift lock key (with a light) that only turns the alphabetic keys into upper case. So when you switch into upper case you don't have to remember to unshift in order to type line numbers
and commas. There are two cursor control keys (left and right) for screen editing. Unfortunately there are no cursor control keys for up and down (however, in BASIC there is an edit facility that compensates for this lack). Any character can be repeated by holding the relevant key down. When listing a BASIC program only one screenful is listed. To see more pressing any character and keeping it down brings up one line at a time.

The character generator chip is Texas

Instruments' Viewdata chip and is therefore compatible with Prestel, Ceefax and Viewdata. The 12 " screen can hold 24 lines of 40 characters or can be divided into 72 by 80 pixels. Next to the screen there is a loudspeaker which is connected to a sound generator. When a line is typed in incorrectly a 'peep' is output. There is a real time clock that can be set and interrogated from the terminal.

The cassette is a digital unit with the surprisingly slow transfer rate of 700 baud. It has a tape counter with a RESET button so that the tape can be set near the program or data required. The cassette runs for about five seconds before any storage is completed. If the ABC 80 does not find any information within ten seconds it stops the tape and displays an error message stating that the program or data isn't on the tape. So if there is a fifteen second gap in the tape, searching will stop at that gap with a (possibly false) error message. Fortunately when transferring data with the loudspeaker's volume up you can hear programs and data being loaded or stored. If there is silence the tape can manually be moved forward and the search continued. Normally turning the cassette on or off is under program control.

The minifloppy system DataDisc 80 was also provided; it had two BASF 80 K Byte discs. DataDisc 80 contains a floppy disc controller with two (yes, two!) Z80s. There is an EPROM-board which contains the 4 K DDS and some free sockets (suitable for the IEEE-488 interface PROM and a fast printer PROM). The DataDise 80 unit has space for two memory cards (static) - those were present in the review machine and three I/O cards. All cards are of Eurocard specifications and attach to a Databoard 4680 bus. The box, a standard 19 " rack, is quite substantial and contains a power supply and filtered fan.

## BASIC

ABC 80 BASIC occupies the lowest 16 K of memory and is reasonably sophisticated. Not written by Micro-

soft it does not have exactly the same features commonly available. If a user finds it inadequate it can be expanded to 24 K Databoard 4680 BASIC. The benchmarks show that it is quite fast. I could not run any tests on the discs through having insufficient free disc space (CCS didn't have any spare discs). The speed of the BASIC is in part due to each statement being translated during program input. If an instruction is not understood an error message appears as soon as the return key is pressed. The message is either an error number which can be easily decoded by looking at a chart attached to the keyboard, or when there is a disc in drive 0 , a message rather than a number appears. I found the messages more helpful than the Microsoft variety.

The special features of ABC 80 BASIC include a graphics mode and audio programming. From the keyboard one cannot access the graphics. However the ABC 80 can be put into graphics mode with each screen character position being interpreted as 6 graphic points. Points on the screen can be

## Technical Data

## CPU

Memory
Keyboard
Screen
Cassette
Disc Drives
Printer
Bus
Ports
System Software
Language

Z80A 3.5 MHz
2 K Monitor in ROM, 1 K Video RAM, 16K BASIC in ROM, 16-40K user RAM 55 keys
12 ", 24 lines of 40 characters, Viewdata format
Digital with tape counter, 700 baud
Twin 5" discs, single density n/a
edge connector to ${ }^{\circ}$ Databoard 4680 bus expansion unit RS232 serial port, V24 jack
4 K DOS in ROM
16K BASIC
turned on with SETDOT R, C, turned off with CLRDOT R, C and tested with DOT(R, C).

There is a sound generator that can be accessed as an output port. There are 128 different possible sounds that can be output. The section of the manual describing the sounds was confusing, but it was easy to write a program to play them all. There are a variety of pure pitch sounds, a siren, a bird chirping, as well as a range of noises that reminded me of electrical interference.

The full power of the language can be seen from the list of BASIC reserved words. The features of particular interest include:

1 LIST will list from or to a given line. 2 ED uses the cursor keys.
3 DEF FN can take several parameters. 4 INPUTLINE will read a whole line including CR/LF.
5 CHAIN allows you to divide programs. Unfortunately there is no COMMON so variables have to be POKED.
6 MERGE allows the user to read two programs into memory.
7 PREPARE U\$ AS FILE N opens a file for writing.
8 INSTR (X\%, A\$, B\$) searches for B\$ in $\mathrm{A} \$$ and gives $\mathrm{X} \%$ its starting position. $9+$ concatenates strings e.g. $\mathrm{A} \$=\mathrm{B} \$+$ C $\$$ + "?".
10 ASCII arithmetic works on strings interpreted as numbers.
11 CALL links machine code routines into BASIC programs.
12 IMP is implication. That is X IMP Y is false only when X is true and Y is false.
13 There are both integers and reals.

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IEEE-488 interface @ $£ 550$
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14 Variable names are at most two characters.
15 A real time clock is accessible in BASIC.
16 Sequential access files are implemented on both cassette and floppy discs and random access (rather obtusely implemented) files on disc.

## System software

The ABC 80 uses three operating systems: Cassette BASIC; Disc BASIC; and DOS.To enter cassette BASIC one presses RESET once: to enter Disc BASIC, RESET is pressed twice: to enter DOS it's necessary to enter DISC basic and then to type BYE. A useful feature of the disc systems is that they refer to both discs when loading and saving files.

The two BASIC systems (dise and cassette) are very similar, most commands being common. For example, LOAD, SAVE, and KILL are identical, except that on the Disc BASIC, if they refer to cassette operation, they are suffixed with CAS. The Disc BASIC system has a directory facility whereas the cassette system does not, not even a screen listing of files and programs encountered while searching is in progress. Error messages appear as numbers on the cassette system and as full messages on the disc system. Both BASICs were quite good.

Moving on to the DOS system, it again is straightforward and simple to use. In addition, it includes the following facilities:
SPACE gives the amount of free space on discs.
MAP gives a memory map.
DOSGEN used to generate a new version of DOS and to format discs.
COPY used to copy files and to remove them if necessary.
COPYLIB copies all or part of disc.
A number of utilities that I would have liked to use were missing, although apparently more advanced facilities are available when different disc drives are attached.

## Business and industrialpotential

For a user who wants to purchase a packaged system the ABC 80 is not the answer because, unfortunately there are no business packages yet written specifically for this machine. As the BASIC is slightly different from other personal computer BASICs, packages written for another machine will need alteration to run on the ABC 80.

The ABC 80 does however have potential as a word processing system. There are two packages available, one of which is Runoff, a good text formatting program (available on DEC machines and very similar to Texwriter). The

sturdy keyboard, uncluttered by any 'funny' graphics characters is more likely to suit a typist than several of the other lower priced word processing systems. On the back of the keyboard there is a socket suitable for a golfball or daisywheel typewriter.

The large selection of boards, built by Dataindustriur AB , that can be attached to an ABC 80 make it most suitable for process control. The IEEE 488 interface (which is accessible from BASIC) can be purchased either as a chip to plug into the disc controller card or a card to slot into the expansion box. The PET therefore has lost its unique position as the only personal computer with this interface. The facility for sound enables a programmer to use sound to signal completion of a task, error conditions, etc.

The ABC 80 is suitable for use as a Prestel terminal provided that you have a Post Office approved modem with which to connect it. There is a modem board for the ABC 80 but the Post Office cannot consider licensing this system until they receive an application.

## Educational potential

Personal computers are applicable for several different educational contexts. They are used for teaching program-
ming, computer science theory and in laboratories. For all of these applications a level of robustness and portability is required. The ABC 80 seems robust and well made, though it does have a reset button on the back of the keyboard box which is probably undesirable for teaching in school. As far as being portable the ABC 80 is quite light but, like the TRS 80, it is in several sections and would need a trolley if it's going to be moved around regularly.

The ABC 80 is a very nice machine for teaching BASIC. The 16 K BASIC, being ROM based, is very easy to use. It is more powerful than any other BASIC in ROM that I've seen. It has line by line syntax checking which is helpful for novice programmers. To teach languages other than BASIC, a substantial investment in hardware and expensive software is required. A disc subsystem must be purchased to run all other languages including the Z80 assembler. In addition, before being able to run Fortran or Pascal the BASIC ROM must be replaced with RAM.

A book is provided that covers an introduction to computers from circuit level to BASIC programming based on the ABC 80 . The machine, in conjunction with the book, should provide an edifying entry into computer science. For use in the laboratory, the ABC 80 can be purchased with a wide variety of controller and interfacing equipment.

## Homes and games

The straightforward graphics, sound and ability to program the cursor all make the ABC 80 a good machine for recreational computing. The review machine came with a variety of games (most still with Swedish messages). They included chess, Othello, maze games and arcade paddle ball games. The cursor control keys were used as joysticks. Both the graphics and sound are used to good effect. The arcade type games were challenging but neither chess nor Othello were as well designed. Chess accepted illegal moves while Othello did not fend its sides or corners.

## Documentation

I was provided with three types of documentation: English manuals for most of the Databoard 4680 modular development system, preliminary English manuals for the ABC 80 and Swedish documentation. The Databoard manuals seem quite reasonable, clearly written with comprehensive tables of contents. Not having the system described, I cannot say how helpful they actually are. The data sheets on all the Databoard 4680 boards looked sufficiently comprehensive to aid in the selection of new boards.

There were two preliminary documents for the ABC 80 . The first, a


## SUBSCRIPTIONS

Less than 2 years ago PCW became the first magazine in Europe to deal exclusively with the home and business use of Personal Computers. It has been an unqualified success. The current subscription list stands at well over 3,000 , with a staggering $70 \%$ renewal rate! PCW reader loyalty is already a byword in the publishing business. We aim to keep it that way. So if you are having difficulty in obtaining PCW at your newsagent, why not take out a subscription and have the magazine mailed to you direct?

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manual for the ABC 80 , was translated into reasonably good English (not quite perfect but understandable). This manual was divided into two parts. The first section was a straightforward, informative general description and instructions for using the ABC 80. The second section described ABC 80 BASIC. It did not go into enough detail but referred the reader to a book called $A B C 80$ BASIC. As this book is unlikely to be published in English, the User Manual should be expanded.

The second preliminary document supplied was a first translation of the book Mikrodations $A B C$ by Gunnar Markesjo called The ABC of Microcomputers. This book is an introduction to computers from logic circuit level to programming with all examples based on the ABC 80. The book was most thorough and would make a straightforward introduction to computers. Unfortunately the book was not translated by a technical writer, so jargon when it was translated at all, was badly translated. For instance 'capsule' is used when unit, chip, subroutine or module is required. I was told that this version would not be published but I hope a reasonable version is published soon as I thought the book would prove most informative to the new computer user.

The Swedish ABC 80 books were provided to indicate to me the quality of the final versions of these books. They were softcover with nice size print and plenty of pictures and diagrams. The books were paginated and had detailed tables of contents.

## Expandability

Besides the monitor and cassette there are sockets for a printer and a connector to the Databoard 4680 bus, so that with the exception of a printer, all expansion must be through the Databoard 4680 development system. If a disc system is needed, there is the Datadise 80 Dual Disc Unit which has slots in its backplane for five boards, in addition to the disc controller board. There are spare sockets on this DOS card for an IEEE 488 interface PROM as well as for a high speed print PROM. If a larger disc system is needed, there is an 8 " floppy disc system.

If a user wants to expand an ABC 80 system without adding a disc subsystem, there are several expansion boxes that hold from 6 to 20 cards. An IEEE 488 card is available for users with an expansion box. The other cards that can be slotted into a Databoard 4680 include a variety of RAM and EPROM cards (including a colour video RAM card). There are a large number of I/O cards including ones for parallel I/O, relay outputs, opto-inputs, transistor outputs, UART, USART, floppy interface card reader interface, relays and numerous A/D. and D/A convertors. For develop-
ment there is a control panel, PROM programming board, extension board and prototype boards.

The software announced is for the DataDisc 80 system, and includes a Real Time Operating System, an editor, a text formatter, a Z80 assembler, FORTRAN, Extended ( 24 K ) BASIC and PASCAL. The PASCAL and the FORTRAN will not be available until April.

## Conclusion

The ABC 80 is a recent entry to the 'under $£ 1,000$ for a complete system' class of personal computers. As such it is in competition with PET, APPLE, TANDY, SHARP and SORCERER. When choosing a machine in this class the price, packaging, software and expandibility are all important considerations.

At $£ 790$ for the basic system the ABC 80 is near the top of the market in starting price. This is because the minimal system is larger than those of its competitors including a 16 K BASIC, 16K RAM and a monitor. Turning to the packaging, the ABC 80 is a robust system, even though it isn't a single unit. The 16 K BASIC is both fast and powerful but at present there is no other system software available for a cassette based system; neither is there a library of packages on tape written for an English market, that can be loaded and run. Since the ABC 80 can be

| FIRST IMPRESSIONS |  |
| :--- | ---: |
| Looks | $* * *$ |
| Setting Up | $* * *$ |
| Ease of Use |  |
| HIGH LEVEL LANGUAGES |  |
| BASIC | $* * * *$ |
| COBOL | $\mathrm{n} / \mathrm{a}$ |
| FORTRAN | $\mathrm{n} / \mathrm{a}$ |
| PASCAL | $\mathrm{n} / \mathrm{a}$ |
| SYSTEM SOFTWARE | $* * *$ |


| PACKAGES |  |
| :--- | ---: |
| Business | $\mathrm{n} / \mathrm{a}$ |
| Education | $* * * *$ |
| Home |  |

## PERFORMANCE

Processor $* * * *$

| Cassette | $* * *$ |
| :--- | ---: |
| Disc | $* *$ |

Disc
Bus
**
COMPATIBILITY

| Hardware | $* * *$ |
| :--- | ---: |
| Software | $* *$ |


| DOCUMENTATION | $* * *$ |
| :--- | :---: |
| VALUE FOR MONEY | $* * *$ |


| $* * * * *$ | excellent |
| :--- | :--- |
| $* * * *$ | very good |
| $* * *$ | good |
| $* *$ | fair |
| $*$ | poor |

plugged into a Databoard 4680 bus there are a wide variety of boards and two types of disc units that can be attached in a straightforward manner. Unfortunately the user is locked into one supplier as the Databoard 4680 bus isn't an S100 bus. This fault is shared with most of its competitors.

## Prices

Included in the price list, as well as the ABC 80 system, is a variety of Databoard 4680 components likely to be of interest to an ABC 80 owner. All prices are exclusive of VAT. As much of the system has never been sold in the U.K. prices are not firm.

ABC 80 Microcomputer £ 790
$\begin{array}{lr}\text { Datadisc } 80 \text { Dual Disc Unit } & 1190 \\ \text { Expansion Box } & 295\end{array}$
Expansion Box
8908 PROM Programmer
280
9701 Hi -Speed Printer PROM
9702 IEEE 488 interface PROM
Z80 Assembler
8K Static RAM
3061 8/16/32K EPROM board 4025 IEEE 488 interface board 40848 bit D/A 4 channels
4087UART board
5001 Prototype board
5070 Prototype board with I/O 91
5023 Bus Expansion board 107
7900 Dual 8" floppy disc 2764
8021 Control panel 777
9400 Fortran
1053
9500 Extended BASIC
9600 Pascal 448

| Benchmarks |  |
| :--- | ---: |
| BM1 | 1.1 |
| BM2 | 2.3 |
| BM3 | 11.1 |
| BM4 | 12.1 |
| BM5 | 12.6 |
| BM6 | 17.7 |
| BM7 | 23.9 |
| BM8 | 13.6 |

Memory Map
FFFF
16K User RAM
(on CPU board)
C000

16K User RAM

8000
7800
7400
7000
6000
4000

| ROM for fast printer |
| :--- |
| ROM or RAM |
| ROM IEEE 488 interface |
| ROM DOS |
| Free ROM space |
| ROM BASIC interpreter |

Minimum configuration $0-4000$ \& C000-FFFF

# TRANJAMA 

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PC8 ONLY E15
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$£ 97$
EPROMS (BLANK) £9
COMPLETE KIT

## COMPONENTS 74LSXX

| SN/4LSOUN | 18 | SN74LS54N |  | SN/4LSI36N |  | SN/41S195an |  | SN/4LS325N |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| SN74LS01N | 18 | SN74LS55N | 2) | SN74LS 139 | 75 | SNT4 S196N | 20 | SN74 LS326N |  |
| SN74LS02N | ${ }_{18}$ | SN74[S63N | 50 | SN74LS145N | 120 | SNTLST197N | ${ }_{25}^{20}$ | SN74.S322N | 55 <br> 35 |
| 込 | 18 | SN/ | 40 | SN7+LS151N | 85 | SN74LS240N | 220 |  | 50 |
| SN74L504N | 20 |  | $\begin{aligned} & 40 \\ & 46 \end{aligned}$ | SN74LS153N | 60 | SN74LS241N | 90 |  | 65 |
| SN74LS | 26 |  | $\begin{aligned} & 46 \\ & 35 \end{aligned}$ | SN74LS15/N | 60 |  | 90 |  | 65 |
| SN74 | 20 |  | 35 35 | SN/4is | 60 |  | 5 |  | 55 |
| SN744 | 22 |  | 35 | SN/4.S | 25 | 5N425 | 95 | SN/4L5367N | 65 |
| SN74LSTON | 18 | SN/4LS83aN | 115 | SN74LST56N | 25 | 5N/4 | 10 | SN/4 | 65 |
| SN74LS11N | 26 | SN74LS85N | 110 | SN74LS157N | 60 | SN74LS245N |  | SN74 |  |
| SN74LS12N |  | SN74LS86N | 10 | SN74LS158N | 99 | 4LS247N | 25 | SN74LS | 70 |
| SN74LS13N |  | SN741 S90N | 65 | SN74LS16 | 15 | SN74LS248N | 95 | SN741S |  |
| SN74LS |  | SN74LS9 | 99 | SN74LS | 15 | SN74LS | 30 | SN74S | 75 |
| SN741 |  | SN74LS9 | 90 | SN74LS | 15 | SN74 | 45 | SN74 | 32 |
| SN74LS20N | 20 | SN74LS938N | 65 | SN74LS163N | 90 | SN74LS253N | 25 | SN74 | 40 |
| SN74LS21N | 26 | SN74LS95AN | 20 | SN741S164N | 50 | SN74LS257N |  | SN74LS38 | 65 |
| SN74LS22N | 26 | SN74LS96N | 75 | SN/4LSI6SN | 70 | SN74LS258N | 95 | SN/4LS386N | 57 |
| SN74L | 29 | SN74LSTIOTN | 39 | SN74LS |  | SN74LS259N | 45 | SN74LS390N | 98 |
| SN74 |  | SN74L | 39 | SN74LS168N | 95 | 4LS | 39 | SN74LS393N |  |
| SN74 | 35 | SN7 | 39 | SN74LS169N | 95 | SN74LS26 | 50 | SN74LS | 80 |
| SN744S30N | 25 | SN74LS13N | 44 | SN74LS170N | 220 | SN7415273N | 185 | SN74.5396N | 275 |
| SN74.532N |  | SN74 LST122N | 79 | SN74LS174N | 115 | SN4LS2279N | - |  |  |
| SN74LS37N | 29 | SN74LS123N | 90 | SN74LS175N | 105 | SN74LL280N | 175 | SN74LS424N | 50 |
| SN74LS38N | 29 | SN74LST24N | 50 | SN74LS18 |  | SN74LS28 | 80 | SN4LS445N | 25 |
| SN7 |  |  | 65 | SN74LS 190N | 75 | SN74L | 80 | SN74 | 25 |
| SN74LS42N | 79 | SN74LS126N | 65 | SN74 | 75 | SN74LS29 | 80 | SN74 |  |
| SN744 S47N | 95 | SN74LS132N | 75 | SN74LS192N | 45 | SN/44 S295AN | 20 |  | ${ }_{95}^{95}$ |
| SNALSS4N | 109 | SN74LSTS | 40 | SN7LSLS |  | SN7415324N |  | ${ }_{\text {SNT4 }}$ SS670N |  |

## TRITON DOCUMENTATION

availabie separately as follows, prices include $p$ \& $p$

| Triton manual - detailed circuit description and constructional |  |
| :--- | :--- |
| details + user documentation on level 4.1 monitor \& basic | $£ 5.70$ |
| L4.1 listing - listing of 1 K monitor \& 2 K tiny basic | $£ 4.20$ |
| L5.1 user documentation on level 5.1 firmware | $£ 1.20$ |
| L5.1 listing - listing of 1.5 K monitor \& 25 K basic | $£ 5.20$ |
| L6.1 user documentation on 7 K basic interpreter | $£ 1.80$ |
| Motherboard, 8 K RAM \& 8K EPROM constructional details | $£ 5.00$ |
| User group newsletter subscription $£ 4$ per annum |  |
| Triton software - Send SAE for list of programs availabie for Triton. |  |



## HOME COMPUTING CATALOGUE

If you're in town, visit our showroom in
Chapel Street, next to Edgware Road tube station. We have Tritons on display plus a comprehensive range of components and accessories, specifically for personal cornputer users. Books, mags, tapes, data, cables plus much more. Showroom open 6 days a week. (Half day Thurs from 1.30 pm )


Young Computer World is the place where, each month, John Coll highlights the thoughts, ideas and contributions of PCW's younger readers.

Firstly, a Star Wars game, written by Simon Ainsworth of Croft near Warrington. There are two sections; the main program and a set of instructions. As usual the dialect of BASIC has its oddities; among them being the use of the suffix $\%$ to indicate a decimal real constant. 'If in doubt just leave it out' should work on most microcomputers. (See page 93 for the program listing.)
A couple of months ago I asked for suggestions of problems that need solving - for passing on to people looking for projects. Tom Boyd of Holmbury St. Mary has written in to request a device that will record data from a variety of sources in a machine readable format.

In outline he suggests the use of an ordinary audio cassette recorder to record the data for later playback to the computer. The input should be an analogue voltage, say up to 1 volt. The sampling rate need not be high - say two readings a minute - and the whole device should be easily portable and thus probably run off batteries. It would be convenient if the data were to be recorded in a standard format (such as the Kansas City tape standard) but I can see problems there when starting and stopping the tape. I suppose that one could store up 20 or 30 readings in memory and then dump them out as a single block once every 15 minutes or so. At the other end one needs a simple program to load the data into memory from the cassette. That shouldn't be too difficult.

The whole machine would take quite a time to develop but I would be glad to hear from anyone who would like to have a go at it. Perhaps we could pool ideas. One variation that Tom didn't mention is that a similar device could be used to record someone typing into a computer. This is only worth doing if the system saves input until a whole line has been typed in, before dumping it to cassette. It would enable pupils to prepare programs off-line onto a cassette which they could then run on a computer later. A good cheap system like that really would be useful.
The TRS-80 waveform generator is a straightforward design giving 6 outputs which can each be switched between 0 V and 6 V . My only worry is that it provides no isolation and if anyone were to connect mains up to the outputs (yes, people do that sort of thing!!) then you could easily blow up the whole computer. Still, they're so cheap these days! David Goodman, who supplied the idea, is in the Lower Sixth at Paddington College, London.

## Waveform interface

The following circuit allows the connection of an oscilloscope to the TRS-80 via its expansion ports on the edge card at the rear. Any waveform can be pro-
grammed into the machine and when it is 'run', a trace will be viewable on the screen of the scope.

The circuit utilises the special signal available at the rear of the machine called 'OUT'. This is used as a sync signal since it can be pre-programmed. The heart of the interface is the 'tristate hex buffer' which buffers the data signals. The chip also contains a dual input gate of which one input is tied to ground and the other is connected to the out signal. This allows the data to be turned on and off at the output of the buffer and thus the output of the analogue section can be controlled as well.

The remaining part of the circuit is the analogue interface between the output of the buffer and the scope. This is designed to allow the output voltage to be pre-programmed and the voltage is in relation to the logic states of the buffers. This consists of a 4 K 7 resistor, a transistor, a diode and another resistor acting as an attenuator. One of these sections is needed for each of the six data lines from the buffer. The outputs labeled ' Y ' are connected to the ' Y ' plates of an oscilloscope

One further point of application interest is that this circuit can be connected to a voltage controlled oscillator and a simple synthesiser can be made.


D1 $\cdot$ D6 $=$ IN4148
R1 $-\mathrm{R} 6=4 \mathrm{~K} 7$
TR1 - TR6 $=\mathrm{BC} 109 \mathrm{C}$
$\mathrm{IC1}=74 \mathrm{LS} 365$
R8-R13 = values up to
approx 15 K with linear steps

## The circuit

When the 74 LS 365 receives an out signal from the TRS-80 it goes low at pin one and data present on the data bus appears at the output of the buffers. The logic signal is fed to the transistors via current limiting resistors (4K7). As each transistor is turned a voltage is apparent at point ' Y ', after a diode, which is related to the value of the resistor chosen for the attenuator between the collector and the positive rail. If R8 to R13 step in linear increments then the final waveform will have better characteristics. The diodes are used because when all points ' Y ' are connected together it prevents feedback to the transistors of each channel.

The powercan be supplied by the TRS-80 expansion port but if a separate power supply is used then the ground rails of the supply and the TRS- 80 must be tied together. The supply must also be smoothed and regulated.

## Data

The edge card on the TRS-80 is double sided and there are twenty contacts each way, with a spacing of 1 mm A suitable program to turn on the transistors in turn is as follows:
10 PRINT"'WAVE FORM GENERATOR PROGRAM'
20 OUT 254,1
30 OUT 254, 2
40 OUT 254,4
50 OUT 254,8
60 OUT 254,16
70 OUT 254,32
80 GOTO 20
90 END

## The Program

This command puts the binary value of ' $Y$ ' into the binary value of address ' X '. The number ' X ' can be anywhere between 0 and 255 as the TRS-80 can access up to 256 ports. We are not interested in the address but only in the data value ' Y '. The desired waveform can be pre-programmed by working out binary equivalents of ' Y '. Using this theory, waveforms can be pre-programmed with good resolution.

Lastly, this month, is a short program for the TI-57 from Simon Walton (13) of Bournemouth. The idea of the game is to finish the series of numbers which are presented. When the display stops enter the number which you think is next in the series. If you are right the program presents another series, if wrong it pauses to display the correct answer. It looks fun
N 100
01
02
03
04
05
06 07
08 08
09

| Key | 21 | RST |
| :--- | :--- | :--- |
| 6 | STO 0 | 22 |
| LBL 9 |  |  |
| SBR 9 | 23 | RCL 2 |
| STO 1 | 24 | + |
| SBR 9 | 25 | + |
| LBL 4 | 26 | $=$ |
| + | 27 | Yx |
| RCL 1 | 28 | 8 |
| = | 29 | $=$ |
| PAUSE | 30 | INV INT |
| STO 3 | 31 | STO 2 |
| DSZ | 32 | X |
| GTO 4 | 33 | 1 |
| R/S | 34 | 4 |
| STO 7 | 35 | + |
| RCL 3 | 36 | 6 |
| + | 37 | $=$ |
| RCL 1 | 38 | INT |
| $=$ | 39 | INV SER |
| INV $x=\mathrm{t}$ |  |  |

INV $x=t$
20 PAUSE
Most of the suggestions for getting a function, such as $X=\operatorname{SIN}(Y)$, into a running basic program involve saving the function to another disc file and then CHAINING that file in. True that is the obvious way and it will work on most computers but since on many microcomputers one can not APPEND a line from a separate file, the whole program has therefore to be saved as a single chunk before being CHAINED back in. A pretty clumsy method. Perhaps before too long Microsoft will incorporate a feature to make that process easier.

I was glad to meet some of you at the PCW show and trust that I have sufficiently twisted a few arms to encourage the ideas to keep flowing in.

## All our tomorrows

H.G. Wells in 1905 looked forward towards a modern Utopia in which a universal registration and identification system would be an essential feature of social regulation. He dismissed fears of bureaucratic threats to human freedom as "mental habits acquired in an evil time". But that was before the real evils of the World Wars and the bloodlines of greater and lesser Hitlers turned such Utopias into the nightmares of Aldous Huxley's Brave New World and George Orwell's 1984. The imaginary futures pre-dated the computer but the poetic visions of their authors are likely to provide better insights into the shape of tomorrow's worlds than the megawords of prognostications with which the new decade is about to be launched.

In The Conquest of Will, Abbe Mowshowitz analyses in about three hundred close ly reasoned pages the practical nature and impact of information processing technology. Then he uses the last chapter to place a 'literrary perspective on the machine'. Here he summarises his fears through the words of science 'faction' author Christopher Hodder-Williams in his novel Fistful of Digits which concludes: "Eventually the mechanical interlock of technology must conquer all individual will. You might conceivably postpone it, but it could only be postponement; because for as long as man could not stand by himself and rely on himself. then eventually he would wind up handing over the mastery of his own wits.

Mowshowitz comments on this and other literature of the future: "Questioning the beneficence of scientific rationality and technological progress is almost as heretical as denigrating patriotism. Poets are held of little account in our society, so their licence is free for the asking. Operating without poetic licence, however, opens one to a variety of charges, ranging from lack of objectivity to muddled
mysticism",
Braving such charges, he continues, "The belief in the social necessity and inevitability of computer utilities, databanks, management information systems and sundry computer applications is not based on reason alone. It is the reflection of a political faith built into the scheme of modern history, with an internal logic akin to that portrayed in the Theatre of the Absurd. If the past is any guide to the future, we cannot afford to acquiece in moral bankruptcy. There are always other choices so long as the paralysis of will is not complete'

Mowshowitz followed up this theme of holding up a poetic mirror to see ourselves and the future in Inside Infor mation, an analysis of the role of computers in fiction that is an essential reference for anyone, like myself, fascinated by the interrelation between science fact and perceptive fantasy.

There are over thirty extracts from novels and short stories in Inside Information, grouped into sections such as 'Clockwork Society' and 'Broken Promises'. Each section begins with an introduction ranging far and wide for literary references as well as placing the extracts in context. There is also an extensive bibliography.

The Broken Promises section contains two particular gems in Moxon's Master, written in 1893 by Ambrose Bierce, and Ms Fnd in a Lbry a 1961 short story by Hal Draper. Bierce follows the potential of computer chess players to an emotionally horrifying conclusion while Draper humorously pokes cataclysmic fun at the obsession with creating ever larger data banks using ever smaller microelectronic media.

With remarkable insight for the pre-micro times in which the story was written, Draper creates the wonderful notion of punched molecules, chipped quantum and supermicros as the storage media for vast catalogues to catalogues of indexes to indexes to indexes etc, etc, which culminates in the ultimate information explosion.

Mowshowitz calls this section 'Broken Promises' because he believes that "modern technology has indeed conjured up a miracle (in the computer) but in the final analysis it is a great disappointment. . . The computer emerges as yet another god that is not likely to succeed'". He traces the rise of expectation of scientific
optimism, such as Francis Bacon's comment three centuries ago that science and technology held the promise of providing: "the knowledge of causes and secret motion of things; and the enlarging of the bounds of Human empire, to the effecting of all things possible"

A disillusionment in the achievements of science and technology has been expressed by many 'poets with licences' from Mary Shelley in Frankenstein to Solzhenitsyn in his play, 'Candle in the Wind', which draws a sharp contrast between the humanitarian pretensions of scientific progress and the amoral actions of the scientist.

The magazine Omni (which comes out of the Penthouse stable) strives every month to blend fact and fiction to monitor new developments and future trends. Generally I find Omni as superficially pretentious as the editorials by its Editor Bob Guccione. In the first anniversary issue last October he reached pinnacles of macho absurdity with phrases like ". . . the Carter administration and/or the delicate sensibilities of Wall Street not withstanding, man will reach into the future with the same implacable determination with which his seed rose from the primeval slime."

Although each issue of Omni is likely to contain at least an article or story of interest, to me it lacks any real excitement and vision of the kind which enthused scifi magazines like Astounding Science Fiction and others of that ilk, while the factual articles (at least in the realm of computer technology ) follow pretty predictable lines.

Life, of course, isn't all rising seeds and primeval slime and nor is it (yet, at least) totally under the control oî Big Brother and the punched molecule. Take My Computer. . . PLEASE! by Steven Ciarcia is an example of an entertaining new trend towards what could be called computer soap operas. Using his own experiences with a personal computer, Ciarcia weaves some whimsical stories in the style of James Thurber with tales about the day the computer alarm did not ring and the feverish and misguided attempts to use a computer to win a fortune on the stock market. Ciarcia's world is very American, from the strange gambling game JaiAlai to the huge hospital bills. Nevertheless, as a por-
tent of personal times to come, it is a pleasant read.

Now, all that's needed for facing the future is The Hitch-Hiker's Guide to the Galaxy by Douglas Adams. Marvin is one of the wild and wonderful cast of characters in this BBC radio hit, turned novel (soon to be TVised and, no doubt, cultified). Marvin is also my third most favourite robot because he is so humanly neurotic, with more than a touch of Woody Allen (and Allen it was who created my two most favourite robots - the Jewish automated tailors in Sleeper). Marvin's philosphy is: 'Life loathe it or ignore it, you can't like it'. He has a brain 'the size of a planet' but spends much of his time shepherding bumbling humanoids and having his irony circuits irritated by doors. He has a cheerful and sunny disposition, expressing sighs of gratification each time someone or thing - walks through.

Aboard the Heart of Gold Starship, powered by the Improbability Drive, is Eddie the computer who sings during count down. Elsewhere, Deep Thought, the second most powerful computer ever built, grapples with The Big Question about the meaning of life; it takes a mere seven and a half million years to compute.

Adams' cybernetic inventions and his playing about with ideas like probability theory have a manic illogicality of their own; there is a similar dreamlike aura to that pervading The Cy beriad by Stanislaw Lem, reviewed previously. The whole book and the radio and TV series exist (and will exist) in a private time dimension where anything is possible.

The story zaps across time and space linked by Earthling Arthur Dent and Ford Prefect (from a small planet near Betelgeuse) who has with him the book for which he was doing research - The Hitch Hiker's Guide to the Galaxy - a speaking electronic book with the words DONT PANIC on the cover.

With its all-embracing funky information, the Guide sells far better than the boring Ency clopedia Glactica. The difference between the books can be guaged from the entries on robots.

According to the Encyclopedia, "a robot is a mechanical apparatus designed to do the work of a man", and it comments, "The marketing division of the Sirius Cybernetics Corporation defines a

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I am not against the monopoly supply of telecommunications services; on the contrary, I believe that (done properly) it is superior to the alternative of unregulated private-sector common-carriers fighting it out for the most lucrative market sectors.

