JR Thompson

Practical Computing

IBM "Peanut" —with pictures

85p January 1984
Volume 7 Issue 1

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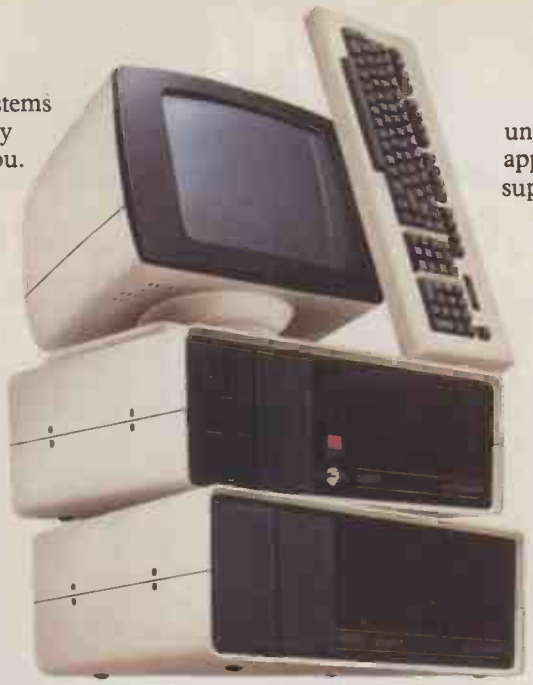

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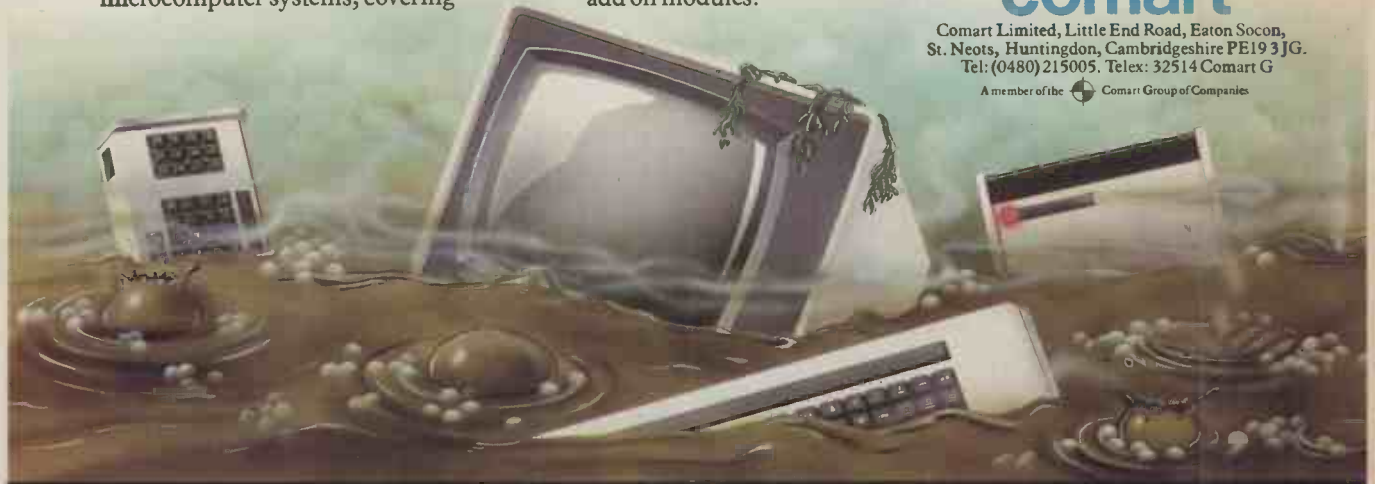

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Two lost generations

IT WAS ONCE jokingly suggested by the *Economist* that the sunrise industries are called that because they rise in Britain, settle in America and make money in Japan. The jest is about to come true again.

Many of the most exciting developments in computing are currently taking place in the U.K. At the University of Edinburgh, Donald Michie, Professor of Machine Intelligence, is leading a team doing important research into artificial intelligence — software that learns and that manufactures knowledge.

Meanwhile, in South Wales, Ian Barron, head of semiconductor manufacturer Inmos, has announced the transputer. This revolutionary 32-bit computer-on-a-chip appears to offer computing power tens or hundreds of times greater than current large-scale integrated circuits. And it can directly address 4,000Mbyte of main memory.

The British government appears inordinately proud of having backed Inmos to the tune of £100 million, most of which was spent getting 64K RAM chips into production. It is now looking for commercial backers to continue the transputer research. We have no idea how much has been invested in Michie's work, but the sum is probably even more trivial. U.K. research into AI has certainly lost a significant number of people to the U.S., due partly to lack of support.

The situation in Europe is even more depressing. There was an initial burst of enthusiasm, leading to the members of the EEC agreeing on the Esprit fifth-generation project. The original plan was to spend £450 million over five years. The French suggested £250 million. The British and West Germans said sorry, can't afford any money at all — unless the Common Agricultural Policy is altered to their benefit.

Now £450 million over five years is £90 million per year. Split equally between 10 countries, that would be £9 million a year — so small an amount of money as to be trivial in international terms.

It contrasts markedly with the £1,000 million so far poured into British Leyland, or the huge amounts which are currently used to prop up steel industries in Europe. *Fortune* magazine records that during the last financial year, just a dozen European state-owned industries lost, between them, some £4,000 billion. In every case, the bill was picked up by taxpayers.

This is not a party-political argument. Governments of every colour and persuasion are in practice united in two things. First, they will not allow yesterday's bankrupt industries to collapse, because of the immediate effects on employment and on other industries. Second, they are obliged to pay for fundamental research into tomorrow's industries from the public purse, because private companies in Europe, with the honorable exception of Philips, cannot or will not afford it.

The fact is that no European company has a significant share of the world market in microcomputers of the present generation. Therefore it is unrealistic to expect Europe to be competitive in making the next generation of computers if government support for the project is on a par with, say, London Transport's petty cash.

However, a lot could be achieved with just a small percentage of the billions pumped ashore as North Sea oil, or a percentage of the £4 billion to be raised by flogging off part of British Telecom. We all applaud Kenneth Baker's efforts to promote information technology, and the subsidies which help put British micros into British schools. But when the kids who benefit finally arrive on the job market, in five to 15 years time, will there still be a British micro-computer industry for them to work with?

5 Years ago...

Although delivered only in September, the advantages of the Pet are already becoming apparent. In the first place, it allows Basic to be taught without recourse to the terminal; and by connecting it to a television set, it can be used for demonstrations to a full-sized class.

Green also appreciates the mobility provided by having the whole package in a single unit. He is keen to spread the gospel of computing to other departments in the school, but so far has met with little success. One reason, admittedly, was the difficulty of finding programs, but the main ones were the problems of educating the staff and of getting the class to the computer.

The Pet clearly has created much more enthusiasm. Already, staff can be found in the computer room at lunch-time, taking lessons in computing from the pupils. Green is still short of software — at present he is adapting some of the programs from the Computers in the Curriculum course to run on the Pet, but what little is available is finding a ready market.

Practical Computing, Volume 2 Issue 1

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Staying alive

I WAS INTERESTED in the editorial on page 5 of your November 1983 issue, where you emphasise the importance to the market of systems costing around £1,000 suitable for home, education, games and small-business applications. You are no doubt right, judging from various moves by those who ought to know, but I would like to put the cause against such a trend mixing up home and business when they should be kept separate.

The microprocessor has opened up the use of computers to a very large number of self-employed one-man enterprises, small businesses and small self-contained departments of large firms, all of whom were beforehand barred from benefiting from computers by the prohibitive costs of mainframes, minis and computer-service firms. It has become possible to provide for about £2,000 what is needed: a sturdy and reliable system including dual-floppy drives for speed and security, back-up, a printer, a monochrome screen with high resolution to cope with 80-character lines, and a modest collection of application software for accounting, stock control and occasional word processing. The ACT Sirius and the IBM PC are examples of such systems.

Clients are prepared to pay the odd extra £100 in return for reliability, but they are not interested in colour, graphics and sound for games except, perhaps, when the boss is not around. The important point to note in these £2,000 systems is that most of the cost is for the screen and electromechanical items such as the disc drives and printer. Large cost reductions in the microprocessor, RAM and ROM will not make much difference.

The home-micro scene is very different and very exciting. First, there is the question of sheer numbers. For every £2,000 personal computer sold for small-business applications there are several hundreds sold to homes. This market is extremely sensitive to prices, especially at entry level. For a beginner the relative advantages of the BBC Micro, £400, to the ZX-81, £40, is very theoretical. Once bitten he/she will quickly progress to the more advanced systems but will still be within £200 to £300 range, and nowhere near the £1,000 you mention. Reliability is not so essential. Taking the computer away for repair for a week or two does not create such chaos as in a business.

Another unexpected characteristic of the home market is its close affinity to education, especially at very elementary levels. The therapeutic and educational values of arcade games and their close affinity and adaptability to education are often overlooked. This market is most exciting from the technology point of view; by its sheer size it has brought down dramatically the cost of colour, graphics and sound. All this is, if anything, more challenging than the business applications where a different kind of expertise is needed rather than advanced technology.

Here, then, is an opportunity for someone to recognise and exploit the essential different between these two markets. Most of the industry and the press do not.

I M Khabeza,
London SE25.

The editor replies: The whole point of the micro is its versatility. A single machine can cover home, games, business, education and industrial control, hence the success of the Apple II, the IBM PC and the BBC Model B. All the latest and best business executive software uses and exploits colour — even within WordStar. Thus the differences are fast diminishing. IBM, Commodore, the BBC Model B with its £400 Z-80 add-on and such companies as Advance are going to wipe it out. Home computers remain cheap because of what they leave out. Add a decent keyboard, £50, sound, £30, joystick ports and cartridge interface, £20, Microdrive interface, £50, and Centronics printer interface, £40, to the cost of a 48K Spectrum, £130, and you might begin to wonder if you should not have bought something else.

Wordsquare

THANK YOU for publishing my Wordsquare program on page 191 in the November issue. Unfortunately I must point there were two bugs in my listing: both lines 1050 and 1290 should read

```
FOR Q = 1 TO NW
```

R T Mann,
South Stoke,
Oxfordshire.

Easier Multiplan

THE INSTRUCTION BOOK for Multiplan recommends that you put the program disc into A when booting up. Once running it is removed and replaced by your current working data disc. This seems a slightly obtuse way of using the system though it must be remembered that no damage must befall the program disc since you only have the one copy — plus the master.

A slightly easier method is possible. Set up your data discs in the normal way by copying on to them Command.Com, Mp.Sys, Mp.Hlp, Autoexec. Bat and any files you may need. Then Copy on to these data discs MP-80 and, if required, MP-40 from your program disc. These are the two files which are supposed to be uncopyable: in fact, they can be copied but do not work after being copied a second time.

To use Multiplan put your data disc into drive A and the program disc into drive B. Do the three-fingered exercise Ctrl-Alt-Del and the system boots up. What appears to happen is that when Multiplan finds the corrupted copies of MP-80 and MP-40 on A it looks elsewhere for them. Finding them on B it uses those and continues the loading process. Once running, the program disc can be removed from drive B and replaced by a back-up disc so that every time you Transfer Save you instinctively Save to B as well.

John Lewis,
Oxford.

Lynx defence

I FOUND IT IRONIC that your comment on page 141 on the November 1983 issue "... when the same idiocies appear month after month ..." should appear in the same issue as your comment on the Lynx. It was obviously written a long time ago by someone who did not have much experience with the machine.

I get particularly annoyed by stupid comments on the position of the Return key. At work, I use a variety of keyboards with the Return key in the conventional position and find that the Lynx keyboard layout is as good as any. This comment is as relevent as a car reviewer complaining about the position of the reverse gear.

I admit I was surprised to find only 14K for Basic, but this is no worse than many others once the video RAM is removed. At least the figures for pixel resolution and number of colours always hold, unlike most other micros in which one goes down as the other goes up.

The main problems with the

(continued on next page)

Our Feedback columns offer readers the opportunity of bringing their computing experience and problems to the attention of others, as well as to seek our advice or to make suggestions, which we are always happy to receive. Make sure you use Feedback — it is your chance to keep in touch.

(continued from previous page)
Basic are the restriction to single-character variables and single-statement lines, which makes programs difficult for others to follow. It does, however, have many excellent features particularly for structured programming: Auto line number and Renumber are features which other micros do not always have. Computers added many features to the Basic in the extension ROM supplied with the 96K version or upgrade.

Scrolling is possible, and writing to the screen can be speeded up, although the inexperienced user — or reviewer — may not have the know how to do this. Don't think the Lynx is perfect, but your review seems to criticise the wrong things. Now the 96K version is available, and it is about time there was a decent review of this machine, preferably by someone who is familiar with it.

Kym Wilson,
West Byfleet,
Surrey.

The editor replies: At the time of writing, the Lynx had almost no software, no discs, no joystick ports, a non-standard Basic, a non-standard keyboard and was more expensive than machines with more memory free to Basic, more software, more languages, more peripherals, better editing facilities, a better keyboard and fewer bugs. In our view the machine finally stands or falls on the ability of the 128K version to offer a viable CP/M option. We live in hope.

Commodore plotting

SEVERAL readers have enquiried about using the geometrical plotting routines in my article in the October issue on a Commodore 64 microcomputer. A plug-in ROM cartridge called Simon's Basic is available from Commodore for about £50. It includes graphics commands such as Draw for line drawing which should enable easy interface to the plotting routines.

However, should the cost prove prohibitive, it is possible to write one's own line-plotting routine in Basic provided that the facility to write to individual pixels on the screen is available. I understand that this is possible on the Commodore 64 using the Poke command. Various algorithms may be chosen but perhaps the easiest to implement in software is the Simple DDA algorithm. For readers who are interested in line-drawing algorithms and the theory behind them, chapter 2 of *Principles of Interactive Computer Graphics* by Newman and Sproull, published by McGraw-Hill, is recommended.

A version of the Plot interface routine using the Simple DDA algorithm is shown in the attached listing, line 1000 onwards, together with a test program to use it on the Research Machines 380Z, lines 10 to 110. Additional entry points include Point at line 1040, which draws a single point at position X,Y, followed by Move at line 1060, which simply moves the current position to X,Y. The machine-dependent code is on lines 1020 and 1050. The code on these lines should set the pixel at co-ordinates INT(X1),INT(Y1) and INT(X),INT(Y) respectively. Note that the variables X1 and Y1 are used to store the current position and S0 to S3 are scratch variables used by Plot.

The disadvantage of writing a line-drawing routine in Basic is the slow speed of execution. The main limiting factor in this case is the For loop from lines 1018 to 1026. This may be speeded up by putting it all on one line and making S3 an integer variable if possible.

I hope this proves to be use to those readers who wish to use the plotting routines on machines with pixel but no line-plotting facilities.

Jonathan Bowen,
Imperial College,
London SW7.

```
10 REM SIMPLE DDA DEMONSTRATION
20 REM (C) J.P.BOWEN 1983
30 GRAPH1
40 CALL"RESOLUTION",0,1
50 INPUT"Start position (X,Y)";X,Y
60 M=0
70 GOSUB1000
80 INPUT"End position   (X,Y)";X,Y
90 M=1
100 GOSUB1000
110 GOTO50
1000 REM "PLOT",X,Y,M
1002 IF M=0 THEN 1060
1004 S0=ABS(X-X1)
1006 IF ABS(Y-Y1))S0 THEN S0=ABS(Y-Y1)
1008 IF INT(S0+0.5)=0 THEN 1040
1010 S1=(X-X1)/S0
1012 S2=(Y-Y1)/S0
1014 X1=X1+0.5
1016 Y1=Y1+0.5
1018 FOR S3=1 TO INT(S0+0.5)
1020 CALL"PLOT",X1,Y1,1
1022 X1=X1+S1
1024 Y1=Y1+S2
1026 NEXT S3
1040 REM "POINT",X,Y
1050 CALL"PLOT",X,Y,1
1060 REM "MOVE",X,Y
1070 X1=X
1080 Y1=Y
1090 RETURN
```

For-Next not so fast

AFTER READING John Hooper's article on page 103 of the September issue on using a For statement to get rid of Gotos, I tried the listings on a 48K Spectrum. In all cases the Goto listing was three seconds faster than the For-Next listing. I tried them at the beginning and end of a long program.

Another point of interest occurred. If the listings were added to the program after it had run, and the listings started with a Goto, they all took about an extra 30 seconds. I assume that the variable A used in the test program was packed away at the end of the variables list. In any case I was not able to detect the "pace and panache" that John Hooper found.

L Shannon,
Hurstville,
Australia.

	Goto	For-Next
Beginning	9	12
End	29	32

Time in seconds for running John Hooper's programs at beginning and end of a long program.

Calculating pi

IN THE OCTOBER issue, S Mehew asked: "Does anybody know what the exact value of π is?" One exact mathematical expression is

$4 \times (1 - 1/3 + 1/5 - 1/7 + 1/9 \ldots)$

This expression derives from a Fourier of a particular saw-tooth wave and could be used in a very simple program to calculate the value of π accurate to any number of significant figures.

Andrew Chugg,
Bristol.

THE EXPRESSION 4*ATN(1) may be quick to write, but I am sure that 355/113 is quicker to evaluate, and it is an easy, close approximation to π that is correct to seven significant figures. Very few applications need more. All this is very old stuff — from fifth-century China in fact. Those who want 10-figure accuracy without using trig functions could try

SQRT(SQRT(9*9 + 19*19/22))

Terry Stancliffe,
London SW19.

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SUPER MINEFIELD
You may have seen other Minefield games but ours has tanks that lay invisible mines, and spiders that are *very* tricky to avoid.

CONTINENTAL INVADERS
Classic arcade action, with all the features that make this game so popular.

KILOPEDE
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● Circle No. 105

Education software becomes respectable

FORMER PRIME MINISTER Harold Macmillan was present alongside Sir Clive Sinclair at the launch of a new range of software jointly produced by Macmillan Education and Sinclair Research. This is just one instance of a growing involvement by established publishing companies in educational software, which is sometimes aimed as much at the home as at the school.

The initial Macmillan/Sinclair list contains nine programs for the five-to-12 age group designed to teach reading skills and science concepts. Running on the Spectrum, each cassette costs £9.95. Details from Sinclair Research, Stanhope Road, Camberley, Surrey GU15 3PS.

Cambridge University Press is meanwhile teaming up with Netherhall School in Cambridge to produce a range of more formal school-oriented packages for the BBC Micro. The first seven titles deal among other things with map skills, kinetic theory of heat and maths topics. Each program, with teachers' notes, costs £13.95 at the discounted educational price. Details from Cambridge University Press. The Edinburgh Building, Shaftesbury Road, Cambridge CB2 2RU.

Microsoft moves

MICROSOFT is no longer at the address we gave in our review of Microsoft Word in last month's *Practical Computing*. The new address is Piper House, Hatch Lane, Windsor, Berkshire. Telephone: (07535) 59951.

Research Machines' schools offer

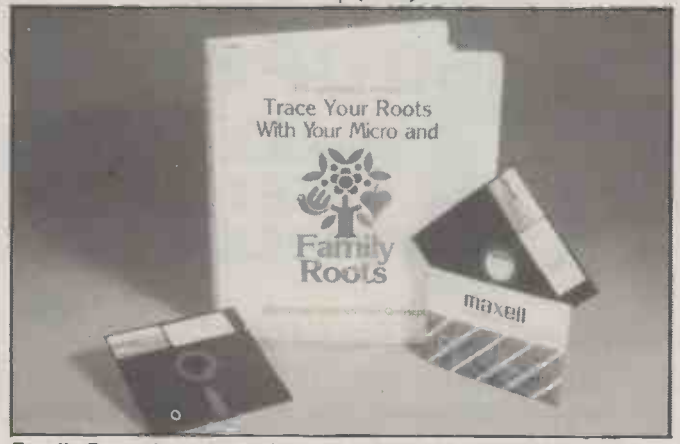
RESEARCH MACHINES LIMITED is offering free or low-cost software collections to school and college users of its Chain network system and the 380Z and 480Z micros.

Schools buying or already using the Chain network system get WordStar, Logo, the Touch'N'Go typing tutor, the Telesoftware viewdata package, Pascal and six other packages completely free. Colleges with Chain networks get the same bundle plus Microfocus Cobol, Fortran and Multiplan for an all-in price of £395. According to Research Machines the schools' collection is worth £1,800, while the list price of the colleges' bundle is £2,500.

Stand-alone users of 380Z or 480Z disc-based systems are not forgotten, with a choice of two reduced-cost bundles. Bundle A costs £39 and contains Logo, Touch'N'Go, the Quest database and Word, a straightforward word processor. Bundle B costs £95 and contains Pascal, Telesoftware, the Sir bibliographic teaching package, a text editor and assembler. These stand-alone offers are also available to non-users.

The company says it has negotiated these special deals with software suppliers in recognition of the difficulty schools and colleges are finding in raising the money to buy software. Educational establishments increasingly want to provide students with the experience of using real commercial software, but they seem to be funded on the assumption that software comes out of thin air.

More details from Research Machines Ltd, Mill Street, Oxford OX2 0BW. Telephone (0865) 249866.



Family Roots is a comprehensive genealogy package running on the Apple II, IIe and IBM PC. It costs £149. Details from Pete & Pam Computers, New Hall Hey Road, Rossendale, Lancashire BB4 6JG. Telephone: (0706) 212321.

Software shorts

● **Superfile 16.** This is the 16-bit version of the popular if slightly idiosyncratic database program designed by Peter Laurie, former editor of *Practical Computing*. Superfile 16 is for the IBM PC and other 16-bit machines running under CP/M-86. Details from Southdata Ltd, 166 Portabello Road, London W11 2EB. Telephone: 01-727 7564.

● **Information retrieval.** Headline is a software package designed to allow CP/M, CP/M-86 or MS-DOS users to connect up to mainframe computers and public networks. It emulates a standard Teletype terminal and is particularly suited for use with on-line information-retrieval systems such as Dialog, Blaise and Pergamon Infoline. Headline costs £120 and comes from Head Computers Ltd, Oxted Mill, Spring Lane, Oxted, Surrey RH8 9PB. Telephone: (08833) 5580.

● **Pascal for Epson HX-20.** Kuma Computers has produced a Pascal compiler for the Epson HX-20 battery-powered portable. Although it runs an integer-only "tiny" Pascal, the £39.95 compiler promises great speed advantages over Basic. More details from Kuma Computers, 11 York Road, Maidenhead, Berkshire SL6 1SQ. Telephone: (0628) 71778.

● **Compsoft Delta.** Latest version of Compsoft's best-selling database package Delta can share data with Lotus 1-2-3, the integrated spreadsheet package reviewed on page 70 of this issue. This allows, for instance, Delta data to be manipulated with 1-2-3's more powerful statistical facilities, or lets 1-2-3 data be transferred across to a proper, full-function database. Delta costs £495. Contact Compsoft Ltd, Hallams Court, Shamley Green, Guildford, Surrey GU4 8QZ. Telephone: (0483) 898545.

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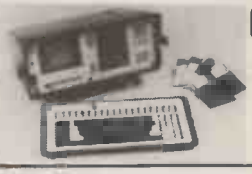

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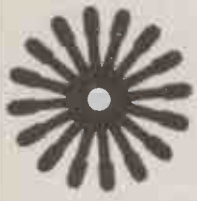

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● Circle No. 106

Olympia People

THE PEOPLE is a new 16-bit micro with an Intel 8086 CPU and 128K of RAM, plus two 655K floppy-disc drives. It runs both CP/M-86 and MS-DOS, and the detached keyboard has 91 keys including 12 programmable function keys. It costs £2,498.

The only really unusual thing about this new micro is its name, People. As Olympia is one of the best-known names in the office-equipment market, presumably the marketing department knows what it is doing.

Contact Olympia at Olympia House, 199/205 Old Marylebone Road, London NW1. Telephone: 01-262 6788.

Newbrain lives!

THE NEW OWNER of the Newbrain is Tradecom International BV, 2396 HG Kouderkerk A/D Rijn, Hondsijk 3, The Netherlands. The U.K. distributor will be Brainwave Software Limited, 2-3 Belchamp Road, Tilbury-Juxta-Clare, Halstead, Essex CO9 4JT. Telephone: (0787) 237831.

Hard times

COMPUTER DEVICES, the U.S. manufacturer of the Dot portable, has sought protection from creditors under Chapter 11 of the American bankruptcy law, just as Osborne did a few weeks ago. Dot lost $5 million on sales of $14.4 million in the first six months of 1983.

Fortune Systems lost $9.1 million in the third quarter of 1983, compared with a loss of $0.8 million for the same period last year.

Victor Technologies, maker of the Sirius 1, lost $11.1 million in the second quarter, and is predicting worse results for the third. Staff have been laid off in droves. Chuck Peddle has been removed from his position as president and made vice-chairman of the board.

In Singapore, Japanese manufacturer Sord has closed its factory, while Apple has been laying off staff. In the U.S. Apple's earnings have dropped dramatically, and numerous other companies are feeling the squeeze. However, the prices of professional micros look set to drop even further.

Barbie-doll maker Mattel has decided to cut its losses and get out of the home-micro business, leaving the Aquarius to its maker. In the second quarter, Mattel's home-computer division lost $156 million on sales of $227 million.

Texas Instruments has also decided to cut its losses — $183 million in the second quarter — and has withdrawn from the fray. It has laid off 750 workers at the manufacturing plant. Apparently remaining stocks of the TI-99/4a will be sold off, in U.S. at least, at even more ridiculous prices than the normal £60 or so.

Atari and Coleco are particularly delighted to see the back of Texas and Mattel, and the introduction of the premium-priced IBM PCjr. The Coleco Adam, once promised for $600, has had its dealer priced increased to $650. Users will pay more.

Atari has increased the price of the 600XL and 800XL in the U.S. by $40 each. The company, after months of losses disposing of old 400 and 800 micros, puts the increase down to strong demand. Anyway, it says, why sell "superior quality" products at give-away prices.

In the U.K. shareholders dragged Dragon Data back from the brink with a £2.5 million rescue package. Main shareholders were then Prutec, 42 percent, the Welsh Development Agency, 23 percent, Mettoy, 15.5 percent, and the National Water Board, 8.6 percent. Mettoy, the original parent of Dragon, later went into receivership.

Information and Technology Computer Services, manufacturer of the Andromeda Zita, has gone into receivership. Main unsecured creditor is said to be the Scottish manufacturer Rade, which makes the board. ITCS, the separate sales and distribution company, launched its new range of Zita portables at Compec.

Jupiter Cantab, maker of the Forth-running Ace, went into receivership late in the year. Around the same time Oric was taken over in a share deal that surpasseth our understanding.

With Commodore finding it hard to meet booming demand, it looks as though the price war in home micros is temporarily over. Prices look set to stabilise or even rise, at least until after the Christmas/Spring selling season is over.

(More news on next page)

Hardware shorts

● **DEC** is launching a new version of the Rainbow 100 micro, the 100+, with hard disc and colour.

● **Zeus 4** is a dual eight/16-bit micro, with a Z-80A and an 8088 and 128K of RAM. It can support eight users. Other Zeus options support from two to 32 users. The importer is Millbank Computers at 01-891 4691

● **Zebra** is a supermicro built round the Motorola 68000 CPU, and it runs Pick. The starter system has 256K of RAM and a 20Mbyte hard disc. Prices are from £10,000 to £60,000 for machines to support from two to 32 users. Contact General Automation at (0753) 889112.

● **Pericom** has announced an 8086 card for its Z-80 based Microsystem 7000, converting it into a dual eight/16-bit machine. Contact Pericom Data Systems at (0908) 614242.

● **Kode** has started importing the extremely powerful new Pertec range of 68000-based micros. Most operating systems are available, including Pick. Kode is at (0249) 813771.

● **Sord** has launched its M-685 micro, which uses the 68000 CPU and a Unix-compatible operating system, Unos. Telephone Sord at 01-930 4214.

● **Sirton's Midas 2D/TE** micro is designed for use in hostile environments with unreliable power supplies. It can be run from car batteries. Apart from that it is a sensible Z-80 CP/M micro, though you can have a 16-bit version if you insist. Contact Sirton at 01-640 6931.

● **Microsoft** claims that 16 MSX micros were launched at the Japan Electronics Show. Microsoft's MSX system provides software portability across brands, which excuses the Japanese manufacturers' inability to supply a decent range of software. Microsoft is at (07535) 59951.

Office systems

NOW THAT micros are respectable, not just micro companies are making them; the office-equipment and communications corporations are getting into the act too. As well as Olympia, three others to launch micros this month are Lanier, AES and Ericsson.

Lanier's business micro is IBM PC compatible and can be networked with up to 4,000 work stations. Contact Lanier Business Products at Lanier House, 171 Gray's Inn Road, London WC1.

AES is famous for word processors, and naturally includes a word processor with its micro, the AES 7100. The 7120 model has 128K of RAM and two 5.25in. floppy-disc drives. The price of £5,750 includes word-processing software and a daisywheel printer. The machine can stand alone or

link up with the AES office network. Telephone AES Data (U.K.) Ltd at Sunbury (09327) 85631.

Facit, a division of telecoms giant Ericsson, has launched the Step/One personal computer, an 8088-based micro with detached 93-key keyboard and colour or mono display. Operating systems are MS-DOS, CP/M-86 and Facit's own Magic system. Telephone: (0634) 401721.

Tatung

A RANGE of British-made colour monitors and TVs is now available from this Taiwanese multinational, which in 1981 took over the remains of the old Decca factory in Bridgnorth, Shropshire.

There are seven 14in. models in the range. The DN-1231 is a Pal monitor with audio, suitable for most low-priced home micros. The DN-1232 offers RGB input suitable for a BBC Micro at 40 columns. The DN-1233 offers higher resolution to display 80 columns, plus an intensity input for brightness control. Three models are colour TV receiver/monitors with interface panels fitted to accept RGB signals via a six-pin DIN plug.

Tatung will shortly enter the micro market with a number of Taiwan-made products, starting with the VT-6600 terminal. Half-height floppy-disc drives and a dot-matrix printer will follow.

In 1984 Tatung plans to produce two computers. The first will be the TPC-2000 small business micro. This 64K Z-80A CP/M machine will offer two 640K floppy-disc drives and cost around £1,400 including VAT. Next will come a serious home computer which, with 0.5Mbyte 3.5in. disc drives and colour monitor, will cost under £800. It will be made in England.

Contact Tatung (U.K.) Ltd, Hospital Street, Bridgnorth, Shropshire WV15 6BQ. Telephone: (07462) 5721.

Xerox 16/8

THE NEW Xerox 16/8 has 128K of RAM and packs both an 8086 and a Z-80A to offer access to both eight-bit and 16-bit software. There are a number of disc options including 5.25in. and 8in. floppies, and a 10Mbyte hard disc.

The most interesting part of the 16/8 is, however, the detached keyboard. It has 20 dedicated word-processing keys and a mousehole which takes the original Xerox mouse from the 8010 Star work station.

The Xerox 820-II user will be offered a 16/8 upgrade. Contract Rank Xerox, Bridge House, Oxford Road, Uxbridge. Telephone: (0895) 51133.

Cavis Minstrel

THE COST of interactive video instruction has been brought down to around £6,000 by the Cavis Minstrel system. This includes the popular Minstrel eight-bit S-100 micro, a video player, monitor and software at less than half the cost of the previous Cavis system. The Cavis Minstrel provides fully interactive text/video presentation, with the student's performance being recorded on a floppy disc.

Contact Scicon — a BP company — at 49 Berners Street, London W1P 4AQ. Telephone: 01-580 5599.

Plessey

TWO NEW MICROS which have been added to Plessey's popular System 19 range represent the company's first step into desk-top computing.

The PC-80 is a Z-80A system with 64K of RAM and two 8in. floppies offering 1Mbyte of storage each. There are 10Mbyte, 20Mbyte and 40Mbyte hard-disc options. The PC-80 can be expanded to a four-user system by adding terminals to the four RS-232C ports.

The PC-16 is a personal work station which uses the Intel 8086 CPU running MS-DOS and CP/M-86. It has 96K of user RAM and 36K of video RAM, plus two 5.25in. floppies offering 720K of storage each. Aficionados will recognise the machine as a version of the Japanese-made Duet launched earlier this year.

Both systems can be integrated into a System 19 outfit. Contact Plessey Microsystems, Water Lane, Towcester, Northamptonshire NN12 7JN. Telephone: (0327) 50312.

Price cuts

- When Lambart Micro Computers launched the Duet 16 it cost, sadly, £2,595 plus VAT, as reported in *Practical Computing* July 1983, page 15. Now the 128K version of this Japanese 16-bit micro, with two 720K floppy-disc drives and an amber screen, is being sold for £800 less — a mere £1,795 plus VAT. Contact Computer Exchange International in Maidenhead. Telephone: (0628) 75355.
- Comart has reduced prices of its S-100 bus Communicator range by up to 20 percent. Eight-bit systems start at £1,595. Contact Comart in St Neots. Telephone: (0480) 215005.
- The price of the Microwriter has dropped by 40 percent to £299. Telephone Microwriter at 01-831 6801.
- Commodore has reduced the price of its business range by 25 percent or more. The 8096 model with 96K of RAM, for example, has been reduced from £1,195 to £795, excluding VAT. Contact your local Commodore dealer.
- Oric has taken £20 off the cost of its 16K home computer, bringing the price down to £79.95 including VAT. Buy a machine before Christmas and you also get a voucher worth £40 against the Oric pen printer/plotter. To contact Oric telephone (0990) 27641.

Epson's battery-powered HX-20 portable can now be connected up to a domestic TV or video monitor. The HO-20 display controller box lets you display 16 lines of 32 characters or 128-by-64 dot four-colour graphics. The controller costs £129.95 and is available from Oval Automation Ltd, Courtwick Lane, Littlehampton, Sussex BN17 7PA. Telephone: (09064) 25225.

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Byte Drive 500 is compact, economically priced and easy to operate. Systems will shortly be available to interface with Dragon, Spectrum and Vic computers.

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- 3" F.D.D. Unit
- ✳ Power supply unit & mains cable
- ✳ A single P.S.U. can power 2 drives.
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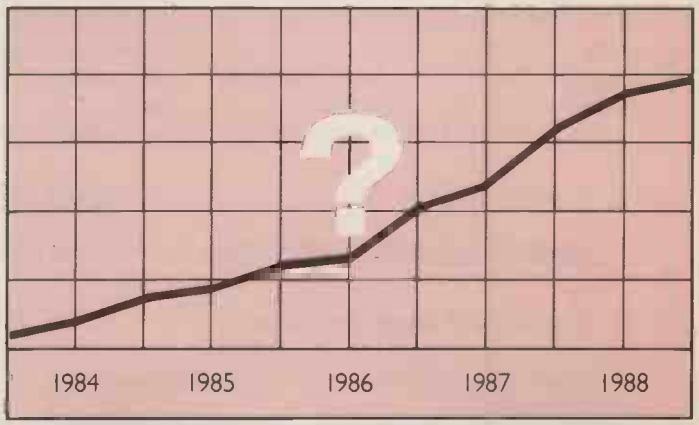
Your business in 1988 will bear little resemblance to your business now.

It may be considerably larger. It may be more diverse, or perhaps more specialised. It may even have branched out in a new direction entirely.

A thought which presents a businessman contemplating buying a computer with something of a dilemma: if he buys a computer to help him while he's growing, what happens once he's outgrown it?

If your distribution network grows

In the past, there was nothing for it but to write off the investment and make



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Conceived and built by LSI in Britain, it's called Octopus. (Even with LSI's experience and reputation behind it, it's comforting to know the nearest servicing centre isn't halfway round the world.)

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Greater accuracy with BCD math routines
If you have used other languages without BCD math, you know how disconcerting decimal round off errors can be. For example:

WITH IBM PC BASIC	WITH SUPERSOFT BASIC WITH BCD MATH
10 A = .99 20 Print A 30 END Output: .9899999	10 A = .99 20 Print A 30 END Output: .99

As you can see, SuperSoft BASIC with BCD provides greater assurance in applications where accuracy is critical.

SuperSoft's BASIC is a true native code compiler not an intermediate code interpreter. It is a superset of standard BASIC, supporting numerous extensions to the language. Important features include:

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7. Supports random and sequential disk files with a complete set of file manipulation statements
8. IEEE floating point available soon as an option

In addition, SuperSoft BASIC has no run time license fee. SuperSoft's line of fine language compilers includes FORTRAN, BASIC, C, and Ada.

SuperSoft BASIC is compatible with Microsoft BASIC interpreter and IBM PC BASIC. Due to version differences and inherent differences between compilers and interpreters some minor variations may be found. Machine dependant commands may not be supported. The vast majority of programs will run with no changes.

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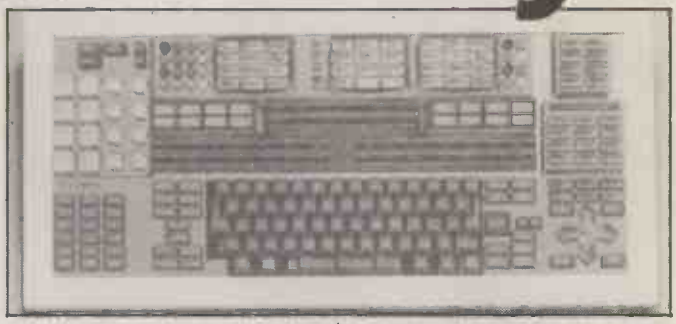
MICRO TECHNOLOGY

Function keys

FOR APPLE OWNERS who feel left behind by the ever-growing number of function keys on new micros, GCS Communications has produced the Keyport 717. This flat membrane keyboard, which can be interfaced to most micros, has no less than 717 user-programmable keys, though in typical applications only 150 to 300 will be used.



GCA has also produced disc-based software to turn the 717 into single-keystroke versions of VisiCalc and Basic. With each comes a flexible plastic overlay displaying active keys. Similar programs are being developed for the IBM PC.

The Keyport extension costs £195 plus VAT, and the VisiCalc software about £25. Further details are available from GCS Communications, Orion Park, 226-236 Northfields Avenue, London W13 9QU. Telephone: 01-579 9401.

Shifting static

TWO SOLUTIONS to the problems of electrostatic charges are now on offer. Statmat is a tufted floor mat made from carbon fibres which you connect to earth via the mains socket. An alternative system, called Zapmat, is placed under the micro and earthed via a radiator pipe or similar. Discharge of personal static is effected by touching the mat for a few seconds.

Statmat costs from £48.20 to £96.40, according to size, and is available from Walk Off Mats Ltd, Cherrycourt Way, Leighton Buzzard, Bedfordshire. Telephone: Leighton Buzzard (0525) 375033. Zapmat costs £45 and comes from Inmac (U.K.) Ltd, Davy Road, Astmoor, Runcorn, Cheshire WA7 1PZ. Telephone: (09285) 67551.

RAM disc for BBC

AS AN ALTERNATIVE to adding a second disc drive to the BBC Micro, it is now possible to buy from Solidisk Technology Ltd a 128K additional plug-in RAM as a virtual disc. Under this system drive 0 will be the standard floppy, and drive 1 the Solidisk. Of course, unlike a standard floppy disc the additional memory lost when the machine is turned off.

Of the 128K available, 100K is formatted, 16K is directly addressable from &8000 to &BFFF in the paged mode, and the rest is reserved for the operating system. No additional power supply is required, but one disc drive is needed, with its associated software, over which is booted the Solidisk system.

The cost of the extension is £104 plus VAT. Details are available from Solidisk Technology Ltd, Sweyne Avenue, Southend-on-Sea, Essex. Telephone: Southend (0702) 354674.

Two-way FM data link

AS COMPANIES latch on to the possibilities for data capture using portable computers fitted with modems, Crystron Communications Ltd has taken a different route. Its two-way data-communication system links a small micro with other terminals directly via the company's 12 nationwide FM repeater radio stations.

Data is entered on a four-line LCD. The battery-driven machine possesses 16K of RAM, but is intended to send data directly as a 1,200 baud serial radio signal, without resorting to storage. The suitcase unit includes a small thermal printer and weighs about 25 pounds.

Though the company is not quoting an outright purchase price, it estimates that a typical unit will cost about £25 per week to lease and run. Further information may be obtained from Crystron Communications Ltd, 2 Brook Street, Bishops Waltham, Hampshire SO3 1AX. Telephone: Bishops Waltham (04893) 6233.

Video interface

A LOW-COST video camera interface has been launched by Educational Electronics. The interface can accept signals from a video camera, VHS player and video disc, and digitising takes about four seconds. The image has a resolution of 220 by 312 pixels with 64 levels of grey.

The interface is available for the BBC Model B, Research

Machines 380Z and 480Z, and the Apple. The cost is £174 plus VAT. Further details from Educational Electronics, 30 Lake Street, Leighton Buzzard, Bedfordshire LU7 8RX. Telephone (0525) 373666.

Attending to detail

Jack Schofield reports on what was on show.

THE 1983 COMPEC exhibition was about 15 percent larger than the previous year, so there were around 100 new firms to chase up. Yet in spite of the evident boom in business, there was relatively little new to report. The flood of new 16-bit micros seems to have abated, and even in the Software Village there was nothing radically new.

The major theme was improvements and enhancements. Some enhancements are more a matter of taking the bugs out of packages as they become established; others come through increasing the integration of packages. Both are welcome. They would not make exciting reading in an article like this — which is why they are not here — but they really do improve the practical value of micros. And practical computing is what it is all about.

One of the firms to show something new was Televideo, which introduced the **Teleporter**, a 25lb. networking transportable complete with mousehole. It was claimed to be the first multi-user portable, so no one had better mention the DMS Fox or APL Scorpion.

The Teleporter resembles the Portico Miracle, and several other transportables, in having a centrally placed 9in. screen. It has a Z-80 CPU, 64K of RAM and one or more 5.25in. floppy-disc drives. Software bundled with the machine includes a word processor, a spreadsheet and the Telechart graphs package.

The mouse, christened **Supermouse,** comes with a grid to run on, works with all Televideo micros, and at £90 is claimed to be the cheapest available. Encotel expect to sell the Teleporter for £1,175 with one disc drive, or £1,450 with two. Telephone: 01-680 6040.

Another new transportable on display was the boxy **Andromeda Zita-P.** In its new form it is claimed to be IBM PC compatible. The 8086 version with 128K of RAM, two 500K floppy-disc drives and a claimed £2,000-worth of free software costs £1,995 plus VAT. A cheaper eight-bit version is available, and so is a more expensive hard-disc model with 6Mbyte to 40Mbyte Winchester options. As if that were not enough, Zita was giving away a free BBC Model B to purchasers at the exhibition. Telephone: (0784) 63212.

One of the real portables at the show was the **Husky Hunter,** a robust, battery-powered model running CP/M in a package weighing just over 1kg. For the basic machine with 80K of CMOS battery-backed RAM and 40K of ROM, prices start at £997. The Hunter is kid brother to the piranha-proof Husky portable. Both machines are designed to operate in harsh conditions in the field, at sea on oil rigs and so on. Telephone: Coventry (0203) 668181.

In the add-ons department, **Acorn** was showing the BBC Model B with Z-80 second computer. It is expected early in 1984 at a cost of around £400. The point of the Z-80 is to give access to all that lovely CP/M business software.

Nevertheless Acorn was also launching the **Acornsoft/Mirle International** range of programs which will, for many BBC users, make CP/M irrelevant. The range of menu-driven programs covers invoicing, order processing, accounts receivable, accounts payable, stock control and purchasing.

On the British Micro stand was something else of interest to BBC owners: an affordable graphics tablet. **Grafpad** comes in two sizes, approximately A4 and A3. The smaller version costs £125 plus VAT, with an extra £18 for a CAD software package. It looks ideal for home, educational and even small business use. Hegotron Robotics, which makes the British Micro series of business computers, is working on versions of Grafpad for the Spectrum and Commodore 64 too. Telephone: Watford (0923) 48222.

Only one product outshone the Grafpad, and that was the **Digisolve VGP-64** colour vector-graphics system, running on an Apple II. This system, designed and built in Britain, offers 512-by-512 pixel definition and 64 real colours, expandable to 4,096 colours. It has its own 384K of memory with two screen buffers, and draws at the truly astonishing rate of 1,500,000 dots per second. Images can be drawn manually using the Pixel Paint program and the standard Apple graphics tablet.

In Digisolve's practised hands the VGP seemed capable of almost everything done by graphics work stations costing £20,000 to £40,000, but the VGP-64 starts at under £1,000. For people who do not have an Apple II, Digisolve seemed interested in interfacing it to other micros. Obvious applications for the system are CAD/CAM, education, animation, computer art, interior design, engineering and flight simulation. The system has already been used for the preparation of 35mm. slides and a number of television commercials. Digisolve is on Castleford (0977) 513141.

Perhaps Compec was not that dull after all.

```
1000 ; Project ICE1
1020 columns Jul Aug Sep Oct Nov Dec
1040 Rows L(Lollies) C(Cornets) Choc(Choc Ices) T(Total)
1060 Consider T
1080 T = Sum of L to Choc
1100 Report 2
1110 Decimal places 0
1120 Centre "ICE CREAM CO." and underline
1140 Line
1160 Centre "Monthly Projected Sales" and underline
1180 Line
1200 Centre "Half Year Ending December" and underline
1220 Show all columns
1230 Underline column headings
1260 Line
1280 Show l
1300 Show c
1320 Show Choc
1340 Show T
1360 graph 1
1362 barchart
1365 Centre "ICE CREAM CO." and underline
1367 Centre "Projected Sales July - December 1983" and underline
1380 Show L
1400 Show c
1420 Show Choc
1440 Show T
```

This is a set of Planstar instructions to display projected ice-cream sales, first as a table and then as a bar chart. Planstar is a new report-generating package from Micropro intended for financial-modelling applications like budgeting, cash-flow analysis, forecasting and sensitivity analysis. Once a model is set up you can enter data on screen into spreadsheet-like cells, or the data can be consolidated from existing models. Data from Calcstar, Datastar and Infostar can be moved directly to Planstar, which according to Micropro can also read any comma-delimited ASCII file. And Planstar reports, charts and graphs can be merged into WordStar files to produce finished reports. Compec was Planstar's first public appearance in the U.K. No pricing details have been announced but the package is scheduled to be available in early 1984, probably initially for the IBM PC and CP/M 2.2 computers. More details from Micropro International Ltd, Haygarth House, 28-31 High Street, London SW19 5BY. Telephone: 01-879 1122.

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● Circle No. 111

sinclair special 6

Inside...

Setting new standards in educational software with Sinclair-Macmillan

Plus six other learning programs

TODAY, LEARNING IS A NEW GAME

Subsidised microcomputers are now commonplace as teaching aids for the very youngest children and the ZX Spectrum is prominent amongst those micros at use in schools.

In the relatively short time that the Spectrum has been at work in the classroom, two questions have been answered. Yes: with the right software, the micro can and does teach effectively and thoroughly (and gives teachers more time to devote to individual pupils). Yes: young children think little of working rapidly and successfully, with a screen and keyboard, on even quite complex subjects.

In this Sinclair Special we reveal a range of educational software specifically designed to make full use of these advantages. The programs produced by Sinclair in collaboration with Macmillan Education are fascinating. They deal imaginatively and most effectively with early reading skills and take a truly refreshing approach to basic science.

In the Blackboard range we've programs which bring a light-hearted clarity to the tricky matters of spelling and punctuation.

These programs are designed for use both at home and in the classroom. Each program is accompanied by full documentation which gives parents helpful advice and guidance on the educational objectives.

The programs covered on these pages represent only a fraction of the full and fast-growing list of Spectrum software. Be assured we'll keep you in touch with new developments as they happen.

David Park

David Park
Education Marketing Manager

NEW WAYS TO LEARN WITH THE ZX SPECTRUM™

Programs from Blackboard Software

The new range of educational programs from Blackboard Software makes learning an enjoyable process by involving the child in a game which teaches as it entertains.

Each program has a step-by-step example section and gives correct answers after a number of attempts. Vocabulary changes can be made, allowing each program to keep pace with the child's development. This flexibility can also be used in the classroom to cater for children of differing ability.

The instructive and colourful games which follow the successful completion of each group of sentences provide useful practice in letter recognition and increase familiarity with the Spectrum keyboard.

All programs are written for the 48K RAM Spectrum.

Alphabet Games

Three games of letter recognition (using either upper or lower case) to help children learn the alphabet and find their way round the computer keyboard.

Alphagaps – The full alphabet is displayed, along with a second, incomplete version. The child must fill in the missing letters.

Random Rats – Press the letter key that is displayed on the gun to destroy the rats which have invaded the cellar!

Invaders – Stop little green men from landing on Earth by pressing the appropriate letter.

Early Punctuation

While an animated matchstick man marches above displayed sentences the child must decide which punctuation mark is missing and where to insert it. At the touch of a key the matchstick man drops the mark into place. After successful completion of every sentence in the exercise, light relief comes in the form of a bottle-shooting game!

The Apostrophe

As each sentence is displayed, a bird appears with a worm in its beak. The keyboard is used to move the bird and drop the worm into the correct place for the apostrophe. When ten sentences have been corrected, the Grub Game is displayed. Press the correct character to change the grub into a butterfly...before it munches through a flower!

Capital Letters

A program to teach the use of capital letters. Sentences incorporating proper nouns and sentences without opening capitals are displayed. The child inserts the correction by guiding an animated figure to the appropriate letter.

For each correct answer an apple grows on a tree. After ten correct answers the child's skills in recognising letters and using the Spectrum keyboard are needed to save the apples as they fall to the ground.

Speech Marks

A comprehensive program including sentences with one or two sets of speech marks ("inverted commas") and exercises in both direct and reported speech.

Using the Spectrum keyboard, a cursor is used to guide speech marks to the correct position. The program offers three levels of difficulty, with full examples for each section. Guide Max the mouse through a maze, after the correct completion of five sentences from each section, but beware of Persian cats!

Castle Spellerous

A spelling game with ten levels of vocabulary, including words with silent first letters, double letters and other difficult words. The Princess has been captured and carried off to Castle Spellerous. Helped by ten soldiers, the child can attempt a rescue by giving the right answers. Part of a siege tower is built for each correctly spelt word. Mistakes are costly – the wicked wizard appears as a vampire bat, turning the men into frogs, butterflies and bats!

When ten words are spelt correctly the rescue begins and the wizard takes flight.

SINCLAIR + MACMILLAN: A NEW DIMENSION IN EDUCATIONAL PROGRAMS

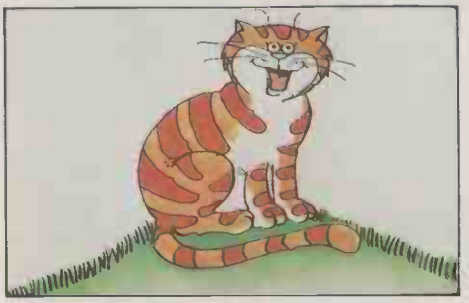
Sinclair have joined forces with Macmillan Education to produce a completely new and different range of educational software. The results so far can be seen in these exceptional programs.

The Learn to Read series is derived from Macmillan Education's best-selling primary school reading scheme, Gay Way. It offers a unique opportunity for parents and teachers to participate in the child's first experience in reading.

Macmillan Education's Science Horizons is one of Britain's most successful school science schemes. Each program concentrates on key scientific ideas and, through simulation of real life, makes the learning process entertaining and enjoyable.

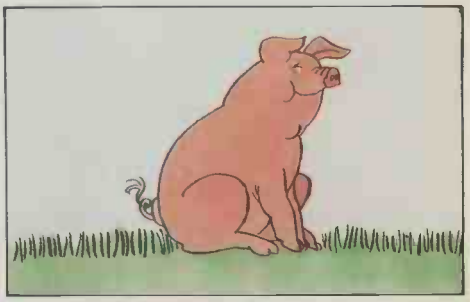
Learn to Read 1

Learn to Read 1 is designed for children who are just beginning to read. It is in four parts, each of which develops skills central to the reading process – letter recognition, sight vocabulary, early spelling and memory. The program is full of colour and fun and children will enjoy learning to read as they meet the animal characters – Ben the dog, Jip the cat and their friends.



Learn to Read 2

Learn to Read 2 extends the fundamental reading skills practised in the first program, as well as encouraging logical thinking. The child's vocabulary is gradually built up as new words such as "red," "green," "car," "ship" and "bus" are introduced. In addition, Learn to Read 2 features an attractive 'reward' system enabling children to see their achievements grow.



Learn to Read 3

Learn to Read 3 builds on the child's progress so far, so that he or she can gain the confidence to move on through the complex reading process. Learn to Read 3 features four different activities, all of which are colourful and lively. Further vocabulary is introduced until the child is reading more than 30 words.

Learn to Read 4

Learn to Read 4 is the alphabet program in the Learn to Read series.

Using various stimulating activities the program gives the child plenty of practice in working with the alphabet – matching initial letters to words and pictures and spotting missing letters. These exercises build familiarity with simple sequences within the alphabet.

Learn to Read 5

Learn to Read 5 teaches positional language – often difficult to understand and remember – by using words and phrases such as "behind" and "in front of," "inside" and "outside."

The program first demonstrates the meanings of the words using clear pictures. It then tests the child's understanding of the words in two lively games.

Cargo

Set sail around the world. Choose your ports of call – New York, Tokyo, Belem, Helsinki – then the real challenge begins! You must reach your destinations safely, weathering storms on the way. But first, load your cargo – using all your knowledge and skill. Poor loading can mean capsizing and sinking. Your rank, if not your life, is always at stake!

Glider

Be a glider pilot! The glider models real-life gliding conditions so that you can learn through experience. As the pilot you must consider the time of day, the amount of cloud cover and the kind of terrain below you in order to find the up-currents of air that will keep you airborne. Try to fly as far as possible and, when you are high enough, navigate your way back to your home airfield and land safely – if you can.

Survival

Discover what it is like to be an animal in the wild! Be a lion stalking your prey, escaping human hunters. Or be a hawk, mouse or even a butterfly, searching for food and avoiding predators.

Survival models the natural world and brings to life hazards that different creatures must face in their struggle to stay alive.

Magnets

With an army of small magnets you set out to conquer the powerful supermagnets of your opponent. You have one weapon – your forces of magnetic attraction and repulsion.

The strategy is simple: attract smaller magnets to build strength to repel the super-magnet. When cornered, just turn your poles on your enemy and see what happens!

Learn to Read and Science Horizons programs are written for a 48K RAM Spectrum, and are supplied complete with comprehensive supporting documentation for parents and teachers.

ZX INTERFACE 2
THE NEW ROM CARTRIDGE AND JOYSTICK INTERFACE

Now available in shops

Loads programs instantly
Takes two joysticks
Just plug-in and play

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum system. It enables you to use new ZX ROM cartridge software: plug-in programs that load instantly. There are ten terrific games already available on cartridge. ZX Interface 2 also allows you to use one or two standard joysticks without the need for separate special interfaces.

To use new ZX ROM Cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. Switch on and the program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with suitable ZX ROM cartridge or Sinclair cassette programs — or with dozens of other Spectrum programs.

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The ZX Microdrive System is unique. This compact, expandable add-on system provides high-speed access to massive data storage. With just one Microdrive and a ZX Interface 1 you'll have at least 85K bytes of storage, the ability to LOAD and SAVE in a matter of seconds, the beginnings of a local area network of up to 64 Spectrums *and* a built-in RS232 interface. The cost? Less than £80.

How to get ZX Microdrive and ZX Interface™ 1

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	E17/S Survival	4316	9.95	
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	E22/S Capital Letters	4321	7.95	
	E23/S Castle Spellerous	4322	7.95	
	E24/S Alphabet Games	4323	7.95	
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Please reserve my priority copy of the January 1984 Sinclair ZX Spectrum Software Catalogue ☐ *(tick here).*

Please use the form above to send your name and address.

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● Circle No. 112

Big is beautiful

Jack Schofield predicts hard times ahead for established home-micro manufacturers as the mighty IBM prepares to make its entry.

NO NEW MICROCOMPUTER has ever been the subject of as much speculation as IBM's new model, code-named "Peanut". On November 1 it was finally unveiled in the United States and found to be just what Infocorp, a Cupertino-based research firm, had said it would be. So the real news was its delay. "Peanut", henceforth called the PC Junior or PCjr, will not go on sale in the States until early 1984. It could be up to a year before it finally reaches the U.K.

It might not seem an opportune time to launch a microcomputer, especially one you cannot deliver. This year three major sellers — Texas Instruments, Atari and Mattel — have admitted quarterly losses of over $100 million. Both Texas Instruments and Mattel have dropped out of the home micro market, while Atari has laid off staff, shifted production to the Far East and launched an improved range to compete. Many other micro companies including Victor, which makes the Sirius, Osborne and Grundy Business Systems have also run into financial problems. Profits of both DEC and Apple have dipped recently.

Nonetheless, for IBM, the world's largest and most powerful computer company, business is booming. Its first micro, called simply the IBM Personal Computer — PC for short — dominates the American market. Its annual contribution to IBM's turnover could be as high as £1.3 billion. The PC is beginning to dominate the U.K. market too. IBM's only problem seems to be making them fast enough.

But in the last month we have seen that the PC is only one tine of a three-pronged attack. IBM's new launches include not just the PCjr, but also the 3270 PC announced two weeks earlier.

The PCjr is a version of the IBM PC designed for educational and home use as well as for the office. The basic $669 model has 64K of memory and a detached keyboard. The advanced model, costing $1,269, has 128K of memory and a built-in floppy-disc drive. Both can also be used with cartridge-load programs — like video-game consoles and the better home computers — or with cassette tapes. Both can be plugged into an ordinary TV to provide a visual display.

The PCjr has several enhancements to make it attractive as a home micro. They include a cordless infra-red connection of the keyboard to the console, like the Canon X-07; a games cartridge port and joysticks; three sound channels instead of one; built-in colour graphics; and a light-pen interface. Together they make the PCjr one of the most attractive home micros on the market.

The disc model runs the PC-DOS 2 operating system introduced this summer with the £5,000 XT version of the PC. It is therefore capable of running many, if not most, of the same programs. IBM has announced a communications program that will allow the PCjr to talk to mainframes and other large computers. These facilities make the PCjr as powerful as most of the computers currently sold into the business market, and more powerful than many.

Thus the PCjr is far from being a toy, and that really distinguishes it from its home-micro rivals. It will be sold by IBM's corporate sales force.

At the other end of the scale, what one might call the "PC Senior" also comes in two models. The 3270 PC is an enhancement of the PC that can be hooked up simultaneously to more than one IBM mainframe. It can display information in seven separate windows on the screen at the same time. Four windows can show the progress of programs running on host mainframes, two can act as notepads, while the last can be used for personal computing. Windows can be made smaller, larger or can be hidden.

Thus the 3270 PC more than replaces a standard IBM 3270 mainframe terminal, while also providing the personal computing power today's executive requires. The similar PC XT/370 is an enhancement of the XT hard-disc version of the IBM PC, which has a built-in 10Mbyte disc. Extra cards which carry the instruction set of an IBM 370 mainframe are available for a mere $3,800, so many mainframe programs can be run on a desk top.

In fact the PC XT/370 provides about 97 percent of the mainframe's performance for three percent of the cost. Considering the billions of dollars worth of IBM mainframes in use, to which these new models are designed to be attached, they look set for massive success.

Many of IBM's rivals will be rushing in to copy IBM, making PC look-alikes, sometimes known as IBMulators. A lot of the rest will simply be wiped out. Few can compete. Many are selling terminals and office micros that can be linked to mainframes. Others are selling home computers that are little use for anything else. But IBM has a range of more or less compatible machines that stretch right from the top of the range to the bottom.

The advantages are profound. First, all IBM PC users get the benefit of the biggest possible range of software. And software is

(continued on next page)

Schools will be able to use real-life IBM software on the PCjr.

Big is beautiful

(continued from previous page)

the most important thing; without it hardware is nearly useless. Second, the distinctional between home, educational and business machines breaks down.

With IBM, executives will be able to take work home on a floppy disc, or bring their home programs into the office. Work done at home can be sent down the phone direct to the corporate mainframe, or infor mation extracted from it. The current trend for people to work from home could receive a significant boost.

In America at least, schools will buy massive numbers of the PCjr, because it makes sense for children to learn real-world computing at school, not use some toy or specialised machine. Real-world computing means access to real-world software such as the word-processing, financial and communications programs children will have to use after they leave school.

The IBM PC already dominates the middle market of small business micros and executive work stations. Virtually all the exciting new programs are launched for the IBM PC: recent examples include Lotus 1-2-3, Context MBA, Oz, Expert-Ease and Microsoft's Word. Most successful pro-

grams eventually find their way on to other machines, but there is no doubt they are now written to make best use of the IBM PC's facilities.

Already these programs are being converted, where necessary, to run on the Junior and Senior versions of the PC. The arrival of the new models in U.S. shops early next year will coincide with a flood of business software and games. It should make the success of the new micros irresistible.

But IBM succeeds not just because it is IBM; product quality and marketing count too. With the PC, the Blue Giant has completely changed its tune. IBM used to sell computers as complicated office products that had to be kept in air-conditioned rooms and could only be operated by highly skilled technicians in white coats. It was incredibly secretive, and made and sold only its own computers and programs.

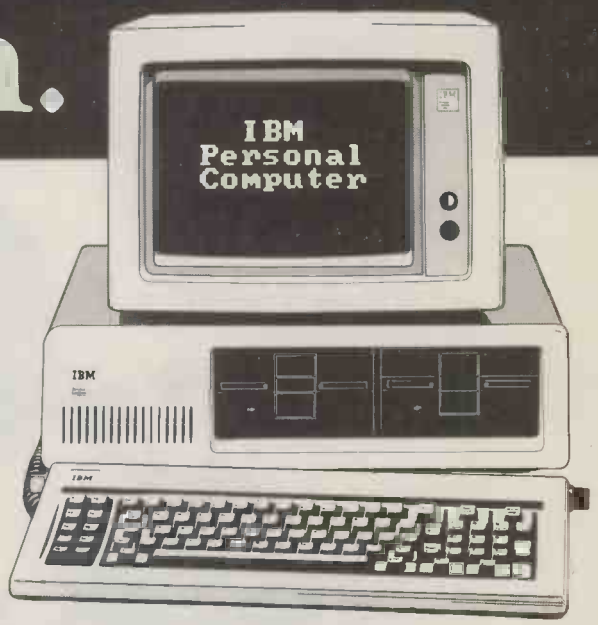
With the launch of the PC, all IBM's precepts were overturned. It bought in components and software from other companies: your PC has an Intel microprocessor, Tandon disc drives perhaps, and Microsoft's operating-system software. Technical details were published so that other companies could produce software, some of which is even sold under the IBM label. Instead of using only its own expert sales force, IBM passed the PC on to independent dealers to sell and support.

Most important of all, IBM used a Charlie Chaplin figure in its U.S. advertising, and cartoon characters in the U.K. The IBM PC was given sound and colour-graphics options, and launched with software which included games. The computer was no longer mysterious but friendly and fun. The PCjr is just a logical extension of this aspect of the original PC.

Of course other manufacturers like Apple will survive and even prosper. Not even the giant IBM can keep up with booming demand. Companies like Commodore and Sinclair will still find a ready market for machines at half to one-sixth of the price of the PCjr.

Nonetheless IBM could soon be taking around 35 percent of the whole micro market, and up to 50 percent of the world computer market. Those companies which have missed the point of the all-purpose PC and still think they are safe in their little section of the market are in for a tough time.

Microware and IBM — an unbeatable combination.



