

COMPUTER

EVERY THURSDAY

COMPUTING WEEKLY **NEWS** JULY 14-JULY 20 Vol 1 No 19 **45p**

Only 45p

The real 16-bit story, page 42

THIS WEEK

TORCH TELECOMS
Exclusive Pro-Test of Torch Mail Plus

SOUND SERIES
Micropaedia Part 3: Atari, Apple, BBC, TI and Dragon

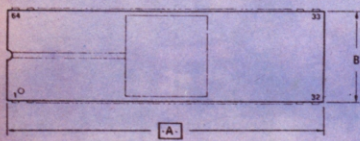
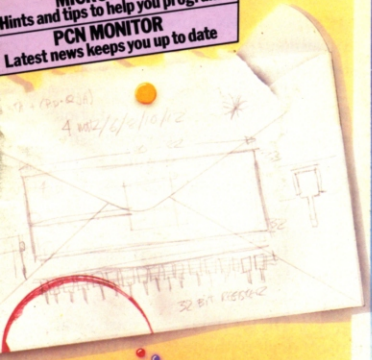
ZX81 WORD POWER
Turn your 81 into a full word-processing system

PCN GAMEPLAY
Commodore 64, Spectrum, Apple and Atari games on trial

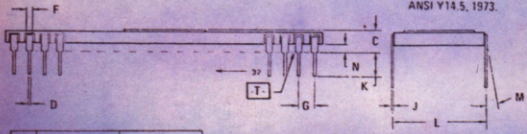
EVERY WEEK

MICROWAVES
Hints and tips to help you program

PCN MONITOR
Latest news keeps you up to date



- NOTES:
1. DIMENSION [A] IS DATUM.
 2. POSITIONAL TOLERANCE FOR LEAD $\left[\begin{array}{c} \oplus \\ 0.25 \end{array} \right] (0.010) \left[\begin{array}{c} \ominus \\ T \end{array} \right] [A] \left[\begin{array}{c} \oplus \\ A \end{array} \right]$
 3. [T] IS SEATING PLANE.
 4. DIMENSION "L" TO CENTER OF LEAD WHEN FORMED PARALLEL.
 5. DIMENSIONING AND TOLERANCING ANSI Y14.5, 1973.



DIM	MILLIMETERS			INCHES		
	MIN	MAX	MIN	MAX	MIN	
A	60	52	82			
B	55	55	55			



A two-minute operation turns your BBC Micro into the heart of a word processor.

VIEW is a software program from Acornsoft (the software division of Acorn Computers Ltd., who designed and built the BBC Micro) that enables you to use your BBC Micro, together with a printer, as a fully operational word processor.

View is supplied as a Rom chip that can easily be fitted to your BBC Micro by your local dealer, in a painless two-minute operation.

Then, once installed, you only have to switch on and View is operating immediately. (You can easily switch back to normal computing with a single command.)

Also included in the View package are two special books: 'Into View,' that takes you by easy stages through all the word processing commands and explains the



many ways in which View can help you, and the 'View Guide,' which provides a quick reference to all View facilities.

You'll find that View is, by any standards, a thoroughly professional system, yet still surprisingly simple for the beginner to master.

The 'Spark-Jet Printer' shown in the photograph is the ideal choice of printer for your word processing application. Extremely quiet, it offers high resolution graphics from monitor or TV screen and is available now from dealers.

If you'd like more information, write to Acornsoft, 4a Market Hill, Cambridge CB2 3NJ.

Or, for details of your local Acornsoft dealer, phone 01-200 0200.



ACORNSOFT



PULL-OUT

Micropaedia

Sound & Part 3

Sound and music on BBC, Apple, Atari, Dragon and TT99/4A

REGULARS

Monitor

PCN Scoop—Commodore aims for software domination *pages 2 & 3*; Digital Research drops prices, *page 4*; Adam Osborne speaks out, *page 5*; Microtrade report, *page 6*; Sharp and Portico take the lid off new systems, *page 7*; and more news, reports and pictures.

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Cover illustration by Richard Evans

PCN PRICE RISE

All the best laid plans, and all that . . . we planned to explain the 10p rise in PCN's price last week, when the increase took effect. But we failed. Many apologies.

That extra 10p will enable us to continue to provide 100 pages packed with news, reviews, tips and listings every week. As ever, we'll carry on giving you exclusives every week; we'll carry on giving you full colour. We'll carry on keeping you up to date with the whole spectrum of microcomputing.

PCN now costs more than other microcomputing weeklies. But we give you much more. We give you much more than monthlies at twice the price — every week! At 45p, PCN is incredible value. Just read this issue if you need convincing and let us know if you disagree. It's your magazine, after all.

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Under cover investigator Ralph Bancroft considers the pros and cons of insuring your micro

Secondhand sale

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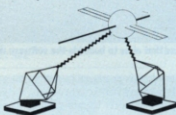
Want a micro but can't afford the price? Sandra 'Secondhand Rose' Grandison checks out the market in used equipment.

PCN PRO-TEST: SOFTWARE

Epson aid

If you need stock control plus portability read Henry Velleman on a package for the Epson HX-20.

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Mail Plus connects your Torch to the world. Ralph Bancroft says: 'Someday all computers will be like this.'



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Barry Miles at the printer reporting on a £485 machine offering excellent print quality.

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Word processing on a ZX81? Yes, it is possible and David Janda spells it out.

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A tale of tight-lipped men in secret labs . . . full of mystery and intrigue . . . more futuristic than Star Wars. Francis Monkman tells The 16-Bit Story.

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WORLD
EXCLUSIVE

Commodore blitz on software market

By Barry Miles

Something on the scale of an earthquake is about to hit the software industry.

Commodore is moving ahead with a plan that will send shock waves through the ranks of people writing software for its systems. And the repercussions could spread beyond, precipitating a software price war.

The immediate benefits to users are obvious if Commodore's scheme works—the company aims to cut the price of software in general by half, and to try to limit the price of business software. The price of cartridges will also tumble. But the ultimate results are impossible to predict.

The president of Commodore's newly formed software division, Sig Hartmann, was in London recently to explain the plan to UK software producers. He also spoke to PCN.

The story is this: Commodore sees present prices as too high, and intends to do something about them. It will go in for what Mr Hartmann calls 'Cherry-picking'. The company plans to sign contracts with software houses which will result in Commodore selling the product and promoting it, leaving the software house to design more products, and to modify and improve existing ones.

Commodore will only sign contracts for programs where it expects sales to top 100,000, and with these volumes it will slash prices by half for most software. Mr Hartmann



Commodore's US base: home of a colossus that aims to bestride the software world.

does not intend to have any software for the currently best selling 64 model at more than \$99, and wants business software for the more expensive machines to be priced a little over £125!

A maximum of 5 per cent royalty will be payable to the software houses and the likelihood of being able to obtain a large advance royalty will be remote. Mr Hartmann takes the view that if Com-

modore is prepared to risk holding large stocks of these products, then the producers should take similar risks.

From its research it has extrapolated a figure of \$75 as the likely annual software purchase rate of American users. Commodore intends to hold a large percentage of that market.

The cartridge is still relatively expensive, but one of the effects

expected as a result of the economies associated with large scale production is that the selling price of the cartridges will be brought down to pocket money levels. And at prices from \$10 to \$15, cartridge sales are expected to soar.

Gail Wellington, the software manager for Commodore UK, agrees with the forecasts.

The implications for the market and the UK in particular are

Users rub hands at prospect of program price war

'I'm all for it. I think there are a lot of small businesses being taken for a ride.'

This was the reaction of Mike Ryan, chairman of the South-East Commodore User Group (ICPUG). He is completely in favour of lower-priced software, both in games and business applications, and doubts the value of some of the support offered with higher-priced utilities and applications.

'Dealers claim they have high overheads. For the cost of copying a disk they charge an inordinate sum for software. Ask them about training and they show you the manual and say 'go away and read it'. Ask for support and they consult the manual — if the answer isn't there they refer to the supplier. They may well have overheads but

they're nothing to with support or training,' he said.

Mr Ryan is a confirmed believer in the idea of self-help. A shake-out and a contraction in the choice available to users wouldn't necessarily be damaging, he said.

'If the users want something the users will write it and market it, through Commodore if they like. For a one-off they can go to a software house or to other Commodore users.'

High prices, he said, were not only difficult to justify in many cases but were also an invitation to piracy — if prices come down much of the incentive would disappear.

He concluded: 'There has been too much money made too quickly by too many people. It's time for a return to sanity.'



Stuart Whittaker, Pegasus sales director: 'What kind of support can there be?'

interesting to contemplate. Rabbit Software, which markets games only, has confirmed a tremendous rise in its sales following a price reduction from £9.99 to £4.99.

Similarly, there is every sign of a price war in imported products. A successful line of software from US company Abacus was selling there at prices around \$29.95. A UK firm, Adamsoft, brought them here under licence and sold them at around £14.95. Very soon a magazine was offering them at £7. Adamsoft subsequently matched these prices. So it seems that the price wars are already under way.

The software houses could now face a dilemma. Should they cast in their lot with Commodore, or go it alone, facing the need to slash their prices to compete? The market as a whole should expand, so the cake will be bigger for everyone, but large volumes will be needed at the slashed profit margins. The games people will have no problem, apart from the need to replace any defective games with new tapes, as they do not have to provide backup.

For the business software people, the situation is not so simple. You cannot provide installation help and a telephonic advisory service, if you charge only £100 for an accounting package.

Mr Hartmann's approach to this was to say, 'Fine! Firstly the merchandise must be of the highest possible quality, and secondly you charge for service, at an appropriate hourly rate. Alternatively you give the software away, as dealers, in order to sell the machine.'

Some dealers had pensive looks after leaving the meetings but contracts are thought to have already been signed.

The implications for the industry could be substantial. Users should buy microcomputers for what they will do, not for what they are, so well-informed buyers will in-

creasingly be looking for the cheapest combination of both software and hardware which will do what they want.

With dozens of microcomputing magazines on sale in this country, it seems the number of well informed customers should be on the increase. Thus it is possible the software price war will spread across the industry, and not be restricted to Commodore products. Microsoft has recently reduced its wordprocessing package to around £100, for instance.

But one thing's for sure, this is good news for users, at least in the short run. Long-term implications are not so clear.

Usually in a price war, customers do well for a while, and then,



Gail Wellington, Commodore UK software products manager: agrees with US forecasts.

when the war has culled the appropriate number of casualties, the survivors bring the prices back up to what they were, or above, and the net result is that the range of choice has been reduced. Perhaps with software the circumstances are different, because the marginal cost of producing each unit is so low: it is not very expensive to produce a disk and a manual, and the cost of cassettes is trivial.

All really depends on whether sales expand dramatically as a result of this policy, or whether it will be a

cut-throat war over the shares of an existing market.

Mr Hartmann was very surprised at the high prices of UK-produced software, although he conceded that it was among the best in the world. He said that we had programs selling at £400 which he would have expected to see at \$125 in the United States, a price difference he attributed to greed.

Eventually Mr Hartmann expects to sell three million packages a month world-wide, plans are that five million Americans will own Commodore computers by the end of 1983, though this is a bit on the breathtaking side, and \$500,000,000 of software sales are anticipated in two years' time.

It is clear that Commodore has been influenced by the few large buyers it has who take 50 per cent of Commodore's hardware sales in the US. They want to get all their major supplies from Commodore, so they are willing to sign bulk software purchase contracts with the corporation.

The cost to Commodore of selecting the wrong products for such a massive investment will be prodigious.

The user can afford to sit back and watch the prices tumble as they

have for computers, and reflect on the fact that competition means lower prices and more facilities.

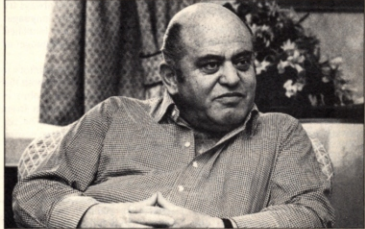
The producers will be reflecting wrongly that the days of being able to sell any old thing to a willing market at high prices are over, and that the only time you can sell rubbish is in the first few months of a new machine's life, when there is a dearth of software.

In the case of Commodore, the new machines find their way into the hands of software producers while the machines themselves are in the development stage.