What I am against is the abuse of what the Post Office Act describes as the monopoly privilege and the unnecessary extension of the monopoly into areas which can much better be fulfilled by responsible private companies under the generous supervision of the Post Office.

A good case in point is the supply of modems. The average PO modem is a good five years behind equivalent products from the private sector. That applies to functionality, quality and availability. I have never been able to see any good reason why the PO should supply modems; it neither makes a good job of it nor makes any money from it.

The PO have always had a policy of type approval for products which are to be connected to telephone lines (either directly or through some other approved product). This approval addresses two questions:
1 Is the equipment electrically safe and unlikely to damage telephone plant or engineers?
2 Does the equipment put any extraneous signalling on the line which might affect the efficient operation of the network?

A form of provisional approval could sometimes be obtained by using a 'barrier device' to protect the lines. Until recently this procedure applied only to business equipment and could take up to six months or more to complete and cost up to $£ 1000$ in PO fees. I say that it applied only to business equipment because noone had come up with home products which the PO would permit to be connected to telephone lines.

It was with some trepidation, therefore, that we started 'On the Line' at the beginning of 1979;
there was a distinct danger that the $P O$ would require all home built computers to be type approved. Just to make this quite clear, anyone using a non type approved system (such as Apple II) would be breaking PO regulations and the same would apply to homebuilt systems. In November 1978 I wrote to the Post Office to ask them if they would waive type approval requirements for microcomputers and terminals working through approved acoustic couplers. The use of couplers would avoid direct electrical connection with the telephone line. The PO refused to make such a waiver.

What follows is a resume of how we managed to persuade the PO to change their minds.

Please bear with me if I go through the history of this in strict chronological sequence; I do not want to give you the impression that the Post Office comes to such minor decisions hastily. I am quoting from the Post Office's letters to avoid any suggestions that I am mis-interpreting them. I will not, however, identify the individual concerned in the Post Office Service Department because the problem lies more with the structure of the Post Office and its traditional attitudes to the monopoly privilege and the attachment of non-Post Office equipment. So here goes; it all started before this column did, back in 1978.
5th October 1978
I wrote to the Post Office Service Department saying that many personal computer users were interested in data transmission on the Public Switched Telephone Network (PSTN) for the purpose of program exchange, gameplaying, file transfer and so on. The letter suggested that ". within some regulatory constraints and guidelines the Post Office should encourage such traffic. The large proportion of calls would be made during off-peak periods i.e. 'after six and at weekends'. Call duration would be relatively long compared with speech
calls. Clearly there is a means here whereby the Post Office can increase revenues from existing plant". It then went on to ask three questions.
"1 Assuming that operation is via an approved acoustic coupler will it be necessary to obtain typeapproval for the micro? If so, how would the approval procedure operate for, say, home-brew systems?
2 Would the use of some form of barrier kit be an acceptable alternative to full type-approval? In any case, are barrier devices relevant when using an acoustic coupler?
3 What other regulatory guidelines would the Post Office wish to specify for home users wishing to transmit on the PSTN?
I look forward to your reply."
9th October 1978
Received acknowledgment of my letter.
3rd January 1979
Wrote to Post Office:
"I wonder if you are yet in a position to give me the Post Office's views"
11th January 1979
Reply from the Post Office apologising for the delay and continuing:
" 1 Post Office policy regarding the connection of modems to the PSTN is that such requirements should normally be met by a modem supplied, installed and maintained by the Post Office. Exceptions are, however, made and, for example, privately supplied acoustically coupled modems are permitted in applications where there is need to move the modem from one point of application to another from time to time. In these circumstances it would, of course, be unusual for acoustically coupled modems to be used at both ends of the transmission link.
2 As regards the connection of private equipment (e.g. a personal computer system) to Post Office plant via an acoustically coupled modem, we are concerned with
two main considerations namely: (a) Electrical safety; the highest voltage occuring within or connected to the terminal must not exceed 250 V AC or equivalent DC. (b) The maximum power level of signals (intended or otherwise) connected to the Post Office line; this is of particular concern because recent experience has shown that interference can be significant especially if certain types of high frequency mains transformers are used in the terminal equipment. For this reason we have recently reviewed the policy and have decided that acoustic couplers will not be evaluated in isolation unless they have the ability to allow only those frequencies which are within the limits laid down. . . to be transmitted to the Post Office line regardless of the frequencies and levels fed electrically to the coupler from any attachment to it. (I am not aware of an acoustic coupler, however, which currently meets these requirements).
3 Therefore, unless the acoustic coupler to be used as a separate stand-alone modem with the personal computer systems conforms to the above specifications (para. $2 b$ ), it will be necessary for all the systems to undergo a technical evaluation in association with the acoustically coupled modem with which they will be used. (The use of a barrier unit as you suggest would not in fact prove a feasible solution as problems other than safety exist).

The Post Office evaluation of the computer systems, for which charges to cover the cost of Post Office resources used are raised, would be done on a general or one-off basis as follows:

## (a) Pre-built systems

(i) With integral acoustically coupled modem. Suppliers of these systems would need to apply for a type-evaluation of their equipment. If this proved satisfactory a PO/Supplier Agreement for their supply could be drawn up and local Telephone Area Offices (Sales) would then be able to deal with applications for their use without further reference to Telecommunications Headquarters.
(ii) With separate stand-alone acoustically coupled modem. Suppliers of these systems would need to submit their computer system and the acoustic coupler with which it is to be used for type evaluation. If this proved satisfactory a PO/Supplier Agreement for the supply of both the computer system and the acoustically coupled modem could be
drawn up as in a (i). If the modem is not to be supplied by the same supplier as the computer system, it will be necessary for PO / Supplier Agreements to be taken out with all companies concerned. (b) Kit and Home-Brew Systems Individual constructors of these systems would need to submit their equipment and the acoustically coupled modem (either separate or integral) with which it was to be used to THQ Sarvice Department for a one-off evaluation of their individual installation.
4 When a PO subscriber wishes to use an acoustically coupled modem (with or without an integral input/output device) in connection with his telephone installation, he must first obtain the written consent of his local Telephone Area (Sales) Office. The conditions under which telephone service is supplied and private attachments may be used are as laid down in the Post Office Telecommunication Scheme 1979 (and amendments) a copy of which can be consulted at any local Telephone Area (Sales) Office.

I trust that the above information proves helpful to you".

Needless to say it didn't!

## 14th Feburary 1979

Letter to the Post Office.
"I was surprised and disappointed to read of your plan to impose on these products type approval procedures originally conceived for business equipment. I would like to return to this but first of all, perhaps I could respond to your letter point-by-point.
1 I agree that it is unusual for acoustic couplers to be used at both ends of a data transmission link. Clearly, such an arrangement would involve the use of a computer which could receive on Channel 1. We are aware of this requirement and are encouraging the development of a switchable acoustic coupler which can be used for both the origination and reception of calls on the public network.
2(a) Even as someone who is not an electrical engineer, I find it difficult to understand how an excessively high voltage in a terminal device can transfer itself across a connection insulated by plastic, air and foam rubber to a PO exchange line. But just to be sure, I checked on this with three highly-qualified electrical engineers who confirmed, that in their opinion, this was impossible. I have these opinions in writing if
you care to inspect them. In any case, paragraph 3.3 of Technical Guide No. 32 does require that 'It must not be possible for the metal framework of the equipment to come into contact with any metalic part of PO telephone installations'
(b) It took me a little time to determine what you meant by the statement that 'recent experience has shown that interference can be significant especially if certain types of high frequency mains transformers are used in the terminal equipment. . . ' I believe that you are referring to the high $\mathrm{kHz} /$ low MHz radiation caused by the types of power supply needed to operate the bubble memory systems employed in certain models of the Texas Instruments Silent 700. In view of the fact that this problem is not caused by acoustic couplers, it would seem to be unfair to require the problem to be solved in the coupler. Does the problem not also occur with directly-connected modems? Indeed, are the Post Office's own modems protected against such radio-frequency emanations?
3 Assuming that there is no real electrical danger and that the 'problem' with respect to acoustic couplers can be overcome, would it still be necessary for full type approval procedures to be followed? If it really were necessary, a number of specific issues concern me.
(a) Is it not possible that the PO Service Department will be 'swamped' by developers of kit and 'home brew' systems? At present the department is set up to handle the (relatively few) business applicants for type approval and the addition of a large number of personal users to this queue could cause unacceptable delays for all concerned. The extension of the lead time to some two years would not be unexpected (at least, not by me).
(b) Is the level of charges made going to be acceptable to developers of personal computer systems? When one considers that it is possible to build a kit system for less than $£ 200$ the possible PO charge of more than $£ 1,000$ would seem to be rather high. In addition to the fees levied by the PO , the user must add the cost of getting himself and his equipment to Tenter House to participate in the evaluation exercise.
(c) If the regulations and type approval procedures as presently
Continued on Page 81

## Long distance information

I've noticed that component prices in America are cheaper than over here. How easy is it to buy components from there?
If you have a credit card then the simple answer is "easy". First, look through the adverts in any American computing magazine (Byte is generally the best) and compare prices for those items that you want. Send the order on an airmail letter and print your order and address clearly. If you want the order quickly then ask them to air-freight it (which will cost you a bit more). If the shop accepts either VISA or BANK AMERICA then quote your Barclaycard number and expiry date - for MASTERCHARGE read Access. A few shops take other credit cards such as American Express. ON NO ACCOUNT SEND YOUR CARD. Ask them to mark the customs declaration 'Computer parts' and don't forget to keep a copy of your order and the date that it was sent.

Remember though the state of the IC market is permanently chaotic with items regularly becoming in short supply. Last month it was LS TTL, the month before, 4116 dynamics and 2708 s the month before that If the item is out of stock then most shops will 'back order' those items and send them out later on - some shops will charge you separately for any back-orders, others will charge you for them on the original invoice. If you don't want to 'backorder' then say so in the order. Similarly, prices may be up or down on those quoted in the advert - some LS devices have tripled in price due to the supply and demand situation. Delivery times vary even with airfreight - it took 2 months for some SMART 1 components to travel from California to here and yet only a fortnight for other similar orders.

When your order arrives in this country, duty will be levied at a rate of approximately $7 \%$. The actual amount that you pay will
depend on the 'declared value on the Customs Declaration that the shop filled in; don't be tempted to ask the shop to 'mark down' the value - HM Customs are not that stupid! VAT will then be charged on the total but sometimes if the value of the order is small, then you'll pay nowt! All of this is done automatically and you don't need to worry about import licences etc. The first you will know about it is when the postman asks you for $£ x$ before he'll hand over the package. In due course, the sterling equivalent will appear on your statement just as other goods do. The current rate of exchange seems to be about $\$ 2.10=$ $£ 1.00$. That is all there is to it.

If the component is faulty (unusual) then that's tough luck I'm afraid, as in practical terms it's going to take a long time to sort it out. However, it's the exception rather than the rule. Good firms that I have dealt with are: Quest, Advanced

## C

 Products, Californian Digital Micros and Page Digital. And don't forget, it doesn't cost that much to telephone them directly should the need arise Why not organise a bulk order with your local group and ask for some discount?Mike Dennis

## Bolting on a disc

How easy is it to add a floppy disc to my home-brew system?

This is both a major hardware and software design problem. You need the hardware to interface your micro to the floppy disc electronics, generate the correct control signals (eg head load) for the drive, and record and retrieve the data in an acceptable and reliable format. The software required operates at two levels - one, to control the disc drive and the other, to manage allocation and cataloguing of the data.

To design it all yourself from scratch using, say, the Western Digital FD1781 or 1791 will be quite an undertaking - alternatively there are S-100 products (eg Versa floppy ) available but you would then be faced with the problem of generating the necessary S-100 bus control signals from your own system. As far as the software is concerned, the most common is CP/M but again some modification to suit your system is inevitable.
Mike Dennis

Essential validation
I came across the term 'Validation' the other day, does it have a special meaning in programming or is it just common sense?

Suppose that you asked someone their age and they replied one hundred and twenty nine, you would prob ably not believe them. You have validated their age in your brain and would probably ask them the question again. This is the technique that must be applied to all good programs. None of the data should be allowed to be processed without having been thoroughly validated. In BASIC this is not often easy, but as an example we could validate the answer to the question "How many children do you have?" as follows:10 INPUT"HOW MANY CHILDREN DO YOU HAVE",C\$
$20 \mathrm{C}=\mathrm{VAL}(\mathrm{C} \$): \mathrm{D} \$=\mathrm{LEFT} \$$ (C\$,1)
30 IF D $8<" 0$ " OR D $8>" 9$ " THEN 100
40 IF C $<0$ OR C $>20$ OR C $<>$ INT(C) THEN 100
50 PRINT"THANK YOU": STOP
100 PRINT"I THINK
YOU'VE MADE A MIS-
TAKE":GOTO 10
Notice that serious programmers always input data into a string variable so that at least some errors are
trapped and the message ILLEGAL QUANTITY ERROR does not come up.

Most validation techniques are fairly straight forward and common sense. Check the following when inputting data:-
.SIZE - the data contains the correct number of characters PRESENCE - that there is some data present
RANGE - check that numbers and codes are within a reasonable range
CHARACTER CHECK
check that data contains only permitted characters. . .ie names contain only letters, etc.
REASONABLENESS quantities are checked for abnormally high or low values. FORMAT - that a code contains numbers and letters in the correct sequence.

Two other techniques that require further reading, but are of the utmost importance when validating data are Batch/Control/Hash total and 'Check Digits'. These techniques would take too long to describe here but are worthy of further reading.

To summarise - all programs should validate the
input to trap erroneous data before it is processed. The validation section of a program is usually quite long, but is essential.
Sheridan Williams

## Menu options

In advertisements and articles about business software I've seen the words 'menu driven software'. What does this mean?

From the operator's point of view it means that he or she is presented with a list of options - usually on the VDU screen. Each option would have an associated code. For example, O = Order entry, I = Invoicing and so on. All the operator need do to select a program or an option within a program is to enter the appropriate code. The benefit of this approach is not restricted to the operator alone, the programmer prefers to develop several small programs because they are easier to debug and test and he can concentrate his efforts on one task at a time

To link all the small programs together a 'menu' program is written which is responsible for displaying the options available, accepting the choice and calling the appropriate program - usually from disc. At the end of each program, control is returned to the menu program. In this way the package is self sustaining; this technique can also be thought of as 'chaining'
Sheridan Williams

## Good advice

As a businessman I need advice on how to define whether I can benefit from a microcomputer. Unfortunately, from where I am, all I see is vested interest. Software houses want to sell their packages or services, some are even tied to particular machines. Shops obviously want to sell their machines. Maybe I'm just a suspicious old sod, but I really can't see how to get truly objective advice. Can you help?

I've covered this type of question before, but it's such a common one that I will go over the points mentioned again. You will never get truly unbiased advice. I like to think that I am unbiased but my view of business computers is limited. It may be far greater than average, but my advice is still limited to
those machines that I have tried, tested, and surveyed; hence I too am biased. Look at it this way:- if you require legal advice then you go to a solicitor; if you require finan cial advice then you go to an accountant or bank manager - they are all biased, but less so than most.

So if you require advice on microcomputers do not go to a shop for unbiased advice, approach a microcomputer consultant. There are several ways in which you can find a consultant. Look through PCW. . .there are several who advertise there; ask to see the Microskill register compiled by Digitus; write directly to me and I can put you in touch with a consultant who specialises in your field. The National Computing Centre (NCC) are doing a feasibility study of a microcomputer consultancy bureau - good news, I must say that there is a great need for one. Finally I do suggest that the consultant you choose should be able to show either relevant qualifications or references, as there are a great many 'cowboys' around.

As for your question on whether you can benefit from a microcomputer, don't be surprised if a consultant tells you that aspects of your business are better off staying as they are. It is possible that
these will run more efficiently as they stand - don't look at microcomputers as some sort of universal panacea.
Sheridan Williams

## The real business

How long do you think it will be before a pukka business machine comes on the market? Up to now all the business stuff gives me the impression that only a dedicated hobby ist/businessman should attempt using it

I am not quite sure that I understand your question. Do you mean that all the systems you've seen have had wires and cables trailing all over the place, with naked printed circuit boards abounding? Maybe you see micros for around $£ 2,000$ upwards and refuse to believe that they can be any good, because you 've been told that computers cost upwards of £50,000.

There have been pukka business machines on the market for some time now and even the hobbyist micros are capable of performing simple business tasks. I suggest that you take a look around one or two shows or exhibitions. . .I feel sure you'll be surprised. If you are still sceptical then please write
back and I will endeavour to prove my case.
Sheridan Williams

## Plotting Lissajous

How do I plot Lissajous figures on my micro? I have seen them done but have no idea how to program them myself. Do I need a great knowledge of mathematics and physics?

Lissajous figures are nothing more than two mutually acting simple harmonic motions. An example might be the pattern formed when a pendulum swings in two planes (not just backwards and forwards, but from side to side as well ), and has sand pouring out of the pendulum's bob. The trace made by the sand on the floor will be a Lissajous figure. They are fairly simple to plot provided that you don't want them plotted on a teleprinter. If you have direct cursor addres. sing on a VDU then you will find the task easy. Here is a program for the Research Machines 380Z, plus suitable mods for other machines like Apple and PET.

10 INPUT"'SCREEN WIDTH" ;W
20 INPUT"'SCREEN
HEIGHT";H
$30 \mathrm{~W}=\mathrm{W} / 2: \mathrm{H}=\mathrm{H} / 2$ 40 INPUT"‘TWO PARAMETERS"; A, B 50 GRAPH 1 60 FOR T=0 TO 9999 STEP 0.01
$70 \mathrm{X}=\mathrm{W} * \operatorname{SIN}(\mathrm{~A} * \mathrm{~T})+\mathrm{W}$
$80 \mathrm{Y}=\mathrm{H} * \operatorname{COS}(\mathrm{~B} * \mathrm{~T})+\mathrm{H}$ 90 PLOT X,Y, 2 100 NEXT

For the Apple change 50 HGR and 90 PLOTX, Y. For machines like the PET with no plotting command you will have to calculate the screen address and use 90 POKE $\mathrm{V}+2 * \mathrm{~W} * \mathrm{Y}+\mathrm{X}, 46$ where V is the screen base (top left hand corner) address, and the ASCII code for a dot is 46 . I won't do any more for you as half the fun is making the program work; please, no letters saying that the program doesn't work - make it work !

Lissajous figures can be stated parametrically as $x=\sin$ at, $y=\cos b t$; and $t$ can have any value (although it is convenient to use the values in line 60 above). Values of $a$ and $b$ will give differing forms of pattern, choose simple small integer values to begin with. Have fun.

I included this question as I was asked at the PCW show to cater for those with a scientific interest too. Please send in more scientific questions as I'd like to include at least one per month. Sheridan Williams


You can now buy, for about one-sixth the price of current products, a third-octave spectrum analyzer with more features and capabilities than were previously available at any price. What's the catch? If you don't already own a Commodore PET computer (or, soon, a Radio Shack TRS-80 or Apple), you'll have to get one. This will raise the price to somewhat under one-half the price of competing products, but of course you'll also have a COMPUTER!

The THS 224 REAL-TIME FREQUENCY ANALYZER comprises a single circuit board which installs inside the PET. This board contains a set of 31 third-octave filters $(20 \mathrm{~Hz}$ to 20 kHz$)$, detectors, an analog-to-digital converter, a IK Read Only Memory containing machine language routines which allows the PET processor to interface with the Analyzer, and the peripheral circuitry necessary to transfer analog data into the PET memory. The simplest BASIC program required to turn the PET into an analyzer is only three statements long! Much longer programs can be written to allow complete user interaction with the analyzer, including many new forms of statistical signal processing, curve weighting, voice recognition etc.

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There have been many circuits for microprocessor systems published in the various hobby magazines. These range from simple LED and switch operated designs to sophisticated microcomputers with resident BASIC interpreter, VDU, tape interface etc. Most of the simpler systems have suffered from several drawbacks.

Firstly many of them have been designed with very little thought of expansion. One of the results of this is minimum memory decoding and thus, to add further memory the circuit may have to be modified, in some cases quite extensively. Also, almost without exception such systems have used the SC/MP (or SC/MP II) microprocessor. The main reasons given for the use of this micro are that it is cheap, and easy to understand and use. Now, however, other micros are available which are far more sophisticated than the SC/MP in both hardware and soft. ware, while being almost as cheap and just as simple to use.

This circuit (fig. 1) is designed to overcome these problems. It features the powerful Z-80 microprocessor and is designed for easy expansion. It may at first seem strange to use a micro such as the Z-80 in such a simple environment but there are good reasons for this. 1 It is straightforward to use from the hardware point of view. It only needs a single +5 V supply and a single phase TTL clock; also no demultiplexing of control signals or addresses is necessary.
2 It provides automatic refresh for dynamic RAM. While this is not used in the
basic version, it means that cheap dynamic RAM can be added without external refresh controllers (which are expensive, and slow the processor down). All that is needed to interface 16 K of dynamic memory is an address multiplexer.
3 It has a very powerful instruction set and a large number of internal registers. This means programs can be written which are faster, smaller and easier to understand (due to less shuffling of data from memory to micro etc.) than the simpler micros (SC/MP).
4 There is quite a bit of software available for it.

Despite these advantages it is now not very expensive. The Z-80 can be bought for $£ 10 / £ 12$ for the 4 MHz version.

## The system

The system is almost as basic as you can get. The memory is 1 K bytes (using 2102 s 1 K is only slightly more expensive than 256 bytes of 2112 s ). As there is no firmware, address and data switches are provided for loading programs and data into the memory. The data switches can also be read by programs as input. Output from programs is through the eight data LEDs. A switch is provided to interrupt programs via the INT pin. This is useful for such things as signalling to the computer that data has been set-up on the switches, and can be read in.

The circuit includes a PIO consisting of two eight bit ports. Each one can be configured either as an input or
output or, in the bit mode, each bit may be separately' defined as an input or output. This is a very useful IC as it allows many things (D/A converters, Keyboards and other peripherals) to be connected to the computer with little or no external circuitry.

Also available as outputs from the circuit are sixteen memory block enable lines (1K blocks) and eleven I/O port enable lines. The other five of the sixteen decoded port enables are used on the board, one for the LEDs and switches, and four for the PIO. All the outputs are fully buffered to drive up to twenty LS TTL loads. (Some lines have a slightly lower drive capability as they already drive inputs on the board.)

## The circuit

There is nothing particularly revolutionary about the circuit (Fig.1). The heart of the circuit is of course IC1, the Z-80 CPU. This is clocked at 2.5 MHz by a simple crystal oscillator built around N1, N2 and N3. As already mentioned, direct memory access is used to load and examine the memory. In the DMA mode the address, data and deposit switches effectively replace the MPU as a source of address, data and control signals. The circuit contains data selectors to select between the MPU and the switches. (The data switches are connected via a tri-state buffer because they are also used as a data input peripheral).

The PGM/LINE switch (S1) is used to select between the two modes.

With S1 on LINE, BURSQ is held high, allowing the MPU to have control of the busses. This is acknowledged by BUSAK being high. This signal is used to control the five data selectors (IC2 to IC6). As it is high the data selectors are switched to channel B. Four of these (IC2 to IC5) connect and buffer the MPU address bus onto the system address bus; IC6 connects $\overline{\text { IORQ, }} \overline{\mathrm{MREQ}}$, RD and WR control signals onto the appropriate system control lines.

IC8 decodes the high order address bits and MREQ to provide the sixteen 1 K page enable outputs ( $\overline{\mathrm{P} 0}$ to P 15 ). Only $\widehat{\mathrm{P} 0}$ is used in the basic system but the others are very useful for system expansion, especially adding ROMs. P0 will go low whenever a location in the bottom 1 K of memory is addressed. This signal is therefore used to enable the 1 K block of RAM (IC13 to IC20). When P0 and $\overline{\mathrm{RD}}$ are both low, ie. a read from the RAM 'block is being performed, IC12 is enabled, putting the data from memory onto the data bus. The memory decoding is not quite complete, so P0 occurs again at $8000-83 \mathrm{FF}$, as well as $0000-03 \mathrm{FF}$. Memory expansion above 32 K will therefore require additional decoding. For this reason it is suggested that A14 should be connected to IC8 by an external jumper to allow easy modification.

This also applies to IC9; the I/O port decoder, A4, should be connected to IC9 by a jumper. IC9 works in the same way as IC8 but it decodes the low order address bits as the I/O port address appears on the low byte of
the address bus during $\overline{\overline{O R Q}}$ time, IC9 is of course enabled by IORQ not MREQ. In the basic system, port 0 is used to enable the LEDs and switches. Ports 4 to 7 are gated together by N19 - N 21 to select the PIO. The $\mathrm{B} / \overline{\mathrm{A}}$ and $\mathrm{C} / \mathrm{D}$ select lines of the PIO are connected to A0 and A1 respectively. The result of this is the port allocation shown in Fig. 2.

|  | INPUT OUTPUT |
| :--- | :---: |
| 0 | switches LEDs |
| 1 | unused |
| 2 | unused |
| 3 | unused |
| 4 | PORT A DATA |
| 5 | PORT B DATA |
|  | PORT A CONTROL |
| 7 | PORT B CONTROL |
| 8 | unused |

Fig. 2

## I/O PORT ALLOCATION

When reading from port 0 , both $\overline{\mathrm{RD}}$ and $\overline{\mathrm{I} 0}$ will be low. N7 will therefore go low, thus enabling tri-state buffer IC11 via N11 and N12. The data from the data switches is thus enabled onto the data bus to be read in by the MPU. When data is written to port 0 , $\overline{\mathrm{WR}}$ and $\overline{\mathrm{I} 0}$ will both be low. The output of N9 goes low, enabling IC10 via N 10 . The data from the data bus is latched into IC10 and thus put on the LEDs.

IC7 is a bi-directional tristate buffer. The direction is controlled by $\overline{\mathrm{RD}}$ and it is enabled by BUSAK. Its function is to increase the drive capability of the data bus. It's not necessary in the basic version and as it seems very hard to obtain at the time of writing, it may be omitted. It must be replaced by a direct wire connection between the MPU data bus and the system data bus. If expansion over the drive capacity of the data bus (four LS TTL loads) is incorporated, it will have to be included.

## DMA mode

When S1 is switched to PGM, $\overline{\text { BUSRQ }}$ is pulled low. This informs the MPU that an external device (in this case the human operator) wants control of the busses. The Z-80 finishes execution of the current instruction (or cycle
of a block transfer, search or I/O instruction) and then releases control of the busses. The data address and control busses go tri-state, and BUSAK goes low to indicate that the bus is available.

The BUSAK disables IC7 and switches the data selectors to channel A. This connects address switches S11 to S22 via the data selectors to the system address bus. The high order nibble is wired to zero which limits the switches to 4 K of memory. This is no hardship, however, as it is impractical to address more than 4 K of memory with switches. Via IC6, $\overline{M R E Q}$ is held low and $\overline{\text { IOR }} \mathrm{Q}$ is held high. With $\frac{\mathrm{S} 2}{\text { RD }}$ (deposit) not pressed, $\overline{\mathrm{RD}}$ and $\overline{W R}$ are held low and high respectively.

Assuming that the address on the switches is in the bottom 1 K of memory (less than 400), the RAM will be enabled just as in the LINE mode. As RD is low, IC12 is enabled so the data from the selected RAM location is enabled onto the data bus. IC10 is held open by the BUSAK signal via N10. The LEDs will therefore follow the data bus and thus display the contents of the selected memory location. Any memory location may be examined in this way, simply by setting up the address on the address switches.

If S 2 is now pressed $\overline{\mathrm{RD}}$ is sent high and $\overline{\mathrm{WR}}$ is sent low.. This enables IC11 via N8 and N11/N12, and disables IC12. The data bus will therefore contain the data set-up on the data switches. The RAM is in the write mode as pins 3 are held low by $\overline{W R}$; the data from the switches is thus written into the RAM location. When S2
is released the system returns to the read mode so the LEDs will continue to display the new contents of the memory location. This checks that the data has been written correctly.

## Interrupts and reset

A computer is not much use if you cannot run the programs you have entered. To start programs with the Z-80 it is necessary to apply a low pulse to the RESET pin. This is achieved by S3. The switch is debounced by a standard RS flip-flop (N22 and N23). This is to ensure that only one reset pulse is applied which is important for some programs. Capacitor C1 differentiates the output and applies it to the $\overline{\mathrm{RESET}}$ pin of IC1. This has two effects: firstly, with S3 off, RESET is effectively floating so other circuitry (with open-collector outputs) can be connected to it, and secondly, C1 also produces only a short (about 1 ms ) pulse to IC1 to ensure that refresh to any dynamic RAM which may have been added is not lost for long enough to corrupt the data.

S4 is connected in just the same way as S 3 but to the INT pin of IC1. Pressing S4 thus causes an interrupt of the current program. The use of this will be explained later.
N15, N16 and N17 buffer $\overline{\text { HALT, }} \overline{\mathrm{RFSH}}$ and M1 respectively. HALT also drives LED D1 which lights to indicate that the system has halted. LED D2 is connected to $\overline{B U S A K}$ and thus lights when the system is in the PGM mode. This is necessary as sometimes on switch-on, with S1 on PGM, the system will
not enter the PGM mode until RESET is pressed. All the control inputs (RESET, $\overline{\text { NMI, }} \overline{\overline{I N T}}, \bar{W} \bar{A} \overline{I T}, \overline{B U S R Q})$ have pullup resistors, so external open collector circuitry can be connected to them direct.

## Construction

The prototype drew a current of about 700 mA with all LEDs on, so the simple power supply of Fig. 3 will suffice. The 7805 regulator should be provided with a heatsink. This supply allows little room for expansion; in that case it's worth using a higher current supply. An alternative and preferable approach is to mount a simple regulator as shown in Fig. 3 (with a smaller reservoir capacitor) on the board and on each expansion board; you can then power the whole lot from a smoothed but unregulated 8 V DC supply.

It is advisable to use the low power schottky TTL for all TTL ICs, to reduce power consumption. In some cases this is unavoidable (DM81LS95 and 74LS373 are only available in LS), and in some cases virtually impossible (try getting a 74LS154). The only ICs for which standard TTL may not be used are IC21, IC23, IC25 and IC26. All of these have more than one input driven from a single Z-80 output and the fanout of a Z-80 is only one to standard TTL (four to LS TTL).

The 2102 s can be 250 ns or 450 ns access time. The minimum time available for a memory access is during an M1 cycle (op-code fetch). The allowed access time for the memory is three clock half-cycles, less about 40 ns .



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$\left\lvert\, \begin{array}{lllllllllllllll} \\ \square & \square & \square & \square & \square & \square & \square & \square & \square & \square & \square & \square & \square & \square & \square \\ 1 & 2 & 3 & 6 & 8 & 9 & 11 & 12 & 1 & 2 & 3 & 4 & 5 & 6 & 7\end{array}\right.$
Name
Address
*Tick appropriate boxes


## YROGRAM 1.

## ADDRESS DATA

INSTRUCTION

| $\varnothing \varnothing \varnothing \varnothing$ | $3 \mathrm{E} \varnothing \varnothing$ | LD A, $\varnothing \varnothing$ |
| :---: | :---: | :---: |
| øøø2 | D3 $\varnothing \varnothing$ | OUT ( $\varnothing \varnothing$ ), A |
| $\varnothing \varnothing \varnothing 4$ | 3 C | INC A |
| $\varnothing \varnothing \varnothing 5$ | $\not \subset 6$ ø | LD B, $\varnothing \varnothing$ |
| $\varnothing \varnothing \varnothing 7$ | 48 | LD C, B |
| $\varnothing \varnothing \varnothing 8$ | $\emptyset 6 \varnothing \varnothing$ | LD B, $\varnothing \varnothing$ |
| $\varnothing \varnothing \varnothing A$ | $1 \varnothing \mathrm{FE}$ | DJNZ -2 |
| $\varnothing \varnothing \varnothing C$ | 41 | LD B, C |
| $\varnothing \varnothing \emptyset D$ | $1 \varnothing$ F8 | DJNZ -8 |
| $\varnothing \varnothing \varnothing \mathrm{F}$ | 18 Fl | JR -F |

PROGRAM 2.
ADDRESS DATA INSTRUCTION

| $\varnothing \varnothing \varnothing \varnothing$ | $31 \varnothing \varnothing$ ¢ | LD SP, $\varnothing 4 \varnothing \varnothing$ |
| :---: | :---: | :---: |
| $\varnothing \varnothing \varnothing 3$ | ED 56 | IM 1 |
| ¢ $\varnothing \varnothing \varnothing 5$ | FB | EI |
| $\varnothing \varnothing \varnothing 6$ | 76 | HALT |
| $\varnothing \varnothing \varnothing 7$ | DB $\varnothing \varnothing$ | IN $\mathrm{A},(\phi \varnothing)$ |
| $\varnothing \varnothing \varnothing 9$ | D30め ${ }^{\text {d }}$ | OUT ( $\varnothing \varnothing$ ), A |
| $\varnothing \varnothing \varnothing$ B | 4 F | LD C,A |
| $\varnothing \varnothing \varnothing С$ | 76 | HALT |
| $\varnothing \varnothing \emptyset D$ | DB $\varnothing \varnothing$ | IN $A,(\phi \phi)$ |
| $\varnothing \varnothing \varnothing \mathrm{F}$ | 81 | ADD A, C |
| $\varnothing \varnothing 1 \varnothing$ | D3 $\varnothing \varnothing$ | OUT ( $\varnothing \varnothing$ ), A |
| $\varnothing \varnothing 12$ | 76 | HALT |
| $\varnothing \varnothing 13$ | 18 FD | JR -3 |
| ! | . |  |
| Ø0马8 8 | $\varnothing 6$ øø | LD B, $\varnothing \varnothing$ |
| $\varnothing 03 \mathrm{~A}$ | $1 \varnothing \mathrm{FE}$ | DJNZ -2 |
| $\varnothing \varnothing 3 \mathrm{C}$ | FB | EI |
| $\phi \varnothing 3$ D | ED 4D | RETI |

At 2.5 MHz this is 560 ns . If we allow about 100 ns delay of MREQ through IC6 and IC8, and of the data through IC12 and IC7, (a fairly pessimistic estimate) this leaves 460 ns for memory access time. There are therefore no problems in using 450 ns RAMs.