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- Multi-tasking software is now available for PC DOS – up to 9 tasks can be run
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   Hard disk storage
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2. Our range of 5¼" external Winchesters provides up to *80 Mb* of storage
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NETWORKING

PC net

- Local area network and shared resource
- Independent of disk type ie XT, corvus etc
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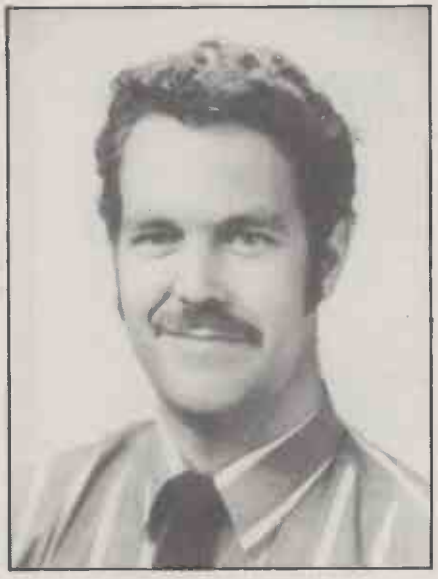

by Ray Coles

IT IS REASONABLE to suppose that for every microprocessor chip sold at least eight memory chips will be sold too. That ratio has a remarkable effect on the economics of semiconductor supply and demand. Of course, it is the microprocessors which are the sex-and-glamour devices that generate most of the electronic hullaballoo, but beavering away in the wings there are the memory manufacturers. They find themselves locked in a never-ending price war in a desperate attempt to ensure they maintain their share of the biggest bonanza of them all, the market in dynamic RAM chips.

As every schoolchild now knows, RAM stands for random access memory. Yet it is a misnomer, since ROMs are also random-access devices. A more descriptive title would be read/write memory, but unfortunately there is no convenient acronym for read/write memory; so I suppose we are stuck with RAM. The term has now become embedded as a convenient yardstick for manufacturers to hype the power of their home computers.

So much for RAM, but what is dynamic about it, and why is it the mainstay of most of the larger semiconductor giants? Well, that's easy: the dynamic RAM is a memory which will forget anything you store in it within a few thousandths of a second. Most people prefer this type to the alternative static variety which will remember everything you store in it for as long as the power is switched on.

Flip-flops

But this idea of dynamic RAM does seem a little strange doesn't it, since a few thousandths of a second hardly provides time to zap a couple of Lunar Crabs. And, after all, it takes 15 minutes to load the blasted thing via the cassette port. In static RAM devices, a bit is stored by means of a pair of cross-coupled transistors — a flip-flop, in fact. Once set to a state they remain in it until reset by a further write operation, or by the power being removed.

In a dynamic RAM flip-flops are not used. Instead, the state of a one-bit cell is indicated by an electrical charge stored on the tiny capacitor formed by the gate oxide of a single MOS transistor. These stored charges rapidly leak away, and once they have gone the stored data is lost for ever. So there is a whole collection of extra logic circuitry which must be provided by the system designer to perform the essential function of dynamic RAM refresh. This topping-up activity has to operate on every single location, and do so every two milliseconds or so.

But why should anyone in their right mind want to use a dynamic RAM when there are plenty of no-fuss static devices available which do not forget and do not need lots of extra refresh logic? The answer is simply that there are more transistors in a static cell which means that for a given chip area you get more dynamic bits per buck — in fact about four times as many as you would get if you chose a static device. There is no way round it: if you want to beat the Joneses in those how-many-K-has-yours-got conversations, you have to have dynamic RAM.

Dynamic RAM first appeared in the late 1960s in a 256 by 1 format, followed roughly four years later by the 1K by 1 format, followed four years after that by the 4K by 1, then the 16K by 1, then the 64K by 1. Today we are on the brink of the next step, the 256Kbit dynamic RAM.

Open up your trusty micro and inside you will probably find either 16K or 64K dynamic RAM devices in 16-pin packages, in multiples of eight. Actually, the 64K era has only recently dawned in the personal computer market even though 64Kbit devices have been available for about three years. This lag has occurred because the new generation only replaces the previous one when its cost per bit has fallen low enough to make it the most economic choice for the system builder. The choice has been made easier during the 4K/16K/64K eras by the pin compatibility built in by the chip designers.

Several home computers can be had in 16K or 48K versions, for example, and the upgrade usually involves unplugging eight 16K devices and replacing them with eight 64K chips. In this case, 16K of the 64K chips is wasted because of the need to keep 16K out of the total 64K address space for the Basic ROMs. We have to be thankful for dynamic memory since it is this technology, just as much as the glamorous microprocessor, which enables us to have a cheap personal computer with sufficient memory to do really useful jobs.

Home micros

The up-and-coming 256K devices are being sampled right now, and you can expect to see them in your machines within two or three years. These monster chips are so capacious that eight-bit microprocessors just cannot take advantage of their size in a 256K by 1 format. Consequently we will also be seeing other useful formats, like that used by the spanking new Mostek MK-4856.

This device has been specifically designed for small home-computer style applications which do not require large amounts of memory, and is organised as 32K words of eight bits each. The 32K of RAM is quite a respectable memory size for the smaller systems which currently use as many as 16 16Kbit dynamic RAMs to achieve this total. With the MK-4856, only a single 28-pin package will be needed, and add-on increments to 64K and beyond will be simply a matter of providing a few spare sockets. Even better, this new dynamic RAM is pin compatible with the ROM devices currently used, giving the user an option to add either extra RAM or extra ROM to his or her system.

The most useful MK-4856 feature of all is the provision of an on-chip refresh counter and address multiplexer which makes this device almost as easy to use at static RAM. No longer will system designers have to provide a collection of expensive external logic to refresh their RAM array, and this is bound to result in even cheaper systems for us, the lucky consumers. The MK-4856 runs from a single 5V supply and is fabricated by Mostek in an advanced NMOS technology called LD^3. It will be available in versions with access times of 100, 120 and 150 nanoseconds.

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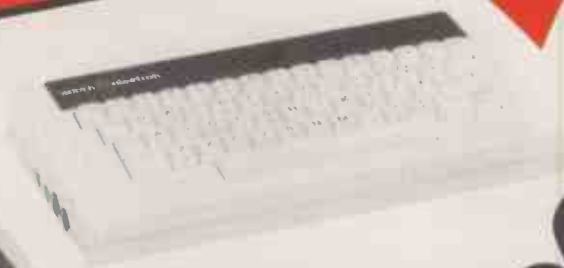

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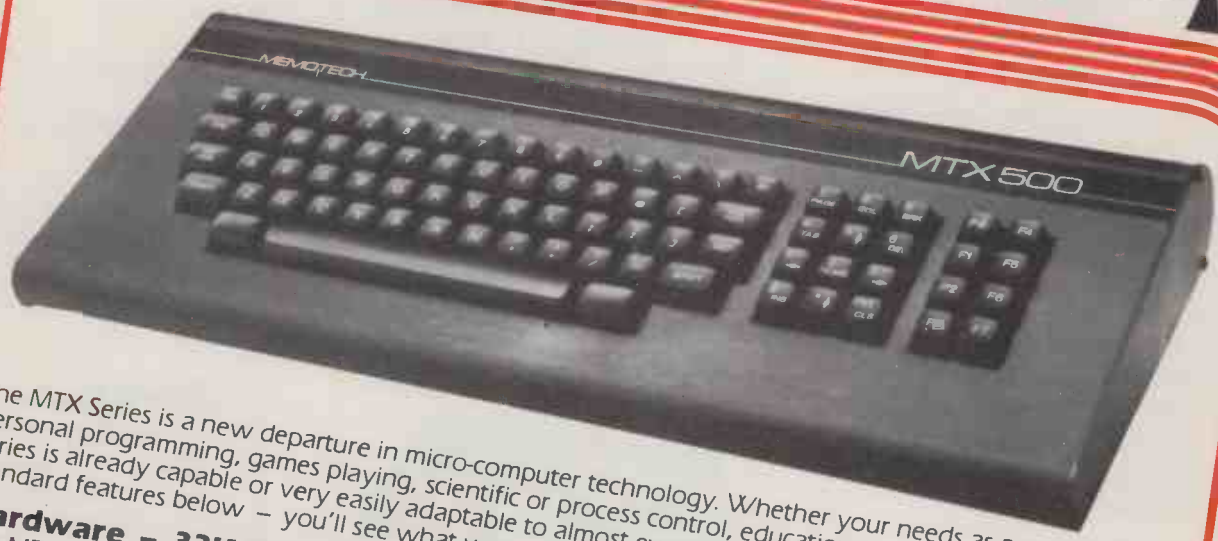

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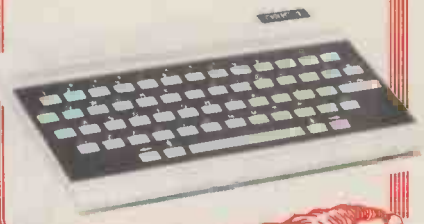

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● Circle No. 119

LOVE STORY

"Gordon Baker had often thought about buying a computer, but his courage always failed him at the vital moment. "I'm not a technical man", he explained. "I need patience and understanding and when I saw Columbia in a recent issue of a computer magazine, it looked so attractive and uncomplicated that I just had to send for more details."

A package arrived from Icarus the following Monday. With trembling hands Gordon opened it and read through the letter and introductory brochure. It seemed too good to be true: Columbia embodied all that had been missing from his previous relationships.

A meeting was arranged.

Gordon passed that afternoon with his local Icarus dealer in a state of near ecstasy! Columbia was not only attractive to look at, but, as the dealer explained and demonstrated, proved extremely competent without being overly complicated.

Soon after that initial contact Gordon had to fly North on business and it was a fortnight before he could contact the dealer to fix another meeting. It was decided to bring Columbia round to Gordon's office to be introduced to the staff. It was vital to establish as soon as possible whether Columbia could operate efficiently in his own business environment.

Things could not have gone better. Columbia was a big hit with everybody; Accounts, Stock Control, Sales, Research and Forecasting were all of one accord: Columbia was terrific.

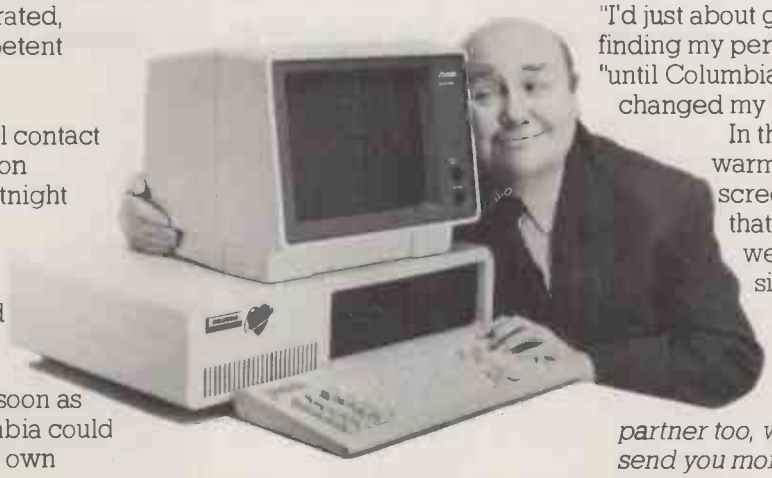
They enthused over the high resolution amber screen, were effusive about the choice of CP/M 86 and MS-DOS operating systems and IBM PC compatibility, and then became quite emotional over Columbia's floppy and Winchester disc configurations, its expandability up to 896K RAM and the access it gave to hundreds of 16 BIT 'off the shelf' software packages.

The dealer asked Gordon if he would like to see Columbia again. "Oh, please", said Gordon, "could it stay for just a couple more days?"

Within a week Columbia had moved in permanently, and Gordon was on top of the world.

"I'd just about given up hope of ever finding my perfect partner", he said, "until Columbia came along and changed my life!"

In the background, the warm glow from the amber screen seemed to indicate that Columbia too was well pleased with the situation . . ."



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● **Circle No. 120**

How to buy for business

Lionel Moon offers advice to help prevent you making an expensive mistake.

IT HAS BEEN estimated that seven out of every 10 business and industrial micro users buy the wrong type of computer system the first time around. With more than 1,000,000 micro users in the U.K., and a typical system costing at least £3,000 to £5,000 a time, that makes an awful lot of expensive mistakes.

Most of Sirton's current users are experienced computer personnel. Yet around 65 percent to 70 percent of them pretty quickly found that the first system they purchased was simply not up to the job required. Clearly some guidelines are required for people purchasing their first business micro.

Buy the software first, the hardware second. Virtually all first-time users work the other way around. They buy the micro that seems to be receiving the maximum amount of coverage and publicity and then set out to find the software required to make it run. Many users have come unstuck using this back-to-front approach.

The first stage is to define what you want the computer to do — word processing, perhaps. Look at the best-selling word-processing software, try it out, make your choice and then select the appropriate hardware to make it run. In this way you are buying a package to solve your problems. The other way you may end up with an excellent box of tricks but with inferior software.

Many people experienced a similar software/hardware problem when the first 16-bit micros came on to the market. The machines boasted all sorts of impressive powers and capabilities but there was hardly any software available for them. Users had a terrible time trying to make their proud acquisition do the job it was bought for. At the same time, well tried machines costing a fraction of the price were capable of performing perfectly adequately the task required.

Do not forget the cost of extras. The computer itself is only a part of the expense involved in computerisation. Most people will want a good printer, and that can cost as much as the computer itself. Then there is the cost of the disc drives, the software, support and maintenance. It is no use just scouring advertisements for a dealer that is advertising brand X at £499 instead of £500 when the extras can cost two or three times more than the computer itself. So when comparing prices it is the system price that counts.

Buy a machine that can be upgraded to a multi-user system. Once you have discovered the benefits of computing in practice you may want to have more than one screen and keyboard so that several people can be using the computer at the same time. This is where the microcomputer's cheap introduction to computing can all of a sudden become an expensive nightmare.

The secret here is to buy a computer to which other terminals can be added easily and cheaply. Unfortunately this is not possible with most microcomputers. If you want to have two, three or four users you will need two, three or four microcomputers. Even if they can be connected together, so that the capabilities can be shared and multiplied, this option can be very expensive.

A system consisting of five Apples networked together, with the relevant printers and hard-disc units, can cost anything up to £20,000. A system based on the IBM PC would cost even more. A five-user system designed originally to be flexible and expandable and take extra users in its stride can be obtained for around £12,000.

Do not wait for prices to drop. It is unlikely that any basic small computer system will be reduced in price by more than £300 in a year. A properly chosen computer will save you far more money over a given period of time than any decline in price. If your micro is not saving you at least £1,000 a year then you have either got the wrong one or you are not using it to its full capacity.

Make sure your computer can be updated. Most microcomputers currently on the market will be out of date in 12 to 18 months. It is a fact of life that there will be far superior products on the market for roughly the same price, or even less, this time next year.

However, all is not lost. Several computers are based on the IEEE 696 S-100 bus standard. The S-100 bus is nothing more than a series of sockets into which computer boards and circuitry are inserted. When a board becomes out of date, or you want to change the computer's capabilities, you simply plug in a new board.

Make sure your system can accept a Winchester disc. Winchesters can store much more information than a floppy — typically up to 100 times more — and are much more robust. Find out what a good-sized 20Mbyte Winchester will cost to add on to your system; for some systems they are much more expensive than for others:- You will probably want one, but they can be a very costly addition to some micros.

Choose 8in. floppies, not 5.25in. Winchester or no Winchester, you still need a floppy-disc unit to run programs and to make back-up copies. It is well worth investing in 8in. drives, which are more serviceable than the 5.25in. little brothers.

Choose your supplier with care. A supplier with experience in your problems, who has helped other companies like your own, will be worth his weight in gold. He will be able to advise you on which systems are best for the job and will know what has or has not worked in the past.

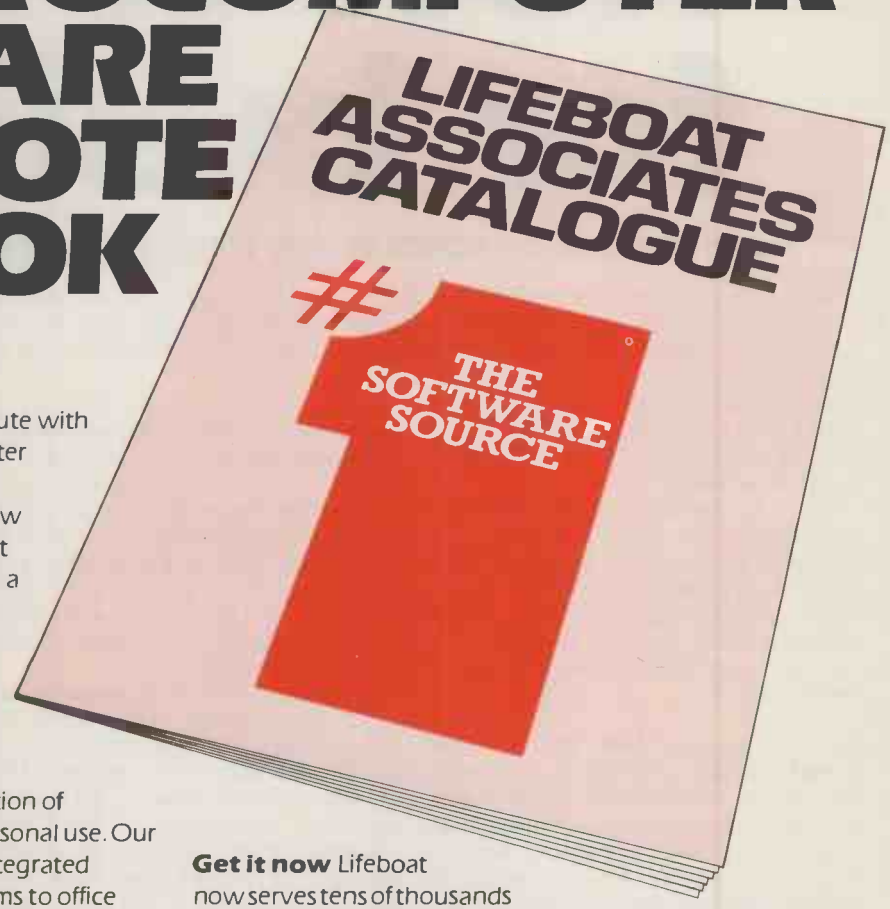
It is all very well spending days hunting around for the cheapest price, but will the supplier still be around when things go wrong?

Buy the best printer you can. Unlike the other elements in a microcomputer system the printer is full of moving parts. What is more, they have to move extremely fast to print 30 characters per second or more. They are quite often used several hours a day flat out, in order to produce documents, letters, reports, memos and summaries by the dozen.

A letter-quality printer rather than a dot-matrix printer is normally the best choice. The same unit can then be used across the board, from the smallest internal memo to large presentation documents and, if necessary, type founts can be changed to included foreign-language lettering.

Lionel Moon is Managing Director of Sirton Computer Systems, which specialises in equipment for technical and scientific applications.

WHEN IT COMES TO MICROCOMPUTER SOFTWARE WE WROTE THE BOOK



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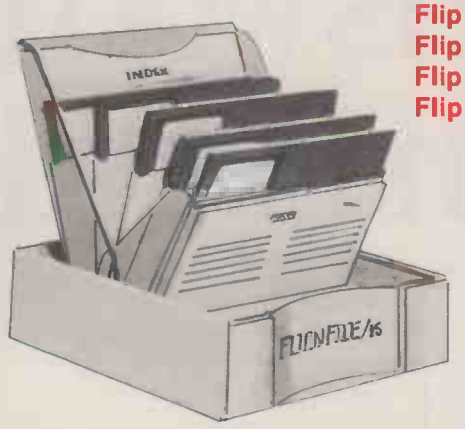

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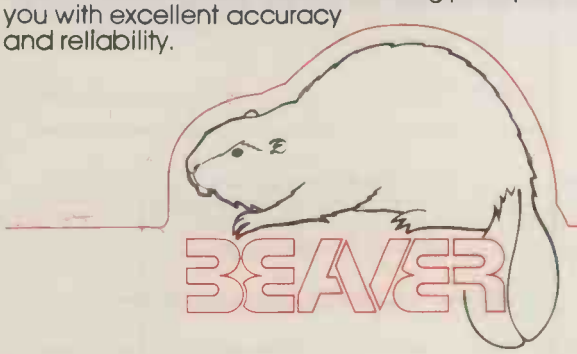

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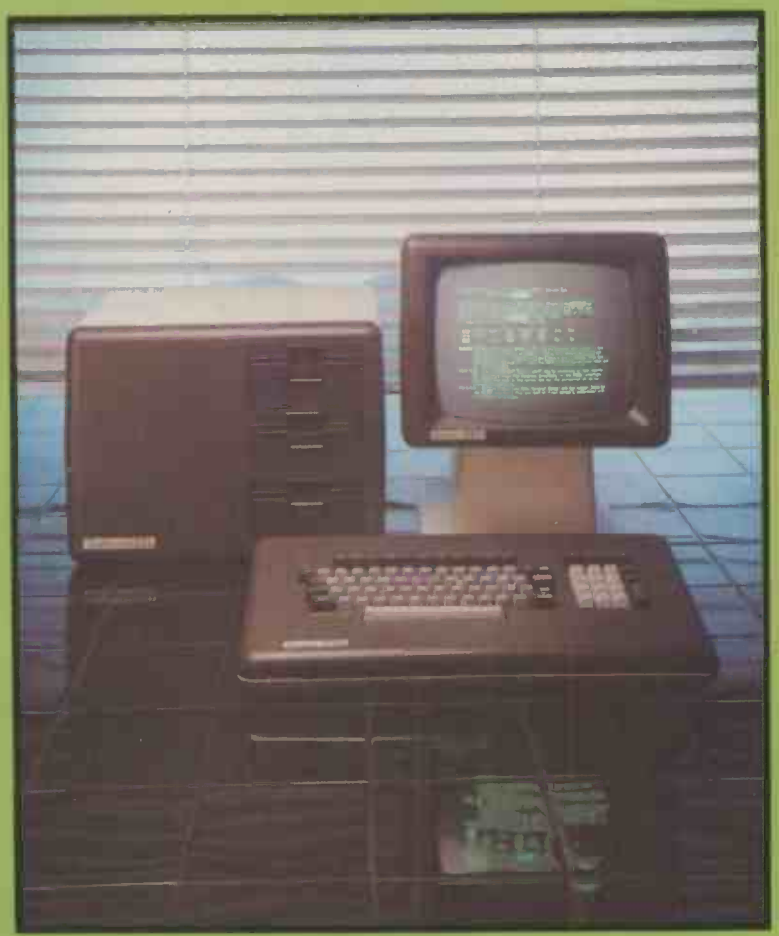

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Simply design your file, give its fields your words, setup your report mask, and then enter your records. Switch to 'automatic drive' and formulated any task you wish to program to fulfill, the task is stored as a macro. Take a copy of the program on another 'task disk' and from then on, the task disk will function without a single key-stroke. Think of a number of such 'task disks' such as "stock-re-order reports"; "stock-valuation reports"; "analysis"; "patient history analysis"; "research-analysis"; "budgetting-analysis"; "vehicle-location control"; "librarian analysis"; "plus more?"

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Paint any form including upwards from 100 (depending upon size of ram in hardware) data fields on the screen. Screen width up to 250 columns. Page lengths 100 lines.

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The form might be a letter where data fields are name-addresses. Search files and accept any fields on teh database into any fields on the letter. The form might be a spreadsheet, where searches call records (in columnated style) from the database and perform calculations, the difference here is that unlike other 'calc' programs giving you 254 lines per spreadsheet, THE KEY gives you 32000 lines if your database has that many records.

The standard attributes of any field, allow you to SEARCH OTHER FILES for fields to accept into any field on the current form, plus allowance to POST OTHER FILES any fields from the current form into any fields on that file. RELATE TO AS MANY OTHER FILES, as the number of data fields you have on the master form. Make data fields CALCULATE AGAINST FORMULAE, and other data fields. VALIDATE DATA INPUTS criticially character by character; numerically, alphabetically and date-wise.

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Database. Search files for data to be inserted to fields specified.
All the features of DBMS III, explained elsewhere in our ad.

Here's an example of an invoice you might design for your stationery .....
You could design your own spreadsheet, order form, statement, or any other kind of form that is required to fit your existing stationery.

INVOICE <0>£££££££££

To £<1>£££££££££ £<2>£££££££££ £<3>£££££££££ £<4>£££££££ £<5>£££££	From: G.W. Ltd 55 Bedford Court Mans. Bedford Avenue London W.C.1. Tel: 01-636 8210

Date <6>£.£ Tax point <7>£.£ Agent <8>£

Quantity	Description	Cost	Tax	Total
<9>£	<10>£££££££	<11>£	<12>£	<13>£
<14>£	<15>£££££££	<16>£	<17>£	<18>£

and so on...

Total...<19>£££ Tax...<20>£

<??> items <1 >to <5 >internal command to request name input, and then search an address file for details.
<??> items <6 >to <7 >request date input and validate.
<??> item <8 >request agent number and validate range.
<??> <9 >request quantity, validate range.
<??> <10>request description, search file, accept, and calculate fields <11>, <12>, <13>, if finished invoice then calculate fields <19> and <20>

Now comes the more valuable facility, you can provide the 'FORM' with file-related instructions, not only to request a 'console' input for a file search against names, and stock, but after the invoice is finished the fields you have selected may be passed to related files.

EG: Send fields <0 >, <1 >, <6 >, <7 >, <11>, <12>, <13>, <19>, <20> to a sales ledger.
Then send fields <9 >, <10>, <11>, to product analysis file.
Then send fields <0 >, <1 >, <7 >, <19>, <20> to V.A.T. file
Then send fields <10>, <11>, <12>, <13> to Nominal ledger.

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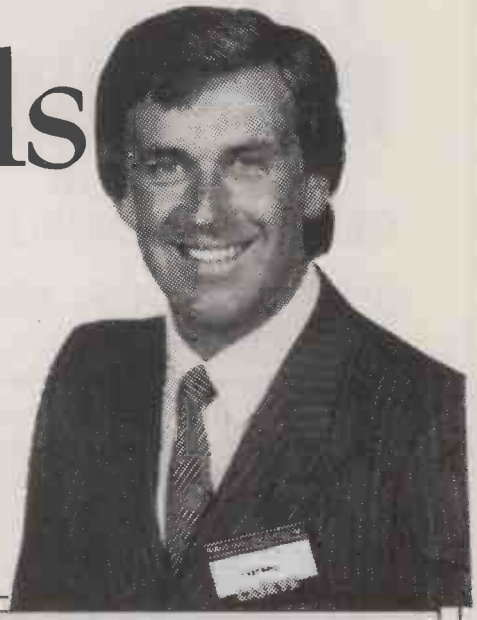

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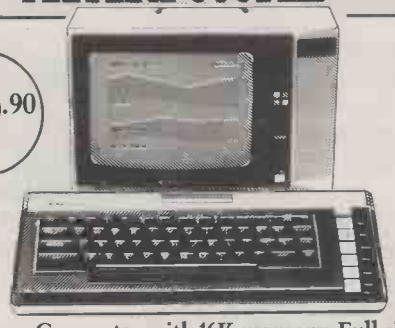

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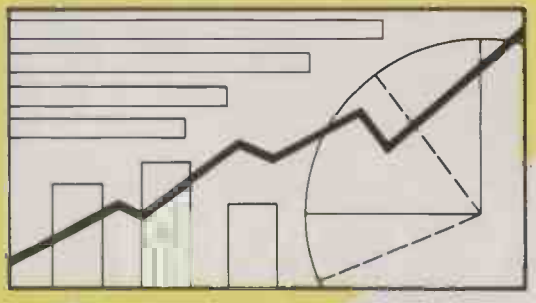

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In full flood

IBM HAS recently launched five new micros. Four are described in an article on page 29 of this issue: the PCjr for cassette, PCjr with disc, 3270 PC and XT/370. Together with the existing models they cover the whole range of personal computing, from something that suits the beginning home user to the powerful "mainframe on a desk".

In addition, IBM has launched a Japanese-made micro, the 5550, on to the Japanese market. To cope with Japanese language processing its graphics are considerably more sophisticated than those of the standard IBM PC.

The 5550 offers 82 characters by 25 lines, instead of just 80. It also displays 41 characters by 25 lines in Kanji, which the PC cannot handle. Kanji characters are drawn on a 24-by-24 grid. The highest graphics resolution is 1,024 by 768 pixels, against the standard 640 by 200. The 5550 has a separate area of video RAM for the graphics, from 114K to 256K.

Other advantages of the 5550 are that it has a full 16-bit 8086 processor running at 8MHz, against the PC's 8088 running at 4.77MHz. Disc capacity is 640K per drive, against the PC's 160/320K or 360K.

The IBM 5550 is being made by Matsushita, which alleviates IBM's problem of not having enough factories making IBM PCs to meet a booming demand, in spite of opening a new one in Australia. Other manufacturers might also consider this sort of Trojan Horse approach to selling their products into the notoriously insular Japanese market.

Eagle portable

GEVEKE ELECTRONICS has relaunched the Eagle range of IBM PC compatible micros which first appeared on the U.K. market about a year ago. Geveke is now the sole distributor for the U.K., France and the Netherlands.

There are three models in the Eagle range: the familiar floppy-disc based and hard-disc based versions, plus a new transportable model. The basic Eagle PC has an 8088 and 64K of RAM, plus one or two 320K floppy-disc drives. A hard-disc option is available.

The Eagle Spirit XL is, however, the interesting model. This transportable features a 10Mbyte hard disc plus built-in colour graphics, though the 9in. screen only displays green. Standard memory is 128K, expandable to 640K. However, the machine is rather heavy for a transportable at 32.5lb. The price is £4,200. The success of the new range will depend partly on offering more facilities for less money than IBM, and partly on the degree of compatibility — and that will take some time to establish.

Contact Geveke Electronics, RMC House, Vale Farm Road, Woking, Surrey GU21 1DW. Telephone: (04862) 26331.

Multi-tasking IBM

NINE PROGRAMS can be run simultaneously on your IBM PC under Tascmaster software with the Addram Elite board in one of the expansion slots. Only one keystroke is required to switch from task to task. The Elite board also provides an asynchronous adaptor, a real-time clock/calendar, a parallel printer port, and from 64K to 512K of extra memory. Software allows the extra RAM to be used as a disc or for printer spooling.

An alternative board, the Addram Plus, has two async ports and no parallel printer port. Both boards also offer multi-user options. Tascmaster comes from Profit Systems Inc., and is available now from Pete & Pam Computers, New Hall Hey Road, Rossendale, Lancashire. Telephone: (0706) 212321. Early in 1984 Accent Computers is also planning to supply Tascmaster and a range of add-on boards for the PC.

IBM PC Accelerator

A BRITISH COMPANY, Intelligence Research, has produced a PC accelerator card which, when plugged into an expansion slot, makes it run three times as fast. The board, designed by Gerry O'Prey and called the PC Express, features an Intel 8086 running at 10MHz and carries its own RAM — from 128K to 512K. Boards are also available for the ACT Sirius and Apricot micros, and prices start at £607 plus VAT.

Intelligence has sold the board to Titan Technologies, which seems to have changed its name from Saturn since we reviewed the similar accelerator card for the Apple II — see page 106. The deal is said to be worth $750,000.

Intelligence is also manufacturing multi-function boards and selling RAM expansion cards. Contact Intelligence Research Ltd, Unit 6, Sergeant Industrial Estate, Garratt Lane, London SW18. Telephone: 01-871 1422.

PC Flashes

● Expert Systems has launched its fifth version of Prolog-1 for the IBM PC and other machines based on the 8086/8 CPU. The language has been available for some time in its Z-80 guise. Telephone: (0865) 242206.

● Anyone daft enough to share their XT with someone else can do so with the Thoroughbred/OS multi-user operating system from the Science Management Corporation in New Jersey. It costs $795 and is claimed to out-perform Unix. Telephone: (U.S. Area 201) 685-9000.

● Stock control can be done on the PC using Infotory, from the SSR Corporation, Rochester, NY. It costs £350 and is imported by Pete & Pam. Telephone: (0706) 212321.

● IBM 3278 terminal emulation is made possible by a plug-in board manufactured in the U.K. by Encotel Systems. It is said to work on the Future Computers micros as well as the IBM PC. Telephone: 01-686 9687.

● IBM dealers can now have an IBM sales aid which consists of an XT, a touch-

sensitive monitor, a Philips laser disc and a specially produced video-disc program. Contact: (0705) 694941.

● Broderbund has put it Apple/Atari/Commodore 64 arcade game Serpentine on to the IBM PC, with more to follow . . .

● Fox & Geller is expecting its wonderful executive management program Oz to be available in mid-January. Oz is a three-dimensional modelling program which will do lots of the things executives currently do less efficiently on a spreadsheet. Telephone: 01-580 5816.

Lotus 1-2-3

Another super-spreadsheet package has arrived in the U.K. Chris Bidmead finds out whether it has any surprises to offer.

1-2-3 FIRST APPEARED in this country at the beginning of 1983 as a grey import. Now this remarkable category-defying software package for the IBM PC is here officially, backed by the newly inaugurated Lotus (U.K.) Ltd and Reflex Ltd, the U.K. distributor. It is also available for Zenith Z-100 micros, and versions for the Wang and other 16-bit machines are promised shortly.

It is a lot easier to say what 1-2-3 isn't than what it is. It is not a fully-fledged word processor, nor yet what most people would think of as a complete database-management system; and it is not particularly cheap. But it is a whole lot of other things that make it a very worthwhile acquisition for people who need to manipulate figures, create tables and draw graphs. 1-2-3 is one of the very few pieces of software I have seen that even begins to make use of the possibilities of the new 16-bit generation of machines.

The people from the Lotus Development Corporation are not shy to tell you the same thing: "A new generation of desk-top computer programs" is how they describe 1-2-3 in a manual introduction well peppered with phrases like "important leap forward" and "sophisticated features". They go on: "It combines the largest and most advanced electronic worksheet yet developed with state-of-the-art graphics and a complete information management capacity. Best of all, whether you are an experienced computer user or a beginner, to use it is as easy as ... 1-2-3!"

Essentially, then, we are dealing with yet another offspring of VisiCalc. Many new ideas have been introduced to streamline the user's task of setting up the data and formulae, and the concept has been elegantly extended to include some database management and statistical analysis. 1-2-3 can also generate graphs from the spreadsheet data it handles, displaying them on the screen — as long as you have the appropriate high-resolution or colour monitor — and printing them on to the standard IBM printer.

Graph printing is actually carried out by a separate program, but the user hardly recognises this because these routines, together with some useful file management, have all been pulled together within a shell called Lotus. The Lotus shell is a rewrite of Microsoft's command-line handler Command.Com, a sort of menu-driven outer wrapping. At this level you can call up menus for copying, deleting files, transferring them to different formats or printing out graphs — all simply by moving the cursor.

Four standard IBM PC soft-sectored 5.25in. discs make up the distribution copy of the software. One contains a tutorial, two are the 1-2-3 system disc and its back-up copy, and the fourth is a separate set of routines for printing graph files created by the main program.

The slip-covered manual that comes with the discs is in the new dwarf format now adopted by IBM, Microsoft, Digital Research, Ashton-Tate and others. The new standard is two-thirds of the old A4 size, loose-leafed for updating and glossily printed in two colours — ochre and black for 1-2-3. The well written documentation contains clear section headings and plenty of cross-references, diagrams and examples. Tabbed section dividers guide you through the 350-odd pages with the help of not one but three indexes, organised by command, by function and alphabetically.

For dual-floppy users installation is relatively simple, as the package is already configured for the IBM PC. The only complication is that the different screen combinations available on the PC require different drivers, but the batch routine supplied by Lotus helps you with this and automatically puts the PC-DOS system files and utilities on to the 1-2-3 system disc.

XT installation needs a little more thought, because you will want to get the Lotus files across to the hard disc. If there is a Command.Com on the Lotus system disc you must be careful not to copy it, as it will screw up your hard-disc system. You will also have to reset the default drives where 1-2-3 expects to find its system and data as the IBM hard disc is, somewhat oddly, installed as C:.

An added complication arises because Lotus Development Corporation does not want you to be able to make your own copies, and so has set up a sort of disc dongle. If the manufacturer's disc is not in drive A when you power-up, the program will bomb out. The system-reserved section of the Lotus distribution disc is larger than that created by the PC-DOS Format routine, so there is probably a small section of code there that 1-2-3 checks before it condescends to run.

Even if you are using a hard-disc machine and have copied the system files

Worksheet Range Copy Move File Print Graph Data Quit
Format, Label-Prefix, Erase, Name, Justify, Protect, Unprotect, Input

Figure 1. Secondary options for the highlighted selection are shown in the second line.

1-2-3 as a Visi clone

Users will probably approach 1-2-3 initially as a spreadsheet, and here there is an inevitable similarity to Multiplan. But there are two immediately obvious advantages over the Microsoft product. First, cells are sensibly labelled with alpha column names and numeric row names so that 1-2-3 uses B7, where Multiplan requires the long-winded R2C7. Second, the menu is not constantly on display, taking up valuable screen space when you do not need it.

High on the list of nuisance features in many early Visi clones was their reluctance to accept text. Long headings had to be entered in a series of cell-sized chunks. But 1-2-3 draws on a number of ideas that have emerged in packages like Supercalc and T/Maker, and like them handles text intelligently. Simply write a long heading into a single cell, and as long as the adjacent cells to the right are not being used to hold data or formulae the entry will be allowed to spill over.

Look-up tables and If-Then statements are supported, and cells can be protected against accidental alteration, making it possible to create robust mathematical models that can be safely turned over to other users with no computer knowledge. For the experienced user there is a keyboard macro facility, allowing commands entered at the keyboard in setting up or using a model to be stored in a text file—pre-recorded, as it were for a later playback. This is an immensely powerful feature, a development of T/Maker's Do command and Supercalc's Execute.

As a word processor 1-2-3 is less comprehensive than

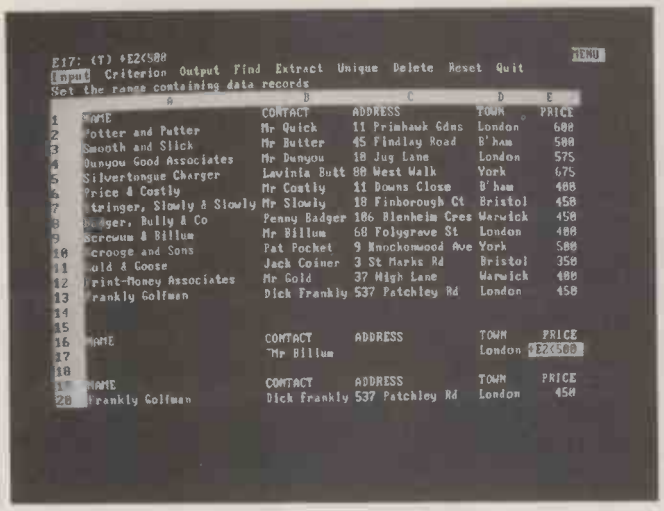


Figure 2. Selection criteria are entered in line 17.

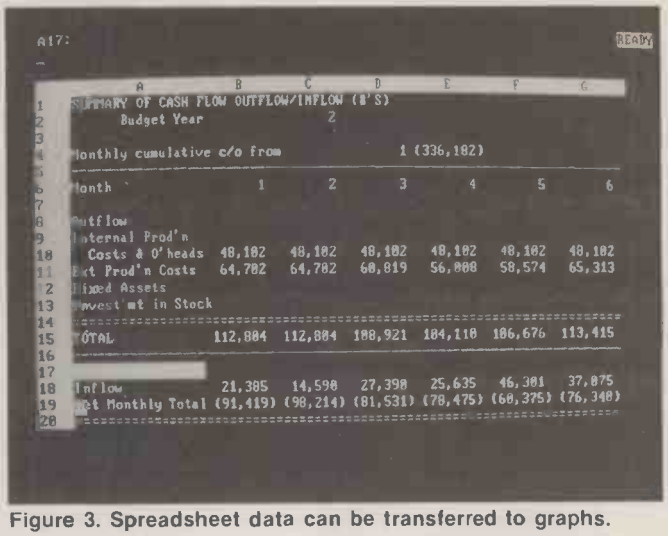


Figure 3. Spreadsheet data can be transferred to graphs.

across you will still have to fish out the 1-2-3 distribution disc every time you run the program. After a while you start to resent the unnecessary exercise and wonder if Multiplan or Supercalc would not do the job just as well. It makes less difference to dual-floppy users, except that they will be grinding their distribution disc, with only one back-up copy and no chance to make others. It is an accident waiting to happen every time the disc goes into the drive, and anathema to the well brought-up data manager.

The tutorial disc supplied claims to get you over the groundwork in about half an hour, although the full course takes many times longer to work through. It is certainly fun to play with, but real beginners are liable to find it slow going and may be none the wiser in the end. Despite the screenfuls of densely packed text, no overall picture emerges of what computerised spreadsheets are for.

Despite its claims, the tutorial is not really interactive at all: the user's path is entirely linear. Any departure from the tramlines, deliberate or accidental, is greeted by a bell-tone from the console, and the program refuses to proceed until the correct key is pressed.

A genuinely interactive program would allow you to pursue your mistakes and would have side branches to give extra attention to your weak points before steering you back into the mainstream. Something along these lines is promised for future releases, and Lotus shows some signs of working on the problem. Early versions of the tutorial did not even allow you to review the previous page, but that has now been fixed.

Unless you have a lot of time to spare it is probably best to treat the tutorial as a red herring put together in celebration of the remarkable power of 1-2-3's keyboard macros to produce automated screens. For most people, turning straight to the full system and calling up the Help pages whenever necessary should prove a much faster way of learning.

Full-screen help is never more than a couply of keystrokes away, and wherever you are in the program the in-built logic makes sure that the Help key calls up the relevant screen. From there the arrow keys can be used to move the cursor to highlighted keywords in the text that lead on to other help menus.

As you first enter 1-2-3 the screen clears and displays a copyright notice, at the same time checking the legitmacy of the system disc. Touch any key, and if all is well the inverted-video outline of the spreadsheet co-ordinates appears on the screen and you are left looking at the empty spreadsheet ready for action.

There are two cursors. A single-character flashing underline up in the top left-hand corner, above the spreadsheet proper, accepts the entry of text, data and formulae. Within the spreadsheet a column-wide inverted-video cursor is moved around in the conventional way.

The arrow keys on the PC keyboard double as a numeric keypad which proves to be a bit of a nuisance when it comes to setting up data and formulae. Text is entered directly, with no initial character necessary to define its data type. As in Supercalc, cell addresses can be read into formulae directly by moving the cursor to the appropriate cell, but 1-2-3's way of handling such matters is even easier as the

(continued on next page)

1-2-3 in brief

Application: Spreadsheet calculations in conjunction with small database management and graph construction; Ideal multi-purpose package for producing tables and graphs to accompany management reports
System: IBM PC or similar; needs minimum of 128K RAM
Price: £375
Publisher: Lotus Development Corporation, 55 Wheeler Street, Cambridge, Massachusetts 02518
U.K. Distributor: Reflex Ltd, Wellington Industrial Estate, Basingstoke Road, Reading, Berkshire, RG7 1AW

T/Maker, but it has acquired most of its other skills, such as data sorting, sophisticated data searching, consolidation across files, some text-handling routines that come close to word processing, and the statistical analysis of field contents to answer questions along the lines of "How many men over 40 are there in the Accounts Department?" These functions are extended powerfully in several directions while keeping the traditional VisiCalc cells-and-formulae approach. Like Supercalc 2, 1-2-3 allows you to calculate days between dates, or add days to dates, but goes one better in supporting three different ways of displaying the date.

There are, however, one or two annoying gaps in the lessons it has learnt from the longer-established Visiclones. For one thing, it does not have any way of using the conditional @If with string values. Supercalc 2 lets you use this mechanism to make cells appear as blank if the formulae in them have no data to work on, or to show asterisks in a column if something is true — invoice overdue, for instance — and a blank if not.

File handling is less sensible than Supercalc 2. When saving a file that already exists in the current dictionary you should have the option of turning the existing file into a .Bak file and saving the current file under the original name. 1-2-3 only gives the option of overwriting the existing file or cancelling the operation altogether.

1-2-3 also lacks the option of displaying zero values on the screen in a way that suits the user. Typically you might want zeros to appear in your layout as a pair of dashes or as a blank. Supercalc 2 at least allows you the zeros-as-blank, and in T/Maker III you can display zeros as anything you choose.

(continued from previous page)

program logic automatically senses when an address is needed. In Supercalc you have to hit the Esc key first.

1-2-3 has a neat of establishing cell ranges. Say you wanted to pigeon-hole the formula

@SUM(A4..B7)

The block of cells with A4 in the top left-hand corner and B7 in the bottom right contains an array of numbers you want to total in the formula cell. So A4..B7 is the range: you could of course enter it by hand, but the program offers a more visual way of doing it. You point the cursor at one of the corners of the block, define that point by entering a full stop, and then move it to the opposite corner.

As you move the cursor with the arrow keys you will see the area of inverted video stretch. Stop when you have covered the desired range and you will find the correct range co-ordinates entered into the formula you are assembling. Complete the formula and the cursor goes back to its normal size.

At this level 1-2-3 is a straightforward and ergonomically well designed spreadsheet package. But put a / character against the entry prompt and you get to the real power. Now the menu appears on the second and third lines of the screen, the spreadsheet cursor is frozen and a second inverted-video cursor appears, highlighting the first choice of the menu, as in figure 1.

The upper menu line displays the main options, which can be selected by moving the cursor across them. For any one option the lower menu line shows the secondary options that will be opened up by that choice. If a particular upper-line choice offers no further options a short sentence of explanation appears instead. Even without the manual or the help screen this gives the user a very good picture of where the menu is leading. If you evoke Range by hitting Return at the point shown in figure 1, it will lead to the secondary options displayed on the second line. Alternatively you can move the cursor across the main menu with the arrow keys.

Users of less carefully designed software are often discouraged from exploring tree-structured options by the difficulty of climbing back to familiar territory. But 1-2-3 has a simple rule: hit Esc at any point and you are back at the previous level.

You can also jump to an option by hitting its initial letter. This direct approach is something you tend to use more as you come to know your way around the package, until eventually you can ignore the menus and enter multiple character strings directly from the prompt line. For example, / followed immediately by FS and a file name will save the current spreadsheet straight into the data search routine. Lotus has also set up the 10-key function keypad on the left of the keyboard to generate many of the common command strings, and a plastic template is supplied to match.

A template identifies redefined keys.

Lotus calls its data handling "database management", but that is pitching it rather strong for mechanisms than can only handle a single flat file. Admittedly with some ingenious keyboard macros it ought to be possible to string commands together to do searches across files, but I cannot see the average user getting into these depths. The 256K machine I am running 1-2-3 on has room for about 1,500 of the sort of entries shown in figure 2, so files are not only flat but also relatively small.

Lines 1 to 13 of figure 2 represent a short database of entirely fictional solicitors, listed against their far from fictional charges for the elementary business of conveyancing. The screen shows me looking through my database to find the entry or entries that match a particular criterion. I have already used the menu at the top of the screen to define the criterion range as lines 16 and 17. Line 16 duplicates the fields of the database proper so that 1-2-3 can understand the criteria I set out in line 17.

You can see from the criterion range that what I am looking for is a solicitor in London. Students of formal logic will recognise the ~ symbol in front of Mr Billum as meaning "but please not Mr Billum". The last column is less obvious: it means "and where the fees are less than £500"; unfortunately the 1-2-3 expression evaluator needs the rather artificial cell name to stand for price.

I can use the Find option at the top of the screen to show me the results of my search by moving the cursor into the database or, as here, get 1-2-3 to deliver the answer to a chosen output field in lines 19 and 20 by calling up the Extract option. The expression

+E2<0500

is hardly a user-friendly requirement, and another awkwardness is the need to be precise about upper and lower case. If you are looking for MR Costly then "Mr Costly" will not find him. The most serious problem is the way 1-2-3 handles space characters. As it stands at the moment the address field in the criterion range is empty, meaning any address will fit. If a space were allowed to intrude into this field the criterion range would look exactly the same, but I would never find Dick Frankly because his address is not a single space.

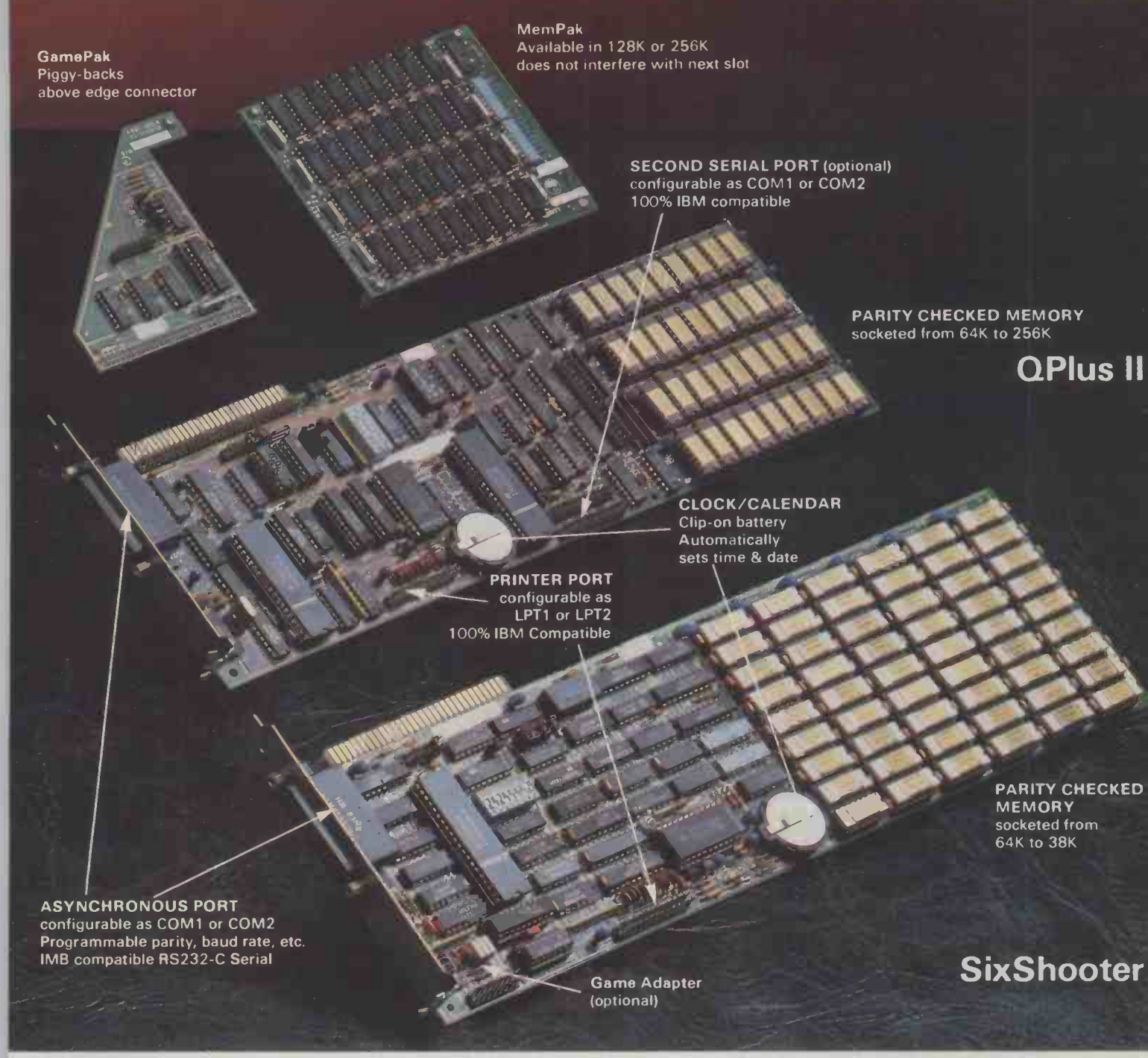
If you have ever had to plot complex graphs by hand or, worse still, write a Basic program to do it, a feature of 1-2-3 you will certainly appreciate is its ability to generate graphs from data in the spreadsheet. A colour monitor and the IBM colour-graphics card are necessary if you want to see four-colour graphs while the spreadsheet is displayed on the mono monitor, but even without this hardware you can still get good value from the standard IBM printer.

The spreadsheet in figure 3 shows the projected cash flow of a fictional firm. Menu selection lets you set up ranges of figures to plot in much the same way that input, output and criterion ranges were defined in the Data Query part of 1-2-3. You can also select the type of graph: you can choose from bar graphs, line graphs, x-y graphs, stacked bar or pie charts.

Units are included in the graph automatically, and there is a comprehensive set of tools to add legends, titles and identifiers for the axes. Disappointingly they are only handled semi-intelligently and it is easy to generate a graph that looks a complete mess because text strings are too long or axes too short. So although you can do all your graph work with nothing more than a printer it is a good idea to have a graphics monitor for checking before you print.

Conclusions

- **1-2-3 is a heavily marketed package. Lotus has already spent millions of dollars selling it and is currently going back to the U.S. stock market to raise $47 million to sell it some more. This is very serious software.**
- **It is also very good, which makes omissions and shortcomings like the limited database handling that much more regrettable. Software that does everything is not yet with us, but 1-2-3 is an impressive pathfinder.**
- **So far 1-2-3 only runs on the IBM PC and its close clones like the Compaq. If your machine is a look-alike then check carefully before you buy: there is no guarantee it will be able to cope with 1-2-3's hardware calls or respond correctly to its code protection. 1-2-3 software is promised soon for Wang and other machines, so it might be worth waiting.**
- **Also promised is a U.K. version. The manual has already been modified slightly for the U.K. market, but when you buy your copy check that you can substitute £ signs for dollar signs.**
- **The software protection with the disc dongle may go some little way to helping the investors recoup their massive stake in the product, but is a classic pain in the neck for the legitimate user. Complain to your dealer about it.**



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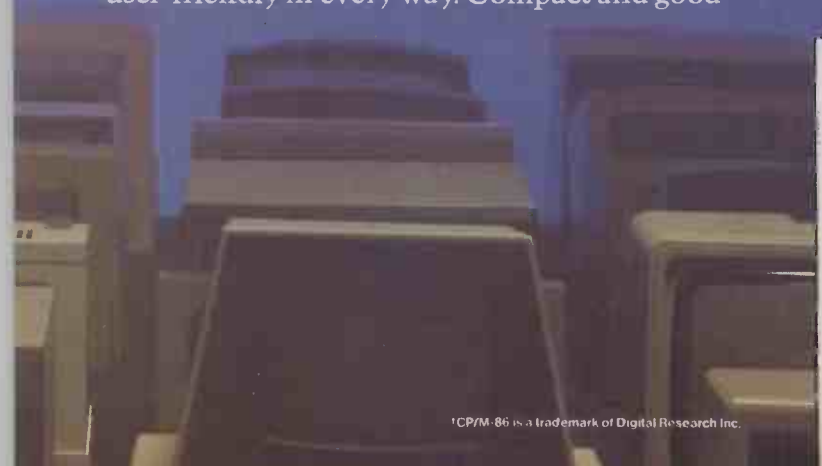

†CP/M-86 is a trademark of Digital Research Inc.

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PC/1/84

ARGUS PRO-PERSONAL COMPUTER

75

ACT APRICOT

This good-looking not-quite-portable may be just the thing for newcomers to serious computing. Ian Stobie investigates.

ACT'S APRICOT is being launched with a great deal of hullabaloo, at least some of it deserved. It is one of the first mass-market computers to use the fully 16-bit Intel 8086 processor, and comes with 256K or RAM, one or two Sony 3.5in. micro-floppy disc drives and is at least semi-portable. At £1,890 for a twin-drive machine and just under £1,500 for the single-drive version, on the face of it the Apricot represents very good value for money.

ACT has designed the Apricot to be closely software compatible with the Sirius, the machine which the company imports from the United States. The Scottish-built Apricot is also quite close to the IBM PC in software terms, and software houses should have little trouble in converting

commercial packages to run on the new machine.

The review system came provided with MS-DOS 2.0, Microsoft Basic, Supercalc and numerous utility programs. Users will get all these included in the price, along with several other software products which were not available to review.

Compared to most 16-bit desk-top computers the Apricot is very compact and stylish. The main box, which includes the disc drives, is only 16.5in. wide and 12.5in. deep. It weighs 14.2lb. and is designed to pack up neatly for carrying. The disc-drive openings can be protected by pulling down a plastic flap and a carrying handle is provided.

Limited storage

At present the disc options on the Apricot are rather limited, two single-sided Sony drives with a formatted capacity of 315K each being the current limit. Double-sided drives are promised, along with hard discs, which would fit in the case in place of one of the Sony micro-drives.

How far the Apricot is a British machine is a moot point because in addition to the disc-drive mechanics, the main board and CRT are made in Japan. The main board is populated with chips in Singapore and the keyboard is American. The mouldings, chassis, and cabling are British, and assembly and final testing are done at Glenrothes.

The display unit is only as large as it has to be to accommodate the CRT, which measures 9in. diagonally. You can tilt and swivel the display on its pedestal, and a wide groove for it runs along the top of the main box. Although the screen is small compared to those on most desk-top machines it does not appear cramped or difficult to read. Indeed the 25-line by 80-character display has very good definition, and boasts 400-by-800 dot resolution for graphics work, matching the Sirius. Like the Sirius the Apricot screen has a fine, black nylon mesh positioned in front of the glass to cut out reflections.

The display unit weighs only 9.1lb. and has a recessed handle for easy carrying. My only objection to the display is the colour of the P-39 screen phosphor, which is a very bright green. Screen colour is very much a matter of personal taste, but I have a strong preference for amber, or even white, over green. ACT is not offering a choice at the moment.

The keyboard is attached to the main box by a long coiled cable, providing a two-way serial link to carry the information displayed on the small microscreen built in above the keys. The key layout is standard QWERTY, without IBM's irritating Backslash key where you expect the left Shift, and with the four cursor-control keys arranged in a sensible configuration. There is a separate numeric keypad.

The keyboard has a good, if slightly spongy, typing feel. An audible blip from the Apricot's built-in speaker can be turned down or right off if you prefer. The microscreen is a very clear two-line by 40-character liquid-crystal display which normally shows the date and time when you switch on the machine.

Underneath the screen itself are six touch-sensitive grey pads which can be used as program-definable function keys. One way of using the microscreen is to provide labels for these function keys — as for instance the ACT supplied version of WordStar does. One of the big advantages of this approach over plastic keyboard overlays is that the same six keys can be continually redefined and relabelled by the program as the functions required change.

There are also eight preset function keys, labelled Help, Undo, Repeat, Calc, Print, Interrupt, Menu and Finish. What happens when you hit one of them varies depending on the program you are running. Print will normally give you an exact screen dump if you have a suitable printer connected. Calc lets you perform a calculation using the numeric keypad and display the result on the microscreen independently of anything going on the main screen. Even better, you can send it to the current cursor position on the main screen, which is useful for things like totting up columns of figures when word processing.

The microscreen can be used to echo the last line of the display so if you wanted to use the Apricot as a portable you could take the main box and keyboard away with you. But for practical work you really need a proper screen too, which involves both

(continued on next page)

The keyboard clips under the main unit — but the display must be carried separately.

Specification

CPU: Intel 8086 16-bit processor
RAM: 256K, expandable to 768K
Portability: main unit with keyboard attached for carrying weighs 17.5lb., screen weighs 9.1lb; mains powered
Size on desk top: 16.5in. wide by 12.5in. high by 12.5in. deep, ignoring keyboard
Display: 9in. diagonal 25-line by 80-character CRT with 800-by-400 dot high-resolution graphics capacity; characters are formed on 10-by-16 dot matrix
Keyboard: detached QWERTY-layout keyboard with numeric keypad, preset function keys, and six programmable touch-sensitive function keys; keyboard has two-line by 40-character liquid-crystal display which can be used to label function keys or show other messages; keyboard also has connector for forthcoming mouse
Interfaces: one RS-232C communications interface, one Centronics-type printer interface
Discs: one or two 3.5in. micro-floppy drives for Sony discs; formatted capacity 315K per drive; promised disc options include double-sided micro-floppy and 5Mbyte and 10Mbyte Winchester hard discs
Software included in price: MS-DOS 2.0, MS-Basic, from Microsoft; CP/M-86, Concurrent CP/M-86 and Personal Basic from Digital Research; Supercalc 1 spreadsheet, Superplanner diary / scheduler, and various utilities including GSX graphics
Other software: system software includes DR compiled Basic, UCSD p-System, Pascal, Fortran, C, Cobol and BOS operating system
Hardware options: Intel 8087 maths co-processor, on-board modem with auto-dialler
Manufacturer: Applied Computer Techniques at Glenrothes, Scotland
U.K. prices: £1,890 for 256K system comprising screen, keyboard and twin disc drives; single-drive version costs £1,495

APRICOT

(continued from previous page)

hands and is fun only as far as a nearby car. You might keep a second display unit at your destination, but that would cost on extra £195. Yet ACT was probably right to conclude that having a system which is easy to use is more valuable to potential users one that is easy it is to carry.

When you turn the Apricot on and insert a disc the system boots up MS-DOS and then goes straight into an application program loaded from the disc. There is no need to type in the date and time when you turn the system on as the operating system takes the time and date from the Apricot's built-in battery-powered clock. Apricot's version of MS-DOS 2.0 takes up a great deal of space since as many features as possible have been made software redefinable, including the screen-display character set, the ASCII codes assigned to each key and the function-key definitions. As a result only 128K is free to the user's applications on the standard 256K machine.

Menu Manager

ACT provides the Apricot with a Manager program to shield more timid users even from MS-DOS. It lets you generate MS-DOS commands simply by choosing from menus of names which come up as soon as you boot the system. The menus can be set up by the dealer or software supplier to include the names of programs which you might wish to run.

Menus are displayed in a particularly effective way: you choose by flicking the cursor through a ladder of up to 30 names with the cursor-control keys. A brief explanation of each option is displayed on the screen as you move through the ladder. Pressing the Help key produces a fuller explanation, and to select your choice you use one of the touch-sensitive function keys. Common housekeeping tasks like copying discs can be done without going into MS-DOS by choosing the appropriate menu options. If you choose a task which is not on the discs currently in the drives Manager tells you to insert the proper disc.

Use of the 8086 processor does not seem to have produced any startling gains in terms of speed, at least when running Basic programs. Running standard Benchmark routines on the Apricot revealed it as no faster than 8088-based machines like the Sirius and IBM PC. There is room on the main board for the optional 8087 maths co-processor, which should speed up Basic programs that are particularly heavy on computations.

The discs appeared rather slow, though they are no slower than other Sony drives and faster than most standard 5.25in. floppies at actually transferring information. However, I was using rather full discs as I did not have a spare box of micro-floppies to hand. The ACT approach of doing things in software whenever possible means that loading programs takes longer if alternate character sets, microscreen labels and so on are required by the application. Programs which do not need to use alternate character sets or high-resolution graphics can reconfigure 40K of MS-DOS's 128K as an extra disc-cacheing area to increase speed substantially.

ACT has been very successful at selling the U.S.-made Sirius in Britain, and a correspondingly large range of software has grown up for the machine. Practically all these programs are likely to be available for the Apricot since ACT has gone out of its way to preserve compatibility. Most

Pulsar software is being converted for use on the Apricot. The Apricot version of WordStar, for example, is well documented and makes full use of the machine's function keys and microscreen.

A lot of software is included in the price of the Apricot. Most of it is systems software, including Digital Research's CP/M-86, Concurrent CP/M-86 and Personal Basic. They are not actually delivered with the system, but you get a voucher which you return to your dealer to get your free copies. Other vouchers offer discounts on the UCSD p-System and MPSL's Cobol oriented BOS operating system. Such a good choice of operating systems should give users access to a very wide range of application software. Digital Research's GSX graphics kernel is supplied on disc.