Commodore has always been perceived as a hardware micro-computer company. Run by Jack Tramiel, in a very entrepreneurial and pragmatic fashion, it has survived and expanded in a very competitive market.

Jack Tramiel is a nimble operator, given to remarks like 'We cater for masses not the classes'. For many years it was cause for comment that this international corporation did not seem interested in the software market, except insofar as the software sells hardware.

This clearly, has changed; and as a result it looks as if a buyer's market may soon become the rule.



Commodore boss Jack Tramiel: 'We cater for the masses, not the classes.'

Specialists scoff at plans

Commodore's plans have been given a firm thumbs down by the people who write and sell business and games software for Commodore systems.

Their comments last week ranged from 'They haven't got a prayer' to 'I'll just carry on doing what I'm doing.' Nobody expects to go out of business in a hurry, and most thought the scheme was a non-starter.

If it does get off the ground, opinion is split as to what the results will be.

'A price war might develop,' said Llamasoft's Jeff Minter, 'but it won't affect people like me producing quality software at cheap prices. It might affect the small outfits who are basically just copying arcade games.'

Imagine we were even more devil-may-care. If anybody wants to drop prices to silly levels that's up to them,' said Dave Lawson. 'Software sells on software content, not price,' he added firmly.

'A lot of people might get fired up with enthusiasm and in games software there is potential for the scheme,' said Stuart Whittaker of Pegasus. In business applications, he added: 'You could do it with simple spreadsheets, databases and a word processing packages, but not with specialised applications.'

In general, the reaction was that if Commodore's plan was going to create problems they would be somebody else's problems. But there was also the common view that Commodore had the biggest problem of them all.

'Commodore has never been that good at producing software,' said Terry Grant of Rabbit. This was echoed by Henry Smithson at Audiogenic: 'The software side has always been very disorganised.'

'One can regard cartridges as hardware in the way they're manufactured, and Commodore is in a very good position for that. If they bring cartridges down to the prices they are talking about we couldn't compete with that.'

But he added: 'If Commodore produces cheap cartridges we'll just stick to cassettes—I think there will always be a market for £7 cassettes as opposed to £15 cartridges.'

Mr Lawson was more outspoken: 'Commodore wants to shape the market and they don't have a chance, there are too many

other people involved.'

In short, the software houses expect a state of more or less peaceful co-existence to continue, and none of the ones interviewed by PCN was giving a second thought to trying its fortunes directly to Commodore. But Mr Whittaker perceives a dangerous trend developing.

'I've a lot of concern about what's happening in the business software market. At the Consumer Electronics Show in Chicago you could see complete systems coming out at \$600—how the hell is the average dealer going to make any money out of that?'

'People want a totally supported package at a realistic price—what kind of support can there be at those price levels?'

CheaP/M

The war of words between Digital Research (DRI) and Microsoft has moved into the area where it might actually do you some good — prices.

Xitan Systems, one of DRI's main distributors in the UK, is passing on price cuts across the board on the US software company's products. The cuts work out at about nine per cent.

Geoff Lynch of Xitan said that the reductions come from DRI but that Xitan has been putting pressure on the company for some time to bring its European prices down. The cut corresponds almost exactly to a surcharge that DRI has levied on European users since it first started to sell its software here.

This surcharge has now been removed since start-up costs have been covered. According to Mr Lynch the move is not a further

strike by DRI against its great rival Microsoft, and as a distributor of its products also he said he didn't expect it to respond.

The difference that the price cuts will make to you is fairly constant. CBasic comes down from £106 to £97; CP/M+, having been £248, will now cost £226; Concurrent CP/M moves to the same price, £226; and CP/M86 for the IBM PC drops from £43 to £39.

All DRI's operating systems, languages and programming tools will be affected and some of the newer products, in the front line in the battle with Microsoft, will look more attractive as a result. These include the C compiler, Personal Basic (reviewed in *PCN*, issue 18), and various items of graphics software.

Xitan Systems is on 0793 334711.

Commodores get 3in disk

Three inch floppy disk drives will soon be available for the Commodore micro series.

Automation and Power Systems is promising a 3in dual unit for around £400. The unit is said to be plug-compatible with the 8032, Vic 20, Commodore 64 and the new 700 series. It will run both CP/M and Pet DOS. The microfloppy disks are housed in rigid plastic casings with a sliding shutter which automatically closes when they are removed.

This method is designed to protect the media from the dirty world which has easy access to the unprotected media on 5.25 or 8in floppies. Diskette capacity is 250K per surface in double density format and 125K in single density.

APS expects the drives to be available in September when the first shipment is expected to arrive. It can be contacted on Brighton (0273) 420196.

Pal for 64

When you tire of Basic on your Commodore 64 you can always try your hand at assembly language. And to help Kobra has launched Personal Assembly Language at £79.35.

Occupying just 4K of memory it has been designed to fit in with the Basic environment and Kobra is claiming that the transition from Basic to assembler should be relatively easy, even for those new to programming.

The language can only be used with a 1541 disk drive. The disk also contains a machine code monitor.

PAL is a two-pass assembler. Facilities claimed for the language include full labelling, allocation of opcodes and operands, and a wide range of addressing modes. With the expression evaluator you can use complex expressions with a wide set of operators and operand formats. Terms can be decimal, hexadecimal, binary, ASCII, labels or expressions. Kobra is on 04912-2512.

APL enhances speed

APL specialist, MicroAPL Limited has souped up its software for its own 8000 micro.

The major changes are enhancements to its APL interpreter so that it runs two to five times faster. Improvements to some functions have resulted in speed gains of up to 200 times, says the company.

APL has a small but very keen following and MicroAPL is out to attract users to its system with claims that it now runs three times faster than any other APL on a microcomputer.

David Eastwood goes even as far

as to claim, 'our high quality software gives MicroAPL customers a level of performance and facilities that dramatically exceed even mainframe APL versions'.

The new system software has been extended to include support for networking standards such as Ethernet.

Mainframe compatibility is very much the theme of MicroAPL's next developments. These include improvements in existing Bisynd and SNA communications and support for the latest high-quality colour graphics.



Apple allowed mobility

Mobile Apples are now a possibility.

At £322, the APS 10.040 power supply unit will free you from the mains. It allows an Apple to be run off a standard 12 volt car battery.

And if you want to use it in the

office, the Apple's battery will be triple charged to take over in case of power cuts. The unit is protected against surges and was developed by Automation & Power Systems Ltd of Portlady, Brighton. It is available on 0273-420196.

Gameplay duo for Lynx

Seventeen new games are on the way for owners of Lynx, ZX81, Dragon, Vic 20, Commodore 64 and Atari micros. The offerings, from Romik, for the Lynx are Power Blaster and 3-D Monster Chase, both at £9.99, while the games for the remaining micros consist of adventure and arcade

games, with no price details available yet.

Games written for Computers' Lynx will be marketed simultaneously by both companies as part of a long term plan, and should therefore be widely available since Romik has about 1,000 outlets throughout the UK.

Micro fun run

The race is on in a marathon to find the most reliable 16-bit micro.

Micro Networks, distributor of the Samurai, has thrown down the gauntlet to anybody who can put a 16-bit micro in the field with twin floppy disk drives and Pascal.

The Marathon will be refereed by *Personal Computer News* and *Which Computer?* It will kick off with all the big guns meeting at the World Trade Centre in London on August 10.

At 12pm that day machines will be switched on and they'll be left away continuously 24 hours a day, for seven days until August 17 at 12pm, when survivors will grind to a halt.

Each company has to produce

two machines and will be provided with a piece of source code of a Pascal program which they must leave running until the finishing line is crossed.

At the end of the week impartial adjudicators will check the number of times each machine performed the program, the number of times it broke down, and how long it took to re-start. Taking a number of factors into account they will then announce the results.

So far, DRG with a Sirius, Apple with a Lisa, Sage with a Sage II and of course, the host Micro Networks with the Samurai have taken up the challenge.

For further information contact Jay Hurwitz, tel: 01-602 7405.

Osborne on the town

By Sandra Grandison

'We will support the winner,' says the father of portable computing Adam Osborne. 'We are the ultimate whores when it comes to that kind of thing.'

Mr Osborne, on a two-day flying visit to London last week, passed this comment on the Digital Research/Microsoft struggle for supremacy. But it reveals a pragmatism that colours much of what he has to say about himself, his company, and the portable business in general. In the course of an exclusive interview with PCN he looked back, looked into the future, and had plenty to say about the present.

Adam Osborne was a well-respected computer journalist until he saw which way the wind was blowing, put his money where his mouth was, and produced the Osborne 1.

Since then he has never looked back. His company has grown from strength to strength, and with the latest addition to his product line — the Executive — it looks as though better things are to come.

But faced with stiff competition from machines like Compaq, Corona and Kaypro — Mr Osborne will have to keep on his toes to stay ahead.

'Compaq we see as a very long term threat,' he told PCN. 'They seem to have rather a solid strategy and organisation. Kaypro frankly don't — they're a temporary nuisance in America. Outside America they don't sell particularly well and are selling a number of machines using very short range tactics.'

'What they're doing is taking a tiny margin for themselves and

offering dealers a very small margin, and that way getting a much lower retail price.'

He added: 'What then happens is that unknowledgeable users are buying the machine, but they have an inferior dealer network. It's only a question of time before the problems they've created for themselves will come round to haunt them — at which point we don't expect them to be around any more.'

Adam Osborne says he has head-hunted some of the best people in the industry to join his company, and now has a force of 800 employees behind him. For two years the Osborne 1 has been out-selling anything in its league. In the US it's selling relatively slowly because people are buying Executives.

But in Europe the Osborne 1 is selling briskly, and will perhaps outsell the Executive by 2-1.

Users wanting to get hold of the 16-bit option will have to wait until later this year. But Osborne suggests: 'The quickest way to get the 16-bit option, which is the Executive 2, is buy the Executive 1.'

'The only difference is the CPU card. It's likely that we'll have such a heavy demand for conversions that it will be some months before we can start shipping 2s.'

With IBM on the verge of launching a new portable, Osborne feels that his company can deliver the goods no matter what happens. 'Put it this way, the market is so large that if IBM is a short way



Adam Osborne marked his visit to London by launching the Executive. Selling at £1995 plus VAT, it is a major improvement on the old Osborne 1 with a 7in amber display, double density disk drives holding 200K per disk, CP/M- and UCSD-p operating systems as added features. And to round up the package £2,000 worth software is thrown in (PCN, Issue 8).

ahead of us we could still be successful.'

He sees machines like Epson's HX20 and Tandy's Model 100 as 'transition' products, and he dismisses them as 'incapable of doing serious work'. But they point to elements that future Osborne machines could include — integrated printers, larger flat screens, and 3in floppies.

With the home market growing rapidly Osborne still has no plans for moving in that direction. 'The long-term future of the Osborne is in business,' he said. 'The home and entertainment market is looking for less expensive machines with fewer capabilities. However, Osborne has stuck by his philosophy of giving the user a complete package.'

He said: 'Most people who buy computers are not very good at making those decisions themselves because they honestly don't understand. There are a number of good word-processing packages and electronic spreadsheets. We know what those people need. So we give

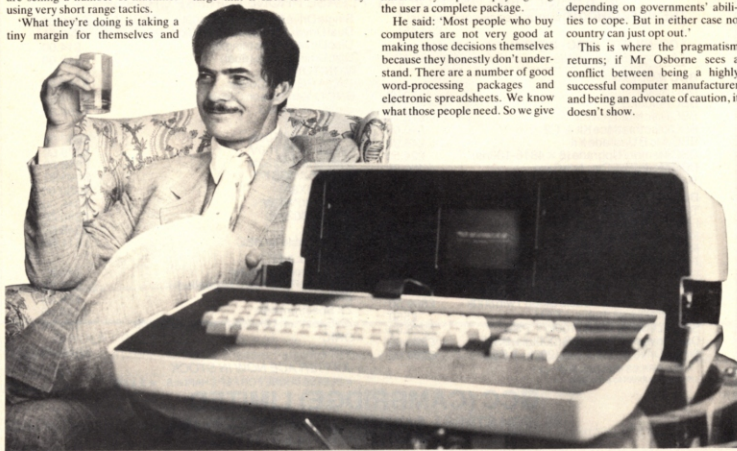
it to them and make the decisions for them and that makes the purchase so much easier.'