It is possible to use the Z-80A at 4 MHz in this circuit (the prototype used it). I would in fact advise it as it is not much more expensive (about $£ 3$ for the CPU and PIO) than the 2.5 MHz version, and you get nearly twice the processing speed. The only other change necessary is to use 250 ns memories. You could add wait states etc. to get away with the 450 ns memories but it is really not worth it as 250 ns 2102 s are not much more than 450 ns ones and they can be got for about $£ 1.10$ (HM).

Construction of the micro computer is not very critical; the prototype was built on a single sided PCB with no problems (except for mistakes in the PCB). The main thing is to keep everything neat and any interconnections fairly short (problems may be encountered with christmas tree construction methods). About ten 0.1 uF decoupling capacitors should be distributed around the circuit, across the power rails, especially near the Z-80.

## Operationand programming

Operation of the system is extremely simple. At powerup, if S1 is on PGM, LED D2 should come on. If it doesn't then press RESET and it will. (If it still remains off, something is wrong.) The LEDs will now be displaying the contents of whatever memory location is selected by the address switches. At this stage the RAM will of course just contain rubbish from power-up. (In my system it always seems to powerup with alternating 00 and FE.) To load correct data or instructions into a location, the data is set up on the data switches, the address where the data is to go is set up on the address switches, and deposit pressed. The LEDs
will now display the new contents of that location. Continuing in this way the whole program can be entered into memory. Once entered it is always worth checking that the program is loaded correctly as incorrect programs have a nasty habit of wiping themselves out. Z-80 programs must always be written to start execution at location 0000

To start the program, press RESET (RESET over-rides $\overline{\text { BUSRQ }}$ so the $\mathrm{Z}-80$ will reset with S1 on PGM). This causes the Z-80 to fetch and execute the first instruction and then return to the PGM mode. If S1 is now moved to LINE the program will continue execution until a HALT instruction is met. Putting S1 to PGM at any time will stop the program, allowing memory to be examined and/or modified. Moving S1 back to LINE continues from where the program left off.

It is not possible to do justice to the software capabilities of any microprocessor system in a short article but here are a couple of simple examples.

## Counting

The program shown (Program 1) is a simple binary count program. It will count in binary on the LEDs at about 3 Hz . The count rate can be varied by changing the contents of locations 0006 or 0009.

## Addition

It is unusual to have interrupt available on a switch as in this circuit but it's a very useful feature in simple systems. One handy application is to signal to the computer that data has been set up on the data switches and can be read in. This is demonstrated in Program 2.

Before using the INT switch it is necessary to load the stack pointer with a convenient location to hold the interrupt return address. The Z-80 must then be set to interrupt mode 1.

In this mode an interrupt causes a jump to 0038 . . the interrupt system is then enabled with an EI instruction.

Program 2 simply adds two numbers which are input from the switches, and displays the result. When each number is required, the input instruction is preceded with a halt instruction. When this halt is executed D1 will light to indicate that the MPU is waiting for data. When the data has been set-up on the data switches, INT is pressed. This causes a jump to 0038. Here there is a delay of about 1.3 ms before the interrupt is re-enabled, thus ensuring that the INT pulse from the debouncing circuit will be over when interrupts are re-enabled, preventing multiple interrupts. After enabling the interrupt, the RETI instruction returns to the instruction after the halt, which in this case reads in the data.

## Using the PIO

The Z-80 PIO (IC21) is a fairly sophisticated LSI circuit. It provides two eight

## Parts list

RESISTORS
R1-8, R12-26, R35-42 1kx31
R9, R10 680Rx2
R11 330R
$\mathrm{R27-34} \quad 180 \mathrm{Rx} 8$
CAPACITORS

| C13,C2 | 100 nx 2 |
| :--- | :--- |
| C3 | 82 p |
| C4 | 10 n |

C4
82p
10 n
SEMICONDUCTORS
IC1
IC2-6
IC7
IC8, IC9
IC10
IC11, IC12
IC13-20
IC21
N1-6 = IC22
N7-9 $=$ IC23
$\mathrm{N} 10-13=\mathrm{IC} 24$
$\mathrm{N} 14-17=\mathrm{IC} 25$
$\mathrm{N} 18-21=\mathrm{IC} 26$
$\mathrm{N} 18-21=\mathrm{IC} 26$
$\mathrm{~N} 22-25=\mathrm{IC} 27$
Z-80 CPU
74LS157x5
74 LS245 (optional)
$74154 \times 2$
74 LS373
DM81LS95x 2
21L02x8
Z-80 PIO
74 LS 04
74 LS32
74LS00
74 LS 08
74 LS 08
74 LSO 0

## MISCELLANEOUS

S1, S5-S24 21xminiature slide switch
S2-4 3xminiature push switch
D1,D2 .2"LED (one red, one green)
D3-10
X 1
8xTIL209
X 1
$2 \times 40$ pin
$2 \times 24$ pin
$4 \times 20$ pin
$13 \times 16$ pin
6 x14pin
bit input/output ports with handshake control, and is fully compatible with the Z-80 vectored priority interrupt system. Despite this it is not hard to use. For simple applications the handshake and interrupt facilities may be ignored. Before using the PIO, a program must set it up. This involves outputting various control bytes to the control port of the required channel (port 6 for channel A, port 7 for channel B). This information includes setting the mode (input, output, bit or bidirectional); in the bit mode a byte must also be sent to define which bits are inputs and which are outputs. If interrupts are being used, additional information must be provided about interrupt modes, interrupt vectors and bit mask (in the bit mode only). There is no room in an article of this type to explain the device fully and I would advise those interested to obtain the Z-80 PIO technical manual.



## The end of work?

"Following a personal initiative by Her Majesty the Queen, the Government is to launch a huge programme with the aim of getting the public engaged in a debate on informatics and society. There will be computer film festivals, programming contests, and an international conference at which computer experts will be thinly diluted with trade unionists, social scientists, natural scientists and journalists. The doors of hundreds of government establishments where computers are used will be thrown open to the public, and staff will be on hand to talk about their work. The idea is to make the people aware of the potential benefits of information technology, and to stimulate the flow of new suggestions on how to tackle the problems which may arise from it".

Of course, nothing of the kind is actually happening on this side of the Channel. The description is of the scheme put into action in France at the behest of President Giscard d'Estaing. Presumably there must be a far greater awareness among politicians in France of the revolution just beginning. In Germany, too, one of the principal aims of the Government's new £250 million programme for the years 1980 to 1983 is to 'encourage a two-way flow of ideas between the information technology industry and society so that the technology meets the needs of people rather than developing in isolation'.

Here in the UK, although substantial help is being given towards microelectronics applications, and towards the training of users in industry, there does not seem to be any consciousness of a need to explain these advances to the consumer or the trade unionist, nor to
> "There is a danger of
> Britain becoming polarised into a fairly small elite of professionals and managers...

encourage them to participate in the discussion, let alone the management, of the changes that will so profoundly affect them.

The trade unionists have had to work out their own attitudes independently of the rest of the community, while the consumer, who is virtually unorganised, has no say in the matter at all. There is a danger that Britain may on the one hand become polarised into a fairly small elite of professionals and managers who are keen to apply the available technology, and on the other, the mass of the people for whom the word microelectronics conjures up only images of Big Brother and the dole queue.

In practice, as long as we remain part
of the free world we have very little choice but to use microprocessors in mechanical and electromechanical devices, because we are bound to face irresistible competition from other manufacturers who will do so. The alternative would be a society of almost total isolation; full-blooded socialism including state-owned trading enterprises with complete control over imports and exports, or enormously high tariff walls to protect inefficient and stagnant home industries.

It's from now onwards that we can expect the jobs to vanish at an ever increasing rate, if prophets like Dr. Chris Evans are to be believed. He forecasts ultra-intelligent machines (UIMs) taking over not only the repetitive and boring work now having to be done by human beings, but also the highly skilled and professional jobs. He envisages computers sitting as judges in courts of law, for instance, and the total replacement of the printed word by electronic communication.

One dearly wants to believe the picture of a 16 to 20 hour working week by the end of the century, diminishing thereafter to zero. But to get there it is necessary to pass through an era of radical adjustment in our attitude to work, and to find ways of occupying people's time and energy that will satisfy them.

During the next 20 years, occupations will be deskilled one by one. Information handling will be transformed out of all recognition, sweeping into oblivion most of the clerical jobs now available. Logica has estimated that one word processor can produce the same output as $3^{1 / 2}$ to 5 traditional typewriters, and ASTMS has forecast that by 1991, as many as 3.9 million 'information workers' - a term meant to include secretaries, managers and supervisors as well as accounting and stock control clerks - will have lost their jobs.

Text processing systems communicating with each other through the telephone network will first lead to a drop in the letter post. This in turn will necessitate steep increases in postal charges, thus encouraging more users to hook up to the electronic postal network. It is doubtful whether the conventional letter post could survive at all in twenty years' time, displacing 172,000 workers.

Since fewer people will be employed in offices, there will be less demand for office space, and other industries will feel the pinch. It it not hard to think of secondary effects, such as a fall in demand for office furniture, carpeting, manual filing systems and paper.

The industrial sector will not be immune either. It has been estimated that the System X telephone system will eliminate $90 \%$ of the workers now engaged in TXE4 production, and when in operation, it will result in a $75 \%$ reduction in the labour needed in fault finding, maintenance, repairs and installation work. And one major consequence of
the spread of viewdata in the eighties will be a sharp fall in demand for other sources of information. Newspapers are likely to feel the brunt of this trend, and although news gathering obviously will not be affected, its dissemination, increasingly, will be .

There can no longer be any doubt that a job famine of unprecedented size is about to hit the world and politicians who suggest or imply that with minor changes of economic policy there could be a return to full employment are practising a cruel deception trick on their voters.

With persuasion more workers might do some of the jobs that are at present so unpopular. Not many people want to be mortuary attendants or waiters, yet few of these unpleasant or unfashionable jobs are likely to be eliminated by automation. In speaking of the role of human beings in the silicon age, there is a tendency to overlook this kind of work, and to concentrate on the way informatics can enhance the power of individuals whose jobs are already attractive, relatively speaking.

There is a very real danger, if we are not careful, of creating new and worse class divisions in society than we had in the past. On the one hand would be the information-rich, a small elite with interesting jobs and a stimulating, varied leisure life; on the other would be the mass of the information-poor, either unemployed or performing tasks that give them no satisfaction, and illequipped to make best use of their plentiful spare time. The contrast between the two groups would be stark, because the range of skilled and semiskilled activities in between would have virtually disappeared. This would be a prescription for extreme social unrest,

## and where for the mass of the people the word micro~ electronics conjures up only images of Big Brother and the dole queue".

perhaps disintegration; yet the social engineering needed to reconcile the new Helots to an existence of unchallenging rigidity would be incompatible with a free society.

Another approach is the TUC's formula for spreading the available work round more thinly. The package consists of: the 35 hour week; a reduction in systematic overtime; longer holidays; better provision for time off for public and trade union duties; substantial leave; and early retirement for older workers on improved pensions.

Clearly if the proposals could be introduced without an increase in unit labour costs, they would be effective. But when the trade unions argue for a
shorter working week, for instance, they naturally expect to get there without any loss of basic pay. This puts up our costs, makes Britain even less competitive and stimulates the export of jobs to

Europe, America and Japan. If full employment was of supreme importance, the TUC's measures would be implemented without any change in hourly rates, and with increased social

security contributions to pay for early retirement and better pensions. That is not a practical possibility, however, and the best that can be hoped for is a tradeoff between the various forms of worksharing and the need to contain inflation.

In everything that has been said up to now it has beem implied that man has a right to work, and that he suffers deprivation if he is without a job, quite apart from any economic hardship he may endure. This is indeed a widely held and deep rooted belief. And today the virulence displayed towards alleged social security scroungers indicates that many people still think it is morally wicked to abstain voluntarily from paid employment, even when the effect of doing so may be to leave open a job for someone who really wants it.

Herman Kahn was speculating, 12 years ago, on the question of whether or not in the postindustrial society people could adapt to the idea that work is an interruption of normal life. Some of the benefits of work, he thought, could be derived from other forms of activity, provided they were available and, preferably, institutionalised. The sense of participating in an important activity, the exercise or mastery of gratifying skills, and the establishment of personal identity, for instance, are among the values sought.

More important than any of these, surely, and more difficult to realise, is the absence of guilt feelings, caused by the way society views the unemployed. The man or woman on the dole is either an object of sympathy, to be relieved by alms or charity - which is in fact the original meaning of the word - or he/she is seen as a failure, lacking the skills and ability to compete in a harsh world.

The transition to a steady state economy is now a matter of absolute necessity, if economic discontinuities and hence political and social discontinuities also - are to be avoided. This is not yet generally accepted, but when it dawns on opinion leaders, attitudes to productive work are bound to shift accordingly. If society ceases to consider economic growth as the goal of paramount importance but rather, as a policy bound to lead to catastrophic failure, then the contribution of the individual to the general good must be evaluated by some other yardstick than the quantity of resources he processes or converts.

The end of work? Clearly not, but it will shrink in importance, as part of a far reaching transformation that can only be dimly perceived. The uses made of information technology in this process could be wholly beneficial, contrary to the image people have been given by the media. Indeed they will be, if, instead of abdicating their power to influence the course of events by concentrating entirely on the microeconomic effects at the work place or within a particular industry, the trade unions and the political parties would begin to think about the institutions needed to provide and control the silicon revolution for the benefit of mankind as a whole.

Eric Avebury
House of Lords


Chess master, David Levy, begins a series of articles on the principles behind programming computers to play games.

Games are fun, but some games are more fun than others, depending on your taste. It's long been recognized that the type of mind required to play good chess, bridge, backgammon or poker, is also likely to be adept at solving crossword puzzles and writing computer programs. Hence it is hardly surprising that many programmers derive enormous satisfaction from programming intelligent games.

In this series of articles I shall discuss the principles of programming a computer to play games, placing special emphasis on the particular problems posed by running these programs on a micro. My aim will be to acquaint the reader with the techniques of games programming so that (s) he will have the confidence and ability to program any intelligent game for a personal computer. Although I shall use a limiteḑ number of games in my examples, the same general principles can be applied to any game in which the computer competes against the user or users.

The series will be divided into three parts. The first part will cover all the general principles, giving examples and
suggesting interesting programming tasks for the more enthusiastic reader who wishes to test his understanding of a particular topic. In part two I shall discuss some specific games in more detail and describe what work has been done in these areas so that the reader who is interested in a particular game need not re-invent the wheel. I shall also invite readers to write to me with their questions and ideas, and I shall publish the most interesting letters together with my comments (though I regret that no personal replies can be given). The third part of the series will begin when the most interesting games have already been discussed in detail, and it will be possible for me to devote most of each article to the readers' forum.

I very much hope that these articles will be interesting and informative for all of you who are 'into', or would like to be into, computer games.

## Input/output

I/O on a personal computer is often largely a matter of taste, though certain points are worth bearing in mind when
writing a game playing program: 1 The output should be easy to follow. You may not think this important, and many programmers take the attitude that if they can understand their output nothing else matters; but how about someone else? If you want to show your program off to a friend it will be so much better received if the output is clear, concise and unambiguous. Remember to output any information that may be helpful, for example in a chess program you should always announce check, checkmate and stalemate. These little touches take hardly any extra effort, and they make your program that much more attractive to another user.
2 If you want to use neat graphics or printout, plan the layout carefully, taking into consideration all possibilities. It's not much use having your bridge program display pretty pictures of the cards if one day you discover that when you are dealt ten cards in a suit only nine of them will fit onto one line and your whole display is messed up.
3 Ensure that the user can easily see whose turn it is to play, and what the
last 'move' was. It can be infuriating to leave the computer for a minute or two and then return to find that the program has moved but you do not know what it has done.
4 Make it easy for the user to enter a move and to clear an incorrect move entry.
5 Ensure that the program will reject an illegal, impossible or ambiguous move, or any entry that does not conform to your simple input rules

## One~person games

A one-person game does not involve an opponent. You play against a microcosm of the forces of nature and if you make a mistake it may be possible to recover, and then go on to win. Solving a problem or a puzzle is a good example of a one-person game - when you get near to a solution there is no-one to oppose you by suddenly making the problem more difficult. It may seem at first glance that patience games are oneperson games, but in fact many patience games do not permit the player any freedom of choice, so the 'game' has no real interest. Once the cards are cut the player either will or will not finish the game, and all of his decisions are made for him by the rules.

A well-known one-person game, is the 8-puzzle, in which a $3 \times 3$ array of tiles contains the numbers 1 to 8 and an empty space. (The numbers are sometimes replaced by letters.) The player shuffles the tiles and then tries to reach some target position by successively moving tiles into the empty space. For example:

STARTING
CONFIGURATION


TARGET
CONFIGURATION


Here the task is simple, and one way in which the target can be reached from the starting configuration is by moving the tiles in the following order: $3,2,1,4$, 6,7,8,3,2,1,4,6,7,8,5. With other starting and target configurations the task may be more difficult, and for those who find the 8 -puzzle too simple there is always the 15 -puzzle, in which a $4 \times 4$ array has fifteen tiles and an empty space; then there's the 24 -puzzle, the 35 -puzzle and the ( $\mathrm{n}^{2}-1$ )-puzzle. In fact there is no reason, other than tradition, why the puzzles need to be square.

## Heuristics and Algorithms

The 8-puzzle is an excellent example of the type of problem that lends itself to solution by heuristic means. Before describing how we should set about programming games of this type, it would be as well to distinguish between the terms 'heuristic' and 'algorithm', which are often misunderstood.

An algorithm is a technique for solving a problem (the problem may be finding the best move in some game) if a solution exists. If there is no solution to the problem the algorithm should determine this fact. Thus, an algorithm always works, otherwise it is not an algorithm.

Most interesting games do not have
an algorithmic solution, at least in the practical sense. Of course there is an algorithm for finding the perfect move in a game of chess - simply examine every possible move for both sides until one player is mated or a draw is estab. lished - but since the total number of chess games is greater than the number of atoms in the universe, this algorithm would be somewhat slow in practice. In contrast, however, there does exist a useful algorithm for the interesting game of Nim. Nim is played with a number of piles of objects, often matches, and with various numbers of objects in each pile. The players move alternately, and to make a move a player must remove, from one and only one pile, any number of objects he chooses from one object to the whole pile. The player who removes the last object loses the game. (In another version of the game the player who takes the last object is the winner.)

In order to win at Nim one need only know the following algorithm, and a few exceptional cases: If the number of objects in each pile is expressed in binary, and each binary column of numbers is added in decimal (without carrying numbers), then if the decimal totals are all even or zero then the person who is next to move is in a losing position. Here is an example.

Pile A: $1111111=7$ matches $=$
binary
Pile B: $11111=5$ matches $=101$
Pile C: $111=3$ matches $=11$
Pile D: $1=1$ match $=1$ totals:

224
All three totals are even so whoever moves next will lose, provided that his opponent plays correctly.

There are some obvious exceptions to the rule. For example if piles A, B, C and $D$ each have one match then the player who moves next will win, and the same is true of a position in which there's only one pile of matches, provided that there are at least two matches in this pile.

The existence of this algorithm does not detract from the interest of the game since its implementation is somewhat difficult for a human being, unless the number of piles and the number of matches in each pile is small. But for a computer program the task is trivial. The program considers each move that it can make, taking one match from pile $A$, two matches from pile A, and so on, and it evaluates each of the resulting positions until it finds one where the decimal totals of the binary columns are all even or zero, whereupon it makes the move leading to that particular solution. Once a candidate move has been rejected it may be thrown away, so RAM is required only for the current situation, the move or decision currently under consideration, and workspace for the binary/decimal calculations. The program tries each move from the current position, and if a move is found to be unsuccessful it is 'unmade', and the next move tried. In this way it is not even necessary to store both the current position and the candidate position - the program can switch to and fro between them by making and unmaking moves, a technique which is useful for saving RAM in a highly restricted memory environment.

One trick to remember for Nim, or
any other game with an algorithmic method of play, is this. Should the program find itself in a theoretically losing position, as might happen at the start of the game, it should make the move that leaves its opponent with the most complex decision. In this way the opponent is more likely to make a mistake. In Nim I would suggest that if your program is in a losing position it should remove one match from the largest pile.

A heuristic method of solving a problem relies on commonsense techniques for getting closer and closer to the solution, until the solution is actually within sight. A heuristic is therefore a rule of thumb - it will usually help us to find a solution to the problem, but it is not guaranteed to do so. In situations where a heuristic does work, it will often find the solution much faster than any algorithmic method, though some heuristics, for best results, are often employed in conjunction with an algorithm. A frequently used device which makes use of heuristics is the tree, and we shall now examine a method of solving the 8 -puzzle by use of a tree and a simple heuristic.

Let us return to the starting config. uration on figure 1. We always refer to the starting configuration, or the point from which the program must move, as the root of our tree. Before we can decide which move might be best we must know which moves are possible, i.e. in accordance with the rules of the game. A list of these moves is usually supplied by a subroutine called a legal move generator, which may be extremely complex, as in chess, or very simple, as in the 8 -puzzle. It is not difficult to see that in our starting configuration there are three tiles which may be moved, 3,5 and 8 . Our legal move generator would determine these moves by examining the elements of the $3 \times 3$ array which are horizontally or vertically adjacent to the empty space, and there are many simple methods for doing so. We might, for example, store all the legal moves in a table. If we number the elements of the array table thus:
123
456
789
our table of moves might look like this: vacant

| vacant | moves |
| :--- | ---: |
| 1 | 2,4 |
| 2 | $1,3,5$ |
| 3 | 2,6 |
| 4 | $1,5,7$ |

etcetera
so that by knowing which element in the array was vacant the program could immediately list the legal moves. This type of approach is called table-driven move generation. It is often the fastest way to generate the moves but for some games it consumes too much program memory for it to be a feasible proposition.

Having generated the moves 3,5 and 8 from our starting configuration, we can now begin to see the tree grow.

The branches of the tree are the moves $\left(m_{1} \quad m_{2} \quad m_{3}\right)$ that can be made from the root of the tree. We may denote the root position by $\mathrm{P}_{0}$, the position arising after making the move $m_{1}$ is $P_{1}$; after making the move $m_{2}$ it is $P_{2}$, and after $\mathrm{m}_{3}$ it is $\mathrm{P}_{3}$. These positions are represented on the tree by nodes.

The program now looks to see if it has solved the problem, and if it had done so it will output the move leading


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to the solution, followed by a statement to the effect that the game is over and it has found a solution in however many moves, which are then listed. If it has not solved the problem the program might then like to know how close each of its moves has come to providing a solution, in which case it must evaluate each of the resulting positions. This is done with a device known as an evaluation function (or scoring function), which supplies a numerical score that represents nearness to or distance from a solution.


A simple evaluation function for the 8-puzzle can be programmed by counting how many vertical and horizontal places each tile is away from its target location, and summing them. This use of the so called 'Manhattan Distance' is quite common in the computer solution of similar problems. If we examine our starting configuration we can see that: the 3 is two places away from target the 8 is two places away from target the 2 is two places away from target (1 horizontally, 1 vertically) the 5 is one place away from target the $7,1,4$ and 6 are all two places away, and the empty space (do not forget it) is one place away.

So the total of the Manhattan Distances is $(2 \times 1)+(7 \times 2)=16$, and this is the score, $\mathrm{S}_{0}$, which is associated with position $\mathrm{P}_{0}$.

Counting the Manhattan Distances in $\mathrm{P}_{1}, \mathrm{P}_{2}$, and $\mathrm{P}_{3}$ we get:
$\mathrm{S}_{1}=16$
$\mathrm{S}_{2}=16$ $\mathrm{S}_{3}=18$
(Note that when a solution is found, $S$ will be zero.)

So on the basis of our evaluation function it looks as though moves $\mathrm{m}_{1}$ and $m_{2}$ are likely to lead to a faster solution than $m_{3}$, since positions $\mathrm{P}_{1}$ and $P_{2}$ seem nearer the target position than does $\mathrm{P}_{3}$. And this is where the story really begins.

An obvious, though tedious, algorithmic solution to this problem is to look at each of the positions $\mathrm{P}_{1}, \mathrm{P}_{2}$ and $\mathrm{P}_{3}$, then generate all the legal moves from each of these positions - look at the newly resulting positions, then generate all the moves from these positions, and so on, until one of the positions is found to be the target (i.e. its score S, the sum of the Manhattan Distances, will be zero). Eventually, this method (which is called exhaustive search) will find a solution, that is so long as the program does not run out of RAM. But by using a simple heuristic we can head the program in the right direction, and hopefully a solution will be found sooner than if the exhaustive search algorithm were used.

We have seen that when we expand the node $\mathrm{P}_{0}$, of the three new positions that appear on the tree, $\mathrm{P}_{1}$ and $\mathrm{P}_{2}$ appear to be more promising than $\mathrm{P}_{3}$. It
is clearly logical to expand the more promising nodes before the less promising ones, so at first we should neglect $P_{3}$ and concentrate on $P_{1}$ or $P_{2}$. Since they are of equal apparent merit, the program may choose between them at random. Let us assume that it chooses to expand $P_{1}$, from which it will generate the moves of the 2 tile and the 3 tile. Since the 3 tile was moved on the previous turn, and the program is intelligent enough to know that it does not want to go back to where it has just come from, the only move ( $\mathrm{m}_{11}$ ) that the program needs to consider seriously is the move of the 2 tile, which would lead to the following position:

which we denote by $\mathrm{P}_{11}$, and which has a score $\left(S_{11}\right)$ of 14 .

The best position now on the tree, i.e. the position closest to the target configuration, is $P_{11}$, since its score of 14 is lower than the scores of all the other nodes. So remembering not to allow the retrograde move of the 2 tile, the program now expands position $\mathrm{P}_{11}$, and the choice is to move the 1 tile or the 5 tile, giving rise to the following position:


Once again we have a tie, two 'best' positions with scores of 14 , and so the program again makes an arbitrary choice.

This process continues until a solution is found. It is easy to see that the method can hardly fail to be substantially faster than the exhaustive search process described earlier. The tree is grown intelligently, rather than in a dumb-ox manner, and better use is made of the available memory. With the exhaustive search process the computer's memory will, unless a solution is found, be filled at a stage when a very large proportion of the nodes on the tree are not of any real merit. With the heuristic approach, when memory is exhausted we at least know that most of the memory has not been wasted on unlikely moves, and we can use the best sequence of moves found so far.

## What to do when Memory is Exhausted

Working with a personal computer inevitably poses memory constraints on a different scale from those encountered when writing for a large machine. How can the programmer combat this prob. lem when examining large trees in an attempt to solve a one-person game? I shall describe two approaches to this particular problem:
(1) Follow a path through the tree to the best position found so far and output the moves on this path. Then make this 'best position' into the root of a new tree and start again
(2) More intelligently, when memory becomes full, delete the currently 'worst position found so far' and use the newly scrubbed bytes to store the next position that the programme generates. If this process is continued for long enough, either a solution will be found or the tree will eventually have two paths, each path having no offshoots. When that happens the program must choose the best of the paths, and make the terminal position on this path into the root of the new tree, remembering to output all the moves on the path leading to this position.

For example, our tree generated for the 8 -puzzle now looks like this:


If memory is now full the program would delete $m_{3}$ (and $P_{3}$ ), to make room for the successor position produced when it expands $P_{111}$, or $P_{112}$. Let us assume that both $\mathrm{m}_{2}\left(\mathrm{P}_{2}\right)$ and $\mathrm{m}_{3}\left(\mathrm{P}_{3}\right)$ are deleted, to make way for $\mathrm{P}_{111}$ and $\mathrm{P}_{112}$. We then have:

and the program can now output the moves $\mathrm{m}_{1}$ and $\mathrm{m}_{11}$, making position $P_{11}$ the root of a new tree.


The new $P_{0}$ is the old $P_{11}$ The new $P_{1}$ is the old $P_{111}$ The new $\mathrm{P}_{2}$ is the old $\mathrm{P}_{112}$
The new $\mathrm{P}_{11}$ is the old $\mathrm{P}_{1111}$
The new $\mathrm{P}_{12}$ is the old $\mathrm{P}_{1112}^{111}$
And thus the search for a solution continues.

## The shortest solution

In most games it is sufficient to win, but there may be reasons why one wishes to win as quickly as possible. For one-person games there exist

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various refinements on this method of tree searching which are likely to produce such a result.

The underlying philosophy in the search for a speedy solution is the notion that it is not only important how near (or far) you are from victory, it also matters how many moves it took you to get there. With the 8-puzzle, for example, a ten move sequence leading to a position with score 12 , may not be so likely to lead to a short solution as a two move sequence leading to a score of 13 - perhaps in the next eight moves it will be possible to improve on the 13 by more than 1 , thereby finding a shorter route to the solution.

This notion might be expressed numerically in the following evaluation function:
score $=$ sum of Manhattan Distances +M
where $M$ is the number of moves needed to reach this position. Whether or not this expression is the best method of relating the score to effort invested and achievement realised, can only be determined by trial and error. Perhaps M should be replaced by $1 / 2 \mathrm{M}$ or by 2 M , or some other function of M . Playing around with the evaluation function in this way, changing the terms in the function, is one of the delights of game play. ing programming. When you hit upon a really good evaluation function and you see the program's performance improve dramatically as a result, there is a feeling of exhilaration, rather like watching your child crawl for the first time. In a later article we shall see how evaluation functions can be modified in the light of experience gained with the program, and it will be shown that it is even pos-

sible for the program itself to learn from its mistakes and modify its own evaluation routine!

## Flow chart

A generalised global flow chart for the search of a one-person game tree is given below. Remember that the most creative part of the work lies in finding a good evaluation function, and the performance of your function can be measured by the number of spurious nodes that are expanded en route to a solution. A perfect evaluation function will never expand a spurious node. The very worst function will expand each node at one level in the tree before looking ahead to the next level (this is exhaustive research).

## Task of the month

Write a program to solve the 8-puzzle in the shortest number of steps it can. Test the program by setting up various starting and target configurations, and see if your program solves the problems in fewer steps than you do. (Probably neither you, nor your program, will be as fast as Bobby Fischer, who can solve these puzzles with phenomenal rapidity.) When trying the problems yourself remember not to cheat - if you move a tile and then change your mind and move it back, add two to your count.

## Bibliography

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Slagle, J., and Bursky , P: Experiments with a Multipurpose, Theorem-Proving Heuristic Program. Journal Association Computing Machinery, vol. 15, no. 1, pp. 85-99, January 1968.


## OBJECTIVESOF SALES LEDGER

The job of the Sales Ledger is to control and record details of monies owing to a company from the sale of their products or services. If you were to ask the accountant what he would expect to find in his Sales Ledger system he would probably reply something like this:-
"I must be able to post dated invoice or credit note amounts to the account of the customer concerned. Similarly I must be able to post any cash I receive from that customer. I want a free choice in the type of accounting system to be used. If I choose a balance forward system I would only expect to see
details of transactions in the current period, but I may wish to have dated balances. If I chose an open item system I'd want reference numbers against each invoice and credit note. I might want to produce remittance advices so that my customers can tell me which invoices they are paying and I'd certainly need to be able to allocate cash paid against invoices. I'd also need to be able to deal with cash I can't allocate, which may mean that I need to be able to indicate any invoices which may be in dispute. Whichever accounting system I may choose I would like to be able to change to the other easily; of course I'd accept a compromise in going from balance forward to open item. I might want to have some of my customers on open
item and the rest on balance forward. I'd definitely expect customer statements to be produced at the end of each period and I'd probably want an aged debtor analysis to pinpoint my bad paying customers. Of course I'd need an analysis of VAT amounts as well".

Now although Sales Ledger is primarily the province of the accountant there are other interested parties. The customer for instance may like to see payment terms clearly stated, particularly if he can take advantage of any prompt payments discounts. The Sales manager may wish to see some analysis codes in the system so that he can do reports by Rep. or area. The auditor may wish to see Sales and Cash day book listings to assist him in audit

| TASKS | G.L.A.S. | Grant Business Systems | TRIDATA |
| :---: | :---: | :---: | :---: |
| Post invoices | * | * | * |
| Post credit notes | * | * | * |
| Post cash | * | * | * |
| Balance forward system | * | * | * |
| Aged balances | * |  | * |
| Open item system | * | * | * |
| Allocate cash | * | * | * |
| Unallocated cash | * |  | * |
| Mixed system |  |  |  |
| Statements | * | * | * |
| Aged debtor report | * | * | * |
| VAT analysis |  |  | * |
| Sales day book |  |  | * |
| Cash day book | * |  | * |
| Link to Invoicing | * | * | * |
| Link to Nominal Ledger | * | * | * |
| Link to Stock control |  | * | * |
| VOLUMES/SIZES |  |  |  |
| Max.customers /dise |  | 200 | 175 |
| /system | 200 | 800 | 999 |
| Max. transactions/cust |  |  | 299 |
| /system | 1400 |  | 1350 |
| Max. balance | varies | varies | £9,999,999 |
| Max. transaction amount | varies | varies | £ 99,999 |

trails. The salesman may wish to enquire at any time on the indebtedness of his customers and he may need to know how near to their credit limit they are.

Finally Sales Ledger packages are rarely implemented on their own so linkages may be important. Are the input transactions produced automatically by the order processing or invoicing system? Are nominal ledger transactions created automatically by the system? Having to re-input information already known by the system can be a time consuming job.

## EVALUATIONS

G.L.A.S. (General Ledger Accounting System)
This system was written by Logma Systems Design of Bolton (0204 389854 ) and is available from them or B\&B (Computers) Ltd. (0204 26644) also of Bolton (previously named B\&B Consultants). At present dealerships are being negotiated and it is believed that G.L.A.S. will be available country wide within twelve months. The package is a fully integrated Sales, Purchase and Nominal Ledger system and costs £1,000.

The price will include full personalisation and up to four half day training sessions on site. The minimum hardware requirement is $32 \mathrm{~K} \mathrm{PET}$,400 K Computhink dual dise drive and a printer and the minimum cost is $£ 2,500$. There are five users at present but the number is expected to increase in the next few months. In addition to the training given on the package, hardware is delivered locally to Bolton and up to one day of operator training is given on site.

Documentation is provided which gives a good overview of the system but would be enhanced by the inclusion of file layouts. Operating documentation is personalised to each customer, being
part of the personalisation service included in the package cost. The package is written in BASIC and customisation is done as required at an agreed price. Any systems bugs found would be corrected free of charge.

## Grant Business Systems Sales Ledger

This system was written by Grant Business Systems and is available from them at the Micro Computer Centre, London, SW14 (01-876 6609) or from dealers throughout England. The package is an integrated Invoicing, Sales Ledger and Stock reporting system and costs $£ 750$.