ACT seems to be trying to move the Sirius up-market while the Apricot is being promoted as the entry-level machine for the first-time office or professional user. Its documentation is generally excellent for the intended users. Most manuals are well illustrated and have indexes, and glossaries if necessary. A full technical manual is also on the way. Any user who runs into problems normally looks to the dealer for help, and here ACT has the advantage of an established dealer network.

Benchmarks

The ACT Apricot performs almost identically to the IBM PC, which is by no means the fastest machine we have tested but a good enough standard to aim for. The table shows the time in seconds to run eight standard Benchmark routines. They test out various typical tasks, each routine repeating an appropriate set of Basic statements 1,000 times. We were using Microsoft Basic version 5.28 running under MS-DOS 2.0, supplied with the Apricot.

	BM1	BM2	BM3	BM4	BM5	BM6	BM7	BM8	Av
HP Series 200 Model 16 — 68000	0.2	0.6	1.4	1.6	1.7	2.8	4.3	15	3.4
Orion — 8086	0.6	2.1	4.8	4.9	5.8	10.5	16.7	13	7.3
ACT Apricot — 8086	1.5	4.8	10.4	10.8	12.2	22.8	35.5	34	16.5
IBM PC — 8088	1.2	4.8	11.7	12.2	13.4	23.3	37.4	30	16.9

Conclusions

- **The Apricot is well made, compact and stylish. It is good value, considering the specification and the software included in the price.**
- **Its similarity to the Sirius will give users a wide range of existing software to chose from. The choice is further extended by the three standard operating systems included in the price, and the availability of other operating systems at reduced price.**
- **The Sony discs are tougher and more compact than conventional 5.25in. floppies; at the moment the Apricot lacks higher-capacity disc options, which rules it out for some applications.**
- **The two-line by 40-character LCD microscreen on the keyboard is quite handy, though not a world-shattering breakthrough.**
- **The Apricot is not really portable unless you buy a second monitor: you cannot do without a decent-sized screen for practical use. With keyboard clipped to main box in one hand and screen in the other, the Apricot is easily transportable only as far as a nearby car park.**
- **The Apricot does not boast spectacular performance, but it equals the IBM PC and the Sirius at standard Benchmarks tests, which should be good enough for most people.**
- **The excellent documentation and straightforward Manager system show that care has been taken to make the machine suitable for first-time users.**
- **ACT's dealer network is well established and is familiar with the similar Sirius system; it should be able to offer the user adequate support.**
- **All computers are probably more confusing at first than people bombarded with advertising now imagine, but the Apricot is not a bad choice for business or professional people coming to serious computing for the first time.**

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Mass storage

Glyn Moody assesses the 1 Gbyte laser discs just announced by Shugart.

AS YOUR FLOPPY slowly disgorges itself into RAM, or has filled up yet again, have you ever longed for something a little faster and roomier? Shugart, the firm that brought you the 5.25in. floppy drive you know and love, has now produced Optimem 1000, an unsealed disc unit storing one gigabyte, 1,000Mbyte, with an average access time of 100ms. and a transfer rate of five Mbits per second. The cost is a mere £5,000 for the unit and £200 for each disc.

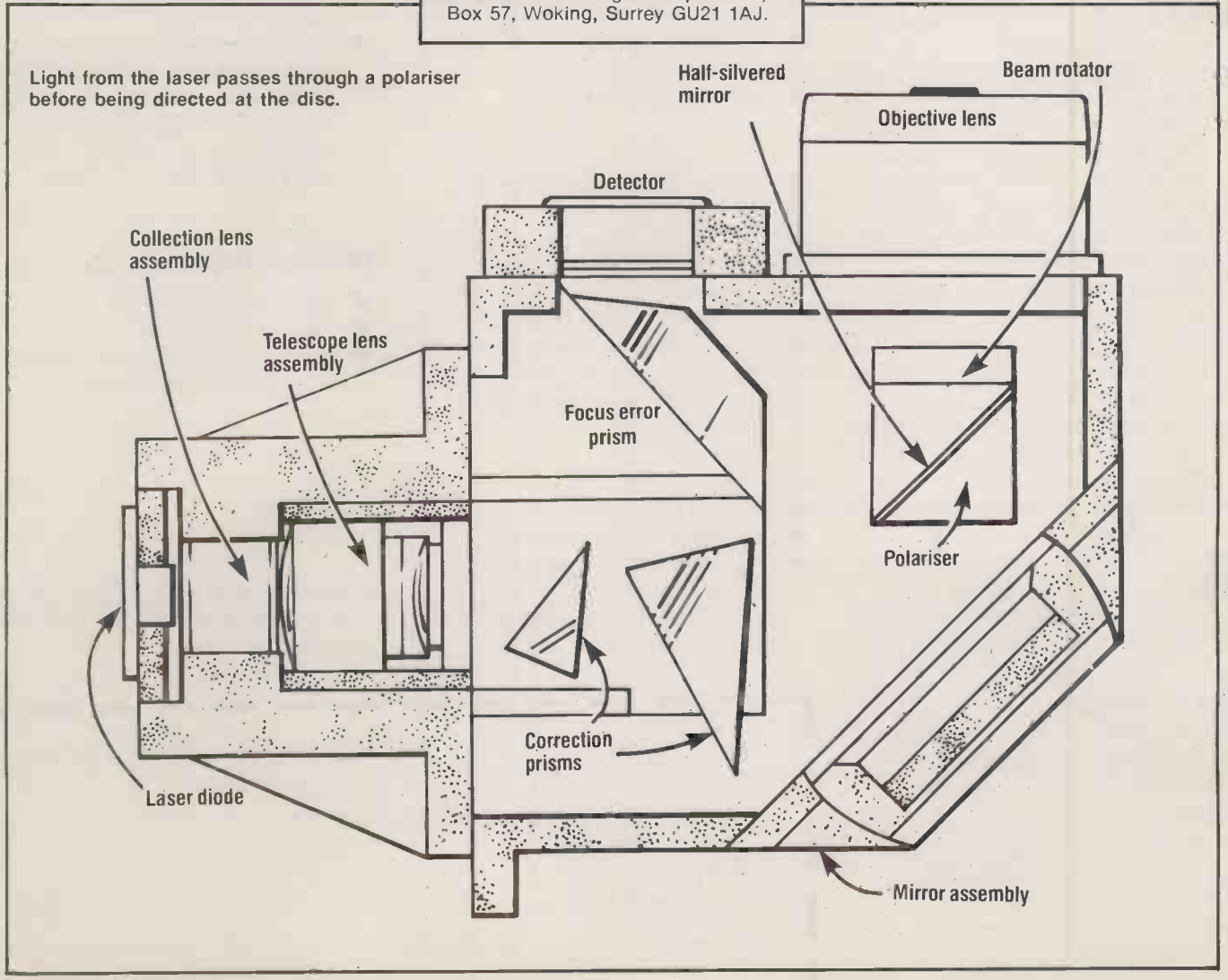
These apparently fabulous figures are the result of extending laser video-disc technology to include a read/write capability. Gone are the days when high storage and retrieval rates meant extreme user environments. The double-sided disc is encased in a clear plastic shell about 2.5mm. thick and can be handled and inserted without abnormal precautions. It is claimed that no regular maintenance is required and that the mean time before failure is 5,000 operating hours under typical use. The complete unit is only 7in. high, 19in. wide and 24in. deep, and requires less than 230 watts in operation.

The basis of operation is simple. Light from a laser diode is formed into a parallel beam, then polarised. Before the light is focussed on the disc its plane of polarisation is rotated through 90°. In write mode, the light is intense enough to burn away a thin layer of polymer and leave a small pit in the metal layer. For reading, the light intensity is lower so that it merely bounces off the reflective pit, back through the polariser. The reflected beam's polarisation is turned through a further 90° so that it is completely out of phase with the original beam. The half-mirror in the polariser deflects it on to the photo-detector to produce a Winchester-like output.

As the disc is spinning round at over 1,100rpm, the beam is kept focussed on the series of pits by tracking pre-grooved optical tracers. The data tracks are only the width of the circular pits, typically one micron, so 40,000 tracks can be accommodated on the 12in. disc. The

Specification

Capacity: 1Gbyte per disc, 25K per track, 1,024 bytes per sector, all formatted and controlled; 25 sectors per track
Access time: 1ms. track to track, 100ms. average, 200ms. maximum
Rotational speed: 1,122rpm
Recording density: 14,500 bits per inch
Track density: 14,500 tracks per inch
Dimensions: 177mm. × 477mm. × 610mm.
Weight: 22.7kg.
U.K. distributor: Shugart Corporation, PO Box 57, Woking, Surrey GU21 1AJ.



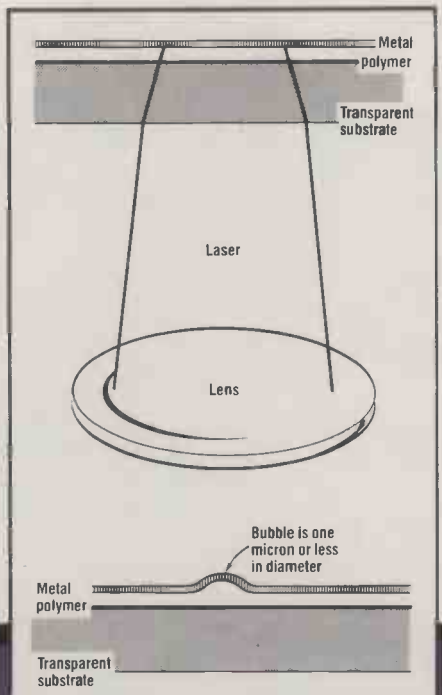
sees the light

radial track density of 14,500 per inch is matched by the number of bits per inch along the data track. Each track is divided up into 25 sectors. Clearly, the real advance of the Optimem lies in its storage density. And compared with magnetic media, the optical disc is much more durable so data is correspondingly safer from accidental loss as a result of physical damage or demagnetisation.

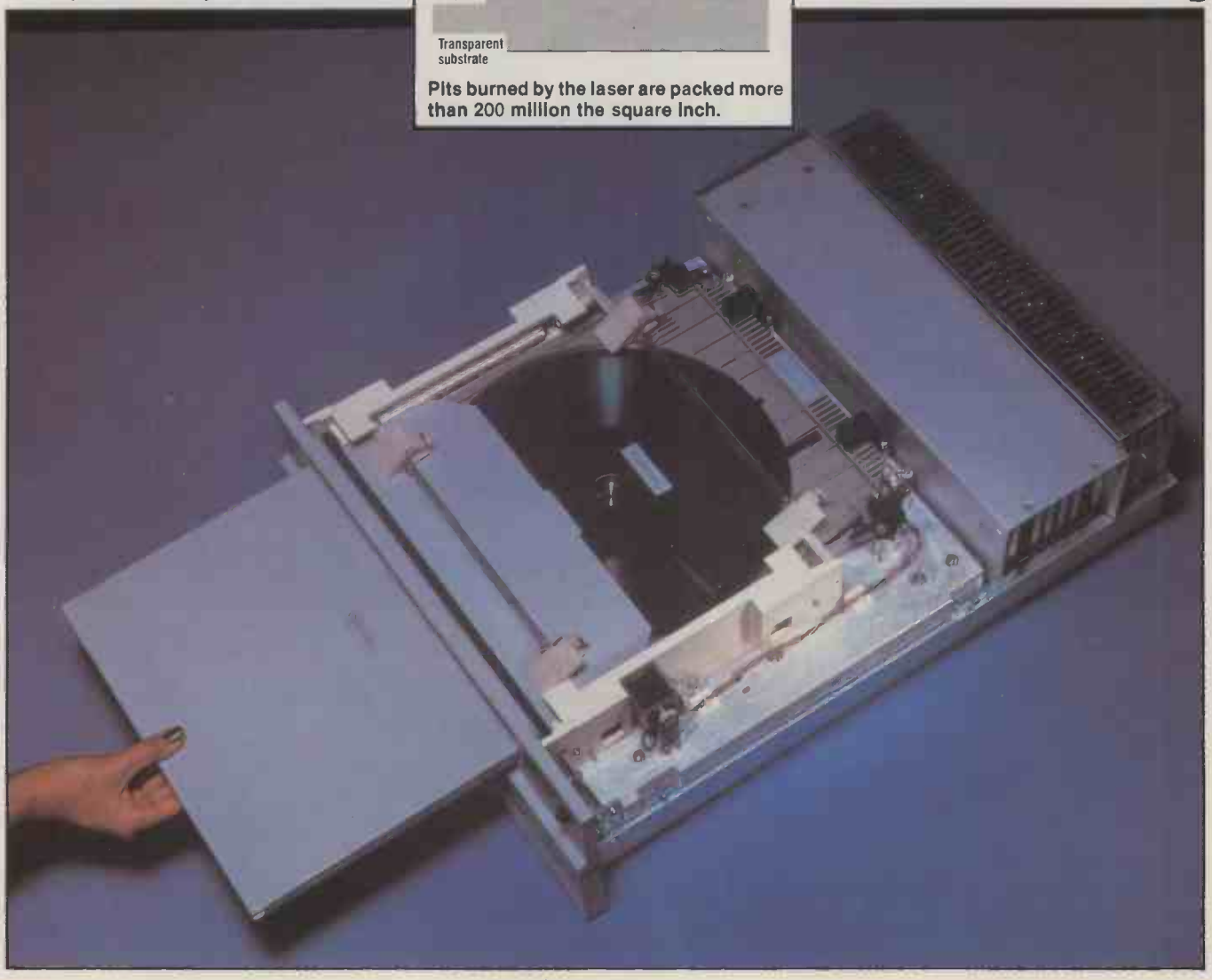
The advent of such high-density storage could well signal changes in the way and reasons information is stored. Apart from obvious applications like standard Winchester back-up and its use in large reference databases, there is the possibility of using the disc as a centralised back-up resource. As part of a networked system it could routinely be linked to local terminals at regular intervals — say, at the end of each day — and store selected programs for reference. If each program stored in local memory were suitably coded with name, date and time the latest version could be filed as a permanent record.

It may even be possible to transfer printed documents straight into memory via OCR units, saving hours of input time. Even using the less efficient direct line scanning and bitwise saving 20,000 to 30,000 pages could be saved on a 1Gbyte disc.

Shugart is currently working on discs with up to 3Gbyte capacity. Competitors, such as Philips, Storage Technology and Hitachi are also active in this field of very high-density media at relatively low cost. One problem with the present system is its lack of an erase facility, but with the possibility of discs holding one terabyte or 1,000,000Mbytes in the not too distant future, erasure could become a largely irrelevant facility. Mass storage space would then be so cheap that recording afresh and forgetting about the old data would be far more economical.



Pits burned by the laser are packed more than 200 million the square inch.



COMMODORE SX-64

Paul Bond dons his smart suit to try out the "executive" version of the 64, complete with built-in disc and colour monitor.

WHEN THE UGLY DUCKLING turned into a swan, he found it hard to believe. While owners of the Commodore 64 will tell you of its many advantages, they would find it hard to recognise in its executive incarnation.

The Commodore SX-64 Executive Computer is, at first glance, what many people refer to as a "sexy machine". For around £900, including VAT, you get a disc drive and miniature colour monitor as well as the basic computer. All this comes in a steel-grey plastic casing approximately 16 inches deep by 14 inches wide by four inches high, carried by a ratchet handle which doubles as a screen support. In appearance it is quite a different animal from its muddy-brown relation.

An executive implementation of the Commodore 64 makes sense. After nearly a year on the market, the providers of entertainment software still seem bemused by a positive Mersey Tunnel of memory capacity — compared, that is, to the confines of 3K, 8K and 16K RAM packs. And not many home computers have the kind of graphics capacity possessed by the 64. It has taken a leaf from the Atari book in providing sprites, which enable the movement of high-resolution designs about the screen to take place with a smoothness otherwise only available to machine-code programmers.

The machine has a range of 16 colours, and there are two character sets. The extra character set is potentially as useful to someone trying to present a graphic solution to a mathematical problem or a dynamic presentation of last year's sales figures as to those brave souls who dedicate so much of their free time with their microcomputer to fighting off inexorable waves of hostile alien beings.

Of the 64K on-board memory 38K is available for Basic programming. That

Two A/D interfaces, a printer connector and the DIN audio/video connectors are on the back, along with the power On/Off switch.

leaves plenty of room for grown-up software such as a good word processor plus a dictionary for spelling checking.

Handy though the Commodore 64 is in comparison to its ancestor, the Vic-20, no thrusting young executive wants to have to fiddle about with connecting up leads, disc drives and monitors. So here it all is in one streamlined package.

On the back of the SX-64 is an On/Off switch, two DIN plugs, two A/D interfaces and an edge connector for the printer. On top of the machine there is a hatch covering a ROM cartridge interface. The front of the machine — revealed, Osborne-style, by removing a lid which doubles as a keyboard — features the built-in 5in. colour monitor. It accommodates a standard 40-character display, although it is possible to handle 240-character lines by using the screen as a window. The primary screen display is the same pale-grey on pale-blue familiar to users of the domestic machine. A single 174K, 5.25in. floppy-disc drive is built-in, and there is a second disc-drive sized hole coyly labelled "storage".

Video controls

Five output controls are mounted on the front panel, protected by a hinged flap. They control volume, contrast, colour, brightness and vertical hold. Two additional fine-tuning screwdriver-operated controls are provided, labelled sub-contrast and sub-brightness. A reset switch is included between colour and vertical hold controls.

A short 25-pin lead connects the keyboard to the underside of the micro. The 67 keys, including four function keys, are closer together and less heavily raked than on the Commodore 64. The key-tops are white with black lettering and are easily legible. There is no light to indicate that the machine is switched on, but this is hardly necessary with an integral VDU.

A good range of software is already available for the SX-64, as it runs discs written for the Commodore 64. Cassettes are another matter, though, as the Commodore dedicated cassette-recorder does not interface with it. It seems a strange omission, as much useful software like Computer Software Associates' Practicalc 64 is available cheaply on tape.

Another serious quibble concerns the SX-64's built-in colour monitor, which seems an odd choice for what is primarily a business micro. On software which allows you to change the colour displayed I found plain old white on black the most comfortable for any serious programming, figure work or word processing. If you insist on colour, the Commodore's habitual pale grey and blue appear to be a good bet, but most of the more garish combinations seem set to destroy your eyesight.

The SX-64 is not a games machine, but should you wish to indulge yourself it can be output to a larger monitor. The lack of a cassette interface militates against using it for games: it would, after all, be rather naughty to spend vast sums of company money buying software on disc.

Specification

CPU: 6510
Memory: 64K expandable to 256K on main board
Standard interfaces: two games ports, one cartridge slot, IEEE serial port, user port, audio/video connector
Discs: single Commodore 1541 5.25in. floppy drive built-in, capacity 174K
Portability: mains-powered or separate battery supply
Dimensions:
406mm. x 356mm. x 100mm.
Weight: 10.5kg. (23lb) approx.
DISPLAY
Type: 6in. colour, built-in
Text: 40 columns by 25 lines
Graphics: 320 by 200 pixels
KEYBOARD
Type: detached; clips on to front of main unit for transport
Keys: QWERTY plus four function keys; 67 keys in all

The SX-64 packs up into a readily transportable 23lb. one-piece unit.

Conclusions

- **The SX-64 is a serious rival to other portables, especially if you are sold on its colour facilities.**
- **The quantity of practical applications software already available for it on disc makes it a viable machine.**
- **However, the 5in. colour screen is really too small to be used for a long time, although it is useful to have it there if people persist in walking off with your full-size monitor.**
- **It is a serious inconvenience that no cassette interface is available, since the difference in price between discs and cassettes can be a crucial factor for a company introducing computer applications on a limited budget.**

Benchmarks

In the speed stakes, the portable Commodore 64 falls neatly between the far more expensive business transportables, like the Apricot, and slower lap computers.

Machine and CPU	BM1	BM2	BM3	BM4	BM5	BM6	BM7	BM8	Av.
ACT Apricot—8086	1.5	4.8	10.4	10.8	12.2	22.8	35.5	34.0	16.5
Commodore 64—6510	1.4	10.5	19.2	20.0	21.0	32.2	51.6	116.0	34.0
Epson HX-20—6301 CMOS	2.6	15.2	33.4	33.2	35.2	59.6	101.0	132.0	51.5
Tandy Model 100—80C85 CMOS	4.8	10.1	26.7	29.7	31.4	47.5	63.6	323.0	67.1

Which OS for 16 bits?

Chris Bidmead arbitrates on the competing claims of Digital Research's Concurrent CP/M and Microsoft's MS-DOS 2.

"THEY CAN'T hit MS-DOS, it's a moving target," said a friend in the operating-system industry when I told him of my intention to continue my personal supervision of the battle of the micro giants by running Concurrent CP/M side by side with MS-DOS 2. "They", of course is Digital Research.

My friend intended to convey that Microsoft's MS-DOS operating system is a rapidly improving product with an enviable position in the market place. But I was struck by the martial metaphor. Increasingly, the important question of where we are going with this extraordinary technology — child of electronics and pure logic, and undoubtedly father of our future — is expressed in terms of warfare.

Draw back from the global implications of this accident of semantics to consider the nearer issue of how we are going to organise our software on this and the next generation of personal computers. To represent the hardware I chose the IBM XT, the hard-disc version of the ubiquitous IBM PC. I partitioned the disc so that it could share two operating systems: MS-DOS 2, now well established, and the special version of Concurrent CP/M that had just arrived that week hot off the plane from the States.

MS-DOS 2 incorporates several improvements over MS-DOS 1, which in fact was a rapidly bought-in product Microsoft was using as a place marker to fill its contract with IBM. The advance on the somewhat ragged early version is considerable, but the features have been well rehearsed before in these pages, so I will do no more than highlight the points that stuck me as noteworthy:

- Multiple fixed disc support with multiple operating system partitioning.
- Formatting diskettes at nine sectors per track rather than eight adds about 40K to the floppy drive.
- Multiple disc buffers.
- Treed directories.
- The ability to name discs at format time.
- Function-key programming and screen control by sending a simple Escape sequence to the console.
- Reassignment of drive names with the Assign command in order to fool application programs that inflexibly insist they find their files on drives A: and B:.
- Spooled printing.
- Improved Edlin, with line copy, line move and merge with another file.
- New I/O devices can be installed relatively easily, and are structured in a way that makes it possible to queue I/O requests to allow, for example, printers to work while other processing continues.
- Piping is allowed, in a subset of the comparable Unix feature. For example, with a utility called Sort, which is also new to MS-DOS 2, you can arrange your directory in alphabetical order before displaying it on the screen. The command is represented by the vertical bar character, and the whole command line to sort the directory and redirect the output to a file called Dir.Txt is simply:

DIR|SORT>DIR.TXT

MS-DOS's verbose error messages are often cited as an example of the tremendous improvement over CP/M, but very often they are too global to be helpful. When erasing a directory, for example, the command RD, to remove the directory, might be greeted with:

Invalid path, not directory, or directory not empty

It would be useful to know which, particularly as during testing it seemed at one stage as if directories removed with RD mysteriously reappeared.

In fact they had not. The confusion arose because MS-DOS 2 allows you to create identical-looking directories in different parts of the disc, and at this stage I had not discovered the Tree command. Tree gives you a quick listing to the screen or printer of all your directories, showing the nesting structure.

Something that many users may come to regard as essential on a hard-disc system, and conspicuously lacking from MS-DOS 2, is an equivalent of the CP/M-86 command Eraq. Test files, temporary files and old data files that have been backed up to disc long ago all tend to accumulate, until one day your multi-megabyte hard disc comes up with the message you never thought to see: "Disc Full".

Now is the time for a mass purge. But in the absence of Eraq, MS-DOS 2's Erase or Del — which are synonyms for the same command, though perversely Era is not understood — gives you a stark choice. You can erase all the files, single files, or all of a family of files that fits a common

Figure 1. An intermediate partition of zero size.

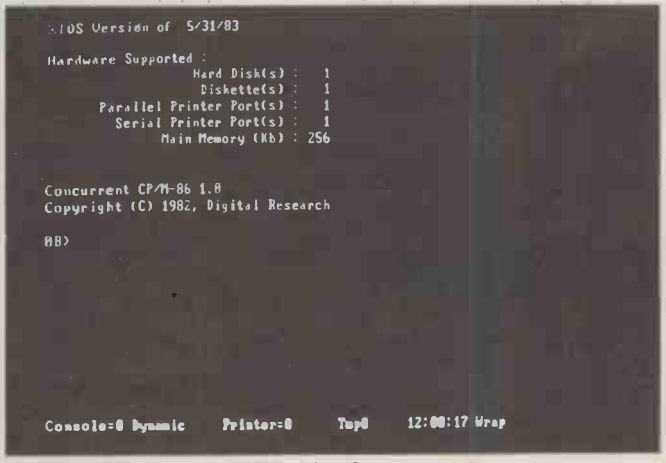


Figure 2. Concurrent CP/M at last!

search mask. In the last option

SALES??.D*

is matched by

SALES83.DAT

or

SALESLG.DUP

and so on.

There are some nice embellishments to Dir. The normal command produces a directory listing with one entry per line, like CP/M 1.4. The difference is that handy data is included on the line about file size, in exact bytes, with the date and time the file was last written to. With a longish directory you will lose entries off the top of the screen, so MS-DOS provides a /P option, which pages the listing.

The single-line-per-entry default can be overriden with the /W perameter which creates a wide listing in CP/M-80 style. The usual wild-card conventions are observed, except that typing

dir .<ext>

assumes *.<ext> just as

dir <filename>

assumes <filename>.*. To look at files without extents — directory files, for example — you have to type the dot.

In order to boot from the hard disc you have to unlatch the floppy drive, otherwise the disc in there will be taken as the boot disc. It seems to me perverse that the floppy, which is purely secondary mass storage, should be given priority by being called drive A:. Concurrent CP/M on the IBM does the same thing.

One unfortunate consequence of this impinges on WTDaTim, the routine that asks you for the date and time. It turns out that you cannot use it as documented in the Autoexec.Bat file when booting off the hard disc because the file insists on looking on the A drive, which you have had to unlatch in order to come up on the hard disc. I have always failed to understand why a microcomputer costing £6,000 should ask you the time, when Oxford Street is full of digital watches that will provide the same information for a couple of quid. However, that is a criticism of IBM, not the operating-system vendors.

A nice idea that Microsoft has imported from Unix, the inspiration behind MS-DOS 2, is a system configuration file called

(continued on next page)

Directory handling

A hard disc is a fine asset, but there has to be some way of keeping your files separate from each other. You probably have a number of different applications, each comprising a set of program files. For example, WordStar consists of a loader usually called WS.COM, two overlay files, and perhaps Mailmerge. The program code of dBase II likewise is made up of three files or more in older versions.

If you are running five applications off the same hard disc, all in a single directory, these program files will be jumbled together, and any data files you create will be mixed in too. The names of some of these files may even conflict. Under CP/M of all flavours since release 2 of the eight-bit version back in 1980, drives are divisible into user areas. But in the earlier 1.25 versions of MS-DOS, still supplied on some makes of machine, there is no way of doing anything equivalent. Version 2.0 MS-DOS has a Unix-like treed directory system, something arguably better than CP/M.

For a simple picture of the difference between the directory structures imagine the hard disc as an apartment block. Under CP/M each of the separate user areas is a different floor. Each floor is equivalent to a separate directory capable of running its own set of files without interference from any of the other directories. Additionally, it is traditional on hard-disc CP/M machines to divide the single physical hard disc into two logical drives — or sometimes three — which you can think of as a partition running up through the middle of the block of flats. CP/M allows 15 user areas, so a typical hard-disc system will have 32 separate "apartments" on line, not including the floppy discs used mostly to shift software into and out of the system.

Single-tasking operating systems only allow you to be in one directory at a time. To go to another directory you have to leave the apartment, close the front door, get in the elevator... well, you get the idea. Concurrent CP/M brings a new dimension into all this by letting you occupy several apartments at the same time — up to four on the IBM PC. To extend the analogy to breaking point, you can be having a bath in one apartment, eating dinner in another, doing press-ups in a third and sleeping or whatever in a fourth.

Now rip out all the innards of the block, leaving only the shell. That's MS-DOS 1, where you have no alternative but to let all your files rub up against each other. Theoretically this "long hut" philosophy of file cohabitation can be ameliorated by providing a logical division of the hard disc into two separate drives, but on hard-disc MS-DOS 1 machines I have lived with this has not been done.

If you now fill the empty shell of the imaginary apartment block with a series of different balloons, allowing any balloon to contain any number of other balloons you arrive at something resembling MS-DOS 2. The balloons are directory areas, and can be regarded as autonomous in much the same way as the user areas under CP/M. In addition, you can create a Path, which is a connection from any one of the balloons to any one other, so any time you are in balloon 1 you can call on files in balloon 2.

But there are a couple of catches. Firstly, you would imagine you could make the path between a pair of MS-DOS 2 directory areas a permanent feature. But you can't: you have to set up the connections dynamically each time you power-up the operating system. Batch files make it possible to do this automatically, so in practice not a lot of harm is done, but the concept is still a little clumsy.

More importantly Path has first-strike but not second-strike capability. That is to say, calls down the path to a second directory only apply to the file directly called. Overlays evoked secondarily by the called file cannot find the path. Thus if you are in a directory called WSSys to which you have built a path with the instruction

Path ...

the command WS will evoke WordStar's main file correctly. But that file in turn will be unable to find the overlay files WSovly1.Ovr and WSMsgs.Ovr, and WordStar will fail to work correctly. For a great many applications packages that use more than a single file, like Supercalc, WordStar, Milestone and so forth, the Path facility as currently implemented is just about worthless.

Philosophers will argue that this is a fault of WordStar, as is the failure of most application programs — Lotus 1-2-3 appears to be an honorable exception — to be able to route their calls for data files along the MS-DOS tree. It is a question of whether you think the operating system should serve the applications packages or vice versa. At present most of the applications packages, translated as they are directly from the CP/M environment, are not served very well. The only way the unfortunate user can really make WordStar and similar programs work under MS-DOS at present is to lump system and data files all together in the same directory, which I find hateful. There is not even a way that the user can hide the system files from the directory, as in the CP/M command

STAT <filename> $SYS

(continued from previous page)

Config.Sys. On booting-up, the system looks in this file, if it exists, and carries out the set-up procedures outlined there. The particularly elegant feature is that this file is written in plain text, so it is easily reconfigurable.

MS-DOS II includes a feature called variable disc buffers, which is equivalent to an elementary cache memory system. By including the line

buffers = nn

in Config.Sys, where nn is a number between 2 and 99, it is possible to configure the size of the buffers to match your application. Database-management systems, for example, that rely on a lot of random disc activity will appreciate an enhanced buffers size, although the manual includes a warning not to make the buffer too big or the time taken searching it for the right sector will be longer than looking for it on disc.

I experimented with changing buffer size in conjunction with the Ashton-Tate data-management package Friday but, disappointingly, completely failed to make any improvement to the rather slow speed at which records are displayed on the IBM screen. In fact the buffering seemed to be completely ineffectual, as disc access, shown by the LED disc light, was necessary for each record fetched, and again necessary when back-tracking to the previous record viewed.

One final quarrel with MS-DOS as presented on the IBM is that it comes without an assembler. To old-school micro buffs like myself that is rather like serving a meal without any cutlery.

Turning to Concurrent CP/M, the first thing you discover about it when approaching from the other side of the hard-disc partition by way of MS-DOS is that Bill Gates, President and chief genie of Microsoft, does not want to encourage you to take that route. He does, admittedly, provide a utility called FDisk to cross the partition, but he does not make it easy. The alien partition is designated as non-DOS, with A and N under the heading Status indicating active and non-active respectively.

In order to activate the non-DOS partition you follow the instructions and enter the number of the partition you want to make active. At that point you are not at Concurrent CP/M — that would be too simple — nor yet are you dropped back into MS-DOS all ready to reboot into the new operating system. What you actually get is shown in figure 1 — the sudden creation of a new partition 2, empty and of zero size. You have no choice at this stage but to hit Escape to exit to the outer menu of FDisk. On re-entering the partition-change section of the utility you can ask for partition 3 to be made active, and the next reboot will take you across to Concurrent CP/M.

At last you are in Concurrent CP/M. The command line at the bottom of the screen — see figure 2 — is not an inherent part of Concurrent CP/M, but an optional part of the implementation. On the IBM XT this 25th line keeps you in touch with some useful information. Reading from left to right, the line shows: the number of the current console; the mode it is in; the printer attached to that console, since different consoles can be attached to different printers; whether the ^P toggle is on or off; the process currently being run; the time; and the mode of display.

This console juggling requires some words of explanation for readers who have not had the considerable pleasure of playing with Concurrent CP/M, although once you get the hang of it it's as natural as breathing. By holding down the Control key while pressing 0, 1, 2, or 3 on the keypad it is possible to do the equivalent of changing channels on a TV set. Just as Blankety-Blank continues relentlessly while you sit glued to Mansfield Park, or vice versa, so can you run a separate series of tasks under Concurrent CP/M, monitoring whichever one you choose, or switching around between them.

These virtual consoles can be set up in either of two different ways using command VCMode: as buffered, or as dynamic. In dynamic mode a virtual console holds no more than a single screenful of data at any time. If you run a compilation in the background the first error messages the compiler sends will be lost once the screen fills up. But invisible files act as temporary storage for the screen image of a switched-out console in buffered mode. When you switch back to the console the display file is automatically replayed, so that you do not lose anything.

Concurrent CP/M supports up to five printers: three parallel printers designated as 0, 1 and 2, and two serial printers called 3 and 4. A utility called Config sets the baud rate and other communication parameters of the two serial printers, one of which, Printer 3, turns out to be the RS-232 connector on the add-on serial card. Printer 4 was not physically implemented on the review machine.

Printer 3 looked interesting. I had been using the RS-232 connector under MS-DOS for bi-directional communication with my trusty old Almarc Series 8, but until discovering printer 3 in the 500-odd pages of Digital Research's combined Programmer's and User's Guide, this umbilical to the outside world seemed about as much use under Concurrent CP/M as trousers on a sea-horse. But there is a small catch to using printer 3 for communications. Concurrent CP/M turns out to be dogged here with the same difficulties that beset the LST device under CP/M-80: the wretched port only behaves uni-directionally.

This next part you are not going to believe, and even as I write it some weeks after the IBM has gone home to roost I cannot believe myself that I have not made some horrendous omission in my fine tooth-combing of the manuals and the operating system itself. There simply is no bi-directional logical device inside Concurrent CP/M that drives the RS-232 port.

There is not even a uni-directional input device. The familiar RDR:, still present in CP/M-86, has been banished from the canon of logical devices. All you have is a raw Uart address which you can only get at by roughing out your own machine code. Naively I had thought the whole point of going 16-bit was so that we could all stop messing about in assembler and get on with some proper work.

I do not want to give you the idea that this is some deep fault in Concurrent CP/M; it should be no more than a serious omission in this early implementation of the operating system on the IBM XT. A phone call to Digital Research brought the problem into a little more focus, though I must confess I am still hazy about the technical details. It seems that the RS-232 interface is not supported as an input device under Concurrent CP/M due to what Digital Research is describing as "philosophical problems".

Conclusions

- **Both operating systems are potentially faster than their equivalent on the eight-bit scene, CP/M-80, and each is ready to run applications that make use of the extended memory-addressing capability of the Intel 8088 chip. The consensus among programmers seems to suggest that Digital Research's way of managing memory has the edge of Microsoft's. The operating-system vendors are not to blame for the fact that there is a dearth of applications packages to take advantage of the new freedom being offered by 16-bit programming.**
- **The dearth is seen at its worst with Concurrent CP/M. Digital Research appears to be caught in a dangerous recursion represented by the notion of "synergy". The idea is that independent software vendors and Digital Research will feed and grow on each other's efforts, snowballing towards a prosperous future. However, the small print in the synergy clause says that if the software vendors get cold feet and baulk at pouring time and money into developing software to run on an operating system of only minority interest — however technically superior — the snowball is liable to melt.**
- **As the slanging match between Digital Research and Microsoft rises to double-page pitch in the weekly computer comics, MS-DOS certainly seems to be making all the running, first in America and now over here.**
- **On neither side does the customer support appear to be very good. Existing users of eight-bit systems are advised to sit tight, and those on the brink of purchasing a microcomputer should not dismiss altogether the wealth of software, ease of communication and relatively easy available back-up the eight-bit world offers.**

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Chris Bidmead has been learning to live with Microsoft's rodent.

Of mice and menus

JUST AS YOU THOUGHT you were getting to know your micro, out comes yet another go-faster, add-on goodie you simply have to append to your kit. Now Microsoft wants you to buy its mouse, described as a "specially-priced hardware option" — come again? — for the IBM PC.

So who needs mice? I was strongly against the little beasts cluttering up my rapidly diminishing work space until recently, when I gave house room to a couple of rare U.S. imports. Now that there is a widely available Microsoft breed, the concept deserves to be taken seriously. Mice are still something I could live without, but I am prepared to accept that there may be those who will learn to love them. They should endear themselves particularly to those who:

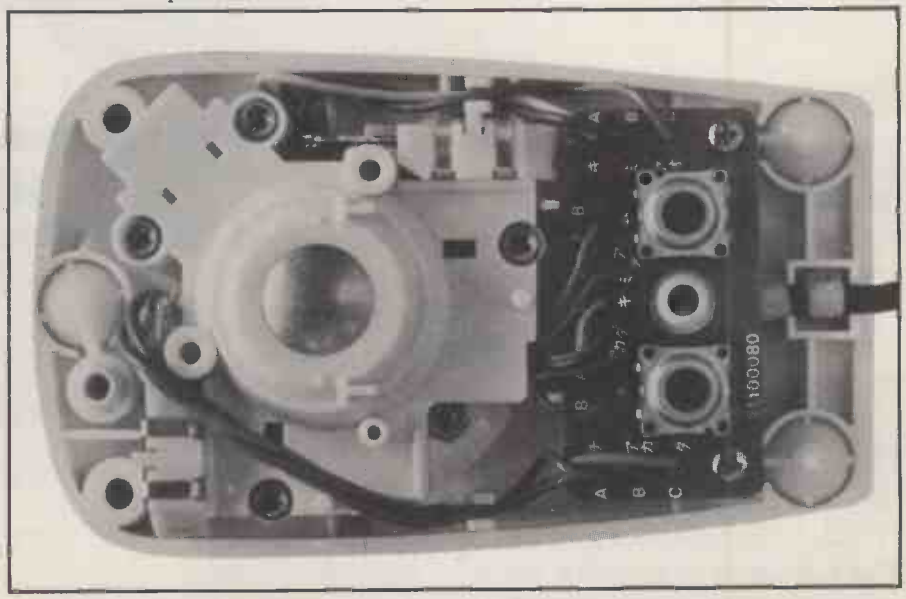
- spend a lot of time with their micros but somehow cannot be bothered to learn to type;
- have bought an IBM PC, with its keyboard apparently designed for people with 12 fingers on each hand, and who need some extra help;
- are less narrow-minded than I am about what micros can usefully be made to do.

Generally speaking the mouse is a matchbox-sized device that sits at your right hand, if you are right-handed, ready to be pushed around an area of desk about the size of this magazine. Mouse movement is linked to the movement of a cursor on the screen, so that the device can be used rather like a light-pen. Buttons on the mouse allow you to send control codes as defined by the software.

Properly used and properly catered for by the software, a mouse makes it easier and faster to interact with your computer. It speeds the movement of the cursor over the screen and lets you snap into commands and modes at the touch of a button. Combining movement with the pressing of buttons gives the software writer the opportunity to offer an entirely new kind of spatially oriented control of the computer's functions.

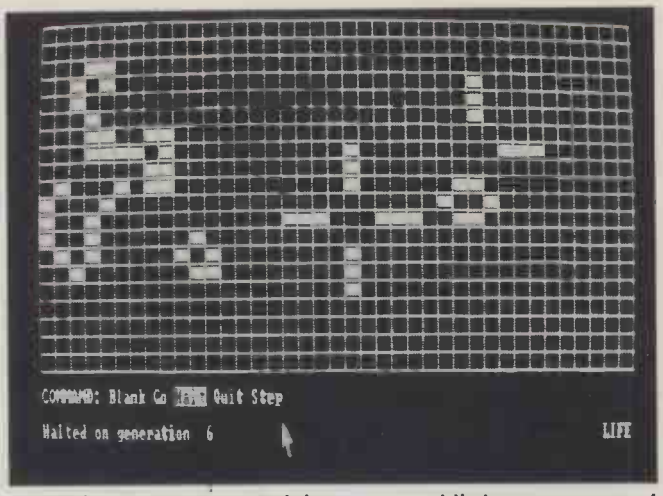
The Microsoft mouse is a two-button mechanical device built around a heavy steel ball-bearing that rotates in a cradle as the whole thing is drawn across the table. Three linear potentiometers read the movement of the rotating ball, and the information is translated into machine-readable signals. The first variant to become available is for the IBM PC, and comes with a card that fits into the standard system-board slots. The card also supplies the mouse with the necessary power, so all that is needed to join the mouse to the machine is 150cm. of thin, black, rubber-covered flex, terminated in a standard nine-pin plug.

The whole kit, including mouse, connector card, manual and software disc, comes in an ingenously designed box about the size of a small biscuit tin. When



Movement is detected by a heavy ball-bearing in the base of the mouse.

A little hand replaces the square cursor when Piano is run with high-resolution graphics.



Using the mouse to control the cursor rapidly becomes second nature, especially in graphics applications.

unfolded the box doubles as an easel for the standard dwarf-format, three-hole, loose-leaf manual.

To fit the mouse you have to open up the computer. Well illustrated installation instructions are provided in the 12 pages of the manual that deal with hardware installation, and the task should be well within the capability of a new user who is prepared to read them carefully.

For the mouse to work, the operating system has to be extended by loading a driver called Mouse.Sys. There are three ways of doing this, all of them very simple. For an initial test run you can evoke a file called Mouse.Com, which looks for the .Sys file and appends it to the operating system. To avoid having to do this every time you reboot, you can set up an Autoexec.Bat file that includes the instruction Mouse. PC-DOS 2 users also have the option of editing the set-up file Config.Sys — or creating the file if it does not exist — to add the configuration

DEVICE = MOUSE.SYS

With the hardware and software in place you are ready to experiment with the mouse programs that come with the package. Two of them are little more than good clean fun, though to ease the guilt pangs of the executive exploring them in the firm's time they are described as demonstration programs "designed to let you practise and master the basic techniques" of mouse handling.

The program called Piano is a sort of nursery game that draws a piano keyboard on the screen. You use the mouse to move a cursor over the keys, depressing a button each time you want to sound a note. The relationship between the white box on the desk and the scurrying cursor on the screen becomes second nature almost at once.

The game works perfectly well on the standard IBM monochrome display, but if you can run to a high-resolution monitor and the supporting graphics card you get a better picture. Instead of the mouse cursor showing as a rather ordinary blinking block, the high-resolution screen portrays it as a little pointing hand.

High resolution

The idea of graphically controlled menu selection is carried further in Life, the classic mainframe pastime, which is the next game on the mouse disc. There are no players to win or lose in this stark emulation of Darwinism, just an endless fascination as you create your life forms and watch them blossom, or freeze into stable shapes, or settle into pulsations of repeated cycles, or evaporate into the cosmic darkness. Life will not run at all on the monochrome-only screen, so rodent operators had better reconcile themselves to the fact that sooner or later they will have to succumb to the high-resolution graphics display.

The third program is a mouse-oriented text editor, Notepad, a useful alternative to the rather stark Edlin that comes with DOS. Notepad is essentially a cut-down version of Microsoft's Word, the full-blown word processor reviewed last month. You might think the mouse is essentially a tool for working with graphics, but it also has a lot of advantages in the context of text handling.

I reviewed Word without the benefit of full graphics support, but Microsoft has since lent me the additional hardware and the picture is literally transformed. As in Life, the main mouse cursor is an elongated arrow pointing upwards and to the left. This indicator sweeps across the text in response to the movement of the mouse, and at the click of the left button on the mouse summons the text cursor to highlight whatever character lies at the arrow's point. Press the right button and the whole word is highlighted; press both buttons together and the highlight extends over the current sentence.

Highlighting is a way of selecting areas of text for subsequent operations. But if you move the arrow just outside the text area its direction changes so that it now points north-east, signifying that the text-selection rules have changed. Now if you press the left button you highlight the current line; the right button highlights the current paragraph; and both buttons together highlight the entire section of text.

Highlighted areas of text can be deleted and restored to some other part of the text by sliding the mouse arrow down to the menu area of the screen and activating the commands there. But text selection and firing up commands from a menu is not all the mouse can do. Position the mouse cursor over the left-hand upright of the window and it changes again, this time becoming a double-headed arrow, signalling that you are now in scrolling mode.

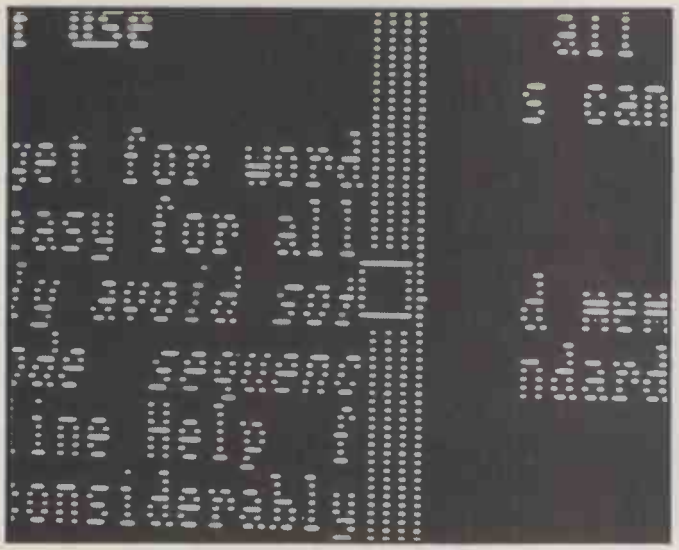
Pressing both buttons together triggers what Microsoft calls the "thumbing" function, and to show this the mouse cursor transmogrifies into a small triangle. Like scrolling, thumbing takes account of the relative distance of the mouse cursor down the window upright, but uses this information to find a specific point in the text. Trigger the thumb function when the mouse cursor is three-quarters of the way down the window and you find yourself three-quarters of the way into the text.

The mouse undergoes several other

(continued on next page)

Cursor shape	Function	Left	Right	Both
NE arrow	Selecting text/menu functions	char	word	sentence
SE arrow	Selecting text	line	para	division
Two-head arrow	Scrolling window	up	down	
Triangle	Thumbing			locate
Box	Window split	normal	Footnote	cancel
III	Tab ruler	evoke	evoke	cancel
Four-head arrow	Shift window	any button combination		
Y	Confirm function	confirm	confirm	cancel

Table 1. Cursor functions.



The cursor shape depends on function: this is the window cursor.

With the cursor as a two-headed arrow, windows will scroll.

(continued from previous page)

incarnations depending on its position on the screen, as shown in table 1. A particularly useful one is the four-pointed arrow you get when the cursor lies exactly over the bottom right-hand corner of a window. If you hold down a button at this point and move the cursor to a fresh position, the corner of the window follows it. On releasing the button the window reforms to the new size.

You can do all this on a mono screen, but to see the many faces of the mouse as it changes function you need high-resolution graphics. If you have a colour monitor the picture becomes even more exotic because you can be juggling windows of varying hues. Incidentally, high-resolution graphics also shows enhanced text such as italics and small caps as they will appear in print.

Notepad and Microsoft's Word exemplify the rich possibilities for the software producer of Microsoft's approach of creating a speacial chameleon-faced cursor. It is much more versatile than, for instance, the optical mouse from Mouse Systems Corporation of Santa Clara, California, which simply takes over the existing cursor.

For the user the choice is not so clear. There is no easy way for the non-programmer to use Microsoft's mouse in applications not designed with the mouse in mind. The optical mouse allowed me to zip the cursor around 1-2-3 and Wordstar with only elementary preparation. To do the same thing with the Microsoft device would entail some pretty intimate interference at machine-code level with the operating-system calls.

Non-programmers are stuck with the software provided by Microsoft, and will have a mouse sitting idly by while they run 1-2-3, dBase II and the rest of the world's application programs. Programmers are not left high and dry though: the software interface to the mouse is thoroughly detailed in 50 pages of the manual, which explain how the calls to Mouse.Sys work, and how to access them from assembler and high-level languages.

For Basic programmers a listing of Piano.Bas shows how the mouse is driven. It first makes a hardware Peek to determine if the Mouse.Sys routine is in place, and then sets it up as the target of a Call statement of the form:

200 CALL MOUSE (M1,M2,M3,M4)

where Mouse is the variable containing the entry offset of the mouse software, and the M_n parameters determine the nature of the call and the values passed to it.

0 — Mouse Installed flag and reset
1 — show cursor
2 — hide cursor
3 — Get mouse position and button status
4 — set mouse cursor position
5 — Get button press information
6 — Get button release Information
7 — set minimum and maximum horizontal position
8 — set minimum and maximum vertical position
9 — set graphics cursor block
10 — set text cursor
11 — read mouse motion counters
12 — set user-defined subroutine input mask
13 — light-pen emulation mode On
14 — light-pen emulation mode Off
15 — set Mickey/Pixel ratio: mouse movement/screen movement

Table 2. Mouse calls.

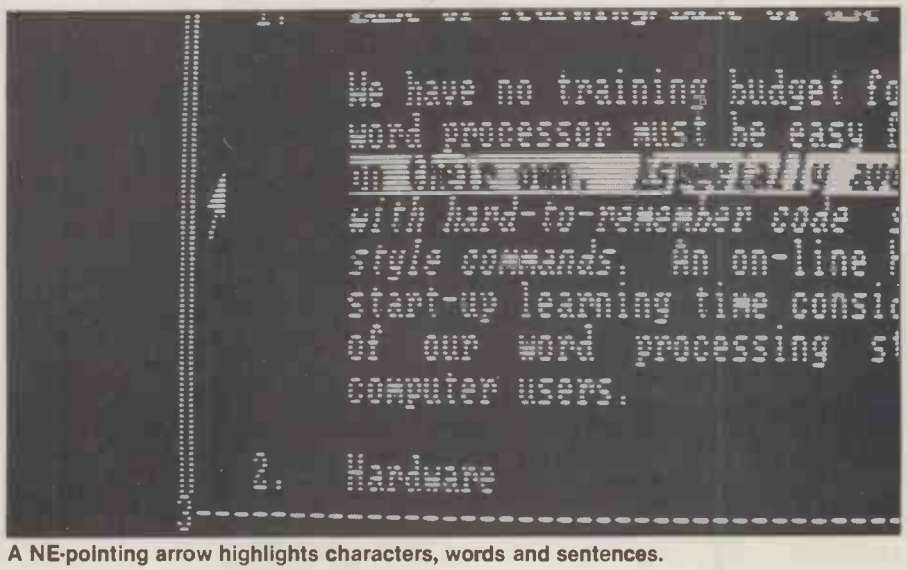
Conclusions

● Mice are amiable and efficient ways to drive a program, but Microsoft's approach requires dedicated software before it will do anything.

● The current version uses a card that plugs directly into the IBM bus. An RS-232 version will be available shortly, and this should be usable across a much wider range of machines, depending only on the availability of software.

● The mouse with its software and interface card is not prohibitive at £140, but you should add on the cost of the optional but really rather necessary high-resolution graphics board at around £200 and a VDU to match at another £200.

● Meanwhile offices up and down the country will be grinding to a halt as young executives take their mice in hand and explore the game of Life.



A NE-pointing arrow highlights characters, words and sentences.

"This One Decision Saved our Business and Grossed over $1,000,000. in Sales"

So said the chairman of an American manufacturing company. Read what else he had to say. . . .

"In 1979, our recreational manufacturing business was booming. And we had developed a new product that looked like a real winner. The new product was extremely important, in that it appeared to be the answer to a seasonality problem associated with our other product lines.

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Faced with a fall and winter of virtually no sales, many thousands of dollars of unneeded parts and excess production staff, I had no choice but to shut down the production lines. And if a solution to our problem couldn't be found, the business itself was in jeopardy.

A life saving decision

I spent many sleepless nights trying to come up with a solution to this nightmarish situation. Then I remembered a course I had taken in decision analysis. I spent the rest of that night reviewing course material and other books I had bought on the subject. The next day, I called an emergency meeting.

Using the decision making techniques I had learned, we spent the rest of the week searching for and analysing potential solutions. The net result was that not only was the company pulled back from the brink of destruction, but we added over $1,000,000.00 in gross sales during that off-season.

A way of life

From that point on, almost every critical decision (and there were many) regarding new products, marketing channels, pricing, advertising, production equipment, engineering projects, received this same type of analysis.

Although the process was very time consuming and clumsy, because it had to be done by hand, our decisions were much improved. And there were some real benefits that we had not anticipated.

1. Our understanding of each problem was greatly increased.
2. We uncovered opportunities that we would not have thought of in any other way.
3. Our decisions were documented, preventing us from slipping off the selected path or 'rehashing' the same things over and over.
4. Consensus became easier because we were forced to focus and resolve each part of the problem, one piece at a time."

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Decision ~ Analyst was created because the process of evaluating complex decisions with multiple alternatives and many criteria is very tedious and time-consuming if you do it on paper. And doing it in your head is virtually impossible.

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Decision ~ Analyst overcomes these problems by asking for the minimum input possible from you, in the correct sequence. It leads you step by step through the decision making process, then does all the necessary calculations and produces polished reports without any further effort. And all of your input is stored on your disk so that revisions and updates can be made easily at any time.

Comprehensive but easy to use

Decision ~ Analyst is probably the easiest program you'll ever use. You can literally learn to operate the program using only the 'help' screens. But it comes with a thoroughly indexed manual which includes many pages of examples plus a step by step guide to the decision making process.

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Decision ~ Analyst can help you select key personnel, decide on new machinery or equipment, prioritize major projects and allocate resources, choose a new product or a better price strategy, select new offices or plant locations, select the most profitable marketing channel or the best piece of computer hardware or software. Use it to analyse any decision which has more than one viable alternative.

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If there's a chance that Decision ~ Analyst could help you improve even one decision, would it pay for itself? Chances are it would. In fact, it's likely that it could save you the price many times over!

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Ode to joysticks

Essential for some games, joysticks come in many shapes and prices. Jack Schofield plays the field.

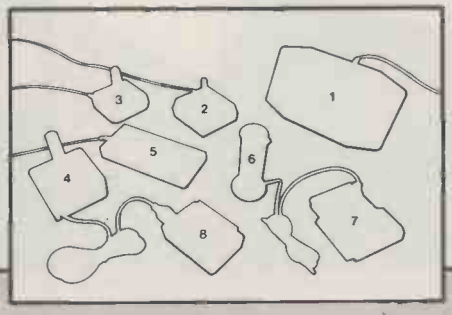
MOST OF THE BEST action and arcade games require joysticks, and that means problems. If you have an Atari, Commodore 64 or Vic-20, the problem is which of the dozens of fascinating models available to choose. If you have a Spectrum, Electron or similarly deprived micro, the problem is finding a joystick that works.

Games controllers now go far beyond simple switch-type joysticks. There are track-balls, pressure-sensitive joypads and mercury joysticks. There are even light-operated ones, though the maker of Trickstick, East London Robotics, could not deliver a working sample for this review.

The standard basic joystick is the Atari model. It has a stout column, which tempts people to apply too much pressure to it and it then breaks. Among its disadvantages are the single Fire button, mounted on the left, so it is inconvenient for left-handers. The base is too big, and holding it for any length of time paralyses your left hand in the shape of a claw. Its main advantages are that it is accurate, at least when new, and it is cheap.

I tried half a dozen other joysticks intended as Atari or other replacements, out of the 20 to 30 available. Some have a Fire button on top of the column, and some have two Fire buttons. I disliked them all, though the very nastiest were for the Dragon and BBC Micro. None of them was sufficiently sensitive for serious game playing. A joystick is useless if it has backlash and needs time to respond.

1. Atari's new Trak-Ball — the games-player's "mouse". 2. Ultra-sensitive Kraft joystick — self centering and immediate. 3. Suncom's Starfighter, a robust model. 4. The standard, cheap Atari joystick. 5. Touch-sensitive Joy-Sensor. 6. Le Stick from Datasoft — OK for Star Raiders but not very sensitive. 7. Sinclair's ZX Interface 2. 8. Downsway's programmable interface for the Spectrum.



Surprisingly, two simpler types proved quite usable: the Suncom Starfighter and the Kraft Joystick.

The Starfighter, which claims to be "the ultimate joystick", is smarter and smaller than the Atari model. The base is smooth, giving a more comfortable grip. The column is much smaller and stiffer. It has even less play, and is slightly more sensitive. It could well be the ideal stick for heavy-handed players who normally smash flimsier models, or for children. I would not choose it for myself.

The Kraft is completely different. For a start it looks a little cheap and nasty. The base is just as uncomfortable as the Atari model. The column is tiny, and initially seems flimsy. However, the Kraft is a brilliant joystick. Response is instantan-

eous, giving you fingertip control. The column terminates in a sprung ball and zips back to zero when you release it, which is a good feature, especially in Star Raiders and Defender. All round it was my favourite of the joysticks reviewed.

My only complaint about the Kraft is that the cable is somewhat generous at 7ft 6in. — it claims 8ft. on the box. I normally play Defender with my head 18 inches from a portable; you would need a very big TV to use it all.

Fitting any of the joysticks to a Spectrum proved tedious. For starters I tried the Spectrum ZX Interface 2, a 5in-by-3in. chunk of plastic containing a single chip. It fits into the Spectrum expansion slot in a way that tempts wobble. The Interface 2 offers four ports, two of which are standard Atari-type joystick connections. In addition there is a cartridge slot and a bus connector out of the back to support the ZX printer.

Unfortunately the joystick ports are set up to match Spectrum keys 1 to 5 and 6 to 0 respectively, which is fine if you program the thing yourself. But if a commercial game uses the Spectrum arrow keys — which is not uncommon — then Left, key 5, is on one joystick and the other directions, keys 6, 7 and 8, are on the other.

Messing about

Unless you are really fond of messing about with programs to make them fit, I would not touch the ZX Interface 2 with a bargepole — or not yet, at least. In the fullness of time every game will include a Sinclair joystick option, and then the ZX Interface 2 will then be a wise, if not an excellent buy.

At the moment, the joysticks only seem to work correctly when something has been popped into the cartridge slot. That restricts you to a range of 10 tiny Sinclair cartridges, each of which presumably contains but a single ROM chip.

The cartridges' edge connectors are protected by a sexy red rubber sleeve; the sparse instructions ought to make it clear that you are not supposed to remove it, but they don't. You are warned against inserting or removing cartridges with the power turned on, but as the Spectrum lacks an On/Off switch, you are almost bound to do so sooner or later.

The two games I tried worked with all the joysticks. I chose Planetoids and Space Raiders. Planetoids turns out not to be a rip-off of the Acornsoft rip-off of Atari's Defender; it is merely another rip-off of Atari's Asteroids. Space Raiders turns out not to be a rip-off of Atari's wonderful Star Raiders; it is a rip-of of Atari's Space Invaders.

As I prefer Star Raiders and Defender/Planetoids to Space Invaders and Asteroids, I was more than a little miffed. I was just glad they were freebies, and had I paid £30 for the pair I would have felt worse. I did wonder if there was not some sort of law against taking other people's game ideas and other people's game titles. There is a law against passing off, though to be fair the game descriptions in Sinclair's excellent advertisements leave the reader in no doubt which game is being offered.

My Spectrum joystick problem was eventually solved by Downsway Electronics. Downsway supplied a programmable joystick interface which plugs into the Spectrum expansion bus. It has a switch on the back and a single Atari joystick port — which will be fine until two-player Spectrum games appear.

You put the switch up, depress a key, move the joystick in that direction, release the control column, then release the key. The joystick is thus programmed to work exactly as if you were pressing the key. When you have programmed all eight or fewer directions, putting the switch down locks it. This versatility means that the Downsway interface should be usable with any Spectrum game, whether written for joystick operation or not.

I tried the Downsway unit with several games, including Gridrunner, and had no problems. It is a very usable product, though by adding £23 to the price of a Spectrum does not make the machine itself look particularly good value.

Among the more curious games controllers I tried were Le Stick from Datasoft, Suncom's Joy-Sensor and Atari's new Trak-Ball. The problem with such novelty sticks is that they are not suitable for a wide range of games.

For example, Le Stick is attractive because it is hand-holdable and has no base. Control is achieved through tilt-sensitive mercury switches: you just lean it in the direction you want to go. It is great for Star Raiders, as it leaves the left hand free for the keyboard. But it is not quite sensitive enough for the higher levels of the game, and I would not find another game with which it was a viable option.

The Trak-Ball I found excellent for Centipede and Missile Command, which of course both use track-balls in the Atari arcade originals. The fact that the response was slightly patchy I am prepared to put down to the fact that I was supplied with a prototype version. However, the Trak-Ball was a disaster with Star Raiders and not much use for any other games to hand.

Unusable

The Joy-Sensor came highly recommended and proved to be the most sensitive of all the controllers reviewed here. However, I found it completely unusable. The circular touch-sensitive pad on the front offers eight directions, but my finger-ends always seemed to select the wrong one.

Even more curious were the CBS Colecovision driving-game joystick, which features a steering wheel and gearstick, and the Suncom Aerobics Joystick, which attaches to an exercise cycle. Both are only really suitable for driving games like Pole Position. I tried them with video games, so I cannot guarantee that they work with home micros.

Perhaps the most unexpected result of several hours with numerous joysticks is to have found that each one has a quite different feel. Choosing must therefore be as much a matter of taste as of weighing objective criteria. A good deal of trial and error is certainly in order. I would not now recommend anyone to buy a joystick based only on hearsay, on any review — including this one — or on the information contained in an advertisement.

Suppliers

Atari International (U.K.) Ltd, Atari House, Railway Terrace, Slough, Berkshire
Consumer Electronics Ltd, Failsworth, Manchester M35 0HS
Downsway Electronics (U.K.) Ltd, Depot Road, Epsom, Surrey KT17 4RJ
East London Robotics, Gate 11, Royal Albert Dock, London E16
Maplin Electronics, PO Box 3, Rayleigh, Essex SS6 8LR
Sinclair Research Ltd, Stanhope Road, Camberley, Surrey GU15 3PS

Name	Supplier	Price
Aerobics Adaptor	Consumer‡	£34.95
Atari Joystick	Atari	£6.95
Joy-Sensor	Consumer‡	£29.95
Kraft Joystick	Consumer‡	£13.95
Le Stick	Maplin	£24.95
Spectrum Interface	Downsway	£22.95
Spectrum Interface 2	Sinclair	£19.95
Starfighter*	Consumer‡	£13.95
Trak-Ball	Atari	£39.99
Trick-Stick	Robotics	£28

*Apple Starfighter with two fire buttons available at £39.95
‡Consumer Electronics supplies a TI-99/4a adaptor for £9.95

Conclusions

● The standard Atari joystick tends to break, but remains unbeatable value for money.
● The Suncom Starfighter is tough and could be a useful option for heavyhanded people or for children.
● The Kraft joystick works better than it looks, and should be considered by anyone who wants a good, versatile, sensitive joystick for serious games playing.
● The more imaginative joysticks take some getting used to and each one is suitable for only a very small range of games.
● The Downsway interface is a good buy for any Spectrum owner who already has a large stock of games with which to use it.
● The Sinclair Spectrum ZX Interface 2 is a good buy for anyone who does not have a large stock of Spectrum games, but who is prepared to buy £15 cartridges until compatible cassette games are produced.

Banishing bad spells

John Dawson seeks help with the routine tasks of checking for spelling and compiling an index.