Mr Osborne says he is not motivated by money. He has a house in California, a sailing boat, and plans to buy an apartment in Hawaii.

Although he's reached the ultimate heights as a businessman, he still has one burning ambition — to be a novelist. He is just finishing a novel in the style of *Brave New World* or *1984*, but in his book he deals with the social aspects of technology rather than technology itself.

'The technology is here,' he said. 'It could make our lives a great deal better or a heck of a lot worse depending on governments' abilities to cope. But in either case no country can just opt out.'

This is where the pragmatism returns; if Mr Osborne sees a conflict between being a highly successful computer manufacturer and being an advocate of caution, it doesn't show.



Prism steals the show

By Ralph Bancroft

As London sweltered Britain's micro companies were showing their wares in the relative coolness of the Barbican Exhibition Centre. They had gathered into Microtrade to tempt retailers into stocking up with the latest goodies.

Apart from the launch of the new Portico and Sharp machines, the real scene stealer was Prism Microproducts. In addition to showing its new directly coupled modems it was also demonstrating a revolutionary way of buying software.

The company has secured exclusive UK rights to the Romox software system that was demonstrated at the Consumer Electronics Show in Chicago. At the heart of it is the Romox Programming Terminal (actually a Compaq computer with the keyboard removed).

The idea is that the shop rents this unit, which has slots that take a variety of cartridges. The user comes along, plugs in a blank cartridge and loads into it the software of their choice.

A hard disk in the unit is regularly updated (by telephone) so that all the latest games and popular programs are available. When you get fed up with the program you can take the cartridge back and reload it

with another program on the list. Prism has yet to work out the prices it will charge, but they are likely to be around £7 or £8 for a blank cartridge and £4 or £5 for the programs.

The scheme will be tried out in the Birmingham area in a few months' time and should be available across the rest of the country in the new year. The system will work with the TI 99/4A, Vic 20, Commodore 64, Atari micros and games machines. The BBC and Spectrum may also be included.

As for Prism's modems, they are as predicted in PCN's full length review (PCN, issue 10). The basic model, the 1000, costs £70 and sits under the telephone. It gives a choice between Prestel operation and micro to micro communication at 1,200 baud, half duplex. The switching in the latter mode has to be done manually. Users wanting the switching in this mode to be done under software control will have to purchase the 2000, which costs £85.

Terminal software for the modems comes separately. For the BBC it costs £15 on cassette or £20 on ROM. The software is different from that provided by Micronet, and includes a number of improve-

ments. For the Apple there are two versions. One allows connection through the games paddle port and costs £30. The other comes complete with a plug-in card, and allows other communications devices to be attached. It costs £50.

The software/hardware packages for Commodore machines are more expensive as they include graphics chips to provide the full Prestel character set. Other machines for which software is provided include the RML 380Z and the Tandy Models I and III.

Micro manufacturers who were drawing attention to themselves at the show included Oric, which announced price cuts in its machines. The 16K model now costs £99.95 for just the micro and the 48K version has been reduced to £139.95. Purchasers will also get a £40 voucher with the machine. This can be put towards the cost of Oric's four colour printer.

The company was saying that its other peripherals, the modem and the disk drive, will be out in September.

The Jupiter Ace was to be seen sporting a new case. It was designed for the American market, but the company is now intending to use it in the UK as a replacement for

the very flimsy case in use at the moment. You can now buy the Ace complete with a 64K RAMPack as standard for £89.95 (in the old case) or £99.95 for the new case version.

Outshining the Jupiter Ace was the robot arm that was squatting on the corner of the stand. It is made by Cyber Robotics, costs £650 and can be controlled by the Ace. Another robot giving demonstrations was the BBC Buggy from Economatics, which was composing music by driving over bar codes.

There was a confusing array of software to be seen, much of it new. Microsoft was demonstrating spreadsheet programs for the Vic20 and Commodore 64. Practical comes on either tape or disk, and prices start at £29.95. The software was written by the US company, Computer Software Associates, which is planning to bring out complementary packages called Practicord and Practifile in a few months and Practibase and Practiplot in the new year.

On a slightly different theme, Iansty was allowing visitors to try out its new typing skills package that runs on a variety of machines. The aim of the program is to teach the user how to use the keyboard of his/her micro properly [jml-.pds].

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Miracle — cache memory and bundled software with a shoulder bag to boot.

Portico's Miracle — it's in the bag

Latest in the long line of British-built CP/M machines is the Miracle from Portico Technology. It's a heavy (28lb) business portable complete with a shoulder bag.

Inside there's a 10in screen, twin 400K-floppies and a full size detached keyboard. The computer has a Z80 with 64K RAM plus a 64K RAM disk cache memory. Software is based on CP/M 2.2, and the Miracle comes with *The Guide* from Decision Systems to make life easy.

Bundled software includes the Micromodeller financial planner, the Iankey typing tutor and the three Chang Labs integrated packages: Memoplan, Fileplan and Profitplan. These provide for word-processing, file handling and spreadsheet processing respectively.

Two of the Miracle's nice points (besides the £1,795 price tag) are 'intelligent disk drives' and its cache memory.

The 64K cache memory is used to keep the most frequently used disk sectors. Portico makes dramatic claims for the resulting speed increase.

Portico is on 01-735 8171.

Sharp corner

Corner-shop micros are on the way in the shape of a Japanese rival to the Commodore 64.

Sharp intends to sell its MZ700 home computer through local electrical goods shops, and its pocket computer range could soon be on sale in newsagents.

The MZ700 was launched in this country last week and will appear in the shops in September, as predicted in PCN, issue 4. Sharp is operating training courses for independent retailers at the moment, and by September you may be able

to walk round the corner to buy a system rather than making a trip into the town centre.

The MZ700 is a 64K machine based on a Z80 that runs at 3.6MHz. It has 4K video RAM, 4K monitor ROM, and 4K for character generation. One of the device's most prominent features is its collection of 512 characters.

The system, with Basic, will cost £249.95.

You can plug a cassette drive into the unit for £39.95, and a four-colour printer/plotter for £129.95.



The Sharp MZ700 with cassette drive and printer/plotter in one package.

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Programmers' agent

A champion of the freelance programmer has arisen in the Suffolk market town of Bury St Edmunds.

Neil Gibson & Co has set up a service to protect young programmers with promising software from being ripped off by unscrupulous software houses. It is putting itself forward as a middleman, like an agent in the music or publishing business.

Its service works in stages: first it evaluates programs, by itself or through a user panel, to check

whether they are genuine commercial propositions. It may suggest changes, but when it has what it considers to be a viable piece of software it holds a kind of auction among its 37 approved software houses to find the best deal for the author. If the software is of very high quality it may form a marketing company with the programmer to present and sell the program direct to such outlets as WH Smith.

At the moment it deals only in games for Sinclair machines, but

later this year it intends to take in Dragon and Vic 20 programs as well.

All agents take a commission; Neil Gibson and Co's is 25 per cent maximum, which it only takes when it has concluded a deal for the programmer—and John Courage, a consultant with the company, stressed: 'We don't require programmers to become commercial experts or take financial risks.'

The head of a leading software producer said the service would

only be relevant in the lower reaches of the software industry. But he agreed that exploitation does happen, and that it isn't always obvious immediately: 'It isn't necessarily what they pay the programmer, but how they avoid paying in the future.'

Mr Courage talked of deals he's seen that 'reeked of the most blatant dishonesty'. Many software companies, he says, act responsibly. But others don't, he said, and from them you need protection.



This is not a cassette but a new intelligent printer buffer that will work with any standard Centronics-type printer. The 16K printer buffer, MacroByte, costs £99.95. A 32K version at £149.95 and a 64K one at £184.95 are also available from Market Logic, on 0432 70456.

Groups form for BBC and Epson users

Two new user groups have opened their doors to users of the Epson HX20 and BBC machines.

Specifically for BBC disk users, the Format 40/80 Disk Club aims to produce a monthly disk for members. The idea is to exchange programs of all kinds including educational and games packages.

For further information contact Peter Hughes, 40/80 Disk Club, c/o The Lending Library, Five Marsh Street, Bristol BS1 4AA.

Terence Ronson, from Ealing, decided to set up the HX20 User Group to bring together a wide spectrum of owners and users of the machine. He said: 'I have had letters from all sorts of people—beginners and experts.'

'For instance a lady who uses it for her research work at the Royal Botanical Gardens at Kew, a dentist, and a man who uses it for robotics.'

Mr Ronson says that he will produce lists of programs, information, tips and advice in a monthly newsletter.

Contact Terence Ronson, 25 Sawyers Lawn, Drayton Bridge Road, Ealing W13. Tel: 01-998 1494.

A jamboree of joysticks

Owners of Atari, Commodore 64, Vic 20 and Texas Instruments 99/4A can look forward to a wider choice of joysticks next month.

Consumer Electronics has five new models on the way.

Slik Stik is a compact unit measuring about 3in square with a single fire button and costs £9.95, while Starfighter has a cushioned control mechanism, again with single fire button, for £13.95.

A special Starfighter at £39.95 is available for the Apple IIe and the company will sell an adaptor at £4.95 for earlier Apple models.

Joy Sensor, which looks like a pocket calculator and sounds like something out of Brave New World, is for maze games and has a central slide switch giving you four or eight-way game control for maze or action games. It costs £29.95.

TAC 2 has two fire buttons and appears to be particularly robust, at £18.95.

A drawback for Texas owners is the fact that all these joysticks will need a special £9.95 adaptor sold by



A joystick for every occasion from Consumer Electronics.

the company. Various adaptors are also being sold, including one for left-handed users for £5.45.

A joystick extension lead will give you an extra 6ft for £4.45 and a rapid fire adaptor will also be available—price to be decided.

The joysticks should be on sale from major chain stores as well as smaller shops in late August/early September, and Consumer Electronics can be contacted in Manchester on (061) 682 2339.

Pearls of wisdom now in 16 bits

A fresh slant on business software for 16-bit machines is available with the release of Personal Pearl in the UK.

Personal Pearl is an adaptation and extension of a software system that has been steadily if quietly winning friends among business users for some time. It will run under CP/M80, CP/M86 and MSDOS, and you'll need £190 to buy it and 160K on a floppy to use it.

Pearl Software describes it as a self-contained applications generator and database inquiry system. It promises interfaces to word-processing systems and to SuperCalc.

Pearl says its documentation is designed with novices in mind, and to back up this aim it offers training courses and a 'hot-line' telephone support service. Pearl Software is on Bournemouth 20692.

Extra flash from Crash

Is it a bird, is it a plane? No, it's a new software mail order company.

Called Crash Micro Games Action, the company promises to bring showbiz zap to the selling of micro software.

From the un-arcade like environment of Ludlow, in Shropshire, it will be selling a wide range of games software for popular machines starting with the Sinclair Spectrum.

The games come from more than 30 software houses and the first catalogue includes such favourites as Galaxians, Chopper Rescue, Crazy Kong, Frogger and Gridrun.

Crash Micro wants its buyers to know who they are dealing with. 'There's too much "faceless" mail order around,' says Roger Kean, one of the three partners.

The catalogue costs 50p, which can be offset against the cost of the first order. The address to write to is Crash Micro Games Action, Freepost, Ludlow, Shropshire SY8 1BR.

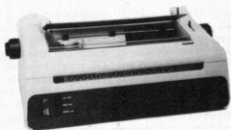


The Crash team poses before a few local sights. Franco Frey (left) and Roger Kean—Oliver Frey is covering the rear.

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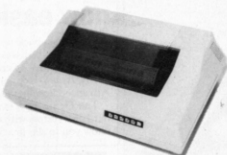
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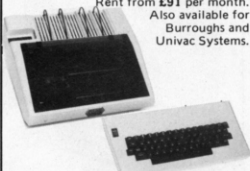
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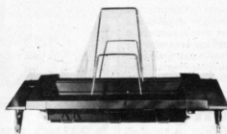
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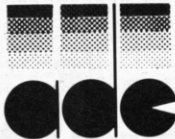


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Thorn looks rosier

The micro price war is shifting its focus on to software as Thorn EMI slices a fiver or so off the price of all its games to bring everything under the £30 mark.