The costs include setting all field lengths to specification, creating all necessary files to specifications, setting up the system generally, all necessary operating manuals, up to five hours editing/programming for customisation and up to five hours staff training. The minimum hardware configuration is 32 K PET, 400 K Computhink dual disc drive and a printer which costs $£ 2335$;
the system will allow for expansion up to 1.6 M byte disc.

The systems documentation provided is excellent; it covers not only the Sales Ledger system but also Purchase Ledger Nominal Ledger and Stock Control and gives full details of all files used. Since some customisation is included. The program is written in BASIC with a small amount of machine code incorporated.

Maintenance is comparatively simple because every system is tailored - errors are 'phoned in, an attempt is made to recreate the fault and if a bug is found a corrected version of the program is sent to the customer. If the fault proves to be a corruption of the customers copy a new version is provided at nominal cost. There are approximately 30-40 users and because of customisation and the modular design of the package, all have tailored systems.

## TRIDATA Sales Ledger

This system was written by Tridata Micros Ltd. of Birmingham (021-622 1754) and is available direct from them or from most Tandy dealers throughout the country. It has been available since August and there are 33 customers.

The package costs $£ 225$ and this includes personalisation and telephone backup during installation. At present no training is provided but a course is starting in January 1980 at a cost to be advised later. The minimum hardware is a 32 K TRS 80,2 mini floppy disc drives and a 132 ch tractor feed printer making a total cost of $£ 3,334$. The package is written in BASIC and there are plans over the next few months to convert the package to other hardware ranges. The documentation comprises of a User manual which, though sparse in systems information (a new version is being prepared to overcome this deficiency), is excellent for the 'new' user. Not only are the operating steps shown clearly but many helpful tips are given on general microcomputer usage. Customisation will always be arranged at an agreed charge and linkages are provided to other packages written by Tridata - particularly Stock Control, Invoicing and Nominal Ledger. Any system bugs would be corrected free of charge and a file recovery service is provided in case of master file corruption.

## OTHER SALES LEDGER PACKAGES, KNOWN BUT NOT EVALUATED

H B Computers Kettering Northants 053683922
Newtons Laboratories London 01-870 4248
Computer Workshop London 014917507
CAP-CPP London 01-404 0911
Computerland Ltd Ilford 01-554 2177
Keen Computers Ltd Nottingham 0602583254
Raynor Associates Leeds 0532450667
Compelec London 01-636 1392
ACT Petsoft Birmingham 021-455 8585
Databank Loughborough 0509217671
Digitus London 01-636 0105
Equinox London 01-739 2387
Euroc London 01-405 3223
Gemsoft Woking 048622281
Katanna Chelmsford 024576127
Micro-facilities Hampton Hill 01-979 4546
Micromedia Newport 0633841691
Microsolve Edgware 019510218
Padmede Basingstoke 025-671 2434
Sail London 01-359 2818
Vlasak Marlow 062-84 74789

# THEMIGHTY MICRO MAN 

Dr. Christopher Evans, among many things author of The Mighty Micro, died in October of this year; Malcolm Peltu, a close acquaintance, pays tribute.

Dr. Christopher Evans was a psychologist, computer scientist and visionary, always one step ahead of his rapidly changing Time. With a degree in psychology from Reading University, he approached the computer world from a unique perspective which he turned into many exciting practical projects during his 15 years at the National Physical Laboratory (NPL) in Teddington, where he was head of the man/machine interaction unit. About five years ago, while British industry slumbered in the bliss of micro ignorance, he began to realise how low cost microelectronics could liberate computer power from the chains of big organisations and place it at the finger-tips of everyone.

When he chaired the first personal computing conference in Britain in May 1977, the Online DIY Computer event, he called the micro a "turning point in computer development". Until then, he said, the computer industry and most computer users were from big business and big organisations but "the micro revolution will move the computer world in significant new directions, becom ing available to an enormous range of human beings".

True to his style as an enthusiastic doer, not just an invigorating talker, he and his talented team at NPL produced a number of projects which showed how the micro by cutting costs and providing portable computer power, could turn bright ideas into working Poducts.

For example, there is


Mickie, the patient-interviewing system which can perform some routine medical diagnoses in an interactive discussion with a person suffering from, say, an abdominal pain. Mickie has proved itself in live hospital operation. Then there are Muppet (subsequently renamed Minni) which is a handheld language translator, Malta the aircraft landing simulator and perhaps most importantly of all, Mavis, which was designed to provide a range of new input and output methods to help disabled people use a computer

Like the micro which he championed, the most appropriate adjective to describe Chris Evans is 'ubiquitous' you never knew where he would pop up next and what subject he would be discussing. As shown in his book. The Mighty Micro (Gollancz), his interests spanned both historic roots of technology and its most futuristic flowers.

At the NPL he organised a lecture series on the Pioneers of Computing; he was thrilled that computer technology had advanced so rapidly, it was possible to interview the founders while they were alive to witness the astounding impact of their invention.

For posterity, he recorded the views of many of the pioneers and these tapes are now available from the Science Museum in London.

At the other end of the time continuum, he was fascinated with science fiction and the possibilities of artificial intelligence creating Ultra Intelligent Machines which in his optimistic technological enthusiasm, he believed would become a beneficial intellectual helpmate to Man. He was also passionately (and everything he did was with committed passion) involved in debunking some of the wilder fringes of science, particularly the Uri Geller-style of spoon bending parapsychology

He was a regular performer on London's Capital Radio and the BBC World Service 'Discovery' science programme. And his frequent TV appearances included a series of interviews with science fiction writers as well as the Thames TV version of The Mighty Micro which, tragically, has to be shown posthumously because of delays caused by the ITV strike. Also being a contributing editor to Omni magazine brought together his interests in technology and science
fiction
To keep all these activities going (in addition to writing many books, ranging from $A$ Dictionary of Psychology (Harrap) to Cy bernetics (Butterworth) and The Mighty Micro required a huge capacity for hard work. But he seemed to have an in-built energy dynamo which carried him through. To be in his presence was to experience that personal energy field Yet when giving public pre sentations he brought a relaxed informality which made him one of the great technology popularisers. In fact, it's true to say that his populist approach and his wide range of activities led to some personal criticism from fellow scientists with a more academic approach to their subject. Such criticism, however, undervalues the importance of opening out the mysteries of science and technology so that academic achievements can be more widely appreciated

When Omni was launched in the UK, a time capsule containing various mementos from Britain in 1978 was sealed by Chris Evans and placed on display in the London Planetarium - to be opened in the year 2000 Those who open it should remember that at the time of general gloomy depression about the future, Chris Evans was concerned enough to send a message to the 21st century and to look forward with enthusiasm to the expanding horizons of the coming micro generations.

# BY SUEEISENBACH AND CHRIS SADLER CHAPTER 5 CONTROL STRUCTURES 2 

One of the most powerful features of the computer both as an information processor and as a control machine is its ability to detect differing conditions or varying situations and to respond to these, often in a sophisticated and complex way. When analysed, this activity reduces to the capability (of the program) to pose a question, to use the available data to establish the correct answer and then to act on that answer.

This particular feature exists in most programming languages and goes under the name of a conditional branch or just a conditional. Before looking at what PASCAL provides in the way of such control structures, it is as well to define the constituent elements. The outcome of a conditional is always one particular course of action chosen from a set of options laid down in the program. The function of the conditional is to select the appropriate course depending on some circumstance. So the format is:


Clearly the options are simply sections of code which perform the different actions required. The difficult part is setting up the selection to get the right option in the first place.

## Single and double branches

In the simplest kind of branch, the programmer may wish a piece of code to be executed only if some condition holds, and the program to continue once this code is completed. If the condition doesn't hold, the program continues directly anyway. In PASCAL this circumstance is handled by means of the IF THEN statement which takes the following form:

IF expression THEN statement;
The expression, defined in Box 1 , takes a Boolean value (i.e. TRUE or FALSE) which explains how it behaves as the selector. When the expression is TRUE, the state-
ment following THEN will be executed. Otherwise program control will pass directly to the statement immediately after the " $;$ ", which is the next instruction in the program. This type of conditional can be viewed as a "single" branch because there is only one optional statement open to the selector.

An enhancement of this type of conditional is the "double" branch where the selector directs program control to alternative sections of code (depending on whether TRUE or FALSE). At the completion of either alternative, program control passes to the same point in the program namely the statement immediately following the conditional. In PASCAL this is dealt with by means of the following:
IF expression THEN statement ELSE statement;
Note that there is no ";'" between the statement governed by THEN and the reserved word ELSE. It is a frequent error amongst programmers new to PASCAL to insert a separator here, with erroneous results.

Box 2 gives the syntax diagrams for both of these variations on the IF statement, and Box 3 consists
of a sample program which illustrates their use. When writing a program which is likely to be used by other people, particularly if data input is to be handled by inexperienced or unskilled operators, it is advisable to accept all input in ordinary character strings, checking on the validity and sorting out the different data types within the program. If the user makes a mistake, the program will detect it and ask for the input again, instead of crashing the processor. Considering that some such programs may run for hours (or even continuously) and may accept simultaneous input from many terminals (e.g. an airline bookings system), it is unnecessary to give further stress to the advantages of this technique.

Program READINTEGER (Box 3 ) is an example of the sort of routine one would use for inputting positive integers up to a fixed maximum length. The maximum number of digits allowed in any particular implementation of PASCAL will depend on the hardware being used so the program specifies INTSIZE as a CONST which can be tailored to different machines (line 2). The technique lies in reading the number in


```
FROGRAM REANINTEGER;
CONST INTSIZE=5%
TYPE SHORTSTRING=ARRAY[O. . 9]OF CHAR%
        IIGIT=0..9;
UAR TEMFNO,NUMBAS:SHORTSTFING;
    I.J:DIGIT:
    NEWNUM:-1...9;
    NUMBEF: INTEGER;
    WRONG: BOOL.EAN;
FROCEDURE INITIALISE;
UAR ICHR:'O'..'Q';
BEGIN
    ICHR:= '0';
    FOR I:=0 TO 9 NOO
    BEGIN
        NUMBASLIJ:=ICHFi;
        IF ICHR&'g' THEN ICHR:=SUCC(ICHR);
    ENLI;
    NUMBER:=0
END; (*INITIALISE*)
PROCEIIURE GETNUMBA%
BEGIN
    WFITELN('NOW TYF'E IN YOUR INTEGER PLEASE:
    I:=0;
    WHILE (NOT EOLN) ANII (I & INTSIZE) NO
    BEGIN
        REAL(TEMFNOLI]);
        I:=I+1
    ENO
ENI;; (*GETNUMBA*)
FROCEDURE TESTLIGIT;
BEGIN
    FOR J:=0 TO % nO
        IF TEMFNOLI]=NUMBAS[.J]
            THEN NEWNUM:=J
END;
BEGIN (*MAIN F'ROGRAM*)
    INITIALISE; (*SET UF NUMEAS WITH RANGE OF FOSSIBLE UALUES*)
    REFEAT
        WFONG:=FALSE;
        GETNUMBA; (*REAI CHARACTER STRING INTO TEMFNO*)
        I:=0;
        WHILE (NOT EOLN) OR (I > INTSIZE) NO
        WHILE
            NEWNUM:=-1; (*CHARACTER INFUT IS A PROFER IIGIT IF THIS
                UALUE CHANGES*)
                    TESTUIGIT; (*CHECK FOR DIGIT ANI STORE IN NEWNUM*)
                    IF NEWNUM=-1
            THEN WRONG:=TRUE
            ELSE NUMBER:=10*NUMBERTNEWNUM;
            I:=I+1
        ENII; (*IN EACH ITERATION NUMBER IS UPDATED WITH NEXT IIGIT*)
        IF WRONG THEN WRITELN('TRY AGAIN')
    UNTIL NOT WRONG
6 ENII.
```

character form (i.e. ASCII) and translating each digit into numeric form. In line 16 the array NUMBAS is primed with the character codes of the different digits.

The program reads the integer into a character string in procedure GETNUMBA, lines 22-29. Note the test (line 25) checks for "EOLN" (i.e. carriage return) or for integers which exceed the maximum length. The central ploy of the program can be seen in procedure TESTDIGIT. Each element of the string is compared in turn to a succession of character codes corresponding to the different digits. If the nth comparison is successful then $n$ is the digit sought (c.f. lines 34 and 35). The IF statement allows this to occur without any action being taken for an unsuccesful comparison. In the main body of the program, NEWNUM is used not only to hold each digit as it is "peeled" off the input string but also as the selector (line 49) in the IF statement since a value of -1 means that the last character under scrutiny wasn't a digit at all. The two courses of action (i.e. updating the
number or signalling an error) are laid out in lines 50 and 51 .

## Multiple branching

Frequently, just having two options at some particular point in a program is not enough, since it is necessary for the program to
split many ways. Perhaps the most explicit example of this requirement can be seen in the handling of a "menu" of the type found in many "business" packages. Take the example in Box 4 where the relation between the options in MENU and the procedures listed below is obvious. However, in order to get the right item in the menu, the main program has to go through the jumble of IF's from lines 22 to 32 .

It is for occasions like these that the PASCAL CASE statement has been defined (most other languages have an equivalent facility). Box 5 shows the syntax diagram for the CASE statement. The format is as follows:

## CASE selector OF options END;

- Note that the value taken by the selector must be one of the items in the list of constants which label the different options. If this is not the case, the outcome is undefined so it is advisable to build a test into the program to ensure that the selector is within the permissible range. Box 6 shows the way in which a CASE statement is used to tidy up SALESLEGDER (yes, SALESLEGDER, we stick by our mistakes!). Lines 20 to 25 lay out the options and SELECTION acts as the selector. However, before SELECTION is "allowed into" the CASE a check is made (lines 17 and 18) to ensure that it will make a successful selection (i.e. that it holds one of the values specified in line 3 ).

Finally, note the use of the statement separator ";" within the CASE statement (Boxes 5 and 6) since a semi-colon between the last option and the END which finishes the CASE statement will result in a compilation error.

- 4: BEGINELN('0. FINISH');

```

PROGRAM SALESL EGDER;
PROGRAM SALESL EGDER;
PROGRAM SALESL EGDER;
PROGRAM SALESL EGDER;
VAR SELECTION:INTEGER;
VAR SELECTION:INTEGER;
VAR SELECTION:INTEGER;
VAR SELECTION:INTEGER;
PROCEDURE MENU;
PROCEDURE MENU;
PROCEDURE MENU;
PROCEDURE MENU;
    GN
    GN
    GN
    GN
        WRITELN('0. FINISH');
        WRITELN('0. FINISH');
        WRITELN('0. FINISH');
        WRITELN('0. FINISH');
        WRITELN('1. LIST ALLL SALES');
        WRITELN('1. LIST ALLL SALES');
        WRITELN('1. LIST ALLL SALES');
        WRITELN('1. LIST ALLL SALES');
        WRITELN('2. MONITOR SALES BY STOCK CODE')'
        WRITELN('2. MONITOR SALES BY STOCK CODE')'
        WRITELN('2. MONITOR SALES BY STOCK CODE')'
        WRITELN('2. MONITOR SALES BY STOCK CODE')'
        WRITELN('3. INVOICE SEARCH');
        WRITELN('3. INVOICE SEARCH');
        WRITELN('3. INVOICE SEARCH');
        WRITELN('3. INVOICE SEARCH');
        WRITELN('4. AMEND LEDGER FILES')'
        WRITELN('4. AMEND LEDGER FILES')'
        WRITELN('4. AMEND LEDGER FILES')'
        WRITELN('4. AMEND LEDGER FILES')'
        WRITEIN(4. AMEND LEDGER FILES');
        WRITEIN(4. AMEND LEDGER FILES');
        WRITEIN(4. AMEND LEDGER FILES');
        WRITEIN(4. AMEND LEDGER FILES');
    END; (*MENO*)
    END; (*MENO*)
    END; (*MENO*)
    END; (*MENO*)
PROCEDURE LIST; (*LISTS ALL SALES FROM AND TO GIVEN DATES*)
PROCEDURE LIST; (*LISTS ALL SALES FROM AND TO GIVEN DATES*)
PROCEDURE LIST; (*LISTS ALL SALES FROM AND TO GIVEN DATES*)
PROCEDURE LIST; (*LISTS ALL SALES FROM AND TO GIVEN DATES*)
13: PROCEDURE STOCKCODE; (*DISPLAYS RECORDS USING STOCK CODE AS KE:*)
13: PROCEDURE STOCKCODE; (*DISPLAYS RECORDS USING STOCK CODE AS KE:*)
13: PROCEDURE STOCKCODE; (*DISPLAYS RECORDS USING STOCK CODE AS KE:*)
- 14: PROCEDURE INVOICE; (*DISPLAYS RECORDS USING INVOICE NUMBER AS KEY*)
- 14: PROCEDURE INVOICE; (*DISPLAYS RECORDS USING INVOICE NUMBER AS KEY*)
- 14: PROCEDURE INVOICE; (*DISPLAYS RECORDS USING INVOICE NUMBER AS KEY*)
PROCEDURE AM END; (*FOR ALTERING FILES*)
PROCEDURE AM END; (*FOR ALTERING FILES*)
PROCEDURE AM END; (*FOR ALTERING FILES*)
PROCEDURE AM END; (*FOR ALTERING FILES*)
16: PROCEDURE TOTAL; (*TOTALS SALES ON SEVERAL KEYS*)
16: PROCEDURE TOTAL; (*TOTALS SALES ON SEVERAL KEYS*)
16: PROCEDURE TOTAL; (*TOTALS SALES ON SEVERAL KEYS*)
16: PROCEDURE TOTAL; (*TOTALS SALES ON SEVERAL KEYS*)
    EGIN (*MAIN PROGRAM*)
    EGIN (*MAIN PROGRAM*)
    EGIN (*MAIN PROGRAM*)
    EGIN (*MAIN PROGRAM*)
        REPEAT
        REPEAT
        REPEAT
        REPEAT
            MENU;
            MENU;
            MENU;
            MENU;
20: WRITE('PLEASE TYPE IN YOUR SELECTION:');
20: WRITE('PLEASE TYPE IN YOUR SELECTION:');
20: WRITE('PLEASE TYPE IN YOUR SELECTION:');
20: WRITE('PLEASE TYPE IN YOUR SELECTION:');
            READLN(SELECTION);
            READLN(SELECTION);
            READLN(SELECTION);
            READLN(SELECTION);
            IF SELECTION=1
            IF SELECTION=1
            IF SELECTION=1
            IF SELECTION=1
            THEN LIST
            THEN LIST
            THEN LIST
            THEN LIST
            ELSE IF SELECTION=2
            ELSE IF SELECTION=2
            ELSE IF SELECTION=2
            ELSE IF SELECTION=2
                    THEN STOCKCODE
                    THEN STOCKCODE
                    THEN STOCKCODE
                    THEN STOCKCODE
                                    ELSE IF SELECTION=3
                                    ELSE IF SELECTION=3
                                    ELSE IF SELECTION=3
                                    ELSE IF SELECTION=3
                                    THEN INUOICE
                                    THEN INUOICE
                                    THEN INUOICE
                                    THEN INUOICE
                                    ELSE IF SELECTION=4
                                    ELSE IF SELECTION=4
                                    ELSE IF SELECTION=4
                                    ELSE IF SELECTION=4
                                    THEN AMEND
                                    THEN AMEND
                                    THEN AMEND
                                    THEN AMEND
                                    ELSE IF SELECTION=5
                                    ELSE IF SELECTION=5
                                    ELSE IF SELECTION=5
                                    ELSE IF SELECTION=5
                                    THEN TOTAL
                                    THEN TOTAL
                                    THEN TOTAL
                                    THEN TOTAL
                                    ELSE WRITELN('GOODBYE')
                                    ELSE WRITELN('GOODBYE')
                                    ELSE WRITELN('GOODBYE')
                                    ELSE WRITELN('GOODBYE')
33: UNTIL SELECTION<1 OR SELECTION>5
33: UNTIL SELECTION<1 OR SELECTION>5
33: UNTIL SELECTION<1 OR SELECTION>5
33: UNTIL SELECTION<1 OR SELECTION>5
END. (*** MESSY WASN'T IT? ***)
END. (*** MESSY WASN'T IT? ***)
END. (*** MESSY WASN'T IT? ***)
END. (*** MESSY WASN'T IT? ***)
        TRITEINS
        TRITEINS
        TRITEINS
        TRITEINS
17: BEGIN (*MAIN PROGRAM*)
17: BEGIN (*MAIN PROGRAM*)
17: BEGIN (*MAIN PROGRAM*)
18: REPEAT
18: REPEAT
                                    ELSE IF SELECT
                                    ELSE IF SELECT
                                    ELSE IF SELECT
                                    ELSE IF SELECT

\section*{No,this is not atypewriter!}


\section*{The ITT 2020 Micro-computer system}

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\section*{Look up table}

\author{
PASCAL RESERVED WORDS IF \\ THEN \\ ELSE \\ CASE \\ EOLN
}

\section*{JARGON \\ Conditional Branch \\ Selector}

Case Label

\section*{UCSD Exceptions}

Undefined selector values＂fall through＇CASE statements．

\section*{EXERCISES}

1 Enhance READINTEGER to cater for negative as well as posi－ tive integers．
2 Write a program to count the occurrence of each letter of the alphabet and total of all non－ alphabetic characters in a piece of text．Use a CASE statement． 3 The situation can arise in OTHELLO where it is impossible for either player to move（i．e． two consecutive PASSES）．The current program does not cater for this－adapt it．

\section*{Sample program Othello}

In this section we present a full program to illustrate not only the control structures of this chapter but also some of the data struc－ tures introduced in the last． Instead of describing the details of this program in the text，we shall exploit the readability of the PASCAL coding in Box 7．For in－ stance，anyone unfamiliar with the rules of OTHELLO should consult the output text in procedure INSTRUCTIONS（line 17）．

When tackling a program in this way，the approach should be to look at the data structures defined in the beginning，in conjunction with the body of the main pro－ gram to try to deduce the programming strategy．Often the choice of data structures will dic－ tate specific programming tactics within the program．A look at the TYPE statements（lines 2 to 5） will show that a board game is to be played and this is confirmed by the presence of the array BOARD with scalar indices and elements limited to FIRST，SECOND，and EMPTY

In the main program the outer REPEAT－UNTIL loop（lines 277 to 300）allows players as many games as they like．It con－ tains procedures to get each game started and to give the score when finished together with an inner WHILE－DO loop，（lines 279 to 297）which controls a single game．