NONE OF THE PROGRAMS reviewed here is a substitute for human proof reading. What they will do is eliminate typographical errors such as "fro" for "from", and if you establish a specialist dictionary they will check long, complex words like "dihydroxybutyric acid". But they will not pick up correctly spelled words arranged in an illogical sequence or used in the wrong context. "The too windows were rhymed with ice" will pass unnoticed.

Nevertheless, spelling programs are a considerable help, particularly if you are dealing with documents of five or more pages. In practical office use Microspell found seven or eight errors in a 14-page document that had been carefully checked by two competent employees before despatch. Only you will know how important it is for your work to be free of errors to such a high degree.

Magic Spell, Spellguard and Sensible Speller all work in the same way. They match the words in a document against a dictionary held on disc and present unknown words to you for correction. Microspell finds unknown words and will also guess at the correct spelling. It presents you with a number of choices, one of which you may select simply by pressing a number key.

Microspell

Alone among the spelling checkers under review, Microspell lets you correct text without having to rerun the document through a word processor. The program includes an automatic guessing routine which prints a list of alternative spellings, and correction may be a matter simply of choosing one of the numbered guesses. Alternatively, you can type in the right word on the spot.

The Microspell dictionaries are divided into four groups, rather like the London telephone directory. You can choose to proof read only one or two of the letter groups, or you can proceed through the proof reading process from A to Z. Microspell alters the name of your file before it starts proof-reading and uses quite a lot of disc space. That doesn't matter on the Country Computers C-3000 that I use at work, as it has a 10Mbyte hard disc, but it may cause some embarrassment if you are working with a long document on a single-density floppy-disc machine.

Sensible Speller

Sensible Speller can be used in no less than six operating environments. Versions to run under Apple DOS 3.2 and 3.3, CP/M, Pascal, Supertext and Wordhandler are all included in the package. The Apple DOS 3.3 version is said to be compatible with 14 Apple II word processors, including Letter Perfect, Zardax and Applewriter II.

The program disc will move you directly from CP/M to the proof-reading program without having to switch off the computer.

Two program discs are included in the package, one of which is intended as a back-up in case the first fails. Unlike the other programs in this review the discs cannot be copied using normal Apple software.

There are two dictionary discs in Sensible Speller. The first is the main dictionary which holds about 45,000 words taken from the proprietary American Random House Dictionary. The second contains the rest of the less common words in the dictionary. A copy of the dictionary is included with the discs and instruction manual so that you can check the correct usage of a word after the program has judged it to be correctly spelt.

Sensible Speller will not work with an 80-column card, and you will have to change from one display to the other if you have been using a CP/M-based word processor such as WordStar. Sensible Speller is very easy to use — so easy, in fact, that it requires a conscious effort to read the manual.

You are offered a number of options before a document is proof-read. Probable default answers are provided, and you can usually skip through this section pressing the Return key for each question. Two characters can be set that will cause a word to be overlooked if they occur as the first character: for example, WordStar Dot commands are ignored.

During the first phase of proof reading, Sensible Speller makes a list of all the words in the document and can display them for you with a count of the number of times each appears in the text. In the second phase, words in the document are matched against their dictionary equivalents. Sensible Speller checks through the dictionary disc at about 1,000 words per second. When one dictionary check has been completed you are asked if you wish to use the supplementary disc supplied with the program or a special dictionary of your own creation.

In the third phase the program scans the document again, carrying out the word review and presenting each unknown word to you, for you to decide whether to add it to the dictionary, ignore it, mark it, or list a selection of similar words in the dictionary for your own comparison.

Table 1. Ordinary Word Review functions.

Ignore the word. This option is used to bypass a word that is correctly spelt but which you do not wish to add to the dictionary. You may find abbreviations that are correct for the document you are checking but which might be errors in another context. For example, you may use CPU often in a computing text, but wish to pick it up as a misspelling of "cup" in other contexts.

Mark a word. In all the programs except Microspell this option is the standard method of exchanging a character in an incorrect word, allowing you to find the word subsequently using a word processor or text editor. Having found the word you must correct the error and then, additionally, replace the character that was exchanged for the identifier. All the programs that use this method allow you to choose the character that will be used to identify a word to be corrected. Sensible Speller uses the Up-Arrow character as the default identifier, while Spellguard uses a Square Bracket character.

Add word to dictionary. The word will be added to the dictionary for the purposes of correcting the current text. Subsequent occurrences of the word will not attract the program's attention. All the programs allow you to maintain or update the dictionary supplied with the program by adding a group of words. As well as increasing the size of the standard dictionary you can use alternative dictionaries.

Magic Spell and Spellguard

Magic Spell and Spellguard are essentially the same program. Magic Spell has been customised for use with Peachtext's Magic Wand and will not work correctly with WordStar. Magic Spell is supplied with a 20,000-word dictionary, but is very similar in operation to Spellguard.

In addition to the proof-reading program

and the dictionary, which contained 10,000 words when the program was given to me for this review, Spellguard also includes a program called Maintain.Com which has two functions. The first, called Validate, checks the Spellguard program to make sure that it is working properly. Validate can be used to check that the disc survived transit in the mail or that the program is intact at any time when a user thinks there may be a fault somewhere in the program. Documents or source code written with the Pascal Editor, Prose and Script II can also be checked.

The second option, Revise, provides a way to update and modify the original Spellguard program using special codes supplied on revision sheets from Innovative Software Applications. Revise is not dissimilar to the Install program supplied with WordStar, except that you have no knowledge of what you are doing and, therefore, cannot modify or adapt the material from ISA.

All the proof-reading programs offer broadly similar facilities when you have to make judgements about whether or not a word is spelled correctly. In Spellguard and Magic Spell this is called the Ordinary Word Review — see table 1.

Magic Spell, Spellguard and Sensible Speller permit you to return to a previous word to change your mind about what you wish to do with it. Magic Spell and Spellguard will go back one word only,

Documate/Plus

After using a word processor to write a document, and a spelling program to check for typing errors, you might be glad of some help with indexing your work. Authors are notoriously bad at composing indexes, and any help that can be given by a computer should be welcome.

It is rare for anyone to think about indexing until the text is substantially complete. Writing a book or a long report or thesis is difficult enough without having to think about which words or ideas will warrant inclusion in an index. Having written the text, most authors will settle down with a stack of small cards to read through the document. As important concepts are encountered, the author enters the subject and page number on to one of the cards; if the subject already exists, only the page number need be recorded. At the end of the book, the cards are sorted into alphabetical order and the index can be typed ready for publication.

Documate/Plus, from Lifeboat Associates, reads a WordStar text file to create either a table of contents or an index. Both are turned into WordStar-compatible files on disc and can be edited subsequently, if necessary, before printing. The program will work with other CP/M text files, although the indexing entries may be printed. In WordStar they are treated as comment lines because each entry starts with three full stops and must be placed at the beginning of a line.

The special commands used by Documate/Plus are inserted into a text file to indicate the places to which contents and index entries should be referred. Each command consists of three full stops followed by the Documate / Plus command.

There are several levels of indexing. Entries for ". . . XUtilitarian" will produce a line in the index:

Utilitarian, 4, 10, 23, 24, 35

Another two-level index entry for "Utilitarian, Hare" on pages 17 and 40 will produce index lines like this:

Utilitarian, 4, 10, 23, 24, 35
Hare, 17, 40

Similarly, the R command used as an entry of ". . . RUtilitarian, Social value, Maximum welfare" will add another line to the index under the main heading of Utilitarian:

Utllitarian, 4, 10, 23, 24, 35
Hare, 17, 40
Social value, see Maximum welfare

Like the X command, both the A and R commands will accept entries up to eight levels deep.

Documate/Plus builds the index in the computer RAM, as this allows the entries to be sorted as quickly as possible. If the index proves to be too large for the available RAM an intermediate file is created before the final index is written to the disc. The main problem with Documate/Plus is that you must create the index as you write if you wish to avoid more work than the program is worth.

Table 2. Documate/Plus commands.

. . . T1	table of contents entry — level one. There are four pre-defined levels for the table of contents.
. . . Tn	table of contents entry — level n, n may be in the range 1 to 16.
. . . X a	indexes the word phrase a
. . . X a,b, . . .	indexes a two-level entry; Documate/Plus can cope with eight levels of indexing.
. . . A a,ref	produces an Index entry in the form "a see also ref"
. . . R a,ref	produces an index entry in the form "a see ref"

In brief

MICROSPELL
Runs on: CP/M, CP/M-86, MS-DOS, PC-DOS
Supplier: Lifeboat Associates, PO Box 125, London WC2H 9LU.
Price: £165

SPELLGUARD
Runs on: CP/M, CP/M-86, MS-DOS, PC-DOS, MP/M, MP/M-86
Supplier: Sorcim/Lifeboat Associates, PO Box 125, London WC2H 9LU.
Price: $195

SENSIBLE SPELLER
Runs on: CP/M, Apple DOS
Supplier: Sensible Software; available from Pace Software Supplies, 92 New Cross Street, Bradford, West Yorkshire BD5 8BS. Telephone: (0274) 729306.

MAGIC SPELL
Supplier: Peachtree Software, 99 King Street, Maidenhead, Berkshire SL6 1YF. Telephone: (0628) 32711.

Conclusions

● All the proof-reading programs have good utility procedures for adding words, either singly or in groups, to the existing dictionaries. You can also subtract words or collections of words.

● All the programs allow you to create new dictionaries for special purposes.

● One of the most useful features of these programs is that a word count is done automatically in the early stages of proof reading a text. WordStar and most of the other CP/M and Apple DOS based word processors do not include a true word-count facility.

● All the dictionaries have been created in America. I have no desire to live under the shadow of "whiskey" instead of "whisky", or "color" for "colour". Winkling out every American spelling would take a disproportionate effort, but perhaps the easiest way is to watch for words that should be in the dictionary but, which are reported as misspelled. Examination of the dictionary using the utility programs available in every package may then reveal an American equivalent that can be annihilated.

● Spellguard works very quickly. As usual, however, the mechanical part of the software takes far less time than the sections involving human interaction and it is the ergonomics of the whole program design that determines the productivity of the user. All the programs are easy to use for simple proof reading. The default switches on Microspell allow you to choose a number of options which can increase your productivity still further by eliminating unnecessary stages in proof reading. The others programs are less sophisticiated but do offer block options permitting you, for example, to add all the remaining, unknown words in the text to the dictionary.

● Sensible Speller is remarkably good value. If you write professionally you could probably recover the cost of the program in less than six months simply in terms of time saved. I liked Sensible Speller. It is cheap, has the same essential facilities as Spellguard and Magic Spell, works under an astounding variety of operating systems and shows unknown words in their context.

● Despite the dangers of the heuristic Microspell design, this is the program I like working with the most. I like being able to correct a misspelling directly from the keyboard when it is identified. Many of the alternative words offered by the program are correct and can be exchanged with the minimum of fuss and trouble.

COMPUTER OF THE YEAR

AT THE END of each year we like to look back and take stock of the new products launched during the previous 12 months or so. This year we have decided to launch a series of awards for the best micros of the year in four categories: home computer, professional computer, portable computer and transportable computer.

Three things make these *Practical Computing* awards unique. First, this is no mere popularity poll. All the eligible machines have been assessed by the staff of this magazine, and we have thoroughly tested most of them.

Second, the final selection has been made on an international basis in consultation with the leading magazines of other countries. The magazines that have co-operated to launch these awards are *Practical Computing*, *Personal Computing* in the U.S. *Micro 7* in France, *Bit* in Italy, *Chip* in Spain and *Micromix* in Holland, all working under the aegis of *Chip* in Germany.

Third, the computer had to offer a usable system, since micros that do not cannot be considered an intelligent option, no matter how flashy the specification. The criteria were that the system should be fully developed and available on the market. There must be software for it, and the system must be proved through use.

Winners

Each magazine made a winner and a runner-up nomination in each category, with the final awards going to the micros with the most votes. As the votes came in there was a neck-and-neck race in the home-computer section, with the Commodore 64 eventually finishing a whisker in front of the Sinclair Spectrum. The Atari and Acorn BBC micros also received votes.

In the personal/professional class, the clear winner was the IBM Personal Computer, ahead of the DEC Rainbow 100, with Apple's Lisa in third place. In the transportable category, the Kaypro won comfortably in front of the Osborne 1. The portables section was a very close-run thing, with the Epson HX-20 finally winning by one vote from the Tandy Model 100.

Practical Computing would like to thank all the magazines that participated in the launch of these awards, particularly *Chip* in Germany. We would also like to thank all the manufacturers who helped with the loan of equipment, and wish all of them well, even if they were neither winners or runners-up.

Commodore 64

Home Computer of the Year

The Commodore 64 was first shown in the U.K. at the end of 1982, and was reviewed in the November 1982 issue of *Practical Computing*. The machine became available in very limited quantities before Christmas at £340. It has since gone into production in the U.K. in Corby, Northamptonshire. With the price reduced to £229 it has deservedly become a best-seller.

The Commodore 64 has a MOS Technology 6510 CPU, a development of the original 6502. It has 64K of RAM in 64K chips, with around 38K immediately free to version 2 Commodore Basic. On screen it displays 40 characters of text by 25 lines, or 300-by-400 pixel graphics with 16 colours. While there are no sound commands in Basic, the sound facilities are very powerful, with nine octaves and ADSR envelope control.

The Commodore 64 has a range of peripherals available, including disc drives, printers and a dedicated cassette recorder. It can also be linked to a hard disc.

A wide range of software is now becoming available, with a wealth of word processors, some serious business packages and a selection of games.

IBM PC

Personal Computer of the Year

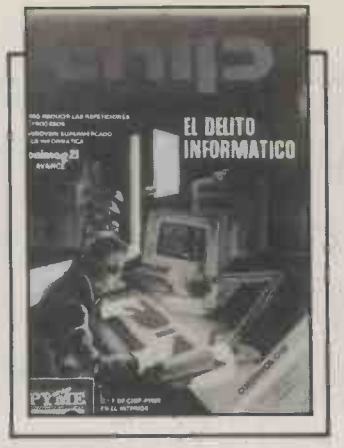
The IBM Personal Computer was first launched in the U.S. in August 1981. While some U.S. versions were privately imported, IBM did not launch a U.K. version until January 1983. Large numbers are now being made by IBM at its factory in Greenock, Scotland.

In the U.S. the IBM PC quickly achieved a dominant market position, bringing forth a plethora of emulators. In the U.K. the ACT Sirius had the advantage of a year's start, but the IBM PC has now become about as popular.

The IBM PC uses the Intel 8088 pseudo-16-bit CPU and from 64K to 512K of RAM. Basic is included on a 40K ROM, usually leaving around 60K for programs. On screen it displays 80 or 40 characters by 25 lines, or 640-by-200 pixel graphics. A colour-graphics option is available. The standard machine has a single-tone generator for sound.

The standard PC has two 360K floppy-disc drives and uses the PC-DOS operating system, which is derived from Microsoft's MS-DOS. A 10Mbyte hard-disc version, the XT, is available with others to follow. The PC can be fitted with a huge range of add-on cards and peripherals.

The IBM PC is fast becoming the standard micro for business software and executive tools, while an



increasing number of games are also becoming available.

Epson HX-20

Portable Computer of the Year

The Epson HX-20 was first shown in the U.K. at the end of 1982 and was reviewed in the March 1983 issue of *Practical Computing*. During 1983 it has made a major impact on the portables market through offering a good-quality typewriter keyboard, built-in 24-column printer and micro-cassette tape option.

The HX-20 uses two 6301 CMOS CPUs and has 16K or 32K of battery-backed RAM. Up to 10 programs can be held in RAM at the same time. Microsoft Basic in the 32K ROM offers 16-digit maths precision. Some software is also built-in, including a clock-calendar. It has a liquid-crystal display showing 20 characters by four lines, or 120 by 32 pixels. There is a programmable speaker.

The HX-20 can be linked to a floppy disc, but really comes into its own when linked via a modem or the built-in RS-232C port, to transfer data to and from a larger micro such as the Epson QX-10. That makes it potentially a low-cost portable data-entry device or useful portable second computer.

Software is becoming available, including a range of word processors, though of course the machine is not suitable for games use.

Epson's HX-20 portable.

Personal Computer of the Year — the IBM PC.

Kaypro II

Transportable Computer of the Year

The Kaypro II was first shown in the U.K. at the Personal Computer World show at the end of 1982. While it was rapidly becoming a success in the United States, no British company was prepared to take up U.K. distribution until the latter part of 1983, when CK Computers began importing the machine. It is the only one of the four micros to win awards that is not distributed by its manufacturer.

The Kaypro II is an Osborne-inspired machine with a Z-80 eight-bit CPU and running CP/M. It has 64K of RAM and two 5.25in. floppy-disc drives offering 200K of storage each. Versions with 400K drives or one floppy and a 10Mbyte hard disc are also available. The 9in. diagonal green screen shows 80 characters by 24 lines. The Kaypro has a monochrome monitor — it does not have colour or sound.

The Kaypro comes with a large range of good software including CP/M 2.2, MBasic, Profit Plan, The Word Plus, some games and the Perfect range of integrated software consisting of Perfect Writer, Perfect Speller, Perfect Calc and Perfect Filer.

While the Kaypro II has yet to make a significant impact on the U.K. market, it wins the Transportable award thanks to its impact and popularity in America and Europe.

The transportable Kaypro II.

Commodore 64 home micro.

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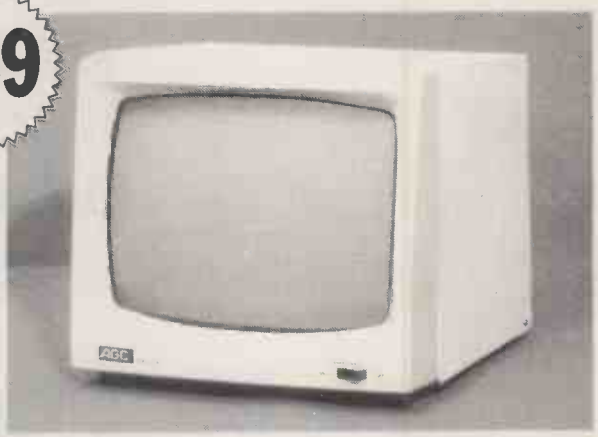

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No waiting

In the past operators were held up by the processor — but now it's more often the other way round, as Jack Schofield explains.

IT IS an iron law of computing that user time and CPU time are never equal. What every user wants is an instant response from the computer, an immediate answer to a problem. But there is always a delay, and the delay is always frustrating.

In the early days of computing, central processing units, CPUs, had to be kept working for the maximum possible time, much as airlines now keep their jumbo jets almost permanently aloft and for the same reason: cost. Thus most computing was done by a method known as batch processing.

The user wrote a program and, perhaps, produced a set of punched cards. The computer department would schedule it for processing and at the appointed time, when the CPU had finished its last job, it would start the next. The user could go back to collect the results of his or her labours anything from two hours to two weeks later. The result was, more than likely, that a bug in the program had wrecked the result. Over the following weeks the whole process could be repeated innumerable times, and eventually drag to a conclusion.

In the 1960s and 1970s, mainframes gradually began to give way to smaller machines called minicomputers. They provided a wonderful new opportunity for the user to sit at his or her own terminal, with a keyboard and screen, type in a program and get a result back almost straight away.

The fact that a user could sit staring into space for half an hour did not matter very much, because the CPU was busy serving a dozen or two other users, and this kept it pretty busy even if if did not actually do any useful processing. But the user who did want to use the CPU time began to get frustrated. It was possible to spend an hour logged on at a terminal, but actually do only 15 minutes work, using a couple of seconds of CPU time.

With a mini in heavy use, often half a minute would elapse between typing in a command and getting a response. Keen computerists adopted nocturnal lifestyles as the CPU was generally under-used at four in the morning and thus could provide the rapid response they demanded.

Cheaper CPUs

As integrated circuits were made in larger volumes they became cheaper, and eventually someone realised it did not make sense for dozens of expensive people to share a single $25 CPU. From that thought was born the microcomputer we know and love. Suddenly everyone could have their own CPU, and very quickly there was more CPU time available than user time.

The typical micro spends most of every day doing absolutely nothing — it is not even powered up. Even when it is working, it spends most of its time checking the keyboard 50 times a second to see if the poor old human has got round to pressing a key.

Everything in the garden ought, therefore, to be rosy. But it isn't. Microcomputers are still too slow to satisfy everyone. Why?

It remains a fact that the slowest part of a microcomputer system is the user, and most users could massively increase their productivity simply by learning to touch-type.

The second-slowest part of the system is the printer, which stumbles along at from 20 to 60 characters a second, on average. All this time the printer monopolises the CPU, which would happily transmit hundreds or thousands of characters per second if only the printer would allow it. So the second way to greatly increase productivity is to buy a printer buffer — a chunk of RAM into which characters can be dumped, to be fed to the printer at its leisure.

Disc access

The third-slowest part of the system is the storage element, usually tape or disc. It can take 10 minutes to load a large program from tape, during which time the user might as well go and make a cup of tea. Most commercial business software is limited by the time required to access discs, not by the speed of the CPU.

The fourth-slowest part of the system is the language interpreter in use. Users typically want to write in something more or less like English, which computers do not understand. So every instruction has to be interpreted before it can be executed. People who write in high-level languages like Basic should not complain about speed; if you want something done quickly, write it in machine code.

The fifth-slowest part of the system is the program the user writes. Beginners typically fill the screen with nested For-Next loops which take hours to do something that can often be done in a fraction of a second by other means. In any event, most Basic programs could easily be written to run twice as fast in half as much RAM, except that any existing program would take far longer to rewrite than it could possibly save in CPU time.

Somewhere well down the list, the actual speed at which a microcomputer operates does indeed begin to have a significant effect. The user may give the CPU a heavy computational load, which ties it up for hours: try getting a ZX-81 to find the first 10,000 prime numbers. But in most cases, users are simply paying a disproportionate amount of attention to fractional delays which are, in the overall scheme of things, insignificant.

The reason is psychological. The same users spend 10 minutes gazing in a shop window, enter the shop to buy something and complain after a two-minute wait in a queue. Quite rightly. Whiling time away is pleasant but waiting is a chore.

As a result, everyone wants the fastest micro they can get. Unfortunately there is no good way of measuring the speed of a computer. You can look at the clock speed of the CPU, because a Z-80 running at 8MHz is obviously faster than a Z-80 running at 2MHz, though this may not translate into a practical advantage. The faster CPU may spend a lot of time waiting for other chips on the board.

Benchmarks

You can also look at Benchmark tests, though they were invented in primeval times when the computing world was a simpler place. The question now is whether they are worthless or positively harmful, with informed opinion plumping on the whole for the latter option. Sadly, these Benchmarks are still in use even by reputable magazines, including this one. Our excuse is that they tell the informed reader something, if not much, about the implementation of Basic. Anyway, there is nothing else.

Benchmarks are the starting point for our discussion of speed in this month's special section of *Practical Computing*. We also look at how to speed up your Basic programs, and at other ideas for persuading your "family saloon" micro to give sports car performance. But don't forget: the slowest part of your computer system is probably you.

Benchmarks on test

Mike Lewis explains how much Benchmarks tell you about a micro's performance — and how little that can mean in practice.

IF YOU TAKE an interest in how fast your computer runs, you will sooner or later come across Benchmarks. A Benchmark is a set of carefully chosen tasks for the computer to perform, against which its performance can be measured. Used properly, Benchmarks can be very valuable. But you must be careful how you interpret them, and there is a danger in reading too much into their results.

Over the last seven years, a set of standard Benchmarks have emerged for measuring the speed of micros. They consist of eight very short Basic routines which were originated by the American magazine *Kilobaud,* and they have been adopted by researchers on both sides of the Atlantic. Many of the hardware reviews in *Practical Computing* include timings based on these Benchmarks.

The idea is that you run each test in turn on the subject machine, using a stopwatch to time them. You then take the mean of the eight results. Timings have been made on such systems as the Olivetti M-20, DEC Rainbow and IBM PC, and they typically average between 10 and 20 seconds. By contrast, smaller machines like the ZX-81, Spectrum and TI-99/4a often take two to three minutes.

The advantages of these standard tests are obvious. Virtually all micros support a Basic interpreter and the routines use only common commands that are universally available. The routines are so short that you can type them all into your computer in a few minutes, so the whole process is quick and simple. Above all, you need very little technical knowledge to use the Benchmarks.

But you must remember that a Benchmark cannot tell you anything absolute about your computer's performance. It can only give comparative information. It will not tell you how well your system will carry out a specific task. The only reliable conclusion you can draw from a Benchmark is that machine A will run a simple Basic loop slower or faster than machine B.

Herein lies one of the greatest problems of Benchmarking: the overriding importance of comparing like with like. As with any kind of quantitive testing, you can only measure one thing at a time. If you wish to compare the speed of two processors, it is essential to use the same implementation of Basic on both.

The Benchmarks themselves must also be identical, and this is often harder to achieve than you may think. If you use integer variables in one test and real variables in another, the results will be distorted. So you have to watch out for those versions of Basic that automatically convert variables to integers when they are used as control variables in For-Next loops.

More subtly, entering all the tests together, with a Goto to the first line of each, will often produce slower timings than if you entered New before typing in each routine. Even the presence of Rems and of any surplus spaces will have their effect.

Another frequent source of error lies in the actual method of timing the tests. The routines are designed so that the user starts a stopwatch when the letter S appears on the screen and stops it when E appears. Given that the first Benchmark takes barely a second on a Z-8000 or 8088, the degree of human error here is much too high. It might be better if the Benchmark timed itself by reference to the computer's real-time clock, using Time$ in some Basics; but on many micros this is not possible and so this would introduce yet another variation to distort the comparison.

But perhaps the biggest problem with the standard Benchmarks is that they do not really test the system at all. They merely test its ability to perform a limited number of Basic functions. If you are interested in an application involving sound generation or graphics, the timing of a For-Next loop is

Benchmark results

Here are the Benchmark timings for some of the machines we have recently reviewed. The table shows the time in seconds to run the eight standard routines, and is organised in order of decreasing average speed. In all cases we have used the standard Basic interpreter for the machine.

Machine and CPU	BM1	BM2	BM3	BM4	BM5	BM6	BM7	BM8	Av.
HP Series 200 Model 16 — 68000	0.2	0.6	1.4	1.6	1.7	2.8	4.3	15.0	3.5
OEM Orion — 8086	0.6	2.1	4.8	4.9	5.8	10.5	16.7	13.0	7.3
Wang PC — 8086	0.5	2.2	4.6	4.8	5.2	9.2	14.3	18.0	7.4
Olivetti M-20 — Z-8000	1.1	4.0	8.0	8.4	9.2	17.1	26.5	12.0	10.8
BBC Model B — 6502	1.0	3.1	8.3	8.7	9.2	13.9	21.9	52.0	14.8
Zenith Z-110 — 8088	1.5	5.1	10.6	11.0	12.8	24.3	25.5	29.0	15.0
ACT Apricot — 8086	1.5	4.8	10.4	10.8	12.2	22.8	35.5	34.0	16.5
IBM PC — 8088	1.2	4.8	11.7	12.2	13.4	23.3	37.4	30.0	16.8
DEC Rainbow — 8088/Z-80	1.5	5.5	11.3	11.7	13.6	25.3	38.8	29.8	17.2
ACT Sirius — 8088	1.7	5.4	11.1	11.5	13.6	26.2	40.1	29.0	17.3
Logica Vitesse — 8086	1.8	6.2	13.0	13.5	15.5	28.9	44.9	35.0	19.9
Commodore 64* — 6510	1.4	10.5	19.2	20.0	21.0	32.2	51.6	116.0	34.0
Epson HX-20 — 6301 CMOS	2.6	15.2	33.4	33.2	35.2	59.6	101.0	132.0	51.5
Sinclair Spectrum — Z80	4.8	8.7	21.1	20.4	24.0	55.3	80.7	253.0	58.5
Tandy Model 100 — 80C85 CMOS	4.8	10.1	26.7	29.7	31.4	47.5	63.6	323.0	67.1

*Portable version

Benchmark 1.

```
300 PRINT "S"
400 FOR K=1 TO 1000
500 NEXT K
700 PRINT "E"
800 END
```

Benchmark 2.

```
300 PRINT "S"
400 K=0
500 K=K+1
600 IF K<1000 THEN 500
700 PRINT "E"
800 END
```

Benchmark 3.

```
300 PRINT "S"
400 K=0
500 K=K+1
510 A=K/K*K+K-K
600 IF K<1000 THEN 500
700 PRINT "E"
800 END
```

Benchmark 4.

```
300 PRINT "S"
400 K=0
500 K=K+1
510 A=K/2*3+4-5
600 IF K<1000 THEN 500
700 PRINT "E"
800 END
```

Benchmark 5.

```
300 PRINT "S"
400 K=0
500 K=K+1
510 A=K/2*3+4-5
520 GOSUB 820
600 IF K<1000 THEN 500
700 PRINT "E"
800 END
820 RETURN
```

Benchmark 6.

```
300 PRINT "S"
400 K=0
430 DIM M(5)
500 K=K+1
510 A=K/2*3+4-5
520 GOSUB 820
530 FOR L=1 TO 5
540 NEXT L
600 IF K<1000 THEN 500
700 PRINT "E"
800 END
820 RETURN
```

Benchmark 7.

```
300 PRINT "S"
400 K=0
430 DIM M(5)
500 K=K+1
510 A=K/2*3+4-5
520 GOSUB 820
530 FOR L=1 TO 5
535 M(L)=A
540 NEXT L
600 IF K<1000 THEN 500
700 PRINT "E"
800 END
820 RETURN
```

Benchmark 8.

```
300 PRINT "S"
400 K=0
500 K=K+1
530 A=K^2
540 B=LOG(K)
550 C=SIN(K)
600 IF K<1000 THEN 500
700 PRINT "E"
800 END
```

These are the Benchmarks used in *Practical Computing* reviews. Benchmarks 1 to 7 originally appeared in the American magazine *Kilobaud*, while Benchmark 8 was devised by John Coll and appeared first in *Personal Computer World*. The routines test out various typical tasks, each one repeating an appropriate set of Basic statements 1,000 times. To Benchmark a machine you measure the time in seconds between the S and the E appearing for each of the eight routines, and then work out the average. As originally published Benchmark 8 only went round its main loop 100 times, but we have changed this to 1,000 times so that our average figure is less arbitrary.

The slightly curious structure of Benchmarks 2 to 7 has a purpose. Once you have obtained the timing for a particular Benchmark, subtracting from it the time taken by the previous Benchmark gives you the time taken by the new statements. For instance, subtracting Benchmark 4 from Benchmark 5 will tell you how long 1,000 Gosubs and Returns take under the conditions of the test.

likely to be totally irrelevant. Since all the routines include floating-point arithmetic, because they use real variables, the results will have little bearing on, say, a text-handling application.

The same applies if your intended application is to be written in a language other than Basic. Some language implementations on the machine might be designed for fast execution times, while others might sacrifice speed in favour of, say, diagnostics or editing features.

Worst of all, the Benchmarks tell you nothing about the most critical element of a computer's performance, the speed of its input/output. Most practical computer applications are constrained by the time taken to read and write to discs and to output data to a screen or printer.

What is really needed is a set of Benchmarks that measures both processor time and I/O, weighted according to typical usage and not dependent on any peculiarities of language or implementation. It is a tall order, if only because of the need for portability. But perhaps there is somebody reading this who has already come up with the answer. If so, we would love to hear from you.

In the meantime, our eight standard routines will continue to serve at a theoretical level though they are probably now so far removed from the real world as to have little practical application. If you want to choose a computer to do your sales ledger, you would do better to set up a dozen identical accounts on each system, then see how long it takes to enter the same invoices and to produce the same statements on each.

You might argue that this sort of test cannot produce correct timings because it is dependent on the speed of the operator. But isn't this the most important factor of all? It is throughput that counts, and it must take account of keyboard time, disc swapping and even the number of times you need to stop everything and change the stationery in the printer.

I would go further and say that, when it comes to judging a system's performance, the speed of the processor is almost irrelevant compared to the convenience of the system to the operator. When I choose a system, I look at the keyboard before I look at the Benchmarks. If the Backspace is hidden among the function keys and the Control key is where the Shift Lock should be I know it is a loser, whatever the Benchmarks say.

Interpret or compile for Faster Basic

Basic may be a beginners' language, but it is good for serious applications too. Mike Lewis looks at ways of making programs execute more quickly.

ONE OF YOUR FIRST tasks when starting a new programming project is to decide on the language to be used. With all its faults, Basic remains the first choice for many micro users. It is quick to learn and relatively hassle-free. But if you do choose Basic, you have a second decision to make, and it is as important as the choice of language. Do you interpret or do you compile?

The trade-off is a simple one. A Basic interpreter makes for fast programming and easy debugging — and for programs that can be very slow to run. With a compiler your program will run many times faster but a much greater effort will be needed to get the program working in the first place. An interpreter benefits the programmer; a compiler benefits the eventual user of the program.

For many micro owners, the Basic interpreter is the first contact with the world of programming. Its advantages soon become obvious. To get a program working, you enter it through the keyboard, then type the word Run. You can stop the program whenever you like, make changes, correct errors and examine variables.

If your program has a tricky bug, you can trace the execution or display intermediate results. Because it responds to your program straight away, the interpreter encourages you to experiment. It is often faster to try out different approaches to a problem than to attempt to work out a theoretical solution. Not surprisingly, interpreters can do a lot to speed up software development.

The price you pay for faster programming is the considerably longer execution time. Everything in the design of the interpreter militates against fast running programs. Every Basic statement has to be scanned and decoded each time it is executed. For every Goto or Gosub the interpreter must undertake a time-consuming search for the target line number. All variables have to be converted to machine addresses each time they are used.

With Basic compilers, the advantages and disadvantages are reversed. The compiler produces programs in which the Basic statements and variables are already converted into machine instructions and addresses. There is an increase in running speed that is little short of startling. Improvements by a factor of 20 are common, and by over 100 are possible in the most favourable cases.

These benefits are fine, but they only appear once the program is up and running. Getting to that point can be a hassle. During software development you have to go through the various stages of compilation each time that you need to alter a program. First you must invoke a text editor for altering the Basic code. Then you compile the program, then go through some form of linking to create an executable file. Finally you run the program. On a floppy-based system it could take 10 minutes or more.

As well as speed, compilers have a number of other advantages. Compiled programs generally require less RAM, and they are completely secure against prying eyes. Every program line is checked during the compilation, whereas an interpreter can only check the lines that it actually executes. If your program compiles successfully you can be sure that there are no syntax errors, type mismatches or undefined line numbers lurking deep down — though there is still no guarantee that it will work.

If you are accustomed to interpreted Basic there a few points that you will have to understand before switching to a compiler. The differences concern a small group of instructions that are executed during the compilation, rather than at run time. They include Dims and the various forms of Def used to define variable types and user functions.

Since these statements are processed at compile time, they must not depend on variables that are only evaluated when the program is executed. Thus, a statement such as

```
DIM TABLE$(50)
```

is okay, but

```
DIM TABLE$(J%)
```

is not.

While an interpreter processes statements as and when it reaches them during a program the compiler deals with them according to their physical position in a program. The following construct would be rejected by a compiler:

```
IF AMERICAN% THEN DEF FNDATE$
(D$,M$,Y$) = M$ + "/" + D$ + "/" + Y$
ELSE DEF FNDATE$(D$,M$,Y$) =
D$ + "/" + M$ + "/" + Y$
```

The compiler would do the first Def regardless, then report a Function Already Defined error for the second. Similary, For-Next and While-Wend loops must be nested in physical sequence. These details apart, there are no major language differences between interpreted and compiled Basic.

Basic compilers are available for all but the smallest micros. There are several for the Apple, the most popular being Microsoft's Applesoft compiler. Microsoft is also a good choice for eight-bit CP/M systems, for the IBM PC and for other 16-bit machines under MS-DOS.

Microsoft's strength lies in the compatibility between its compilers and its corresponding family of interpreted

Compiler shopping list

The Basic compilers listed here are just a few of the many currently available. They are widely available from computer dealers and software vendors. Prices vary slightly so it might pay to shop around.

Microsoft Basic Compiler. Supports Basic-80 or Basic-86 language, and fully compatible with Microsoft interpreters such as MBasic, etc. Versions available for CP/M-80, MS-DOS; PC-DOS version also supplied but not supported under CP/M-86. Price: £275.

Digital Research CBasic-2. Not a true compiler as it requires a separate run-time interpreter, which is included in the price. Language supports many structured features. Eight-bit version costs around £100; 16-bit version over £200.

Digital Research Basic Compiler. A true compiler, compatible with CBasic-2; includes good multi-user support. Available for all versions of CP/M. Price from £320.

Supersoft Basic Compiler. Compatible with Microsoft versions of Basic; available for MS-DOS, PC-DOS and CP/M-86, but not eight-bit operating systems.

10 tips for faster Basic

Microsoft's interpreted Basic comes in many forms: MBasic for CP/M users, Basica for the IBM PC, Basic-86 on various 16-bit systems and a dozen own-brand versions on lesser-known machines. It all adds up to the most widely used programming dialect in the world. But whatever your reasons for choosing Microsoft Basic, execution speed will not be one of them. Interpreters are slow at the best of times and Microsoft's is no exception. So here are 10 ideas for putting a little extra speed into your programs.

1 Avoid Gotos, especially in loops. For-Next and While-Wend constructs not only make for more structured programming, they avoid the overhead of having to search for target line numbers. You can save up to 20 percent in the execution of loops, particularly if they are high up in a large program.

2 For the same reason, use function calls rather than subroutines whenever possible. Microsoft's user-defined Def FN functions are limited to single expressions, but it is remarkable how much you can squeeze out of them with a little ingenuity. The result will always be faster than using Gosub-Return.

3 Use integers rather than real numbers as much as possible, especially for control variables and array subscripts. Integer variables are stored in a form that is easily addressed by machine-level instructions, while real numbers require unpacking and decoding by the interpreter. A table search will run up to 25 percent faster if this rule is followed.

4 Cut down the number of separate lines in the program. Put several statements on a line whenever possible. The overhead involved in processing line numbers is significant. You can always break a program line into separate physical lines by using the line-feed key.

5 Keep the size of your source program to a minimum by eliminating comments, reducing spaces, tabs and other white space between words and statements, and using short variable names. Remember that every character in a statement has to be scanned and processed by the interpreter each time that the statement is executed. Of course, if you adopt this rule your program will be less readable because you will lose the benefit of indentation and commenting. You can't have it both ways.

6 Ensure that all your programs are saved in binary format rather than ASCII. In other words, avoid using the A option to the Save command. Although it will make no difference to execution time, loading programs and chaining between them will be about three times as fast.

7 Force the interpreter to carry out garbage collection at non-critical points. The interpreter normally reorganises its string space only when it needs to, and the process is very slow. You can force it to be done by executing a statement like

```
DUMMY = FRE("")
```

This will not avoid the need for garbage collection but it will at least keep it under your control and you can avoid delays at critical points such as during interaction with the operator.

8 When using random files, aim for record lengths of 128 bytes or multiples or sub-multiples of 128. To give an extreme example, a Get of a record of 129 bytes will take roughly twice as long as one of 128 bytes.

9 Study programming techniques. If your program does any sorting, table searching, indexing or buffering a glance at the literature may reveal a better way of doing it. For example, a shell sort of 250 items is about five times as fast as an exchange sort. Of course, you can apply your new techniques to any language or dialect, not just interpreted Basic.

10 Do not use the Microsoft interpreter for time-critical applications or for programs in production running. If your program runs under the interpreter you will be able to compile it with little or no change with Microsoft's compatible compiler, Bascom. The compilation process is itself slow, and you should not use it unless the program is to be run many times. But once it has been compiled your program will run an order of magnitude faster; the speed increases of our other nine tips will seem trivial in comparison.

Basics. You can use an interpreted version for program development and testing, then compile the program for production running to get the best of both worlds.

The other market leader is Digital Research whose CBasic-2 has been selling well since 1978. CBasic-2 compiles very rapidly, but it only produces an intermediate program which must itself be interpreted. Not surprisinlgy, CBasic-2 programs run slower then properly compiled ones.

Digital Research has recently released a truly compiled Basic called CB-80 or CB-86 for eight-bit and 16-bit systems respectively. It produces very efficient code and is downward compatible at source level with CBasic-2.

A new Microsoft-to-CBasic compiler-translator from Digital Research, called M2CBasic, will run under CP/M-86. Supersoft has a 16-bit compiler which it claims will compile unmodified Microsoft Basic programs. It has the considerable advantage of using binary-coded decimal for arithmetic, thus eliminating those silly rounding errors produced by high-precision floating point.

Whichever compiler you choose, you will probably have to pay more for it than you would for a comparable interpreter. It is the vast improvement in program running times the compiler will bring that makes it money well spent.

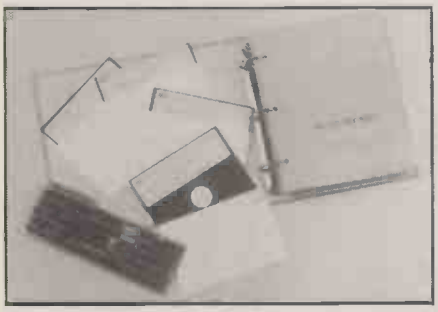
old dog, new

ONE OF THE FOUNDATIONS STONES of the microcomputer revolution was the Intel 8080 processor. Many early micro manufacturers built their machines around this chip or its offspring, the Zilog Z-80. Almost without exception they adopted Digital Research's CP/M operating system, which provided a key for software writers who were then able to run their programs on a variety of machines.

The Apple was different. It was based on the 6502 processor and could not tap CP/M software until Microsoft came up with the Z-80 Softcard.

CP/M Pluscard

Digital Research has co-operated with Advanced Logic Systems to produce a Z-80 card which runs CP/M Plus, the latest version of the operating system running up to 20 times faster than its predecessor, CP/M 2.2. The improved per-



formance is achieved by using cache memory techniques. The Pluscard comes with CBasic and GSX, a graphics operating system intended to act as an interface between standard applications programs and hardware of various different kinds.

The CP/M Pluscard is based on the Z-80B processor and contains an extra 64K of memory. Keyboard, display and access to peripherals are normally controlled by the Apple's 6502. Memory is divided into two banks. The motherboard memory, bank 0, stores the keyboard, printer and disc buffers, part of the BDOS and other information that is essential to system operation. The Pluscard memory, bank 1, includes most of the transient program area and provide 56K for applications software and data. BIOS and part of the BDOS are contained in a common memory which is accessible from both banks. The common area can also be accessed by programs. Using the CP/M Pluscard with the Apple IIe 80-column card offers interesting programming possibilities, as three entirely separate 64K memory banks are then mapped into the same address space.

Starcard

Micropro, of WordStar fame, has teamed up with hardware manufacturer PCPI to produce the Starcard. It is ideal for Apple users who wish to gain access to Micropro's excellent range of software. Micropro has put together a package which includes CP/M Primer by Stephen Murtha and Mitchell Waite, providing an introduction for newcomers to CP/M, the Starcard and either WordStar or the Infostar database manager.

The Starcard is Z-80B based and plugs into one of Apple's expansion slots. The processor runs at 6MHz and is controlled by a 2K bootstrap PROM which is expandable to 8K for more specialised applications. There is 64K of dynamic RAM residing on board and an expansion interface for connecting extra memory. A serial or parallel interface is provided for data communications or networking, and there is also a socket for an optional counter time chip.

The Z-80B in the Starcard and the 6502 in the Apple run simultaneously at their full rated speeds and communicate via a parallel port which gives a very high data-transfer rate. Approximately 57K of RAM is available for user programs, which the board runs using its own processor and on-board memory. The 6502 and the Apple memory are freed for housekeeping purposes such as keyboard control and peripherals access. Installing Starcard into older Apples calls for a minor soldering job; the IIe will take it without any hardware modification.

When not in use in the Z-80 mode,

Starcard can be configured as a RAM disc operating under DOS 3.3. Starcard supports most 80-column cards, including the Apple IIe cards with their unique protocol, but it also has an exclusive Soft-Video 70-column mode based on the high-resolution screen.

Starcard is supplied with CP/M 2.2 as well as a number of utility programs for disc initialisation, disc maintenance and system configuration. The WordStar version distributed with Starcard is 3.3, which has undergone substantial changes to speed up its operation. The manual has been completely rewritten and is now a model of clarity. Although I have known WordStar for a considerable time I discovered features which I did not know existed.

Virtual drives

Apple II users who already have a Z-80 card can achieve some of the advantages of the CP/M Pluscard or the Starcard by using a RAM card configured as an

additional drive. Most RAM card suppliers either include the necessary software or sell it as an optional extra.

Typical of these utilities is the Speedisk for the Digitek RAM Master. It is supplied uninstalled and must be set up to the particular hardware configuration before it can be used. It is done loading CP/M, inserting the Speedisk in Drive A: and typing

SPEEDISK S ¼CR¾

Speedisk then prompts for the various sizes of RAM card and their locations. After the disc has been informed of the hardware set-up, the user is asked if he or she wishes to save the configuration to disc. If this option is selected, Speedisk modifies itself so that the set-up operation does not have to be repeated.

The RAM disc may be activated at a later stage by inserting the Speedisk into Drive B: and typing

B:SPEEDISK ¼CR¾.

which will load the Speedisk module into the BDOS and activate the virtual disc. Files are then transferred to drive E: using

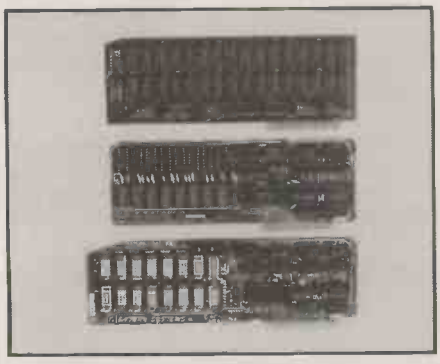
tricks

Roger Cullis reviews the hardware add-ons and software dodges which give the ageing Apple an extra turn of speed.

the standard CP/M Pip utility supplied on the CP/M system disc.

RAM cards

One result of the steady increase in complexity of semiconductor chips is the availability of large amounts of memory which can be plugged into the Apple's expansion slots. The first of these was the Apple Language Card which mapped 16k of RAM in place of the Basic ROMs to implement Pascal, Fortran and Pilot.



Nowadays, cards with 64K and 128K are more common, and Basis has even launched a 256K RAM card. Using the Basis card, it is quite feasible to have an Apple with a megabyte of auxiliary memory and still have expansion slots to spare. One problem, however, is that although memory can easily be expanded by plugging in an extra RAM card, the 6502 processor can only address 64K locations. Using the protocols established by the Apple Language Card, only 12K of the memory map is available to address the additional memory, so access must be achieved by bank switching.

RAM cards should be purchased with care since products from different manufacturers are usually not compatible with each other. The same switch locations are usually used to read and write and write-enable RAM and ROM, but different techniques are used for switching successive 16K banks. Another factor is the software available with the cards. Most come with pseudo-disc capability for DOS 3.3, Pascal and CP/M, and the Basis also handles CP/M Plus. Applications software enhancements are often available as an optional extra.

Saturn Accelerator II

A 3.6MHz 6502B chip is at the heart of the Saturn Accelerator II card. Not only does it run at three times the speed of the Apple's own 6502, it also make use of the board's own memory chips, which take over the running of programs. The motherboard 6502 and memory control only the video display.

Certain peripherals, such as disc drives and modems, are not able to operate at the higher speed of the Accelerator II so the card must slow down to normal Apple speed when it is accessing them. The card is provided with a Dip switch which is set according to the slow peripheral configuration.

The Accelerator II has 64K of memory mapped into the same memory space as the Apple's normal memory. When the card is enabled, it automatically moves everything from motherboard RAM into its own memory. For programs that require the language which is normally in ROM, a pre-boot disc moves the language into the fast RAM on the card. For programs that use a language card, the Accelerator II can take over the program if it is in slot 0. An option on the pre-boot disc creates a phantom slot 0, if necessary, or program discs can be fixed to recognise the Accelerator II memory in another slot.

The Accelerator II is a direct-memory-access co-processor, which means that it cannot be used at the same time as Z-80

cards. To run CP/M you must either remove the Accelerator II or disable it using the pre-boot disc. The Accelerator II must be installed to the left of the Z-80 card because the pre-boot programs search for the card. If the Z-80 card is found first, the system will hang because the Z-80 will be turned on.

However, learning to use the Accelerator II is not hard, and there is an excellent instruction manual which explains clearly how to install and operate the card. The manual also contains a comprehensive list of commercial software and the procedures necessary to run the programs using the Accelerator II.

Mem/Dos

This European-produced multi-user, multi-access operating system replaces Apple DOS and extends Applesoft Basic, making it possible to use a micro for many operations which were previously only possible with a mini. Mem/Dos is supplied on a 20K ROM card which simply plugs into any vacant Apple slot.

Mem/Dos provides very powerful index sequential file access, ISAM, which gives fast access to records by way of their keys. The ISAM supports up to 10 keys per file in its multi-key form, each key being up to 255 bytes long. The key can be made up of

sub-keys, which can be extracted and used for record retrieval.

A single-key ISAM file can have its key made up from more than one variable, and an Extract function will allow access via these sub-key variables. Mem/Dos file handling gives additional packing on disc, variable-length records, virtual elimination of sorting, and operation of hard discs without volume numbers or virtual diskettes. It is currently configured to support Seagate 5Mbyte, Sparrow 20 Mbyte and Honeywell 10 + 10MByte discs, and plans are in hand to implement the system on ICE, Corvus, Hal and Konan.

The multi-user capability is controlled by a central multiplexor which serves up to 16 users with a transmission range of 250 metres. The multiplexor acts as a file server, all other program functions being carried out by the individual terminals. This ensures that response time is very fast, and the speed can be further increased by extending the buffer memory in the multiplexor.

Graphics functions are provided by another firmware option, Mem/Plot, which is also based on a 20K plug-in card. Mem/Plot lets you generate graphics with simultaneous use of a light-pen, graphics tablet, graph plotter, digitiser and high-density video display. Theoretical resolution is 64,000 lines on X- and Y-axes, but in practice this is limited by the perfor-

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mance of peripherals and the availability of memory. A separate video driver board is required to overcome the limitations of the Apple high-resolution display. Mem/Plot can easily be integrated with Mem/Dos to express graphically data extracted from a central database.

Text-handling facilities are available using Mem/Text, which provides normal word-processing features, although it is intended primarily for manipulating data from the central database. Mem/Calc provides spreadsheet capability, again with the opportunity to use hard discs. Both these extensions to Mem/Dos are disc based.

Snapshot

Most manufacturers have made great efforts to provide products which speed up the operation of the Apple. Dark Star Systems, on the other hand, has done exactly the opposite and sells a range of cards which stop the computer dead in its tracks. The Snapshot II and Snapshot Copykit make it possible to interrupt a running program, examine it, manipulate it, save it to disc and resume running it from the point of interruption. Freezing a program that is in memory also lets you back up programs that cannot be copied by any bit copier.

Snapshot II works by loading its operating software on to a 16K RAM card

which is connected to the Snapshot card by a ribbon cable. It then seals itself in so that the program to be investigated cannot detect it or erase it. The program is then loaded and run as if the Snapshot were not there. Pressing a trigger switch at the appropriate moment halts the program which is running, saves the contents of the 6502 registers and rearranges the contents of the memory to give itself some operating space. It then displays a menu and waits for instructions. If you ask Snapshot to resume execution of the program, it undoes the rearrangement of memory, restores the registers, seals itself in and resumes execution of the program.

Snapshot Copykit works in a similar way but has its own on-board memory, so it does not require a separate RAM card. While the Snapshot II will operate only with the Apple II, the Copykit also functions on the IIe.

The snapshots provide a complete image of the state of the Apple when the program was halted, and contains all of the data required to resume executing the program. It consists of three parts: a rearranged image of the contents of RAM, a record of the contents of the registers and a record of the settings of the video-screen soft switches. Snapshot can also transfer this record from memory to a DOS 3.3 disc by a Dump operation or from disc to memory by a Load operation. The disc containing the dumped image can be converted easily to one which will boot and run.

Software fixes

As well as the various hardware products designed to increase the speed of Apples, there are several software utilities which perform a similar function. Users of language cards will be familiar with the frustration of waiting for the alternative language to load when performing a cold boot. One reason for the time it takes is the structure of DOS 3.3 and the way that it arranges successive sectors in which a file is stored.

One solution to this problem is provided by an alternative DOS which hails from Australia. FDOS BLoads Integer Basic in five seconds instead of the 14 seconds which DOS 3.3 takes. It Catalogs a file in one-half and Saves a large file in one-seventh of the time. To install FDOS, a program FDOS Create is run in exactly the same way as Master Create on the DOS 3.3 System Master disc. After that, FDOS discs are used in exactly the same way as normal DOS 3.3 discs.

Another fast-loading utility is Universal Boot Initialiser, UBI, from S&H Software. It allows you to create either 13-sector discs with DOS 3.2 or 16-sector discs with DOS 3.3. Applesoft or Integer Basic, or both, are then placed on these discs so that when the disc is subsequently booted the non-resident Basic will be loaded into a RAM card in less than two seconds. UBI-formatted 13-sector discs boot on Apples with either the old 13-sector drive controller PROMs or the DOS 3.3 PROMs and will also load the RAM card from this 13-sector format.

After UBI discs have been created with the utility program, they can be loaded with other files in the usual way. The greetings program may be any type of file which is Run, BRun or Execed as appropriate. You can custom-create a disc to run on a particular system, or prepare a universal disc which will boot on any system and then run the greetings program on any specified slot and drive. Other features of the utility are The DOS Enhancer, which enables standard DOS 3.3 binary, Applesoft and Integer Basic files to be loaded up to 5½ times faster than normal DOS. A Free command, which gives the space remaining on the disc, replaces DOS 3.3's Init command.

The Routine Machine provides a library of files containing machine-code routines which can be inserted into a program to speed it up. It can either be called directly using an & command or called from a program with a modified Call command. It operates by tagging selected library modules on to the end of an Applesoft program and supplying an interfacing routine to permit the modules to be called.

Library modules which are supplied include utilities to swap two Applesoft variables, format data, search for sub-strings within a larger string, sort the elements of a string array, generate sound effects, create the equivalent of Goto using a variable to specify the line number, move memory, manipulate shape tables and perform a variety of graphics functions, and fast BLoad binary files.

Suppliers and prices

CP/M Pluscard Scope Systems Ltd, 13 Carlisle Road, London NW6 6TL. Telephone: 01-969 9365. Price: £299.

Micropro Starcard The Soft Option (U.K.) Ltd, Home Farm House, Colsterworth, Grantham, Lincolnshire NG33 5HZ. Telephone: (0476) 860171. Price: £295.

Saturn Accelerator II, FastDOS, Routine Machine Pete & Pam Computers, New Hey Hall Road, Rossendale, Lancashire BB4 6JG. Telephone: (0706) 227011. Prices: Saturn £299; FastDOS £19.95; Routine Machine £42.95.

Mem/Dos Dynatek Microsoftware, Rue de Commerce, Bouet, St Peter Port, Guernsey, Channel Islands. Telephone: (0481) 20155. Price: £300.

Snapshot II, Snapshot Copykit Dark Star Systems, 78 Robin Hood Way, Greenford, Middlesex UB6 7QW. Telephone: 01-900 0104. Prices: Snapshot II £85; Snapshot Copykit £99.

Basis Basram 256K RAM card BCD Systems Ltd, 21 Mount Ephraim, Tunbridge Wells, Kent. Telephone: (0892) 45266. Price: £395.

Digitek 128K RAM-Master card, Speedisk Digitek International Ltd, Oakwood Hill House, Oakwood Hill, Ockley, Surrey RH5 5PY. Telephone: (030) 679517. Prices: RAM-Master for II+ £274; RAM-Master for IIe £289; Speedisk £30.

U-RAM 128K RAM card U-Micro-computers, Winstanley Industrial Estate, Long Lane, Warrington, Cheshire WA2 8PR. Telephone: (0925) 54117. Price: £275.

Cache pay-off

It is access to mass-storage devices, not raw computing, that has operators twiddling their thumbs. Chris Bidmead looks at two ways of speeding things up.

MICROCOMPUTERS are essentially very speedy devices: a typical pseudo-16-bit chip like the 8088 is capable of performing 100,000 instructions a second as long as all it has to do is compute. In practice the real-world operations like writing to and reading from disc, and producing a printout show slow it down a lot.

These hold-ups are important time wasters in most micro applications because of the knock-on effect. A slow drive slows down everything else the computer is trying to do, and a slow printer can simply suspend operations altogether until the printout is finished.

However, the gap between the electronic speed of computer chips and the traditionally more stately motion of mere machinery is beginning to close, thanks to some awesome developments in mass-production engineering. You start with the tried and tested technology of the floppy — magnetic surfaces that rotate against read/write heads — but make everything much smaller and faster.

The flexibility that gives the floppy its name is the first thing to go, because with the head travelling only 18 millionths of an inch above a disc rotating at 3,600rpm, or 10 times faster than floppies, there is not room for wobble. Instead you use a rigid platter with a specially smooth surface of ferric oxide or plating material.

To put these huge speeds and tiny dimensions into some sort of human perspective, imagine the whole thing scaled up so that the disc track is as wide as the M1. The read/write head would be equivalent to a Jumbo jet cruising at 600mph with its belly just three feet above the ground. To the same scale a particle of cigarette smoke would be about the size of

Microcache

Microcache, from Microcosm Research Ltd, is an intelligent buffer system that sits invisibly between the processor and its disc system. Unlike the pseudo-disc it does not inhibit writing to the real magnetic media, and in that way it can produce a dramatic improvement in speed of disc access without changing the essential nature of the disc as permanent backing storage. The latest 16-bit version also incorporates a printer buffer, so that both sources of system sluggishness are catered for.

Microcache will work on most computers under a number of operating systems. Installation of the software under CP/M-86 on the Sirius used for the test was simply a matter of running a program called MCInstal.Cmd. It asks for your machine type and then prompts you for the default size of your cache. You are then invited to specify the system names of the drives you want to cache: normally it will be all the drives, but if your total available memory is rather small you may feel like saving some space by only specifying the drive you use most.

MCInstal then goes on to set up the printer side of things. You do not have to specify the size of the printer buffer as it steals as much of the available cache as it needs. A certain amount of guesswork is required to fill in a pair of parameters that will govern the way the buffer shares time between the printer and the processor. These are two arbitrary numbers used by the cache to compute delays, and their effect for your particular printer / computer combination can only be judged by trial and error. So to use the printer buffer a certain amount of tuning is going to be necessary.

MCInstal patches Cache.Cmd and writes the personalised version back to disc. Now all that is necessary to bring the system into operation is to type Cache once only at the beginning of each session. Optionally you can type Cache nnn, where the nnn epresents three digits that specify the amount of memory in K you want to set aside for the buffer, overriding the default set by MCInstal.

The first time the processor reaches out towards the disc for a particular sector of data the cache has to go and get it in the ordinary way. But as more sectors are called up, the cache retains them, up to the limit of the amount of memory you have allocated for the purpose. Every time the operating system calls for data from the disc, Microcache first checks to see if that particular sector is already in the cache. If it is, the disc request is short-circuited and the cached sector is used to fill the order instead.

The Microcache buffer is said to be intelligent because it keeps track of disc usage in order to second guess the processor, always trying to have at hand the sectors the processor is going to need next. The intelligence comes into operation once the memory set aside for cacheing has filled up and the time has come to throw away some of the stored sectors to make way for new ones. The cache has to do some smart thinking to decide which to throw away and which to keep.

Simple disc buffers tend to kick out the sectors in the order of use, so the first one called up is the first one to go. This does not take any account of how you may be using the cache contents and is therefore pretty dumb. A traditional improvement on this is something called the Least Recently Used or LRU algorithm. This approach entails keeping a check on processor activity so that a sector will not be thrown out simply because it has been around for a long time. Every time the processor calls on it, that sector goes back on top of the heap.

The LRU algorithm works well most of the time, but occasionally preserves a recently but rarely used sector when it might have been smarter to hang on to another sector — one that is used more often but just happens not to have been called as recently. Microcache caters for this situation by tracking not only the order of use, but also the number of times each sector in the cache is called on.

Such complications need not trouble the user, to whom the whole process is seen simply as a radical speeding up of the disc drives. The speed advantage is particularly noticeable under CP/M-80 and CP/M-86, operating systems that have to read the directory off the disc every time a file is called for, because of the way Microcache buffers the directory in RAM.

As well as the Install program and Cache.Cmd itself, the Microcache distribution disc includes some supplementary utilities. The command DskReset X clears

a Fiat. So to keep all other traffic off the road the whole disc unit has to have its own sealed-in dust-free atmosphere.

At current prices a 10Mbyte hard disc can add upwards of £1,500 to the price of your system. On capacity alone buying hard discs is not a worthwhile investment. My own favourite micro, the Almarc Spirit 2, is a fairly conventional S-100 bus machine with a double-sided 800K floppy drive. A box of 10 of the best floppy discs money can buy would cost around £60, and discs almost as good can be picked up for as little as half this price. So 12Mbyte would cost me £72 at the most.

Even so I have shelled out for a 12Mbyte hard disc as a second drive. Of course it's more convenient to have all those files to hand every time you power-up the machine, without having to root around in a stack of disc boxes. But the chief answer — and the reason I would never go back to a dual-floppy system again — is summed up in one word: speed.

(continued on next page)

Symbiotic Computer Systems' Symbnet hard-disc sub-system is available in sizes from 5Mbyte to 21 Mbyte. The disc itself is a Rodime 5.25-in Winchester, and is to be networked to a range of micros including IBM PC, Sirius and BBC.

the cache of all the sectors relevant to any valid drive X and is a way of telling the cache system that the disc in that drive has been changed. Changing discs without letting the cache know could be dangerous, highlighting one of the less comfortable side-effects of holding directory information in memory. Unless this information is updated with each disc change disc writes could destroy data by scribbling over the wrong sectors.

Luckily many of the newer micros have mechanical means of detecting whether the discs have been changed. On hardware like this Microcache can be installed to flush the buffers automatically whenever a disc change is detected. With the version we tested on the Sirius for example it was never necessary to run DskReset.

CP/M has a built-in function to reset individual discs, which can be evoked from inside an application program. Microcache recognises these calls, and responds by clearing the buffer. A second CP/M function resets all the discs at once, but older application programs derived from the early days of CP/M-80 often issue this call indiscriminately. By default, Microcache ignores such calls but can be made sensitive to them if necessary with the command Resets On; the complementary Resets Off restores the original default.

The Lock and Unlock functions are used to hold and release particular files, irrespective of the amount they are used. For example, if you only have limited space to devote to the cache you might want to keep the WordStar overlay files firmly in position to avoid them being jostled out by frequently called text-file sectors. The commands:

```
LOCK WSOVLI.OVR
LOCK WSMSGS.OVR
```

will guarantee to keep them in play until you issue a DskReset or an Unlock command or hit the Reset button. You can also lock the directory with the command Lock Dir.

CP/M-86 has no printer buffer utility, but with Microcache you can send a file to the list device and immediately proceed to other business without waiting for the printing to finish. Thereafter the processor will spend any spare time it can find servicing the print command, but will give priority to commands entered at the keyboard.

Unlike hardware buffers built into the printer or attached as a separate peripheral, microcache allows the user to keep full control of the printer. You can interrupt printout from the keyboard at any time, even while inside an application program. By hitting the Escape key, which is redefined by MCInstal, a prompt is called up on the screen:

S — to stop printing C — to continue printing F — to flush (abandon) the printer buffer

Sensibly this prompt only appears when there is something in the printer buffer, but even so it seems a lot of text to be springing up in the middle of the screen during some other program. It does not interfere with the functioning of whatever main event you happen to be running, but in some applications you might have difficulty restoring the screen again. I understand that the new release of Microcache puts up a sparser single-line prompt at the top of the screen.