Although the games giant doesn't issue recommended retail prices for its programs, Mike Dixon of the Home Computer Software division says that most shops stick to

the same pricing. So the new set of trade discounts ought to mean that each price category drops down to the one below it.

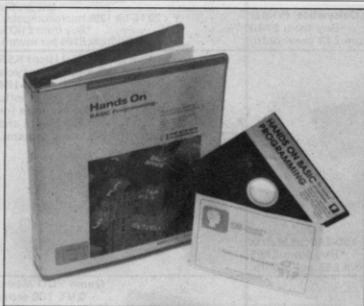
The two top-priced games, Submarine Commander and Jumbo Jet Pilot for the Atari — both stinging you for £34.95 at the moment — will be down to £29.95 or thereabouts, while at the bottom of the range,

cassettes for the Atari will drop from around £15 to around £10.

'Even though all our games except two have always cost under £30, people have tended to think of Thorn software as being expensive because of those two outliers,' says Mr Dixon. 'So we've broken down the psychological barrier.'

Vic cartridges are going to weigh

in at £20 or so, and Submarine Commander is being launched on the Vic, after months spent converting it according to Mr Dixon. 'We reckon there won't be anything else of this size and complexity on a small micro like the Vic,' he says. There's another launch due for the Vic next month, Mediæval Joust, and a hockey game for the Atari.



Hands on Basic Programming, a 200 — page book produced by Eduware, is a guide to programming techniques. It takes you from computer variables and looping to program planning and de-bugging, and for those wary of numbers, it requires only a basic knowledge of mathematics. Software has been added in order to exercise the skills you learn with it, letting you examine your programs, locate errors and diagnose problems on screen. Hands on Basic Programming costs £56.45 from Pete & Pan Computers on 0706-227011.

Activision arrives in UK

Some of the top arcade games in the US should get to the UK more quickly with Activision Inc setting up here under its own name.

Activision can point to recent successes that have seen its games claim four of the top 15 places in US charts. These games should now become available more quickly, and to mark the launch of Activision Ltd it has released four new cartridges for Atari and Mattel systems.

Computer Games, Activision's UK distributor under the previous arrangement, will continue to operate the sales and distribution of all Activision cartridges — but Activision will take overall responsibility.

The new games are Happy Trails, a wild west puzzle for £24.95; Seaquest, a Davy Jones' Locker version of Dungeons and Dragons for £29.95; River Raid, a jet fighter mission, also at £29.95; and Spider Fighter at the same price.

Activision's River Raid training the fearless fighter pilots of the future.



Hard disk back up is now easier

A hard-disk back-up device, the Genie 5+5, which was to have been distributed by Micro Networks (PCN, Issue 8) is now in the hands of Advanced Peripherals Products.

The Genie 5+5 is a 5Mb fixed hard disk system with the facility to allow you to slip in a 5Mb remove-

able hard disk cartridge. The system, from a Californian company called Genie Computer Corporation, is one way to overcome the problem of back-up for hard disks. And with the 5Mb cartridges selling at £90 plus VAT, it allows you to increase capacity cheaply.

Selling at £2,900 plus VAT, the Genie 5+5 comes with an interface and utility package — and is available for the Apple II+, IIe, and IBM PC.

Contact Advanced Peripherals on 01-844 1200.



Keep your eyes open for Sanyo systems falling off the back of a lorry.

Sanyo swiped as micro container heists spread

The outbreak of micro theft that hit Prism Microproducts last week (PCN, issue 18) has spread north. The victim this time is Sanyo, which has lost more than £½ million of MBC 4050 desk-top micros.

The systems were in transit from Sanyo's Watford head office to its depot at Warrington when they were stolen from a container lorry parked for the night. Two hundred

MBC 4050 systems were on board. The machine retails at £2,817.

Sanyo's computer sales manager Derrick Maddern said that Sanyo will be air-freighting an additional consignment in from Japan to avoid delays for customers. And the company asks you to be sure to deal with Sanyo or Logitek authorised dealers if you're buying an MBC 4050.

Low-cost lists

If you're looking for a low-cost listing printer it may be worth casting an eye over a newly-released £79.35 (inc VAT) offering from Computopia.

The Micromax measures a space-saving 5in by 8in and stands 2.5in high. Unlike some other printers in this range it uses a standard dot matrix technique with a 7 × 5 matrix.

The company claims a full range of interfaces and cables for Vic,

BBC, Dragon, Acorn Atom, ZX81 and Spectrum and Research Machines.

A 5.7m paper roll is housed in the unit, and it can be used up at about 0.7 lines per second. The printer can manage 24 standard or enhanced characters per line with a full character set and pin addressable graphics. PCN will soon run a Peripherals Pro-Test on the Micromax. The company can be contacted on 0525-376600.

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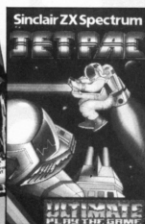
PCN Charts

You've followed the micro charts — now here's the games top 30 compiled from both independent and multiple sources across the nation. They reflect what's happening in high streets in the two weeks up to July 7 and, like the micro charts, do not take account of mail order sales. We'll be keeping them up to date, showing new positions every two weeks, so watch for the changing status of your favourite games.

The micro charts this week show the number of machines sold in the

GAMES

Top Thirty



	GAME TITLE	PUBLISHER	MACHINE	PRICE
▶ 1 (1)	The Hobbit	Melbourne House	Spectrum	£14.95
▲ 2 (20)	Jet-pac	Ultimate	Spectrum	£5.50
▲ 3 (9)	Trader	Quicksilva	Spectrum	£9.95
▶ 4 (4)	The King	Microdeal	Dragon	£8.00
▶ 5 (2)	Arcadia	Imagine	Spectrum	£5.50
▲ 6 (9)	Gridrunner	Llamasoft	Vic 20	£6.00
▼ 7 (5)	Transylvanian Tower	R. Shepherd	Spectrum	£6.50
▲ 8 (17)	Penetrator	Melbourne House	Spectrum	£6.95
▼ 9 (6)	Horace Goes Skiing	Psion	Spectrum	£5.95
▲ 10 (24)	Frenzy	Quicksilva	Spectrum	£4.95
▲ 11 —	Ah Diddums	Imagine	Spectrum	£5.50
▲ 12 (16)	Crazy Kong	Interceptor	Vic 20	£6.00
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PCN Charts

two-week period ending one week before publication date (July 14), so they tell the story in the high street between June 23 to July 7.

Neither mail order nor deposit-only orders are included and the prices quoted are for the no-frills models and include VAT. Information for the top-selling micros is culled from retailers and dealers throughout the country and, like the games, will be updated every alternate week. Watch the arrows to see how they're doing.

PCN Charts are compiled by MRIB (Computers), London, (01) 408 0250.

HARDWARE

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▼ 9 (8)	Superbrain	£2,150	(IDS)
▲ 10 (—)	Commodore 8096	£1,195	(CO)

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Big beasties

Q I am a Vic 20 owner and want to write machine code programs without using a monitor. Could you tell me where I can obtain a good quality compiler? *Andrew Turton, Nottingham*

A Not offhand. Compilers are big, complicated beasts. It is difficult to produce a good quality compiler on any disk-based 8-bit machine, never mind teeny weeny home computers. I dare say that some of the Pet-based compilers could be moved across to an expanded Vic, but I don't know of any one who has done it.

You shouldn't have any problem learning machine code on the Vic. And you don't need to use a monitor. You can buy full assemblers . . . Audigence, Commodore and Honeyfold software are the major sources. Honeyfold's Dr Watson course was Pro-Tested in *PCN* issue 7.

Learning assembly language is probably the best thing you could do. Forth is a possible alternative, but you'll end up in machine language soon enough.

Sprites on the TI

Q I am thinking of buying a computer. I'm interested in the Texas TI 99/4A, but I'm not clear on the graphics. Can you give me some information? *Jonathan Creuz, Plymouth, Devon*

A The TI does quite well here. It used to be a bit before its time (if you know what I mean!) in that it had hardware graphics ability. Its display is produced by the Texas 9918 chip — a device that provides sprite graphics.

Sprites are predefined shapes (Pac-people, invaders, missiles, cars and so on and so on). Once you've designed a sprite, you can just tell the 9918 to stick it on the screen and move it about. What's more, sprites have 'priorities'. Car sprites can be made to pass behind tree

sprites (moving trees? well . . . it's only an example). And the chip will even tell the program if a couple of sprites have collided.

Sprites make it easy to produce smooth, complex animation. The Texas produces games that look much more like arcade and TV games than bit-mapped graphics on machines such as the BBC and Vic. You'll also find similar things available on the 64, Sord MS and Ataris.

In the TI's case, sprites aren't easily available on the standard machine. You need to buy the Extended Basic cartridge to use them from your own Basic programs. But you'll have trouble finding a spriteless TI cartridge game.

The rest of the TI's graphics aren't much to shout about. You've got 16 colours by 24 rows plus user defined and 32 columns characters. There's a theoretical pixel resolution of 256 x 192 but it ain't easy to get at. But with sprites, who needs resolution?

Disable by Poking

Q I contacted Dragon Data in the hope of finding a way to disable the break key. I was given a series of POKEs that worked while the program was running but not during an INPUT statement. Suddenly, I had a flash of inspiration and found a better way. Just one POKe is needed to completely disable the break key unless it is deliberately required.

I've used PETs at my local college and think that the keys could be disabled in the same way. I see no reason why it shouldn't work on other micros, minis and mainframes. It occurs to me that this idea could be a boon to many commercial programmers and wonder if I could obtain copyright before disclosing it or possibly selling to an interested party.

Can you advise me on how to obtain copyright or alternatively suggest companies that might be interested? *Frank Hart, Moulton, Northants*

A POKe is a simple Basic instruction that can be used to do lots of things. With over 80,000 Dragon owners out there, can you be sure that you

are the only person to think of this? I would have thought that at least the people who designed the Dragon would already know it.

Copyright on programs is shakey enough. Patents even worse. Individual POKe statements? I doubt it. Even if you come up with a wonderful new mathematical formula or comet, the best you can hope for is to get your name on it.

You may also find the idea a little non-commercial. Professional programmers rarely write in interpreted Basic. Well . . . if they do they won't lose much by having their programs listed. And all the software houses have standard ways of protecting their stuff . . . though techniques vary greatly from machine to machine.

If you do have a good idea then why not let people know? Disabling the break key on the Dragon sounds a good bet for a fiver in *PCN Microwaves*.

Baffled by arithmetics

Q I was using my Oric the other day when I discovered that 7/2 gave a result of 49.0000001. I decided to run a short program to print out squares from 1 to 100. In this list, there were no less than 23 errors of this kind.

Other powers gave other errors. Is this a problem with just my Oric? Or is it yet another bug in the Oric's Basic?

Peter Weave, Bristol

A Here's a golden oldie. Didn't you know computers were no good at calculating? Computers do arithmetic like this using a technique called floating point binary. And there are numbers in binary that go on forever and ever, just like there are in our decimal system.

Remember Pi? That's the ratio of the circumference of a circle to its diameter . . . It's a constant — 3 and a bit, or 3.1415926 . . . Pi goes on forever and ever. And a recurring fraction like 1/3 is just .33333333 etc . . . in decimal. Similar things crop up in binary, but the computer has only a finite space to sort them in.

In Microsoft Basic, floating point numbers are stored in five bytes each, so long binary fractions are frequently chop-

ped off or rounded, and errors do occur. Floating point errors are unavoidable. If you're doing serious calculations, you should be aware of this.

That said, the Microsoft Basic in the Oric has a particular problem with its ↑ operator. This is prone to the odd error more frequently than you'd expect. Remember this isn't an Oric bug. It's a 'feature' of Microsoft Basic that's been around for years. Just try PRINT 7 ↑ 2 on any machine still running the ancient interpreter . . . Apple II, Commodore 64 and so on.

Remedy number one is to steer clear of ↑. Use ↑ instead. This is worth it for all but big powers. You'll also find that using multiplication to do squares is around ten times faster than exponentiation.

If you do want to make sure that numbers don't have spurious digits after them, you can round to the nearest whole number with X = INT (X + .5).