```

PROGRAM SALESL EGDER;
VAR SFLECTION:INTEGER;
ACCEPTABLE:SET OF O..5;

```

\section*{PROGRAM SALESLEGDER；}
PROCEDJRF. MENU: (*DISPLAYS A LIST OF OPTIONS OFFERED*)
PROCEDURF LIST: (*DISPLAYS A LIST OF ALL SALES*)
PROCEDJRE STOCKCJDE; (*M)NITOR SALES HY STOCK COJE*
PROCEOURF LIST: (*DISPLAYS A LTST OF ALL SALES*)
PROCEDJRE STOCKCJDE; (*MJVITOR SALES HY STOCK CODE*)
PROCEDURE INVOICE; (*SEARCH UN INVOICE NUMBER*)
PROCEDJRE AMEND: (*AMENU RECORDS IN LEDGER FILES*)
PROCEDURE TOIAL; (*TOTAL ALL SALES*)
BEGIV (*MAIN PROGRAM*)
    ACCFPPTABLE: \(=\left[\begin{array}{|c} \\ 0,1,2,3,4,5] ;\end{array}\right.\)
    REPEAT
        MENU:
        WRITE ('PLEASE TYPE IV YOUR SELECIIUN');
        READLN (SELECTION);
IF SELECTION NOI IN ACCEPTABLE:
        READLN (SELECTION);
IF SELECTION NOT IN ACCEPTABLE:
        THEN SELECTIUN: \(=0\);
        CASE SEIECTIUN OF
            日: WRITELN('GJJUBYE');
                1: LIS「;
                2:STOCKCODE;
                3:INVOICE;
                4:AMEND;
                5: TOFAL
        END(*CASE*)
    UNTIL SELECTION=0
END.
12

\section*{Program othello；}

    COLCHAR \(=, ~ A \cdot A^{\prime}\) ';
    DIR \(=(N, N E, E, S E, S, S W, W, N W) ;\)
\(M O V E=(F I R S T, S E C O N D, E M P T Y) ;\)
VAR NOUGHT, CROSS: ARRAY[ \(1 . .10\) J OF CHAR;
    BO ARD: ARRAY[RO WN UM, COLCHARJ OF MO VE;
    BO ARD: ARRAY LRO WN UM,
    COUNTER: 0.0 60;
    RO WNO W: RO WNUM;
    COLNOW: COLCHAR
    AN SWER: CHAR;
    LEGAL, GAM ED UER, NOMORE,
    PASS, FINISHED: BOOLEAN:
    FLIPCOUNTER: ARRAYIDIRJ OF O.. 60;
PROCEIURE INSTRUCTIONS; (*FRINTS OUT RULES OF OTHELLO*)
BEGIN
    WRITELN('OTHELLO IS A BOARD GAME PLAYED BETWEEN TWO PLAYERS. EACH ');
    WRITELN('PLAYER HAS A DIFFERENT COLQURED COUNTER. THE FLAYERS START, ; ;
WRITELN('WITH TWO COUNTERS. EACH IN THE CENTRAL FOUR SQUARES OF THE BOARI,,),
    WRITELN ('THE FIRST FLAYER MUST FLACE A COUNTER IN AN EMPTY SQUARE');
    WRITELN('ADJACENT TO AN OCCUP IED SQUARE IN SUCH A WAY THAT AT LEAST ONE');
    WRITELN("OF THE OFPRONENT''S COUNTERS LIES BETWEEN THE CURRENT COUNTER"),
    WRITELN('AND ANOTHER OF HIS OWN COUNTERS IN A STRAIGHT LINE DRAWN');
    WRITELN("HORIZONTALLY. VERTICALLY. OR HIAGONALLY ACROSS,')
    JRITELN ('THE BOARD. ALL OF THE OFFONENTS COUNTERS SO ,'SANDWICHED,,',);
    WRITELN("BECOME CAPTURED, THAT IS THEY CHANGE COLOUR.")
    RITELN('AS THE NUMBER OF COUNTERS BUILLIS UP MORE ANI MORE HAUE TO EE,')
    WRITELN('AS THE NUMBER OF COUNTERS BUILLS UP MORE AND MORE HAUE TO BE');
WRITELN('SWAPPED IN EACH MOUE SO THAT OTHELLO IS CLEARLY A TEDIOUS');
    WRITELN('GAME TO PLAY BY HAND. THIS IMFLEMENTATION USES ", ", AND,";
        WRITELN('"X'" TO RFPRESFNT THF ITFFFRFNT COI DURS ANU FMPLOYS A')",
    WRITELN('STANDARI A-H, 1-8 CHESSBOARD CONUENTION THE PLAYER WITH');
WRITELN('THE GREATFR NUMBER DF COUNTERS AT THE ENI OF THE GAME") \%
    URITELN('WINS. A FLLAYER MAY BE FORCED TO FASS IF NO EMPTY SQUARE'),
    WRITELN('EXISTS WHTCH IS AUJACENT TO AN OPPONENT"'S SQUARE,':
    JRITELN('IN A LINE CONTAINING ONE OF HIS OWN.');
    WRITELN;
    WRITE("FLEASE FRESS RETURN WHEN YOU ARE REAIY TO FLAY.');
    READLN
END; REATILN
PROCEDURE I DENTIFY; (*ASKS FOR THE PLAYERS NAMES*)
VAK I:INTEGER;
BEGIN
BEGIN WHITEC
    WRITEC 'wHO'S GOING TO HAVE FIFST MOVE?');
    WHILE (NOT EOLN) AND ( \(1<11\) ) DO
            BEGIN READ CROSS[I]); \(1:=1+1\) END;
            WRITELN( 'RIGHT ', CROSS, YOUR SYMEOL IS \(\cdot\) 'X'');
            WRITEC 'WHO''S NEXT?');
            I: = 1;
            WHILE (NOT EOLN) AND (I<11) DO
            BEGIN READ ( NOUGHTEIJ); I: \(=1+1\) END;
WKITELNC \(\quad\) THANKS', NOUGHT,
MAY THE BEST PLAYER WIN!')
END: (*IDENTIFY*)
PROCEDURE STARTGAME; (*INITIALIZES GAME BOARD*)
VAK ROW: RO WN UM;
COL:COLCHAR
BEGIN
    FOR ROW: = ' 1 ' TO ' 8 ' DO
            FOR COL: \(={ }^{\prime} A^{\prime}\) TO \({ }^{\circ} H^{\prime}\) DO
EORDCROW,COL \(:=E M P T Y ;\)
2 TYPE RO WNUM \(=\);
    COLN: COL CHAR
    DIRECTION: DIR;
            EOARDC ROW, COL \(1:=\) EMPTY
－ 62
WRITELN（＇SWAPPED IN EACH MOUE SO THAT OTHELLO IS CLEARLY A TEUIOUS，）：
EOARD［ RO W，COL \(]:=\) EMPTY；
）

Note the use of BOOLEANS (GAMEOVER, NOMORE, LEGAL and PASS) to make the control structures (both loops and conditionals) obvious and easy to read. During the game, MOVER keeps tabs on whose move it is (lines 293 to 295) and COUNTER monitors the number of successful moves made (lines 290 and 295). After a move has been input (procedure GETMOVE), accepted (CHECKMOVE) and made (FLIPS), COUNTER and MOVER are altered to reflect the state of the game.

The core of the program lies in the "move" mechanism described by these three procedures. GETMOVE gets the player's move from the keyboard and determines whether the characters input refer to (any) square on the board. This constitutes a check for validity. Note the use of the set VALID (line 133) to guarantee that the CASE selector in DETAILEDCHECK (lines 111 to 121) will find one of the options. Note also that the move can be typed in, in either order - i.e. " 4 A " will work as well as "A4".

CHECKMOVE checks on the legality of the move, ensuring that the indicated square is unoccupied (line 205) and then "looking" in every direction (lines 210 to 220 ) to see if a winning sequence of "target" squares exists (i.e. a sequence of the opponent's counters followed by one of the player's own counters). Procedure CHOOSESQUARE handles the different sequences (CASE statement, lines 152 to 182) and checks for the edge of the board, while CHECKIT has the job of tallying up a FLIPCOUNTER for each direction (line 190). Note that CHECKMOVE looks in all directions, even when the move is known to be legal. This ensures that FLIPCOUNTER is set for each direction so that the business of making the actual move (FLIPS, line 223 to 241 ) is fairly straightforward.

Our thanks to Jim Wood of Ithaca Intersystems for letting us use a DPS-1 for this project. We were able to use the latest implementation of \(P A S C A L / Z\) which now supports real numbers.
\%
BOARDC ' 4 ', 'D']:=FIRST;
\(B O\) ARDC ' 4 ', 'E']: = SECOND;

COUNTER: \(=0\);
GAMEOVER: = FALSE;
MOVER: = FIRST;
END; (*STARTGAME*)
PROCEDURE PRINTBOARD; (*DISPLAYS CURKENT GAME EOARL•*)

VAR ROW: RO WNUM;
    COL: COL CHAR;
BEGIN
    FOR I:=1 TO 24 D0
    WRITE(TTY, TAB, SPACE);
    FOR COL: = 'A' TO 'H' DO WRITE(TTY, SPACE, COL); (*COL. TITLFS*)
    FOR ROW: =' 1 , TO ' 8 , DO
    BEGIN

        FOR COL: \(=\) ' \(A\) ' TO 'H' \(D\)
        BEGIN
            CASE BOARDCROW, COLI OF
                    EMPTY: WRITEC SPACE, '-');
FIRST: WRITE( SPACE, ' \(\quad\) ');
                    SECOND: WRITEC SPACE, '0',
            END (*CASE*)
        END \({ }^{\text {EN }}\)
    END; (*PRINTBOARD*)
    PROCEDURE GETMOVE; (*REQUESTS AND VALIDATES MOVE*)
PROCEDURE GETMOUE; (*REQUESTS AND VALIDATES MOE*)
PROCEDURE ASKFORMOUE; (*REQUESTS APPROPRI ATE MOVE*)
BEGIN MOVER=FIRST

    END; (*ASKFORMOVE*)
    PROCEDURE GETINPUT;
    CRLECT, COLIN, ROWIN,: BOOLEAN;
    VALID: SET OF CHAR;
    RESPONSE: ARRAY[ \(1 . .2\) ] OF CHAR;
PROCEDURE DETAILEDCHECK; (*TESTS FOR AND ACCEPTS LEGAL MOVE*);
BEGIN
            I:=1 TO 2 DO
            CASE RESPONSE[I] OF
                '', '2', '3', '4', '5', '6', '7', '8': BEGIN \(\quad\) RO WNO W: = RESPONSE[ I ];
                    RO WIN: = TRUE
                    END;
                            COLNO W: = RESPONSE[I] ;
                                    COLIN: = TRUE
                'P': PASS: = TRUE
            IF (COLIN AND ROWIN) OR PASS
            THEN CORRECT: = TRUE
            ELSE
                WRITELN( 'BAD MOVE - TRY AGAIN')
                    CORRECT: =FALSE
END
END; (*DETAILEDCHECK*)
    COL (*ETINPUT*)
    ROWIN:=FAL SE;
    VAL I \(\mathrm{D}:=\left[{ }^{\prime} 1^{\prime}, 0^{\prime} 0^{\prime}, 3^{\prime}, 4^{\prime}, 5^{\prime}, 6^{\prime}, 7^{\prime}, 8^{\prime}\right.\),

    READCTTY, RESPONSE[ 1]); READLN(TTY, RESPONSE[ 2]);
IF (RESPONSE[ 1] IN VALID) AND (RESPONSE[ 2] IN VALID)
    THEN DETAILEDCHECK
    ELSE
            WRITELN( FALSE; \(\quad\) IMPOSSIELE MOLE - TRY AGAIN')
    END;
END; (*GETINPUT*)
END; (*GETINPUT*)
    ASK FO RMO VE;
    REPEAT
    GETINPUT
    END; (*GETMOVE*)
PROCEDURE CHOOSESGUARE; (*CHOOSE NEXT SQUARE FOR EXAMINATION*)
BEGIN
            N: IF ROW= '1. THEN FINISHED: = TRUE ELSE RO \(W:=\) PRED \((R O W)\)
            NE:IF (ROW='1') OR (COL='H') THEN FINISHED: = TRUE
                                    ELSE
                                    ROW: = PRED ( RO w );
                                    RO \(\mathrm{W}:=\operatorname{PRED}(\) RO W\()\)
\(\mathrm{COL}:=\operatorname{SUCC}(C O L)\)
                                    END;
            E : IF COL='H' THEN FINISHED:=TRUE
            ELSE COL:=SUCC(COL);
            SE:IF (ROW= '8') OR (COL='H') THEN FINISHED: = TRUE
                                    ELSE
                                    RO \(\mathrm{w}:=\) SUCC (ROW)
                                    COL: = SUCC(COL)
                END;
            S :IF ROW= '8, THEN FINISHED:=TRUE ELSE RO \(\mathrm{w}:=\operatorname{SUCC}(R O W)\) :
            SW:IF (ROW= '8') OR (COL='A') THEN FINISHED: = TRUE
                ELSE
                                    BEGIN
                                    RO \(w:=\operatorname{SUCC}(R O W)\);
                                    COL: = FFEDC(COL)
                                    END;
        w : IF COL='A' THEN FINISHED: = TRUE ELSE COL: =PFEL(COL);
                THEN FINISHFD:=TRUF
                                    ELSE
                                    HO \(\mathrm{k}:=\mathrm{PFED}(\) RO w\()\),
                                    COL: = PRED (COL)
            END (*CASE*)
        END; (* CHOOSESGUARE*)
PROCEDURE CHECKMOVE;
    VAR COL: COLCHAR;
    ROW: RO WNUM;
    PROCEDURE CHECKIT; (*EXAMINE SGUARE*)
                                    Continued in 'Programs

\section*{All Systems Are Not Created Equal}


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One of the most exciting events at this year's PCW Show was the second microprocessor chess tournament. Competition was much fiercer than last year and the standard of play was very noticeably higher, a sure sign than an increasing number of personal computing enthusiasts are getting to grips with the complex task of writing a chess program. At the first tournament we had only six contestants, this year there were nine and a further fifteen people intimated that they had programs which were not quite ready to participate. It would not surprise me if next year, when it is hoped to hold the first World Microprocessor Championships, we have as many as thirty entries.


SARGON STOMPS THROUGH
David Levy reports

A new feature this year was the size of the first prize, \(£ 1,500\), which was awarded to the highest placed home brew entry. The destiny of the cheque was virtually decided in the very first round when last year's winner, Mike Johnson, introduced a completely new program which he had put together in only a few days. MIKE II was two pawns ahead when it allowed a mate in two by VEGA, and this allowed David Broughton's program to snatch a vital point. In fact VEGA missed the mate when it was first available, but on the following move, when MIKE II had still not noticed the threat, VEGA was not so generous.

VEGA's luck held out in round two, when it reached a position in which its opponent, MYCHESS, was a queen and three pawns ahead. Due to an error in MYCHESS' timing mechanism it loses track of how long it has taken under certain circumstances, and MYCHESS lost on time despite its overwhelming material advantage. This left VEGA with 2 out of 2 and in the next round it met the Chafitz/Sargon program. Sargon was running on a specially designed chess board which senses the moves made by its opponent's pieces and illuminates small LEDs to indicate its own moves. This impressive piece of equipment, which, will be on sale next year at around £800 ( \(\$ 850\) in the USA) was undoubtedly the strong-
est program in the tournament. It crushed all the opposition in its path, including the hitherto fortunate VEGA, and by the end of round four it was already assured of first place. VEGA played sensibly in the two final rounds, drawing an up and down game with the Voice Challenger and then beating DELTA in round 5. It is a solid, well debugged program, and despite the fact that it was very lucky I still consider it to be the strongest of the home brew entries and well deserving. of the prize, which incidentally was some £300 more than first prize in this year's British Championship (for humans)!

The games that follow are amongst the most interesting. Readers who would like xerox copies of all the games should send a large stamped addressed envelope and 50 p to: PCW (Chess Games), 14 Rathbone Place, London W1. I should like to thank PCW for sponsoring this important tournament and giving computer chess enthusiasts the opportunity to test their wares. Watch these pages for news of next year's PCW tournament, the first World Championship for micros!

\section*{White: Voice Challenger Black: Sargon}
\(1 \mathrm{~d} 2-\mathrm{d} 4 \quad\) g7-g6 \(2 \mathrm{~d} 1-\mathrm{d} 2\)
It is a little surprising that a program which purports to have such a large openings book can make a move like this so
early in the game.
\begin{tabular}{|c|c|}
\hline 2 & g8-f6 \\
\hline \(3 \mathrm{~b} 1-\mathrm{c} 3\) & d7-d5 \\
\hline \(4 \mathrm{~g} 1-\mathrm{f} 3\) & f8-g7 \\
\hline \(5 \mathrm{~d} 2-\mathrm{d} 3\) & 0-0 \\
\hline 6 e2-e4 & d5xe4 \\
\hline 7 c 3 xe 4 & c8-f5 \\
\hline \multicolumn{2}{|l|}{\multirow[t]{2}{*}{An awkward pin on the knight, which ties White down to defence.}} \\
\hline & \\
\hline 8 e4xf6+ & g7xf6 \\
\hline \(9 \mathrm{~d} 3-\mathrm{c} 4\) & f5-e6 \\
\hline 10 c4-b4 & b8-c6 \\
\hline 11 b4-b5 & c6xd4 \\
\hline 12 f 3 xd 4 & d8xd4 \\
\hline 13 b 5 xb 7 & d4-e5+ \\
\hline 14 e1-d1?? & \\
\hline
\end{tabular}

White had to play f1-e2. Now his king will never be safe.
\begin{tabular}{ll}
14 & \\
15 & fi-d \\
16 & b7-b4 \\
17 & h1-e1 \\
18 & d1-d2 \\
19 & e1-e3 \\
20 & \(b 4-c 3 ?\)
\end{tabular}
f8-d8+ e6-d5 d5xg2 g2-f3+ f6-g5+ d8-d4

Of course White is quite lost, but this move makes matters easier for Black by blocking the possible escape square c3.
\begin{tabular}{lr}
20 f2xe3 & g5xe3+ \\
\(21 \mathrm{~d} 2 \mathrm{xh} 2+\) \\
\(22 \mathrm{~d} 2-\mathrm{e} 1\) & h2-g1+ \\
\(0-1\) &
\end{tabular}

Voice Challenger is a sporting opponent who resigns when it sees an inevitable mate.

PROGRAM
R1 R2 R3 R4 R5 Tot
1 Chafitz/Sargon (USA)
W7 W4 W2 W3 W6 5 Dan \& Kathe Spracklen (Assembly)

2 Vega (UK)
W5 W3 L1 D6 W8 \(3^{1 ⁄ 2}\) David Broughton (Assembly)

3 Mychess (USA)
W8 L2 W4 L1 W7 3 David Kittinger \& John Urwin (Assembly)

4 Tiny Chess 86 (Belgium)
W6 L1 L3 bye W9 3 Jan Kuipers (Assembly)

5 Mike II (UK)
L2 W9 L6 W8 bye 3
Mike Johnson
(F.ortran/Assembly)

6 Voice Challenger (USA)
L4 W7 W5 D2 L1 \(2^{1 / 2}\)
Programmer not named (Assembly)

7 Max (UK)
L1 L6 bye W9 L3 2
Guy Burkill
(Basic/Assembly)
8 \begin{tabular}{l} 
Delta (UK) \\
David Wilson \\
(Assembly)
\end{tabular}\(\quad\) L3 bye W9 L5 L2 2

9 Wizard (UK) bye L5 L8 L7 L4 1 Jeffrey \& Clare Cooper (Assembly)
\(1 \mathrm{a} 2-\mathrm{a} 3\). This is Tiny's favourite opening move.
\begin{tabular}{lll}
1 & b2-b4 & g8-f6 \\
2 & b2-b6 \\
3 & g1-h3 & d7-d5 \\
4 & h3-g5 & h7-h6 \\
5 & g5-h3 & c8-h3 \\
6 & g2xh3 & e7-e6 \\
7 & f1-g2 & g7-g6
\end{tabular}

Up to now the game has been rather unexciting, but no sooner has White castled than MYCHESS launches an all-out attack on its opponent's king.
\begin{tabular}{llr}
8 & - & g6-g5! \\
9 & c1-b2 & f8-d6 \\
10 & d1-c1 & a7-a6 \\
11 & f1-e1 & h8-g8
\end{tabular}

\begin{tabular}{ll}
13 & h3-h4 \\
14 & f1-d1 \\
15 & g1-f1 \\
16 & b2-c3
\end{tabular}

\section*{f6-h5} d8xh4 h5-f4 h4-h2

While White has been do-
ing nothing on the Q -side,
Black has brought most
g5-g4 of his pieces to bear on the enemy K -side.
17 g2xd5
The only way to defer mate.
17
e6xd5
0-1
TINY CHESS is also polite!
situation that exists in the United States. However, I do consider special provision should be made for this new, exciting and (potentially) revenue-earning marketplace."

Will David (Hebditch) slay Goliath
(PO)? Read the conclusion to this
gripping tale - next month.

On The Line Continued from Page 55 established are imposed on personal computer systems, this would certainly seem to inhibit a potentially large source of off-peak revenue for the Post Office.
4 Your requirement for users of acoustic couplers to obtain written approval from their local Telephone Area (Sales) Office is
understandable and I cannot see any problem with this.

I hope you will accept that I believe a more liberal attitude to the connection of personal computers to be in the best interests of the Post Office and the UK microcomputer industry. I would neither expect, nor wish for, the relatively uncontrolled

\section*{CAICDLATORCORNZR}

Judging by the amount of mail I am now receiving, Calculator Corner is striking a chord with some of you out there who either cannot or don't want to own a micro. The general feeling seems to be that you'd like to see more software and advanced programming info. than I've been providing, so for the next few months that's what you're going to get!

\author{
Dick Pountain
}

\section*{TI 58/59pseudo op-codes}

We'll start off with some notes from reader, Rolf Howarth, of Wimborne, Dorset concerning various TI 58/59 operations which are not to be found in the manual.
"When a program is entered it is stored as a sequence of two-digit numbers, each of which corresponds to one or more key strokes. However, not all of the 100 possible codes (00-99) are used, and a 'pseudo' op-code can be placed in program memory by entering RCL nn and then deleting the RCL, leaving the code nn as required.

\section*{Keycode 82}

This is the most useful pseudo code, and is normally referred to as HIR (this is the mnenomic printed when listing on the PC-100). With it one can access the eight internal registers used as the pending operations stack, and print register when the PC-100 is connected. The format of the instruction is 82 ab , where a is the operation and \(b\) the number of the register (1-8) on which the operation is performed. There are six different operations, which are used in the same manner as ordinary register arithmetic: \(0-\) STO store display contents in internal register; \(1-\mathrm{RCL}\) recall contents of internal register to display; \(3-\mathrm{SUM}\) add
display to internal register;
\(4-\) PRD multiply internal register by display contents; 5 - INVSUM subtract display contents from register; 6 - INVPRD divide register by display contents. 2 will perform no operation and 7,8 and 9 all do the same as 6 . Note: When performing register arithmetic with the pending operations registers, place the calculator in scientific display mode, as any number smaller than one will otherwise have its exponent made positive (eg. 0.02 turns into 200. after HIR 38).

These registers may be HIRed when the programmer has no spare data registers, though one has to take into account the fact that they are actually used by the calculator (!).

\section*{Keycode 31}

This op-code corresponds to the LRN key, which can of course not be placed directly in program memory, as the calculator leaves learn mode when it is pressed. When the code is encountered during program execution, the calculator stops in learn mode at the following location.

\section*{Keycode 21}

This code, which corresponds to the 'shift' key, 2nd, has several interesting uses. 1) Crashing the calculator. After the sequence 21 sin , \(\cos\) or tan, the TI58/9 crashes,
requiring it to be switched off
to reset it. 2) 21 in front of a \(\mathrm{R} / \mathrm{S}\) or 31 instruction causes the next key pressed to have its second function taken. 3) Testing the display. It is possible to branch to one of two user-defined key labels as the result of testing whether the number in the display has been entered (ie. a function or operation key has been pressed since the number was keyed in). The sequence is 21 and then a user-defined key A-E'. The calculator jumps to one of two labels; if the number has been entered the first label will be called, otherwise the label search mechanism starts from step 001. So in the following example, when \(B\) is pressed one or other of the Lbl A's is called. The first Lbl A' must be at step 000 for this to work. Lbl A'.. INVSBR Lbl A'. INVSBR Lbl B 21 . A'

If the number has been entered the. will clear it and the first Lbl A' is called. The test may be reversed if CE is used in place of the point. The first label will be called if the number is unentered, and vice versa. Any error condition and/or unentered number will be cleared by the CE as normal.

\section*{DSZ}

The decrement and skip on zero function may be used with any data register, not just registers \(0-9\) as stated by the manual. The number of the register has to be
placed in the right place using the same method as when entering a pseudo code. Note that register 40 may not be used, as Dsz 40 is recognised as Dsz Ind.

Finally I would like to give the owners of a TI58/9 a puzzle to solve. It is possible to look at the 380 steps which contain the routines that do the polar to rectangular and sexagesimal to decimal conversions and statistics. I have found out how to do this, and wonder whether anyone else can.'

\section*{Your ten andupten!}

I would like to make a confession; sacreligious though it may be to computer persons, I have always preferred card games to chess. More specifically I am addicted to Poker; seven card stud when played well has a degree of psychological sublety and complexity for which it is seldom given adequate credit.

Given this leaning (or perversion, in the eyes of some) it is most gratifying to note that the Artificial Intelligence community have recently turned to Poker as a suitable subject for computer simulation.

Rather rashly I decided to try to produce a calculator program for the Casio Fx-502 which could make 'intelligent' betting decisions in a simulated card game. Poker is
too complex by virtue of the five card combinations, and so I settled upon 3-card Brag. Any game of the Brag family (which includes Poker) is in one sense trivial with only two players since either always has the option to "see" the other; but my object was merely to have the calculator make realistic bets based on the perceived strength of its hand and its opponent's betting.

The 'deck' is of necessity grossly simplified, being merely the numbers 1 to 13 with no suits. This means flushes are not possible; pairs, runs and prials ( 3 of a kind) are the only hands above Ace high. (In an earlier card game I represented suits by 1 , 2,3 , or 4 following a decimal point eg. \(1.2,9.3\), but this adds impossibly to the complexity here). The 'hands' are dealt using the DMS format of the 502, so 20209 is a pair of twos.

The program deals two hands and assesses its own hand before displaying yours. By a series of tests it identifies pairs and prials and then runs, and according to the outcome assigns a 'value' to the hand which is in the range 6-18 for a pair, 18-31 for a run and 56-68 for a prial. This value is weighted within its range by the magnitude of the face values of the cards.

The program then compares your last raise with the value of its hand and raises, sees or folds according to one of two algorithms (which depends on the value). When betting first the calculator 'suckers' you, ie. conceals the strength of its hand by basing the first bet on the square root of its value. And to avoid predictability it bluffs wildly on a random basis on an average of one in ten hands.

Given the limitations of a pocket calculator I was surprised that the program turned out to be quite a strong player; normally cautious but never underplaying a good hand. It can usually be made to fold by a really outrageous raise, but then so can most humans! Just pretend its real money and don't go mad.

When a hand is finished the human player has to see the calculator's hand and decide the winner. The program could perform this function using the 'assessing' subroutine again but it slows the game down too much.

The calculator keeps a running bank balance for each player, debits each
bet as it is made and puts the bets into a jackpot which is credited to the winner manually by the human player.

Those familiar with the fx502 will be surprised that I have opted to use its Mickey Mouse random number generator in the dealing subroutine. This is not because I am unaware of its inadequacies; nor because I don't know any good pseudo-random number routines, which I do (later column?). Frankly it's because the poor distribution gives you better hands!

A word of warning. In the listing I have followed my own preferred format which is to omit all INVs (for 2nd functions) and the commas between steps in the interest of space and readability.

\section*{User instructions}

1 Clear memories with MAC. 2 Enter playing funds e.g. 1000 into memories 15 and 16.

3 Press PO. This deals the first hand and displays yours
e.g. 60608

4 Enter a bet e.g. 2.
5 Press PI. This accepts your bet and replies with calculator's bet e.g. 5 .
6 Repeat 4 and 5 until:-
a) You wish to see. Do this by equalling the calculators bet i.e. by not raising. The calculators hand will be displayed automatically.
b) You wish to fold. Enter a bet of 0 . Your hand will be displayed automatically.
c) The calculator sees you by equalling your last bet. Press P7 to see calculator's hand and P2 to recall your own. (These may be done at any time but no cheating!) d) The calculator folds by a bet of 0 .
7 When a game has terminated by a) b) c) or d) determine the winner.
8 If you are the winner press P3. Your bank balance is displayed. (This may be done at anytime). Press EXE and the jackpot is displayed and simultaneously added to your balance.
9 If calculator has won P4 and EXE perform similar functions.
10 Repeat from 3. Note that

PO does not clear all memories (this would lose bank balances) so be careful to collect all winnings. Otherwise the jackpot carries over to the next game.
11 To allow the calculator to bet first (first betting should alternate) press P6. Then enter your reply and press P1; continue as normal with steps 4 and 5 .

\section*{Memory contents}

O SQUARE ROOT VALUE
CALCULATORS CARDS

\section*{YOUR CARDS}

YOUR BET
CALCULATORS BET
9 YOUR RAISE
10 VALUE OF HAND
\(11]\)
12 PAIRWISE DIFFERENCES
14 BLUFF VALUE
15 YOUR BANK
16 CALCULATORS BANK
17 -
18 JACKPOT
19 -

\section*{Programlisting}

PO 6 Min0
LBL8 GSB P9 IND Min0 DSZ GOTO 8 MR3 Min13 - MR1 Min11 \(=\operatorname{Min} 12\)
MR2 M-11 M-13
\(\operatorname{MR} 11 \mathrm{x}=0 \cdot 1 \operatorname{MinF} \operatorname{MR} 12 \mathrm{x}=0\) \(\cdot 2 \mathrm{M}+\mathrm{F}\) MR13 \(\mathrm{x}=0 \cdot 3 \mathrm{M}+\mathrm{F}\) MRF ABS FRAC \(\operatorname{MinF} x=0\) GOTO 1 . \(2 x \geqslant\) F GOTO2 - \(3 x \geqslant\) F GOTO3 \(50+\)
LBL2 MR1 - MR2 +
LBL3 MR2 \(+5=\operatorname{Min} 10\) GOTO 9
LBL1 MR11 \(\times\) MR12 \(\times\) MR13 \(=\mathrm{ABS}-2=\mathrm{x}=0\) GOTO 5
GSB P9 \(\operatorname{MinF}+10=\operatorname{Min} 14\)
MR1 + MR2 + MR3 \(=\div 7=\) INT \(\mathrm{x} \geqslant \mathrm{F}\) MR14 Min10 GOTO 9
LBL5 \(18+\) MR1 \(=\operatorname{Min} 10\)
LBL9 SAC MR10 MinF \(\checkmark\) INT Min0 GSB P2

P1 Min7 M \(+18 \mathrm{M}-15\)
\(\mathrm{x}=0\) GSB P2
MR15 \(x \geqslant 0\) GOTO 2 EE HLT
LBL2 MR7 \(-\operatorname{MR} 8=\operatorname{Min} 9 \mathrm{x}=0\) GSB P7 \(25 \mathrm{x} \geqslant \mathrm{F}\) GOTO 3 \(\mathrm{MR} 7+1=\mathrm{M}+8\) GOTO 8
LBL3 \(\div\) MR10 \(-3^{*}=x \geqslant 0\) GOTO 1 \(+2 *=x \geqslant 0\) GOTO 9 MR10 M +8 DSZ GOTO 8
LBL9 MR7 Min8 GOTO 8
LBL1 0 Min8
LBL8 MR8 M+18 M-16 MR16 \(\mathrm{x} \geqslant 0\) GOTO 5 EE +/- HLT
LBL5 MR8
* These constants control the 'caution' of calculators play. Increasing them makes it less cautious and vice versa.
\(\mathrm{P} 2 \mathrm{ACMR} 4+\mathrm{MR} 5 \div 60+\mathrm{MR} 6 \div 3600=\stackrel{\circ}{\rightleftarrows} \mathrm{HLT}\)
P3 MR15 HLT MR18 M + \(15 \mathrm{M}-18\)
P4 MR16 HLT MR18 M+16 M-18
\(\mathrm{P} 7 \mathrm{ACMR} 1+\mathrm{MR} 2 \div 60+\mathrm{MR} 3 \div 3600=\stackrel{\circ}{\because} \mathrm{HLT}\)
P9 RAN\# RAN\# \(\times 13+1=\) INT

DEALS SIX CARDS TAKES PAIRWISE DIFFERENCES

TESTS FOR ZERO DIFFERENCES DIFFERENCES

IDENTIFIES PAIRS AND PRIALS

VALUES PAIRS AND PRIALS
IDENTIFIES RUNS
INTRODUCES RANDOM BLUFF

VALUES RUNS

DEBITS YOUR BET
HAVE YOU FOLDED?
ARE YOU SOLVENT?
INDICATES INSOLVENCY
ARE YOU SEEING?
CALCULATORS STRATAGEM
FOR VERY STRONG HAND
SHALL CALCULATOR FOLD ?
SHALL CALCULATOR SEE?
CALCULATOR BETS

DEBITS CALCULATORS BET. IS IT SOLVENT?
INDICATES CALCULATORS INSOLVENCY
CALCULATORS BET DISPLAYED

DISPLAYS YOUR HAND
YOU RECEIVE JACKPOT
CALCULATOR RECEIVES JACKPOT
DISPLAYS CALCULATORS HAND
DEALS A CARD

As more and more microcomputers come on to the British market, so our unique machine lising, In Store, continues to expand at great pace. However, it's important that in terms of editorial 'page consumption', Direct Access strikes a reasonable balance with the remainder of the magazine. Therefore, for the time being at least, we are making the following changes:
User Group Index A complete list of user groups,
clubs, societies and associations will be published quarterly. Otherwise, each month the section will include only those groups of which we have been newly notified.
Diary Data PCW's diary will project approximately two months ahead of publication day. In addition, though, we will continue to give details of particularly interesting events occuring ahead of that date.

\begin{tabular}{|c|c|c|c|c|c|}
\hline Machine (Price from) & Main Distributor/s (No. of dealers) & Hardware & Software & Documentation & Miscellaneous \\
\hline \[
\begin{aligned}
& \text { CHALLEN- } \\
& \text { GER C3 } \\
& (£ 2334)
\end{aligned}
\] & As above & \begin{tabular}{l}
32-56K RAM: 6502, 6800, Z80: dual 8 " \(\mathrm{F} / \mathrm{D}\) (1.15MB): \\
2-16 S/P: 17"x22"x12"
\end{tabular} & \begin{tabular}{l}
OS65U \\
BASIC: \(C P / M\) FORTRAN COBOL: B/P: W/P: Data Management
\end{tabular} & S\&H & Also C3B \& C3P H/D modules: 74 MB for about £10,000 \\
\hline \[
\begin{aligned}
& \text { COMMA } \\
& \text { VO3 } \\
& (£ 4,200)
\end{aligned}
\] & \[
\underset{(\mathrm{n} / \mathrm{a})}{\text { Comma: }} 0277811131
\] & 32K RAM: LSI 11: dual 8" F/D ( 512 K ): 4 serial DLU11S ports: modular & RT11 0/S (£750): BASIC. COBOL: FORTRAN: B/P (limited) & H & Many configs possible: \(\max 20 \mathrm{MB}, \mathrm{H} / \mathrm{D}-\) about \(£ 27,000\) \\
\hline COMPELEC
SERIES
\((£ 2,400)\) & \[
\begin{aligned}
& \text { Compelec: 01-636 } \\
& 1392(\mathrm{n} / \mathrm{a})
\end{aligned}
\] & 64K RAM: Z80: dual 8"
F/D (512K): 2 RS232 ports, \(1 \mathrm{P} / \mathrm{P}\) & \begin{tabular}{l}
CP/M: A: CBASIC: \\
COBOL: FOR TRAN: PAS CAL: \(W / P\) \(B / P\)
\end{tabular} & S & Also with double density F/D, 1MB, £2,900; 1 K EPROM \\
\hline \[
\begin{aligned}
& \text { COMPU- } \\