The table shows the sort of improvement Microcache is able to make to disc speed when performing the tests also used for the hard discs. The speed of loading files is degraded by about one-third. This seems to be a feature of the Sirius implementation; our CP/M-80 version actually speeds up initial disc loading because physical file information the operating system needs is already in the cache.

The top-to-bottom test shows no speed improvement because WordStar is creating a new temporary file called EdBackup.$$$; Writes to disc are not speeded up in the current version of Microcache. The final three tests are mostly re-reads of files that have already been read at least once. These tests represent a high proportion of the disc activity in real-life use of micros, and it is here that Microcache offers a considerable improvement in speed. All timings are in seconds.

	No cache	With cache
Load 10,000-word file	10.35	15.66
Top to bottom	78.80	79.58
Bottom to top	23.97	9.38
Second top to botton	23.34	9.70
Second bottom to top	21.03	8.15

Cache pay-off

(continued from previous page)

The table in the Benchmarks box shows the floppy disc on the Almarc system matched against one of the first Rodime Winchesters sold. Mike O'Connor of the Planalysis Computing Consultancy also gave me the opportunity to run the same test on his North Star Horizon, and I was also able to test the Epson QX-10 with the ICE add-on hard disk.

The ICE disc is an interesting beast, one of the new generation of pre-packaged Winchesters that comes with integral power supply and customised software. With special adaptors for the different machines, and software to match, the same unit can be appended to the Apple II, Apple III, Osborne, IBM PC and Sirius Micros, and if your are prepared to write the software yourself to most S-100 bus systems as well. It is available from ICE Ltd, Littleton House, Littleton Road, Ashford, Middlesex TW15 1UU; Telephone Ashford (07842) 47271.

However, the delay involved in accessing external devices can be avoided altogether. For a long time mainframe designers have used a simple solution of buffering I/O devices wherever possible. Instead of writing directly to the device and having to wait while it accomplishes all the stages of its task, the processor sends the data to a block of memory and returns immediately to get on with its main job. Thereafter the data is either transferred by independent I/O devices without the intervention of the main processor, or will wait in the buffer until the processor has an idle moment for completing the transfer.

The same idea works in the opposite direction, when the processor is reading from the disc. If the disc can somehow have the wanted sectors handy already in the buffer, the processor need not wait while motors churn round the magnetic media and heads click into position to peel off the data. A buffer used for this purpose is called a cache.

This cache idea is susceptible to some interesting developments. One is to make the buffer very large and eliminate completely the business of transferring data to the real hardware disc. You do so by giving the buffer a logical sector structure that makes it look to the system exactly like a disc. Reads and writes involving this pseudo-disc take place hundreds of times more quickly because no physical components have to be moved.

There are two traditional disadvantages: RAM is more expensive per byte stored than magnetic media; and data written to RAM is volatile, so when the machine is turned off the data is destroyed. But this picture is changing because RAM prices are falling, and the wide availability of battery-backed CMOS RAM means that volatility is now avoidable, albeit at a higher price. But even before these recent advances the pseudo-disc had already begun to be worthwhile in applications like real-time process control and communications.

In the office too the pseudo-disc has helped speed up applications like word processing. Traditional micro software, with its origins in the eight-bit environment, often uses overlay files to make up for the inability of the chips to addresss more than 64K of memory. Keeping the overlays on pseudo-disc can make programs like these perform many times faster, completely eliminating, for example, the Disk Wait messages that slow up WordStar.

There have been many recent commercial offerings of the pseudo-disc idea, usually as an expensive hardware/software combination. Despite the loud claims reiterated in the American magazines, the London-based company Microcosm assures me that its product, called the Silicon Disk, was in fact the first to be available on a micro. It had certainly been around for at least a year by the time I first reported the eight-bit version in the November 1982 issue of this magazine.

What matters to the users is not who got there first, but whether it is any good, how much it costs and whether it will run on their machine. The answers, I'm happy to report are very positive; at £95 it is excellent value. Eight-bit users will need bank-switchable memory with a 1K common area, but those with 16-bit machines will be able to set up Silicon Disk in their standard memory configuration, or add memory according to the manufacturer's instructions.

Both Microcache and Silicon Disk are simple software solutions to the problem of speeding up disc access. Microcache also incorporates a very neat printer buffer that lets you drive your computer and print at the same time. In both cases the software is British, which means that support is close at hand; I have always found Microcosm very responsive and ready to help. Microcosm Research Ltd is at 26 Danbury Street, London N1 8JU, telephone 01-986 1756.

Hard-disc Benchmarks

The tests show how hard discs and floppies prform when handling WordStar text files. There are five distinct stages, each reflecting a different aspect of file handling.

1. Straight file load. WordStar pulls only a small portion of the 10,000-word text file into memory.
2. Top to bottom. The command ~QC moves the cursor to the end of the text. During this stage WordStar first creates a temporary file that is about 60 percent of the size of Tenthou.Txt; then it moves sequentially through the file.
3. Bottom to top. The command ~QR moves the cursor to the top of the text again. WordStar extends the length of the temporary file by sequential copying until it is about 80 percent the size of Tenthou.Txt.
4. Second top to bottom. Duplicates stage 2, using the existing temporary file.
5. Second bottom to top. Duplicates stage 3, using the existing temporary file.

You can easily create Tenthou.Txt in WordStar by typing the sentence "One Two Three Four Five Six Seven Eight Nine Ten." Now copy it nine times, leaving two spaces after the full stop, and reformat the result into a paragraph of 100 words. Copy that paragraph, to form a 1,000-word block. Copy the whole block nine times to produce a 10,000 word file.

It turns out that the Micropolis is faster than the hard disc when it comes to loading in the 10,000-word file. To load Texthou.Txt from the hard disc the operating system has to search through a file of over 500 entries. The floppy directory by contrast, had only one entry — and the Micropolis drive is pretty fast by floppy standards anyway. All timings are in seconds.

Test	Floppy disc	Hard disc
ALMARC SPIRIT 2		
Load 10,000-word file	6.00	7.35
Top to bottom	31.90	17.18
Bottom to top	17.83	11.60
Second top to bottom	14.56	12.78
Second bottom to top	17.11	11.04
NORTH STAR HORIZON		
Load 10,000-word file	7.29	4.30
Top to bottom	30.81	12.22
Bottom to top	19.75	10.03
Second top to bottom	18.72	9.98
Second bottom to top	15.92	8.59
EPSON QX-10 WITH ICE		
Load 10,000-word file	8.24	7.83
Top to bottom	42.16	23.55
Bottom to top	20.60	15.32
Second top to bottom	16.84	14.91
Second bottom to top	15.91	13.04

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Chairman (morning session) Alex Catto, editor Contract Journal

Session one: Getting Programmed

09.30 Choosing the right system – assessing your micro requirement, evaluation of benefits versus price, custom or standard package software, protecting your up grade path, links with other computers, last and least – the hardware.
Russell Nathan, managing director, RomTec.

10.00 Who uses micro for what in construction.
Rob Howard, CICA

10.30 Coffee

★ ★ ★

Session two: Putting Micros to Work in the Office

10.50 What financial modelling can do to make cost control more effective.
John Sellers, data processing consultant, Peat Marwick Management Consultants.

11.10 Integrated accounting systems – what they are, some advantages and disadvantages and alternatives.
Ken King, Manager – accounting systems development project, Wimpey Group Services Ltd.

11.30 Software accounting packages designed for the smaller contractor.
Brenda Wroe, School of Mathematics Computing and Statistics, Leicester Polytechnic.

11.50 What computers can do for estimating.
Denis Wager, CICA consultant.

12.10 Questions on the morning sessions.

★ ★ ★

12.30 Lunch, Guest speaker – Chris Hipwell, publishing director of Practical Computing, Your Computer and Computer Choice magazines, will give delegates an appreciation of micro computers.

Chairman (afternoon session) Rob Howard, CICA

Session three: Putting Micros to Work on the site

14.00 What computers can do in site management.
Dr Martin Barnes, director, Project Software Ltd.

14.20 Planning the contract.
Glynn Nixon, Director, Micro Planning Software.

14.40 Software systems for valuations.
Brian Fine, consultant, Fine, Curtis and Gross.

15.00 Questions on afternoon session

Session four: Computer Clinic

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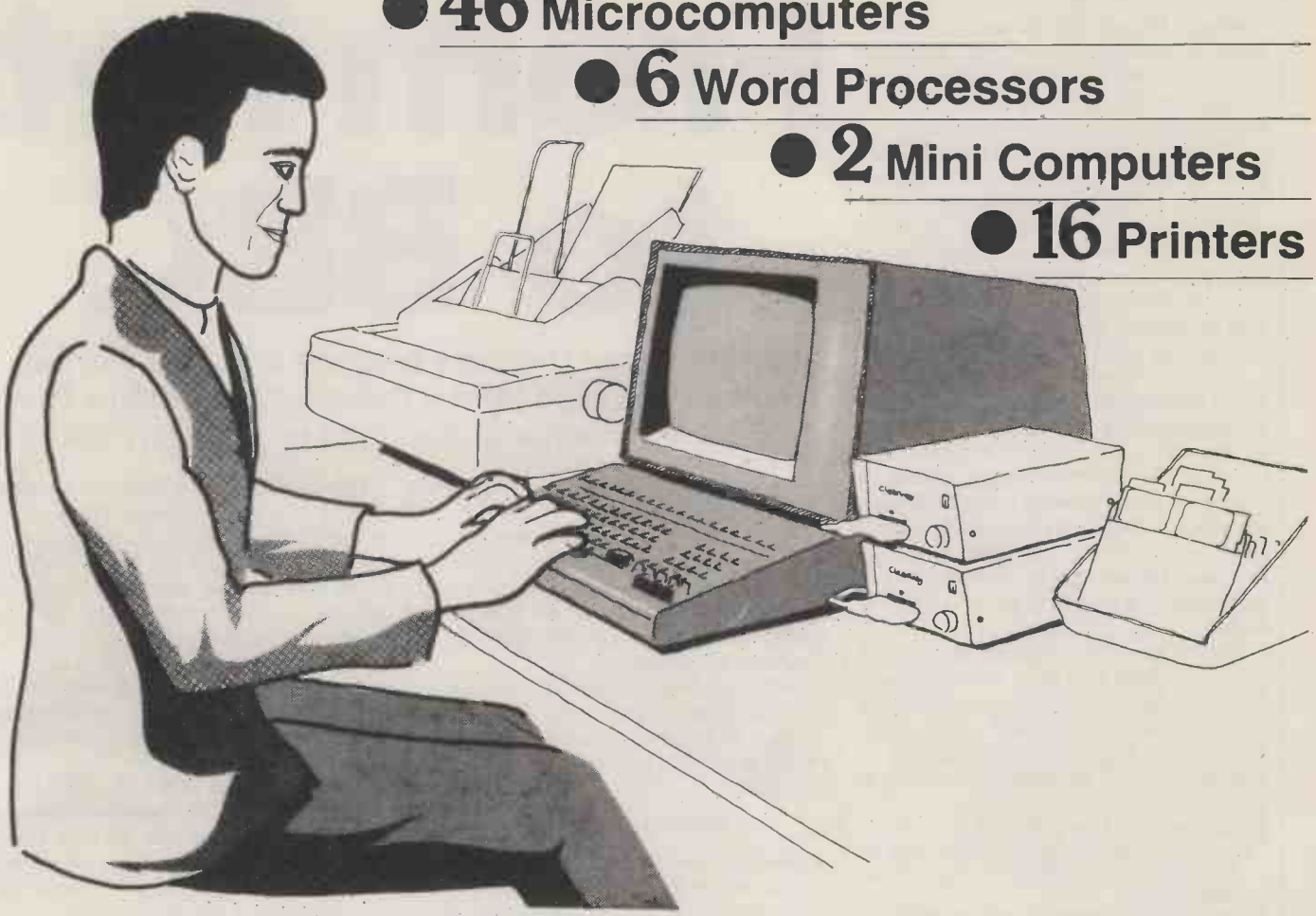

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● Circle No. 169

From Pet to BBC

Using Andrew Donald's program interface you can transfer software from a Commodore machine to a BBC Micro without having to retype every line.

ALTHOUGH the BBC Micro and Commodore's Pet use very different variants of Basic it is possible to transfer programs direct from the Pet to a BBC Micro. Clearly the time saved in retyping makes the effort in setting up the link well worthwhile.

The first problem is to get the Pet's data in an acceptable form. Basic programs are stored in memory in compression codes, and different computers use different compression codes. Basic program cannot simply be lifted as a block of memory from one computer and stored in the equivalent area of another. It is therefore necessary to translate the program into ASCII format.

There are two sources of ASCII listings. When the program is listed on the VDU the compression codes are converted to ASCII, as they are when listing the output to a printer. It is perfectly feasible to set up communications between computers using the video listing, but you need to have a good knowledge of the location of the firmware routines to be intercepted and redirected. It is simpler to go for the printer listing.

The Pet printer is not driven by a parallel port, as is usual with most micros, but sits on the bus like any other device and listens for instructions addressed to it. The sequence of control signals required to print a byte from the Pet goes as shown in figure 1.

1. The computer first looks at line NDAC — No Data being Accepted, active low — and if it is high it will give a Device not Present error.
2. If NDAC is low it puts a byte on the data lines and then looks at control line NRFD — Not Ready For Data, active low; When NRFD is high it will know the printer is ready to accept a byte.
3. The computer now lowers DAV — Data Valid, active low — which tells the printer that the data lines now hold a byte for printing.
4. The printer finds DAV low so sets NRFD low to tell the computer it no longer requires a byte. It then reads the byte from the data lines and sets NDAC high to show the byte has been accepted.
5. The printer now prints the byte and sets NDAC low to show the computer that it has finished. The process then repeats from 2.

Three control lines are therefore required to get the Pet to hand over its ASCII listing: an output from the Pet, DAV, and two inputs NRFD and NDAC. Eight data are needed, making a total of 11 lines in all.

The simplest way to provide these signals seems to be from the user port, which is half of a 6522 VIA. The user port has only 10 lines; eight data lines and two control lines CB1 and CB2. However, the Pet uses bit 7 to indicate graphics characters, and as they are unique to the Pet there is little point in transmitting them. Data line 7 can therefore be used as a third control line as long as all Pet graphics characters are suppressed. Since the 6522 VIA is an extremely versatile chip, its data lines may be separately configured for input or output.

Andrew Donald is a Senior Lecturer at the City of London Polytechnic.

The 10 connections required between the two computers are shown in figure 2. Connect only the lines indicated; be particularly careful of the two lines above NRFD and DAV on the BBC's PL-10 as they carry the 5V supply.

With the two machines connected suitable software is required to read the listing. Use whatever is normal to make the Pet list to printer; I generally use the direct commands:

```
OPEN4,4 CMD4 LIST.
```

A Print# statement severs the link.

You can use Basic to set the BBC Micro to emulate a Pet printer, thanks to BBC Basic's high speed. The program in listing 1 will emulate a printer and output the received bytes to the screen.

The VIA registers are memory mapped to the Sheila area at &FE00. The A section of the VIA is used by the printer, so all instructions will be to the B section. To set the B data lines as input or output lines requires a value to be put into the Data Direction Register at &FE62. Lines for input are assigned 0, lines for output are given 1. Putting a value of &80 into the register in line 20 sets D7 as output and D0 to D6 as input. D7 will be the signal NDAC, the rest the input byte.

The DAV signal enters the BBC Micro along line CB1. A positive-to-negative transition of this line sets the CB1 flag in the Interrupt Flag register. This register may be cleared by reading the register and then writing back the value just read, which is what is happening with the first instruction on line 40. The second instruction writes a value of 0 into

Figure 1.

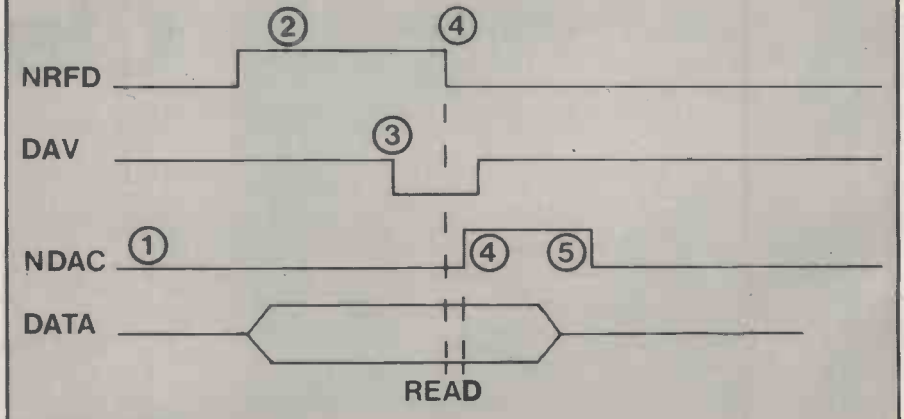
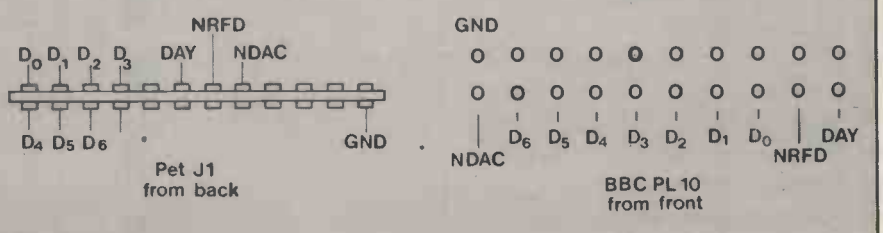


Figure 2.



Listing 1.

```
 10 CLS:REM Set DDRB 0-6 in, 7 out
 20 ?&FE62=&80
 30  REM clear IFR and put NDAC low
 40  ?&FE6D=?&FE6D:?&FE60=&00
 50    REM Put NRFD high
 60    ?&FE6C=&E0
 70      REM Get IFR  DAV/CB1 flag
 80      I%=?&FE6D:T%=I% AND&10
 90      IFT%=0 GOTO80
100 D%=?&FE60 EOR&7F:REM Get data
110      REM Send NRFD
120      ?&FE6C=&C0
130     REM Clear IFR
140     ?&FE6D=I%
150    REM Put NDAC high
160    ?&FE60=&80
170   REM Print data
180   IF D%=13 PRINTCHR$13
190   IF D%>31 PRINTCHR$D%;
200  REM Put NDAC low
210  ?&FE60=&00
220 GOTO 60:REM Repeat
```

Listing 2.

```
 12 ON ERROR GOTO 230
 14 X=OPENOUT"PETDATA"
180   IF D%=13 PRINTCHR$13:BPUT#X,D%
190   IF D%>31 PRINTCHR$D%;:BPUT#X,D%
230 CLOSE# X
```

Listing 3.

```
 11 HIMEM=&2000:L%=&2000
 12 ON ERROR GOTO 230
180   IF D%=13 PRINTCHR$13:?L%=D%:L%=L%+1
190   IF D%>31 PRINTCHR$D%;:?L%=D%:L%=L%+1
230 PRINT"Now *SAVE PETDATA 2000  to ";~L%-7;
```

Listing 4.

```
 11 HIMEM=&2000:L%=&2000
 12 ON ERROR GOTO 230
180   IF D%=13 PRINTCHR$13:?L%=D%:L%=L%+1
190   IF D%>31 PRINTCHR$D%;:?L%=D%:L%=L%+1
230 PRINT"*SAVE PETDATA 2000 ";~L%-7;
240 VDU31,0,VPOS
245 B$="":FORI=0TO23
250 A%=135:X=USR(&FFF4)AND&FFFF
260 A$=CHR$(X DIV&100):B$=B$+A$:VDU9
270 NEXT:PRINT
275 OSCLI B$
```

Input/Output register B. Since D7 is the only output line, the effect will be to put this line, NDAC, low. The Pet sees this as showing the printer to be present, and so it puts a byte on to the data lines and looks for NRFD to go high, indicating that it should send the byte.

Loading &E0 into the Peripheral Control register in line 60 puts CB2, NRFD, high. The Pet responds by putting DAV, CB1, low to show acceptable data is on the bus. This causes the CB1 interrupt flag to be set in the BBC. The flag is looked for in lines 80 and 90; when the flag is found, the data is read into D% at line 100. NRFD goes low at line 120, the interrupt flag clears at 140, and receipt of the data is acknowledged at lines 160 and 210.

Inverted data

The Exclusive Oring of the data with &7F in line 100 serves two purposes: firstly it causes the necessary removal of data bit 7 from the read; secondly it inverts the values on the data bus. The Pet has an inverted data bus, so bits which the BBC needs to see as 1 are put on the bus as 0, and vice versa; the EOr brings it back to acceptable form. All ASCII codes above &7F have bit 7 reset so as to appear as an equivalent character in the acceptable range. All control codes below &20 are suppressed, with the single exception of the Carriage Return &0D.

When you have set listing 1 running on the BBC, enter the commands for listing to printer on the Pet. The listing then appears on the BBC's VDU, and all that remains is to retain the listing in the system by saving the characters in a file as they are written to the VDU. This is done by adding the lines shown in listing 2 to those of listing 1.

Once the Pet has finished listing, hit the Escape key to close the file and to exit the program. The resulting file is pure ASCII and may be picked up directly by a word-processor program so that you can convert it to BBC Basic. The file may be read directly into Basic by giving the command.

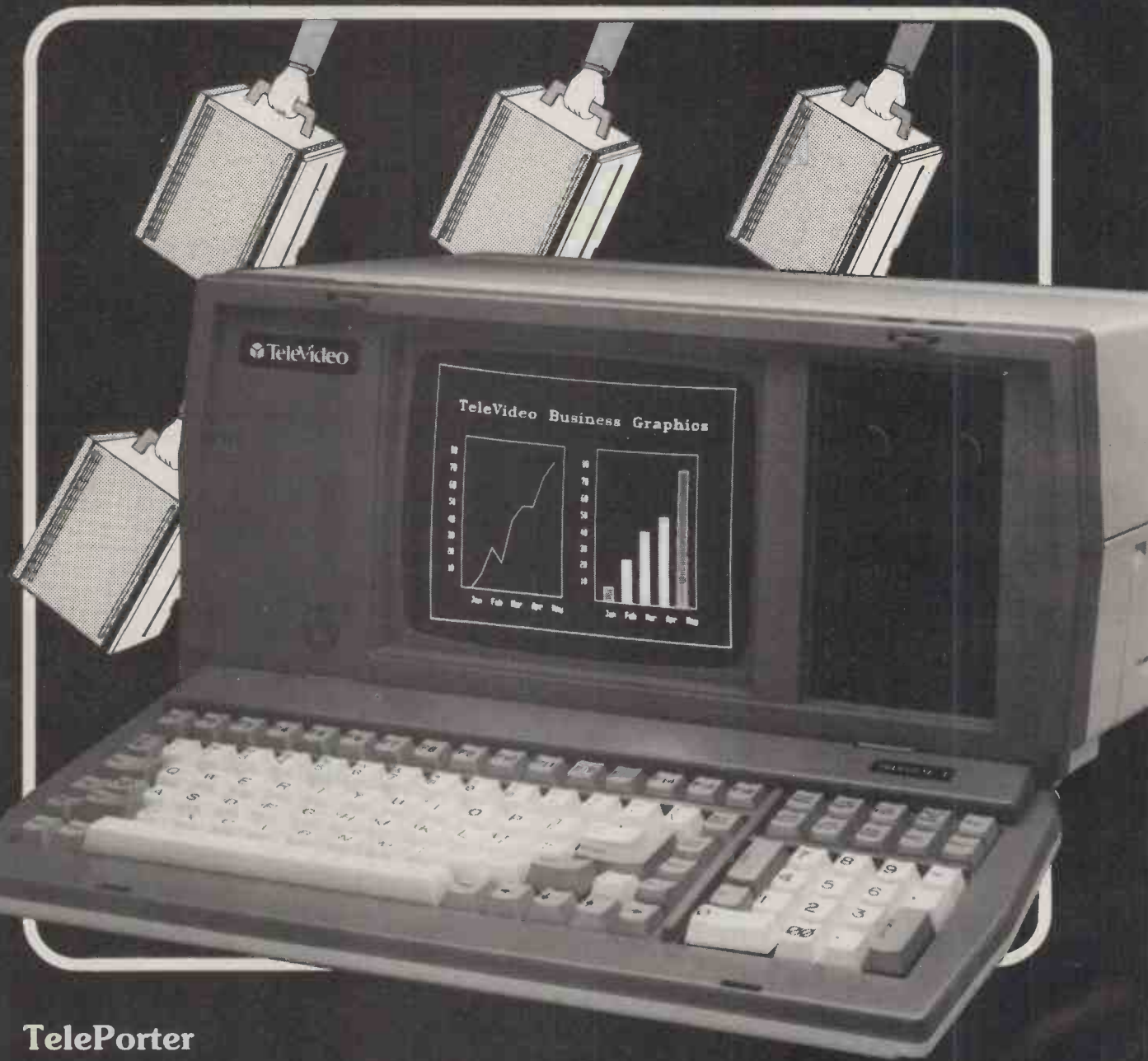
*EXEC PETDATA

Disc faults

The continual stopping and starting of the disc drive which is a consequence of this method produced regular disc faults on my system, so I tried an alternative method of adding to listing 1 the code shown in listing 3. The characters are saved into memory at the same time as being written to the VDU, and on hitting Escape the complete block may then be written to a file in one go as pure ASCII. The L%-7 in line 230 removes a Ready which the Pet adds on completion of the listing.

This method means the file has to be saved manually after the listing is completed. For those fortunate enough to have Basic 2, the Oscli function may be used to arrange automatic saving of the file. The code in listing 4 can be used instead of listing 3 if you have a Basic 2 system.

Teleport your office home



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TelePorter weighs in at just 25lbs and measures 8 by 18 by 15 inches. It has a Z-80 CPU and 64 Kbytes of RAM, expandable to 128 Kbytes. There is a 368.6 Kbytes 5¼ inch floppy disk drive, SuperMouse port and two RS-232 printer/modem ports for hard copy and telephone connections. TelePorter's 9 inch screen offers 640 by 240 high quality graphics resolution. It displays 24 lines of text with 80 characters per line.

TeleVideo TS803H

The 8-bit CP/M based TS803H has a half height 5¼ inch Winchester disk drive with 10 Mbytes of storage and a 500 Kbyte half-height 5¼ inch floppy disk drive. It has a high resolution 640 by 240 pixel display. Up to 16 users can share the TeleVideo network through a central hard-disk drive. The TS803H uses the CP/M-80 operating system and GSX-80, a graphic system extension.

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Monsters

John Harris presents Keith Miles' entertaining arcade game, along with a selection of other new programs written by readers of *Practical Computing*.

THE EXPLANATORY text from Keith Miles of Ely, Cambridgeshire describes Monsters as a variation on "an arcade game written by Acornsoft and others". Your man is pursued up and down ladders and along walls in search of gold. In addition to three monsters that are pursuing him there are immobile monsters that periodically jump to new locations. As you proceed to higher levels the number of stationary monsters increases.

When printing at the graphics cursor, VDU5, it is possible to superimpose characters. Using different colours for the different features of the character to be created, the character is assembled by moving the cursor to the required location and successively selecting the foreground colour of the part of the character to be printed, printing it and moving the cursor back over the character.

In Basic this would take the form:

```
VDU5: MOVE X,Y: GCOL 3,Y1: PRINT
  CHR$(X1): VDU8: GCOL 3,Y2: PRINT
  CHR$(X2)
```

where X,Y is the desired location, Y1 the colour of the character X1, and Y2 the colour of character X2. The VDU5 commands cause the printing to take place at the graphics cursor, and move the cursor one space left.

The man, monsters and walls in the game are constructed in this way. These commands can all be replaced and strung together as VDU commands: Move is VDU25,4,X;Y; and GCol is VDU18,3,Y1, so the Basic can be boiled down to

```
VDU5,25,4,X;Y;18,3,Y1,X1,8,18,3,Y2,X2
```

Not only is the coding shorter, it also executes faster. This is very important for the more complicated characters as they would otherwise print very slowly.

Exclusive Or printing is important if coloured characters are to be moved. When printing graphics characters, colour is chosen with GCol x,y, where x determines how colour y will be printed. Parameter x can take the values 0,1,2,3 or 4 which respectively print the colour, Or, And or EOr it with the colour already there, or just invert the colour already there with no reference to any new colour. Function 3, EOr, is used because it is possible to predict the outcome of the function. By careful manipulation of the colour palette using VDU19 you can make characters move over other characters.

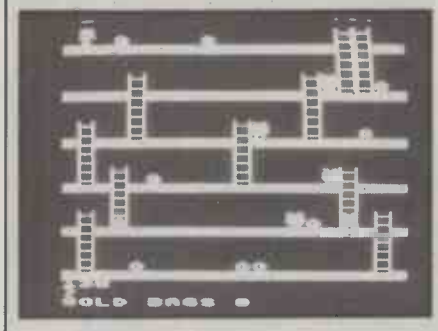
For example, red, colour 1, EOred with blue, colour 4, gives magenta, colour 5; if a red character is EOred on top of a blue character and colour 5 is redefined to appear red using

```
VDU19,5,1,0,0,0
```

that part of the red character over the blue character will appear red, not magenta. The EOr values are mathematically derived, but can be easily found by using the EOr function, such as

```
PRINT (1 EOR 4)
```

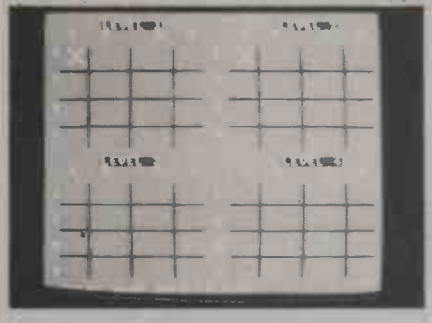
to check the above example.



```
   10 REM Copyright KEITH MILES. 4, WI
LLOW WALK. CAMBS
   20 DIMmx%(2),my%(2),dir%(2),u%(2),d
%(2),ud%(2),MX%(5),MY%(5),A$(10,1)
   30 ENVELOPE3,129,2,4,6,28,14,7,0,0,
0,-80,80,80
   40 MODE2
   50 PROCcolour
   60 PROCcharacters
   70 PROCscores
   80 LVL%=1:gld%=0:PROCtitle:CLS
   90 CLG:PROCscreen
  100 IFLVL%>5 LVL%=5
  110 PROCinit
  120 REPEAT
  130 *FX21,0
  140 LVD%=FNPT(man%-20,level%-64):lvd
%=FNPT(man%+20,level%-64):lvu%=FNPT(ma
n%,level%+12)
  150 IFINKEY(-26) DIR%=-64
  160 IFINKEY(-122) DIR%=64
  170 IFINKEY(-58)ANDlvu%<>0ANDlvu%<>-
1 LEVEL%=32:GOTO200
  180 IFINKEY(-42)ANDlvd%<>1 LEVEL%=-3
2:GOTO200
  190 IFlvu%=0OR lvu%=-1OR lvd%=1OR LV
D%=1 LEVEL%=0
  200 IFman%<=0 DIR%=64
  210 IFman%>=1216 DIR%=-64
  220 IFLEVEL%<>0 DIR%=0
  230 man%=man%+DIR%:level%=level%+LEV
EL%
  240 PROCman(man%-DIR%,level%-LEVEL%)
:PROCman(man%,level%)
  250 gd%=FNPT(man%+48,level%-44):IFgd
%=9THEN300
  260 FORI%=0TO2:PROCmonsterdir:SOUND&
10,-8,2,2:NEXT
  270 IFRND(1)>.8 PROCmovemonster:SOUN
D&10,-8,2,2
  280 gd%=FNPT(man%+48,level%-44)
  290 IFgd%=3 PROCfoundgold
  300 UNTIL GD%=100R gd%=90R gd%=15
  310 IFGD%=10 LVL%=LVL%+1:GOTO90
  320 PROCend
  330 VDU4
  340 PROChiscore:GOTO80
  350 DEFPROCscreen
  360 VDU5
  370 FORI%=960TO160STEP-160:MOVE0,I%:
FORJ%=0TO19:VDU18,0,1,224,8,18,0,9,225
:NEXT:NEXT:REM Levels
  380 VDU4
  390 FORB%=1TO2
  400 FORI%=0TO20STEP5:A%=RND(18):FORJ
%=0TO6:VDU17,3,31,A%,I%+J%,226:NEXT:NE
XT:REM Ladders
  410 NEXT
  420 COLOUR1:PRINTTAB(0,30)"GOLD BAGS
";gld%;
  430 VDU5
  440 ENDPROC
  450 DEFPROCgold
  460 X%=RND(19)*64:Y%=RND(6)*160+32
  470 gd%=FNPT(X%+48,Y%-12):IFgd%<>0TH
EN460
  480 VDU25,4,X%;Y%;18,3,3,245
  490 ENDPROC
  500 DEFPROCfoundgold
  510 VDU25,4,man%;level%-32;18,3,1,24
5
  520 GD%=GD%+1:gld%=gld%+1:SOUND&13,3
,50,10
  530 VDU4:PRINTTAB(10,30);gld%;:VDU5
  540 ENDPROC
  550 DEFPROCman(x%,y%)
  560 VDU25,4,x%;y%;18,3,1,227,8,18,3,
5,228,8,18,3,7,229,8,18,3,9,230,25,4,x
%;y%-32;231,8,18,3,15,233,8,18,3,5,232
  570 ENDPROC
  580 DEFPROCmonsterdir
  590 IFu%(I%)<>0AND u%(I%)<>6 PROCupm
onster:GOTO660
  600 IFd%(I%)<>0AND d%(I%)<>6 PROCdow
nmonster:GOTO660
  610 msd%=FNPT(mx%(I%)+20,my%(I%)-64)
:msu%=FNPT(mx%(I%),my%(I%)+12)
  620 IFmsd%<>1AND RND(3)=1 d%(I%)=0:P
ROCdownmonster:GOTO670
  630 IFmsu%<>0AND msu%<>-1AND RND(3)=
1 u%(I%)=0:PROCupmonster:GOTO670
  640 IFmx%(I%)<=64 dir%(I%)=64
  650 IFmx%(I%)>=1216 dir%(I%)=-64
  660 mx%(I%)=mx%(I%)+dir%(I%)
  670 my%(I%)=my%(I%)+ud%(I%)
  680 PROCmonster(mx%(I%)-dir%(I%),my%
(I%)-ud%(I%),15,9):PROCmonster(mx%(I%)
,my%(I%),15,9)
  690 ENDPROC
  700 DEFPROCupmonster
  710 u%(I%)=u%(I%)+1:ud%(I%)=32:dir%(
I%)=0
  720 IFu%(I%)=6 u%(I%)=0:ud%(I%)=0:di
r%(I%)=64:IFRND(2)=1 dir%(I%)=-64
  730 ENDPROC
  740 DEFPROCdownmonster
  750 d%(I%)=d%(I%)+1:ud%(I%)=-32:dir%
(I%)=0
  760 IFd%(I%)=6 d%(I%)=0:ud%(I%)=0:di
r%(I%)=-64:IFRND(2)=1 dir%(I%)=64
  770 ENDPROC
  780 DEFPROCmonster(mx%,my%,A,B)
  790 VDU25,4,mx%;my%;18,3,A,255,8,18,
3,7,253,8,18,3,0,254,8,18,3,B,252,25,4
,mx%;my%-32;250
  800 ENDPROC
  810 DEFPROCstillmonster
  820 MX%(I%)=RND(19)*64:MY%(I%)=RND(5
)*160+64
  830 gd%=FNPT(MX%(I%)+48,MY%(I%)-44):
IFgd%<>0THEN820
  840 PROCmonster(MX%(I%),MY%(I%),9,15
)
  850 ENDPROC
```

(continued opposite)

```
  860 DEFPROCmovemonster
  870 I%=RND(LVL%+1)-1:mx%=MX%(I%):my%
=MY%(I%)
  880 MX%(I%)=RND(19)*64:MY%(I%)=RND(5
)*160+64
  890 po%=FNPT(MX%(I%)+48,MY%(I%)-44):
IFpo%=10ORpo%=30Rpo%=15THEN880
  900 PROCmonster(mx%,my%,9,15):PROCmo
nster(MX%(I%),MY%(I%),9,15)
  910 ENDPROC


  920 DEFPROCend
  930 FORI%=1TO10:SOUND&10,-12,6,10:FO
RJ%=1TO10:VDU19,0,RND(6);0;:FORI=1TO50
:NEXT,,
  940 VDU19,0,0;0;
  950 ENDPROC


  960 DEFPROChiscore
  970 CLS:*FX21,0
  980 IFgld%>VAL(A$(1,0)) PRINT"Enter
your name.":A$(1,0)=STR$(gld%):PRINT'A
$(1,0)"....";:INPUTA$(1,1)
  990 REPEAT:swap%=0
 1000 I%=0:REPEATI%=I%+1
 1010 IFVAL(A$(I%,0))>VAL(A$(I%+1,0))
B$=A$(I%+1,0):A$(I%+1,0)=A$(I%,0):A$(I
%,0)=B$:B$=A$(I%+1,1):A$(I%+1,1)=A$(I%
,1):A$(I%,1)=B$:swap%=1
 1020 UNTILI%=9
 1030 UNTILswap%=0
 1040 CLS:COLOUR1:PRINTTAB(3)"HALL OF
FAME"
 1050 COLOUR3:FORI%=10TO1STEP-1:A%=LEN
(A$(I%,0)):PRINT'TAB(4-A%)A$(I%,0)"...
."A$(I%,1):NEXT
 1060 COLOUR1:PRINT'TAB(3)"PRESS <SPAC
E>";:A$=GET$
 1070 ENDPROC


 1080 DEFPROCtitle
 1090 VDU12,17,9:PRINTTAB(5,1)"MONSTER
S."
 1100 COLOUR3:PRINT'''"Pursued by monst
ers"'''"your man is chased"'''"up and do
wn ladders"'''"and along walls in"'''"
search of gold."
 1110 COLOUR1:PRINT'''"  His movement i
s"'''"controlled using the"'"   cursor
keys."
 1120 COLOUR15:PRINT'''"    GOOD LUCK."
 1130 COLOUR9:PRINT'''"   Press <SPACE>
"'''"    to play or"'''"  <RETURN> to en
d."
 1140 A=GET
 1150 IFA=32 ENDPROC
 1160 IFA=13 CLS:VDU22,7:END
 1170 GOTO1140


 1180 DEFPROCcharacters
 1190 VDU23,224,238,238,0,119,119,0,23
8,238,23,225,17,17,255,136,136,255,17,
17,23,226,129,129,129,129,255,129,129,
129:REM Bricks, mortar, ladder
 1200 VDU23,227,56,124,130,0,0,0,0,0,2
3,228,0,0,84,124,56,0,0,0,23,229,0,0,4
0,0,0,0,0,0:REM Hair, face, eyes
 1210 VDU23,230,0,0,0,0,0,0,254,254,186,
23,231,186,0,0,0,0,0,0,0,23,232,0,130,
0,0,0,0,0,0,23,233,0,56,56,40,40,40,40
,108:REM U.body, L.body, hands, legs
 1220 VDU23,245,24,36,110,66,110,66,60
,24:REM Gold
 1230 VDU23,250,255,255,255,255,126,36
,36,102:REM L.body
 1240 VDU23,252,0,0,0,0,126,255,153,15
3,23,253,0,0,0,0,0,0,68,102,23,254,0,0
,0,0,0,0,34,0,23,255,0,0,231,36,0,0,0,
0:REM U.body, eyes, pupils, horns
 1250 ENDPROC


 1260 DEFPROCcolour
 1270 VDU19,2,1;0;:REM 2 red
 1280 VDU19,9,2;0;19,10,2;0;19,8,2;0;1
9,11,2;0;:REM 9,10,8,11 green
 1290 VDU19,15,4;0;19,13,4;0;19,12,4;0
;:REM 15,13,12 blue
 1300 VDU19,6,5;0;:REM 6 magenta
 1310 ENDPROC
 1320 DEFPROCinit
 1330 man%=64:level%=1024:lvd%=0:lvu%=
0:GD%=0:DIR%=64:LEVEL%=0
 1340 PROCman(man%,level%)
 1350 FORI%=0TO2:mx%(I%)=RND(19)*64:my
%(I%)=RND(4)*160+224:dir%(I%)=64:u%(I%
)=0:d%(I%)=0:ud%(I%)=0:PROCmonster(mx%
(I%),my%(I%),15,9):NEXT
 1360 FORI%=0TO LVL%:PROCstillmonster:
NEXT
 1370 FORI%=0TO9:PROCgold:NEXT
 1380 ENDPROC
 1390 DEFPROCscores
 1400 FORI%=1TO10:A$(I%,0)=STR$(I%*5):
A$(I%,1)="Monsters":NEXT
 1410 ENDPROC
 1420 REM MOVE - VDU25,4,X;Y; - GCOL -
 VDU18,X,Y - [ VDU8
 1430 DEFFNPT(d%,e%)
 1440 =POINT(d%,e%-1)
```



```
   10  REM 3D OXO by J.R.Wilson
   20  *FX4,1
   30  MODE7
   40  PRINT TAB(10,5);CHR$141;"3D
 O X O"
   50  PRINT TAB(10,6);CHR$141;"3D
 O X O"
   60  PRINT TAB(10,15)CHR$141;CHR$1
30;"by J.R.Wilson"
   70  PRINT TAB(10,16)CHR$141;CHR$1
30;"by J.R.Wilson"
   80  FOR I=0 TO 2000:NEXT
   90  CLS
  100  PRINT TAB(5,10);CHR$141;"Do y
ou want instructions ?"
  110  PRINT TAB(5,11);CHR$141;"Do y
ou want instructions ?"
  120  A$=GET$
  130  IF A$="Y" THEN PROCI
  140  IF A$<>"Y" AND A$<>"N" THEN 1
20
  150  ON ERROR GOTO 1860
  160  MODE1
  170  VDU 23;8202;0;0;0;
  180  VDU 23,224,0,0,0,255,255,0,0,
0
  190  VDU 23,225,24,24,24,24,24,24,
24,24
  200  VDU 23,226,24,24,24,255,255,2
4,24,24
  210  VDU 23,227,64,224,112,56,28,1
4,7,3
  220  VDU 23,228,2,7,14,28,56,112,2
24,192
  230  VDU 23,229,3,7,14,28,56,112,2
24,64
  240  VDU 23,230,192,224,112,56,28,
14,7,2
  250  VDU 23,231,7,31,63,120,112,22
4,224,224
  260  VDU 23,232,224,248,252,30,14,
7,7,7
  270  VDU 23,233,224,224,224,112,12
0,63,31,7
  280  VDU 23,234,7,7,7,14,30,252,24
8,224
  290  VDU 19,2,4,0,0,0
  300  PROCscreen
  310  F=0:S=0:D=0
  320  DATA 3,10,2,14,9,98,4,100,27,
900,8,1000,6,-14,18,-98,12,-100
  330  DIM M(3,3,3),N(3,3,3),A(8),B(
8)
  340  D=1
  350  FOR P=0 TO 3:FOR R=0 TO 3:FOR
 C=0 TO 3
  360  IF P=R AND P=C THEN 410
  370  IF P=C AND P=3-R THEN 410
  380  IF P=3-C AND R=C THEN 410
  390  IF P=R AND P=3-C THEN 410
  400  GOTO 420
  410  N(P,R,C)=10
  420  M(P,R,C)=1:NEXT*C,R,P
  430  FOR N=0 TO 8:READ A(N),B(N):N
EXT
  440  IF RND(2)=1 THEN MC=-1:GOTO74
0
  450  COLOUR 3:COLOUR130
  460  PRINTTAB(0,31);STRING$(39," "
);
  470  VDU 23;29194;0;0;0;
  470  VDU 23;29194;0;0;0;
  480  PRINT TAB(2,31)"Enter your mo
ve (X,Y,Z) ";
  490  B$=""
```

(continued on next page)

Three-dimensional Noughts and Crosses

John Wilson of Benfleet in Essex has set his mind to solving the question of tactics in this game. The display shows each level's four-by-four board, two up and two down, as seems to be conventional. They are labelled with x, y and z co-ordinates as appropriate.

A random choice is made for who plays first. When it is given the advantage of first play, the machine appears to do rather better than when following, where an indecisiveness and lack of attack leaves the program open to an aggressive win. Against inexperienced players it will hold its own.

Aggressive play should force a win from even a slight advantage; certainly, when the tactic has been employed against me it has usually paid off. It is not necessarily an invariant rule, however, and when I adopt the approach myself I tend to lose.

(continued from previous page)

```
  500  FL=0
  510  C=0:R=0:P=0
  520  A$=GET$
  530  B=LENB$
  540  IF A$=CHR$13 AND B=5 THEN 640
  550  IF A$=CHR$127 AND B$="" THEN
520
  560  IF A$=CHR$127 THEN B$=LEFT$(B
$,B-1):GOTO 630
  570  IF B=5 THEN VDU7:GOTO520
  580  IF A$="-" OR A$="_" OR A$=" "
 OR A$="." THEN A$=","
  590  IF A$<>"1" AND A$<>"2" AND A$
<>"3" AND A$<>"4" AND A$<>"," THEN V
DU7:GOTO520
  600  IF A$="," AND B<>1 AND B<>3 T
HEN VDU7:GOTO520
  610  IF A$<>"," AND (B=1 OR B=3) T
HEN VDU7:GOTO520
  620  B$=B$+A$
  630  PRINT A$;:GOTO 520
  640  C=VAL(LEFT$(B$,1))-1
  650  R=VAL(MID$(B$,3,1))-1
  660  P=VAL(RIGHT$(B$,1))-1
  670  IF M(P,R,C)>1 THEN PRINT TAB(
0,31);STRING$(39," ");TAB(0,31);"cel
l occupied!";:A=INKEY(200):GOTO 450
  680  FOR J=1 TO 5:PROCdelete(C+1,R
+1,P+1)
  690  FOR I=0 TO 300:NEXT
  700  PROCcross(C+1,R+1,P+1)
  710  FOR I=0 TO 300:NEXT
  720  NEXT J
  730  M(P,R,C)=3:GOSUB 850
  740  GOSUB 990
  750  PRINT TAB(0,31);STRING$(39,"
");TAB(8,31);"My move is ";C+1;",";R
+1;",";P+1;
  760  MC=MC+2
  770  FOR J=1 TO 5:PROCdelete(C+1,R
+1,P+1)
  780  FOR I=0 TO 300:NEXT
  790  PROCcircle(C+1,R+1,P+1)
  800  FOR I=0 TO 300:NEXT
  810  NEXT J
  820  M(P,R,C)=2:GOSUB 850
  830  IF MC=64 THEN PROCdraw
  840  GOTO 450
  850  FOR Q=1 TO 3:GOSUB 1050:NEXT
Q
  860  IF P<>R AND P<>C AND R<>C THE
N 900
  870  IF P=R THEN Q=4:GOSUB 1050
  880  IF P=C THEN Q=5:GOSUB 1050
  890  IF R=C THEN Q=6:GOSUB 1050
  900  IF P<>3-R AND P<>3-C AND R<>3
-C THEN 970
  910  IF P=3-R THEN Q=7:GOSUB 1050
  920  IF P=3-C THEN Q=8:GOSUB 1050
  930  IF R=3-C THEN Q=9:GOSUB 1050
  940  IF P=R AND P=3-C THEN Q=10:GO
SUB 1050
  950  IF P=C AND P=3-R THEN Q=11:GO
SUB 1050
  960  IF P=3-C AND R=C THEN Q=12:GO
SUB 1050
  970  IF P=R AND R=C THEN Q=13:GOSU
B 1050
  980  RETURN
  990  HV=0:FOR P=0 TO 3:FOR R=0 TO
3: FOR C=0 TO 3
 1000  IF M(P,R,C)>1 THEN 1040
 1010  IF N(P,R,C)<HV THEN 1040
 1020  IF N(P,R,C)>HV THEN HV=N(P,R,
C):P1=P:R1=R:C1=C:GOTO 1040
 1030  IF RND(8)>4 THEN HV=N(P,R,C):
P1=P:R1=R:C1=C
 1040  NEXT C,R,P:P=P1:R=R1:C=C1:RET
URN
 1050  FOR T=0 TO 3:P1=P:R1=R:C1=C
 1060  IF Q>3 THEN 1080
 1070  ON Q GOTO 1100,1110,1120
 1080  P1=T
 1090  ON Q-3 GOTO 1110,1120,1130,11
40,1150,1160,1170,1180,1190,1200
 1100  P1=T:GOTO 1210
 1110  R1=T:GOTO 1210

 1120  C1=T:GOTO 1210
 1130  P1=P:R1=T:C1=T:GOTO 1210
 1140  R1=3-T:GOTO 1210
 1150  C1=3-T:GOTO 1210
 1160  P1=P:R1=T:C1=3-T:GOTO 1210
 1170  R1=T:C1=3-T:GOTO 1210
 1180  R1=3-T:C1=T:GOTO 1210
 1190  R1=3-T:C1=3-T:GOTO 1210
 1200  R1=T:C1=T
 1210  IF F=1 THEN N(P1,R1,C1)=N(P1,
R1,C1)+S:GOTO 1230
 1220  D=D*M(P1,R1,C1)
 1230  NEXT T:IF F=0 THEN F=1:GOSUB
1250:GOTO 1050
 1240  F=0:RETURN
 1250  IF D=16 THEN PROCi_win
 1260  IF D=81 THEN PROCyou_win
 1270  IF D=6 AND M(P,R,C)=2 THEN S=
-10:GOTO 1320
 1280  IF D/M(P,R,C)=6 THEN S=0:GOTO
 1320
 1290  N=0
 1300  IF D=A(N) THEN S=B(N):GOTO 13
20
 1310  N=N+1:IF N<>8 THEN 1300
 1320  D=1:RETURN

 1330  DEF PROCscreen
 1340  COLOUR130:CLS:COLOUR0
 1350  FOR Y=0 TO 1
 1360  FOR X=0 TO 1
 1370  FOR J=1 TO 3
 1380  PRINT TAB(X*20+2,Y*15+3+J*3);
STRING$(17,CHR$224);
 1390  NEXT J
 1400  FOR J=2 TO 12
 1410  FOR I=1 TO 3
 1420  PRINT TAB(X*20+I*5,J+Y*15+2);
CHR$225;
 1430  IF (J-1) MOD 3=0 THEN PRINTTA
B(X*20+I*5,J+Y*15+2);CHR$226;
 1440  NEXT I,J
 1450  NEXT X,Y
 1460  COLOUR128
 1470  COLOUR3
 1480  PRINT TAB(7,1);"LEVEL 1";TAB(
28,1);"LEVEL 2"
 1490  PRINT TAB(7,16);"LEVEL 3";TAB
(28,16);"LEVEL 4";
 1500  COLOUR130
 1510  PRINT TAB(3,2);"1   2     3
 4";TAB(23,2);"1   2     3   4"
 1520  PRINT TAB(3,17);"1   2     3
 4";TAB(23,17);"1   2     3   4"
 1530  FOR I=1 TO 4
 1540  PRINT TAB(1,I*3+1);I;TAB(20,I
*3+1);I
 1550  PRINT TAB(1,I*3+17);I;TAB(20,
I*3+17);I
 1560  NEXT
 1570  ENDPROC
 1580  DEF PROCdelete(X,Y,Z)
 1590  LOCAL X1,Y1
 1600  X1=0:Y1=1
 1610  IF Z=2 OR Z=4 THEN X1=20
 1620  IF Z>2 THEN Y1=16
 1630  IF X<3 THEN X1=X1-1
 1640  PRINT TAB(X*4+X1,Y*3+Y1);"  "
;
 1650  PRINT TAB(X*4+X1,Y*3+Y1+1);"
  ";
 1660  ENDPROC
 1670  DEF PROCcross(X,Y,Z)
 1680  LOCAL X1,Y1
 1690  X1=0:Y1=1
 1700  IF Z=2 OR Z=4 THEN X1=20
 1710  IF Z>2 THEN Y1=16
 1720  IF X<3 THEN X1=X1-1
 1730  PRINT TAB(X*4+X1,Y*3+Y1);CHR$
227CHR$228;
 1740  PRINT TAB(X*4+X1,Y*3+Y1+1);CH
R$229CHR$230;
 1750  ENDPROC
 1760  DEF PROCcircle(X,Y,Z)
 1770  LOCAL X1,Y1
 1780  X1=0:Y1=1
 1790  IF Z=2 OR Z=4 THEN X1=20
 1800  IF Z>2 THEN Y1=16
 1810  IF X<3 THEN X1=X1-1
 1820  COLOUR 1
 1830  PRINT TAB(X*4+X1,Y*3+Y1);CHR$
231CHR$232
 1840  PRINT TAB(X*4+X1,Y*3+Y1+1);CH
R$233CHR$234
 1850  ENDPROC
 1860  *FX4,0
 1870  REPORT
 1880  PRINT" in line ";ERL
 1890  END
 1900  DEF PROCi_win
 1910  FOR I=0 TO 200 STEP 3
 1920  SOUND 1,17,I,1
 1930  NEXT
 1940  A$="I win"
 1950  PRINT TAB(0,16);STRING$(120,"
");TAB(0,31);STRING$(40," ");
 1960  COLOUR 0:VDU 19,0,15,0,0,0
 1970  PRINT TAB(15,16);A$;
 1980  PRINT TAB(9,30);"Another game
? ";TAB(0,0);
 1990  A$=GET$
 2000  IF A$="Y" THEN RUN
 2010  IF A$<>"N" THEN 1990
 2020  VDU 22,7
 2030  END
 2040  DEF PROCyou_win
 2050  FOR I=200 TO 0 STEP -3
 2060  SOUND 1,17,I,1
 2070  NEXT
 2080  A$="You win"
 2090  GOTO 1950
 2100  DEF PROCdraw
 2110  A$="Draw"
 2120  GOTO 1950
 2130  DEF PROCI
 2140  CLS
 2150  VDU132,157,134,141:PRINT TAB(
10);"3 D   0 X 0"
 2160  VDU132,157,134,141:PRINT TAB(
10);"3 D   0 X 0"
 2170  PRINT
 2180  PRINT "   You take on the com
puter in a classic"
 2190  PRINT "game of skill.  Try to
 get a row of four"
 2200  PRINT "crosses in any directi
on across, up,down"
 2210  PRINT "or diagonally.  The co
mputer will try to"
 2220  PRINT "block  your  moves and
 make a row of its"
 2230  PRINT "own.  You specify the
co-ordinates where"
 2240  PRINT "you want to put your c
ross ( along, down"
 2250  PRINT "Level ) when asked.  T
he  computer  will"
 2260  PRINT "then  respond  with  i
ts  own  move. The"
 2270  PRINT "first to get a row of
four is the winner"
 2280  PRINT
 2290  VDU 157,129
 2300  PRINT "Press the SPACE BAR to
 start.";
 2310  REPEAT UNTIL GET$=" "
 2320  ENDPROC
>
```

Caving

Peter Scott of Rodgau, West Germany, has introduced me to the word "speleology", for which I thank him. Should I ever take to pot-holing I will know how to tell my friends what I'm up to.

Mr Scott has written a game which simulates passage through a cave system partially filled with water. From an initial score of 1,000, points are deducted for time spent in the system at the rate of 10 per second; collisions cost you 50 points. Those who submerge for more than eight seconds at a time terminate with no score at all.

The program exploits a neat application of random-number seeding which depends for its effect on the fact that random-number generation is not random at all but repeatable given the same seed number. As a result, the same cave can be traversed until the player is satisfied with the result, or two players can compete under the same conditions.

The auto-repeat key function is suspended while the program is running, and you have to hit the keys several times to accelerate. The player can travel freely through air and water but not rock, which is denoted by yellow.

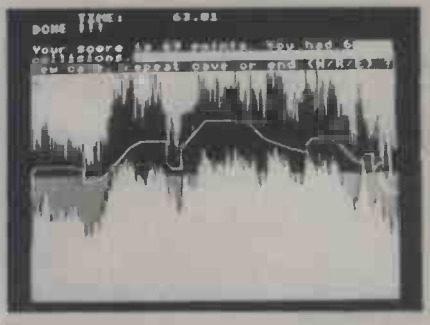
As written, the game is for those with OS 0.1 upgrade. Otherwise you should change the cursor On/Off instructions on lines 420 to 470 to

VDU23;8202;0;0;0

for Off

MODE 7

for On.



```
   0 REMEMBER: (C) Peter Scott & Rich
ard Sewell
  10 TIME=0
  20 MODE 7
  30 PRINT:FOR I%=0 TO 1:VDU 129,157,
135,141:PRINTTAB(11)"C A V I N G
  ":NEXT
  40 PRINT'"You are at one end of a c
ave. Your task is to traverse it and e
merge at the far end having made as fe
w collisions with  the stalagmites and
 stalactites as      possible."
  50 PRINT'"Beware of wet caves! If y
ou stay sub-   merged in their icey wa
ter for more thanEIGHT seconds, you wi
ll drown."
  60 PRINT'"Press: X to move right,"'
'TAB(7)"Z"TAB(17)"Left,"''TAB(7)":"TAB
(17)"up,"''TAB(7)"/"TAB(17)"down."
  70 PRINT"N.B.: The keys do not auto
-repeat."
  80 PRINT'TAB(8)"Press SPACE BAR to
start."
  90 REPEAT UNTIL GET=32
 100 R=RND(-TIME)
 110 RAND=-RND(999):R=RND(RAND)
 120 MODE 1
 130 PROCinitialize
 140 R%=RND(600)+150:PROCcave (R%)
 150 GCOL 0,3
 160 PRINT"      TIME:";
 170 IF GET<>32 THEN 170 ELSE TIME=0
 180 REPEAT
 190 I$=INKEY$(0):*FX 15,1
 200 IF I$="" THEN 250
 210 IF I$="X" OR I$="x" forwardvel=f
orwardvel+1:GOTO 280
 220 IF I$="*" OR I$=":" upwardvel=up
wardvel+1:GOTO 280
 230 IF I$="?" OR I$="/" upwardvel=up
wardvel-1:GOTO280
 240 IF I$="Z" OR I$="z" forwardvel=f
orwardvel-1:GOTO28U
 250 IF W%=0 AND YPOS<=R% THEN W%=1:T
%=TIME
 260 IF W%=1 AND YPOS>R% T%=999999:W%
=0
 270 IF W%=1 AND TIME-T%>799 THEN VDU
 7:PRINT"YOU HAVE DROWNED !":UNTIL TRU
E:GOTO 370
 280 xpostemp=XPOS+forwardvel:ypostem
p=YPOS+upwardvel
 290 IF POINT(xpostemp,ypostemp)=2 fo
rwardvel=0:upwardvel=U:VDU 7:collision
s=collisions+1 ELSE XPOS=xpostemp:YPOS
=ypostemp
 300 PLOT 69,XPOS,YPOS
 310 PRINT TAB(15,0);TIME/100
 320 UNTIL XPOS>1220
 330 PRINT"DONE !!!"
 340 SCORE%=1000-TIME/10-50*collision
s
 350 PRINT'"Your score is ";SCORE%" p
oints. You had "collisions'"collisions
."
 360 SOUND 1,1,200,30
 370 FORI=0 TO 4000:NEXT
 380 *FX 15,1
 390 PRINT"New cave, repeat cave or e
nd (N/R/E) ?":G$=GET$:IF G$="N" GOTO 1
10
 400 IF G$="R" R=RND(RAND):GOTO 120
 410 IF G$<>"E" GOTO 390 ELSE *FX 12,
0
 420 VDU 23,1,1;0;0;0;
 430 END
 440 DEF PROCinitialize
 450 B%=400:XPOS=0:YPOS=450:forwardve
l=0:upwardvel=0:collisions=0:P%=0:W%=U
 460 *FX 11,0
 470 VDU 23,1,0;0;0;0;19,1,4,0,0,0
 480 ENVELOPE 1,1,1,-2,3,10,10,10,40,
0,-1,-1,126,120
 490 ENDPROC
 500 DEF PROCcave (H%)
 510 VDU 24,0;100;1223;920;
 520 MOVE 0,H%:MOVE 0,100:GCOL 0,2:PL
OT 85,1220,H%:PLOT 85,1220,0:MOVE 0,H%
:MOVE 0,920:GCOL 0,3:PLOT 85,1220,H%:P
LOT 85,1220,920:GCOL 0,2
 530 FOR I%=0 TO 1220 STEP 4
 540 A%=RND(300)+300:IF ABS(A%-B%)>40
 THEN 540
 550 C%=A%+RND(100)+160
 560 MOVE I%,100:DRAW I%,A%:PLOT 6,I%
,C%:DRAW I%,920
 570 B%=A%
 580 NEXT
 590 ENDPROC
>
```

Mastermind

Of the many games of deduction which require two players and a pencil and paper at most, Mastermind has the simplest rules and the greatest appeal. The variations of format allow any given number of colours in any given number of rows, with or without duplicates, and an optional restriction on the maximum number of guesses the player is allowed to make before giving up.

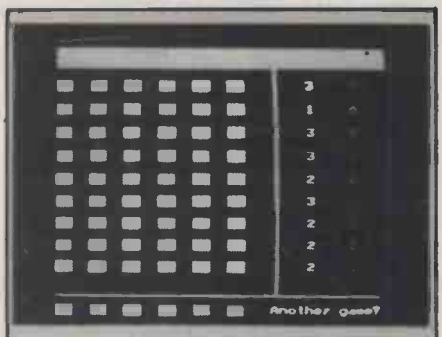
I prefer to play 10 colours on five rows, though confronted by actual colours I give up straight away — I can only work the trick with numbers for some reason, and converting puce to 7 is quite beyond my power.

Failing a partner, a compter is an adequate substitute; you can even let it guess your code if it is programmed that way. While some might think that a strange way to spend an afternoon, it does allow you to sharpen your mind from the calculatory rather than from the deductive end.

The machine can always improve your vocabulary if by chance you make a mistake in responding to its queries. Alternatively — and more usually — you can guess at codes generated by the machine.

One day someone will submit a fully flexible Mastermind program which allows any option to be played. In April's *Practical Computing* we printed a version which stayed on four rows; here is a version from David Francis of Helensburgh which allows from three to six rows of six colours. It can be played with number or colour representation.

The display is well thought-out and the code is easy to follow. You should be able to include an option to change the number of valid colours in use.