And don't ever forget that floating point arithmetic is bound to have errors in it.

Not simple without Simons

Q Regarding the Commodore 64, do you need Simons Basic to control the sprites, sound and more advanced features of the computer? When the Z80 cartridge becomes available, will it be possible to program it in assembly language? *J Westerman, Ambleside, Cumbria*

J Westerman, Ambleside, Cumbria

A You don't actually need a Simons Basic. It just makes life easier. Microsoft's 8K Basic has no supplied commands for doing machine-specific things like graphics sound, function keys and so on. It's up to manufacturers to add in the relevant bits.

Commodore hasn't done this with the 64 Basic. So the only way you have to access the advanced features is to get at the machine's memory using POKe. You can do everything the 64 could possibly do from its Basic but it'll take a lot of POKes.

The Z80 cartridge should allow assembly language programming. But it will be interesting to see how Commodore supports the 64.

ROUTINE INQUIRIES

Orics and antiquities

Q I'd like to ask about three micros. My friend has owned a ZX80 since it was launched. What should he do with it . . . upgrade it? Make it into a micro-mouse?

Are any companies producing joystick interfaces for the Oric 1? Are these compatible with existing software? Finally, can you expand the memory of a BBC Model B without fitting a second processor? Would this interfere with any other expansion?

P Clasper,
Durham

A Why should your friend want to do anything with his ZX80? I think it's probably all right just as it is. If he has no other micro and feels a bit left out, he could sell it and put the money towards a Spectrum. But I'd be tempted to keep it . . . it will be valuable one day.

Next, there's plenty of people getting into Oric add-ons. First off the blocks is Pase (061-366 5935) with a twin joystick port for £14.95. MCP (0792-84465) also has an interface, but it's more expensive at £79. But it does include a built-in speech synthesiser.

It is unlikely that anyone will produce interfaces which work with existing software. The trick that some of the Spectrum interfaces pull is to imitate keypresses so that you can set up the joystick to produce the keystrokes needed for the game. I suspect this technique won't be so easy on the Oric.

Nor can you expect current commercial programs to be looking for joysticks since there is no standard interface.

So you could try some of the current choices, and hope that companies will take them up. Or wait around and see what happens. Who knows . . . maybe Oric will produce its own interface!

Finally, the only way people have found to beat the BBC Micro's 32K RAM limit is to start building RAM into the 'Sideways ROM' sockets . . . inconvenient to say the least. The BBC Micro is designed as the first half of a computer . . . running big programs isn't sensible without the second processor.

The final complete machine will be fairly spectacular . . . see a Torch disk pack running for example.

Embellish my brain

Q I received a 32K Newbrain for Christmas and have a few questions. What statement do I use to get input into a program while it is running without having to press New-Line? I can't find it in the manuals but I know it is an INKEY statement on the Spectrum and a GET on the 380Z.

What is the Video-text key on the right of the keyboard for? Lastly, where can I purchase some games for the Newbrain? Anthony Hodgson,
Clifton, York

A Reading single key presses into a moving program is such a vital ability that there should be an obvious way of doing it. There is . . . it's not in the manuals (even the 'Software technical manual') though all the information you need is. Like most things on the Newbrain, it's a question of doing things through pompous old IOS. If you understand streams and things, it's all quite easy.

This program reads keypresses, printing a 0 if no key is held down and the key's ASCII code if one is pressed:

```
10 CLOSE #1
20 OPEN #1,6
30 GET #1,A
40 PRINT A
50 GOTO 30
999 END
```

Step-by-step, it first sets up a stream. I picked stream 1 . . . it could have been anything but this was handy. Line 10 closes it . . . you have to make sure it's shut before opening it.

Line 20 opens it and links it to device number 6, the keyboard. From now on, data coming down stream 1 will be from the keyboard. At line 30, the program uses GET (you knew it was GET . . .) to take the next byte (or character) from stream 1 and put it in variable A.

Line 40 prints out A to see what it was and the program loops forever and ever until you press STOP. So that's how you do an INKEY on a Newbrain!

On to the Video-text key. You're right, it doesn't do much at all. If you play with reading keypresses you'll find it does generate a code 0. I seem to remember it being something to do with using the Newbrain as a Viewdata terminal.

As for Newbrain games, try Kuma on 0628-71778. Have fun . . .

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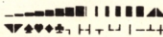
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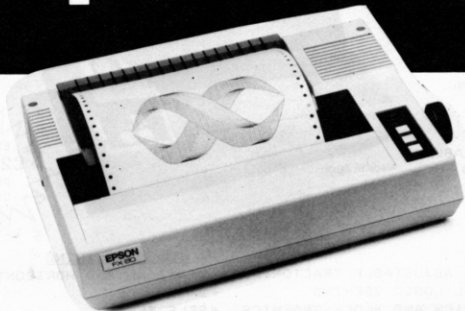
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Unlistable Lynxes

If you're worried about someone listing your Lynx Basic programs, you could try this short protection scheme. Add the following lines to the start of your program:

```
1 CODE21FFFF36002B18
  FB
2 CODE21546922B36222
  A762C9
3 CALLLCTN(2)
```

The CODE is a short machine code routine that writes zeros all over the Basic program area. Running the code vectors the LIST routines and cassette output routines to this routine. So after running the program, any attempt to LIST, SAVE or LLIST the program will cause it to be deleted.

When you save the program, save it to auto-run from line 3. The protector will be initialised whenever the program is run. Remember to have a none-protected copy saved for yourself before you try using this.

Chris Cytera,
Bracknell, Berks

Colour Genie locations

Colour Genie users will no doubt be looking for PEEKs and POKEs to try on their new machine. To start with, you can disable the break key with POKE 16396,123 and re-enable it with POKE 16396,201. The keyboard can be switched off with POKE 16405,0 and back again by POKEing 16405 with a 1. This can be used to speed up programs.

To read the keyboard, use PEEK(16420). This location holds the ASCII value of the

last key pressed. The function keys have the values 92 to 95 unshifted or 124 to 127 if they are shifted. The code remains in this location even when you let the key go. So if you're looking for single key presses, you might find it helpful to clear it with POKE 16420,0 after you read a code from it.

Finally, many people will by now have discovered a little tip which isn't in the manual. To pause a long listing or output to the screen, just hold down SHIFT and @.

P Billett,
Malmesbury, Wilts

Inverse on the Oric

Inverse characters are available on the Oric by adding 128 to the codes being displayed. For example A has the ASCII code 65. PLOT 10,10,193 (128+65) and you get an 'inverse A'.

However, these characters aren't inverse in the usual sense of the foreground and background colours being swapped round. Instead, the colours change as follows: If the ink or paper colour is red, it will 'inverse' to cyan. Green becomes magenta, yellow becomes blue and white turns black and vice-versa.

For example, a blue A on a white background (PAPER 4: INK 7) will be inverted to a black A on a yellow background.

One way of producing true inverse characters is to alter the character set itself. This is probably more of a novelty than it is practical but you could try this program. It inverts the letters A to Z (that's from addresses 46600 to 46807 in the Oric's memory) but you could alter line 10 to suit.

Run the program a second time to restore the character set.

```
5 REM
  ABCDEFGHIJKLMNOP-
  RSTUVWXYZ
10 FORA=46600 TO 46807
20 POKEA,255-PEEK(A)
30 NEXTA
  HSLim
  Moss Side, Manchester
```

Lynx Basic in brief

There are two ways of typing abbreviated keywords on the Lynx . . . either the first few letters followed by a full stop or

by pressing ESC and a letter at the same time. Some keywords can be accessed by both methods while others need five or more keystrokes for the full stop form (for example PROT. for PROTECT).

If you don't like what you've got, you can redefine the ESC keywords by POKEing the table at &623A. Each of the 26 bytes in the table contains the token for the appropriate letter. If you know the tokens, you can change them directly. For example POKE &6249,&46 will set ESC/P to PROTECT.

Alternatively, if you don't happen to know the keywords, use POKE &6238+x, PEEK(LCTN(y)-1) where x = 1,2,3 . . . 26 for ESC/A to ESC/Z and y is the number of any line containing the particular token you want.

Kym Wilson,
West Byfleet, Surrey

Unknown Oric EDIT

One of the Oric's undocumented commands is EDIT. If you enter EDIT n, the Oric lists the line n and puts the cursor at its beginning.

But this isn't useful just for editing. If you're in HIRES mode, you can use EDIT to look at particular lines of the program. Try using LIST for this and the lines are just scrolled out of the 3-line text window.

Matthew Platts,
Malmesbury, Wilts

Graphically alter your Spectrum

One of the major shortcomings of SCREENS on the Spectrum is that it can't normally differentiate between different user-defined graphics. My solution is to alter the system variable CHARS to point to the user-defined graphics area. When SCREENS is used, the Spectrum will check through the RAM-based graphics characters and not the ROM character set.

To do this, POKE 23606,80: POKE 23607,253 (125 if you've got a 16K machine) just before the SCREENS. Set it back afterwards with POKE 23606,0: POKE 23607,60. SCREENS will return an upper case letter A to U corresponding to the appropriate user-defined graphic.

If the specified character is not a user-defined graphic then SCREENS will return an empty string. You can check through both the RAM and ROM characters with POKE 23606,80: POKE 23607,253: LET AS = SCREENS(a,b) followed by IF AS = "" THEN POKE 23606,0: POKE 23607,60: LET AS = SCREENS(a,b).
NJ Osborn,
Bristol

Rapid repeat

A few POKEs for the Lynx. To speed up the rather slow auto repeat facility POKE &6233,2 and POKE &6234,2. These can be reset by POKEing them with 0.

The Lynx has a built in double-height facility using VDU 24 and 25 but you can have even larger characters if you POKE &6273,96. Set things back to normal with POKE &6273,32.

S Gray,
Dunstable, Bedfordshire

TI Print AT

TI Basic lacks a PRINT AT command. You can use the following routine to print anywhere on the screen. Just set AS equal to the text to be printed and R and C to the row and column numbers.

```
100 CALL CLEAR
110 AS="LIST"
120 R=12
130 C=10
140 CN=0
150 FORI=1 TO LENS(AS)
160 CN=CN+1
170 CALL
  HCHAR(R,C,CN,ASC
  (SEG$(AS,I)))
180 NEXT I
  BW Davis,
  Boney Hay
```



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WRITETO: Random Access, Personal Computer News, VNU, Evelyn House, 62 Oxford Street, London W1A 2HG.

A new look from view

Isn't it amazing how even the simplest things can make life so much easier?

Having just purchased a copy of Acornsoft's word processor package View, I have spent the past week thrilled with the excellence of the product.

However, it suffers from two drawbacks—one of which I am not clever enough to overcome, but the other I can offer some advice on. Both relate to the use of the BBC's function keys to carry out standard operations such as setting text markers, changing text modes, deleting characters and lines, etc.

PCN £10 Star Letter



The first relates to the problem of redefining the function keys themselves. View uses the ten red function keys in each of the BBC's three control modes of 'normal', 'shift' and 'control' to produce 30 (actually 29) different word-processing functions. Unfortunately, they are very badly arranged, so that different delete functions, for example, occur in all three modes.

Because there appears to be no logic to the key arrangements, it is difficult to remember what key does what, and this often leads to mistakes. Indeed, the 'Delete to the end of line' function key is right next to the 'move cursor to the beginning of line' key—an arrangement which causes occasional frustration due to the inadvertent loss of text! I would dearly like to be able to rearrange the keys to suit my own (and I am sure other people's) ideas of what each function key should do. Can anyone help?

The second problem relates to the crib sheet that is supplied with View—an excellent idea. It is actually a printed card that is positioned under the Perspex holder above the function keys and tells you which key, and in which mode, to press for different functions. Again Acornsoft has got it ergonomically wrong, but this time, because the solution is easy, I can do something about it. Quite simply, the problem is this: the top line of the crib sheet indicates the functions that each key takes when the control key is kept down; the next line relates to the shift key; while the third line indicates the function keys' normal uses—without any other key being pressed at the same time.