& \text { CORP 625 } \\
& (£ 6,000)
\end{aligned}
\] & Compucorp: \(01-952\)
7860
(15) & \begin{tabular}{l}
60K RAM: Z80: dual 5 F/D (700K): \(9^{\prime \prime}, 16 \times 80\) b\&w VDU: 40 cps printer 1 ,
RS232 port: 20 " 28 " \(\times 10\) " \\
RS232 port. \(20 \times 28^{\prime} \times 10\)
\end{tabular} & \[
\begin{aligned}
& \text { A: BASIC: U: } \\
& W / P: B / P
\end{aligned}
\] & B & Also available, 655 model with 315 K F/D capability \& 12 ' 20x80 VDU - £3,750 \\
\hline \[
\begin{aligned}
& \text { COMP } \\
& \text { WORKSHOP } \\
& \text { SYSTEM } 1 \\
& (£ 1,600)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Comp Workshop: 01- } \\
& 4917507(\mathrm{n} / \mathrm{a})
\end{aligned}
\] & 32K RAM: dual \(51 /{ }^{1 / \prime}\) F/D (170K): \(9^{\prime \prime}, 16 x 64\) b\&w VDU: modular & A: BASIC: FORTRAN: FLEX: PASCAL: PILOT: \(B / P\) & E & These systems are example configs from a fully compatible modular range \\
\hline \[
\begin{aligned}
& \hline \text { COMP } \\
& \text { WORKSHOP } \\
& \text { SYSTEM 2 } \\
& (£ 11,000)
\end{aligned}
\] & As above & 128K RAM: 6809: dual 8" F/D (1.2MB): 3 intelligent \(20 \times 80\) terminals; 80 col , 125 cps printer: daisy wheel Sprint 3 printer & \[
\begin{aligned}
& \text { A: BASIC: } \\
& \text { FORTRAN: } \\
& \text { FIAX: PAS- } \\
& \text { CAL; PILOT: } \\
& B / P
\end{aligned}
\] & E & As above \\
\hline \[
\begin{aligned}
& \hline \text { COMP } \\
& \text { WORKSHOP } \\
& \text { SYSTEM 3 } \\
& (£ 36,000)
\end{aligned}
\] & As above & 768K RAM: 6809 : dual 8'
F/D (1.2MB): 64 MB H/D: 10 intelligent \(20 \times 80\) terminals: \(2132 \mathrm{col}, 120 \mathrm{cps}\) printers: \(280 \mathrm{col}, 125 \mathrm{cps}\) printers: 2 daisy wheel Sprint 3 printers: max 16 ports. & A: BASIC: FORTRAN: FLEX: PASCAL: PILOT: \(B / P\) & E & As above \\
\hline \[
\begin{aligned}
& \hline \text { COMPU- } \\
& \text { COLOUR II } \\
& (£ 1,058)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Abacus: 01-580 } 8841 \\
& (6)
\end{aligned}
\] &  & ExBASIC (ROM): \(A\) personal data base: games & I & 16 K module, \(£ 1,134\); \(34 \mathrm{~K}, £ 1,137\); maintenance \& programming manual available. \\
\hline CROMEMCO SYSTEM 2 (£1,995) & \[
\begin{aligned}
& \text { Comart: 0480-215005. } \\
& \text { Datron: 0742-585490. } \\
& \text { Microcentre: 031-225 } \\
& 202(20)
\end{aligned}
\] & \[
\begin{aligned}
& \text { 64K RAM: Z80: dual 51/4" } \\
& \text { F/D (180K): options - dual } \\
& 8, \mathrm{~F} / \mathrm{D}(512 \mathrm{~K}), \& 1370 ; \\
& \text { 11MB H/D, } 2495 ; 22 \mathrm{MB} \\
& \text { H/D, £5999 }
\end{aligned}
\] & CDOS: BASIC: COBOL: FORTRAN (£55): multi-user BASIC & E & Expandable to multiuser system (2-7 users), £3,455-£6,400 \\
\hline CROMEMCO
SYSTEM
( 2,995 )
\((64 \mathrm{~K}\),
\(£ 3,293\) & As above & 32-64K RAM: Z80: dual 8" F/D ( 512 K ): options as above : extra dual F/D, \(£ 1,200\) & CDOS: BASIC
COBOL: FOR TRAN; multiuser BASIC & E & As above \\
\hline \[
\begin{aligned}
& \text { DIGITAL } \\
& \text { MICROSYS- } \\
& \text { TEM DSC-2 } \\
& (£ 5,395)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Modata: } 089239591 \\
& \text { (TBA) }
\end{aligned}
\] & 64K RAM: Z80: dual 8"F/D (2.28MB): 4 RS232 ports: EIA port: 17 "x 21 " \(x 7\) " & \begin{tabular}{l}
CP/M: BASIC- \\
E: CBASIC \\
COBOL: FOR \\
TRAN: PAS \\
CAL: CAP B/P
\end{tabular} & & Up to 6 additional \(F / D\) units possible \\
\hline \[
\begin{aligned}
& \hline \text { DURANGO } \\
& (£ 7,750)
\end{aligned}
\] & Comp Ancillaries:
\(078436455(12)\) & 48K RAM: 8085x3: dual 51/4" F/D (1MB): 9", 16x64 green VDU: 132 col 165 cps printer: N/P: options - add & \[
\begin{aligned}
& \text { O/S: DBASIC: } \\
& B / P
\end{aligned}
\] & S & Takes up to 4 workstations: fully integrated system 15 '"x 30 'x 24 ' \\
\hline \[
\begin{aligned}
& \hline \text { DYNABYTE } \\
& \text { DB8/1 } \\
& (£ 1,500)
\end{aligned}
\] & Dynabyte UK/Europe Ltd: 072365559 (6) & \[
\begin{aligned}
& \text { 32-64K RAM: Z80: S100 } \\
& \text { bus; } 2 \mathrm{RS} 232 \mathrm{ports} \text { 1 P/P: } \\
& \text { 20,"x18", option - dual } \\
& 8 \text { "'F/D (1MB), } £ 2,000
\end{aligned}
\] & \[
\begin{aligned}
& \text { CP/M: BASIC: } \\
& \text { COBOL:FOR } \\
& \text { TRAN:PAS- } \\
& \text { CAL: W/P:B/P }
\end{aligned}
\] & & Expands to multi-user system: also DB8/2 with dual 51/4" F/D (400K), £3,000 \\
\hline \[
\begin{aligned}
& \hline \text { EG } 3003 \\
& (£ 378)
\end{aligned}
\] & Lowe Electronics:0629 2817 (TBA) & 16K RAM: Z80: 500 bps C: 32x64 TV int: extra C int: \(1 \mathrm{P} / \mathrm{P}: \mathrm{K} / \mathrm{B}\) & \begin{tabular}{l}
BASIC: \(M / A\) \\
FORTRAN: \\
\(B / P\)
\end{tabular} & I & BASIC in 12 K ROM; Graphics available; F/D system under development. \\
\hline \[
\begin{aligned}
& \hline \text { EQUINOX } \\
& 200 \\
& (£ 9,995)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Equinox: } 01-7392387 \\
& (\mathrm{n} / \mathrm{a})
\end{aligned}
\] & 64-256K RAM: Z80: 10MB H/D: 15 ", \(24 \times 80\) b\&w VDU: 15 cps printer & CP/M: BASIC: COBOL: FORTRAN: MVT/ FAMOS & S\& H & \\
\hline \[
\begin{aligned}
& \text { EQUINOX } \\
& 300 \\
& (£ 11,750)
\end{aligned}
\] & As above & 64-256K RAM: W/L 16 bits: 10MB H/D: 15 ", \(24 \times 80\) b\&w VDU: 150 cps printer: \(6 \mathrm{~S} / \mathrm{P}\) & \begin{tabular}{l}
O/S: BASIC: \\
COBOL: M/A: \\
PASCAL: \\
LISP: SNOBOL \\
T/P multi-user:
\end{tabular} & S & Up to 1200 MB of storage possible ( \(4 \times 300 \mathrm{MB}\), Calcomp Tridents) \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|}
\hline Machine (Price from) & Main Distributor/s (No. of dealers) & Hardware & Software & Documentation & Miscellaneous \\
\hline \begin{tabular}{l}
EUROC \\
(£7,995)
\end{tabular} & Eurocalc Ltd: 01-405 3113 (TBA) & \[
\begin{aligned}
& \text { 64K RAM: } 8080 \mathrm{~A}: \text { dual } 8^{\prime \prime} \\
& \text { F/D (1MB }: 15 ", 25 \times 80 \\
& 5 \& w \text { VDU: } 132 \text { col, } \\
& 140 \mathrm{cps} \text { printer }
\end{aligned}
\] & CP/M: CBASIC: A: account system: \(\mathrm{U}: B / P\) & & A year's maintenance and stationary supply inc. \\
\hline \[
\begin{aligned}
& \text { EXIDY } \\
& \text { SORCERER } \\
& (£ 650)(16 \mathrm{~K}, \\
& £ 760 ; 32 \mathrm{~K} \\
& £ 859)
\end{aligned}
\] & \begin{tabular}{l}
Liverpool Data Products \\
Ltd: 0736706320 (27)
\end{tabular} & \begin{tabular}{l}
8-32K RAM: Z80: RS232: \\
1 P/P: S100 connector: 30x64 VDU I/O: options dual \(51 / 4\) " F/D (630K), £1,200; 12", 30x64 green VDU, £240; S100 chassis, £210
\end{tabular} & \begin{tabular}{l}
O/S: ExBASIC \\
(ROM): \(W / P\) : \\
Editor: A: \\
games
\end{tabular} & & High resolution graphics capability. \\
\hline \begin{tabular}{l}
H11 Kit \\
(£1,844)
\end{tabular} & \[
\begin{aligned}
& \text { Heath: } 045229451 \\
& (\mathrm{n} / \mathrm{a})
\end{aligned}
\] & LSI 11: 16-32K RAM: \(24 \times 80\) VDU int: up to \(16 \mathrm{~S} / \mathrm{P}\) or \(\mathrm{P} / \mathrm{P}\) : options dual 8 " \(\mathrm{F} / \mathrm{D}\) (512K), £1,325: 12 ", \(24 \times 80\) VDU, £558 & \[
\begin{aligned}
& \text { O/S: BASIC: } \\
& \text { FORTRAN: } \\
& \text { A: games: } \\
& \text { T/E:U. }
\end{aligned}
\] & S\&H & CPU and VDU int boards sold as separate items. \\
\hline \[
\begin{aligned}
& \text { HEATH } \\
& \text { WH89 } \\
& (£ 1,380)
\end{aligned}
\] & As above & 16-48K RAM: Z80: single 51/4" F/D (102K): 12" \(25 \times 80\) b\&g VDU: RS232: 13 ''x17'"x 20 '': options 16K RAM, £158 & \[
\begin{aligned}
& B A S I C: A \\
& W / P: B / P
\end{aligned}
\] & I & Cassette available instead of F/D, £882; in kit form WH89 is £1,200 \\
\hline \[
\begin{aligned}
& \text { IMS } 5000 \\
& (£ 1,935)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Equinox: 01-739 } \\
& 2387(20)
\end{aligned}
\] & 32-64K RAM: Z80: dual 51/4" F/D (320K) & \begin{tabular}{l}
CP/M: BASIC: \\
COBOL: FOR- \\
TRAN: PAS \\
CAL: W/P
\end{tabular} & S\&H & 3 drives option \\
\hline \[
\begin{aligned}
& \text { IMS 8000 } \\
& (£ 3,515)
\end{aligned}
\] & As above & 64-256K RAM: Z80: dual \(8^{\prime \prime}\) F/D (1MB) & CP/M: BASIC: COBOL: FORTRAN: PASCAL: W/P: CAP: Micro COBOL: MVT/ FAMOS: multiuser & S\&H & 4 drives optional \\
\hline \[
\begin{aligned}
& \text { IMSAI VDP } \\
& 42 \\
& (£ 3,900)
\end{aligned}
\] & Computermart: 0603 615089. Corner Comp: 0372741101 (2) &  & \begin{tabular}{l}
IMDOS \\
(CP/M comp): \\
A: ExBASIC: U: \\
CBASIC. \\
COBOL: FOR- \\
TRAN
\end{tabular} & & Can support 8 additional F/D drives; also available, VDP 44 with F/D (780K), £4,400 \\
\hline \[
\begin{aligned}
& \text { IMSAI VDP } \\
& 80 \\
& (£ 6,200)
\end{aligned}
\] & As above & \[
\begin{aligned}
& \text { 32-64K RAM: } 8085 \text { : dual } \\
& \text { 8"F/D (1.2MB): } 12 \text { ", } \\
& \text { 24x80 b\&w VDU: } 1 \text { S/P: } \\
& \text { 1P/P: } 25 \text { "x15"x25", }
\end{aligned}
\] & \[
\begin{aligned}
& \text { IMDOS: A: Ex- } \\
& \text { BASIIC: U: } \\
& \text { CBASIC: } \\
& \text { COBOL: FOR- } \\
& \text { TRAN: CAP } \\
& B / P
\end{aligned}
\] & & \\
\hline \[
\begin{aligned}
& \text { ITT } 2020 \\
& (£ 867) \\
& (32 \mathrm{~K}, £ 931 \\
& 48 \mathrm{~K}, £ 995)
\end{aligned}
\] & ITT: 02683040 (15) & 16-48K RAM: 2020: 15'"x 18 'x4": options - single \(5^{1 / 4}{ }^{\prime \prime}\) F/D (116K), £425, C, £33; 60cps printer, £825;16K RAM, £110; RS232 port, £96 & Monitor: A: ExBASIC: Dis-A:games & B & \(360 \times 192\) high resolution graphics: ExBASIC in 6K ROM. \\
\hline \[
\begin{aligned}
& \text { LX-500 } \\
& (£ 3,500)
\end{aligned}
\] & Logabax Ltd: 01-965 0061 (13) & \begin{tabular}{l}
32K RAM: Z80: dual 51/4" \\
F/D (180K): 12', \(25 \times 80\) b\&w VDU: 100bps printer: option - 80 col 60 cps printer, \(£ 500\)
\end{tabular} & \[
\underset{\text { A }}{\text { DOS: BASIC: }}
\] & S & Other printers available. \\
\hline \[
\begin{aligned}
& \text { MEGAMI- } \\
& \text { CRO } \\
& (£ 6,080)
\end{aligned}
\] & Bytronics: 0252 726814 (5) & \begin{tabular}{l}
256K: 8080A: dual 8" \\
F/D (1MB): 12", \(20 \times 80\) \\
b\&w VDU: 120cps printer: \\
\(2 \mathrm{~S} / \mathrm{P}: 2 \mathrm{P} / \mathrm{P}\) : option - \\
printer stand, £100
\end{tabular} & \[
\underset{B / P}{\mathrm{CP} / \mathrm{M}: \mathrm{U}:}
\] & H\&B & \\
\hline \[
\begin{aligned}
& \text { MICRO- } \\
& \text { ENGINE } \\
& (£ 2,080)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Pronto: 01-599 } \\
& 3041 \text { (TBA) }
\end{aligned}
\] & 64K RAM: MCP 1600: 2 RS232 ports: \(2 \mathrm{P} / \mathrm{P}\) : 16 "x13"'x5": options dual \(51 / 4 \prime \prime\) F/D (1MB), £1,500; dual 8" F/D (2MB), £1,200 & BASIC: PASCAL: File Manager: U & \[
\mathrm{H} \& \mathrm{~S}
\] & CPU has user written word set: PASCAL uses integral P code: available as board, £1,400 \\
\hline
\end{tabular}
\begin{tabular}{lllll}
\hline \hline & & & \\
List of Abbreviations & C/P Commercial & I Introductory & O/S Operating system & U Utility \\
& package & int Interface & P/P Parallel port & W/L Word length \\
& E Extensive & I/S Inde xed sequen- & S Software & S/P Serial port
\end{tabular} W/P Word processor
\begin{tabular}{|c|c|c|c|c|c|}
\hline Machine (Price from) & Main Distributor/s (No. of dealers) & Hardware & Software & Documentation & Miscellaneous \\
\hline \begin{tabular}{l}
MICRO- \\
NOVA \\
(£12,000)
\end{tabular} & \[
\begin{aligned}
& \text { Digitus: 01-636 } \\
& 0101(3)
\end{aligned}
\] & 64-1128K RAM: N601: 10MB H/D (5 fix, 5 rem): 12', 24x80 VDU: 132 col 60cps printer: \(4 \mathrm{~S} / \mathrm{P}\) : \(1 \mathrm{P} / \mathrm{P}\) & \[
\begin{aligned}
& \text { DOS: M/A: U: } \\
& \text { T/E: I/S: de- } \\
& \text { bug: FOR- } \\
& \text { TRAN IV: } \\
& \text { BASIC: PAS- } \\
& \text { CAL: W/P: } \\
& B / P
\end{aligned}
\] & E & Larger configs usual: bus system for multiuser; smaller system possible with F/D \\
\hline \begin{tabular}{l}
MICRO- \\
STAR 45 \\
PLUS \\
(£4,950)
\end{tabular} & \[
\begin{aligned}
& \text { Data Efficiency: } 0442 \\
& 57137 \text { (TBA) }
\end{aligned}
\] & 64K RAM: 8085: dual 8" F/D (1.2MB): \(3 \mathrm{~S} / \mathrm{P}\) : RS232 port: 17 '"x 26 '" 8 "' & STARDOS: CP/M: BASIC: COBOL: FORTRAN: UPDATE (database): \(B / P\) & E & \\
\hline \begin{tabular}{l}
MSI 6800 \\
(£1,203)
\end{tabular} & \[
\begin{aligned}
& \text { Strumech: } 05433 \\
& 4321(5)
\end{aligned}
\] & 16K RAM: 6800: C: (9", \(16 x 64\) b\&w VDU: 1 S/P: option - PROM prog & \[
\begin{aligned}
& \text { BASIC: mini A } \\
& \text { T/E: U }
\end{aligned}
\] & H\&S & Up to 8 serial or parallel interfaces possible. \\
\hline \[
\begin{aligned}
& \hline \text { MSI 6800 } \\
& \text { SYSTEM } 1 \\
& (£ 2,175)
\end{aligned}
\] & As above & \begin{tabular}{l}
32K RAM: 6800: dual \(51 / 4\) " \\
F/D (160K): 9", \(16 \times 24\) b\&w \\
VDU: 1 RS232 port: option \\
-dual 8" F/D ( 624 K ), \\
£1,640
\end{tabular} & \[
\begin{aligned}
& \text { DOS, BASIC: } \\
& \text { U:A:FOR- } \\
& \text { TRAN: T/E }
\end{aligned}
\] & H\&S & As above \\
\hline \[
\begin{aligned}
& \hline \text { MSI 6800 } \\
& \text { SYSTEM } 2 \\
& (£ 7,500)
\end{aligned}
\] & As above & 56K RAM: 6800: Single 8" F/D (312K): \(10 \mathrm{MB} \mathrm{H} / \mathrm{D}\) : 1 RS232 port: 9", 16x64 b\&w VDU: options - dual 8"FYD ( 624 K ), £1,640 10MB H/D £4,250 & \[
\begin{aligned}
& \text { DOS: BASIC: } \\
& \text { multi-user } \\
& \text { BASIC: A: } \\
& B / P
\end{aligned}
\] & H\&S & Rack mounted \\
\hline \begin{tabular}{l}
NORTH \\
STAR \\
HORIZON \\
(£4,650 for 48K)
\end{tabular} & \begin{tabular}{l}
Comart: 0480 \\
215005. Comma: \\
0277811131. \\
Equinox: 01- \\
7392387 (20)
\end{tabular} & 24-56K RAM: Z80A: dual \(5^{1 / 4}{ }^{\prime \prime}\) F/D (360K): 15", 24 x 80 b\&w VDU: 150 cps printer: \(2 \mathrm{~S} / \mathrm{P}: 1 \mathrm{P} / \mathrm{P}\) & \[
\begin{aligned}
& \text { DOS: BASIC: } \\
& \text { CPMM:CO- } \\
& \text { BOL:FOR- } \\
& \text { TRAN: PAS- } \\
& \text { CAL: B/P }
\end{aligned}
\] & E & \\
\hline \[
\begin{aligned}
& \hline \text { PET } \\
& 2001-8 \\
& (£ 550)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Commodore: } 01-388 \\
& 5702(150)
\end{aligned}
\] & 8K RAM: 6502: C: 9", \(25 \times 40\) VDU: IEEE488 (non standard) port: options - dual \(5^{1 / 4}\) " F/D (353K), £795; 80 col 93 cps printer, £645; expand to 32 K RAM, \(£ 249\) & \begin{tabular}{l}
O/S: BASIC: \\
A: FORTH: \\
PILOT: games
\end{tabular} & I & Graphics facility: BASIC in 8 K ROM: also available, dual \(51 / 4\) " F/D (800K), £995 + £30 for operating ROM \\
\hline \[
\begin{aligned}
& \hline \text { PET } \\
& 2001-16 / 32 \\
& (£ 675)(32 \mathrm{~K}, \\
& £ 795)
\end{aligned}
\] & As above & 16-32K RAM: 6502: C: 9', \(25 \times 40\) green VDU: IEEE488 (non standard), port: options - dual \(51 / 4\) ", F/D (353K), £795; 80 col 93cps printer, £645 & \begin{tabular}{l}
O/S: BASIC \\
A: FORTH: \\
PILOT: games
\end{tabular} & I & As above but disc operating ROM included. \\
\hline \begin{tabular}{l}
POWER- \\
HOUSE 2 \\
(£1,200)
\end{tabular} & Powerhouse Micros: 044248422 (TBA) & \[
\begin{aligned}
& \text { 32K RAM: Z80A: } 5^{\prime \prime} \text { " } \\
& \text { 27x96 b\&w VDUU: } 1 \text { S/P: } \\
& \text { 1 P/P: 17""x11"'x "": } \\
& \text { options IEEE488 Int, } \\
& \text { £110; C, £170; G/C, } \\
& \text { £190 }
\end{aligned}
\] & \begin{tabular}{l}
FDOS: BOS: \\
BASIC: \\
games: C/P: \\
ExBASIC \\
(14K EPROM), \\
\(£ 260\)
\end{tabular} & I & \\
\hline \[
\begin{aligned}
& \text { RAIR } \\
& \text { BLACK } \\
& \text { BOX } \\
& (£ 2,300)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Rair: } 01-8364663 \\
& (\mathrm{n} / \mathrm{a})
\end{aligned}
\] &  & \begin{tabular}{l}
CP/M: BASIC: \\
COBOL: FOR- \\
TRAN: M/A: \\
T/E: B/P
\end{tabular} & H & 16K RAM expansion, £250. \\
\hline \[
\begin{aligned}
& \hline \text { RESEARCH } \\
& \text { MACHINES } \\
& 380-\mathrm{Z} \\
& (£ 1,048) \\
& (56 \mathrm{~K}, £ 1,654)
\end{aligned}
\] & Research Machines:
\(086549791(\mathrm{n} / \mathrm{a})\) & 16-56K RAM: Z80A: C: RS232 port: 19'"x16"'x6": options - dual \(51 / 4\) " F/D (168K). £895; dual 8" F/D (1MB), £1,695 (fitted in machine) & Tiny BASIC: games: graphics: \(A: E x\) BASIC: CBASIC: COB OL: FORTRAN: ALGOL: \(C P / M\) : U & S & Designed for education: high resolution graphics being developed \\
\hline \[
\begin{aligned}
& \operatorname{SDS} 100 \\
& (£ 4,290)
\end{aligned}
\] & \begin{tabular}{l}
Airamco: 029457755 \\
(11)
\end{tabular} & 64K RAM: Z80: dual 8" F/D (1MB): 12", \(24 \times 80 \mathrm{VDU}:\) S100 bus: RS232 port: N/P: \(1 \mathrm{P} / \mathrm{P}\) & \[
\begin{aligned}
& \text { CP/M:A: } \\
& \text { ExBASIC: } \\
& \text { COBOL: } \\
& \text { FORTRAN: } \\
& \text { CAPB/P }
\end{aligned}
\] & E & Facility for 8K PROM \\
\hline \[
\begin{aligned}
& \hline \text { SEMEL } 1 \\
& (£ 2,900)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Strutt Electrical: } 0822 \\
& 5439(\mathrm{n} / \mathrm{a})
\end{aligned}
\] & \[
\begin{aligned}
& \text { 16-64K RAM: Z80:,single } \\
& 8, \text { F/D (250K): 12,", } \\
& 24 \times 80 \text { b\& W VDU: RS232, } \\
& \text { port: options - single 8," } \\
& \text { F/D (250K), £500; light pen }
\end{aligned}
\] & \[
\begin{aligned}
& \text { BASIC: } \\
& \text { COBOL: } \\
& \text { FORTRAN: } \\
& B / P
\end{aligned}
\] & I & Supports up to 8 drives \\
\hline \[
\begin{aligned}
& \hline \text { SHARP MZ- } \\
& 80 \mathrm{~K} \\
& (£ 520-£ 740) \\
& \hline
\end{aligned}
\] & \[
\begin{aligned}
& \text { Sharp UK: 01-571 } \\
& 2157 \text { (TBA) }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 6-34K RAM; Z80: C: } 10^{\prime \prime}, \\
& 24 \times 40 \text { b\&w VDU }
\end{aligned}
\] & BASIC: A: games & B & Graphics: loudspeaker: BASIC in 14 K RAM \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|}
\hline Machine (Price from) & Main Distributor/s (No. of dealers) & Hardware & Software & Docume tation & - Miscellaneous \\
\hline \begin{tabular}{l}
SIMPELEC \\
Mk I \\
(£6,900)
\end{tabular} & \[
\begin{aligned}
& \text { Compelec: } 01-636 \\
& 1392(\mathrm{n} / \mathrm{a})
\end{aligned}
\] & 64K RAM: Z80: dual 8' F/D (1MB): 12 ", \(24 \times 80\) VDU: 55 cps daisy wheel printer: \(2 \mathrm{~S} / \mathrm{P}: 1 \mathrm{P} / \mathrm{P}\) : options -150 cps bi-directional printer, £2,000; 55 cps W/P printer, £2.000 & \begin{tabular}{l}
CP/M: \\
BASIC: \\
W/P
\end{tabular} & S\&H & Also available, Mk II with 2 MB F/D, \(£ 7,900\). Can upgrade to MkIII. Portable \\
\hline \begin{tabular}{l}
SIMPELEC \\
Mk III \\
(£10,150)
\end{tabular} & As above & 64K RAM: Z80: dual 8" F/D (1MB): 11 MB H/D: 12 ", \(24 \times 80\) VDU: 55 cps daisy wheel printer: \(6 \mathrm{~S} / \mathrm{P}\) : \(1 \mathrm{P} / \mathrm{P}:\) options -150 cps bi-directional printer, \(£ 2,000 ; 55 \mathrm{cps}\) W/P printer, £2,000; W/P VDU, \(£ 900\) & \[
\begin{aligned}
& \text { CP/M: } \\
& \text { BASIC: } \\
& \text { W/P }
\end{aligned}
\] & S\&H & Up to 44 MB H/D possible, £4,500 extra. Multi-user system with 208K RAM, £12,150. \\
\hline \[
\begin{aligned}
& \text { SIROCCO } \\
& (£ 3,900)
\end{aligned}
\] & Elvingate Computers: 069245189 (TBA) & \begin{tabular}{l}
64K RAM: Z80: dual 51/4" \\
F/D (740K): \(12^{\prime \prime}, 24 \times 80\) \\
VDU: RS232 port: 19 'x \\
14 'x13": options - up to \\
3 ports; \(10 \mathrm{MB} \mathrm{H} / \mathrm{D}, £ 4,000\)
\end{tabular} & \begin{tabular}{l}
CP/M: \\
CBASIC: \\
COBOL: \\
MBASIC: \\
FORTRAN: \\
PASCAL. \\
LISP
\end{tabular} & S & Direct memory addressing. Memory mapped VDU. Free standing keyboard. \\
\hline SMOKE
SIGNAL
CHIEFTAIN
\(1(£ 3,050)\) & Windrush Micro Designs: 069-24 5189 (TBA) & \(32-64 \mathrm{~K}\) RAM: 6800: dual 51/4"'F/D (160K): 12", \(24 \times 80\) VDU: 112 cps printer: RS232C port: option - 16 K RAM expansion, \(£ 500\) & \[
\begin{aligned}
& \text { DOS: BASIC: } \\
& \text { DBASIC: } \\
& \text { RBASIC: A: } \\
& \text { FORTRAN } \\
& U: T / E: B / P
\end{aligned}
\] & E & \begin{tabular}{l}
Also available, Chieftain 3 with dual 8" F/D \\
(1MB), £3,950.
\end{tabular} \\
\hline SOLITAIRE/ WP (£6,750) & \[
\begin{aligned}
& \text { Solitaire/KPG: } 04252 \\
& 71448 \text { (TBA) }
\end{aligned}
\] & 64K RAM: 8085: dual \(51 / 4\) ', F/D (700K): 14" VDU (with own CPU ): 45 cps printer: CPU & \[
\begin{aligned}
& \text { DOS: W/P: } \\
& \text { BASIC }
\end{aligned}
\] & S & All Solitaire systems are compatible: graphics on \(11 x 13\) dot matrix \\
\hline \[
\begin{aligned}
& \text { SOLITAIRE/ } \\
& \text { BS200 } \\
& (£ 7,950)
\end{aligned}
\] & As above & 64K RAM: 8085: dual 8" F/D (960K): 14" VDU (with own CPU): 45 cps printer: CPU port & DOS: BASIC: W/P: specialised \(B / P\) & S & As above \\
\hline \begin{tabular}{l}
SOLITAIRE/ HBS100 \\
\((£ 9,500)\)
\end{tabular} & As above & 64K R AM: 8085: 10MB Fix H/D: 14" VDU (with own CPU): 200cps printer: CPU port: option - up to 40MB H/D & DOS: BASIC: W/P: specialised \(B / P\) & S & Up to 8 interface terminals can be used: also available, HBS200 with \(20-80 \mathrm{MB} \mathrm{H} / \mathrm{D}\). \\
\hline \[
\begin{aligned}
& \hline \text { SORD } \\
& \text { M100 ACE } \\
& (£ 2,650)
\end{aligned}
\] & \begin{tabular}{l}
Dectrade: 0602 861774 \\
(TBA)
\end{tabular} & \[
\begin{aligned}
& \text { 48K RAM: Z80: single 51/4" } \\
& \text { F/D (143K ). 12, 24x64 } \\
& \text { colour VDU: RS232 port: } \\
& \text { option - single } 5^{1 / 4} " \text { F/D, } \\
& \text { £300 }
\end{aligned}
\] & O/S: BASIC & I & With colour graphics: 8K ROM \\
\hline \[
\begin{aligned}
& \hline \text { SORD } \\
& \text { M223 } \\
& (£ 3,500)
\end{aligned}
\] & As above & \begin{tabular}{l}
64K RAM: Z80: single \(5^{1 / 4}\) " \\
F/D (350K): 12", \(24 \times 80\) \\
b\&w VDU: S100 bus: \\
RS232 port: option - extra F/D, £450
\end{tabular} & \[
\begin{aligned}
& \text { O/S: BASIC: } \\
& \text { CAP B/P }
\end{aligned}
\] & I & Other configs possible. \\
\hline SUPERBRAIN (£1,995) & \[
\begin{aligned}
& \text { Icarus: } 063229593 \\
& \text { (TBA) }
\end{aligned}
\] & \begin{tabular}{l}
64K RAM: \(2 \times 280\) : dual \(5^{1 / 4}{ }^{1}\) \\
F/D (320K): 12", \(25 \times 80\) b\&w VDU: S100 bus: \\
RS232: TRS80 port: 21 "x23" \\
x14": options - dual \(5 \frac{1}{1 / 4}\) " F/D (320K); dual 8" F/D \\
(2.4MB); 8-120MB H/D
\end{tabular} & \[
\begin{aligned}
& \text { CP/M: A: } \\
& \text { BASIC: } \\
& \text { COBOL: } \\
& \text { FORTRAN: } \\
& \text { APL:B/P }
\end{aligned}
\] & H\&S & Limited graphics: mainframe interface available \\
\hline \[
\begin{aligned}
& \text { TAND- } \\
& \text { BERG EC10 } \\
& (£ 5,000)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Tandberg: } 053235111 \\
& (\mathrm{n} / \mathrm{a})
\end{aligned}
\] & 50K RAM: 8080A: single 8" F/D (250K): 12", 25x 80 b\&w VDU: RS232 port & \begin{tabular}{l}
ExBASIC (24K): multiuser BASIC: \\
A: U: \(C O B O L\)
\end{tabular} & \[
\mathrm{H} \& \mathrm{~S}
\] & Pascal available next year \\
\hline TANDY TRS 80 LEVEL 1 (£380) & \[
\begin{aligned}
& \text { Tandy: } 0215566101 \\
& (200)
\end{aligned}
\] & \[
\begin{aligned}
& \text { 4-16K RAM: Z80: C: } 12 \text { '", } \\
& \text { 16x64 b\&w VDU }
\end{aligned}
\] & BASIC: games: A & & BASIC in 4K ROM: upgradable to level 2 \\
\hline \[
\begin{aligned}
& \text { TANDY TRS } \\
& 80 \mathrm{LEVEL} 2 \\
& (£ 515- \\
& £ 1,005)
\end{aligned}
\] & As above & 4-48K RAM: Z80: C: 12", \(16 \times 64\) b\&w VDU: RS232 int: \(1 \mathrm{P} / \mathrm{P}\) : option single \(51 / 4\) " \(\mathrm{F} / \mathrm{D}(78 \mathrm{~K})\), £478 (max of 4) & BASIC: games: M/A: FOR TRAN: B/P & & 16 K nachines include N/P: 4-16K upgrade, £120; without pad, £85 \\
\hline \multirow[t]{2}{*}{\begin{tabular}{l}
List of Abbreviations \\
A Assembler \\
B BASIC \\
B/P Business package \\
C Cassette
\end{tabular}} & \multicolumn{2}{|l|}{\multirow[t]{2}{*}{\begin{tabular}{ll} 
C/P Commercial & I Introductory \\
package & int Interface \\
E Extensive & I/S Indexed seque \\
F/D Floppy disc & tial \\
G/C Graphics card & K/B Keyboard \\
H Hardware & M/A Macro assen \\
H/D Hard disc & N/P Numeric pad
\end{tabular}}} & \multicolumn{3}{|l|}{\multirow[t]{2}{*}{\begin{tabular}{ll} 
O/S Operating system & U Utility \\
P/P Parallel port & W/L Word length \\
S Software & W/P Word process \\
S/P Seriai port & \\
TBA To be announced & \\
T/E Text editor & \\
T/P Text processor &
\end{tabular}}} \\
\hline & & & & & \\
\hline
\end{tabular}

Please note: Software items listed in italic are not included in the basic price of the equipment. All prices are exclusive of VAT
\begin{tabular}{|c|c|c|c|c|c|}
\hline Machine (Price from) & Main Distributor/s (No. of dealers) & Hardware & Software & Documentation & Miscellaneous \\
\hline \begin{tabular}{l}
TECS \\
(£1,600)
\end{tabular} & Technalogics: 051 7242695 (TBA) & 16-56K RAM: 6800: 8 K PROM: RS232 port: C int: option - dual \(51 / 4\) " F/D (320K), £800 & BASIC & H & 256 char graphics: Prestel compatible: plugs into standard TV \\
\hline \[
\begin{aligned}
& \text { TEI 208 } \\
& (£ 4,400)
\end{aligned}
\] & Abacus: 01-580 8841 (5) & \[
\begin{aligned}
& \text { 32-60K RAM: } 8080 / 8085: \\
& \text { dual 51/4"F/D 320K: 9', } \\
& 24 \times 80 \text { green VDU:3 S/P: } \\
& \text { 3 P/P: 17'"x18"'10": } \\
& \text { option - } 150 \mathrm{cps} \text { printer, } \\
& £ 1,250
\end{aligned}
\] & \[
\begin{aligned}
& \text { CP/M: BASIC: } \\
& \text { COBOL: FOR- } \\
& \text { TRAN: PAS- } \\
& \text { CAL: ALGOL: } \\
& B / P
\end{aligned}
\] & H\&S & \\
\hline \[
\begin{aligned}
& \hline \text { TEI 212 } \\
& (£ 5,067)
\end{aligned}
\] & As above &  & \[
\begin{aligned}
& \text { CP/M: BASIC: } \\
& \text { COBOL: FOR- } \\
& \text { TRAN: PAS- } \\
& \text { CAL: ALGOL: } \\
& B / P
\end{aligned}
\] & & \\
\hline TERODEC DPS 64/1-4 (£3,014) & \begin{tabular}{l}
Terodec (Microsystems) \\
Ltd: 034451160 (TBA)
\end{tabular} & 64K RAM: Z80 : dual 8" F/D (1MB) : \(12^{\prime \prime}, 24 \times 80 \mathrm{~b} \& \mathrm{w}\) VDU: 2S/P 3P/P: options dual 8', F/D (1MB), £1,150; dual 8 " F/D (2MB), £1,455 & \[
\begin{aligned}
& \text { CP/M: BASIC: } \\
& \text { CBASIC: } \\
& \text { COBOL: } \\
& \text { FORTRAN: } \\
& \text { ALGOL: } \\
& \text { PASCAL:W/P: } \\
& \text { B/P:DATA- } \\
& \text { BASE }
\end{aligned}
\] & H\&S & TMZ 80 enhanced model in integral workstation \(£ 5,495\), (with 4MB F/D); DPS 64 with \(2 \mathrm{MB} \mathrm{F} / \mathrm{D}\) is £3,319 \\
\hline \begin{tabular}{l}
VECTOR \\
GRAPHICS \\
MZ \\
(£2,300)
\end{tabular} & \[
\begin{aligned}
& \text { Almarc: } 0602 \\
& 248565 \\
& \text { Sintrom Microshop } \\
& 073484322(5)
\end{aligned}
\] & 48K RAM: Z80: dual \(5^{1 / 4}\) " F/D ( 630 K ): \(1 \mathrm{~S} / \mathrm{P}: 2 \mathrm{P} / \mathrm{P}\) : 20'x17'" 8 ' & \[
\begin{aligned}
& \text { DOS: BASIC: } \\
& \text { A: CP/M: } \\
& \text { CBASIC: } \\
& \text { COBOL: } \\
& \text { FORTRAN: } \\
& \text { PASCAL: }
\end{aligned}
\] & E & 4K PROM \\
\hline \[
\begin{aligned}
& \text { VECTOR } \\
& \text { GRAPHICS } \\
& \text { SYSTEM B } \\
& (£ 2,850)
\end{aligned}
\] & As above & \[
\begin{aligned}
& \text { 48K RAM: Z80: dual } 5^{1 / 4}{ }^{\prime \prime} \\
& \text { F/D (630K): } 12 \text {,", } 24 \times 80 \\
& \text { b\&w VDUU: } 1 \text { S/P: } 2 \text { P/P: } \\
& \text { 20'"x17'x8'" }
\end{aligned}
\] & \[
\begin{aligned}
& \text { DOS: BASIC } \\
& \text { A: CP/M: } \\
& \text { CBASIC: } \\
& \text { COBOL:FOR- } \\
& \text { TRAN: PASCAL }
\end{aligned}
\] & & With graphics and N/P \\
\hline \[
\begin{aligned}
& \text { ZENTEC } \\
& (£ 5,700)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Zigal Dynamics: } 0753 \\
& 71049(1)
\end{aligned}
\] & \begin{tabular}{l}
32-64K RAM: 2x8080: \\
dual \(51 / 4\) ' F/D (280K); 15 ', \\
\(25 \times 80\) b\&w VDU: RS 232 \\
port: options - dual \(5^{1 / 4}\),", \\
F/D (280K, £600; dual 8', \\
F/D (1MB), £2,100 \\
RS422 port, £105
\end{tabular} & \[
\begin{aligned}
& \mathrm{O} / \mathrm{S}: \mathrm{A}: \mathrm{U}: \\
& \text { BASIC: } \\
& \text { micro } \\
& \text { COBOL: W/P }
\end{aligned}
\] & S & User programmable character set \\
\hline \[
\begin{aligned}
& \hline \text { ZILOG } \\
& \text { MCZ1/05 } \\
& \text { (£4,200 } \\
& \text { portable) }
\end{aligned}
\] & Micropower: 0256 54121. Memec: 0844215471 ( \(\mathrm{n} / \mathrm{a}\) ) & 64K RAM: Z80: dual 8" F/D (600K): RS232 port & \begin{tabular}{l}
Rio O/S: \\
M/A: U: \\
T/E: BASIC: \\
COBOL: \\
FORTRAN: \\
PASCAL: \(B / P\)
\end{tabular} & H\&S & Debug in 3K PROM: also available as desk top unit or \(\mathrm{R} / \mathrm{M}\) model, both £4,800. \\
\hline \[
\begin{aligned}
& \text { ZILOG } \\
& \text { MCZ1/35 } \\
& (£ 1,200)
\end{aligned}
\] & As above & 64K RAM: Z80: 10MB H/D (5 fix, 5 rem): RS232 port & \[
\begin{aligned}
& \text { Rio O/S: M/A: } \\
& \text { U: T/E: } \\
& \text { BASIC: } \\
& \text { COBOL: } \\
& \text { FORTRAN: } \\
& \text { PASCAL: } \\
& \text { B/P } \\
& \hline
\end{aligned}
\] & H\&S & Internal disc control with own Z80 \\
\hline \[
\begin{aligned}
& \text { Z-PLUS } \\
& (£ 4,000)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Rostronics: 01-874 } \\
& 3665 \text { (TBA) }
\end{aligned}
\] & \[
\begin{aligned}
& \text { 32-64K RAM: Z80: dual } \\
& \text { 8"F/D (1MB):, S/P: } \\
& 2 \text { P/P:10"x29"x11" }
\end{aligned}
\] & \[
\begin{aligned}
& \text { CP/M: A: U: } \\
& \text { BASIC: } \\
& \text { COBOL: } \\
& \text { FORTRAN: } \\
& \text { PASCAL: } \\
& \text { Database: B/P }
\end{aligned}
\] & H\&S & \\
\hline
\end{tabular}

\section*{SINGLE BOARDS}
\begin{tabular}{|c|c|c|c|c|c|}
\hline \[
\begin{aligned}
& \text { ACORN } \\
& (£ 65)
\end{aligned}
\] & Acorn: 0223312772 Microdigital: 051227 2535. Newbear: 0635 30505 ( \(\mathrm{n} / \mathrm{a}\) ) & 1.1/8K RAM: 6502: EPROM socket: Hex K/B: C int: 8 digit LED display: up to 16 ports: options - Eurocard 64 way connector: VDU card: Full K/B card. & \(1 / 2 \mathrm{~K}\) monitor: Basic & S\&H & Kit: programmable address linking; on board 5 V regulator: available assembled, £79. \\
\hline \[
\begin{aligned}
& \text { AIM 65C } \\
& (£ 265)
\end{aligned}
\] & \begin{tabular}{l}
Pelco: 0273722155 \\
(4)
\end{tabular} & 1-4K RAM: 6502: 12K ROM: full K/B: 20 char LED display: 20 char thermal printer: Cx2: RS232 port. & \begin{tabular}{l}
A: Dis A: \\
T/E: 8K monitor in ROM
\end{tabular} & E & Available as S100 system with A or BASIC in ROM (£480) from Portable Micros (0280 702017): they also have briefcase version (£750) \\
\hline \[
\begin{aligned}
& \text { CROMEM- } \\
& \text { CO SC } \\
& \text { (£260) } \\
& \hline
\end{aligned}
\] & Comart: 048030505 (17) & 1K RAM: Z80A: 8K EPROM sockets: RS232 port: 3 P/P: option - S100 bus. & Monitor and control BASIC in \(E P R O M\) & E & 5 program interval timers: can put own BASIC programs in EPROM. \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|}
\hline Machine (Price from) & Main Distributor/s (No. of dealers) & Hardware & Software/ Firmware & Documentation & Miscellaneous \\
\hline \[
\begin{aligned}
& \hline \text { ELF II } \\
& (£ 114)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Newtronics: 01-739 } \\