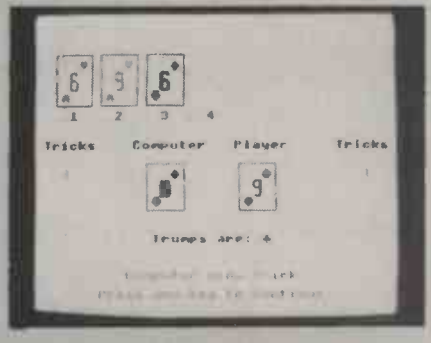



```
1  MODE 7
2  colour=FNvideo
3  PROCinstruct
4  PROClevel
5  PROCinit
6  REPEAT
7  PROCinput
8  PROCscore
9  UNTIL count>18
```

(continued on next page)

(continued from previous page)

```
  10  PROCendofgame
  11  END
  12  DEF FNvideo
  13  LOCAL Q$,Y
  14  FOR Y=10 TO 11
  15  PRINT TAB(0,Y);CHR$141;"Are you
 using a";CHR$133;"COLOUR";CHR$135;"T.
V./MONITOR"
  16  NEXT
  17  INPUT Q$
  18  =-(ASC(Q$)-78)
  19  DEF PROClevel
  20  LOCAL Y,A,A$
  21  FOR Y=0 TO 1
  22  PRINT TAB(12,Y);CHR$141;CHR$134
;"MASTERMIND"
  23  NEXT
  24  FOR Y=10 TO 12
  25  PRINT TAB(0,Y);SPC(40)
  26  NEXT
  27  PRINT TAB(0,11);"Level of diffi
culty   (3 to 6) ?"
  28  A$=GET$
  29  level=VAL(A$)
  30  IF level<3 OR level>6 GOTO 28
  31  PRINT' level
  32  A=INKEY100
  33  ENDPROC
  34  DEF PROCinit
  35  LOCAL Y,J
  36  FOR Y=0 TO 1
  37  PRINT TAB(0,Y);CHR$132;CHR$157
  38  NEXT
  39  FOR Y=11 TO 13
  40  PRINT TAB(0,Y);SPC(35)
  41  NEXT
  42  FOR Y=2 TO 22
  43  PRINT TAB(25,Y);CHR$148;CHR$106
  44  NEXT
  45  PRINT TAB(0,22);CHR$148;STRING$
(38,CHR$163)
  46  DIM T(level),C(level),A(level)
  47  count=1
  48  FOR J=1 TO level
  49  C(J)=RND(6)
  50  NEXT
  51  ENDPROC
  52  DEF PROCinput
  53  LOCAL J,A$
  54  FOR J=1 TO level
  55  A(J)=C(J)
  56  NEXT
  57  FOR J=1 TO level
  58  A$=GET$
  59  T(J)=VAL(A$)
  60  IF A$=" " GOTO 63
  61  IF T(J)<1 OR T(J)>6 GOTO 58
  62  PRINT TAB((J-1)*4,count+2);:IF
colour PRINT CHR$(T(J)+144);CHR$255;CH
R$255 ELSE PRINT ;CHR$130;T(J)
  63  NEXT
  64  ENDPROC
  65  DEF PROCscore
  66  LOCAL black,white,temp,J,K
  67  black=0
  68  FOR J=1 TO level
  69  IF T(J)=C(J) black=black+1
  70  NEXT
  71  PRINT TAB(34,count+2);CHR$132;b
lack
  72  IF black=level count=count+20:E
NDPROC
  73  white=0
  74  FOR J=1 TO level
  75  temp=0
  76  FOR K=1 TO level
  77  IF K<>J AND T(J)<>0 AND A(K)<>0
 IF T(J)=A(K) AND T(K)<>C(K) AND T(J)<
>C(J) temp=temp+1:A(K)=0:T(J)=0
  78  NEXT
  79  IF temp>0 white=white+1
  80  NEXT
  81  PRINT TAB(29,count+2);CHR$135;w
hite
  82  count=count+2
  83  ENDPROC
  84  DEF PROCendofgame
  85  LOCAL Q$,J
  86  FOR J=1 TO level
  87  PRINT TAB((J-1)*4,23);:IF colou
r PRINT CHR$(C(J)+144);CHR$255;CHR$255
 ELSE PRINT ;CHR$130;C(J)
  88  NEXT
  89  PRINT TAB(25,23);CHR$135;"Anoth
er game?";:Q$=GET$
  90  IF Q$="Y" RUN
  91  CLS
  92  ENDPROC
  93  DEF PROCinstruct
  94  LOCAL KEY,A
  95  CLS
  96  PRINT TAB(22,3);"VIDEO"
  97  PRINT TAB(10,5);"KEY    COLOUR
   B/W"
  98  FOR KEY=1 TO 6
  99  PRINT TAB(11,KEY*2+6);KEY;SPC(6
);CHR$(KEY+144);CHR$255;CHR$255;SPC(7)
;CHR$130;KEY
 100  NEXT
 101  PRINT TAB(0,22);CHR$132;CHR$157
;TAB(2,22);CHR$134;"Press any key to c
ontinue.."
 102  A=GET
 103  CLS
 104  ENDPROC
```



Knockout Whist

Apart from a version of Snap which always won, this is the first card-playing game I have seen which plays an optimum game. After an hour this program had not played a card wrong, which is more than can be said for anyone else prepared to play me.

A further point in favour of this program, from Keith Wardle of Ilford in Essex, is the clarity of the display screen. The cards are drawn in outline with edges showing values. They are played at the centre of the screen, in turn, as required. All illegal plays are rejected, and while I was puzzled at first at being allowed to choose as trumps a suit I had no cards in, I suppose the rules do allow it.

```
  10 DIM CARD%(4,13),LS$(4),S%(4),V%(
4),K%(4),X%(4),US$(4),PIPS$(13):A%=0:B
%=0:Z%=0:CRD%=0:CT%=0:PT%=0:PYT%=0:*TV
255
  20 V%=RND(-TIME):MODE1:GCOL1,2:VDU1
9,0,6,0,0,0,19,2,0,0,0,0,19,3,4,0,0,0:
PROCCHAR:TR%=RND(4):VDU23;8202;0;0;0;
  30 IF(TR%=1 OR TR%=4) THEN COLOUR2
ELSE COLOUR1
  40 PRINTTAB(25,23);US$(TR%)
  50 FOR N%=7 TO 1 STEP-1:IF N%=7 THE
N 60 ELSE PRINTTAB(25,23);" "
  60 PROCSHUF:PROCDEAL:COLOUR3:PROCDE
LMES:PRINTTAB(6,27);"Press any key to
sort cards":G%=GET:PROCDELMES:*FX15,1
  70 IF N%=7 THEN 110 ELSE PRINTTAB(2
5,23);" "
  80 ON TP% GOTO90,100
  90 PROCCOMPTR:GOTO110
 100 PROCSORT:PROCPTPT
 110 IF N%/2=INT(N%/2) THEN PLAY%=2 E
LSE PLAY%=1
 130 FOR O%=1 TO N%:CRD%=(N%+1)-O%
 140 PROCDCC:PROCDPC:ON PLAY% GOTO150
,160
 150 PROCSORT:PROCENTER:PROCCF:PROCPC
C:GOTO170
 160 PROCSORT:PROCPF:PROCPCC:PROCENTE
R
 170 NEXT
 180 PROCDELMES:PROCDCC:PROCDPC:PROCS
ORT:PROCFIN:PYT%=0:CT%=0:COLOUR3:PRINT
TAB(3,16);CT%;TAB(36,16);PYT%;
 190 NEXT
 200 DEFPROCPF:CS%=0:CV%=0:TA%=0:PLAY
%=2
 210 FOR A%=1 TO 4:FOR B%=1 TO 13
 220 IF A%=TR% THEN240
 230 IF CARD%(A%,B%)=1 THEN TA%=1
 240 NEXT:NEXT
 250 IF TA%=0 THEN310
 260 FOR B%=13 TO 1 STEP-1:FOR A%=1 T
O 4
 270 IF A%=TR% THEN300
 280 IF CV%>0 THEN300
 290 IF CARD%(A%,B%)=1 THEN CS%=A%:CV
%=B%
 300 NEXT:NEXT:ENDPROC
 310 FOR B%=13 TO 1 STEP-1
 320 IF CV%>0 THEN340
 330 IF CARD%(TR%,B%)=1 THEN CS%=TR%:
CV%=B%
 340 NEXT:ENDPROC
 350 DEFPROCFIN:COLOUR3:IF CT%=0 THEN
 PRINTTAB(5,27);"The computer has not
won any";TAB(6,29);"tricks so you win
the game":END
 360 COLOUR3:IF PYT%=0 THEN PRINTTAB(
5,27);"You failed to win any tricks";T
AB(6,29);"the computer wins the game":
END
 370 COLOUR3:IF PYT%>CT% THEN PRINTTA
B(5,27);"You pick trumps in next round
":TP%=2:ENDPROC
 380 COLOUR3:IF CT%>PYT% THEN PRINTTA
B(7,27);"Computer will pick trumps":TP
%=1:ENDPROC
 390 COLOUR3:PRINTTAB(5,27);"A draw -
 we will cut the cards";TAB(8,29);"to
see who picks trumps":Q%=TIME:REPEAT U
NTIL TIME>Q%+350
 400 PROCSHUF:PROCDCC:PROCDPC:Q%=TIME
:REPEAT UNTIL TIME>Q%+250:PROCDELMES
 410 TA%=RND(4):TB%=RND(13):IF CARD%(
TA%,TB%)>0 THEN 410 ELSE CS%=TA%:CV%=T
B%:CARD%(CS%,CV%)=5:PROCPCC
```

(continued opposite)

```
B%:CARD%(PS%,PV%)=5:MOVE720,528:DRAW84
8,528:DRAW848,368:DRAW720,368:DRAW720,
528
  430 IF (PS%=1 OR PS%=4) THEN COLOUR2
 ELSE COLOUR1
  440 PRINTTAB(25,16);US$(PS%);TAB(24,
17);PIPS$(PV%);TAB(23,19);LS$(PS%);
  450 IF PV%=CV% THEN390
  460 IF PV%>CV% THEN PYT%=PYT%+1:GOTO
370
  470 CT%=CT%+1:GOTO380
  480 DEFPROCCOMPTR:TR%=0:AC%=0:FOR A%
=1 TO 4:S%(A%)=0:V%(A%)=0:K%(A%)=0:X%(
A%)=0:NEXT
  490 FOR A%=1 TO 4:FOR B%=1 TO 13:IF
CARD%(A%,B%)=1 THEN S%(A%)=S%(A%)+1:V%
(A%)=V%(A%)+B%:K%(A%)=K%(A%)+1:X%(A%)=
X%(A%)+B%
  500 NEXT:NEXT
  510 D%=0
  520 FOR A%=1 TO 3:IF K%(A%)>=K%(A%+1
) THEN540
  530 TA%=K%(A%):K%(A%)=K%(A%+1):K%(A%
+1)=TA%:D%=1:TB%=X%(A%):X%(A%)=X%(A%+1
):X%(A%+1)=TB%
  540 NEXT:IF D%=1 THEN510
  550 IF K%(1)>K%(2) THEN590
  560 IF K%(2)>K%(3) THEN630
  570 IF K%(3)>K%(4) THEN660
  580 GOTO670
  590 FOR A%=1 TO 4
  600 IF TR%>0 THEN620
  610 IF K%(1)=S%(A%) THEN TR%=A%
  620 NEXT:GOTO760
  630 IF X%(1)>=X%(2) THEN640 ELSE650
  640 AC%=X%(1):GOTO730
  650 AC%=X%(2):GOTO730
  660 Y%=2:GOTO680
  670 Y%=3
  680 D%=0
  690 FOR A%=1 TO Y%:IF X%(A%)>=X%(A%+
1) THEN710
  700 TA%=X%(A%):X%(A%)=X%(A%+1):X%(A%
+1)=TA%:D%=1
  710 NEXT:IF D%=1 THEN680
  720 AC%=X%(1)
  730 FOR A%=1 TO 4:IF TR%>0 THEN750
  740 IF AC%=V%(A%) THEN TR%=A%
  750 NEXT
  760 COLOUR3:PRINTTAB(7,27);"Computer
 picks ";
  770 IF (TR%=1 OR TR%=4) THEN COLOUR2
 ELSE COLOUR1
  780 PRINTUS$(TR%);:COLOUR3:PRINT" as
 trumps";
  790 IF (TR%=1 OR TR%=4) THEN COLOUR2
 ELSE COLOUR1
  800 PRINTTAB(25,23);US$(TR%):Q%=TIME
:REPEAT UNTIL TIME>Q%+175:ENDPROC
  810 DEFPROCDELMES:PRINTTAB(4,27);NL$
;TAB(4,29);NL$:ENDPROC
  820 DEFPROCCF:TA%=0:CS%=0:CV%=0:COLO
UR1
  830 FOR B%=1 TO 13:IF CARD%(PS%,B%)=
1 THEN TA%=1
  840 NEXT:IF TA%=0 THEN910
  850 CS%=PS%:FOR B%=PV% TO 13:IF CV%>
0 THEN870
  860 IF CARD%(CS%,B%)=1 THEN CV%=B%:P
ROCPCC
  870 NEXT:IF CV%>0 THEN1410
  880 FOR B%=1 TO PV%:IF CV%>0 THEN900
  890 IF CARD%(CS%,B%)=1 THEN CV%=B%:P
ROCPCC
  900 NEXT:GOTO1420
  910 IF PS%=TR% THEN970
  920 TA%=0:FOR B%=1 TO 13:IF CARD%(TR
%,B%)=1 THEN TA%=1
  930 NEXT:IF TA%=0 THEN970
  940 FOR B%=1 TO 13:IF CV%>0 THEN960
  950 IF CARD%(TR%,B%)=1 THEN CV%=B%:C
S%=TR%:PROCPCC
  960 NEXT:GOTO1410
  970 FOR B%=1 TO 13:FOR A%=1 TO 4:IF
CV%>0 THEN990
  420 TA%=RND(4):TB%=RND(13):IF CARD%(
TA%,TB%)>0 THEN 420 ELSE PS%=TA%:PV%=T
  980 IF CARD%(A%,B%)=1 THEN CV%=B%:CS
%=A%:PROCPCC
  990 NEXT:NEXT:GOTO1420
 1000 DEFPROCPCC:IF (CS%=1 OR CS%=4) T
HEN COLOUR2 ELSE COLOUR1
 1010 MOVE400,528:DRAW528,528:DRAW528,
368:DRAW400,368:DRAW400,528:PRINTTAB(1
5,16);US$(CS%);TAB(14,17);PIPS$(CV%);T
AB(13,19);LS$(CS%):ENDPROC
 1020 DEFPROCDCC:MOVE400,528:PLOT7,528
,528:PLOT7,528,368:PLOT7,400,368:PLOT7
,400,528:PRINTTAB(15,16);N$;TAB(14,17)
;NN$;TAB(13,19);N$:ENDPROC
 1030 NEXT:NEXT:GOTO1420
 1040 DEFPROCSHUF:FOR A%=1 TO 4:FOR B%
=1 TO 13:CARD%(A%,B%)=0:NEXT:NEXT:ENDP
ROC
 1050 DEFPROCDEAL:FOR A%=2 TO 39:FOR B
%=4 TO 10:PRINTTAB(A%,B%);" ";:NEXT:NE
XT:FOR A%=1 TO N%:FOR B%=1 TO 2
 1060 TA%=RND(4):TB%=RND(13):IF CARD%(
TA%,TB%)>0 THEN1060
 1070 CARD%(TA%,TB%)=B%:IF B%=2 THEN P
ROCDISPLAY(A%,TA%,TB%)
 1080 IF B%=2 THEN SOUND1,-12,54,4
 1090 TC%=TIME:REPEAT UNTIL TIME>TC%+2
5
 1100 NEXT:NEXT:ENDPROC
 1110 DEFPROCDISPLAY(NUM%,SY%,PIP%)
 1120 PT%=(80+((NUM%*5*32)-(5*32))):MO
VEPT%,880:DRAWPT%+(4*32),880:DRAWPT%+(
4*32),720:DRAWPT%,720:DRAWPT%,880
 1130 IF (SY%=1 OR SY%=4) THEN COLOUR2
 ELSE COLOUR1
 1140 PRINTTAB(5*NUM%,5);US$(SY%);TAB(
(5*NUM%)-1,6);PIPS$(PIP%);TAB((5*NUM%)
-2,8);LS$(SY%):COLOUR2:PRINTTAB((5*NUM
%)-1,10);NUM%:ENDPROC
 1150 DEFPROCSORT:FOR A%=2 TO 39:FOR B
%=4 TO 10:PRINTTAB(A%,B%);" ";:NEXT:NE
XT:MANY%=0:FOR A%=1 TO 4:FOR B%=1 TO 1
3
 1160 IF CARD%(A%,B%)=2 THEN MANY%=MAN
Y%+1:PROCDISPLAY(MANY%,A%,B%)
 1170 NEXT:NEXT:ENDPROC
 1180 DEFPROCENTER
 1190 COLOUR3:PROCDELMES:PRINTTAB(11,2
7);"Press card number"
 1200 PV%=0:PS%=0:TD%=0:Z%=GET:PROCDEL
MES:Z%=Z%-48:IF(Z%<1 OR Z%>(N%+1)-0%)
) THEN PRINTTAB(13,29);"Invalid entry"
:GOTO1200
 1210 FOR A%=1 TO 4:FOR B%=1 TO 13:IF
PV%>0 THEN1230
 1220 IF CARD%(A%,B%)=2 THEN TD%=TD%+1
:IF TD%=Z% THEN PS%=A%:PV%=B%
 1230 NEXT:NEXT:IF PLAY%=1 THEN1270
 1240 IF PS%=CS% THEN1270
 1250 TD%=0:FOR B%=1 TO 13:IF CARD%(CS
%,B%)=2 THEN TD%=1
 1260 NEXT:IF TD%=0 THEN 1270 ELSE PRI
NTTAB(8,29);"Invalid - follow suit":TD
%=0:GOTO1200
 1270 PT%=(80+((Z%*5*32)-(5*32))):MOVE
PT%,880:PLOT7,PT%+(4*32),880:PLOT7,PT%
+(4*32),720:PLOT7,PT%,720:PLOT7,PT%,88
0:PRINTTAB(5*Z%,5);N$;TAB((5*Z%)-1,6);
NN$;TAB((5*Z%)-2,8);N$:MOVE720,528:DRA
W848,528:DRAW848,368:DRAW720,368:DRAW7
20,528
 1280 IF (PS%=1 OR PS%=4) THEN COLOUR2
 ELSE COLOUR1
 1290 PRINTTAB(25,16);US$(PS%);TAB(24,
17);PIPS$(PV%);TAB(23,19);LS$(PS%)
 1300 IF PLAY%=1 THEN ENDPROC
 1310 IF PS%=CS% THEN1330
 1320 IF PS%=TR% THEN1420 ELSE1410
 1330 IF PV%>CV% THEN1420 ELSE1410
 1340 DEFPROCDPC:MOVE720,528:PLOT7,848
,528:PLOT7,848,368:PLOT7,720,368:PLOT7
,720,528:PRINTTAB(25,16);N$;TAB(24,17)
;NN$;TAB(23,19);N$:ENDPROC
 1350 DEFPROCPTPT:TR%=0:COLOUR3:PRINTT
AB(10,27);"Which suit as trumps";:COLO
UR2:PRINTTAB(5,29);"1 - ";US$(1);"   2
 - ";:COLOUR1:PRINT;US$(2);:COLOUR2:PR
INT;"   3 - ";:COLOUR1:PRINT;US$(3);:C
OLOUR2:PRINT;"   4 - ";US$(4);
 1360 TR%=GET:TR%=TR%-48:IF (TR%<1 OR
TR%>4) THEN1360
 1370 IF (TR%=1 OR TR%=4) THEN COLOUR2
 ELSE COLOUR1
 1380 PRINTTAB(25,23);US$(TR%);:PROCDE
LMES:ENDPROC
 1390 DEFPROCTEPS:COLOUR1:IF CS%=PS% T
HEN1430
 1400 IF PS%=TR% THEN1420
 1410 COLOUR3:PRINTTAB(10,27);"Compute
r wins trick":CT%=CT%+1:PLAY%=2:SOUND1
,-15,60,8:SOUND1,-10,35,8:PRINTTAB(3,1
6);CT%;:GOTO1440
 1420 COLOUR3:PRINTTAB(11,27);"You win
 the trick":PYT%=PYT%+1:PLAY%=1:FOR J%
=1 TO 7:SOUND1,-15,185,2:SOUND1,0,0,1:
NEXT:PRINTTAB(36,16);PYT%;:GOTO1440
 1430 IF PV%>CV% THEN1420 ELSE1410
 1440 COLOUR3:CARD%(PS%,PV%)=0:CARD%(C
S%,CV%)=0:CDR%=CDR%-1:PRINTTAB(7,29);"
Press any key to continue":G%=GET:PRIN
TTAB(4,27);NL$;TAB(4,29);NL$:ENDPROC
 1450 DEFPROCCHAR:VDU23,224,0,24,60,10
2,195,195,195,195:VDU23,225,255,255,19
5,195,195,195,195,195:PIPS$(13)=CHR$22
4+CHR$8+CHR$10+CHR$225:VDU23,226,0,193
,195,199,206,220,248,240:VDU23,227,224
,240,248,220,206,199,195,193
 1460 PIPS$(12)=CHR$226+CHR$8+CHR$10+C
HR$227:VDU23,228,195,195,195,219,219,2
06,126,59:PIPS$(11)=CHR$224+CHR$8+CHR$
10+CHR$228:VDU23,229,0,255,255,12,12,1
2,12,12:VDU23,230,12,12,12,12,12,204,2
52,120:PIPS$(10)=CHR$229+CHR$8+CHR$10+
CHR$230
 1470 VDU23,231,0,206,223,219,219,219,
219,219:VDU23,232,219,219,219,219,219,
219,223,206:PIPS$(9)=CHR$231+CHR$8+CHR
$10+CHR$232:VDU23,233,0,62,127,195,195
,195,195,127:VDU23,234,63,3,3,3,3,7,62
,62:PIPS$(8)=CHR$233+CHR$8+CHR$10+CHR$
234
 1480 VDU23,235,0,60,126,195,195,195,1
26,60:VDU23,236,60,126,195,195,195,195
,126,126:PIPS$(7)=CHR$235+CHR$8+CHR$10
+CHR$236:VDU23,237,0,255,255,195,3,3,6
,6:VDU23,238,6,12,12,12,24,24,24,24:PI
PS$(6)=CHR$237+CHR$8+CHR$10+CHR$238
 1490 VDU23,239,0,126,254,198,192,192,
192,252:VDU23,240,254,195,195,195,195,
195,255,126:PIPS$(5)=CHR$239+CHR$8+CHR
$10+CHR$240:VDU23,241,0,255,255,192,19
2,192,192,254:VDU23,242,127,3,3,3,3,19
5,255,126:PIPS$(4)=CHR$241+CHR$8+CHR$1
0+CHR$242
 1500 VDU23,243,0,48,48,48,96,96,96,19
2:VDU23,244,204,204,204,255,255,12,12,
12:PIPS$(3)=CHR$243+CHR$8+CHR$10+CHR$2
44:VDU23,245,0,126,255,195,3,3,3,30:VD
U23,246,30,3,3,3,3,195,255,126:PIPS$(2
)=CHR$245+CHR$8+CHR$10+CHR$246
 1510 VDU23,247,0,126,255,195,3,3,3,3:
VDU23,248,254,254,192,192,192,192,255,
255:PIPS$(1)=CHR$247+CHR$8+CHR$10+CHR$
248:VDU23,249,8,28,28,107,127,107,8,28
:US$(1)=CHR$249:VDU23,250,28,8,107,127
,107,28,28,8:LS$(1)=CHR$250
 1520 VDU23,251,8,28,62,127,62,28,8,0:
LS$(2)=CHR$251:US$(2)=CHR$251:VDU23,25
2,54,127,127,127,62,28,8,0:US$(3)=CHR$
252:VDU23,253,0,8,28,62,127,127,127,54
:LS$(3)=CHR$253:VDU23,254,8,28,62,127,
127,127,28,62:US$(4)=CHR$254
 1530 VDU23,255,62,28,127,127,127,62,2
8,8:LS$(4)=CHR$255:N$=" ":NN$=" "+CHR$
8+CHR$10+" ":COLOUR2:PRINTTAB(1,13);"T
ricks    Computer    Player    Tricks"
:NL$="                                "
:PRINTTAB(13,23);"Trumps are:":ENDPROC
```

Labels and decisions

John Hooper explains how to get the best out of those Basic dialects which allow subroutines to be called by label rather than line number.

EVERY SO OFTEN programs reach a multi-way decision point where one of two or more subroutines is to be chosen, depending on some previously determined condition. If the condition can be expressed as a number then you could perhaps use the On-Gosub construction of the form:

ON X GOSUB "C", "K", "R"

This will choose the routine labelled C if X is 1, K if X is 2, and R if X is 3.

However if the conditional state is expressed as a string, things become more complicated. In the article "Calling by Name" in the November 1983 issue of *Practical Computing* I explained a technique for using a series of If-Then statements for branching to the correct subroutine along the following lines:

IF X$ = "CENTIGRADE" GOSUB "C"
IF X$ = "KELVIN" GOSUB "K"
IF X$ = "REAMUR" GOSUB "F"

but even this is clumsy.

Some Basic dialects allow the name of a subroutine to be assigned dynamically to the calling statement, so that your program can include a statement like

Gosub C$

where C$ is a normal character string that can be set in some preceding statement to whatever is appropriate.

The Sharp PC-1211 and PC-1500 pocket computers both allow this type of structure. You can simply assign the relevant subroutine name to a string variable and then make the variable the argument of a Gosub statement. The name assigned can be dependent on what has happened in the program so far, or even on an Input variable, so that a one-line statement makes the program branch to the correct subroutine purely on the basis of what you key in.

The program in listing 1 converts temperature between the Centigrade, Kelvin, Reamur and Fahrenheit scales — which is just the sort of thing that an engineer user of a pocket computer might actually want to do on site. The program starts with the statement labelled Input, where the user is prompted to input the magnitude of the temperature, A, followed by the scales from which and to which it is to be converted: that is, B$ and C$, selected from the letters C, K, R and F, the labels of the conversion subroutines. Each subroutine provides the factors for converting any value of A into and out of a standard scale. In this case Centigrade is the standard, though you could choose any one you like. The routine then makes the conversion, from A to D to get into the standard and then from D via E to F to get out of the standard.

The program accesses the subroutine identified by the input B$ to find the correct figure D. It then accesses the subroutine identified by input C$, to find the correct figure F.

Suppose 98.4°F is to be converted into Kelvin. The input is 98.4, followed by F and K. The program then proceeds via Gosub B$ to F to convert the Fahrenheit figure into Centigrade; it then goes via Gosub C$ to K to convert the Centigrade figure into Kelvin.

Another example program which, though longer, is really slightly simpler, is shown in listing 2. It performs conversions between any two of 16 world currencies by finding the two conversion factors P = O and Q = O between sterling and the currencies concerned. It first converts the input amount L into sterling, and from there into the required target currency.

Naturally, the exchange rates must be revised from time to time. If the difference between buying and selling rates is important then both must be provided along with a routine to choose the appropriate one.

The programs have two serious drawbacks. The first is that there is no in-built system to rescue the user if there is no subroutine corresponding to the chosen name. A check should be inserted before the Gosub statement to ensure that the name does indeed fit one of the labels.

The second problem is that the listing is not particularly readable. It is not instantly clear which subroutine the program will access since the name is hidden in the variables C$ or M$ and N$.

Despite these shortcomings, it is clear that using labels, especially if they can be assigned dynamically, helps you write neater listings. The result should be more logically structured, more efficient programs.

Listing 1. Tempconvert.

```
100: REM TEMPCONVERT
110: "INPUT" INPUT "TEMPERATURE IS? ";
     A,"FROM (C/K/R/F)? ";B$,"INTO
     (C/K/R/F)? ";C$
120: GOSUB B$:E=D:GOSUB C$:F=INT(F*100+.5)/100
130: BEEP 1:PRINT " ";A;" ";B$;" IS ";F;" ";C$
140: GOTO "INPUT"
150: "C" D=A:F=E:RETURN
160: "K" D=A-273.2:F=E+273.2:RETURN
170: "R" D=A*5/4:F=E*4/5:RETURN
180: "F" D=(A-32)*5/9:F=E*9/5+32:RETURN
```

Listing 2. Moneyconvert.

```
100: 'REM MONEYCONVERT
110: FOR A=1 TO 3:PAUSE "UPDATED [date]":NEXT A
120: "INPUT" INPUT "AMOUNT? ";L,"FROM? ";M$,
     "INTO? ";N$:GOSUB M$:P=O:GOSUB N$:Q=O
130: R=L/P*Q:R=INT(R*100+.5)/100:BEEP 3:PRINT M$;
     ": ";L;" = ";N$;": ";R:GOTO "INPUT"
140: "AU" O=1.634:RETURN
141: "BE" O=79.95:RETURN
142: "CA" O=1.8435:RETURN
143: "CH" O=3.2362:RETURN
144: "DK" O=14.185:RETURN
145: "DT" O=3.935:RETURN
146: "ES" O=227.6:RETURN
147: "FR" O=11.925:RETURN
148: "GB" O=1.000:RETURN
149: "IT" O=2390:RETURN
150: "JA" O=350:RETURN
151: "NL" O=4.41:RETURN
152: "NO" O=11.045:RETURN
153: "OE" O=27.655:RETURN
154: "SW" O=11.695:RETURN
155: "US" O=1.4955:RETURN
```

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School savings bank

Chris Thomson's programs provide an easy-to-use accounting ledger for schools with a disc-based Research Machines 380Z.

FOR THE LAST six years, Walsingham School, Orpington has run its own savings bank. It opens one day every week in the lunch break, operated by a team of three teachers. At the start, pupils were issued with paying-in books in which transactions on their accounts were recorded. A complete record of all the accounts, kept as a check, was updated manually but inevitably errors crept in.

An initial attempt at computerisation was made when the school's first Research Machines 380Z arrived. It was a cassette-based machine, and the program written for it was so difficult to understand that only an experienced operator could use it. One of the problems was that it has no routine to deal with insignificant zeros. A balance of £1.20 appeared as 1.2, and £0.05 as .05. There was no error checking, and mistakes accumulated over the two years the program was used. And as the system relied on a cassette for data storage it could take up to an hour to update the file; the

File creation program.

```
10 REM ********************************
20 REM *  File creation program       *
30 REM * Used in conjuntion with the *
40 REM *    School bank program       *
50 REM *  (C) 1983 by C.Thompson      *
60 REM ********************************
70 REM
80 PUT 31
90 INPUT"How many accounts:",AC
100 IF AC/3<>INT(AC/3) THEN PRINT"Not d
ivisible by three!":GOTO 90
110 DIM NAME$(AC),ACCOUNT(AC)
120 PRINT:PRINT"Don't forget to set the
 variable ACCS to";AC;"in the main prog
ram!"
130 FOR H=1 TO 3000:NEXT
140 FOR D=1 TO AC
150 PUT 31,21
160 PRINT"Press RETURN for empty accoun
t":PRINT
170 PRINT"Enter / for name if no other
accounts   in file"
180 PRINT:PRINT:PRINT
190 PRINT"Account number";D
200 PRINT
210 INPUT"Name:",NAME$(D)
220 IF NAME$(D)="" THEN NAME$(D)="-----
---":ACCOUNT(D)=0:GOTO 260
230 IF NAME$(D)="/" THEN FOR J=D TO AC:
NAME$(J)="---------":ACCOUNT(J)=0:NEXT J
:GOTO 270
240 PRINT
250 INPUT"Member's balance:",ACCOUNT(D)
260 NEXT D
270 PUT 31
280 PRINT"Creating files on disk"
290 CREATE£10,"BANKFILE.BAS"
300 FOR A=1 TO AC
310 PRINT£10,NAME$(A);",";ACCOUNT(A)
320 NEXT A
330 CLOSE£10
340 CREATE£10,"BANKFILE.BAK"
350 FOR A=1 TO AC
360 PRINT£10,NAME$(A);",";ACCOUNT(A)
370 NEXT A
380 CLOSE£10
390 PUT 31,"Files created, including ba
ck-up"
```

Main program.

```
10 REM ********************************
20 REM * School Bank Program (C) 1983 *
30 REM *     Written by C.Thompson     *
40 REM *     Assisted by H.Ormson      *
50 REM ********************************
60 REM
70 CLEAR 7200
80 PUT 31,21
90 GOSUB 200:REM Get passcode
100 GOSUB 350:REM Title page
110 GOSUB 520:REM Variables and error t
raps
120 GOSUB 690:REM Initialise printer
130 GOSUB 740:REM Get date
140 GOSUB 820:REM Read file
150 GOSUB 1050:REM Menu
160 PUT 31:PUT 22,44,34,"Remove disk an
d switch off machine"
170 X=0:Y=14:X2=39:Y2=3:GOSUB 3690:REM
Box
180 GOTO 180
190 :
200 REM Passcode
210 PUT 31
220 PUT 22,42,41
230 PRINT"Enter passcode ::::";
240 X=8:Y=12:X2=21:Y2=3:GOSUB 3690:REM
Box
250 FOR A=1 TO 4:PRINT CHR$(8);:NEXT
260 FOR A=1 TO 4:A$=GET$():PRINT"!";
270 IF A$=CHR$(27) THEN B$="":GOTO 220
280 B$=B$+A$:NEXT A
290 IF B$<>"bank" AND B$<>"BANK" THEN B
YE
300 PUT 22,46,41:PRINT"Passcode accepte
d..."
310 X=8:Y=16:X2=21:Y2=3:GOSUB 3690:REM
Box
320 A$=GET$(200)
330 RETURN
340 :
350 REM Title
360 PUT 31
370 PLOT 0,0,1:LINE 0,59:LINE 79,59:LIN
E 79,0:LINE 0,0
380 PLOT 21,53,"School Savings Bank"
390 PLOT 22,39,"Author:C.Thompson"
400 PLOT 19,36,"Assisted by: H.Ormson"
410 X=5:Y=4:X2=29:Y2=3:GOSUB 3690
420 X=5:Y=9:X2=29:Y2=4:GOSUB 3690:REM B
ox
430 PLOT 22,25,"(C)opyright 1983"
440 X=5:Y=13:X2=29:Y2=3:GOSUB 3690:REM
Box
450 PLOT 18,12,"National Savings Bank"
460 PLOT 24,6,"Version 3.1/MDS"
470 X=5:Y=19:X2=29:Y2=5:GOSUB 3690:REM
Box
480 FOR A=1 TO 8000:NEXT A:REM Delay
490 PUT 31
500 RETURN
510 :
520 REM Variables and error traps
530 ON ERROR GOTO 3340
540 ON BREAK GOTO 3810
550 ACCS=300:REM Number of accounts
560 DIM NAME$(ACCS):REM Dimension names
570 DIM ACCOUNT(ACCS):REM Dimension bal
ances
580 DIM TRANSAC(ACCS):REM Dimension wee
ks transactions
590 DIM ALTBAL(ACCS):REM Security when
changing balance or name
600 IN=0:REM Set amount of deposited mo
ney to zero
610 OT=0:REM Set amount of withdrawn mo
ney to zero
620 DEPS=0:REM Set number of deposits t
o zero
630 WITH=0:REM Set number of withdrawal
s to zero
640 TB=0:REM Set total balance to zero
650 S$="The Walsingham School":REM Name
 of school
660 FOR A=1 TO 39:UL$=UL$+CHR$(131):NEX
T A:REM Use for underlining
670 RETURN
680 :
690 REM Initialise printer
700 PRINTER 3:REM Select parallel print
er
710 LPRINT CHR$(27);"@":REM initialise
printer
720 RETURN
730 :
740 REM Get date
750 PUT 31
760 PUT 22,44,36
770 PRINT"Type the date:";
780 X=0:Y=14:X2=39:Y2=3:GOSUB 3690:REM
Box
790 INPUT"",DATE$
800 IF DATE$="" THEN 760
810 RETURN
820 REM Read file
830 PUT 31
840 RESET
850 PRINT"Searching for main file....":
PRINT
860 IF LOOKUP("BANKFILE.BAS")=0 THEN 87
0 ELSE F$="BANKFILE.BAS":GOTO 960
870 PRINT"File not found....":PRINT
880 PRINT"Searching for back-up file...
.":PRINT
890 RESET
900 IF LOOKUP("BANKFILE.BAK")=0 THEN 91
0 ELSE F$="BANKFILE.BAK":GOTO 960
910 PRINT"Back up not found....":PRINT
920 PRINT"Insert another back-up disk a
nd press   the SPACE BAR, or press ESC
to finish":PRINT
930 A$=GET$(0):A$=GET$()
940 IF A$=" " THEN 880 ELSE IF A$=CHR$(
27) THEN 160
950 GOTO 930
960 PRINT"Reading file....":PRINT
970 RESET
980 OPEN£10,F$
990 FOR A=1 TO ACCS
1000 INPUT£10,NAME$(A),ACCOUNT(A)
1010 TB=TB+ACCOUNT(A)
1020 NEXT A
1030 RETURN
```

lunch hour was over by the time the job was finished.

With the arrival of a disc-based machine and an Epson parallel printer a completely new program was set up. It is menu driven, and therefore easy to use, and there is plenty of error checking. The discs allow data to be updated much more easily. A complete set of account statements can be printed out in around 10 minutes.

A suite of two Basic programs make up the Savings Bank system. An initialisation program is required to set up the files Bankfile.Bak and Bankfile.Bas which are used by the main program. The current file is held in Bankfile.Bas, while the Bankfile.Bak holds the back-up data and is always one week behind.

Each file consists of N records, and is made up of two fields, Name and Account. The value of N can be met by altering the variable Accs in the main program, though it must always be divisible by 3.

The box-graphics routine at line 3690 uses the 380Z's Plot statement. Variable X defines the distance from the left-hand side of the box to the edge of the screen, and Y defines the distance from the bottom of the box to the top of the screen. Variables X2 and Y2 define the width and height of the box. For ease of use these dimensions are in multiples of a single character cell. The routine scales up the X and Y values by factors of two and three respectively to compensate for the difference in size between a character cell and a single pixel.

The program routinely prints out the account number, name and balance. The fourth column shows the week's transaction for the member. If no transaction has been made a row of asterisks appears instead. If the member's name or balance is altered the record displays the message "Chnge", so that any fiddling can be readily detected.

A further security feature is provided by the password which is requested when the program is run. If the password is incorrect the program dumps you back into CP/M. As listed, the program's password is "BANK" but any other four-letter combination can be used if you prefer.

To use the program, first enter the main program and set Accs to the value you require. Save the main program, type in the initialisation program and save that. Create the file using this program, then load and run it.

Program variables

Accs — number of accounts
X,Y,X2,Y2 — used in box routine
Name$ — array of members' names
Account — array of members' balances
Transac — array of week's transactions
Altbal — array for security in change routine
In — amount of money deposited
Ot — amount of money withdrawn
Deps — number of deposits
With — number of withdrawals
TB — total balance
Date$ — date
S$ — Name of school
Ul$ — string of underline characters
T — number of characters indent for menu
A$ — input from menu
C — choice from menu: value of A$
W — input to zero routine
W$ — output from zero routine

```
1040 :
1050 REM Menu
1060 PUT 31
1070 PRINT TAB(14-LEN(S$)/2);S$;" Savin
gs Bank"
1080 PRINT UL$
1090 PRINT
1100 PRINT TAB(16);"M E N U"
1110 PRINT:PRINT
1120 T=8
1130 PRINT TAB(T);"0..Show balance"
1140 PRINT TAB(T);"1. Deposit"
1150 PRINT TAB(T);"2..Withdrawal"
1160 PRINT TAB(T);"3..New account"
1170 PRINT TAB(T);"4..Print out file"
1180 PRINT TAB(T);"5..Examine account"
1190 PRINT TAB(T);"6..Alter member's ba
lance"
1200 PRINT TAB(T);"7..Alter member's na
me"
1210 PRINT TAB(T);"8..Close account"
1220 PRINT TAB(T);"9..Finish"
1230 PUT 22,50,39:PRINT"Your choice is
number ";
1240 X=6:Y=20:X2=25:Y2=3:GOSUB 3690:REM
 Box
1250 A$=GET$(0):A$=GET$()
1260 IF A$<"0" OR A$>"9" THEN 1250
1270 C=VAL(A$)
1280 PRINT A$;FOR A=1 TO 1000:NEXT A
1290 ON C+1 GOSUB 1370,1470,1690,1920,2
100,2740,2840,3010,3110,3210
1300 IF C=0 THEN PUT 22,55,32:PRINT"Pre
ss the SPACE BAR to return to menu ";:A
$=GET$(0):A$=GET$()
1310 IF C=0 AND A$=" " THEN 1050 ELSE I
F C=0 THEN 1300
1320 GOSUB 3530:REM Check if wanted aga
in
1330 IF AN$="Y" OR AN$="y" THEN 1290
1340 IF AN$="N" OR AN$="n" THEN 1050
1350 GOTO 1320
1360 :
1370 REM Show balance
1380 PUT 31
1390 PUT 22,34,33,"Show balance"
1400 X=0:Y=4:X2=14:Y2=3:GOSUB 3690:REM
Box
1410 PRINT:PRINT:PRINT:PRINT
1420 PRINT"Total balance on ";DATE$;" i
s ";
1430 W=TB:GOSUB 3360:REM Zero routine
1440 PRINT W$
1450 RETURN
1460 :
1470 REM Deposits
1480 PUT 31
1490 PUT 22,34,33,"Deposit":PRINT:PRINT
:PRINT:PRINT
1500 X=0:Y=4:X2=9:Y2=3:GOSUB 3690:REM B
ox
1510 A$=GET$(0):INPUT"Give account numb
er:",AT:PRINT
1520 IF AT<=0 OR AT>ACCS THEN PRINT:PRI
NT"Account number incorrect, has been
    ignored":RETURN
1530 IF TRANSAC(AT)<>0 THEN PRINT:PRINT
"Already transacted":RETURN
1540 IF NAME$(AT)="--------" THEN PRINT
:PRINT"No such account, has been ignore
d":RETURN
1550 PRINT NAME$(AT);".. balance ";
1560 W=ACCOUNT(AT):GOSUB 3360:REM Zero
routine
1570 PRINT W$:PRINT
1580 A$=GET$(0):INPUT"Deposit amount: "
,TA
1590 W=TA:GOSUB 3360:REM Zero routine
1600 PUT 22,42,47,W$:PRINT:PRINT:PRINT
1610 IF TA<=0 THEN PRINT:PRINT"Deposit
incorrect, has been ignored":RETURN
1620 IN=IN+TA:TRANSAC(AT)=TA:ACCOUNT(AT
)=ACCOUNT(AT)+TA:DEPS=DEPS+1:TB=TB+TA:P
RINT:PRINT
1630 PRINT"Are you sure that this is co
rrect ?";
1640 A$=GET$(0):A$=GET$()
1650 IF A$="Y" OR A$="y" THEN PRINT"Yes
":PRINT"Deposit accepted":RETURN
1660 IF A$="N" OR A$="n" THEN PRINT"No"
:PRINT"Deposit ignored":GOTO 1670 ELSE
1640
1670 IN=IN-TA:TRANSAC(AT)=0:ACCOUNT(AT)
=ACCOUNT(AT)-TA:DEPS=DEPS-1:TB=TB-TA:RE
TURN
1680 :
1690 REM Withdrawals
1700 PUT 31
1710 PUT 22,34,33,"Withdrawal":PRINT:PR
INT:PRINT:PRINT
1720 X=0:Y=4:X2=12:Y2=3:GOSUB 3690:REM
Box
1730 A$=GET$(0):INPUT"Give account numb
er:",AT:PRINT
1740 IF AT<=0 OR AT>ACCS THEN PRINT:PRI
NT"Account number incorrect, has been
    ignored":RETURN
1750 IF TRANSAC(AT)<>0 THEN PRINT:PRINT
"Already transacted":RETURN
1760 IF NAME$(AT)="--------" THEN PRINT
:PRINT"No such account, has been ignore
d":RETURN
1770 PRINT NAME$(AT);".. balance ";
1780 W=ACCOUNT(AT):GOSUB 3360:REM Zero
routine
1790 PRINT W$:PRINT
1800 A$=GET$(0):INPUT"Withdrawal amount
: ",TA
1810 W=TA:GOSUB 3360:REM Zero routine
1820 PUT 22,42,50,W$:PRINT:PRINT:PRINT
1830 IF TA<=0 THEN PRINT:PRINT"Withdraw
al incorrect, has been ignored  (Perhap
s you are trying to close an     accoun
t')":RETURN
1840 IF ACCOUNT(AT)-TA<=0 THEN PRINT:PR
INT"Account becomes overdrawn, has been
    ignored":RETURN
1850 OT=OT+TA:TRANSAC(AT)=-TA:ACCOUNT(A
T)=ACCOUNT(AT)-TA:WITH=WITH+1:TB=TB-TA:
PRINT:PRINT
1860 PRINT"Are you sure that this is co
rrect ?";
1870 A$=GET$(0):A$=GET$()
1880 IF A$="Y" OR A$="y" THEN PRINT"Yes
":PRINT"Withdrawal accepted":RETURN
1890 IF A$="N" OR A$="n" THEN PRINT"No"
:PRINT"Withdrawal ignored":GOTO 1900 EL
SE 1870
1900 OT=OT-TA:TRANSAC(AT)=0:ACCOUNT(AT)
=ACCOUNT(AT)+TA:WITH=WITH-1:TB=TB+TA:RE
TURN
1910 :
1920 REM New account
1930 PUT 31
1940 PUT 22,34,33,"New account":PRINT:P
RINT:PRINT:PRINT
1950 X=0:Y=4:X2=13:Y2=3:GOSUB 3690:REM
Box
1960 PRINT"Spare account number";
1970 FOR A=1 TO ACCS
1980 IF NAME$(A)="--------" THEN 2010
1990 NEXT A
2000 PRINT"No spare accounts!":RETURN
2010 PRINT A:PRINT
2020 PRINT"Enter new member's name in l
ower case,  with capitals for the begin
nings."
2030 A$=GET$(0):INPUT"",NAME$(A):PRINT
2040 INPUT"What is the initial investme
nt: ",ACCOUNT(A)
2050 W=ACCOUNT(A):GOSUB 3360:REM Zero r
outine
2060 PUT 22,44,63,W$:PRINT:PRINT:PRINT
2070 TRANSAC(A)=ACCOUNT(A):IN=IN+1:TB=T
B+ACCOUNT(A)
2080 RETURN
2090 :
2100 REM Print out file
2110 PUT 31
2120 PUT 22,34,33,"Print out file":PRIN
T:PRINT:PRINT:PRINT:PRINT
2130 X=0:Y=4:X2=16:Y2=3:GOSUB 3690:REM
Box
2140 PRINT"(Please wait)"
2150 WC=0:DC=0
2160 LPRINT CHR$(27);"E"
2170 LPRINT CHR$(27);"W";CHR$(1):REM En
larged print
2180 LPRINT CHR$(27);"-";CHR$(1):REM Un
derscore print
2190 LPRINT S$;"'s Savings Bank"
2200 LPRINT:LPRINT
```

(continued on next page)

(continued from previous page)

```
2210 LPRINT"Date:";DATE$
2220 LPRINT:LPRINT
2230 LPRINT"This weeks deposits"
2240 LPRINT CHR$(27);"-";CHR$(0)
2250 FOR A=1 TO ACCS
2260 IF TRANSAC(A)>0 THEN DC=1:GOTO 227
0 ELSE 2300
2270 LPRINT NAME$(A);" deposited £";
2280 W=TRANSAC(A):GOSUB 3360:REM Zero r
outine

2290 LPRINT W$
2300 NEXT A
2310 IF DC=0 THEN LPRINT"None"
2320 LPRINT CHR$(27);"-";CHR$(1)
2330 LPRINT"This weeks withdrawals"
2340 LPRINT CHR$(27);"-";CHR$(0)
2350 FOR A=1 TO ACCS
2360 IF TRANS(A)<0 THEN WC=1:GOTO 2370
ELSE 2400
2370 LPRINT NAME$(A);" withdrew £";
2380 W=ABS(TRANSAC(A)):GOSUB 3360:REM Z
ero routine
2390 LPRINT W$:LPRINT:LPRINT
2400 NEXT A
2410 IF WC=0 THEN LPRINT"None"
2420 LPRINT:LPRINT
2430 LPRINT CHR$(27);"-";CHR$(1)
2440 LPRINT"The whole file"
2450 LPRINT CHR$(27);"@":REM Reinitiali
ze printer
2460 LPRINT CHR$(15):REM Condensed prin
t
2470 FOR A=1 TO ACCS/3
2480 FOR B=0 TO 2
2490 LPRINT TAB(0+B*43);A+B*ACCS/3;TAB(
4+B*43);NAME$(A+B*ACCS/3);TAB(25+B*43);
2500 W=ACCOUNT(A+B*ACCS/3):GOSUB 3360:R
EM Zero routine
2510 LPRINT"£";W$;TAB(34+B*43);
2520 IF TRANSAC(A+B*ACCS/3)=0 AND ALTBA
L(A+B*AC/3)=0 THEN W$="******"
2530 IF TRANSAC(A+B*ACCS/3)=0 AND ALTBA
L(A+B*ACCS/3)=1 THEN W$="Chnge"
2540 IF TRANSAC(A+B*ACCS/3)<>0 THEN W=T
RANSAC(A+B*ACCS/3):GOSUB 3360:REM Zero
routine
2550 LPRINT W$;" ";
2560 NEXT B:LPRINT:NEXT A
2570 LPRINT CHR$(27);"W";CHR$(1)
2580 LPRINT:LPRINT
2590 LPRINT"Total balance is £";
2600 W=TB:GOSUB 3360:REM Zero routine
2610 LPRINT W$
2620 LPRINT"Money deposited £";
2630 W=IN:GOSUB 3360:REM Zero routine
2640 LPRINT W$
2650 LPRINT"Money Withdrawn £";
2660 W=OT:GOSUB 3360:REM Zero routine
2670 LPRINT W$
2680 LPRINT"Number of deposits ";DEPS
2690 LPRINT"Number of withdrawals";WITH
2700 LPRINT
2710 LPRINT"----------------------------
-------------"
2720 RETURN
2730 :

2740 REM Examine account
2750 PUT 31
2760 PUT 22,34,33,"Examine account":PRI
NT:PRINT:PRINT:PRINT
2770 X=0:Y=4:X2=17:Y2=3:GOSUB 3690:REM
Box
2780 GOSUB 3590:REM Input account numbe
r
2790 PRINT NAME$(A);", balance ";
2800 W=ACCOUNT(A):GOSUB 3360:REM Zero r
outine
2810 PRINT W$
2820 RETURN
2830 :

2840 REM Alter balance
2850 PUT 31
2860 PUT 22,34,33,"Alter balance":PRINT
:PRINT
2870 X=0:Y=4:X2=15:Y2=3:GOSUB 3690:REM
 Box
2880 GOSUB 3590:REM Input account numbe
r

2890 PRINT NAME$(A);"'s balance was ";
2900 W=ACCOUNT(A):GOSUB 3360:REM Zero r
outine
2910 PRINT W$
2920 PRINT:A$=GET$(0):INPUT"New balance
 is ",Z
2930 W=Z:GOSUB 3360:REM Zero routine
2940 PUT 22,45,46,W$:PRINT:PRINT
2950 IF Z<0.01 OR Z=ACCOUNT(A) THEN PRI

NT:PRINT"Incorrect amount, has been ign
ored":RETURN
2960 TB=TB+Z-ACCOUNT(A)
2970 ACCOUNT(A)=Z
2980 ALTBAL(A)=1
2990 RETURN
3000 :

3010 REM Alter the name
3020 PUT 31
3030 PUT 22,34,33,"Alter name":PRINT:PR
INT
3040 X=0:Y=4:X2=12:Y2=3:GOSUB 3690:REM
Box
3050 GOSUB 3590:REM Input account numbe
r
3060 PRINT"Name was ";NAME$(A)
3070 PRINT:INPUT"New name is ",NAME$(A)
3080 ALTBAL(A)=1
3090 RETURN
3100 :

3110 REM Close account
3120 PUT 31
3130 PUT 22,34,33,"Close account":PRINT
:PRINT:PRINT:PRINT
3140 X=0:Y=4:X2=15:Y2=3:GOSUB 3690:REM
Box
3150 GOSUB 3590:REM Input account numbe
r
3160 PRINT
3165 WITH=WITH+1:OT=OT+ACCOUNT(A):TRANS
AC(A)=-ACCOUNT(A)
3170 TB=TB-ACCOUNT(A):ACCOUNT(A)=0:NAME
$(A)="---------"
3180 PRINT"Account closed"
3190 RETURN
3200 :

3210 REM Save file and finish
3220 PUT 31
3230 PUT 22,34,33,"Finish":PRINT:PRINT:
PRINT:PRINT
3240 X=0:Y=4:X2=8:Y2=3:GOSUB 3690:REM B
ox

3250 PRINT"Saving file, then finishing.
..."
3260 RESET
3270 ERASE"BANKFILE.BAK"
3280 RENAME"BANKFILE.BAK","BANKFILE.BAS
"
3290 CREATE£10,"BANKFILE.BAS"
3300 FOR A=1 TO ACCS
3310 PRINT£10,NAME$(A);",";ACCOUNT(A)
3320 NEXT A
3330 CLOSE£10
3340 GOTO 160
3350 :

3360 REM Insignificant zero routine
3370 IF W=0 THEN W$=" 0.00":RETURN
3380 W$=STR$(W)
3390 L$=LEFT$(W$,1)
3400 W$=RIGHT$(W$,LEN(W$)-1)
3410 IF LEFT$(W$,1)="." THEN W$="0"+W$
3420 W$=L$+W$

3430 IF W>9.99 THEN W$=RIGHT$(W$,LEN(W$
)-1)
3440 J=0
3450 FOR N=1 TO LEN(W$)
3460 IF MID$(W$,N,1)="." THEN J=N
3470 NEXT N
3480 IF J=0 THEN W$=W$+".00":RETURN
3490 F$=RIGHT$(W$,LEN(W$)-J)
3500 IF LEN(F$)=1 THEN W$=W$+"0"
3510 RETURN
3520 :

3530 REM Again routine
3540 PUT 22,54,33,"This option again ?(
Y/N)"
3550 X=0:Y=24:X2=27:Y2=3:GOSUB 3690:REM
 Box
3560 AN$=GET$(0):AN$=GET$()
3570 RETURN
3580 :

3590 REM Input account number
3600 PRINT:PRINT:PRINT
3610 A$=GET$(0):INPUT"Account number:",
A
3620 IF A<=0 OR A>ACCS THEN PRINT"Accou
nt number incorrect";:PUT 11:GOTO 3610
3630 PRINT:PRINT:PRINT
3640 RETURN
3650 :
3660 PUT 31
3670 PRINT"Error";ERR;"occured"
3680 A$=GET$(300):GOTO 150

3690 REM Draw boxes
3700 REM X is how many across
3710 REM Y is how many up
3720 REM X2 is the width of box
3730 REM Y2 is the length of box
3740 Y=20-Y
3750 PLOT X*2,Y*3,1
3760 LINE X*2,Y*3+Y2*3
3770 LINE X*2+X2*2,Y*3+Y2*3
3780 LINE X*2+X2*2,Y*3
3790 LINE X*2,Y*3
3800 RETURN
3810 ON BREAK GOTO 3810
3820 GOTO 150
```

```
The Walsingham School's Savings Bank

Date:13th October 1983

This weeks deposits

Chris Thompson deposited £ 4.50
Alan Jarrett deposited £ 2.00
Karen Sibley deposited £ 4.50

This weeks withdrawals

Win Archer withdrew £30.00

The whole file

1 Chris Thompson    £14.95   4.50   8 Leslie Thompson   £60.45   ******   15 Martin Witney    £ 0.05   ******
2 --------          £ 0.00   ******   9 Alan Pearce     £80.50   ******   16 --------        £ 0.00   ******
3 --------          £ 0.00   ******  10 Alan Jarrett    £ 7.45    2.00    17 --------        £ 0.00   ******
4 Lillan Thoapson   £ 1.20   ******  11 --------        £ 0.00   ******   18 Bessie Parsler  £ 8.25   Chnge
5 --------          £ 0.00   ******  12 --------        £ 0.00   ******   19 --------        £ 0.00   ******
6 Bert Smith        £ 6.70   ******  13 --------        £ 0.00   ******   20 Win Archer      £24.65   -30.00
7 --------          £ 0.00   ******  14 Shaun Fielding   £ 0.05   ******   21 Karen Sibley    £ 8.35    4.50

Total balance is £212.60
Money deposited £11.00
Money Withdrawn £30.00
Number of deposits  3
Number of withdrawals 1

----------------------------------------
```

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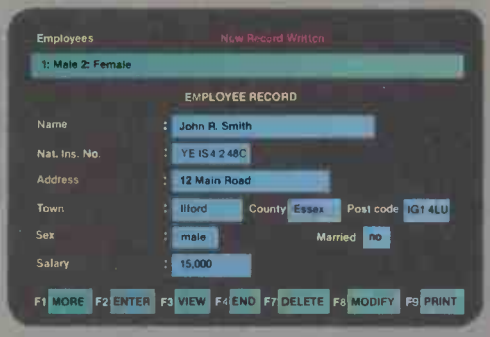

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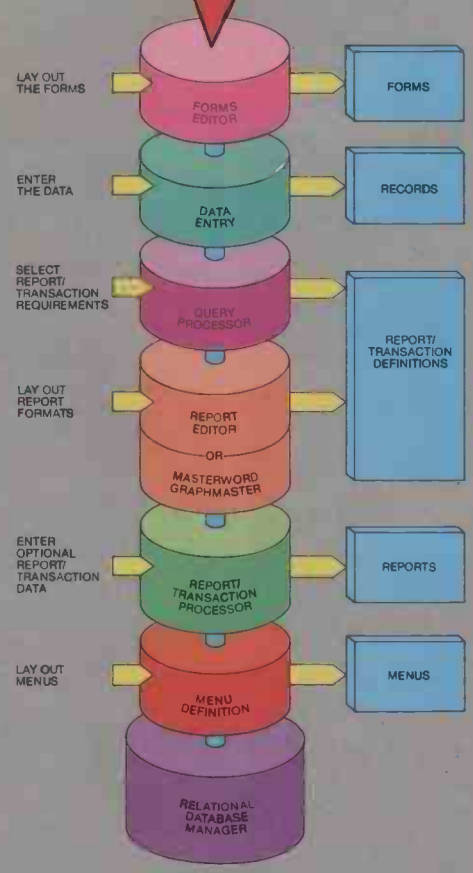
- *Supports all popular printers.*



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- *Reports are automatically formatted in several ways, or specify your own format using the Report Editor.*
- *To format a report complete with text, data, and graphs; use the optional MASTERWORD word-processor or the GRAPHMASTER graphics facility.*
- *Display or print the report output, or take it to your spreadsheet, word processing, or graphics programs.*
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● **Circle No. 177**

Oric action

Arcade action on the Oric means loud sound and pretty graphics, but Ian Stobie found only the occasional good, playable game.

ORIC SOFTWARE is rarely very original. Most of the 30 or so games we looked at for this review were copies of standard arcade games or had appeared on other machines first. Here are some of the better action games.

Dinky Kong

Of course this is an imitation Donkey Kong, as found in the arcades and in innumerable cover versions for microcomputers. You have to rescue your beloved, who is being held by a gorilla. Like most of the creatures in these games, the gorilla holds some unexplained grudge and keeps throwing barrels at you.

Dinky Kong is an inferior imitation. The graphics look good and the ape can be induced to jump up and down and throw fireballs at you, but it is really boring to play. Key response is sluggish, and there is no music during play. Incessant jokey tunes are what make the Atari version so good. Even the Dragon version is far better than this one.

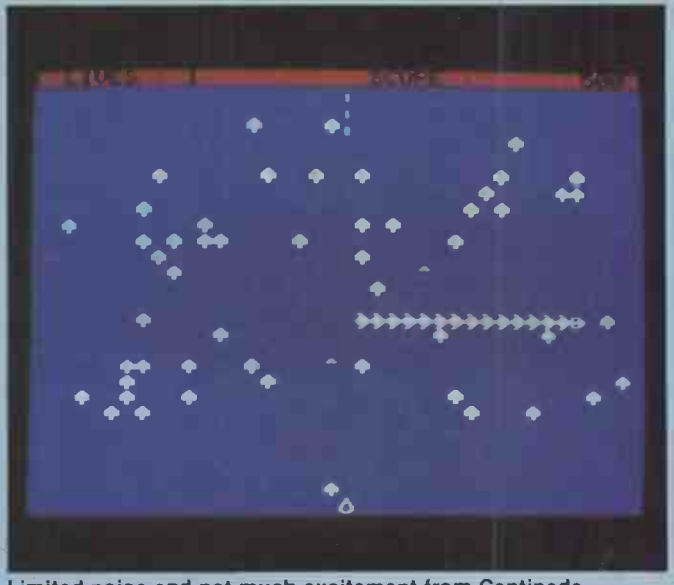
Dinky Kong is let down by the details. The Hall of Fame will not accept a short name unless you pad it out with spaces. After each game you are asked if you want the instructions again, which gets very tedious. On the plus side there are nine different screens, but Dinky Kong is still a tatty version of a great game.

Hopper

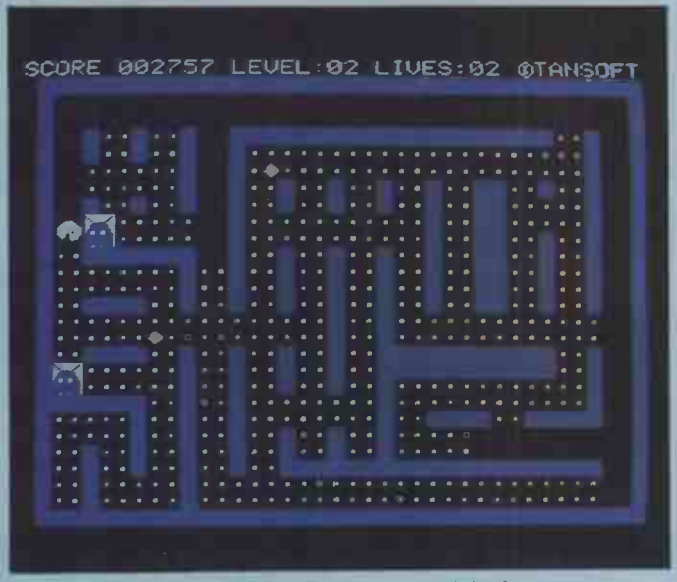
This is a version of the widely copied arcade game where you have to help a stream of frogs across a motorway and a river to safety on the opposite bank. You have no opportunity to bomb, shoot or otherwise destroy anything, but it is still a lot of fun.

Hopper is a slightly cut-down version, and the action occurs to an accompanying medley of popular brass-band hits — *Colonel Bogie, Can-Can,* that sort of

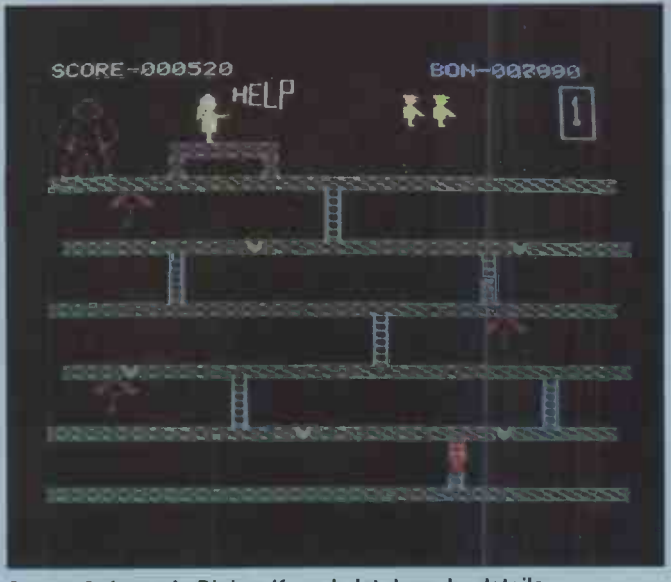
Light Cycle, a two-person game by PSS.



Limited noise and not much excitement from Centipede.



Oricmunch is not as good as the Pacman original.



Severn Software's Dinkey Kong is let down by details.

thing. You can turn the music down or off if you like.

The game is easy for beginners to play but remains enjoyable as you become more experienced. The only problem is if any of your machine's control keys stick, which can lead to frogs hurtling to an early end. Fortunately PSS lets you choose from two sets of control keys, one of which should work.

The Ultra

Back to the electronic abbatoir with The Ultra, which is like a kind of sideways Space Invaders. You jump around at the bottom of the screen and blast away at a procession of aliens travelling across top. If you fire all the time your guns overheat and your rate of fire diminishes until you start showing some restraint. After you have exterminated all the creatures on the screen another lot appears, of a different and more aggressive species. Altogether there are 16 different screens.