Unfortunately this doesn't relate to the actual use of the keyboard—it presents what ergonomists call a 'control/display' problem. On the keyboard the normal, shift and control keys are arranged differently; the function keys are at the top; then, further down the board, comes the shift key; then the control key. This means that a typist in a hurry will often look at the crib sheet and press the wrong key (perhaps control instead of no key, or shift instead of control) in conjunction with a function key.

I soon became very annoyed, for example, when I was concatenating lines instead of setting a marker, or deleting characters when I wanted to go into the 'right justify' mode.

The solution, of course, is quite simple: take a sharp pair of scissors and cut along the white, horizontal dividing line between the shift and 'normal' function indicators. Then with clear sticky tape reverse the position of the two strips: stick the small, 'normal function' strip at the top—above the control function indicator.

*DJ Osborne,
University of Wales, Swansea*

Touch of balance from Scales

I must write in praise of Ian Scales' article 'Torch Packs a Punch' PCN issue 16. Not only was the article clear and well written, providing an excellent impression of the Torch Z80 Disc Pack, but the author took time out to say what CP/M stands for!

I feel I am quite conversant with computer jargon, and few acronyms pass my gaze undisturbed. But occasionally, when particular jargon is not encountered often in normal computer hobbyists activities, I'm soon lost among the crowd of letters.

I don't ask for pages of definitions every issue, but the odd reminder by article authors or by means of editorial notes, referring to abbreviations encountered in a passage, would be very helpful. Especially, I'm sure, to those new to the world of computing. A passage comparing the relative merits of 'CPN' and 'CP/M', however lucid, is meaningless if the reader has no idea what the letters stand for. Although discovered often some definitions slip from the mind—like it or not, human memory is more akin to RAM than ROM!

PS.
CP/M = Control Program for Microprocessors
CPN = Control Program Nucleus
RAM = Random Access Memory
ROM = Read Only Memory
*AC Hartley
Wetherby, Yorks*

I can understand your problem! That's why we devised Micropaedia, which you can pull out week by week and build into your own reference library covering the whole range of microcomputing. Coming is a series on CP/M, there'll be one on a language soon, another on a micro and so on—Ed.

Wanted—bits for business

Being (almost) the proud possessors of sundry BBC Bs tied into three Econets (when Acorn have enough chips, but in enough interfaces, put together enough PCBs, get them out to the x million other people who ordered them before we did... and all the other reasons we have been told for the delays so far) we are searching—desperately—for business software to run on them.

We need finance packages, calculation packages, data = bases, a decent word-processing package etc etc. Can anyone help? If anyone has magic training packages as well, please let us know. Being a registered charity, we are able

to offer the realisation to those who help with this information that they will receive their just rewards in the hereafter in that great database in the sky!

*David Fitzpatrick
Wandsworth Training Agency
London SW18 (01-874 9244)*

The Apple isn't over-ripe yet

After I had read L Lazarus' letter (PCN issue 16) I decided to write this letter. I have been a founder subscriber since the first issue was launched, with one of the reasons being your magazine was one of the few magazines that published Apple II program listings. But, to my disappointment, all the later issues of the magazine have lost the trace of more listings.

In Micropaedia, volume 3, in which the graphic powers of six popular micros are described, may I ask why the Apple II is not included in the series? Is the micro not popular enough, or is it not being considered an up-to-date micro?

As an Apple II user, I hope the general readers will contribute more program listings to ProgramCards and tips to Microwaves for a wider range of micros, and do not confine the magazine to just the Beeb, Spectrum and Dragon.

*J Nagy
London W1*

I hope Apple's part in Sound Micropaedia was music to your ears after its earlier non-appearance in the graphics series. Alas, we can't include all machines all of the time, but we try to give Apple—and others—a fair bite of the space. But what about those Apple programs? Send them in and we'll put them on cards—Ed.

Calling Lancs Sinclair users

I am thinking of starting a Sinclair user's club in the Tameside, Lancs, area, but first of all I'd like to find out if enough people are interested. If anyone would like to have such a club in operation please contact me at, 17 Crawford Terrace, Ashton-under-Lyne, Lancs. All letters sent to me at this address, will be acknowledged.
*J Wright
Lancs*

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MIRACLE

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(SEE NEXT WEEK'S ISSUE)



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CHNOLOGY LTD.

Insurance will cushion you against the crash — if your policy is right, says Ralph Bancroft.

Covered your micro?

So you've spent several hundred pounds or more on a microcomputer system and the system crashes on you. What do you do?

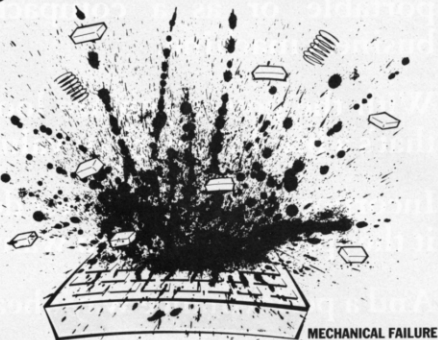
If the micro has failed because of a fault in, say, a ROM chip and you are still under guarantee there should be no problem. The supplier or manufacturer will repair it for you.

But what if the guarantee runs out after a year (or as little as 90 days in many cases) and disaster strikes? You will soon find that repairs could cost up to £30 an hour for labour with the cost of parts on top.

One solution would be to take out a maintenance contract. Unfortunately, this could cost you up to 15 per cent of the purchase price of the equipment. An expensive solution, especially if you go several years without a system breakdown. In addition, the maintenance contract doesn't cover you if the micro is stolen.

Increasingly users are looking to insurance to protect them against the disasters that can befall their equipment. And insurance companies and brokers are coming out with a range of policies to oblige.

But beware, microcomputer insurance like other forms of insurance can often be a minefield. The cautious buyer should shop around and carefully examine the fine print of the policy he is offered. Remember, you want the insurance cover to match your needs exactly. You don't want to pay for insurance against those events that are unlikely to happen to you or would not involve you in a major financial loss. Similarly, you don't want a policy that is so shot full of holes that the insurance company can always find a reason not to pay the full amount of your claim.



MECHANICAL FAILURE

The options

The home user with a £100 micro that never leaves the house may decide that all he needs to do is to insure against the micro being stolen or damaged by fire. In this case it is simply a matter of including the micro on the family's household contents insurance. If the micro breaks down it will either be cheap to fix or an excuse to buy a new machine.

However, for many users it is not just the micro they want to insure but also a printer, cassette recorder, disk drives and a variety of add-ons. Again, your household contents policy may offer a solution.

Commercial Union has started offering an extension to its Golden Key and Silver Key policies that covers 'all parts of the electronic data processing installation used only for private purposes while contained in your home' against 'damage resulting from electrical or mechanical defect causing an unforeseen stoppage'.

Read the words carefully. If the breakdown occurs while you have it round at a friend's house, you won't be covered. Nor will you be covered if you are using the system for business. Nor will you be covered if the breakdown occurs because of a deliberate action on your part, ie pushing a plug in the wrong way round.

There are other catches as well. The first £25 of any repair cost will have to be paid by you (called the excess) and you are not covered for the cost of repairs due to wear, tear or depreciation (noticed how quickly the value of micros depreciates?)

The cost compared to more comprehensive policies though is relatively inexpensive. You pay a minimum annual premium on a system worth £200 to £400. Above that, the annual cost is 2.5 per cent of the value.

If your household contents policy is not a Commercial Union one, it is still worth inquiring what your insurance company can offer. Insurance is a very competitive field and changing all the time. It may well be that your policy now has a computer breakdown option.

Incidentally, similar extensions to office contents policies may also be available to business users. So again, it is worth checking if you think this is the kind of insurance cover you need.

Specialist policies

For those requiring something more comprehensive in the way of computer insurance the next step up is a specialised or tailor made policy. Commercial Union, Eagle Star, British Engine (part of the Royal Group), National Vulcan (part of Sun Alliance), Cornhill and Trident General all offer this kind of policy.

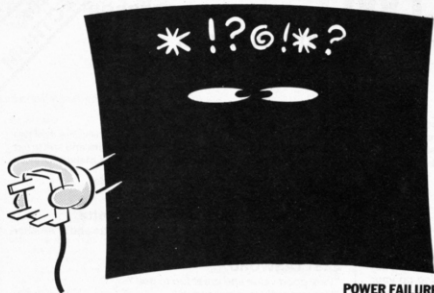
The policies normally offer a series of options which can be included if they are appropriate to your needs. Costs vary but for equipment valued up to £1,000 it should be possible to obtain insurance cover for 'all risks' (fire, theft and accidental damage) and machine breakdown for as little as £25. Thereafter, the costs work out at around 2.5 per cent of the equipment's value.

If you also want to include insurance cover for when the micro is out of the home or office, for the cost of reinstating lost data, or consequential losses, then you will have to pay more, increasing the premium to 7.5 per cent or more.

If this sounds all too confusing and you want to buy something 'off the shelf', then one of the policies offered by different insurance brokers may have what you are looking for.



WEAR AND TEAR



POWER FAILURE

A list of brokers specialising in micro-computer insurance is given below.

Costs, of course, vary according to the value of your system and the scope of the policy offered. And as always it pays to shop around. Some of the brokers have special provisions.

For instance, the micro must be less than two years old when the policy is taken out. Others might offer a better deal on low cost systems like those worth under £500. Also the excess amount varies and loopholes like 'wear and tear' or 'derangement' clauses could account for the differences in the quotations you are given.

Extended guarantee

A slightly different, no fuss, approach has been adopted by the Computer for All chain of independent micro shops. It has started to offer what it calls an 'extended guarantee plan'.

It is an insurance policy that you buy from the retailer at the same time as the equipment or within 30 days of purchase. It covers you for the cost of repair through

mechanical or electrical breakdown, but not for loss due to fire or theft, nor the cost of reinstating lost data. The cost works out at something like 7.5 per cent of the value of the equipment and is certainly more expensive than the specialised policies mentioned above.

The advantages from the user's point of view are that insurance cover is purchased on the same day as the micro, there is no excess charged in repairs and you get a speedy settlement of your claim (a plus point not be underrated — some companies can take several months to sort out the paperwork).

The normal arrangement is that when your micro breaks down you simply return it to the retailer who carries out the repairs. You don't pay a thing as the retailer recovers his costs direct from the insurance company.

Details: Graham Brown & Co, 0483-65651; Peter Davies Associates, 0222-394277; Halsey & Company, 0272-503716; Geoffrey Hoodless 04862-61082; KGI Insurance Brokers, 03843-5333; Computers for All, 0268-418414.



PHYSICAL DAMAGE

TERMS TO LOOK OUT FOR

All risks The usual sort of insurance as in your house contents policy. It includes fire, theft and accidental damage.

Physical damage Covers the machine being dropped or something being dropped on it as well as other accidents that result in the micro being broken.

Mechanical failure This term is a hangover from the days when everything worked mechanically. In the context of a computer, it covers electronic failure.

Derangement Minor faults that fall short of a total breakdown, eg. a loose connection or plug.

Consequential loss A broad term that may or may not cover the increased cost of working in a business due to the computer's going down, loss of earnings because of the failure, and cost of hiring another micro.

Reinstatement of data The cost involved in re-collecting and re-inputting data that was lost when the computer went down. This should also cover cost of software lost.

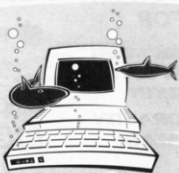
Locations It's worth checking this. Some policies cover you only if the micro is used in a specified location, ie, your home. Others include anywhere from two or more specified locations to anywhere you take your micro.

Transit There is no point in having insurance cover when you use your micro in more than one location if you are not covered when moving the equipment around. If you want cover against theft make sure theft from a vehicle or hotel room is also included.

Power failure Again, not all policies cover you for this. But watch out, most policies don't count power failure due to industrial or deliberate action (such as accidentally pulling the plug out).

Wear and tear Often not covered in an insurance policy. A useful let-out for the insurance company since it can claim that the reason your micro failed was that it was simply old and worn out.

Excess As with most kinds of insurance policy, you will not get the full amount of your claim. You will be expected to meet at least part of the claim yourself. Designed to stop claims for small amounts that would not justify the paperwork.



LOCATIONS

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- Euroelectronics Interface (ZX Lprint)
- Hilderbay Interface
- Kempston Interface
- Morex Interface

The same program drives these interfaces. A short, easy-to-follow set of instructions takes you through setting up your Tasword Two to drive the interface you have or choose to buy. Tasword Two does drive the ZX printer.