& 1582(15)
\end{aligned}
\] & 1/4K RAM: RCA 1802: Hex K/B: 2 digit LED: TV int: C int: RS232 port: options - 4K RAM, £69; full K/B; VDU card & 1 K monitor: A: Dis A: T/E: BASIC: games & H & TTY, n-line decoders: low resolution graphics (high resolution available) kit. \\
\hline \[
\begin{aligned}
& \text { EXPLORER } \\
& (£ 295)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Newtronics: 01-739 } \\
& 1582(15)
\end{aligned}
\] & 4K RAM: 8085: Hex K/B: RS232 port: S100 bus: C int: options -6 slot S100, £32; 8K EPROM sockets, £50 & \begin{tabular}{l}
2 K monitor: \(C P / M\) : \\
BASIC
\end{tabular} & S\&H & Programmable 14 bit counter: kit \\
\hline \[
\begin{aligned}
& \mathrm{H} 8 \\
& (£ 262)
\end{aligned}
\] & Heath: 045229451 (TBA) & 4K RAM: 8080A: Octal K/B: 6 digit LED: speaker: options - single \(5^{1 / 4}\), \(\mathrm{F} / \mathrm{D}\) (102K), \(£ 399\); 16 K RAM, £314; C int, £72 & 1 K monitor: \(B A S I C\) in RAM: FORTRAN: \(T / E\) : A: U: games. & S\&H & Kit \\
\hline \[
\begin{aligned}
& \hline \text { HEWART } \\
& 6800 \mathrm{~S} \\
& (£ 299)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Hewart: } 0625 \\
& 22030(\mathrm{n} / \mathrm{a})
\end{aligned}
\] & \[
\begin{aligned}
& \text { 16K RAM: } 6800: \text { full K/B: } \\
& \text { VDU int: } 2 \times \mathrm{C} \text { int: } 1 \mathrm{~S} / \mathrm{P}: \\
& 2 \text { P/P: option }-16 \mathrm{~K} \text { RAM, } \\
& £ 90 \text {. }
\end{aligned}
\] & \begin{tabular}{l}
1 K monitor: \\
A: T/E
\end{tabular} & H & Can be upgraded with 6809. \\
\hline HEWART 6800 Mk III (£152) & As above & 1K RAM: 6800: VDU board: options - single \(5^{1 / 4}\) " F/D (75K), £350; PROM programmer, £32: calculator board, £32 & 1 K monitor & H & \\
\hline Mk 14
(£39.95) & Science of Cambridge: 0223311488 ( \(\mathrm{n} / \mathrm{a}\) ) & 8060: 1/4-2K RAM: Hex K/B: 7 char LED: options VDU int ( \(32 \times 16\) with graphics), £29; C int, £6; PROM prog, £10, 2K memory expansion, £15 & Machine code & H & Designed for control applications rather than high level computing expansion. \\
\hline \[
\begin{aligned}
& \text { NASCOM } 1 \\
& (£ 165)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Nascom: } 0240575155 \\
& \text { (20) }
\end{aligned}
\] & 4K RAM: Z80: full K/B: TV int: \(2 \mathrm{P} / \mathrm{P}: 1 \mathrm{~S} / \mathrm{P}\) & \begin{tabular}{l}
2 K monitor: \\
BBASIC: tiny \\
BASIC: A: \\
T/E: U
\end{tabular} & S\&H & Now available as Nascom 2 with 8K RAM and 8 K microsoft BASIC in ROM, £295 \\
\hline \begin{tabular}{l}
SBC 100 \\
(£135)
\end{tabular} & \[
\begin{aligned}
& \text { Airamco: } 0294 \\
& 57755(11)
\end{aligned}
\] & 1K RAM: Z80: 8K ROM: S100 bus: \(1 \mathrm{~S} / \mathrm{P}: 1 \mathrm{P} / \mathrm{P}\) : option - voltage regulator. & 1 K monitor: DOS in ROM & E & Kit: available assembled, £196 \\
\hline SUPERBOARD (£188) & \[
\begin{aligned}
& \text { NBM: 01-981 } 3993 \\
& (\mathrm{n} / \mathrm{a})
\end{aligned}
\] & \[
\begin{aligned}
& \text { 4-8K RAM: } 6502: 10 \mathrm{~K} \\
& \text { ROM: full K/B: VDU int: } \\
& \text { C int: options - RS232; } \\
& \text { single 51/4"F/D (100K), } \\
& £ 316 ; 8 \mathrm{~K} \text { RAM, } £ 188
\end{aligned}
\] & BASIC in 8 K ROM: games: B/P: Database & S\&H & Available with 32 K RAM and single \(51 / 4\)," F/D, £867 \\
\hline \[
\begin{aligned}
& \text { SYM-1 } \\
& (£ 160)
\end{aligned}
\] & Newbear: 063530505 ( \(\mathrm{n} / \mathrm{a}\) ) & \begin{tabular}{l}
1-4K RAM: 6502: Hex K/B: \\
244 bps C int: VDU int: \\
\(2 \times 6522\) ports: option - TV int.
\end{tabular} & 4K monitor: BASIC: A & S\& H & Can be expanded to 64 K RAM \\
\hline \[
\begin{aligned}
& \text { TRITON } \\
& 4.1 \\
& (£ 286)
\end{aligned}
\] & \[
\begin{aligned}
& \text { Transam: 01-402 } 8137 \\
& \text { (n/a) }
\end{aligned}
\] & \begin{tabular}{l}
2K RAM: 8080: 3K ROM: \\
full K/B: 16x64 VDU or TV \\
int: C int: \(1 \mathrm{~S} / \mathrm{P}\) : option - \\
2K RAM, £30
\end{tabular} & 1 K monitor: 2 K BASIC: U & S\&H & 64 character graphics: 8 levels interrupt: kit \\
\hline \[
\begin{aligned}
& \text { TRITON } 5.1 \\
& (£ 294)
\end{aligned}
\] & As above & 2K RAM: 8080: 4K ROM: full K/B: \(16 \times 64 \mathrm{VDU}\) or TV int: C int: \(1 \mathrm{~S} / \mathrm{P}: \mathrm{C}\) : options - 8K RAM, £97; 8K EPROM, £97 & 1K monitor: 2K ExBASIC: U & S\&H & Kit:assembled version, £393 \\
\hline \[
\begin{aligned}
& \text { TRITON } 6.1 \\
& (£ 399)
\end{aligned}
\] & As above & \begin{tabular}{l}
2K RAM: 8080: 4K ROM: \\
full K/B: \(16 \times 64\) VDU or TV \\
int: C int: \(1 \mathrm{~S} / \mathrm{P}: \mathrm{C}\) : \\
options - 8K RAM, £97; \\
8K EPROM, £97
\end{tabular} & \begin{tabular}{l}
2K monitor: \\
7 K scientific BASIC in 8 K EPROM or A: Dis A: U
\end{tabular} & S\&H & Either firmware package available for extra £110: CP/M compatible disc interface available soon. \\
\hline \[
\begin{aligned}
& \text { UK } 101 \\
& (£ 219)
\end{aligned}
\] & Computer Shop:
\[
01-440 \quad 7033
\] & 4K ŔAM: 6502: full K/B: \(16 x 48\) VDU or TV int: C int: RS232 port: option 4K RAM, £49 & 1K monitor: 8K BASIC: Dis A: U & S\& H & Graphics: will run Superboard software. \\
\hline
\end{tabular}



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\section*{USERGROUPSINDEX}

PCW will next be publishing a full list of clubs and user groups in its April edition. Month by munth,
however, we shall continue to notify readers of updates and additions.

NATIONAL
Amateur Computer Club 2650 Library. No meetings, no newsletters, the library serves to act as a help point for disseminating 2650 related data on demand. Contact Roger A. Munt, 51 Beechwood Drive, Feniscowles, Blackburn, Lancs BB2 5AT (0254 22341).

Minicomputer Users in Secondary Education (MUSE). MUSE is the national organisation for coordinating activity in schools, teacher training institutions
colleges of technology and so on. Meetings are held on both a regional and national basis. For full details on MUSE's range of activities, contact the Treasurer, R . Trigger, 48 Chadcote Way, Catshill, Bromsgrove, Worcestershire.

\section*{COUNTY DURHAM}

Northeast PETS. Contact: Jim Cocallis, 20 Worcester Road, Newton Hall Estate, Durham. They meet the 2nd Monday of each month for software tuition and the

3rd Monday for hardware tuition (both in addition to normal activities). They start at 7.00 pm and meet in the PET Lab, Newcastle Polytechnic, Ellison Building, Newcastle upon Tyne

\section*{YORKSHIRE}

Shipley College Computer Group (Sorcerer/6800). They meet Tuesdays (software) and Wednesdays (hardware/advanced) between \(7.00 \& 9.00 \mathrm{pm}\). Contact Paul Channell on Shipley 595731.

West Yorkshire Microcomputer Group. Formed following an inaugural meeting on October 23rd, a varied diary of events has been drawn up. For details contact the Chairman, Phillip Clark, Care Compu ter Services, 15 Wellington Street, Leeds LS1 4DL (0532 450667) OR the Secretary, Keith Knaggs Price Waterhouse \& Co. Leeds (0532 448741).

\section*{DIATMYATA}
\begin{tabular}{|c|c|c|}
\hline Birmingham, England & TV MEX. Montbuild Ltd., 11 Manchester Sq., London W1M 5AB. Tel: 01-486 1951 & Jan 15 - Jan 17 \\
\hline Wembley, England & Microsystems '80 Exhibition \& Conference. Iliffe Promotions Ltd., Dorset House, Stamford St., London SE1 9LU. Tel: 01-261 8000. & Jan \(30-F e b 1\) \\
\hline Leeds, England & BEX - Business Equipment Exhibition. Douglas Temple Studios Ltd., 104b Old Christchurch Rd., Bournemouth, Dorset. Tel: 020220533 & Feb 6-Feb 7 \\
\hline Solihull, England & Mini Computers, Word Processors \& Copying Machines Exhibition. Groundrule Exhibition Company, 7 Market Street, Altrincham, Cheshire WA14 2QW. Tel: 0619282227 & Feb 12-Feb 13 \\
\hline London, England & Business Computing, Word Processing \& Information Mgt., Exhibition \& Conference. BED Exhibitions Ltd., Bridge House, Restmor Way, Wallington, Surrey. SM6 7BZ. Tel: 01-647 1001 & Feb 12-Feb 15 \\
\hline Wembley, England & IMEC - European Information Management Exhibition \& Conference. Clapp \& Poliak Europe Ltd., 232 Acton Lane, London W4 5DL. Tel: 01-995 4806 & Feb 18-Feb 21 \\
\hline Bournemouth, England & BEX - Business Equipment Exhibition. Douglas Temple Studios Ltd., 104b Old Christchurch Rd., Bournemouth, Dorset, Tel: 020220533 & Feb 20-Feb 21 \\
\hline Swansea, Wales & OFFEX - Office Equipment Exhibition. Phoenix Exhibitions Ltd., 1st Floor, Burrows Crambers, East Burrows Rd., Swansea. Tel: 0792460364 & Feb 20-Feb 22 \\
\hline Birmingham, England & IEA - International Instruments, Electronics \& Automation Exhibition. Industrial \& Trade Fairs Ltd., Radcliffe House, Blenheim Court, Solihull, West Midlands, B91 2BD. Tel: 0217056707 & Feb 25-Feb 29 \\
\hline Birmingham, England & Computermarket '80, Couchmead Ltd, 42 Great Windmill Street, London W1V 7PA. Tel: 01-4374187 & Mar 4 - Mar 6 \\
\hline Liverpool, England & Mersey Micro Show. Online Conferences Ltd., Cleveland Road, Uxbridge UB8 2DD. Tel: 089539262 & April \(30-\) May 2 \\
\hline London, England & Microcomputer Show. Online Conferences Ltd., Cleveland Road, Uxbridge UB8 2DD. Tel : 089539262 & July 22 - July 24 \\
\hline Birmingham, England & Computer Graphics '81 Exhibition. Online Conferences Ltd., Cleveland Road, Uxbridge UB8 2DD. Tel: 089539262 & Aug 11 - Aug 13 \\
\hline
\end{tabular}

\section*{TIANEAGION FIE}

\section*{Forsale}

MK.14 . . extra RAM, single step, cassette interface, 2 PSUs, data sheets, manual, Greenwood Programming the SC/MP, Sybex Introduction to Microcomputers, needs replacement for keyboard, also early articles on Mk. 14 will deliver within reasonable distance of Preston, Lancs. Phone Preston 55591 evenings \& weekends. Teletype KSR33. . 20 mA current loop, auto stop/start with full manuals, extra paper ribbons \& spares - \(£ 120\).
Triton Computer. . full on-board 8 K inc 5 basic, less keyboard - only (Oxon).

15 Dynamic RAM Chips. . . MK 4027N. \(4, £ 25\) the lot. Also expansion for SWTP 6800 systems parallel interface board MP-LA and calculator interface board (number cruncher) MP-N: both built and tested but unused, \(£ 30\) each. Phone Wakefield (0924) 62848 after 6 pm or weekends.

Nascom 1
expansion bus, buffer board, 8 K memory board, CC Soft
level B BASIC, B-Bug, Nascrunch
arithmetic processor board \(-£ 250\). arithmetic processor
Phone \(061-4364727\)

Apple ITT 2020. . . 32 K RAM, 6 months old and 3 easy to follow manuals, Applesoft BASIC, Reference full of games. Plus automatic cassette recor der, tapes with 30 various programs box and packing - £825 o no Phone Warrington (0925) 811191.

PET \(2001-8 \mathrm{~K}\). . . as new, only used at home, plus some games and manuals £485 o.n.o. Phone-01-992 6424, even ings and weekends.

\section*{Character Generators.}

2513 CM2140 (U.C.) and 2513-CM3021 (L.C.) - £8 per pair or singles @ \(£ 4.50\) 30 sets available, Chris Rees, 289 Quil ter Road
025623668

Mk.14. . . extra RAM, fully socketed revised monitor, cassette interface single step, new keyboard and expen sive SC/MP documentation. All bus lines brought out to a second plug-in board for easy expansion. PSU required (extra) - £65. Robin Lowis - phone Bristol 293701

AIM 65... complete with 4K RAM
assembler ROM, edge connectors, origi nal packing and full documentation Fully operational, offers around \(£ 300\) Phone Nelson (0282) 693029 after 6 pm .

Verbatim Soft Sector Discs. . . \(5^{1 / 4^{\prime \prime}}\) unopened box of ten for \(£ 20\). Ten used very briefly, sold singly at \(£ 1.90\) each Phone Pershore 4352 Kim 1. . ASCII keyboard plus 1 K of o.n.o. Contact Radio Society QMCSU. Phone 01-980 1240/5303

Nascom 1. . . with 8 K expansion, buffer board PSU and B-Bug monitor Full working order and all neatly finished in Verocase with programs on cassette documentation, \(£ 275\) o.n.o. Phone Tenbury Wells (Worcs) 810015 even ings.

PDP 8i. .. with 8K core store, in rack with PSU. Offers to Mr J. Haigh Commonwealth Hall, Cartwright Gard ens, London WC1H 9EB. Must sell, al reasonable offers replied to.

Motorola M6800 D2 Development Kit extra RAM on board, excellent working order, full documenation and extra 8 K RAM board thrown in - all
for £100. Phone Jim on Garston (Herts) 79973, evenings

Casio FX-502P. . . as new, plus Casio FA-1 adapter for taping programs, pro gram library, manuals, keyboard over ays, tape etc. All' boxed and as illustrated in PCW October issue (page 50), I'm buying a larger computer -

Triton Computer. . . including pro Triton Computer. including programs, cassette, extended Tiny BASIC run t 18 MHz tested for only \(£ 18\)

Nascom 1. . . built and tested by Nas com and fitted with the latest NAS. com and fitted with the latest NAS and PSU - \(£ 175\) o no Pocumentation ter 74791 , evenings.

Centronics 700 Printer. . . with RS232 board, line length programmable to 132 chars., standard and double width characters - £450 o.n.o. Phone Dave on 01-460 2580, evenings.

Pye 'Ceefax/Oracle’ news/information unit. . . with keyboard, for any colour TV - only £240.
Sinclair 2" micro TV. . . unused, with accessories - £60 PET 200-8K. . . with programs, excel
lent condition - £435
IEEE/RS232 Serial Interface B.
input/output for PET, cost \(£ 205\), sell £140
Teletype 'ASR33'. . . terminal/printer RS232 interface, as new, not clapped out - £450 (stand available). Phone Medway (0634) 53127, evenings.
Triton. . . 8080 based machine, built \& working with revised L5.1 monitor \& upgraded clock, 4 K RAM and Tiny BASIC in ROM. All documentation included - £250. Contact John Wheatley at 12 Shakespeare Road, Harpenden, Herts - phone Harpenden 63593 .

Mk.14. . . with RAM I/O, extra RAM, tape interface, PROM programmer, PSU, 21 keyboard, full documentation, professionally cased into desk-top unit, size \(11^{" \times} \times 8^{1 / 2 "} \times 3^{3 / 4}\) " (sloped front), with room for 2 K expansion and VDU interface - 63 . Phone 084444537 .

Teleprinter ' 54 '. . . Baudot coded, full instruction KB: and printer T 50 baud interface v.g.c. - \(£ 55\) o.n.o. Mark Wyllie on Hertford 59081.

Sinclair Cambridge Programmable. with full instructions, Duracell battery, Sinclair \& Personal Program Library £9 o.n.o. plus £1.00 postage. Martin Fisher, 10 Cusworth Lane, Doncaster S. Yorks DN5 8YL.

SWTP PR40 Printer. . . adapted for Sor cerer, but suitable for any 8 -bit parallel interface - £120.
KSR 33 Westrex Teletype. . . with 20 mA loop - \(£ 100\).
Sorcerer 32 K . . with all leads, manuals and software library. Has additional
facility for 110 baud RS232 transmis sion; 6 months old, excellent condition

Complete Chip Set. . . for 8085 system includes 8085 , (2) 8212 , (2) 8224 , (8) 21 L 02 ( 350 ns ), 16 minature toggle switches (with hardware), sockets for al chips - first \(£ 40\) takes it. Also a few LM3914 bar graph display drivers \(£ 2.50\) each. All chips prime quality D.Wolf Ph.D., 15 Princess Road, London NW1.

Powertran Comp-80.
full on-board RAM (5K), BASIC, graphics with graph plotting functions, complete with TV monitor and cassette recorder. Fully built and working, offers around \(£ 295\) Phone Tim Brown on Stafford 850244

Triton. . .professionally built, complete with case and manual, perfect order £210. Phone Basingstoke (0256) 29623.

Triton. . . full documentation, cased, RS232 interface, full on-board RAM, V5.1 monitor and L5.1 BASIC with editing facilities \(-£ 350\) o.n.o. Also expansion motherboard, built and inclu ding extra 74LS 245's - £50. Phone Steve on Andover (Hants) 66681.
LSI 11. . . micro for sale to highest offer; complete with 20 K RAM, power supply and programming manual. Also optional desk available! Alternatively will exchange for goods - anything considered, not necessarily computer equipment. Phone Mike Stanley on Wrexham (0978) 261121.

Sinclair Cambridge Programmable Calculator. . . and full, four volume
program library for sale; mint condition \(-£ 12\) only. Contact Terry Cymbalisty, 45 St Lesmo Road, Edgeley, Stockport, SK3 0TX - Phone 061 0527, evenings.
Texas TI-59. . . plus PC100-C print cradle. Programmable calculator includes 960 prog. steps, 100 memories and magnetic card reader. Also latest printer capable of alphanumerics. Both items less than 9 months old - owner is upgrading. Price \(£ 199\) for the pair, but separate sale considered. Phone 01-368 2762 , evenings.
ROM Chips. . . two MM5204Q with ETIBUG 1 and 2 (or blank), £4 each; 2513 uc, £3; DM8 \(678 \mathrm{CAB} / \mathrm{N}, £ 7\). Contact S. Ross, 44 Premier Avenue, Grays, Essex.
SWTPC 6800. . 4K static RAM board (S50 bus) - \(\dot{40} 0\). Phone 01-550 8965 .
Compucorp 265 E Accountant.
learn mode programmer for 256 steps; ten data storage registers; prints up to 14 digits. Complete with card reader for programming (or it can be program. med from keyboard). Phone Telford 3490 .
Digital Equipment Corp. RT01 Data Terminals. . . less display boards and displays ( 2 available), 110 baud, RS232 and teletype interface, \(£ 40\) each or \(£ 70\) the two. Also consolidated computers terminal (inc. VDU), £ 100 - all with circuits. Details, phone Ru on \(01-837\) 8855 , extn 222 , weekdays.

Super Nascom 1. . . extended with 18 K RAM, 2400 baud cassette interface, 8 K BASIC on tape. Housed in Veroframe
with keyboard in professional case. All this and lots of software for \(£ 320\). Phone Dave Link on 01-340 9882.

ELF 11. . .system with giant board, 8 K RAM, VID, ASCII board, heavy duty PSU, in ELF cabinets. Fully socketed and professionally checked in good woking order. also Tiny BASIC, 16 games on tapes, Full documentation, cost over \(£ 500\), best offer buys. Phone 01-560 0793.
PET 2001-8K. . as new, green screen, BASIC BASIC tape, manuals of instruction and various taped games - £475. 6 weeks old, perfect condition. Phone 01 6686155.

Texas 9900. . 16 -bit micro board, double Eurocard - £100 o.n.o. (see March '79 PCW). Contact Mark Wirt, 12 Alleyn Crescent, London SE21, phone 01-670 4819.
TI-58. . . programmable calculator 480 steps, 60 memories - \(£ 60\) o.n.o including mains adaptor, master and statistics libraries. Contact Brian Holley on Hoddesdon 66573, evenings or weekends.

\section*{Wanted}

Triton Users. . . help! - L6 BASIC PROM listing required ( 18 MHz version). Contact Stevenage 62680 anytime
Home Computer. . . TRS-80 Level 2 \(4 \mathrm{~K} / 16 \mathrm{~K}\) keyboard or Tandy preferred. Other ROM BASIC Systems, built kits etc. considered. Upper limit, £450.
\begin{tabular}{|c|c|c|}
\hline & FAX & \\
\hline & & \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|}
\hline \[
\frac{\mathrm{LSB}}{\mathrm{MSB}}
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\text { ORA } \\
(\mathrm{A}) \\
(\mathrm{EXT})
\end{gathered}
\] & \[
\begin{gathered}
\text { ADD } \\
(\mathrm{A}) \\
(\mathrm{EXT})
\end{gathered}
\] & \[
\begin{gathered}
\text { CPX } \\
(\mathrm{A}) \\
(\mathrm{EXT})
\end{gathered}
\] & JSR
(EXT) & \[
\begin{aligned}
& \text { LDS } \\
& (\mathrm{EXT})
\end{aligned}
\] & STS & B \\
\hline C & \[
\begin{aligned}
& \text { SUB } \\
& (B) \\
& \text { (IMM) }
\end{aligned}
\] & \[
\begin{aligned}
& \text { CMP } \\
& \text { (B) } \\
& \text { (IMM) }
\end{aligned}
\] & \[
\begin{array}{|c|}
\hline \text { SBC } \\
\text { (B) } \\
\text { (IMM) } \\
\hline
\end{array}
\] & * & \[
\begin{array}{|c|}
\hline \text { AND } \\
(\mathrm{B}) \\
(\mathrm{IMM}) \\
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\end{array}
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\begin{aligned}
& \text { BIT } \\
& \text { (B) } \\
& \text { (IMM) }
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\] & \[
\begin{aligned}
& \text { LDS } \\
& \text { (BM) } \\
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\] & * & \[
\begin{array}{|c}
\hline \mathrm{EOR} \\
\text { (B) } \\
\text { (IMM) } \\
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\end{array}
\] & \[
\begin{aligned}
& \mathrm{ADC} \\
& (\mathrm{~B}) \\
& (\mathrm{IMM})
\end{aligned}
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\begin{gathered}
\text { ORA } \\
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\text { (IMM) }
\end{gathered}
\] & \[
\begin{gathered}
\mathrm{ADD} \\
\text { (B) } \\
\text { (IMM) }
\end{gathered}
\] & * & * & \[
\begin{aligned}
& \text { LDX } \\
& (\mathrm{IMM})
\end{aligned}
\] & * & C \\
\hline \(\overline{\mathrm{D}}\) & \[
\begin{aligned}
& \text { SUB } \\
& \text { (B) } \\
& \text { (DIR) }
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\] & \[
\begin{aligned}
& \text { CMP } \\
& (\mathrm{B}) \\
& (\mathrm{DIR})
\end{aligned}
\] & \[
\begin{aligned}
& \text { SBC } \\
& \text { (B) } \\
& \text { (IIR) }
\end{aligned}
\] & * & \[
\begin{array}{|c|}
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(\mathrm{B}) \\
(\mathrm{DIR}) \\
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\end{array}
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\end{aligned}
\] & \[
\begin{aligned}
& \text { LDA } \\
& \text { (B) } \\
& \text { (DIR) } \\
& \hline
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\] & \[
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& \text { STA } \\
& \text { (B) } \\
& \text { (DIR) } \\
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\text { (DIR) } \\
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\end{gathered}
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\begin{aligned}
& \text { STX } \\
& \text { (B) } \\
& \text { (IR) }
\end{aligned}
\] & \\
\hline E & \[
\begin{aligned}
& \text { SUB } \\
& \text { (B) } \\
& \text { (IND) } \\
& \hline
\end{aligned}
\] & \[
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\text { CMP } \\
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(\mathrm{IND}) \\
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& \text { LDA } \\
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\text { ADD } \\
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\end{gathered}
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& \text { LDX } \\
& (\mathrm{IND})
\end{aligned}
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\begin{aligned}
& \text { STX } \\
& \text { (IND) }
\end{aligned}
\] & \\
\hline F & \[
\begin{array}{|l|}
\hline \text { SUB } \\
(B) \\
(E X T)
\end{array}
\] & \[
\begin{array}{|c|}
\hline \text { CMP } \\
(\mathrm{B}) \\
(\mathrm{EXT})
\end{array}
\] & \[
\begin{aligned}
& \mathrm{SBC} \\
& (\mathrm{~B}) \\
& (\mathrm{EXT})
\end{aligned}
\] & * & \[
\begin{array}{|l|}
\hline \text { AND } \\
(B) \\
(\mathrm{EXT}) \\
\hline
\end{array}
\] & \[
\begin{aligned}
& \text { BIT } \\
& \text { (B) } \\
& \text { (EXT) }
\end{aligned}
\] & \[
\begin{aligned}
& \text { LDA } \\
& (\mathrm{BX}) \\
& (\mathrm{EXT})
\end{aligned}
\] & \[
\begin{aligned}
& \text { STA } \\
& \text { (B) } \\
& \text { (EXT) } \\
& \hline
\end{aligned}
\] & \[
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& \mathrm{EOR} \\
& (\mathrm{~B}) \\
& (\mathrm{EXT}) \\
& \hline
\end{aligned}
\] & \[
\begin{array}{|c|}
\hline \mathrm{ADC} \\
(\mathrm{~B}) \\
(\mathrm{EXT}) \\
\hline
\end{array}
\] & \[
\begin{aligned}
& \text { ORA } \\
& (B) \\
& (E X T)
\end{aligned}
\] & \[
\begin{array}{|c|}
\hline \mathrm{ADD} \\
(\mathrm{~B}) \\
(\mathrm{EXT})
\end{array}
\] & & & \[
\begin{aligned}
& \mathrm{LDX} \\
& (\mathrm{EXT})
\end{aligned}
\] & STX
(EXT) & \\
\hline & 0 & 1 & & 3 & 4 & 5 & 6 & 7 & 8 & 9 & A & B & C & & E & F & \\
\hline
\end{tabular}

\footnotetext{
DIR = Direct Addressing Mode, EXT = Extended Addressing Mode, IMM = Immediate Addressing Mode, IND = Index addressing Mode, \(\mathrm{INH}=\) Inherent Addressing Mode, REL = Relative Addressing Mode, \(\mathrm{A}=\) Accumulator A, B= Accumulator B.
}

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\section*{STAR WARS}


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Tel．（out of working hours）：
01－907 1767 or 01－904 7411

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requires accounting programs，in－ cluding provision for the special VAT scheme for antique dealers． Also preferably provision for foreign exchange．Details please， to Box 350，Micromart，Sportscene Publishers（PCW）Ltd．， 14 Rathbone Place，London W1P 1DE．

> PETS! Pets - new for old, part exchange your faithful Pet for a new model. We stock Commodore or Computhink discs, PET printers and teletypes etc. We also buy used Pets and peripherals for cash. HORIZONS! 32 K static memory (the best) 2 double density discs (2 serial and 1 parallel port) From \(£ 1999\) HIRE! PET \(8 K\) £4.75 per day PET 32 K £6.95 per day Teletyp \(43 £ 6.00\) per day HORIZON P.O.A. High Quality Cassettes! C15 41 p C30 55 p including VAT Post 20 p . Orders over \(£ 4.00\) free postage Contact: Richard Mortimore or Chris Phelps at MICRO - FACILITIES 01.979 \(4546 / 9411197\)

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Professionally written packages now availa－ ble with comprehensive manuals，built－in validity checks，interactive enquiry facilities， user options，satisfying accountancy，Inland Revenue and Customs \＆Excise requirements． On diskette under DOS 3.2 in Applesoft with SPACE utility．Not adaptations．Writ－ ten for Apple System．Support all printer interfaces．Sales，Purchases and General Ledgers \(£ 295-00\) each．Manual only \(£ 3\) ． Payroll \(£ 375\) ．Manual only \(£ 4\) ． General Ledger supports Incomplete Records，Jobs Costing，Branch and Consoli－ dated Accounts，etc．
General Ledger Applications Manual \(£ 10\) ． Prices exlusive of V．A．T．From our shop or your nearest stockist．

\section*{COMPUTECH SYSTEMS}

168，Finchley Road，London NW3，
Tel：01－794 0202

\section*{MICROMART}

INTELLIGENT ARTIFACTS

Sale of S100 Memory Boards
16 K fully static \(4 \mathrm{MHz} £ 150\) each \(2 \mathrm{MHz} £ 150\) each．Also Z－80 CPU Boards for \(\mathrm{MHz} £ 150\) each．
Fully assembled tested and guaranteed
We also sell PETs，Challengers， AIM 65 etc．All imported direct from USA．Lowest prices in UK Send or call for Price List． Telephone：Arrington（022 020） 689 Cambridge Road，Orwell， Nr Royston，Herts．


APPLE and PET DUBLIN
\({ }^{*}\) Come and see these fine computers in our new showrooms
＊Try them and discuss your requirements
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＊Sales Ledger，Financial Modelling
＊Fourier Analysis，Shape Maker
＊Educational systems in Maths，
Physics，Geography，Commerce SOFTECH LTD
51 Lr．Camden St，Dublin 2， Ireland．
Phone：Dublin 784739

\section*{PET} EDITOR
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12 POWERFUL COMMANDS including；CREATE，EDIT，FIND， REPLACE，INSERT，MOVE，TAB， etc．
（SAE for full software list．）
On cassette
CIRCLE £20．00
SOFTWARE
（State old／new ROM＋size） 33 Restrop View，Purton，Swindon， Wilts．SN5 9DG．

TO ADVERTISE IN MICROMART RING JACQUIE HANCOCK ON 01－631 1682
DEEP, YOUR INBOARD COMPUTER WILL TAKE OVER AND COMPLETE THE MANOEUVRE. NOTE:
THE TRENCH IS REALLY \(48 M\). MIDE, BUT SINCE YOUR FIGHTER HAS A WINGSPAN OF BM, I
    CAN BE ASSUMED THAT YOU ARE A POINT MASS WITHIN A TRENCH 4UM. WIDE.
    INITIALLY
    OF THE Y-AXIS THE TRENCHI ANO
    TO ASSIST YOU YOUR POSITION ON THE XーY GHIU. ALTITUDE, HEADINGP PITCHE
    VELOCITY, THROTTLE SETTING, TARGET RANGE AND TARGET BEARING ARE GIVEN AT
    INTERVALS OF 10 SECS. YOU CONTROL YOUR HEADING, PITCH AND THTUTTLE SETTING.
    the units of throttle setting approximate to earth igis. a setting of l or
    MORE WILL ACCELERATE YOUR SHIP, LESS THAN 1 and THE dEATHSTARIS DEFENCE
    SCREENS WILL SLOW YOU DOWN.
        WARNING: THE DEATHSTAR will LAUNCH TIE FIGHTEHS AGAINST EXPEHIENCEU PILOTS.
        YOUR HIT INDICATOR WILL INFURM YOU OF LASER STHIKES AGAINST YOUR SHIP.
THE TIE FIGHTER PILOTS HAVE BEEN NOTIFIED THAT YOU ARE AN EXPERIENCED PILUT.
    THEY WILL HUNT YOU OUT ANU LAUNCH UNEXPECTED ATTACKS AGAINST YOU. YOUK SHIP
    MAN SURVIVE ONLY 4 SUCCESSFUL HITS TO ITS HULL OR ENGINES. EVERY HIT NILL REDUCE
    MANOEUVRABILITY AND ACCELERATION.
    NSUFFICIENT FUEL TU COMPLETE THE MANOEUVRE AND HAS GRUKEN OFF ATTACK TO RETUKN
    O BASE. BETTER LUCK NEXT TIME.
        CONGRATULATIONS! YOU JUST BLEW YOUR ENGINES TO PIECES ANU AKE DIVING OUT UF
    CONTROL INTO THE DEATHSTARI
        YOU JUST PILED INTO THE DEATHSTAR. KAMIKALE TACTICS WENT OUT WITH PISTON
    ENGINED FIGHTERS! THY NOT TO BE SO ENTHUSIASTIC NEXT TIME
        TIE FIGHTER ATTACK LASER STRIKE ON SHIP
    TA LUCKY HIT TIE FIGHTE HAS GOT UNGER YOUR SHIELDS AND WRECKED YDUR SHIP
    THAT WAS THE FIFTH
    AN YOUR SHIP WRECKED.
        OVER TARGETII
    IAKEN OVER CONTROLS AND WILL RELEASE TUKPEDO. MAY THE FUKCE BE WITH YOU
        CONGRATULATIONS! YOU HAVE SUCCESSFULLY ANNIHILATED THE DEATHSTAR AVD SAVED
    The galaxy from the evil clutches of Uarth vauer and his miviuns
    IN MARRIAGE. SCIENCE FICTION ISN'T FUN ANY MORE?I?
    OVER TARGETII
    INGOARD COMPUTER REPOKTS TRAJECTORY OF FIGHTEK UNSUITADLE FOK ATTACK.
    HOWEVER NAVIGATIONAL SYSTEMS HAVE GEEN CALIBRATEU SU THE COMPUTER WILL ATTEMRT
    COMPUTER HAS SUCCESSFULLY REPEATEO APPROACH ANU' HAS HECALIBKATED NAVIGATIONAL
    SYSTEMS.
        TOU HIGHI
    YOU HAVE OVER-FLOWN THE CALIBHATING TARGET, COMPUTER WILL ATEEMRT TO REPEAT
    TTACK ANO RELEASE TORPEDU AUTOMATICALLY.
    YOU HAVE MISSED THE CALIGRATION TARGET. CUMPUILK KLPOKTS PRESENT TAAJECTOKY
    HAKES KEPEAT ATTACK IMPKACTICAL AND IS KETUKNING TU KEBEL GASE. bETTEK LUCK
                                    ALIEN ATTACK
                                    by Peter Wright

This program，written for PET will work instructions（with one spelling mistake） with or without a sound box．Full are included in the program．
5 T=5G
5 T=5G


29 < 32769 M=1:T=6.4
29 < 32769 M=1:T=6.4
4G IFM, IFGGTHEHM=1
4G IFM, IFGGTHEHM=1
    IFF#="G"OFA&="="THEN443
    IFF#="G"OFA&="="THEN443
    G0T050
    G0T050
    IFM=1 THEHM=-1:G0T0501
    IFM=1 THEHM=-1:G0T0501
    4 M=1
    4 M=1
    IFPEEK (X+320)=160NERFEEK S% FOKEX+1, 32
    IFPEEK (X+320)=160NERFEEK S% FOKEX+1, 32


    IFFF=GTHENEG
    IFFF=GTHENEG
    IFFF=1 THENGOGUESG4
    IFFF=1 THENGOGUESG4
    IFFF=1 THEN301
    IFFF=1 THEN301
60 TT=(J-H: T=T+1 IFT TTTHEN+100
60 TT=(J-H: T=T+1 IFT TTTHEN+100


    FOKEG,20 FOKE1, 2G G+8G8E,
    FOKEG,20 FOKE1, 2G G+8G8E,




SGT=GTR=INT & SE WNULC 
SGT=GTR=INT & SE WNULC 


309 IFFI=10RLE=1 THENSOOG
309 IFFI=10RLE=1 THENSOOG
3014 IFFI=10F
3014 IFFI=10F


30% IFM=1 THENM=-1 GOTOS1G
30% IFM=1 THENM=-1 GOTOS1G


214 IFPEEK(F)=1E日OPFEENF:=214THENH=H+1:GUTO5GG
214 IFPEEK(F)=1E日OPFEENF:=214THENH=H+1:GUTO5GG
312 FOFEF-40, %3 FOLEF-41,77 FOHEF-1, E%
312 FOFEF-40, %3 FOLEF-41,77 FOHEF-1, E%
313 FORG=GTOGQ ME,T FOKEF-4G, 32:FOKEF-41,32:FOKEF-1, B2
313 FORG=GTOGQ ME,T FOKEF-4G, 32:FOKEF-41,32:FOKEF-1, B2
314 FOREQ 2G:FOLE1, 2G S'S
314 FOREQ 2G:FOLE1, 2G S'S




32G IFI=1 THENRETMEN
32G IFI=1 THENRETMEN
SWGOKEF,4E FOWEF-40, 3
SWGOKEF,4E FOWEF-40, 3


610 FOFG=FTO1
610 FOFG=FTO1
520 FOKEF, 127 FONEF+39,127 FOKEF+40,127
520 FOKEF, 127 FONEF+39,127 FOKEF+40,127
52G FOLEF-1,42 FOF,EF+1,42
52G FOLEF-1,42 FOF,EF+1,42
540 FOREF +4, 25 FONEF+39,255:FOREF+4日,255
540 FOREF +4, 25 FONEF+39,255:FOREF+4日,255
545 FOKEF, 102 FOKEF+3G,102 FOKEF+4G1,102
545 FOKEF, 102 FOKEF+3G,102 FOKEF+4G1,102
54G FOLEF-1,171 FOMEF+1,171
54G FOLEF-1,171 FOMEF+1,171
547 FOFEF-1,S2FOFEF+1,3E
547 FOFEF-1,S2FOFEF+1,3E
```