This is straightforward shoot-em-up stuff, but quite challenging. PSS has again taken the trouble to let you select the sound level, and gives you two sets of control keys to choose from, catering for both right- and left-handers.

Light Cycle

Light Cycle is the only two-person game in this selection. Two cycles manoeuvre on screen, each trying to force the other to crash into the edge of the grid or run into the trail left by an advancing bike.

This version has very fine-line graphics, with great explosions where you can see the fragments flying away, but apart from that I found it disappointing. Much of the difficulty of the game is caused by a weird key choice — 2 is up, A is down but W and R are left and right, which makes going left seem unnatural.

Oricmunch

Oricmunch is a straight Pacman rip-off: you eat dots, and bug monsters try to eat you. Although faithfully mirroring the classic format, somehow Oricmunch is not as exciting as the BBC Micro's Snapper or the original Atari Pacman.

The graphics and sound are good, but it all feels slow. The nine separate screens look different, and play speeds up as you pass each level. But though it gets more difficult as you progress, the game does not become dramatically more interesting or exciting.

Centipede

You have to defend yourself against a centipede that comes at you through an obstacle-strewn screen. The problem is that it tends to break up when you hit it, and the segments keep coming at you. After you dispose of a few centipedes a rather aimless spider joins the attack.

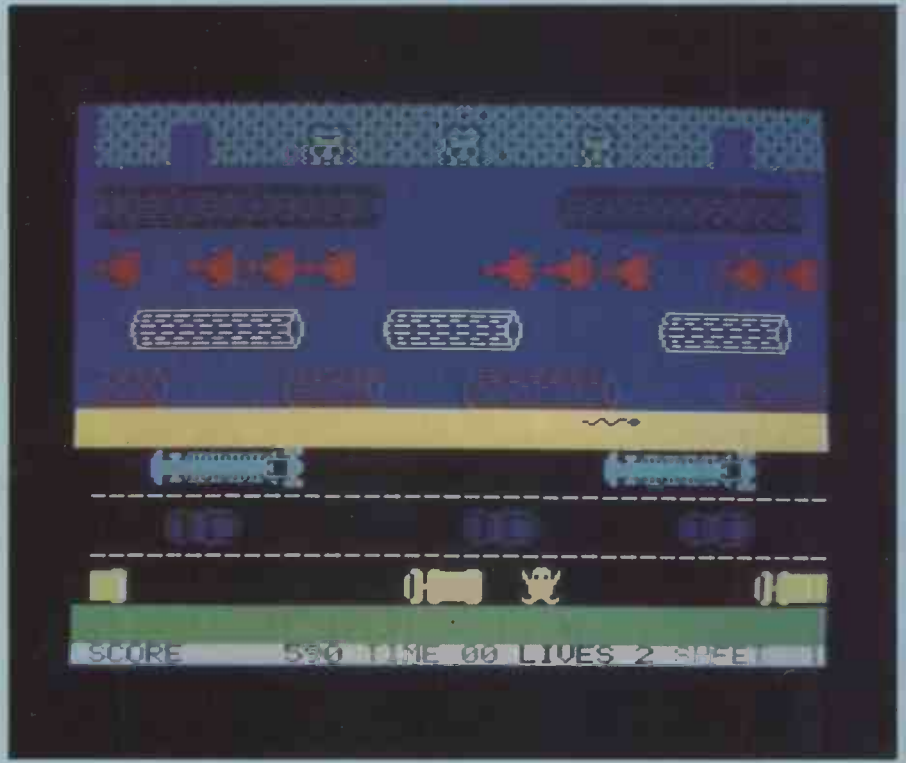
Though there is nothing specific on which you can fault this implementation, it is just not very playable. The noises are limited, it is true, but the difference between a game with urgency and excitement and a rather cool exercise in hand/eye co-ordination can be subtle. All in all this Centipede is a competent but uninspiring copy.

Super Meteors

A version of the old arcade favourite Asteroids, Super Meteors is simple but highly playable. You spin and move your ship in space, firing at lumps of rock which lumber across the screen, threatening to destroy you. You also have a shield which you can bring into play while the energy lasts, and which causes the asteroids to bounce off. After a score of 2,000 the asteroids turn gold and the sporadic flying-saucer attacks become more persistent.

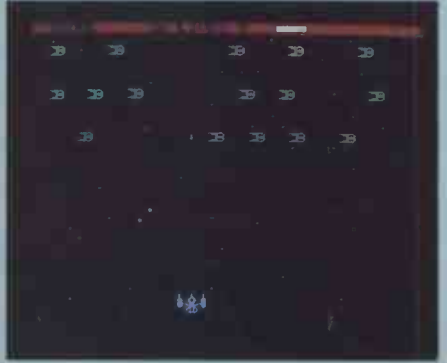
In Super Meteors the graphics are sharp, but the explosions are rather tame. There seem to be only two playing levels so the game is easily mastered. But it is fun, and worth returning to while warming up for more demanding zap-away games.

Game	Publisher	Price	Rating
Centipede	PSS	£6.95	8/20
Dinky Kong	Severn Software	£6.95	6/20
Hopper	PSS	£6.95	13/20
Light Cycle	PSS	£6.95	8/20
Oricmunch	Tansoft	£7.95	10/20
Super Meteors	Softek	£6.95	12/20
The Ultra	PSS	£6.95	11/20



Hopper — no gore and a lots of fun for beginners and experienced players.

Softek's playable Super Meteors.



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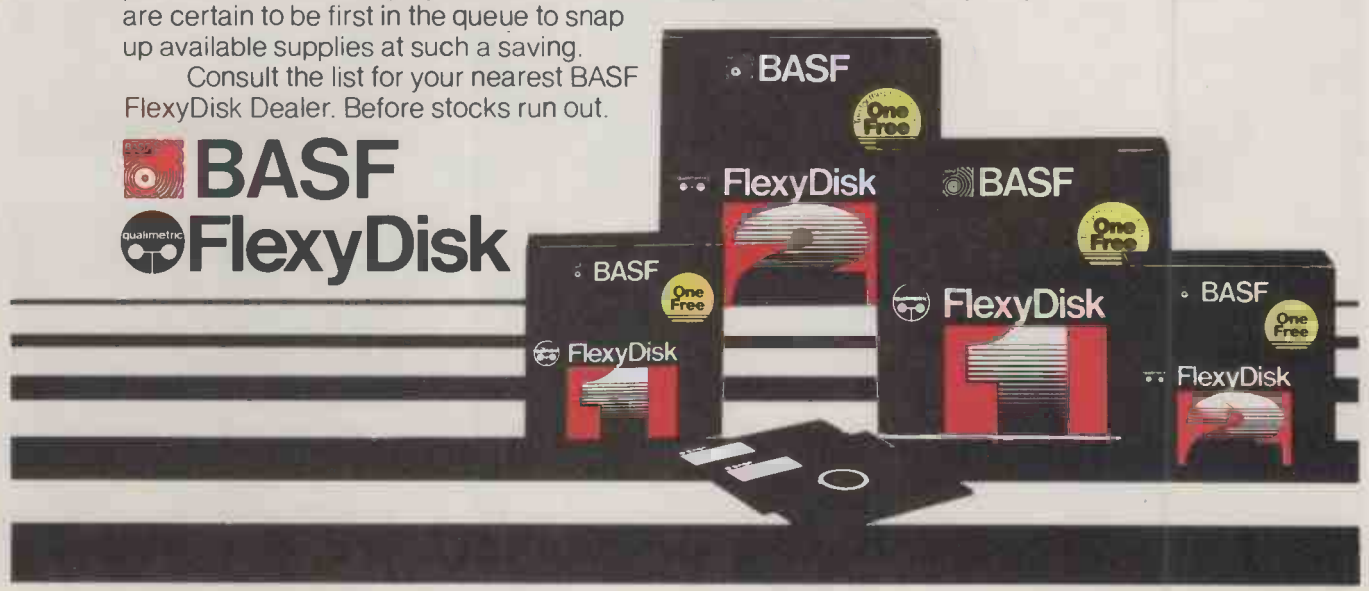

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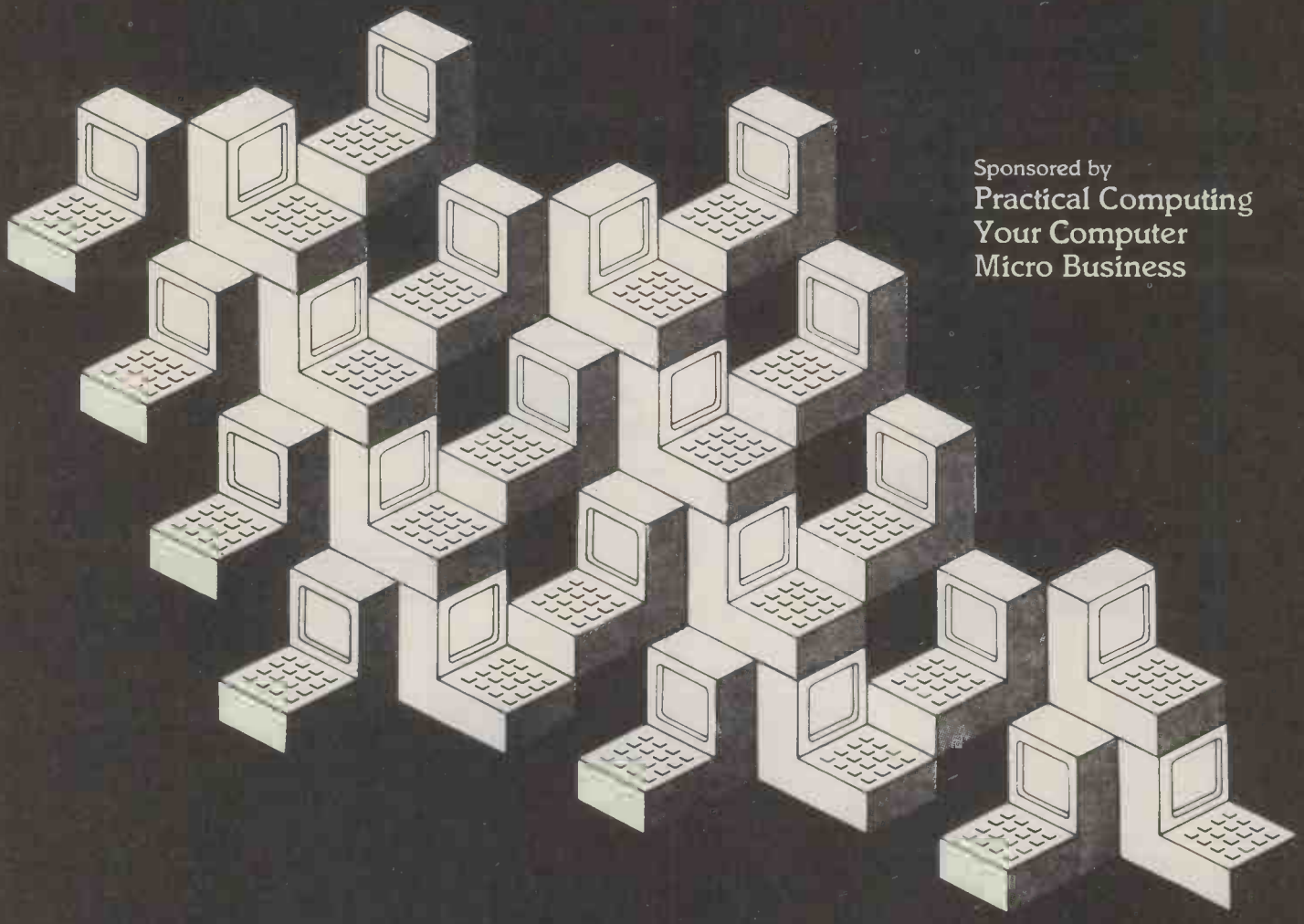

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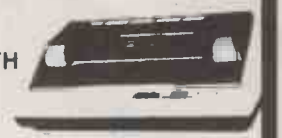

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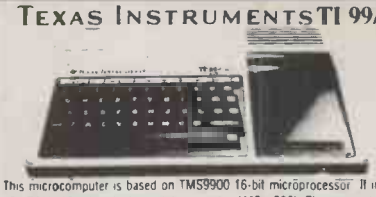

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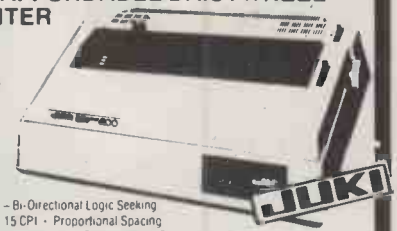

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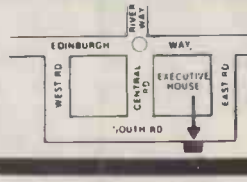

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Sharp ..... John Hooper
Sinclair ..... John Wellsman

Open File is the part of the magazine written by the readers of *Practical Computing*. All aspects of microcomputing are covered, from games to serious business software and utilities. Fully-debugged programs can be submitted for any micro, and for standard CP/M machines such as the Osborne and Superbrain. Programs can be in machine code or any language, including Forth and Pascal.

Submissions should include a brief description which explains what your program does, and how it does it. If possible it should be typed, with lines double-spaced. We need a printed program listing. Hand-written listings cannot be accepted. A tape or disc of the program helps if it is in a standard format.

When printing listings, please remember to use a new ribbon or double-intensity printing — faint listings reproduce badly. Use plain paper only, and try to list the program across either a 35-character or a 70-character width. Also, make sure all special graphics or inverse-video characters are either listed correctly or else include Rem statements to explain them fully.

Each program listing, tape or disc must have your name and address on it, or we cannot promise its safe return. A stamped addressed envelope is appreciated.

If you write in with a comment, correction or enquiry please remember to state the machine and the program title.

We pay at least £10 for any programs used, or £35 per page and pro rata for part pages.

>APPLE

>TANDY

>EPSON HX-20

>BBC

>SINCLAIR

>COMMODORE

>END OF FILE

Send your contribution to:

Open File, Practical Computing,
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The correct format

IN SELECTING programs for this section of Open File I try to balance utility with fun. Some programs are of general use, some are more obscure but correspondingly more powerful in their specific application and some are recreational through the interest is as much in the design and coding techniques adopted as in the final result. Other than over-length items — like the accounting suite or the assembler written in Basic — nothing is automatically excluded. The submissions of beginners are as welcome as those of the more experienced.

Having selected for interest and effort, I am left with format. A Basic program is not difficult to key, and it can be debugged by sight or by test. Assembler listings are a lot more problematical: if you do not know assembler there is no meaning to the words, and there is the barrier of entering and compiling before getting near the machine-test stage. Without experience, monitored assembler testing is just not on so sight checking is the only option. Consequently I am reluctant to print assembler source. Where a program needs a machine-code routine it is preferable to print the compiled product as a hex dump and allow monitor entry of the result.

Any game on the Apple with graphics elements relies on shape-table definitions for those elements, which are usually defined outside the Basic program that runs the game itself. While this allows many curious and convoluted pictures to wend their way across the screen, the only way to build them from paper is to enter them from hex dump.

Both shape tables and machine-code hex dumps are tedious and troublesome to key in, especially if you are not familiar with the monitor. For the uninitiated, a hex dump consists of lines prefixed by a four-digit address, a hyphen separator and eight two-digit elements. Together these lines define the contents of a single block of memory which can be BSaved or BLoaded as binary files. The internal format of the files is irrelevant to the operating system.

Powering the machine up with an Applesoft disc using a normal Hello program —

Character generator.

```
1000  REM  ********************
1010  REM  ********************
1020  REM  **                **
1030  REM  ** APPLE CHARACTER **
1040  REM  **     GENERATOR    **
1050  REM  ** BY DAVID MASTERS**
1060  REM  ** (C) 1983.       **
1070  REM  **                **
1080  REM  ********************
1090  REM  ********************

1100  TEXT : HOME : VTAB 2: INVERSE
      : PRINT "==================
      ====================": PRINT
      "APPLE CHARACTER GENERATOR (
      C) DJM 1983 ": PRINT "======
      ============================
      =====": NORMAL
1110  POKE 34,6
1120  VTAB 12: HTAB 15: INVERSE :
      PRINT "PLEASE WAIT": NORMAL

1130  LOMEM: 24576
1140  DIM S$(192,2),SH$(255),SS$(
      192):SN = 0
1150  DIM SA$(192),D(192)
1160  DIM NA$(100),IN(100)



1170  REM  **
1180  FOR I = 1 TO 192:S$(I,1) =
      "":S$(I,2) = "":SS$(I) = "":
      NEXT I:HE$ = ""
1190 T$ = ""
1200 G$ = ""
1210 LB$ =  CHR$ (91):RB$ =  CHR$
      (93)
1220  HOME : VTAB 10: PRINT " 1]
      INSTRUCTIONS"
1230  VTAB 12: PRINT " 2] CREATE
      SHAPE"
1240  VTAB 14: PRINT " 3] MAKE SH
      APE TABLE"
1250  VTAB 16: PRINT " 4] QUIT"
1260  VTAB 18: PRINT "    CHOOSE
      NOW..."
1270  GET C$
1280  IF C$ = "1" THEN  GOTO 2590

1290  IF C$ = "2" THEN 1330
1300  IF C$ = "3" THEN 2730
1310  IF C$ = "4" THEN  END
1320  GOTO 1220
1330  HGR : HCOLOR= 3: HOME
1340  FOR I = 0 TO 120 STEP 10: HPLOT
      I,0 TO I,160: NEXT I: FOR I =
      0 TO 160 STEP 10: HPLOT 0,I TO
      120,I: NEXT I
1350  HPLOT 0,159 TO 120,159
1360  HPLOT 121,40 TO 121,120: HPLOT
      122,40 TO 121,120
1370  FOR X = 12 TO 102 STEP 10: FOR
      Y = 42 TO 112 STEP 10: HPLOT
      X,Y - 1 TO X,Y TO X,Y - 2: HPLOT
      X - 1,Y - 1: NEXT Y,X
1380  VTAB 22: PRINT "WAIT"
1390  FOR I = 1 TO 192 STEP 24: FOR
      J = I TO I + 11:S$(J,1) = "A
      ": NEXT J
1400  FOR J = I + 12 TO I + 23:S$
      (J,1) = "C": NEXT J
1410 N = 1
1420 S$(I + 11,1) = "B":S$(I + 23
      ,1) = "B"
1430  NEXT I: FOR I = 1 TO 192:S$
      (I,2) = "0"
1440 X = 0:Y = 0
1450  VTAB 22: PRINT "DRAW"
1460  GET KP$
1470  IF KP$ = "Q" THEN 1100



1480  IF KP$ <  > " " THEN  HCOLOR=
      1: FOR I = 1 TO 10: HPLOT X *
      10 + I,Y * 10 TO X * 10 + I,
      Y * 10 + 10: NEXT I: HCOLOR=
      3
1490  IF KP$ = " " THEN  FOR I =
      1 TO 10: HPLOT X * 10 + I,Y *
      10 TO X * 10 + I,Y * 10 + 10
      : HPLOT 200 + X,10 + Y: NEXT
      I
1500  IF KP$ <  > " " THEN S$(N,2
      ) = "0":G$ = G$ + "."
1510  IF KP$ = " " THEN S$(N,2) =
      "1":G$ = G$ + "*"
1520 N = N + 1
1530  IF N > 192 THEN 1590
1540  IF Y / 2 <  >  INT (Y / 2) THEN
      X = X - 1
1550  IF Y / 2 =  INT (Y / 2) THEN
      X = X + 1
1560  IF X = 12 AND Y / 2 =  INT
      (Y / 2) THEN X = X - 1:Y = Y
      + 1
1570  IF X < 0 AND Y / 2 <  > INT
      (Y / 2) THEN X = X + 1:Y = Y
      + 1
1580  GOTO 1450
1590  VTAB 22: PRINT "KEY 'C' TO
      COMPILE"
1600  GET KP$
1610  IF KP$ <  > "C" THEN 1600
1620  TEXT : HOME
1630  FOR I = 1 TO 192: VTAB 2: PRINT
      "VECTOR : ";I;" "



1640  VTAB 4: PRINT "COMMAND : ";
      S$(I,1);" & ";S$(I,2);" = ";

1650 SS$ = S$(I,1)
1660  IF S$(I,1) = "A" AND S$(I,2
      ) = "1" THEN SS$ = "D"
1670  IF S$(I,1) = "B" AND S$(I,2
      ) = "1" THEN SS$ = "E"
1680  IF S$(I,1) = "C" AND S$(I,2
      ) = "1" THEN SS$ = "F"
1690  PRINT SS$
1700 T$ = T$ + SS$
1710  VTAB 6: PRINT T$
1720  NEXT I


1730  PRINT : PRINT
1740  FOR I = 1 TO 192 STEP 2:A$ =
      MID$ (T$,I,1):B$ =  MID$ (T
      $,I + 1,1)
1750  VTAB 12: PRINT I;": ";: HTAB
      5
1760  PRINT B$;" ";A$;"  -  00 ";

1770  IF B$ = "A" THEN B1$ = "001
      "
1780  IF B$ = "B" THEN B1$ = "010
      "
1790  IF B$ = "C" THEN B1$ = "011
      "
1800  IF B$ = "D" THEN B1$ = "101
      "
1810  IF B$ = "E" THEN B1$ = "110
      "
1820  IF B$ = "F" THEN B1$ = "111
      "
1830  IF A$ = "A" THEN B2$ = "001
      "
1840  IF A$ = "B" THEN B2$ = "010
      "
1850  IF A$ = "C" THEN B2$ = "011
      "
1860  IF A$ = "D" THEN B2$ = "101
      "
1870  IF A$ = "E" THEN B2$ = "110
      "
1880  IF A$ = "F" THEN B2$ = "111
      "



1890  PRINT B1$;" ";B2$;" ";
1900 B3$ = "00" + B1$ + B2$
1910 L$ =  LEFT$ (B3$,4):R$ =  RIGHT$
      (B3$,4)
1920  IF L$ = "0000" THEN H1$ = "
      0"
1930  IF L$ = "0001" THEN H1$ = "
      1"
1940  IF L$ = "0010" THEN H1$ = "
      2"
1950  IF L$ = "0011" THEN H1$ = "
      3"
1960  IF L$ = "0100" THEN H1$ = "
      4"
1970  IF L$ = "0101" THEN H1$ = "
      5"
1980  IF L$ = "0110" THEN H1$ = "
      6"
1990  IF L$ = "0111" THEN H1$ = "
      7"
2000  IF L$ = "1000" THEN H1$ = "
      8"
2010  IF L$ = "1001" THEN H1$ = "
      9"
2020  IF L$ = "1010" THEN H1$ = "
      A"
2030  IF L$ = "1011" THEN H1$ = "
      B"
2040  IF L$ = "1100" THEN H1$ = "
      C"
2050  IF L$ = "1101" THEN H1$ = "
      D"
```

no menu, no direct Run, etc. — results in a] prompt, showing that Basic is waiting for instructions. To go from here to the monitor key:

CALL-151

which results in the asterisk prompt *.

Key the hex dump line by line, replacing the hyphen by a colon and separating each two-digit group with a comma. So given:

6080- 12 13 14 15 16 17 18

you should type:

6080: 12,13,14,15,16,17,18

and press Return. When all the lines are in, typing the first and last addresses separated by a full stop will list the hex dump to the screen for sight checking. For example

6000.60A0

followed by Return. Correct any line in error and repeat until perfect.

Return to Basic by typing

3D0G

followed by Return, which tells the system to go to address 3D0. The Basic] prompt then appears on the screen. Type the BSave command followed by file name, start address and length as, for example.

BSAVE SHAPE A$6000,L$200

followed by Return; length is the difference between the end and start addresses.

Character generator

This shape-table generator from David Masters of Pollockshields allows entry on to a grid of 12 by 16 cells. It is initiated by

RUN CHAR GEN

instead of Run, which does not clear memory. Cell elements are selected sequentially and set on with the space bar or passed over with the full stop. The shape is imaged to the right of the grid.

When an entry is complete, pressing C commences compilation. A list of vectors is displayed as a string of characters from A to E, columnised and converted to binary values.

Each eight-bit binary value is split in two and displayed as hex and decimal. The values are Poked to 16384, Hires page 2. A save option is presented, the name selected being prefixed Char to distinguish the character-generated function.

Each character so generated occupies 99 bytes and may be manually loaded as:

BLOAD CHAR name

or saved by typing

BSAVE CHAR name,A16384,L99

other addressing being possible if you wish.

An option allows a number of characters to be saved as a shape table. Mr Masters offers to copy the program with associated alphabets and assorted shapes on receipt of a blank uninitialised disc with stamped addressed envelope at 18a Newark Drive, Pollockshields, Glasgow G41 4QE.

```
2060  IF L$ = "1110" THEN H1$ = "
    E"
2070  IF L$ = "1111" THEN H1$ = "
    F"
2080  IF R$ = "0000" THEN H2$ = "
    0"
2090  IF R$ = "0001" THEN H2$ = "
    1"
2100  IF R$ = "0010" THEN H2$ = "
    2"
2110  IF R$ = "0011" THEN H2$ = "
    3"
2120  IF R$ = "0100" THEN H2$ = "
    4"
2130  IF R$ = "0101" THEN H2$ = "
    5"
2140  IF R$ = "0110" THEN H2$ = "
    6"
2150  IF R$ = "0111" THEN H2$ = "
    7"
2160  IF R$ = "1000" THEN H2$ = "
    8"
2170  IF R$ = "1001" THEN H2$ = "
    9"
2180  IF R$ = "1010" THEN H2$ = "
    A"
2190  IF R$ = "1011" THEN H2$ = "
    B"
2200  IF R$ = "1100" THEN H2$ = "
    C"
2210  IF R$ = "1101" THEN H2$ = "
    D"
2220  IF R$ = "1110" THEN H2$ = "
    E"
2230  IF R$ = "1111" THEN H2$ = "
    F"
2240 H$ = H1$ + H2$: PRINT H$
2250 HE$ = HE$ + H$
2260  NEXT I
2270 HE$ = HE$ + "000000"
2280  TEXT : HOME : FOR I = 1 TO
     LEN (HE$) STEP 2: PRINT  MID$
     (HE$,I,2);"  ";: NEXT I


2290  PRINT : PRINT
2300 LOC = 16384
2310  FOR I = 0 TO 96:C$ =  MID$
     (HE$,I * 2 + 1,2):U$ =  LEFT$
     (C$,1):L$ =  RIGHT$ (C$,1)
2320 M =  ASC (U$):N =  ASC (L$)
2330  IF M > 57 THEN M = M - 55: GOTO
     2350
2340 M = M - 48
2350  IF N > 57 THEN N = N - 55: GOTO
     2370
2360 N = N - 48
2370 D = 16 * M + N
2380  PRINT D;
2390  IF D < 1000 THEN  PRINT " "
    ;
2400  IF D < 100 THEN  PRINT " ";

2410  IF D < 10 THEN  PRINT " ";
2420 D(I) = D
2430  POKE LOC,D:LOC = LOC + 1
2440  NEXT I
2450  PRINT : PRINT
2460  PRINT "DO YOU WISH TO SAVE
     THIS CHARACTER?"
2470  PRINT "(Y/N) ";: GET YN$
2474  TEXT : HOME
2480  IF YN$ = "N" THEN 2580
2490  IF YN$ <  > "Y" THEN 2470
2500  PRINT
2510 D$ =  CHR$ (4)
2520  PRINT


2530  PRINT "WHAT DO YOU WISH TO
     CALL CHARACTER?"
2540  INPUT CN$
2550  PRINT


2560  PRINT D$"BSAVE CHAR ";CN$;"
     , A16384, L99"
2570  PRINT


2580  GOTO 1100
2590  HOME : VTAB 8: PRINT "APPLE


      CHARACTER GENERATION"
2600  VTAB 10: PRINT "BY DAVID MA
     STERS."
2610  VTAB 13: PRINT "THIS PROGRA
     M ALLOWS YOU TO CREATE"
2620  VTAB 15: PRINT "SHAPE TABLE
     S BY PLOTTING THE SHAPE"
2630  VTAB 17: PRINT "ON THE GRID
     . THE APPLE WILL THEN"
2640  VTAB 19: PRINT "COMPILE A S
     HAPE TABLE."
2650  VTAB 22: PRINT "PRESS ANY K
     EY": GET KP$
2660  HOME : VTAB 9: PRINT "TO PL
     OT A POINT PRESS ' ' "
2670  VTAB 11: PRINT "(THE SPACE
     BAR) AND THE GRID BOX WILL"
2680  VTAB 13: PRINT "BE FILLED I
     N AND AN IMAGE DISPLAYED"
2690  VTAB 15: PRINT "ON THE RIGH
     T."
2700  VTAB 17: PRINT "PRESSING AN
     Y OTHER KEY SKIPS THE BOX."
2710  VTAB 22: PRINT "PRESS ANY K
     EY.": GET KP$
2720  HOME : GOTO 1220
2730  TEXT : HOME


2740  PRINT "*** MAKE SHAPE TABLE
      ***"
2750  PRINT : PRINT "£   NAME"
2760  POKE 34,3
2770 N = 1
2780  IF N < 10 THEN  PRINT " ";
2790  PRINT N"] ";
2800  INPUT NA$(N)
2810  IF NA$(N) = "END" THEN 2840

2820 N = N + 1
2830  GOTO 2780
2840  TEXT : HOME : PRINT "WRITIN
     G INDEX..."
2850 N = N - 1


2860  PRINT : PRINT "THERE IS ";N
     ;" SHAPES IN TABLE."
2870  POKE 16384,N: POKE 16385,0
2880 LOC = 16384
2890  FOR I = 1 TO N
2900 IN(I) = (N * 2 + 2) + 99 * (
     I - 1)
2910 B = 0
2920  IF IN(I) < 256 THEN  POKE L
     OC + (I * 2),IN(I): POKE LOC
      + (I * 2) + 1,0: GOTO 2950
2930  IF IN(I) > 256 THEN IN(I) =
     IN(I) - 256:B = B + 1
2940  IF IN(I) < 256 THEN 2960
2950  GOTO 2930
2960  POKE LOC + (I * 2),IN(I): POKE
     LOC + (I * 2) + 1,B


2970  PRINT "LOADING ";LB$;NA$(I)
     ;RB$;" @ ";B * 256 + IN(I) +
     LOC
2980  PRINT :D$ =  CHR$ (4)


2990  PRINT D$"BLOAD CHAR ";NA$(I
     );",A";B * 256 + IN(I) + LOC

3000  NEXT I
3010  GET KP$
3020  HGR : HCOLOR= 3: HOME : POKE
     232,0: POKE 233,64: POKE 114
     ,0: POKE 115,64: ROT= 0: SCALE=
     1
3030 X = 10:Y = 10
3040  FOR I = 1 TO N: DRAW I AT X
     ,Y
3050 X = X + 20: IF X > 250 THEN
     X = 10:Y = Y + 20
3060  NEXT I


3070  VTAB 22: PRINT "DO YOU WISH
     TO SAVE THIS TABLE ?"
3080  GET YN$
3090  IF YN$ = "N" THEN 3190
3100  IF YN$ <  > "Y" THEN 3070
3110  VTAB 22: PRINT "WHAT TO YOU
     WISH TO CALL THIS TABLE ?"
3120  INPUT TN$
3130  PRINT
3140  HOME
3150  VTAB 22: PRINT "THESE ARE L
     OCATED IN TABLE ";TN$
3160  PRINT
3170 D$ =  CHR$ (4)


3180  PRINT D$"BSAVE TABLE ";TN$;
     ",A16384,L";(N * 2 + 2) + (N
      * 100) + 40
3190  END
```

Machine-code loader

Machine-code loader.

```
1 CLS:INPUT"START
ADDRESS";H$:CLS:PRINTH$:GOSUB5:PRINT@16
,D:S=D
2 H$="":FOR I=1 TO 2
3 I$=INKEY$:IF I$="" THEN 3 ELSE
GOSUB6:PRINT@70,+I,I$:H$=H$+I$:NEXT
4 GOSUB 5:R=S+65535*(S)32767):POKE
R,D:PRINT@88,CHR$(30);";";D:D=D:H$="":G
OSUB7:PRINT@64,H$:PRINT@80,S:S=S+1:GOTO
2
5 D=0:FOR I= 1 TO
LEN(H$):A=ASC(MID$(H$,I,1))-48:D=D*16+A
+(A)9)*7:NEXT:RETURN
6 H=ASC(I$):IF(H)47 AND H(58) OR (H)64
AND H(71) THEN RETURN ELSE
PRINT@70+I,CHR$(143):GOTO 2
7 IF D THEN
A=INT(D/16):H$=MID$("0123456789ABCDEF",
1+D-A*16,1)+H$:D=A:GOTO 7 ELSE RETURN
```

Bar-chart plotter.

```
5   CLEAR 4000
10  DIM T$(50)
20  DIM X$(1000)
30  DIM Y(1000)
40  MX=0:MN=100000000
50  DIM P$(1000)
100 INPUT"TITLE";T$
110 INPUT"NUMBER OF ENTRIES";Z
200 FOR N=1 TO Z
210 INPUT X$(N),Y(N)
230 IF Y(N)>MX THEN MX=Y(N)
240 IF Y(N)<MN THEN MN=Y(N)
250 NEXT N
400 P$=STRING$(60,"*")
405 CLS:PRINT"HISTOGRAM OF ";T$
410 IC=(MX-MN)/5
420 PRINTTAB(4); MN;TAB(14);MN+IC;
    TAB(24);MN+2*IC;
430 TAB(34);MN+3*IC;
    TAB(44)MN+4*IC; TAB(54) MX
500 FOR N= 1 TO Z
505 Y(N)=Y(N)*(50/(MX-MN)) -MN*(50/MX-MN))
510 PRINT X$(N);TAB(5); LEFT$(P$,Y(N))
520 NEXT N
```

IF YOU HAVE an assembler, read no futher but for those who have not, Mr A Wit from Hoorn, The Netherlands, has provided a simple little routine for Poking a machine-language code into a specified address while remaining in Basic.

You are first asked for the hex starting address of your code. Each machine-code instruction is then entered in succession, and the routine then Pokes into each successive address. This little utility could very easily be used simply to test a machine-language routine before dumping it to tape or disc.

Bar-chart plotter

Mr G Monkman of Driffield, East Yorkshire, has sent a program to construct a histogram from entered data. Such programs are fairly easy to construct for data whose limits are known and whose parameters are fixed but not so easy when there are no limits and the parameters are variable.

We are asked to imagine the problem of constructing a histogram of the FT30 share index for each day of a particular month. Though there are 30 or 31 days in the month, only Mondays to Fridays are required, so the X axis cannot be 0 to 30 as the gaps at weekends would distort the appearance of the histogram.

The differences in the values entered may be highly significant in real terms, but could produce an almost level histogram if plotted on axes starting at zero.

Mr Monkman's program can be used for any set of parameters along either axis. All the scaling is done automatically to give a Y axis corresponding to the changes in value between the maximum and minimum of the entered data. The Y axis is set in line 400 at 60 characters per line, suitable for 80 cpl printers, but could easily be modified for larger printers.

One small deficiency of the program is that the lowest-valued entry is shown as a blank on the histogram, which can look a little odd. This can be avoided if you wish — by including an even lower dummy entry, for example.

Good housekeeping

In November's Tandy Open File I mentioned Rosenfelder's *Basic Fast and Better* and one of the very first points in Chapter 1 is the recommendation to standardise on the use of variable names and line numbering. Rosenfelder gives his own list of standards, which is quite comprehensive, and every serious programmer should try to standardise as much as possible not only on variables but on the general shape of programs, layouts and displays.

To give you some examples of my own, the first line of any program that I write is line 1 and it reads:

1 'This is PROG/001 v1 started 01/01/83.

"Prog" is, of course, the main name of the program, and /001 is the edition of the program. I often start off with one plan in mind and then, finding that I can do it better in another way, start again with Prog/002. The code v1 is incremented by 1 everytime I work on the program. If I forget to destroy an old printout after making a fresh one, the v number will tell me at what stage it was made and if it is still current.

Line 2 very briefly explains the purpose of the program. The first operational line is always 10 which contains the Clear, Def and Dim in that order. If I anticipate using a number of Inkeys$ routines which do not have to carry specific values, I locate a Gosub routine for all of them at line 63333;

```
63333 I$ = INKEY$: IF I$ = "" THEN 63333
  ELSE RETURN
```

Then, whenever I want an Inkey$ input, I simply Gosub 63333. This is the only occasion that I use I as a variable.

The only other line I use which goes into every program is the Save line:

```
60023 CLS:PRINT%470, "GOOD-BYE":
  SAVE"PROG/001":END
```

If I am ever called away while in mid-program I can simply type Goto 60023 and everything that I have so far is safe.

In addition to these fixed lines, I have a standard copyright display routine which goes into lines 3 to 5, and a standard options display going into lines 60000 to 60019. In fact, I have quite a collection of standard routines and can often compose about 50 percent of a program from them in about half an hour.

SOFTWARE AND TECHNOLOGY 3

A Window into the future? Think for a moment about the trepidation with which a completely new computer user approaches a micro. Once the screen and keyboard have been explained, he is confronted with interpreting and reacting to prompts from the computer in order to do productive work. These prompts, in the form of command lines or menus, though simple to seasoned computer users and software developers, still pose problems for novice users. What both developer and user need is instant communication – quick recognition of the tasks available on the computer and rapid, no-nonsense selection of options. And when in an application program such as a word processor, why do users have to back out of the document they are creating onto another menu with more options just to change a typestyle or line width. Wouldn't it be easier to have a small menu on the screen, or one appearing only when the typestyle needs changing? With a new product from Microsoft due in early 1984, computer-user interaction will move into a new era. Microsoft is making the power of 'windows' available to all software developers working with 16-bit systems. MS-WINDOWS, uses 'icons' – small graphical representation of objects – which allow the user to quickly select tasks he requires. MS-WINDOWS also provides full support for the mouse, speeding up the selection of tasks still further. And for minor tasks like changing the typestyle while processing a document, we can expect to see 'pop-up' menus with a list of typefaces. With these disposable menus a user can open up a menu on a part of the screen, select the option required and close the menu again with two movements of the mouse and one or two clicks of the mouse buttons; all taking typically less than three seconds. And no commands or control codes need be remembered.

The ordeal of the printer. It's often a pleasant surprise to see how a word processed document eventually prints out with all those control codes and arrows miraculously changed into underlinings, bold text and page breaks. Then of course, there's the tension and expectation at the beginning of the print run, and either anger or relief at the end. But why does printing have to be an ordeal? Word processors should not only be able to show everything on the screen – such as underlining and bold text and columns – but should show it as the printer will eventually print it. Take the case of type fonts. Microsoft Word not only supports a large number of typefaces, but will display them on the screen as they will appear in print. If the user decides to italicise a sentence it takes a few seconds and the results are shown immediately on the screen as they will finally appear. The concept extends to point size, normal, condensed and extended fonts, bold and reversed text, underlining, multiple columns, graphical symbols and superscripts and subscripts. In fact, you could type up, format and layout a complete newspaper page. And probably the biggest surprise will be how similar the printed page is to what was on the screen!

One disk format spanning the great social divide. For many, home and work, like oil and vinegar have long been two 'unmixables.' Office practice and mentality are rarely appreciated at home. For many, the briefcase and newspaper has been the only common link. In the past year, though, it is likely that a microcomputer of some description has become another common link between the office and the home. Cassette and ROM-based programs rarely run on office micros, and diskette drives are still rare on home computers. Now these major distinctions are blurring. Microsoft's MSX standard is one example and IBM's new home micro, PC Junior, is another. With PC Junior, just as with any MSX micro, it is possible to use the disks on 'professional' business computers. PC Junior uses the same operating system (from Microsoft) as IBM's PC. And the disk formats are exactly the same on both. There is a need to carry data from home to office and back, and with programs like Microsoft's Multiplan, soon to be available for PC Junior, businessmen can complete urgent work at home. Or does portability mean that children will soon be found in dark corners of offices playing their games on the faster and more powerful business micros?

Learning from Minicomputers. Until a few years ago, minicomputers offered little of relevance to microcomputer users. With the recent rise to prominence of UNIX, one of the minicomputer world's most popular operating systems, microcomputer manufacturers are beginning to look hard at minis. Microsoft's own version of UNIX, called XENIX, is the only UNIX now available, tailored specifically for micros. Microsoft has added many basic features omitted by UNIX's manufacturer, and has enhanced the product with menus and mouse interfaces for example, for the micro user. XENIX also arranges its files differently from conventional micro operating systems, and it looks as though the XENIX file system is catching on with micro manufacturers. Apple's new ProDOS for the Apple IIe and Apple III uses a similar system, as does a forthcoming OS from Dragon. Apple and Tandy as well as UK microcomputer companies, Tycom and Plessey, have gone for XENIX on their newest machines. With the Tandy Model 16 and Apple's Lisa both running XENIX, it looks like being as successful on micros as it is on minicomputers.

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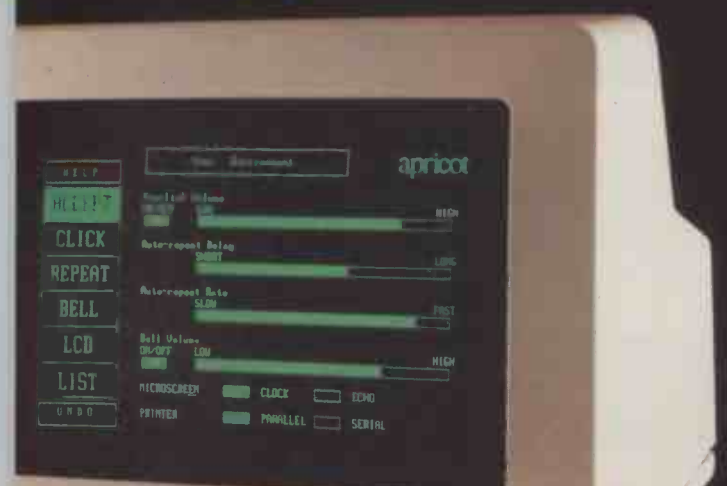

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by John Wellsman

Character designer

CHAPTER 8 of the *Operation Manual* describes a method of defining characters using the character codes 224 to 255. The method is fiddly and has put off some users because of its apparent complexity. This program does all the work for you.

First you design your character on a six-by-eight grid. Then run the program, and the message "Line 1" will appear. Starting from the left-hand corner and reading across, enter N if the square is blank or Y if the square is filled. These letters will appear on the screen as you enter them until you have completed the top line with six entries. The screen then clears, "Line 2" will be shown, and you repeat the procedure.

When you have completed the eight lines, the design that you have entered will be printed on the built-in printer and you will be asked if this is correct. If you reply Y the program creates the character in memory and prints it for you in normal size in the middle of the screen. For reasons I have yet to discover, whatever you do after this will project you into the Monitor. Not to worry: simply press the Reset button on the left of the computer and reboot. The character will still be there, as you can see if you enter

PRINT CHR$(224)

The character remains defined until you either redefine it or do a cold start. It is quite simple to define other character codes by modifying the program. Code 224 is defined by suitably Poking addresses 4097 to 4102 and code 225 by Poking 4103 to 4108 and so on six addresses at a time up to 4282. Line 310 contains a value one less than the start address of the character code address, and line 350 indicates the character to be printed. Suitably modifying these two lines will enable you to create a whole new alphabet.

All these defined characters can be printed on screen, by the internal printer or on an external dot-matrix printer by using the Control and Shift keys as shown on page 8-3 of the *Operation Manual*.

```
10 WIDTH20,20,5
20 DIM GRAF(8,6)
30 MEMSET&H1010
40 CLS
50 FOR L=0 TO 7
60 CLS
70 LOCATE7,1,0:PRINT"LINE";L+1;
80 FOR C=1 TO 6
90 CL(C)=0
100 I$=INKEY$:IF I$="" OR (I$ <>"Y" AND
 I$<>"N" AND I$<>CHR$(8)) THEN 100
110 IF I$=CHR$(8) THEN COL(C-1)=COL(C-1
)-CL(C-1):C=C-2:GRAF(L,C-1)=0
120 IF I$="Y" THEN CL(C)=2^L:COL(C)=COL
(C)+CL(C):GRAF(L,C)=1
130 L$=L$+I$
140 LOCATE7,2,0:PRINTL$
150 NEXT C
160 PRINTL$:L$=""
170 NEXTL
180 FOR C=1 TO 6
190 LPRINT COL(C);:NEXT
200 FOR X=0 TO 7
210 FOR Y=1 TO 6
220 PRINTGRAF(X,Y)
230 IF GRAF(X,Y)=1 THEN A$=A$+CHR$(140)
 ELSE A$=A$+CHR$(160)
240 NEXT Y:LPRINTA$:A$="":NEXT X
250 CLS:LOCATE0,1,0:PRINT"Is this corre
ct?"
260 I$=INKEY$:IF I$="" THEN 260
270 IF I$="Y" OR I$="y" THEN 290 ELSE I
F I$="n" OR I$="N" THEN CLEAR:RUN
280 GOTO 250
290 POKE &H011E,16
300 POKE &H0115,0
310 X1=4096
320 FOR X=1 TO 6
330 POKEX1+(X-1),COL(X)
340 NEXT X
350 CLS:LOCATE10,2,0:PRINTCHR$(224):END
360 END
370  WIND:CLS:LOCATE4,2,0:PRINT"Good By
e":SAVE"PSETER"
@@@@@@@@@@
```

Random numbers

One of the little snags with this computer is the RND function. In most micro-computers, including the HX-20, RND simply reads out a list of random numbers which have been inserted in the ROM. In most computers, the list will be read from a different point each time it is asked for, to produce an apparently genuine random selection, though the sequence will repeat itself if a sufficiently long series of random numbers is called for.

The problem with the HX-20 is that it will always start reading from the beginning of the sequences at the start of each program. So if you run:

```
10 A = RND(1):LPRINT INT(A * 10);
20 GOTO 10
```

you will always get exactly the same sequence of numbers each time you run the program.

If you are using or testing a program requiring a random series, you will always get the same numbers, which will not be very helpful. The command Randomize(exp) is intended to help this situation, but unless the expression supplies a different number for each run of the program from data supplied by the program or the user, the command simply shifts the start of the read to a new position — though still the same for each run.

Key functions

The key command, described on page 3-26 of the *Basic Reference Manual*, permits the function keys to be programmed in a variety of ways. However, the manual does not make it clear that to cause the instructions to be immediately executed, as they are with most of the default function, you should add

+ CHR$(13)

to the end of the string after closing the quotes.

User group

There is a user group for the HX-20. If you want details, write to Mr Terence Robson, 25 Sawyers Lawn, Drayton Bridge Road, London W13.

For this column, we will be most interested to hear of any tips or programs you would like to pass on. Please send them on a microcassette, if possible, which will be returned to you.

Screen-to-plotter dump

```
   10 REM ****************************
**
   20 REM
   30 REM SCREEN COPY PROGRAM (OS 0.1)
   40 REM FOR CGP-115
   50 REM (Colour Graphic Printer)
   60 REM
   70 REM (C) P. Davidson
   80 REM 8th April 1983
   90 REM
  100 REM ****************************
**
  110 REM
  120 REM To run on BBC 'B' or 'A' wit
h
  130 REM printer interface.
  140 REM Uses zero page locations
  150 REM    &70-3 coordinate location
s
  160 REM    &74   OSWORD_9 point
  170 REM    &75   step value
  180 REM          (depending on mode)
  190 REM    &76   addr R% lo
  200 REM    &77   addr R% hi
  210 REM    &78   pointer store for u
se
  220 REM             in 'shiftstring'
  230 REM    &79          ditto
  240 REM
  250 REM Also uses 37 bytes of memory
  260 REM defined by DIM R% to store
  270 REM the string indirectors which
  280 REM control the printer.
  290 REM
  300 PROCasmbl
  310 END
  320 DEFPROCinit_copy(step%,inverse)
  330 DIM R% 36
  340 :
  350 REM Pointers for string indirect
ors
  360 B%=R%+10:C%=R%+15:O%=R%+24:G%=R%
+26
  370 $R%="M    ,    ": REM MOVE command
  380 $B%="J"+STR$(step%/4)+",0": REM
Relative draw to plot one pixel.
  390 $C%="M80,-300": REM MOVE paper
  400 $O%="I": REM Set origin of print
er
  410 $G%=" ": REM Blank, general purp
ose string indirector.
  420 :
  430 :
  440 IF inverse=1 THEN ?&D0A=&D0 ELSE
 ?&D0A=&F0
  450 REM Set inverse to 1 to plot bla
ck for
  460 REM black onto the printer - ins
tead of the usual black for white!
  470 ?&75 = step%
  480 ?&76= R% MOD 256 :REM Poke addre
ss of R% used
  490 ?&77= R% DIV 256 :REM in indirec
tor manipulation
  500 ENDPROC
  510 DEFPROCasmbl
  520 M%=&D00
  530 FOR I=0 TO 3 STEP 3
  540 P%=M%
  550 [OPT I
  560 .go     JSR initialize
  570 .yloop
  580 .xloop  JSRpoint\read current pi
xel
  590         LDA&74   \check for poin
t
  600         CMP#0    \set
  610         BEQ next \
  620         LDA&70   \divide
  630         STA&2A   \x-coordinate i
n
  640         LDA&71   \integer
  650         STA&2B   \accumulator
  660         LDA#3    \set to clear
  670         STA&80   \previous x-co
  680         JSRfour_div
  690         LDA&72   \divide
  700         STA&2A   \y-coordinate i
n
  710         LDA&73   \IAC
  720         STA&2B   \
  730         LDA#7    \set to clear
  740         STA&80   \previous y-co
  750         JSRfour_div
  760         LDY#0
  770 .cont   JSRto_printer \move pen
  780         LDY#10   \point to $B%
  790         JSRto_printer \plot a po
int
  800 .next   CLC      \decrement
  810         LDA&70   \the current
  820         ADC&75   \x-coord by ste
p
  830         STA&70   \value in &75,
  840         CMP#0    \till x=1276,
  850         BNE xloop\then start
  860         INC&71:  \again on new
  870         LDA#5    \line.
  880         CMP&71   \
  890         BNE xloop \
  900         LDA#0    \reset x-coord
  910         STA&70   \to
  920         STA&71   \zero
  930         CLC      \move up
  940         LDA&72   \y-axis
  950         ADC#4    \line
  960         STA&72   \by
  970         LDA&73   \line.
  980         ADC#0    \
  990         STA&73   \
 1000         CMP#4    \
 1010         BNEyloop  \
 1020 .end    LDX#72   \home pen
 1030         JSR print\
 1040         LDX#65   \set printer
 1050         JSR print\back to text m
ode
 1060         LDA#3    \turn
 1070         JSR&FFEE \off.
 1080         RTS
 1090 .initialize
 1100         LDX#18   \set printer to
 1110         JSR print\graphics mode.
 1120         LDA#0    \set up variabl
es
 1130         STA&70   \x-coordinate l
o
 1140         STA&71   \x-coordinate h
i
 1150         STA&72   \y-coordinate l
o
 1160         STA&73   \y-coordinate h
i
 1170         STA&74 \byte used by poi
nt.
 1180         LDY#15   \move to (80,-3
00)
 1190         JSRto_printer\on printer
 1200         LDY#24   \set new
 1210         JSRto_printer\origin.
 1220         RTS
 1230 .to_printer
 1240         JSR shiftstring
 1250         JSR printout
 1260         RTS
 1270 .shiftstring
 1280         LDX#26   \set pointer
 1290         STX&79   \for $G%
 1300 .nextletter LDA(&76),Y
 1310         INY      \save pointer f
or
 1320         STY&78   \string moved.
 1330         LDY&79   \shiftstring
 1340         STA(&76),Y\shifts releva
nt
 1350         INY      \string indirec
tor
 1360         STY&79   \printer comman
d
 1370         LDY&78   \to
 1380         CMP#&D   \the general
 1390         BNE nextletter
 1400         RTS      \purpose $G%.
 1410 .printout LDY#26 \print $G%
 1420 .nextchr LDA#1   \out
 1430         JSR&FFEE \ OSWRCH
 1440         LDA(&76),Y\
 1450         JSR&FFEE \
 1460         INY      \check for end
 1470         CMP#&D   \of $G%.
 1480         BNE nextchr
 1490         RTS
 1500 .point  LDY#0    \OSWORD 9
 1510         LDX#&70  \point call
 1520         LDA#9    \stores result
 1530         JSR&FFF1 \in &74.
 1540         RTS
 1550 .four_div CLC    \divide by
 1560         LSR&2B   \four for use
 1570         ROR&2A   \by
 1580         LSR&2B   \printer.
 1590         ROR&2A   \
 1600         LDA#0    \
 1610         STA&2C   \set upper byte
s
 1620         STA&2D   \of IAC to 0.
 1630         STA&15   \convert IAC
 1640         LDY#&40  \contents to
 1650         JSR &9ED0\decimal string
 1660                  \buffer (&600)
 1670         LDA#32   \
 1680         LDY&80    \clear previou
s
 1690         LDX#3
 1700 .clearr STA(&76),Y\coord from
 1710         DEY      \$R%
 1720         DEX
 1730         BNE clearr\
 1740         LDX&36   \length of stri
ng
 1750         LDY&80
 1760 .switch LDA&5FF,X\store new
 1770         STA(&76),Y\x-coord in $R
%
 1780         DEY      \
 1790         DEX
 1800         BNE switch\
 1810         RTS
 1820 .print  LDA#1
 1830         JSR&FFEE
 1840         TXA
 1850         JSR&FFEE
 1860         RTS
 1870 ]
 1880 NEXT
 1890 ENDPROC
>
```

QUITE A FEW screen-dump programs have been published in these pages, and here is another from Paul Davidson of County Down. The program can be used to copy screens in modes 1, 2, 4 or 5 to the Tandy CGP-115 four-colour graphics printer. It does not make use of the printer's four different colours to make multi-colour copies, though the printer is so versatile that it would be stupid to the point of wastefulness to make screen dumps of graphs, etc. which could be plotted directly.

*FX3,2

A fix of OS 0.1, which has not quite got all the facilities of series 1 operating systems, comes from Paul Davidson of County Down. The *FX3,x command will select the output stream, which defines where the output will finally end up and what happens to it on the way. With x equal to 2 all output goes to the printer, be it parallel or RS-423. It will not appear on the screen if x is set to 2, 3, 6 or 7 — see page 422 of the *User Guide*.

***FX3,2**

```
   10 REM   This short routine is a fi
x
   20 REM designed to overcome the lac
k
   30 REM of a *fx3,2 command in OS 0.
1
   40 REM Since all disc users will
   50 REM have OS 1.0 (at least!), the
y
   60 REM will not need the fix:  I
   70 REM have therefore located the
   80 REM routine in the unused disc
   90 REM buffer (&D00-FF).
  100 REM   The routine simply
  110 REM intercepts the OSWRCH call
  120 REM sending all characters to th
e
  130 REM printer.instead of the scree
n.
```

(continued on next page)

(continued from previous page)

```
  140 REM   It was designed for use wi
th
  150 REM a CGP-115, for other printer
s
  160 REM it might be necessary to edi
t
  170 REM out some of the control code
s,
  180 REM if these are not compatible
  190 REM with the BBC's.
  200 REM
  210 REM   To switch output to the
  220 REM printer, use f0 or CALL&D00;
  230 REM to swich it off again press
  240 REM the TAB key, or PRINT out
  250 REM a code 9.
  260 PROCfx3
  270 END
  280 DEFPROCfx3
  290 *KEY 0 CALL fx3_2|M
  300 FORI%= 0 TO 3 STEP 3
  310 P%=&D00: REM Uses disc buffer
  320 [
  330 OPT I%
  340 .fx3_2   LDA#&D   \Change the
  350          STA&20F  \vectors for
  360          LDA#&B   \OSWRCH to tho
se
  370          STA&20E  \for 'go'
  380          RTS      \
  390 .go      CMP#9    \check for TAB
  400          BEQ normal \character.
  410          CMP#&A   \edits out lin
e-
  420          BEQ done \feeds - delet
e
  430                   \if printer do
es
  440                   \not linefeed
  450                   \on <RETURN>.
  460          PHA      \save characte
r
  470                   \being printed
  480                   \on the stack
  490          LDA#1    \output
  500          JSR&E1BB \character
  510          PLA      \to printer.
  520          JSR&E1BB \&E1BB = norma
l
  530 .done    RTS      \vector for OSWR
CH
  540 .normal  LDA#&BB  \set OSWRCH
  550          STA&20E  \vectors back
to
  560          LDA#&E1  \normal
  570          STA&20F  \ - returns to
  580          RTS      \screen output
.
  590 ]
  600 NEXT
  610 ENDPROC
>
```

Seven-segment display

Barry Leatham-Jones of W R Tuston College, Preston, Lancashire has produced a well thought-out graphics program which simulates the switching of a seven-segment display, of the kind used in calculator LCDs. The program allows you to cycle through the digits 0 to 9 and to specify any one of them for display.

There is also an option to turn the display off and to exit the program. Practical uses include electronics tutors or computer-science demonstration for a class.