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Sandra Grandison hacks through the Billboard jungle.

WORTH £300? ONO

My old ZX81 has been tucked in a cupboard for some months now. It was a good little mover in its time and £70 for a 1K machine was a bargain back in 1981.

But the market has changed. The little beast has been superseded and the current price war has pushed its ZX to as low as £30. So it's time to cut my ZX ties and move to bigger things. I wanted to go for a BBC B; but things are never that easy. Cash was short and I couldn't stretch the budget to the £800 I'd need for the micro, disk interface and drives.

But all was not lost... what about buying secondhand, à la PCN Billboard? So I looked. There they were: BBC B with 1.2 ROM and a few Acornsoft packages thrown in for £365... a Beeb with OS 1.2, disk interface and double disk drives with 400K for £325. The 'absolute bargain' at £295 caught my eye.

'You're too late,' said the voice at the end of the phone. 'I've sold it. Micros are just not my cup of tea. The machine was a present, it was only two months old. I'm now going to buy one of those big cassette recorders with the money I got.'

I then paused over the 'unwanted gift' from Angelina. It was at this point I wished that, like one Billboard advertiser, I had something to swap, like his Honda 250 Superdream complete with leather boots.

But no. This was to be hard cash and I had to be sure I was spending it wisely. Buying a secondhand micro holds the same fear for me as buying a secondhand car; you're likely to end up with a pile of junk unless you know what to look for.

So I devised a checklist of things to remember when closeted with the seller and his bargain buy. Like buying a car, it's easy to forget what nasties could be lurking under the gleam when faced with the machine you've set your heart on.

It's also worth noting that there's little point buying a secondhand micro if you have to go hundreds of miles to collect it, because this adds to the cost.

Bill McCool, press officer for the National Computing Centre, said: 'It's fatal for businessmen to buy secondhand equipment because they need maintenance and support. Micros are a throw-away system and it's not a good idea for someone buying a computer for the first time to buy one secondhand — unless he knows what he is doing.'

'Secondhand machines are a good idea for chaps who are good with a soldering iron and want to expand their computers. Micros have a built-in life of about five to seven years, after this time they begin to acquire faults. It's not advisable to buy a machine if it's too old.'

A couple of computer manufacturers seemed very conscious of the secondhand market, but had no figures to show how it was affecting their sales.

A spokesman for Acorn said he was glad to see a secondhand market, but he was quick to point out that when you buy such a machine you have no comeback if anything goes wrong.

'Acorn would warn a secondhand buyer that he wouldn't get the same support he would if he bought a machine from a dealer,' he said. 'Secondhand machines are a good idea for people who can't afford to buy a new computer, but the user should take care.'

'I would suggest it would be a better bet if you bought a secondhand machine from a user club or an acquaintance, as you're less likely to get someone diddle you.'

POINTS TO REMEMBER

- 1 Look at which keys have been used most.
- 2 Check the keys have good spring.
- 3 Make sure all keytops are in the right place.
- 4 Check there's been no tampering with built-in interfaces.
- 5 Insist that the owner open the machine so you can check everything's in place.
- 6 Make sure plugs and sockets are not bent.
- 7 Make sure you get the user manual, leads and all accessories.
- 8 Find out if the machine is still guaranteed.
- 9 Ask if the machine has had any disorders.
- 10 Test it to check for problems like overheating.
- 11 Ask why the owner is selling and what the micro has been used for.
- 12 Make sure none of the pins on the interfaces show signs of scratching — this could mean they've been bent and straightened.
- 13 Do a RAM test, or several (at least ten times and cycle it if possible).
- 14 Try a program that you know well and make sure everything works correctly.

A Sinclair spokesman felt there'd been no major impact on sales due to the growing secondhand micro market. However, he gave some sound advice when hunting down a cheap machine.

'I would be concerned whether the machine was under guarantee, that all documentation was there and finally have it demonstrated or give it a test run myself,' he said.

At the moment there are growing facilities for trade-ins at local dealers and more in the pipeline. With regards to the guarantee, the dealers I contacted said they would honour any warranty on a machine no matter how many previous owners it had.

The manager of Rumbelows, in Edgware Road, London, said: 'People selling micros are asking too much for

ATARI VCS for sale + 77 cartridges, including Combat, Starmaster, Asteroids, Missile Command, Maze Craze, Raiders of the Lost Ark, Warlords, Yar's Revenge etc, etc. Reason for sale: frayed index finger. Bargain at £150. Tel: 01-226-0322.

Spectrum software 16k, 48k for sale, exchange. Chess Player, Flight Simulation, Penetration, Death Race, T. Lowry, etc. Tel: Wigam (0942) 497352, 6pm to 7pm weekdays.

ZX81 1k, with software, manual, leads and programs/magazines, software includes Orbital Invaders, Skier, Star Destroyer and many more, worth £55.

DUMH blonde will pay good price for matted Intellivision console with Intellivision voice synthesis module + voice cartridges. Tel after 10pm, ask for Lulu.

For sale ZX81 machine code books, 16 each, also Hints and Tips for U3, and ZX80 Magic Book for £4. Tel: Stonehenge 42324, evenings weekends.

Texas T199-4A, brand new, hardly used, in original packaging, joystick, and Attack games/cartridge included. Worth £190, sell for £120. Tel: 01-949-2351.

FOR SALE: Pet (K9), fully house trained. £100 including training manual and leads. Tel: Barking 22.

WILL SWOP dancing pumps, truss, bottle of Brilliantine, boxed set of Victor Sylvester 78s and year's season ticket to Mexia Ballrooms for IBM PC with 1mb disk.

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them. They don't realise that the market has gone down and sell their machines at unrealistic prices — ie if they bought it for £300 they'll sell it for £200.

'Another point to stress is that you shouldn't buy a secondhand micro unless you know something about computers. If you're unable to test it yourself, get one of your friends who knows something about computers to give it a run until you're both satisfied.'

On the whole dealers thought the price of the BBC would hold and if I got a machine with at least three months' guarantee left on it for a reasonable price, I was on to a winner.



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Henry Velleman tots up the value of the MST stock control program to Epson's portable baby.

HX-20's stock answer

Having trouble keeping control of your stock? If you have less than 800 different items, need a portable system and don't wish to spend over £500, then Epson plus MST could offer a solution.

Features

The MST Stock Control program runs on Epson's HX-20 baby microcomputer, which with the optical microcassette unit costs £502, including £25 for the program. The program maintains a record of all stock items and consists of a 20-character description, the cost and selling prices (restricted to £9999.99), the current quantity in stock, and a re-order level.

From this record the program will produce reports on the HX-20's built-in printer of full stock listing, re-order list and stock evaluation. However, a major drawback is that although it prints a full date and time indexed audit trail for any item bought, sold or deleted it is possible to use the amend function to alter quantities in stock without leaving a trace. This means stock levels could be altered and you may never find out, everything appearing totally 'kosher' on the printed audit trail.

Presentation

The MST stock control package consists of a microcassette containing the 6.5K Basic program plus a photocopied seven-page instruction leaflet.

The leaflet covers most aspects of operation adequately but is jumbled and apt to confuse. I have read and re-read the section 'change depts', which covers changing data tapes, and still find it barely comprehensible even though nearly two pages are devoted to it.

Not enough emphasis is given to maintaining back-up data tapes or even how to produce them easily. This could be a serious problem, as the program does not always give warning that it is about to rewrite your stock data to tape, thus possibly obliterating the data already recorded.

In use

The program is easy to install if you follow the instructions given, with the exception of actually resetting the HX-20, where one is referred to the unhelpful Epson manual.

Although not documented, the program is for the standard 16K RAM version of the HX-20 and no way of taking advantage of the optional 16K RAM pack is given. This is unfortunate as I estimate that the number of stock items in the computer at any one time could be increased from 100 to 300, reducing the need to muck about with data cassettes.

The concept of departments is used as a convenient way of dividing up your stock



Gary Davies

into batches of 100 items. Each department is saved as a separate data tape file, with four departments per tape side. Depending on your type of business, there may be no easy way to divide your stock up for this purpose. This could produce major problems when continually moving from one data tape file to another, a process taking just under two minutes.

The program has a flexible, and surprisingly fast, search facility to find a stock description when you cannot quite remember it correctly. This can prove very handy, as with up to eight sets of data, each numbered from 1 to 100, things could soon become very confusing.

Reliability

With the exception of inadequate safeguards against overwriting your data tapes, the program is reasonably robust. Despite dire warnings to the contrary, use of the HX-20 Break key is not likely to damage your data — just type RUN and you're back where you left off. I would like to have seen an option specifically included for cleanly finishing the program, rather than a half-baked use of the 'change depts' option.

Normal turning on of the system does not prompt you to load a selected data tape file as the instructions state. Instead, you automatically have the stock details of the last tape file used. This may be very handy, but if you don't it is necessary to resort to 'Change depts'.

Verdict

The MST Stock Control program has most

of the rudimentary features required but is seriously flawed by the ease with which stock levels can be altered.

This may not worry you if you are, for instance, a one-man business, but will your accountant or the taxman accept an audit trail thus produced?

Another major drawback is the limit of 100 stock items in the computer at any one time. Again, you may not be too worried by this. Be warned, however, that the move between data files is at best described as messy, with you needing to keep a manual record of which items are saved in which tape file.

The stock reports are all adequate, if somewhat cluttered by the necessary limitation of the 24-column built-in printer.

A final thought: with more and more items being manufactured with a bar coding, and the Epson HX-20, a portable computer for which a barcode reader is an option, wouldn't it be nice if a stock control program offered the possibility of using the barcode to make physical stocktaking a piece of cake?

RATING
Features
Documentation
Performance
User-interface
Reliability
Overall value



Name MST Stock Control Application General-purpose stock control System Epson HX-20 Price £25 Publisher MST Consultants Language Microsoft Extended Basic Outlets Mail order.

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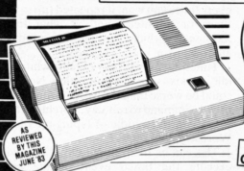
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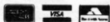
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Keep in touch with your Torch. Ralph Bancroft on the line with Mail Plus.

Long distance micro

Every once in a while, and then not too often, a new piece of software appears that has a little hint of magic about it. Torch Mail Plus is such a program. And, in the same way that VisiCalc sold a lot of Apples, so Mail Plus may sell a lot of Torches.

The program is the latest electronic mail package to come out of the Torch stable and draws on the experience gained from the earlier offerings.

Features

Mail Plus is an electronic mail system with advanced features including timed events, automatic command execution, ability to control remote Torches, direct micro to micro communication through normal telephone network, full file transfer between micros, autodial/auto-answer capability, local file and director operations and interlinks with other programs.

In use

Mail Plus comes as a single disk. After several seconds for loading, the idle screen appears which displays the package name, the name of the user and a calendar/clock.

Below the package title appears details of who is using Torch Mail and where. These can be easily changed by setting up an obey file called by the program when it is run. This can be particularly useful in companies where there are several users or the location at which it is used is changed occasionally.

Below this part of the screen there is a line on which your messages, personal reminders and error messages appear.

The rest of the idle screen consists of the options you can select.

One of the Torch's programmable function keys is used as a help button. A small help screen appears on the right of the display with information about the current option. Despite having virtually minimal documentation from Torch (the manual was still in the process of being completed) it was possible to learn very quickly how to use the package by resorting to the help button.

The help facility is available no matter what part of the package you are in.

Having selected an option (done by typing in the number and then pressing the



The new Torch, the 700 series.

'exact space' key) you are confronted by a screen asking for the completion of a series of boxes. You can cut through the quandary of what to do next by pressing the help key to find out what information is required together with instructions on cursor control and how to return to the idle screen.

There are fifteen options selectable from the idle screen.

The first two allow you to call a remote Torch, in various ways. The simplest is to press the BEGIN key.

After you enter an index letter, Mail Plus calls up the telephone number from a file held on disk and automatically dials the number for you.

If you can't remember the index letter of the Torch you want to call you can select the 'Call remote Torch' option. This takes you to a screen requesting details such as name, telephone number, password and privileges. You can either give the information or call it up from a pre-set file.