552 POKEF,32 FOKEF+39,32:FOKEF+40,32
553 POKEF+41,32
570 IFF=K-40THENFOKED, 255 FOKE1, 255 S'TS(826) GOTO1500
500 I=0 RI=0 : LE=0. RETURN
l:04 I=0 RI=0
1010 IFFEEK (K)=83THEN1110
1020 FOKEK, 224
1025 FOKEG, 106 FOKE1, 10 STGC820
1030 K=k-40:60T01610
1190 FOKE0, 100 FOKE1, 10 STS\S26
11:6 FOKEK, 211 FOKEK-60,32 FOKEK-40,224
1115 FOKEKK+39,78 FOKEK+41,

```

```

1130 GOTO1100
1500 FOR%=0TO24
1600 FRINT FOKEQ, 50, FGKE1,50 StS\S26
1700 NENT

```


```

2005 IFH2CHTHENH2=H FRIHT FRINT"s期的ITT IS THE EEST SCORE SO FAR" GOTO201日
2006 FRINT: FRINT"|H\#\#\#THE BEST SOORE IS"HE
2010 FORN=0T010

```

```

2925 FRINT FRINT""MHFFTEF 361 SECOHIIS I WILL PLA'T ALONE"
2025 FRINT FRINT"
2027 IFTI未="Q60日30"THENE: ="F":H=@ J=5 I=0 GOTOG
2030 GETH年 IFH:=""THEN2027
2035 IFGH=22THENFUNS

```

```

3060 IFLE =1 THENK=41:60T03020
3910 K=39 IFF,33T28THENFOKEF-K, 32:FF=0 II=0:RI=0: LE=0日 RETURN
3025 IFPEEK (F) O2THENPOKEF-K,32: H=H+1:GOTO304Q
3030 FOKEF,4E FOKEF-K,32 RETURN
3046 IFPEEK (F+1)=1600RFEEK (F +1)=214THENF=F +1:GOT0501
3045 IFFEEK(F)=160OFPEEK (F)=214THEN50G
306 IFPEEK (F-1)=1600RPEEK (F-1)=214THENF=F-1:GOT0500
306, IFFEEK(F-41)=16010RFEEK (F-41)=214 THENF=F-41:G0T05日6
3060 IFFEEK (F+41)=1600RPEEK (F+41)=214 THENNFFF+41:G0T0500
3300 FOKE59459,255
3310 FORHE=826T0870
3320 READE: FOKEHE, B NEXTHE
3330 DATA165,1,162,215,142,64,232,170,202,208, 253,240,0,240,0,240,0,240,0,240
3340 IATA0,162,233,142,64,234,170,202,208,253,198,010,208,5,234,234,234,234

```



```

4010 GETHक: IFR車""THEN4010
4920 IFH未="N"THENRETINRN
4g30 PRINT":TOU RRE THE HT THE TOF OF THE SCREEN"
4040 FRINT"THE OBJECT OF THE GHINE IS
4945 FRINT"NTO ISETRO'Y THE FLIENS SHÖLHN BELOW."
4G50 FRINT"N1. HAS SHORT RHHGE WERFOHS FHUD 2. LOHG"
4060 PRINT"NN01. %/v
4060 FRINT"THET" WILL APFEAR F'T THE EOTTOM.
4090 FRIHT"NIF THE'Y ARE NOT IESTROYEN THEY WILL,
4109 FRINT"MOVE UP RNL DESTROY YOU."
4110 PRIHT"NTO FIRE AT THEM FRESS THE SPACE KEY."
4120 FRINT"\&OUR SHOT MUST HIT DEAD CENTRE,"
4130 FRINT"NIF IT DOES. NOT IT WILL EOUNCE OFF.
4140 FRINT"ANS FUSH FHN'KE'T TO CONT INUE
4150 GETH悉 IFR\&=""THEN4156
4169 FRINT"m\OU MH' REVERSE THE DIRECTION,"
4170 FRINT"AFHOU FRE MOVINGG AT AHH'T TIME,"
4180 PRINT"MUITH THE = KEY OR THE E KEY."
420ด FRINT" NTHE ENI OF EACH GHME." IS SHOWN AT,"
4201 FRIHT"\&THE FLLIENS ARE SLOW TO ADVHINCE AT FIFSI
42D2 FRINT"BUT THE MUFE YOU DESTRO'' THE FHSTER,
4203 PRINT"NTHEY WILL MONE.
4204 PRINT "nGON 'T LET THEM GET TO CLOSE BECRUSE,"
4205 PRINT"\&NHEN THEY FIRE THEY NEVER MISS,"
4207 FRIINT"NFLUG IN A SOUNI EOX IF YUU HAVE ONE!"
4210 FRINT"\&NE FUSH FH'Y KE'Y TO FLA't
4220 GETA: : IFA\$=""THEN4220

```

For those interested in a BASIC 57 of this issue．Great fun－we Lissajous figure plotting program，see promise． Sheridan＇s Computer Answers on page

\section*{PROCRAMS}
IF BOARD[ ROW, COL] = TARGET
IF BOARD[ ROW, COL] = TARGET
    THEN FLIPCOUNTER[ DIRECTION]:= FLIPCOUNTER[DIRECTION]+1
    THEN FLIPCOUNTER[ DIRECTION]:= FLIPCOUNTER[DIRECTION]+1
    ELSE
    ELSE
            INI SHED: = TRUE;
            INI SHED: = TRUE;
            F. BO ARD[ ROW, COL ]=MO VER
            F. BO ARD[ ROW, COL ]=MO VER
            THEN IF FLIPCOUNTER[ DIRECTION]:>0
            THEN IF FLIPCOUNTER[ DIRECTION]:>0
                THEN LEGAL:= TRUE
                THEN LEGAL:= TRUE
            END (*CHECKIT*)
            END (*CHECKIT*)
    BEGIN (*CHECKMOVE*)
    BEGIN (*CHECKMOVE*)
    LEGAL: = FALSE;
    LEGAL: = FALSE;
    I F MOUER= FIRST
    I F MOUER= FIRST
    THEN TARGET:= SECOND
    THEN TARGET:= SECOND
    ELSE TARGET:= FIRST;
    ELSE TARGET:= FIRST;
    IF BOARD[ ROWNOW, COLNO W]= EMPTY
    IF BOARD[ ROWNOW, COLNO W]= EMPTY
    THEN
    THEN
    RO W: = RO WNO W:
    RO W: = RO WNO W:

\section*{SOUTHAMPTON 8 K PET HIRE}
£20 p．w．＋VAT including manuals and Microchess．\(£ 30+\) VAT for 9 days over Christmas．Charges may be offset against purchase．

BUTTERFIELD＇S ENCYCLO－ PAEDIA \(£ 12\)（inc．VAT and postage． Contains 32 programs including STARTREK，BATTLESHIPS， LUNAR LANDER，etc）．

Demonstrations of large range of Commodore and Petsoft software． （ \(£ 50\) free softward on purchase of any PET computer）．

Also 16 K or 32 K PETs and 3040
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Telephone（0703） 774023
after hours（0703） 554488

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PETs
SHARP MZ－80s
（THE NEW MICRO）
HEWLETT－PACKARD HP－41Cs

COMPUTER BOOKS
SIGMA SYSTEMS
54 PARK PLACE
CARDIFF 21515

\section*{54 PARK PLACE CARDIFF 21515}

\section*{FOR SALE}

Well established nationally known library of 80 PET programs，mostly on cassette，but some disk based business programs．
The library consists of a wide selection of original games，general purpose and scientific programs，as well as business applications．
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FINI SHED: =FAL SE;
FLIPCOUNTERCDIRECTION \(:=0 ;\)
REPEAT
CHOO SESQUARE:
If FINISHED (**EDGE REACHED**)
THEN FLIPCOUNTER[ DIBECTION]: \(=0\)
ESE CHECKIT
END
END
END; (*CHECKMOVE*)
PROCEDURE FLIPS;
VAR ROW: RO WNUM;
COL: COL CHAR:
BEGIN
RO W: = RO WNO W;
COL: = COLNO W;
BOARD ROW, COL \(3:=\) MO UER;
FOR DIRECTION:=N TO NW DO
BEGIN RO w: = RO WNO w;
COL: = COLNO w ;
FOR I:= 1 TO FLIPCOUNTER[DIRECTION] DO
BEGIN
CHOOSESQUARE;
BOARDCROW, COLJ : = MO VER
END
END; (*FLIPS*)
PROCEDURE GI VESCORE;
VAR COL: COLCHAR;
RO W: RO WN LM;
FI RSTCOUNT, SECONDCOUNT: \(0 \ldots 0^{2}\)

\section*{BEGIN}

PRINTBOARD;
FRINTBOARD;
SECONDCO UNT: \(=0\)
FOR ROW: \(=1\) 1, TO 8 , DO
FOR COL: = 'A' TO 'H' DO
THEN ARDC ROW, COL] = FIRST
THEN FIRSTCOUNT:=FIRSTCOUNT+1
WRI TELN ELSE SECONDCOUNT: = SECONDCO UNT+1;
WRITELN ( NOUGHT, •, SECONDCOUNT);
IF FIRSTCOUNT= SECONDCO UNT
THEN WRITEN( 'IT''S A TIE')
HLSE IF FIRSTCOUNT> SECONDCOUNT
THEN WRITELN( CROSS, "WINS")
ELSE WRITELN( NOUGHT, 'WINS')
END; (*GI VESCORE*)
PROCEDURE ANOTHERGO;
VAR CONTINUE: CHAR;
BEGIN
WRITRAC 'WOLLD YOU
KEALLN CONTINUE Y '
IF CONTINUE
IF CONTINUE \(=\) THEN NOMORE: \(=\) FALS
RLSE NOMOKE: = THUE
END; ( \(*\) ANO THERGO*)
BEGIN ' *MAIN PRO GKAM*)
WRITEC 'DO YOU WANT TO REAL THE :NSTKUCTIONS? TYFE Y OF V.'):
REALLN ( ANSWER);
I \(F\) ANSWER \(=\) ' \(Y\) ' THEN INSTRUCTIONS;
IDENTIFY;
STAhTGAME;
WHILE NOT GAMEDVER DO
BEGIN
PFINTBOARL;
PASS: = FALSE;
GETMOVE;
WNTIL THEN LEGAL: =TKLE ELSE CHfCKMOLE
UNTIL LEGAL;
IF NOT PASS
If NOT PASS
THEN
BEGIN
FLIFS;
END;
IF MOUEK=FIRS
THEN MOVER: \(=\) SECONL
ELSE MOLER: = FIKST;
THEN GAMEOVEK: = TRUE

\section*{EN D;}

GI UESCORE;
GI VESCORE;
ANO THERGO
UNTIL NOMORE

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(This concludes the listing for David Parkinson's reverse assembler)


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PROCRIUS


\section*{BaLLS \& WHISTLES}

\section*{PLANET NAME GENERATOR}

\section*{by Derrick Daines}

Recently I was working on a very long and complex program that involved elements of Startrek, Lunar Lander and Battleships. As the player was visiting several planets in outer space, it was necessary to generate outlandish but pronouncable names for these planets. I estimate that the following routine will generate around 300 million differ-
ent names. If you are tempted to change any of the syllables then I recommend that you try them out in private - the results can be acutely embarrasing! My favourite name is AX-TEPAXTEP, don't ask me why. Incidentally, if you use a PET you need to put an integer in the brackets following RND. eg RND(1).
```

-0100 605UR 1800
0110 FRINT nYOU ARE ON THE PLPRIET *;N*
0120 ETC.
1000 REM - NPMING SNB
1010 REM - FIX NUHEER OF SMLAELES
1928 N=INT(RND(B)*3+2)
1030 N\$=""
1040 FOR X=1 TO N
-1050 REM - FIND SYLLFELE
-1060 FOR Y=1 T0 INT(RNO(0)*50+1)
1070 RERO C=
-1080 NEXT Y
1890 RESTORE

```
```

1100 REM - HYFHENATED?
1110 IF X=1 THEN 1140
1120 IF X=N THEN }114
1136 IF RMD(0)D. }75\mathrm{ THEN N+=H$+"-"
1140 N$=N \$+C C
1150 NEXT X
1160 RETUFN
9000 DATA AR, RH, CO,DC,ET, TE,LO,OL,ES
9010 DATA ED, XR, AK, T0, OT,OH, OB,O4, %O
9020 CATA OZ 20, IX, XPL, WPR, REW, RU, UR
9030 [ATA OR, OB, UG, CAS, SFC, MI, ETH, WU
9040 [ATA COH, TEP, REK, BOK, KI, IK, SKO
9050 DATA IHM, YAY, ZAS, BIR, KOL, CER, FAM
9066 DATA EM, EAS

```
LEISURE LINES

With J. J. Clessa

A very good response to our 'Palindromic' Leisure Lines (over 60 entries) despite the fact that some kind of computerised aid was necessary for the solution - or, alternatively, one hell of a lot of spare time!

In fact, all the answers received were correct ones and the answers are as follows:
1 Alan \& Bert's mileometers are palindromic after 321123 miles.
2 Alan \& Colin's mileometers after 111111 miles.
3 Bert \& Colin's mileometers after 0110 miles.
4 All three mileometers mutually palindromic after 655666 miles.

Thanks to Dave Tebbutt's ability to generate random numbers with extreme rapidity on a borrowed PET (and with Sue Eisenbach on hand to ensure fair play and no program bugs) we were quickly able to select a winning entry from:
S.T.M. Ratcliffe, 105 Fordwater Road, Chertsey, Surrey, KT16 8HH.

Congratulations, Mr. Ratcliffe, \(£ 10\) worth of stamps are on their way courtesy of the PO.

\section*{QUICKIE}

Short and snappy for this month, and as usual, no solutions and no prizes.

Which number, when added to \(11 / 4\) gives the same result as when it is multiplied by \(11 / 4\) ?

\section*{PRIZE PUZZLE}

Again, fairly brief for this month.
This time I'd like you to find the smallest palindromic number that is also a perfect square, and which contains an even number of digits. Thus 121 is a perfect square - and also a palindromic number - but unfortunately it contains an odd number of digits.

\section*{THIS MONTH'S PRIZE}

For the lucky winner, a Paper Mate Pen \& Pencil set - finished in olive green and gold.

\section*{BLUDNERS}

November: FAX (sorry!) contained the following non-facts: The second half of columns 5 and 6 should refer to registers \(E\) and \(L\), not \(D\) and H. C2

Continued from page 52
robot as 'Your Plastic Pal Who's Fun To Be With'.
Be The Hitch Hiker's Guide, however, defines the marketing division of the Sirius Cybernetics Corporation as "a bunch of mindless jerks who'll be the first against the wall when the revolution comes". It also has a footnote saying it is looking for someone interested in becoming its robot correspondent.

Douglas Adams also tells us that, thanks to an Encyclopedia which conveniently fell through a time warp from a thousand years in the future, the publication had to eventually record that "the marketing division of the Sirius Cybernetics Corporation was a bunch of mindless jerks who were the first against the wall when the revolu-
tion came."
For those like me who got a taste of
For those like me who got a taste of the Hitch Hiker's Guide on radio (it was first broadeast in March 1978 and has been repeated a few times since)
should read JNZ not JZ.
December: Page 34 shows a picture of the 68000 , not the 6800 as stated.
the book is an enjoyable read filling out the airwaves flesh with many rich asides and jokes. I am sure some radio addicts may savour the book with less relish, but for anyone who approaches the book afresh, there is a treat in store.

Books discussed in this month's Bookfare have been:
The Conquest of Will by Abbe
Mowshowitz (Addison-Wesley, £8.20) Inside Information by Abbe Mowshowitz (Addison-Wesley, £7.35) contains bibliography to other stories mentioned in the review. Omni magazine, published monthly and available at most bookshops. Take My Computer. . . PLEASE? by Steven Ciarcia (Scelbi Computer C'onsulting, \(£ 3.25\) - available from LP Enterprises)
The Hitch Hiker's Guide to the Galaxy by Douglas Adams (Pan 80p)

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\author{
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\hline MPS 6520 & 10.00 \\
\hline MM 5314 & 4.00 \\
\hline MM 5316 & 4.50 \\
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\hline MM 5369 & 2.95 \\
\hline TR 1602B & 3.95 \\
\hline UPD 414 & 4.95 \\
\hline Z 80 A & 22.50 \\
\hline Z 80 & 17.50 \\
\hline 280 P10 & 10.50 \\
\hline 2102 & 1.45 \\
\hline 2102L & 1.75 \\
\hline 2107B-4 & 4.95 \\
\hline 2114 & 9.50 \\
\hline 2513 & 6.25 \\
\hline 2708 & 11.50 \\
\hline 2716 D.S. & 34.00 \\
\hline 2716 (5v) & 69.00 \\
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\hline 3242 & 10.50 \\
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\hline 8251 & 7.50 \\
\hline 8253 & 18.50 \\
\hline 8255 & 8.50 \\
\hline TMS 4044 & 9.95 \\
\hline
\end{tabular}
C MOS
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline \multirow[t]{2}{*}{} & \multicolumn{2}{|l|}{} & \multicolumn{2}{|c|}{C MOS} & \multicolumn{2}{|c|}{QTV.} \\
\hline & & 4017 & & 4034 & & 4069/4C04 . 45 \\
\hline 4001 & 20 & 4018 & . 75 & 4035 & 75 & \(4071 \quad .25\) \\
\hline 4002 & & 4019 & & 4037 & & 4081 \\
\hline 4004 & 3.95 & 4020 & . 85 & 4040 & . 75 & 4082 \\
\hline 4006 & . 95 & 4021 & . 75 & 4041 & . 69 & 4507 \\
\hline 4007 & . 25 & 4022 & . 75 & 4042 & . 65 & \(4511 \quad .95\) \\
\hline 4008 & . 75 & 4023 & . 25 & 4043 & . 50 & \(4512 \quad 1.50\) \\
\hline 4009 & . 35 & 4024 & . 75 & 4044 & 65 & \(4515 \quad 2.95\) \\
\hline 4010 & . 35 & 4025 & . 25 & 4046 & & \(4519 \quad .85\) \\
\hline 4011 & . 30 & 4026 & 1.95 & 4047 & 2.50 & \(4522 \quad 1.10\) \\
\hline 4012 & . 25 & 4027 & . 35 & 4048 & 1.25 & \(4526 \quad .95\) \\
\hline 4013 & . 40 & 4028 & . 75 & 4049 & . 65 & \(4528 \quad 1.10\) \\
\hline 4014 & . 75 & 4029 & 1.15 & 4050 & 45 & \(4529 \quad .95\) \\
\hline 4015 & & 4030 & . 30 & 4052 & . 75 & MC14409 14.50 \\
\hline 4016 & . 35 & 4033 & 1.50 & 4053 & . 95 & MC14419 4.85 \\
\hline & & & & 4066 & 75 & \(74 \mathrm{C151} \quad 2.50\) \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline \multirow[b]{2}{*}{QTY.} & & & - T T L - & & & \multicolumn{2}{|l|}{} \\
\hline & & & & & & & \\
\hline 7400 & . 20 & 7492 & . 45 & 74H20 & . 25 & 74LS76 & . 70 \\
\hline 7401 & . 20 & 7493 & . 35 & 74H21 & . 25 & 74LS86 & . 95 \\
\hline 7402 & 20 & 7494 & . 75 & 74H22 & 40 & 74LS90 & . 85 \\
\hline 7403 & 20 & 7495 & . 60 & 74H30 & . 30 & 74LS93 & . 85 \\
\hline 7404 & 20 & 7496 & . 80 & 74H40 & . 35 & 74LS96 & 2.00 \\
\hline 7405 & . 35 & 74100 & 1.15 & 74H50 & . 30 & 74LS107 & . 90 \\
\hline 7406 & . 25 & 74107 & . 35 & 74H51 & . 30 & 74LS109 & 1.50 \\
\hline 7407 & . 55 & 74121 & . 35 & 74H52 & . 20 & 74LS123 & 1.95 \\
\hline 7408 & . 20 & 74122 & . 55 & 74H53 & . 25 & 74LS138 & 2.00 \\
\hline 7409 & . 25 & 74123 & . 55 & 74H55 & . 25 & 74LS151 & . 95 \\
\hline 7410 & 20 & 74125 & . 45 & 74H72 & . 35 & 74LS153 & 1.15 \\
\hline 7411 & . 25 & 74126 & . 45 & 74H74 & . 35 & 74LS157 & 1.15 \\
\hline 7412 & 25 & 74132 & 75 & \(74 \mathrm{H101}\) & . 95 & 74LS160 & 1.15 \\
\hline 7413 & . 45 & 74141 & . 90 & 74 H 103 & . 55 & 74LS164 & 2.90 \\
\hline 7414 & . 75 & 74150 & . 85 & 74H106 & 1.15 & 74LS193 & 2.00 \\
\hline 7416 & . 25 & 74151 & . 95 & 74L00 & . 30 & 74LS195 & 1.15 \\
\hline 7417 & . 40 & 74153 & . 95 & 74L02 & . 30 & 74LS244 & 2.90 \\
\hline 7420 & 25 & 74154 & 1.15 & 74L03 & . 35 & 74LS259 & 1.50 \\
\hline 7426 & . 25 & 74156 & . 70 & 74L04 & . 40 & 74LS298 & 1.50 \\
\hline 7427 & . 25 & 74157 & . 65 & 74 L 10 & . 30 & 74LS367 & 1.95 \\
\hline 7430 & . 20 & 74161/9316 & & 74L20 & . 45 & 74LS368 & 1.25 \\
\hline 7432 & . 30 & 74163 & . 85 & 74L30 & . 55 & 74LS373 & 2.50 \\
\hline 7437 & 20 & 74164 & . 75 & 74.47 & 1.95 & 74S00 & . 45 \\
\hline 7438 & . 30 & 74165 & 1.10 & 74L51 & . 65 & 74S02 & 45 \\
\hline 7440 & 20 & 74166 & 1.75 & 74 L 55 & . 85 & 74503 & 35 \\
\hline 7441 & 1.15 & 74175 & . 90 & 74.72 & . 65 & 74S04 & 35 \\
\hline 7442 & . 55 & 74176 & . 95 & 74L73 & . 70 & 74S05 & 45 \\
\hline 7443 & . 45 & 74177 & 1.10 & 74L74 & . 75 & 74S08 & . 45 \\
\hline 7444 & . 45 & 74180 & . 95 & 74L75 & 1.05 & 74S10 & 45 \\
\hline 7445 & 75 & 74181 & 2.25 & 74L85 & 2.00 & 74 S 11 & 45 \\
\hline 7446 & . 70 & 74182 & . 75 & 74L93 & . 75 & 74S20 & . 35 \\
\hline 7447 & . 70 & 74190 & 1.25 & 74L123 & 1.95 & 74S22 & . 55 \\
\hline 7448 & . 50 & 74191 & 1.25 & 74LS00 & . 40 & 74S40 & 30 \\
\hline 7450 & 25 & 74192 & . 75 & 74LSO1 & 40 & 74S50 & 30 \\
\hline 7451 & 25 & 74193 & . 85 & 74LS02 & . 45 & 74 551 & 35 \\
\hline 7453 & . 20 & 74194 & . 95 & 74LSO3 & . 45 & 74S64 & 15 \\
\hline 7454 & 25 & 74195 & . 95 & 74LS04 & . 45 & 74574 & 70 \\
\hline 7460 & . 40 & 74196 & . 95 & 74LS05 & . 45 & 745112 & 60 \\
\hline 7470 & . 45 & 74197 & . 95 & 74LS08 & 45 & 74S114 & 85 \\
\hline 7472 & 40 & 74198 & 1.45 & 74LS09 & . 45 & 74S133 & 85 \\
\hline 7473 & 25 & 74221 & 1.50 & 74LS10 & . 45 & 74 S140 & 75 \\
\hline 7474 & . 30 & 74298 & 1.50 & 74LS11 & . 45 & 74S151 & . 95 \\
\hline 7475 & 35 & 74367 & 1.35 & 74LS20 & . 45 & \(74 \mathrm{S153}\) & . 95 \\
\hline 7476 & . 40 & 75491 & . 65 & 74LS21 & . 45 & 74S157 & 98 \\
\hline 7480 & 75 & 75492 & . 65 & 74LS22 & 45 & 745158 & 80 \\
\hline 7481 & . 85 & 74H00 & 20 & 74LS32 & . 50 & 74S194 & 1.50 \\
\hline 7482 & . 95 & 74 H 01 & . 30 & 74LS37 & 45 & 74S196 & 2.00 \\
\hline 7483 & . 95 & \(74 \mathrm{H04}\) & 30 & 74LS38 & . 65 & 74S257 18123 & 2.50 \\
\hline 7485 & . 75 & 74H05 & . 25 & 74LS40 & . 70 & 8131 & 2.75 \\
\hline 7486 & . 55 & 74H08 & . 35 & 74LS42 & . 95 & & \\
\hline 7489 & 1.05 & 74410 & . 35 & 74LS51 & . 75 & & \\
\hline 7490 & 55 & 74 H 11 & 25 & 74LS74 & . 95 & & \\
\hline 7491 & . 70 & 74H15 & . 45 & 74LS75 & 1.20 & & \\
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5 = *ENTER A/C PAYABLES
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7 = ENTER ORDERS REC'D
8 = EXAMINE/UPDATE BANK BALANCE
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10 = EXAMINE PURCHASE LEDGER
11 = EXAMINE INCOMPLETE RECORDS
12 = EXAMINE PRODUCE SALES
WHICH ONE (ENTER 1 TO 24)

SELECT FUNCTION BY NUMBER
13 = PRINT CUSTOMER STATEMENTS
14 = PRINT SUPPLIER STATEMENTS
15 = PRINT AGENTS STATEMENTS
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CMOS Cookbook
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\hline 1600 & £12 & 8123 & 175p \\
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\hline 2650A & £ \(¢\) & 75182 & 220p \\
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\hline 6809 & \(\pm 25\) & 75365 & 300p \\
\hline SC/MPII & ¢50 & 8 T 26 & 250p \\
\hline 8080A & 550 p & 8 T 28 & 300p \\
\hline Z80 & \(\underset{\text { 1250p }}{ }\) & 8 T 95 & 200p \\
\hline Z80A & 1250p & 8 T 97 & 200p \\
\hline & & 81LS95 & 140p \\
\hline MEMORIES & 120p & 81 LS97 & 140p \\
\hline 2102-2L & 500p & 8835 & 210p \\
\hline 21078 & 225p & 8836 & 120p \\
\hline 2111-2 & 300p & MC1488 & 100p \\
\hline 2112-2 & 450 p & MC1489 & 100p \\
\hline 2114 & 450p & & \\
\hline 2114L-300 & 560p & OTHERS & \\
\hline 4116 & 375p & 3245 & 400p \\
\hline 4027 & 375 & 6821 & 500p \\
\hline 5101 & 510p & 6850 & 500p \\
\hline 6810 & 325p & 6532 & 1000p \\
\hline & & 8212 & 225p \\
\hline ROM/PROMs & 350p & 8216 & 225p \\
\hline 74S188 & 200p & 8224 & 400p \\
\hline 745188 & 350 p & 8228 & 525p \\
\hline 745387 & 350p & 8251 & 700p \\
\hline 745470 & 650 p & 8255 & 550p \\
\hline 74S471 & 650p & MC14411 & 1100p \\
\hline 745571 & 650p & MC14412 & 1100p \\
\hline 93436 & 650 p & 280 CTC & 650 p \\
\hline 93446 & 650p & & \\
\hline 93448 & 900p & CRT CONT & OLLER \\
\hline 82S137 & 650 p & SFF96364 & 1075p \\
\hline EPROMs & & & \\
\hline 1702A & 500p & CRYSTAL & \\
\hline 2708 & 700p & 100K & 300p \\
\hline 27.16 & 2400p & 1 MHx & 360p \\
\hline 2732 & 5600p & 1008 KHz & 350p \\
\hline & & 1843 KHz & 300p \\
\hline UARTS & & 3276 KHz & 270p \\
\hline AY-3-1015 & 500p & 4 MHz & 210p \\
\hline AY-5-1013 & 400p & 4194304K & 370p \\
\hline IM6402 & 500p & 886 K & 400p \\
\hline TMS6011C & 400p & 10 NHz & 300p \\
\hline CHARACT & & 18 MHz & 300p \\
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MCM6576 1000p
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RO-3-2513LC 600p
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New expanded 57 key Licon solid state keyboard especially built for Nascom. Uses standard Nascom, monitor controlled, decoding.
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DOCUMENTATION
DOCUMENTATION
Full construction article is provided for those who buy a kit and an extensive software manual is provided for the monitor and Basic

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\section*{COMMANDS}

STATEMENTS NEW NULL RUN
STATEMENTS DEF DIM END FOR \(\begin{array}{lllll}\text { CLEAR DATA DEF } & \text { DIM } & \text { END FOR } \\ \text { GOTO GOSUB IF GOTO IF. THEN INPUT LET }\end{array}\) REM RESTORE RETURN STOP PRINT REAC EXPRESSIONS
OPERATORS
I. \(\uparrow\) NOT.AND.OR. \(>\langle\langle \rangle\rangle=\left\langle=\right.\) RANGE \(10^{-32}\) to \(10^{+32}\)

\section*{ARIABLES}
A.B.C. \(Z\) and two letter variables

The above can all be subscripted when used in an array String variables use above names plus \$e.g.A\$

-8K Microsoft Basic means conversion to and from Pet, Apple and Sorcerer easy. Many compatible programs already in print. TERS
@ Erases line being typed, then provides Erases last character typed.
CR Carriage Return - must be at the end of each line.

Separates statements on a line.
CONTROL/C Execution or printing of a list is interrupted at the end of a line. "BREAK IN LINE XXXX" is printed, indicating line number of next statement to be executed or printed. made to command mode. If an Input statement is encountered. either another CONTROL/O is typed, or an error occurs.

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\(\operatorname{LOG}(X)\) & PEEK(I) & POS(I) & RND \((X)\) \\
SPC \((I)\) & SQR(X) & TAB(I) & TAN \((X)\) \\
FRE \((X)\) & \(I N T(X)\) & &
\end{tabular}

\section*{\(\begin{array}{ll}\text { FRE }(X) & \operatorname{INT}(X) \\ \operatorname{SGN}(X) & \operatorname{SIN}(X)\end{array}\)}

USR(I)
STRING FUNCTIONS
ASC(X\$) CHR\$S(I)
RIGHT\$( \(\times \$ .1\) )
\(\operatorname{LEN}(X \$) \quad \operatorname{MID\$ }(X \$ .1 . J)\)
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