Seven-segment display.

```
    0  DATA2,2,2,3,2,2,2,247
    1  DATA3,3,2,3,3,2,3,18
    2  DATA2,3,2,2,2,3,2,93
    3  DATA2,3,2,2,3,2,2,219
    4  DATA3,2,2,2,3,2,3,58
    5  DATA2,2,3,2,3,2,2,235
    6  DATA2,2,3,2,2,2,2,239
    7  DATA2,3,2,3,3,2,3,82
    8  DATA2,2,2,2,2,2,2,255
    9  DATA2,2,2,2,3,2,2,251
   10  DATA3,3,3,3,3,3,3,0
   15  DATA480,890,400,830,800,830,4
80,640,400,580,800,580,480,390
   20  DATA1068,225,915,505,355,780,
635
   25  ?&FE62=255:REM USER PORT STAT
US
   28  ?&FE60=0:REM USER PORT DATA=0
   30  DIM X(7),Y(7),B(7)
   40  MODE4
   45  VDU19,128,4,0,0,0
   50  PROChelp
   60  MODE5
   70  VDU5
   80  VDU19,128,1,0,0,0
   90  VDU19,3,0,0,0,0
  100  VDU19,1,6,0,0,0
  110  TCOL=0
  120  VDU23,255,255,255,255,255,255
,255,255,255
  130  PROCinit
  140  A$=GET$
  145  ?&FE60=0:REM USER PORT DATA=0
  150  IF A$="0" OR A$="o" THEN REST
ORE 10:GOTO210
  160  IF A$="C" OR A$="c" THEN PROC
cycle:GOTO140
  170  IF A$="H" OR A$="h" THEN 40
  180  IF A$="E" OR A$="e" THEN PROC
exit:GOTO230
  190  IF ASC(A$)<48 OR ASC(A$)>57 T
HEN 140
  200  RESTORE VAL(A$)
  210  PROCnum
  220  GOTO140
  230  END
  240  DEFPROCfillh
  250  MOVEX(S)-50,Y(S)-50:MOVEX(S),
Y(S):PLOT85,X(S),Y(S)-100:PLOT85,X(S
)+240,Y(S):PLOT85,X(S)+240,Y(S)-100:
PLOT85,X(S)+290,Y(S)-50
  260  ENDPROC
  270  DEFPROCfillv
  280  MOVEX(S),Y(S):MOVEX(S)+55,Y(S
)-55:PLOT85,X(S)-55,Y(S)-55:PLOT85,X
(S)+55,Y(S)-175:PLOT85,X(S)-55,Y(S)-
175:PLOT85,X(S),Y(S)-230
  290  ENDPROC
  300  DEFPROCcycle
  310  RESTORE 0
  320  FORJ=1TO10
  325  ?&FE60=0
  330  PROCnum
  340  A=INKEY(100)
  350  NEXTJ
  360  ENDPROC
  370  DEFPROCbit
  380  MOVEB(I),30:GCOL0,0:PRINTCHR$
255:MOVEB(I),30:GCOL0,3:PRINT;TCOL:G
COL0,TCOL
  390  ENDPROC
  400  DEFPROCnum
  410  FOR S=1 TO 7
  420  READ SCOL
  430  IF POINT(X(S),Y(S))=SCOL THEN
 490
  440  IF SCOL=3 THEN TCOL=0 ELSE TC
OL=1
  450  GCOL0,TCOL
  460  GOSUB(S*1000)
  470  GCOL0,SCOL
  480  IF X(S)=480 THEN PROCfillh EL
SE PROCfillv
  490  NEXTS
  492  READ UP
  494  ?&FE60=UP
  500  ENDPROC
  510  DEFPROCinit
  520  RESTORE 15
  530  FORS=1TO7
  540  READX(S),Y(S)
  550  IF X(S)=480 THEN PROCfillh EL
SE PROCfillv
  560  NEXTS
  570  REM***TOP***
  580  MOVE590,890:DRAW590,950:DRAW1
100,950:DRAW1100,50:MOVE1070,50:DRAW
1070,930:DRAW620,930:DRAW620,890
  590  REM***CENTRE***
  600  MOVE520,540:DRAW520,390:MOVE5
20,290:DRAW520,50:MOVE555,50:DRAW555
,290:MOVE555,390:DRAW555,540
  610  REM***BOTTOM***
  620  MOVE680,50:DRAW680,290:MOVE65
0,290:DRAW650,50
  630  REM***TOPRH***
  640  MOVE850,720:DRAW1020,720:DRAW
1020,150:DRAW960,150:DRAW960,50:MOVE
850,700:DRAW990,700:DRAW990,170:DRAW
930,170:DRAW930,50
  650  REM***BOTTRH***
  660  MOVE850,480:DRAW930,480:DRAW9
30,220:DRAW830,220:DRAW830,50:MOVE79
5,50:DRAW795,240:DRAW900,240:DRAW900
,460:DRAW850,460
  670  REM***TOPLH***
  680  MOVE350,720:DRAW180,720:DRAW1
80,150:DRAW240,150:DRAW240,50:MOVE27
5,50:DRAW275,170:DRAW210,170:DRAW210
,700:DRAW350,700
  690  REM***BOTTLH***
  700  MOVE350,480:DRAW270,480:DRAW2
70,220:DRAW370,220:DRAW370,50:MOVE40
0,50:DRAW400,240:DRAW300,240:DRAW300
,460:DRAW350,460
  710  RESTORE 20
  720  FORI=1TO7
  730  READB(I)
  740  PROCbit
  750  NEXTI
  760  ENDPROC
  770  DEFPROChelp
  780  VDU23;8202;0;0;0;
  790  SS$="*                    *"
  800  S$="**********************"
  810  PRINTTAB(9,4);S$'TAB(9);SS$
  820  PRINTTAB(9);"* 7-SEGMENT DISP
LAY *"
  830  PRINTTAB(9);SS$'TAB(9);S$
  840  PRINT'"' This programme simul
ates the switching"'" of a 7-segment
 display to produce the"'" digits fr
om 0 to 9."
  850  PRINT'" There are FIVE option
s available :-"
  860  PRINT'"   1. Press any NUMBE
R key."
  870  PRINT'"   2. Press 'C' to CYC
LE from 0 to 9."
  880  PRINT'"   3. Press '0' to tur
n the display OFF."
  890  PRINT"   4. Press 'H' for HEL
P."
  900  PRINT'"   5. Press 'E' to EXI
T the programme."
  910  PRINT''''"     ...press <RETURN
> to continue..."'
  920  A=GET
  930  IF A<>13 THEN 920
  940  ENDPROC
  950  DEFPROCexit
  960  CLS:VDU4
  970  COLOUR3:PRINTTAB(2,15);"END O
F PROGRAMME"
  980  VDU23;29194;0;0;0;
  990  ENDPROC
 1000  REM top
 1010  I=1:PROCbit:MOVE1075,52:MOVE1
095,52:PLOT85,1075,935:PLOT85,1095,9
45:PLOT85,615,935:PLOT85,595,945:PLO
T85,615,895:PLOT85,595,895
 1020  RETURN
 2000  REM toplh
 2010  I=2:PROCbit:MOVE250,52:MOVE27
0,52:PLOT85,250,155:PLOT85,270,165:P
LOT85,185,155:PLOT85,205,165:PLOT85,
185,718:PLOT85,205,705:PLOT85,340,71
8:PLOT85,340,705
 2020  RETURN
 3000  REM toprh
 3010  I=3:PROCbit:MOVE940,52:MOVE95
5,52:PLOT85,940,165:PLOT85,955,155:P
LOT85,995,165:PLOT85,1010,155:PLOT85
,995,705:PLOT85,1010,718:PLOT85,860,
705:PLOT85,860,718
 3020  RETURN
 4000  REM mid
 4010  I=4:PROCbit:MOVE530,538:MOVE5
30,395:PLOT85,550,538:PLOT85,550,395
:MOVE530,285:MOVE530,55:PLOT85,550,2
85:PLOT85,550,55
 4020  RETURN
 5000  REM botlh
 5010  I=5:PROCbit:MOVE380,52:MOVE39
5,52:PLOT85,380,223:PLOT85,395,238:P
LOT85,275,225:PLOT85,295,238:PLOT85,
275,478:PLOT85,295,465:PLOT85,340,47
8:PLOT85,340,465
 5020  RETURN
 6000  REM botrh
 6010  I=6:PROCbit:MOVE805,52:MOVE82
0,52:PLOT85,805,238:PLOT85,820,225:P
LOT85,910,238:PLOT85,920,225:PLOT85,
910,465:PLOT85,920,478:PLOT85,860,46
5:PLOT85,860,478
 6020  RETURN
 7000  REM bot
 7010  I=7:PROCbit:MOVE658,286:MOVE6
58,52:PLOT85,678,286:PLOT85,678,52
 7020  RETURN
>
```

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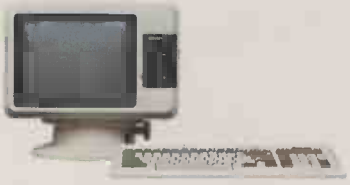

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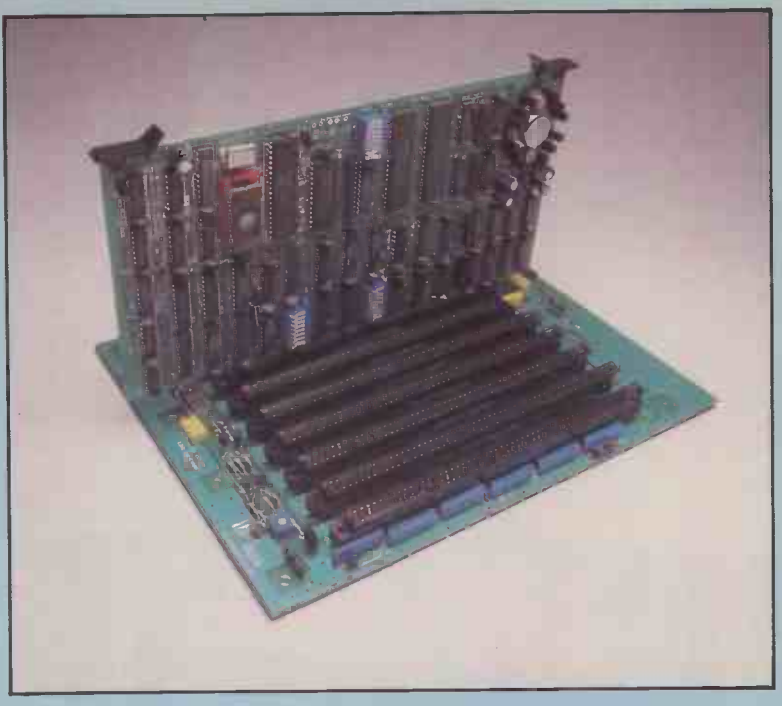

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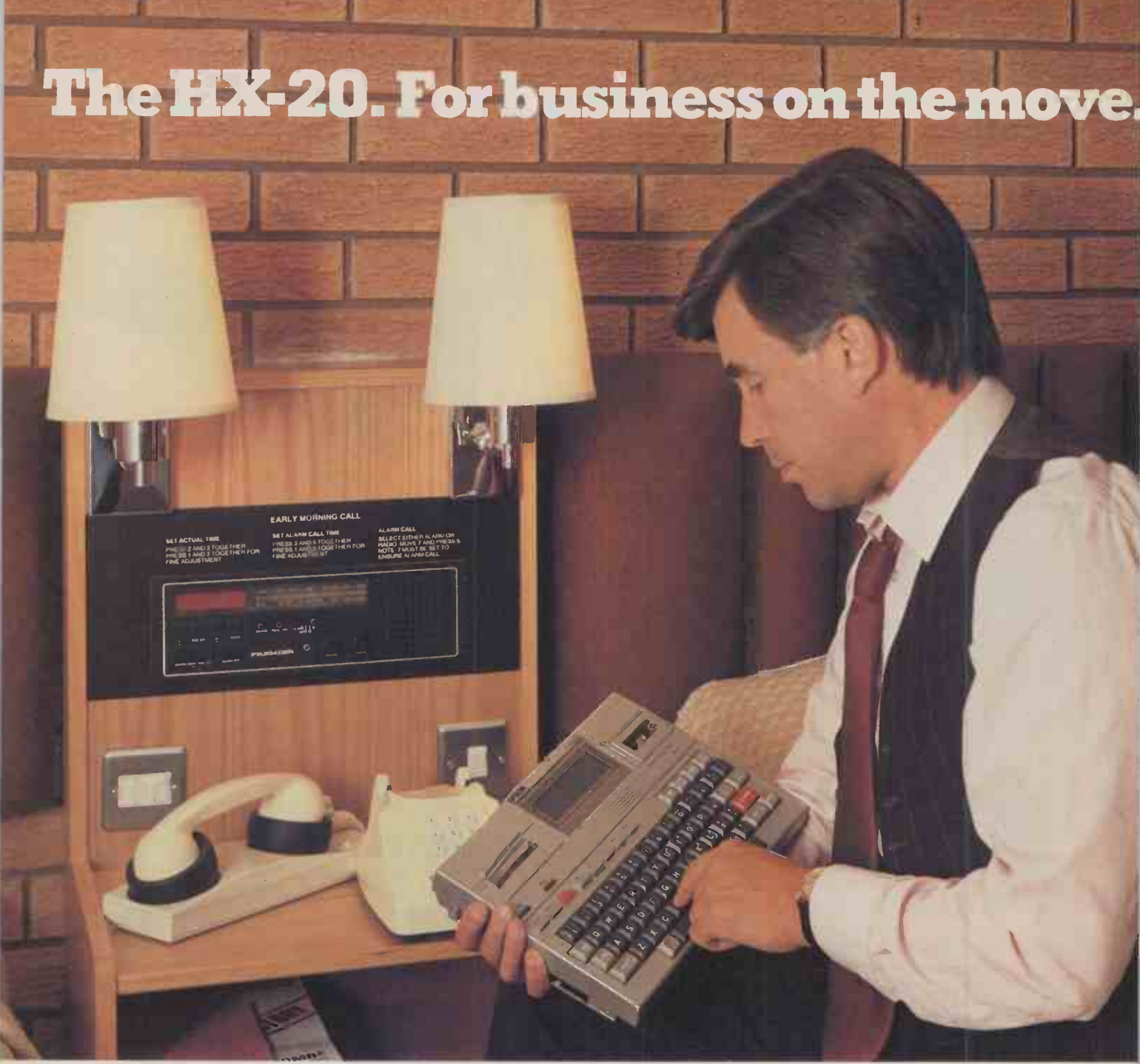

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Labyrinth

THIS MAZE game by A M Tucker of Charminster, Dorset, has been written for the 48K Spectrum. With fairly minor modification it will run on the 16K model too.

As listed, the program offers the choice of three different mazes, and the ability to change the mazes or add extra ones — though only one more is possible on 16K machines. The data for each maze only occupies 80 bytes.

The machine-code data in line 40, which changes ink colours, could be included with the other machine code. It was written in this way so that the introductory display could be changed more easily, and it has been omitted in the 16K version. The other major change for 16K is that it is not possible to provide enough memory to store an alternative display file. This requires at least 6,144 bytes, even if the attribute bytes are omitted.

As an alternative, the maze bits are used to write the plan view of the maze directly into the display file.The display is made up of eight-by-eight pixel squares, so this is not too difficult as only bytes of 0 or 255 are used in the display file. The only disadvantage of not being able to swap screens is that the current view of the maze has to be redrawn after a plan view has been shown, while in the 48K version the two screens are interchanged at machine-code speed.

The best way of entering the program is to clear sufficient memory, then enter lines 4000 to 4250, and run this part to enter the machine code and data into memory. Then save the program for future use, and save the code separately.

The main part of the program can then be entered and saved using

SAVE "(name)" LINE 1

The bytes are then reloaded and saved after the main program, using the name from line 20. The program can then be run. This method avoids difficulties over the order in which the data is read. If the whole program is entered and an attempt is made to Goto 4000 to enter the machine code, an error message will result, as the wrong data is read. There is not, in any case, enough memory on the 16K machine to write the whole program, including lines 4000 to 4250, and in this version the above procedure must be followed.

If you wish to write new mazes, take a piece of squared paper and mark off 31 by 20 squares. Black in the outside squares all round, except for the ninth and 15th on the left-hand side, which are the entrance and exit respectively. Then draw your maze by blacking in squares. When you have finished, divide the maze into 16 equal sections with four horizontal and four vertical lines.

The sections will then each have eight squares between vertical lines, and five between horizontal lines. Working horizontally from left to right, each black square counts as binary 1, and each blank square as binary 0. Each line thus forms four eight-bit binary numbers between 0 and 255. These numbers are translated into hexadecimal and entered as data. The whole maze is thus coded as five strings of 16 two-digit hex numbers, each string representing four lines of the maze.

There is room for a fourth maze in the 16K version, and for as many as you are likely to need in the 48K. Remember to alter the number of loops for n in line 4010 if you add extra mazes, as well as the number shown in line 150.

Labyrinth program.

Line 20. Load bytes.
Lines 30-110. Display program name with changing ink colours.
Lines 120-150. Instructions: choose maze.
Lines 160-180. Initialise variables: draw entrance to maze.
Lines 190-230. Read Inkey$.
Lines 240-250. Set co-ordinates of position in maze.
Lines 300-310. Detect invalid moves.
Line 320. Detect end of maze — end game.
Lines 500-920. Draw maze graphics — the maze is scanned for five moves ahead plus a sixth straight ahead and the appropriate graphic subroutines chosen.
Lines 1000-1060. Display plan of maze on request.
Lines 2000-2650. Maze graphic subroutines.
Lines 3000-3050. End-of-game routines.
Lines 3500-3570. Read maze bits and blank lines 21 to 23 into memory. Set up alternative display file.
Lines 3600-3940. Read graphic data into arrays.
Lines 3950-3960. Labyrinth entrance graphics.
Lines 4000-4040. Hex loader.
Lines 4050-4100. Machine code: swap screens; load maze bits from bytes; load plan of maze into alternative display file.
Lines 4110-4250. Maze data.

```
  10 REM      Labyrinth
     © A.M.Tucker, Charminster.
  20 CLEAR 53999: LOAD "maze"COD
E 60905,336
  30 CLS : RESTORE : FOR n=1 TO
25: READ a: POKE 60860+n,a: NEXT
 n
  40 DATA 62,0,230,7,87,33,0,88,
6,3,197,6,0,126,230,248,178,119,
35,16,248,193,16,242,201
  50 PAPER 6: INK 6: FLASH 1: PR
INT AT 6,0: FOR i=1 TO 7: FOR n=
1 TO 15: PRINT "■";: NEXT n
  60 IF INT (i/2)<>i/2 THEN PRIN
T "■";" ": AND i<7;
  70 IF INT (i/2)=i/2 THEN PRINT
 
  80 NEXT i: FLASH 0: PRINT AT 9
,2;TAB 29;AT 10,2;" *** L A B Y
R I N T H ***";AT 11,2;TAB 29
  90 FOR n=1 TO 6: PAUSE 25: POK
E 60862,n: RANDOMIZE USR 60861
  95;FOR n=1 TO 6: PAUSE 25: POK
E 60862,n: RANDOMIZE USR 60861
 100 BEEP .1,0: BEEP .1,6: BEEP
.1,12: PAUSE 25
 110 BEEP .1,12: BEEP .1,6: BEEP
 .1,0: NEXT n: PAPER 7: INK 0
 120 CLS : PRINT TAB 9;"**LABYRI
NTH**"''''"Find your way through
 the maze.    Move a step forward
 with 0."
 130 PRINT ''"Use the cursor key
s to change      direction:",,"
5 = West","8 = East"" 6 = South
","7 = North"
 140 PRINT ''"If you get lost, p
ress h for a      plan of the
maze.",," (Only available five t
imes)."
 150 INPUT "Choose maze (1 to 3)
 - ";m: LET m=60921+m*80: GO SUB
 3500
 160 LET q$="": LET a=8: LET d=1
: LET e=1: LET m=0: LET p=0
 170 LET x=9: LET y=0: LET x1=x:
 LET y1=y: CLS
 180 GO SUB 3950: PRINT #0;TAB 6
;"Press 0 to enter maze": GO TO
510
 190 LET a$=INKEY$: IF a$="" THE
N GO TO 190
 200 BEEP .2,0: IF a$="0" THEN G
O TO 240
 210 IF a$="H" OR a$="h" THEN LE
T p=p+1: IF p<=5 THEN BEEP .2,10
: GO SUB 1000: GO TO 510
 220 IF a$>"4" AND a$<"9" THEN L
ET a=VAL a$: LET d=(a=8 OR a=6)-
(a=5 OR a=7): LET e=(a>6)-(a<7):
 BEEP .2,10: GO TO 500
 230 GO TO 190
 240 LET y1=y1+(a=8)-(a=5)
 250 LET x1=x1+(a=6)-(a=7)
 300 IF d=-1 AND y1=0 AND x1<>15
 THEN LET y1=1: LET d=1: LET a=8
: PRINT AT 4,3;"You are trying t
o leave by";AT 5,4;"the entrance
!": GO TO 400
 310 IF PEEK (61966+x1*32+y1) TH
EN PRINT AT 3,2;"You cannot go t
hrough walls!": LET x1=x: LET y1
=y: GO TO 400
 320 LET m=m+1: IF x1=15 AND y1=
0 THEN GO TO 3000
 330 GO TO 500
 400 PRINT AT 5,18;"Try again":
FOR n=0 TO 200: NEXT n
 500 CLS
 510 IF y1 THEN PRINT AT 1,6;"Yo
u are looking ";d$(a-4)
```

(continued on next page)

(continued from previous page)

```
 520 PLOT 8,0: DRAW 0,175: PLOT
247,0: DRAW 0,175
 530 LET x=x1: LET y=y1: LET d1=
d
 540 IF a=5 OR a=8 THEN GO TO 80
0
 550 FOR i=0 TO 4: LET f=61968+(
x+d)*32
 560 IF PEEK (f+y) THEN GO SUB i
*10+2000: GO TO 920
 570 IF PEEK (f+y-e) THEN LET q=
1: GO SUB 2600: GO TO 590
 580 LET q=2: GO SUB 2600
 590 IF PEEK (f+y+e) THEN LET q=
3: GO SUB 2600: GO TO 590
 600 GO TO 880
 800 FOR i=0 TO 4: LET f=61968+x
*32: LET g=e*32
 820 IF (y=0 AND i=0) OR y+d=0 T
HEN GO TO i*10+2500
 840 IF PEEK (f+y+d) THEN GO SUB
 i*10+2000: GO TO 920
 850 IF PEEK (f-g+y+d) THEN LET
q=1: GO SUB 2600: GO TO 870
 860 LET q=2: GO SUB 2600
 870 IF PEEK (f+g+y+d) THEN LET
q=3: GO SUB 2600: GO TO 890
 880 LET q=4: GO SUB 2600
 890 LET d=d+d1: NEXT i
 900 IF PEEK (f+y-e*32+(g+d)*(a=
5 OR a=8)) THEN GO SUB 2650: GO
TO 920
 910 PLOT 124,84: DRAW 3,2: DRAW
 0,3: DRAW -3,2: PLOT 131,84: DR
AW -3,2: DRAW 0,3: DRAW 3,2
 920 LET d=d1: GO TO 190
1000 RANDOMIZE USR 60905: IF p T
HEN PRINT AT 0,10;n$(p);" displa
y"
1010 PRINT AT 9,(y<>1);">";AT 15
,1;"<";AT x,y; FLASH 1;"x"
1020 PRINT AT 21,10;"You are her
e "; FLASH 1;"x"
1030 PRINT #0;AT 0,10;"> = Entra
nce";TAB 10;"< = Exit"
1040 FOR n=0 TO 200: BEEP .005,n
/4: NEXT n
1050 PRINT AT 0,0,;AT 9,0;"  ";
AT 15,1;" ";AT x,y;" ";AT 21,0,;
1060 RANDOMIZE USR 60905: RETURN

2000 DRAW -239,0: PLOT 8,0: DRAW
 239,0: RETURN
2010 PLOT 64,41: DRAW 127,0: PLO
T 64,134: DRAW 127,0: RETURN
2020 PLOT 95,64: DRAW 66,0: PLOT
 95,111: DRAW 66,0: RETURN
2030 PLOT 111,75: DRAW 33,0: PLO
T 111,100: DRAW 33,0: RETURN
2040 PLOT 120,61: DRAW 15,0: PLO
T 120,94: DRAW 15,0: RETURN
2500 PLOT 8,168: DRAW 239,0: PLO
T 8,159: DRAW 239,0
2505 PRINT AT 1,1;"[redacted]  E N T
 R A N C E  [redacted]" AND x<>15;AT
 1,2;"          E X I T          " A
ND x=15: GO TO 2550-1700*(y=0)
2510 PLOT 64,136: DRAW 127,0: PL
OT 64,127: DRAW 127,0
2515 PRINT AT 5,12;"ENTRANCE" AN
D x<>15;"  EXIT" AND x=15
2550 GO TO 920
2600 LET r=i*4+1: PLOT b(q,r),c(
q,r)
2610 FOR n=1 TO 3: DRAW b(q,r+n)
,c(q,r+n): NEXT n
2620 RETURN
2650 PLOT 124,84: DRAW 7,0: DRAW
 0,7: DRAW -7,0: RETURN
3000 GO SUB 3950: PLOT 0,8: DRAW
 255,0
3010 PRINT AT 8,4;"You got out i
n ";m;" moves";AT 10,9;"You saw
";p;" plan";"s" AND p<>1
3020 INPUT "Enter m for plan of
maze, or""  y to play again - "
;q$
3030 IF q$="m" THEN CLS : RANDOM
IZE USR 60905: PRINT AT 0,0,;: I
NPUT "Enter y to play again - ";
q$
3040 IF q$="y" THEN CLS : GO TO
120
3050 STOP
3500 DIM d$(4,5): DIM n$(5,4): D
IM b(4,20): DIM c(4,20)
3550 POKE 60932,INT (m/256): POK
E 60931,m-INT (m/256)*256
3560 FOR n=62640 TO 62735: POKE
n,0: NEXT n
3570 RANDOMIZE USR 60930
3600 RESTORE 3900: FOR n=1 TO 4:
 READ d$(n): FOR i=1 TO 20: READ
 b(n,i): READ c(n,i)
3610 NEXT i: BEEP .2,0: BEEP .2,
10: NEXT n
3620 FOR n=1 TO 5: READ n$(n): N
EXT n: RETURN
3895 REM    Graphics
3900 DATA "WEST",8,0,56,41,0,93,
-56,41,64,41,31,23,0,47,-31,23,9
5,64,16,11,0,25,-16,11,111,75,9,
8,0,13,-9,6,120,81,4,3,0,7,-4,3
3910 DATA "SOUTH",8,41,56,0,0,93
,-56,0,64,64,31,0,0,47,-31,0,95,
75,16,0,0,25,-16,0,111,81,9,0,0,
13,-9,0,120,64,4,0,0,7,-4,0
3920 DATA "NORTH",247,0,-56,41,0
,93,56,41,191,41,-31,23,0,47,31,
23,160,64,-16,11,0,25,16,11,144,
75,-9,6,0,13,9,6,135,81,-4,3,0,7
,4,3
3930 DATA "EAST",247,41,-56,0,0,
93,56,0,191,64,-31,0,0,47,31,0,1
60,75,-16,0,0,25,16,0,144,81,-9,
0,0,13,9,0,135,84,-4,0,0,7,4,0
3940 DATA "1st.","2nd.","3rd.","
4th.","5th."
3950 PRINT AT 0,1;"[redacted]  L A B
Y R I N T H [redacted]"
3960 PLOT 8,0: DRAW -8,0: DRAW 0
,175: DRAW 255,0: DRAW 0,-175: D
RAW -8,0: RETURN
4000 LET a=10: LET b=11: LET c=1
2: LET d=13: LET e=14: LET f=15
4010 FOR n=0 TO 20: READ a$
4020 FOR i=1 TO 16
4030 POKE 60904+n*16+i,VAL a$(i*
2-1)*16+VAL a$(i*2)
4040 NEXT i: NEXT n
4045 REM Swap Screens(USR 60905)
         Load maze bits.
         Load screen (USR 60930)
4050 DATA "11f0d221004006185c5060
07ef51a77f1"
4060 DATA "12231310f6c110f0c9210
0001130f20e"
4070 DATA "5006083e0012cb7e28033
e0112cb0613"
4080 DATA "10f1230d20eb002110f21
1f0d20e0306"
4090 DATA "08e5c506003e00cb46260
23eff121323"
4100 DATA "10f3c1052603e118e60d2
0e3e1e1e1c9"
4105 REM   Maze no. 1
4110 DATA "7fffffff52244121462a91
c8d52eaa2a1"
4120 DATA "5e8a2abf403bea2155c00
2ad551aaa83"
4130 DATA "1552aab95c4eaaaf55e28
c81715c6bad"
4140 DATA "4757882978053feb17594
04950425d7b"
4150 DATA "57ef850142087ddd54e30
0497ffffffff"
4155 REM   Maze no. 2
4160 DATA "7fffffff486820215eaba
fad400ab0a5"
4170 DATA "5dba85b55488b5254?2a4
5995569d825"
4180 DATA "1c3d0beb438178097c7fc
77b41802c51"
4190 DATA "56b7a39550a4183d17b5c
66154243a6d"
4200 DATA "519dcba95d54282548518
3497ffffffff"
4205 REM   Maze no.3
4210 DATA "7fffffff4500909155baa
655448a08c9"
4220 DATA "5aabaa23423916a95d865
0ab41554e49"
4230 DATA "1c55515545a59d9555154
0215d707fed"
4240 DATA "540750354bf8ae851882e
2bd46ab3b11"
4250 DATA "542888b559a66a8542110
2597ffffffff"
```

Variations for 16K.

```
    1 REM   Variations for 16k

  20 CLEAR 31568: LOAD "maze2"CO
DE 32350,320: CLS
  30 REM    (not used)
  40 REM    (not used)
  50 REM  (change ink to 1 or 2)
  90 FOR i=1 TO 4: FOR n=0 TO 2:
 BEEP .1,n*6: NEXT n: PAUSE 30:
FOR n=0 TO 2: BEEP .1,12-n*6: NE
XT n: PAUSE 30: NEXT i
 100 INK 0: PAPER 7
 110 REM   (not used)
 210 IF a$="H" OR a$="h" THEN LE
T p=p+1: IF p<=5 THEN BEEP .2,10
: GO TO 500
 310 IF PEEK (31568+x1*32+y1) TH
EN PRINT AT 3,2;"You cannot go t
hrough walls!": LET x1=x: LET y1
=y: GO TO 400
 550 FOR i=0 TO 4: LET f=31568+(
x+d)*32
 800 FOR i=0 TO 4: LET f=31568+x
*32: LET g=e*32
1000 CLS : RANDOMIZE USR 32382:
IF p THEN PRINT AT 0,10;n$(p);"
display"
1060 RETURN
3030 IF q$="m" THEN CLS : RANDOM
IZE USR 32382: INPUT "Enter y to
 play again - ";q$
3550 POKE 32352,INT (m/256): POK
E 32351,m-INT (m/256)*256
3560 FOR n=32240 TO 32335: POKE
n,0: NEXT n
3570 RANDOMIZE USR 32350
4010 FOR n=0 TO 19: READ a$
4020 FOR i=1 TO 16
4030 POKE 32349+n*16+i,VAL a$(i*
2-1)*16+VAL a$(i*2)
4040 NEXT i: NEXT n
4060 DATA "21000011707b0e5006083
e0012cb7e28"
4070 DATA "033e0112cb061310f1230
d20ebc90000
4080 DATA "21507b1100400e030608e
5c506003e00"
4090 DATA "cb46280023eff12132310f
3c1052803e1"
4100 DATA "18e80d20e3e1e1e1c9000
00000000000"
```

Whose flag?

IF THERE is one major gap in my education, it is geography. I have little idea of what country is where, or which sea separates them. And, if my geography is bad, then my knowledge of the flags of those countries is even worse. Or at least it was until I received this program from Thomas and Kim Gustafsson who live in Halmstad in Sweden.

The program is written for the Vic-20 with the Commodore Super Expander and must be typed into the Vic with it attached. It simply draws the flags of 24 different countries on the screen in colour and asks for the name of the country.

All the flags are drawn by subroutines which demonstrate some of the capabilities of the Vic. Each flag is selected by the two On-Gosub commands in lines 50 to 60. The Vic waits for a key to be pressed to indicate that you are ready to identify the flag, and then asks you to name the country.

As it stands, the program always goes through the 24 flags in the same order, with the For-Next loop in lines 10 to 80 selecting which to display. You could build in a more random approach if you preferred.

The program shows what can be done with the multi-colour graphics on the Vic-20 and I really did enjoy going through them. There must be a limit to the complexity of the flags that can be produced and I could not imagine the Union Jack being drawn — but it is.

Letter Writer

A series of misunderstandings led us to say that the Letter Writer program for the Pet — December issue, page 156 — works on the Commodore 64. Well it will, but only if you make several modifications to the Peek, Poke and Wait commands. We plan to publish the necessary changes in a future issue.

Whose flag?

```
10 FOR I=1 TO 24
50 ON I GOSUB 100,200,300,350,400,450,
   500,550,600,650,750,800,900,950,
   1000,1100,1150
55 IF I<18 THEN 70
60 ON I-17 GOSUB 1300,1350,1400,1450,
   1500,1600,1700
70 GET A$:IF A$=""GOTO 70
73 COLOR 6,0,1,1
75 GRAPHIC 0:INPUT" COUNTRY";B$
   :IF B$<>L$THEN PRINT" NO,
    IT WAS "L$:FOR J=1 TO 1000:NEXT J
   :GOTO 80
77 PRINT" RIGHT":FOR J=1 TO 1000:NEXT
80 NEXT:END


100 COLOR 1,0,2,6:X=3:Y=6:L$="HOLLAND"
105 GRAPHIC 1:SCNCLR
120 DRAW X,0,700 TO 1023,700
130 DRAW Y,0,350 TO 1023,350
140 PAINT X,0,1023
150 PAINT Y,0,0:RETURN


200 X=7:L$="SWEDEN"
210 COLOR 6,0,7,7
220 GRAPHIC 2
230 SCNCLR
240 DRAW X,0,400 TO 350,400 TO 350,0
245 DRAW X,0,623 TO 350,623 TO 350,
    1023
250 DRAW X,500,0 TO 500,400 TO 1023,
    400
260 DRAW X,500,1023 TO 500,
    623 TO 1023,623
265 IF I=17 OR I=18 OR I=20 GOTO 1180
270 PAINT X,0,450:RETURN


300 COLOR 2,0,1,1:X=1:L$="DENMARK"
    :GOTO 220
350 COLOR 1,0,6,6
360 X=6:L$="FINLAND"
370 GOTO 220
400 COLOR 2,4,0,7


410 X=7:Y=2:L$="GERMANY":GOTO 105
450 COLOR 1,0,3,2


460 Y=3:X=2:L$="LUXEMBOURG":GOTO 105
500 COLOR 1,0,2,2:X=2:L$="MONACO"
510 GRAPHIC 2
520 SCNCLR
530 DRAW X,0,512 TO 1023,512
540 PAINT X,0,0
545 RETURN
550 COLOR 2,0,1,1


560 X=1:L$="POLAND"
570 GOTO 510


600 COLOR 1,0,2,2:L$="JAPAN"
610 GRAPHIC 2:SCNCLR
620 CIRCLE 2,512,512,240,350,0,101
630 PAINT 2,280,512
640 RETURN


650 GRAPHIC 1:L$="CZECHOSLOVAKIA"
660 COLOR 1,0,6,2
670 SCNCLR
680 DRAW 6,0,0 TO 400,512 TO 0,1023
690 DRAW 3,400,512 TO 1023,512
700 PAINT 6,0,200
710 PAINT 3,50,1023
720 RETURN
750 COLOR 1,0,2,2


760 X=2:Y=2:L$="AUSTRIA"
770 GOTO 105
800 COLOR 1,0,2,6
```

(continued on page 166)

(continued from page 164)

```
810 X=3:Y=6:L$="FRANCE"
820 GRAPHIC 1:SCNCLR
830 DRAW X,320,0 TO 320,1023
840 DRAW Y,690,0 TO 690,1023
850 PAINT X,0,0
860 PAINT Y,1023,0
870 RETURN
900 COLOR 1,0,5,7


910 X=2:Y=7:L$="EIRE"
920 GOTO 820
950 COLOR 1,0,5,2


960 X=2:Y=3:L$="ITALY"
970 GOTO 820
1000 COLOR 7,4,0,2


1010 X=2:Y=3:L$="BELGIUM"
1020 GOTO 820
1100 COLOR 7,0,5,2


1110 X=3:Y=2:L$="ETHIOPIA"
1120 GOTO 105
1150 COLOR 2,0,1,6


1160 X=2:Y=3:L$="NORWAY"
1170 GRAPHIC 1:SCNCLR:GOTO 230
1180 DRAW X,0,370 TO 320,370 TO 320,0
1190 PAINT X,0,380
1200 DRAW X,0,650 TO 320,650 TO 320,
     1023
1210 PAINT X,0,640
1220 DRAW X,530,0 TO 530,370 TO 1023,
     370
1230 PAINT X,520,0
1240 DRAW X,530,1023 TO 530,
     650 TO 1023,650
1250 PAINT X,520,1023
1260 PAINT Y,0,512
1270 RETURN
1300 COLOR 6,0,1,2


1310 X=2:Y=3:L$="ICELAND"
1320 GOTO 1170
1350 GRAPHIC 1:SCNCLR


1360 COLOR 2,0,7,7:L$="SPAIN"
1370 DRAW 7,0,250 TO 1023,250
     :DRAW 7,0,773 TO 1023,773
1380 PAINT 7,0,260
1390 RETURN
1400 COLOR 1,0,2,6


1410 X=3:Y=6:L$="FAEROE ISLANDS"
1420 GOTO 1170
1450 GRAPHIC 2:SCNCLR:COLOR 2,0,5,5
     :L$="MOROCCO"
1460 DRAW 5,512,300 TO 430,700 TO 630,
     450 TO 400,450 TO 570,700 TO 512,
     300
1470 RETURN
1500 GRAPHIC 2


1510 SCNCLR:COLOR 2,0,1,1:L$="TURKEY"
1520 CIRCLE 1,300,512,120,180,10,90
1530 CIRCLE 1,250,512,175,250,8,92
1540 PAINT 1,100,512
1550 DRAW 1,450,450 TO 500,430 TO 520,
     350 TO 560,410 TO 605,390 TO 570,
     465 TO 615,530 TO 550,515
1560 DRAW 1 TO 500,580 TO 510,
     505 TO 450,450
1570 PAINT 1,500,475
1580 RETURN


1600 COLOR 2,0,1,1
1610 GRAPHIC 2:SCNCLR


1620 L$="SWITZERLAND"
1630 DRAW 1,460,150 TO 560,150 TO 560,
     460 TO 750,460 TO 750,630 TO 560,
     630 TO 560,940 TO 460,940
1640 DRAW 1 TO 460,630 TO 270,
     630 TO 270,460 TO 460,460 TO 460,
     150
1650 PAINT 1,280,470
1660 RETURN
1700 GRAPHIC 1
1710 SCNCLR:COLOR 6,0,1,2


     :L$="UNITED KINGDOM"
1720 DRAW 3,0,450 TO 410,450 TO 0,40
     :DRAW 3,470,0 TO 470,450 TO 40,0
1730 DRAW 3,0,590 TO 410,590 TO 0,983
     :DRAW 3,550,0 TO 550,450 TO 983,0
1740 DRAW 3,40,1023 TO 470,590 TO 470,
     1023:DRAW 3,1023,40 TO 590,
     450 TO 1023,450
1750 DRAW 3,1023,600 TO 600,
     600 TO 1023,990:DRAW 3,550,
     1023 TO 550,590 TO 983,1023
1760 PAINT 3,0,512
1770 DRAW 2,0,420 TO 330,420 TO 0,80
     :PAINT 2,0,427
1780 DRAW 2,440,0 TO 440,370 TO 85,0
     :PAINT 2,460,0
1790 DRAW 2,0,620 TO 330,620 TO 0,940
     :PAINT 2,0,600
1800 DRAW 2,90,1023 TO 440,690 TO 440,
     1023:PAINT 2,70,1023
1810 DRAW 2,570,0 TO 570,360 TO 940,0
     :PAINT 2,560,0
1820 DRAW 2,1023,90 TO 660,
     420 TO 1023,420:PAINT 2,1023,440
1830 DRAW 2,1023,630 TO 700,
     630 TO 1023,950:PAINT 2,1023,615
1840 DRAW 2,570,1023 TO 570,
     680 TO 940,1023:PAINT 2,560,1023
1850 RETURN
```

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Dragon Life

THIS VERSION of the classic simulation game Life for the Dragon 32 by S Roach of Enfield, Middlesex contains some interesting routines in 6809 machine code. They were written under the Mace assembler cartridge, although here the code is Poked into memory from Data statements in the Basic program.

Lines 60-80 are for those who do not trust cassette recorders: the routine makes five copies on tape and is implemented by Run 60. Lines 140 to 220 load machine code into memory with a check-sum feature.

Instructions for the game appear in lines 240 to 290. The simulation rules are stated here: it is not often realised that the rules are applied to the whole colony at once, so a temporary area is needed for the developing next generation. The high-resolution page 1 RAM is used for this.

Lines 510 to 560 clear the screen and define the colony area. Lines 580 to 720 allow the user to enter a cell colony and supply the basic cursor routine. Lines 740 to 800 set up an example colony.

Lines 820 to 870 call the machine-code routine which is the basis of the program. The same routine if written in Basic would take over 90 seconds to update the screen lines. Lines 990 to 1020 hold data for the machine-code routine. This code is relocatable.

All spaces and run-together words in the program are necessary to the screen layout and should be entered as listed.

6809 assembler.

```
0001                                    NAM   LIFE M/C
0002
0003 08FF                       STACK   EQU   $8FF
0004 0420                       SCTOP   EQU   $420
0005 05E0                       SCBOT   EQU   $5E0
0006 0020                       SCINC   EQU   $20
0007 001E                       LINLEN  EQU   $1E
0008 001E                       LINPOS  EQU   LINLEN
0009 0420                       CURLIN  EQU   SCTOP
0010 0800                       STORE1  EQU   $800
0011 0802                       STORE2  EQU   $802
0012 003E                       ENOFSET EQU   $3E
0013 0060                       STOFSET EQU   $60
0014 0003                       NLINLEN EQU   $3
0015 002A                       LIVCHR  EQU   $2A
0016 0002                       LIVE2   EQU   $2
0017 0003                       LIVE3   EQU   $3
0018 0080                       DEADCHR EQU   $80
0019 0200                       BKOFSET EQU   $200
0020 0620                       TEMTOP  EQU   SCTOP+BKOFSET
0021
0022 7000                               ORG   $7000
0023
0024                            * MAIN LOOP
0025
0026 7000  CE 08FF              LIFLOP  LDU   #STACK
0027 7003 108E 0420                     LDY   #CURLIN
0028 7007  C6 1E                LINLOP  LDB   #LINPOS
0029 7009  1F 21                CHRLOP  TFR   Y,X
0030 700B  3A                           ABX
0031 700C  36 34                        PSHU  X,B,Y
0032 700E  8D 13        (7023)          BSR   NCOUNT
0033 7010  8D 3F        (7051)          BSR   ACTION
0034 7012  37 34                        PULU  X,B,Y
0035 7014  5A                           DECB
0036 7015  26 F2        (7009)          BNE   CHRLOP
0037 7017  31 A8 20                     LEAY  SCINC,Y
0038 701A 108C 05E0                     CMPY  #SCBOT
0039 701E  26 E7        (7007)          BNE   LINLOP
0040 7020  8D 4D        (706F)          BSR   MOVBLK
0041 7022  39                           RTS
0042
0044
0045                            * COUNT NEIGHBOURS
0046
0047 7023  BF 0800              NCOUNT  STX   STORE1
0048 7026  30 88 3E                     LEAX  ENOFSET,X
0049 7029  BF 0802                      STX   STORE2
0050 702C  30 88 A0                     LEAX  -STOFSET,X
0051 702F  4F                           CLRA
0052 7030  C6 03                NLINLOP LDB   #NLINLEN
0053 7032  31 85                NHDRLOP LEAY  B,X
0054 7034 10BC 0800                     CMPY  STORE1
0055 7038  27 0B        (7045)          BEQ   SAME
0056 703A  36 04                        PSHU  B
0057 703C  E6 85                        LDB   B,X
0058 703E  C1 2A                        CMPB  #LIVCHR
0059 7040  26 01        (7043)          BNE   DEAD
0060 7042  4C                           INCA
0061 7043  37 04                DEAD    PULU  B
0062 7045  5A                   SAME    DECB
0063 7046  26 EA        (7032)          BNE   NHDRLOP
0064 7048  30 88 20                     LEAX  SCINC,X
0065 704B  BC 0802                      CMPX  STORE2
0066 704E  26 E0        (7030)          BNE   NLINLOP
0067 7050  39                           RTS
0068
0069                            * ACT ON COUNT
0070
0071 7051  BE 0800              ACTION  LDX   STORE1
0072 7054  E6 84                        LDB   ,X
0073 7056  C1 2A                        CMPB  #LIVCHR
0074 7058  26 04        (705E)          BNE   DEADUN
0075 705A  81 02                        CMPA  #LIVE2
0076 705C  27 06        (7064)          BEQ   SURVIVE
0077 705E  81 03                DEADUN  CMPA  #LIVE3
0078 7060  27 02        (7064)          BEQ   SURVIVE
0079 7062  20 04        (7068)          BRA   DIE
0080 7064  C6 2A                SURVIVE LDB   #LIVCHR
0081 7066  20 02        (706A)          BRA   PLOT
0082 7068  C6 80                DIE     LDB   #DEADCHR
0083 706A  E7 89 0200           PLOT    STB   BKOFSET,X
0084 706E  39                           RTS
0085
0087
0088                            * MOVE TEMP TO SCREEN
0089
0090 706F 108E 0420             MOVBLK  LDY   #SCTOP
0091 7073  8E 0620                      LDX   #TEMTOP
0092 7076  C6 1E                MLINLOP LDB   #LINLEN
0093 7078  A6 85                MCHRLOP LDA   B,X
0094 707A  A7 A5                        STA   B,Y
0095 707C  5A                           DECB
0096 707D  26 F9        (7078)          BNE   MCHRLOP
0097 707F  30 88 20                     LEAX  SCINC,X
0098 7082  31 A8 20                     LEAY  SCINC,Y
0099 7085 108C 05E0                     CMPY  #SCBOT
0100 7089  26 EB        (7076)          BNE   MLINLOP
0101 708B  39                           RTS
```

Basic program.

```
10 ' ********************
20 ' *"LIFE" SIMULATION*
30 ' ********************
40 ' ### AUTO SAVE ROUTINE ###
50 GOTO 100
60 FOR ST=1 TO 5:FOR GH=1 TO 1000:NEXT GH
70 NM$="LIFE"+STR$(ST)
80 PRINTNM$:CSAVENM$:NEXT ST
90 ' ###### INITIALISE #######
100 CLS:PCLEAR8:PCLS
110 CLEAR 100,&H6FFF
120 DEFUSR0=&H7000:BA=&H7000
130 ' ### LOAD MACINE CODE ###
140 PRINT @ 224,"LOADING MACHINE CODE-PLEASE WAIT"
150 READ D$
```

```
160 IF D$="ZZ" THEN 220
170 D=VAL("&H"+D$)
180 CS=CS+D
190 POKE BA,D
200 BA=BA+1
210 GOTO 150
220 IF CS<>&H2E28 THEN CLS:PRINT @ 224,"WARNING-DATA ERROR!!!":END
230 ' ###### INSTRUCTIONS ######
240 PRINT @ 224," DO YOU WANT INSTRUCTIONS Y/N?"
250 I$=INKEY$:IF I$="" THEN 250
260 IF I$="N" THEN 430
270 CLS:PRINT @ 0,"**** THE 'LIFE' SIMULATION *****"
280 PRINT @ 163,"THIS IS THE CLASSIC 'LIFE'   SIMULATION IN WHICH A COLONY OF CE
LLS IS ALLOWED TO DEVELOP      ACCORDING TO THE ENVIRONMENTAL  CONDITIONS.
290 PRINT @ 482,"PRESS SPACEBAR TO CONTINUE";
300 IF INKEY$="" THEN 300
310 CLS:PRINT @ 0,"**** THE 'LIFE' SIMULATION *****";
320 PRINT @ 67,"THE RULES ARE-"
330 PRINT @ 96,"(1) IF A CELL IS 'LIVE' AND IT  HAS TWO OR THREE 'LIVE'
NEIGHBOURS THEN IT WILL SURVIVE INTO THE NEXT GENERATION."
340 PRINT @ 224,"(2) IF A CELL IS 'DEAD' AND IT  HAS THREE 'LIVE' NEIGHBOURS THE
NA NEW CELL WILL BE BORN INTO THENEXT GENERATION."
350 PRINT @ 352,"(3) ALL OTHER 'LIVE' CELLS WILL DIE."
360 PRINT @ 482,"PRESS SPACEBAR TO CONTINUE";
370 IF INKEY$="" THEN 370
380 CLS:PRINT @ 0,"**** THE 'LIFE' SIMULATION *****"
390 PRINT @ 67,"AT FIRST YOU ARE GIVEN AN    OPPORTUNITY TO CREATE A CELL    COL
ONY OR WATCH AN EXAMPLE.AT   ANY POINT DURING THE RUN YOU CANHOLD THE SCREEN AND
 MODIFY IT TOYOUR TASTE USING THE CURSOR      ROUTINE.
400 PRINT @ 355,"ALL OTHER INSTRUCTIONS ARE   GIVEN AS THE PROGRAM RUNS.
410 PRINT @ 482,"PRESS SPACEBAR TO CONTINUE";
420 IF INKEY$="" THEN 420
430 CLS:PRINT @ 131,"DO YOU WANT TO-"
440 PRINT @ 160,"(1) CREATE A COLONY."
450 PRINT @ 192,"(2) WATCH AN EXAMPLE."
460 I$=INKEY$:IF I$="" THEN 460
470 V=VAL(I$)
480 IF V<1 OR V>2 THEN 430
490 ' ##### SET UP SCREEN #####
500 G=0
510 PRINT @ 0,STRING$(32," ")
520 FOR LO=1 TO 14
530 PRINT @ LO*32,CHR$(32);STRING$(30,128);CHR$(32);
540 NEXT LO
550 PRINT @ 480,STRING$(31," ");
560 POKE &H5FF,&H60
570 IF V=2 THEN 770
580 PRINT @ 0,"ARROW KEYS-MOVEMENT  1-ON  0-OFF";
590 PRINT @ 480,"      SPACEBAR-END SET UP      ";
600 ' ##### ENTER PATTERN #####
610 CA=&H0421:CR=&H80:AC=CA
620 POKE AC,CR
630 AC=CA
640 I$=INKEY$
650 POKE AC,&H2A
660 IF I$=CHR$(94) AND (PEEK(CA-&H20)=&H80 OR PEEK(CA-&H20)=&H2A) THEN CA=CA-&H2
0
670 IF I$=CHR$(10) AND (PEEK(CA+&H20)=&H80 OR PEEK(CA+&H20)=&H2A) THEN CA=CA+&H2
0
680 IF I$=CHR$(8) AND (PEEK(CA-&H01)=&H80 OR PEEK(CA-&H01)=&H2A) THEN CA=CA-&H01
690 IF I$=CHR$(9) AND (PEEK(CA+&H01)=&H80 OR PEEK(CA+&H01)=&H2A) THEN CA=CA+&H01
700 IF I$="1" THEN CR=&H2A
710 IF I$="0" THEN CR=&H80
720 IF I$=" " THEN 840
730 POKE AC,&H6A
740 FOR WA=1 TO 5:NEXT WA
750 GOTO 620
760 ' ### DISPLAY EXAMPLE ###
770 FOR LO=1 TO 5
```

(continued on page 172)

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(continued from page 168)

```
780 READ AD$:AD=VAL("&H"+AD$)
790 POKE AD,&H2A
800 NEXT LO
810 PRINT @ 488,"SPACEBAR TO RUN";
820 IF INKEY$="" THEN 820
830 ' ### M/C CONTROL LOOP ###
840 PRINT @ 0,"         GENERATION                ";
850 PRINT @ 480,"        SPACEBAR TO HOLD        ";
860 N=USR0(N)
870 G=G+1
880 PRINT @ 18,G;
890 I$=INKEY$:IF I$<>"" THEN 910
900 GOTO 860
910 I$=INKEY$
920 PRINT @ 480,"    C-CONT  E-END  M-MODIFY     ";
930 I$=INKEY$:IF I$="" THEN 930
940 IF I$="M" THEN 580
950 IF I$<>"E" THEN 840
960 PRINT @ 480,"        ANOTHER GO Y/N?         ";
970 I$=INKEY$:IF I$="" THEN 970
980 IF I$<>"N" THEN 430
990 CLS:END
1000 ' ## MACHINE CODE DATA ##
1010 DATA CE,08,FF,10,8E,04,20,C6,1E,1F,21,3A,36,34,8D,13,8D,3F,37,34,5A,26,F2,3
1,A8,20,10,8C,05,E0,26,E7,8D,4D,39
1020 DATA BF,08,00,30,88,3E,BF,08,02,30,88,A0,4F,C6,03,31,85,10,BC,08,00,27,0B,3
6,04,E6,85,C1,2A,26,01,4C,37,04,5A,26,EA,30,88,20,BC,08,02,26,E0,39
1030 DATA BE,08,00,E6,84,C1,2A,26,04,81,02,27,06,81,03,27,02,20,04,C6,2A,20,02,C
6,80,E7,89,02,00,39
1040 DATA 10,8E,04,20,8E,06,20,C6,1E,A6,85,A7,A5,5A,26,F9,30,88,20,31,A8,20,10,8
C,05,E0,26,EB,39
1050 DATA ZZ
1060 ' ### EXAMPLE DATA ###
1070 DATA 4D1,4D0,4F0,4EF,510
1080 END
```

Superbrain patch

WHEN USING Micropro's WordStar and Datastar packages on micros you are likely to encounter problems with the functions called up using the Control-W key, writes N D Abbott of Shrewsbury. The Superbrain implementation of CP/M uses Control-W to inhibit the operating system from acting on a command input line — for example, in the event of a typing error — so the operating system filters out the Control-W characters when entered in one of the above programs.

For WordStar this is only a minor irritant as Control-W is only used to scroll down a single line. The function is not used often and there is always the alternative of using the Control-E character to move up a line.

For Datastar, the problem is much more serious, as Control-W is used in the Formgen section to produce printouts of newly created forms, along with listings of the various attributes of the fields used in the form.

However, it is possible to modify the Superbrain operating system to remove or inhibit the action of Control-W allowing it to pass to the application program and operate as required. The distribution disc supplied with Superbrains contains a file called SB32CPM.COM or 64CPM5/5.COM, or similar depending on the version used. This file allows the user to modify the CP/M operating system if required. The following description deals with modifications of this file for Superbrain operating system 3.2 with suitable address alterations for 3.0.

The file SB32CPM.COM is called down into main memory under the debugging program DDT, with the command line:

A>DDT SB32CPM.COM

Once the program has been loaded, the DDT commands can be used to alter the point where the Control-W character is detected. Use the L command to list from location 289F:

—L289F

This produces the listing:

```
289F   CPI 17
28A1   JZ E784
28A4   CPI 81
28A6   JZ E79A
```

The byte value 17 in location 2820 is the hex value for the Control-W character. Using DDT's S command it can be altered to a different value, such as 0, which represents the ASCII code for Null or Control-0.

Thus, you should enter:

–S2820 [Return]

which produces:

2820 17

Now enter:

0 [Return]

which produces:

2821 CA

Now enter:

[Return]

Now you should exit DDT and save the modified file with:

Control-C

A>SAVE 49 SB32CPM.COM

A new system disc must now be created, using the modified file. This is done by running SB32CPM after inserting a new disc into drive B. Type:

A>SB32CPM

and just enter Return in response to the souce drive query. In response to destination drive query, type B followed by Return.

The new disc now contains the new operating system free from the Control-W block. It will need to be configured using the Configur utility program, and can then be copied as normal using Sysgen.

For v3.0 operating system, the CP/M file is called 64CPM5/5. It is very similar to the SB32CP/M file, but the location of the CPI 17 command now starts at 288D and thus the location of the byte to be changed to 0 is now 288E.

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Second steps

Simon Beesley's selection extends BBC programmers' range beyond the essentials.

AN EMBARRASSMENT of choice now faces BBC Micro owners in the way of books about their computer. It seems that every publisher feels compelled to add a book on, say, BBC Basic to its list, irrespective of whether books on the subject already exist in profusion. Consequently there are now umpteen books for BBC beginners, at least four works on machine code, and as many again on BBC sound and graphics.

A few books break new ground, in particular *The Advanced User Guide* by Bray, Dickens and Holmes, which is essentially a reference book reaching those parts of the BBC's operating system that the manual neglected to mention.

One highly useful chapter deals with the Osbyte calls, which are invoked from Basic by the *FX command. The list given in the official *User Guide* is by no means complete, and for months owners have been painstakingly investigating the Osbyte calls and reporting back to magazines with their findings. This major work of exploration can now be stopped. *The Advanced User Guide* contains an exhaustive list of all the available calls and accompanies each with a detailed explanation.

Other areas covered in detail include the filing systems, the use of RAM vectors, interrupts, paged ROMs and memory usage. There is also a section devoted to hardware, complete with a full circuit diagram. Among the goodies on offer here is a program to set up a new graphics mode, Mode 8, which uses 10K RAM to give 16 colours across 10 characters.

Hitherto most of this territory has been unmapped, or at least not at this level of detail. Owners who want to exploit the BBC Micro fully will find this book essential reading. Presumably the authors had access to Acorn's own documentation, and it is a pity that Acorn could not have collected it together itself and produced a similar book a year ago. If you design a computer such as the BBC to allow the user a high degree of interaction with the operating system it is absurd then to withhold the necessary information.

Advanced Programming Techniques for the BBC Micro by Jim McGregor and Alan Watt is another book that stands out from the pack. What makes it exceptional is the amount of genuinely new information it manages to cram in on a wide range of topics — from three-dimensional graphics and animation techniques to advanced use of sound, recursion and board-game programming.

The chapter on three-dimensional graphics, for example, starts by describing two- and three-dimensional transformations — rotation, enlargement and suchlike; it passes on to present the transformations for perspective views, and finishes with a section on hidden-line removal. All these techniques are illustrated with program procedures. By joining the procedures together you end up with quite a sophisticated graphics program.

There is enough material here to keep most owners occupied for months. Because almost as much room is given over to programs and diagrams as to the text itself it should be accessible to anyone who has mastered Basic.

Jim McGregor and Alan Watt have also written *The BBC Micro Book* to cater for beginners. Like its more advanced companion it is fairly densely packed, but the approach seems less successful at this level. Occasionally it has the flavour of a computer-science textbook with its introduction of such terms as "stepwise refinement" and "data terminators". Some newcomers might find this heavy going.

A rather gentler introduction to BBC Basic is provided by Seamus Dunn and Valerie Morgan's *The BBC Microcomputer for Beginners*. Unlike McGregor and Watt's book it provides the answers to the problems it sets.

BBC Basic for Beginners by David Smith is more of the same but less thorough. My confidence in it was reduced when I could find no mention of the Instr command, despite the publisher's claim that it deals with every concept and function of BBC Basic.

For those who are tired of Basic there are three new books on machine code. Choosing between them depends on how you like your instruction served up. *Beyond Basic* by Richard Freeman adopts the American high-school textbook approach. It supplies a heavily structured course divided into units, sections and subsections. Each unit has its own self-test questions and assignments. The book does an extremely thorough job and is packed with diagrams and example programs. Anyone who has the energy to work through it, dutifully meeting their unit objectives and completing their assignments, would probably come out of it fluent in 6502 assembly language.

Discovering BBC Micro Machine Code by A P Stephenson takes a rather more relaxed line: it comes as a relief to read several consecutive paragraphs unbroken by section headings. The explanations are

(continued on next page)

(continued from previous page)
more informal but, arguably, just as clear as Richard Freeman's. It is not a complete course, however. Topics such as multiplication or indirect indexed addressing are barely touched on. At the end of the book the author reminds us that we agreed to shelve these subjects until his next book.

Assembly Language Programming on the BBC Micro by John Ferguson and Tony Shaw proceeds at a much brisker pace than the other two books. It moves you along with the aid of numerous listings and before you know it you are staring at programs to handle interrupts or sample the A to D converter. But not everyone finds 6502 machine code hard to master and this work would be suitable for those who like to take their instruction in concentrated doses.

From Ian Watt comes quite a different sort of book, *Creating Adventure Programs on the BBC Micro*. People either love Adventures or fail completely to understand their appeal. I am in the latter camp and I sympathise with the software reviewer who complained recently that too many Adventures use the same sub-Tolkien scenario — forests, caves, goblins and so on. Still, they are immensely popular and their afficionados will be well served by Ian Watt's book. Writing an Adventure program is relatively simple once you have designed the program framework. It is this framework that the book supplies; you only need to fill in the variables and data statements to create the scenario of your choice. The book also contains listings for three ready-made programs.

BBC Basic is certainly fast enough for Adventure programs and almost fast enough for adequate arcade-style games. Several of the latter feature in *21 Games for the BBC Micro* by Mike James, S M Gee and Kay Ewbank. But the most entertaining program is a mini version of Eliza in which the computer plays psychiatrist to the user. Few of the other games have that addictive ingredient which forces the player to cry, "I'm sorry, but I must have another go". But perhaps that is not the point. At around 30p a program a game with only a brief playing interest may seen a reasonable return for an hour spent keying it in.

The Advanced User Guide by Andrew Bray, Adrian Dickens and Mark Holmes. Published by Cambridge Microcomputer Centre, £12.95. ISBN 0 946827 00 1.

Advanced Programming Techniques for the BBC Micro by Jim McGregor and Alan Watt. Published by Addison-Wesley, £7.95. ISBN 0 201 14059 4.

The BBC Micro Book by Jim McGregor and Alan Watt. Published by Addison-Wesley, £7.95. ISBN 0 201 14058 6.

The BBC Microcomputer for Beginners by Seamus Dunn and Valerie Morgan. Published by Prentice-Hall International, £6.95. ISBN 13 069328 6.

BBC Basic for Beginners by David Smith. Published by Melbourne House, £6.95. ISBN 0 86161 126 8.

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21 Games for the BBC Micro by Mike James, S M Gee and Kay Ewbank. Published by Granada, £5.95. ISBN 0 246 12103 3.

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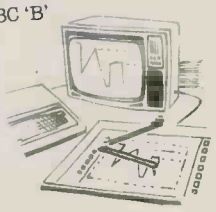

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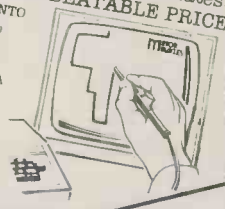

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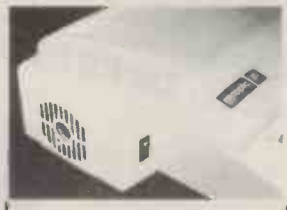

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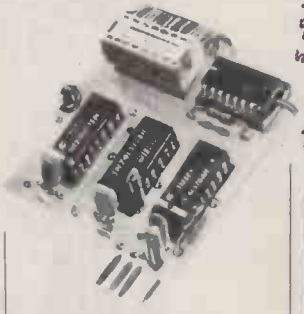

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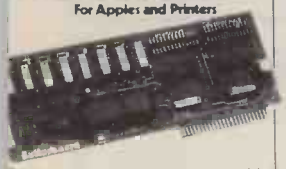

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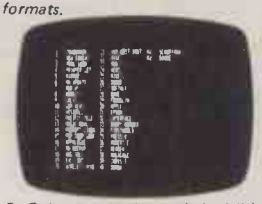

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Annual index

compiled by Nigel Martin

Articles which appeared during the year are indexed by page number, with the issue number in italics. An asterisk signifies a correction to an earlier entry. A cumulative index for volumes 1 to 4 appeared on page 153 of the January 1982 isue of *Practical Computing*; an index for volume 5 appeared on page 179 of the January 1983 issue.

(continued on next page)

(continued from previous page)

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>NEXT MONTH

>CHIPS

Microprocessors make everything happen, but how many micro users understand anything about them? Anyway, does it matter? The answers are not many, and yes it does, which is why in next month's special section Ray Coles will be levering eight of these many-legged little beasties out of their sockets and laying them bare for your edification and delight.

>REVIEWS

New micros are hitting our office with horrifying regularity at the moment, and most carry a large label saying "exclusive". At the time of writing it is not certain which will be granted the accolade of a review. However, as many readers are considering buying multi-user systems, we are currently trying out the new Seiko system with an extra terminal. In single-user mode we will also be looking at the new LSI Octopus, if CP/M Plus arrives from Digital Research in time.
On the software front, the interesting talk will be of Microsoft Windows and the many-windowed VisiOn. We will also be looking at a new package or two for the IBM PC, plus Commodore 64 games and Spectrum books.

>AND MUCH MORE!

Also in February, programming buffs will enjoy D J Clarke's guide to writing a telephone directory, or similar database, using the Soundex method of finding names. Consultant Mike Lewis will present the first of a series of user's columns on programming and software techniques. And there will be all the regular news of new micros, regular columns and departments, and pages and pages of free software in Open File.

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The invisible woman

Microcomputer adverts are aimed almost exclusively at men and boys. Danielle Bernstein wonders why the female majority hardly gets a look in.

WALK INTO any newsagent and look for your favourite micro magazine. Chances are that it will be displayed along with the girlie magazines and photography journals. Computers have nothing to do with either of these subjects, except for one factor: they are all trying to appeal to the male market. These titles are placed as far as possible from the traditional women's magazines.

When you flip through the magazines, it becomes even more obvious that computers are supposed to be men's tools or toys. Out of curiosity, I started to collect examples of outrageous ads in both the general press and personal-computer magazines. I had to limit myself to the most sexist or unrealistic ones or else I would have kept almost everything.

I also wrote to computer magazines asking other readers to send me examples of offensive ads. I can't honestly say that I was flooded with replies but I received enough samples and long letters to know that I had hit a nerve. In general, computer advertisements either use women as attention getters or ignore them. The ads seem to fall into three types: men as decision makers; women as attention getters and family-oriented ads which do not include the whole family.

Men in control

Before micros, when computers were tools used exclusively by computer scientists, ads existed only in professional computer magazines. Here, men are in control and are shown using the machine, holding discs or making important decisions, either with the aid of the computer or about computers. Women are nonexistent or just incidental.

Now that ads are also pitched to the businessman who knows nothing about micros, men are portrayed as being confused by which micro package to buy. The manufacturers try to calm the prospective customer down and show him how simple it really all is. Ironically, women are never shown to be indecisive — presumably they don't make any decisions.

Women are used to display and to attract attention to the product. Often they are dressed in bathing costumes or other ridiculously inappropriate clothing. One sympathetic man sent me examples of bikini-clad women holding up Spectrums. He felt that these ads were not only degrading to women but to computer enthusiasts. He wrote that he did not need these pictures to turn him on to computers.

Some products do not even bother with photography to make the point that micros are supposed to be toys for boys. In this case, a word may be worth a thousand pictures and is cheaper and longer-lasting too. They draw attention with their names. "The French Mistress" presumes to teach you French. When I first heard of it, I did not think of "Mistress" as the feminine of "Master". Virgin Games named its whole company around degrading women, and readily acclaims that its market is young boys. Just in case you are a little slow and don't quite understand, it is "a name to play with".

Family-oriented ads try to show how the whole family can benefit from the machine. But actually the whole family is not using the micro: usually the boys play while girls look on. People may be gathered around the computer like a grand piano, but why isn't anyone looking at the screen? Everyone is looking at the clever one — a boy, of course — who has keyed in something to cause the screen to change.

In practice, if there are more than two people sitting around the machine it is impossible for the others to participate. So they passively watch the monitor as if it was a television set. When families are photographed around the computer, an adult — usually the mother — is placed behind the screen for balance. What does she expect to see from that position? I wonder if the people responsible for the ads have ever used a computer.

The toy computers and software for the under-eight set are careful to show both boys and girls using the machine. Most of that software is aimed at teaching basic reading and maths skills, so presumably all children should be interested in that. But the real reason might be that at that age it is the mothers who are most involved in their children's education, and would therefore be the potential customers.

In the ad, the adult who is helping the child is always a woman — a mother or teacher I assume. But by the time the children reach 10 years of age, the boys are doing all the interacting, the girls are watching and the women are nowhere in sight execpt in the background of family groups. How did the women and the girls get so dumb in the intervening years?

An ad for the Acorn Electron shows two separate pictures: a man with his son and a woman with her daughter. Both children are supposed to be introducing their parents to the machine. At first, it looks as if the sexes are fairly represented. But look again! The boy has his arm around his father and is going to help him. "Now you've mastered monsters, we could move on to money management," he says. But the girls is a little brat, trying to show up her mother who is getting very frustrated. "Experts like *What Micro?* and me rate the Electron higher than any of the competition." The stereotype is that men are supposed to co-operate while women compete. But who are they competing for in this situation? The approval of the machine?

Spoiling it

The IBM PC ads with their cartoon-like figures include both sexes and give the impression of equal representation. Some of their women even look as though they may be over 30. But count again carefully: there are always more men than women. One double spread shows a businesswoman learning about the PC from an inspired salesman: The copy was eye-catching and amusing, but as I read to the end I found that the salesman is her husband. Why did they have to spoil it?

There have been some improvements, however. Last year, Spectrum was showing families around the computer with almost no one looking at the screen or boys with the "old school tie". This year they are concentrating on the product. In the autumn of 1982, Dragon was running a particularly belligerent set of ads aimed clearly at the father-and-son market. "Like father like son" and "Read this ad to your wife", it proclaimed. I wrote to the company several times to complain. It may have been a coincidence, but the ads have been through great changes. Now, they just display the machine, and one showed a girl in a cap and gown with the banner saying "If you want to know which computer to buy, ask your expert."

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