The final way of making contact with a remote Torch is to use operator-connected calls. This is used where it is not possible to dial into the Torch direct such as in the case in the PCN offices where our Torch is currently attached to an extension.

If talking to another Torch is not to your taste you can always send someone an alarm call. You can set up the number to be called, the number of rings before calling

off and the time you want the call to be made. You can also pre-program the Torch to repeat the call at selected intervals.

Mail Plus is designed to run on a continuous basis which could cause problems if you wanted to run other applications on the machine such as Wordstar or Torch's Prestel package, Torchtel.

It gets round this difficulty by including a 'Timed command execution' option. The time selected can be either immediate or some time in the future, but the only commands that are accepted are ones to run a program.

I cannot see many people using this option to run a program at some time in the future since the program itself will probably require keyboard or other input. Its main use will be to exit Mail Plus temporarily to run another program.

An element of Mail Plus remains in memory so when you exit the other program you automatically return to Mail Plus with all the switches and the clock set as before. This is a powerful feature that in effect turns Mail Plus into an operating environment.

Another timed event feature of Mail Plus is the 'Create personal reminder' option. This allows you to create a short message that flashes up on the idle screen or option selected screen at a pre-determined time.

In setting up timed events on Mail Plus it is possible to specify both the date and time at which you want the event to occur, how many times you want it repeated (up to 998 times or infinitely) and at what fixed frequency (which can be measured in anything from minutes to years).

Timed events will only execute while it is idle. This is a valuable precaution. Nothing could be worse than the Torch going into a timed command to run, say, Torchtel while you are in the middle of typing up a long Wordstar file.

This can be frustrating as Mail Plus will execute the timed event at the next available opportunity.

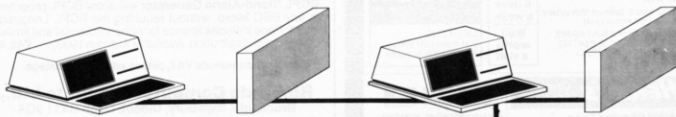
Other local operations that can be executed from within the Mail Plus program are file handling commands including typing, printing, renaming, deleting and copying. You can also protect

Distant Torch

Telephone exchange

Home Torch computer

Prestel



files or drives from remote read or write access.

Before you can establish a link with a remote Torch, you need to know what passwords are acceptable to the remote machine and the privileges attached.

The privileges that can be accorded to someone phoning in are: send files, receive files, read a directory, send messages, and send obey files with or without program runs.

The sender will also have set up privileges connected with a particular password but they need not be the same.

So it is possible to have two Torches talking to one another where one has the whole range of privileges open and the other can only send files or messages.

A second level of protection is given by locking access to specific drives or files, though there is no method of allowing access to specified files to a restricted list of remote Torches. Any remote Torch has access to all unprotected files or to none.

Certain files are automatically locked. These include the Mail Plus system files, message files and files that have been received from a remote machine.

When contact is established with a remote Torch the identity of the remote Torch and the privileges accorded to each machine is displayed.

Some of the options are the same as for the main idle screen: personal reminders, change switches, local file operations and file/drive protection.

The first option that you are likely to select is 'Directory of remote Torch'. This allows you to see what files are on the remote Torch and available for request. These are highlighted on the screen which also displays the amount of memory they take up.

This is a useful facility as it avoids having to find out in advance the exact name of the file you want and the drive it resides on.

Requesting a file is then a straightforward process. Selecting the relevant option you enter the name of the file and whether you want to file it on disk on your own machine either as a message file or with a specific file name. If it is a text file you can type it on screen as it is transmitted or send it to a printer.

The Torch communicates at 1200 baud in both directions with the result that it is noticeably slower than the normal response you expect from a micro, particularly when typing commands or text on the remote screen.

The transfer of files can therefore take some time. A typical program taking up 20K of memory would take something like 15 minutes to transfer.

The file transfer capability is remarkably error free. Over several weeks' use there were only one or two occasions when the transfer failed because of line noise or some other error in transmission.

Mail Plus can also be used to send messages to a remote Torch. There are two ways of doing this. The 'Send a message' option allows you to send short messages that appear on the screen of the remote Torch as they are received. An alternative is to create a text file while off line and then file it on the remote Torch using the 'send a file' option.

It is this electronic mail capability that will make Mail Plus attractive to commercial users.

It is faster, cheaper and more flexible than using telex, and unlike British Telecom Gold it gives micro to micro communication. And it's undoubtedly quicker than using the post.

The unique feature of Mail Plus is its Tobey compiler. It is a high level language that allows you to create a file holding a series of instructions to be executed by a local or remote Torch.

All the facilities of Mail Plus are available for compilation into an 'obey' file. And the obey file can be executed immediately or at some pre-set time in the future.

The possibilities are endless. At the frivolous level you can create files that tell one Torch to phone a second Torch which send a third Torch a music file. The third Torch then plays the music file and sends a message to the first Torch that it has played the music file successfully. What you might call a 'hands off' experience.

At a more practical level you can use Tobey to program a Torch to carry out local operations, like backing up files at the end of the working day, without operator

intervention. Alternatively, you can program the Torch to send out its electronic rates.

Conditional events can be included in an obey file. So it is possible to tell the Torch what to do if a call is unsuccessful. It could be to ring again in, say, 15 minutes or alternatively to ring another Torch.

Tobey is the major plus in Mail Plus that puts it streets ahead of anything else in the electronic mail market.

Reliability

We have had Mail Plus under test at PCN for three weeks and extensive use has been made of it. It has been run on our Torch as a 'front end' to the other frequently used software on the Torch (Wordstar and Torchtel) as well as for electronic mail. Throughout that time the software could not be faulted.

Mail Plus has a built-in error handling capability that allows the package to recover gracefully from errors instead of aborting the program or hanging the system.

Verdict

As a front end operating system Mail Plus is a delight to use and a definite advance over Interactive Torch Mail. Most operations could be carried out without having to exit the system.

As an electronic mail system it is both flexible and powerful. It is also easy to use. When transmitting a file it only took a few minutes to brief someone in the office on how to use the package.

As a means of sending software over public telephone lines it proved reliable (within the limits of British Telecom's technology) as well as quick.

As a means of programming the Torch to carry out instructions at some time in the future, Mail Plus has that little bit of magic.

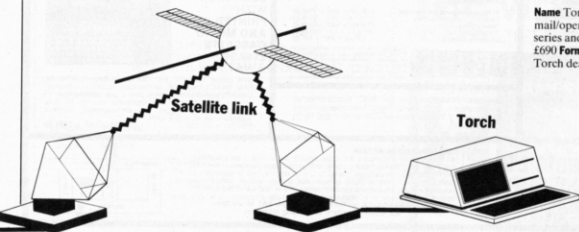
Someday all computers will work like this.

RATING

Features
Performance
Usability
Reliability
Overall value



Name Torch Mail Plus **Application** Electronic mail/operating environment **System** Torch C series and 700 series running order CPN Price £690 **Format** Disk **Language** Pascal **Outlets** Torch dealers.



Mail Plus takes full advantage of the Torch's communication capabilities. You can use it to program your Torch to phone up any other Torch anywhere in the world. In addition to exchanging program files with the distant machine, you can send it a series of commands to be executed immediately or at some time in the future.

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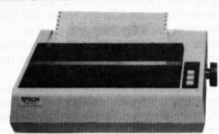
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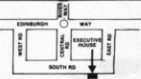
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Smith Corona's TP1 gives a precision performance, says Barry Miles — if you can stand the noise.

Daisy decibels



The TP1 is a small daisywheel printer, described by Smith-Corona as a simple, low-cost, high-quality printer, delivering executive quality printout, and incorporating a limited number of operator controls. Any daisywheel machine at £485 will attract a lot of interest, so I was interested to test out these claims.

Getting started

The machine comes in the usual polystyrene cocoon, with extra packaging around the print-head to protect it from unwanted movement. The case is mainly off-white, with a dark band around.

You can get at the mechanism by lifting the lid, which automatically cuts off the power. Similar concern for safety is

indicated by the warning about keeping hair, jewellery, etc out of the way of the mechanism. The machine itself weighs only 9.4 kilos but is nonetheless of solid construction, and is compact in size (6.4 × 19.5 × 13.5in).

It comes with either a Centronics or RS232C-compatible serial interface as standard. You must specify whether you want the 10 pitch or 12 pitch model when buying. This immediately makes you think that there is something rather unusual about the machine, and you would be right. Friction feed is standard, and there is a tractor feed option available, but this is driven by friction too.

Getting the machine going is simple — on power-up it goes into a series of movements for a few seconds, and then is ready to go. There is a single switch to set it into top of form mode or normal mode, and that is all. If you want to switch off the linefeed which is automatically provided you're out of luck. This seems to me to be carrying simplicity to the point of poverty.

There are no dip-switches to modify the printer's behaviour, and although there is nothing inherently wrong with this approach, it means you must be absolutely sure that the printer will do exactly what you want before you buy it.

The manual is clear and gives you all the information you need, including the maximum cable-length which you can safely use to hook up to your computer. There are also some very pleasant features about the machine. The knobs on the end of the platen are of rubber, and easy to grip. Line spacing can be varied by means of a very

simple lever, from 6 lines per inch, through 4.5, to 3 lines per inch. A fourth setting, 0, permits the platen to roll freely.

There is also a variable line spacing wheel, on a ratchet, to enable you to set the printing line very precisely to line it up with pre-printed forms. The alignment is further aided by the existence of three rollers on the bail bar — which is calibrated — and by indicators which show where the bottom of the characters, and the next character will print. An Impression Control Lever is also provided. This allows you to adjust for fluctuating voltages.

Top of form assumes 11in (66 line) paper, and you may use up to four-part stationery, with a maximum thickness of 0.22in. The ribbon cassettes are compact and very simple to fit. There is a lever which moves the print hammer away — this makes wheel-changing simple.

The ASCII "CAN" character controls margin release. You can set up tabs, by sending ASCII "DC2" — ASCII "DC4" will remove a setting. Again, you must move the print point to the right spot first, by spaces or backspaces. There are five different styles of wheel available, and the lack of italics is the only real criticism here.

Up and running

The average speed claimed is 12 characters per second — my tests showed this to be as true as other similar claims. The machine is not bi-directional logic-seeking, so will tend to be slower than a machine which offers that facility.

The noise level is appalling. It is rated at 63 to 69 decibels, which does not sound too bad, but this doesn't take the character of the noise into account. The point is that a type of rack-and-pinion transport is employed — which is why you can have only one pitch — and the noise of this is far more penetrating than the usual form of transport.

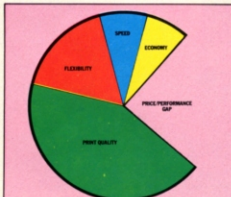
The noise is present whenever the head is moving about, so spaces are as noisy as characters. Having tested printers where the only sound is of a very quiet fan, and light typing sounds, this burst of machine gun fire is a shock. It didn't get any better with time, either.

Verdict

The TP1 is a cheap, easy to use printer, which produces very clear, attractive printout, and has been designed to be easy to operate. The ribbons and wheels are very cheap indeed at £2 and £7.50 respectively.

If you can live with the noise, and do not require a wider range of facilities than are provided, then the price/performance ratio is attractive. For me, the noise makes it a non-starter. I strongly recommend you to listen to the printer, and others, before making a choice.

Name Smith Corona TP1 daisywheel printer
Interface parallel or RS232C **Speed** 12cps **Price** £485 plus VAT **Contact** Smith Corona 01-965 7766.



A high printer capability in one direction will probably cause either a low capability in another or a higher price. Economy is a negative way of expressing price.

If a printer has lots of everything it will close the price/performance gap.

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David Janda takes a TEC keyboard, a ZX101 ROM, configures a Seikosha printer and makes . . .

Sinclair WP connections



PHOTOS BY NATHAN

There is more than a hint of 'do-it-yourself' enthusiasm generated by the ZX81, which lacks most of the input/output features found on more expensive microcomputers.

Many people actually enjoy the challenge of building up a multi-featured system.

A plethora of peripheral peddlers has sprung up to meet the demand.

This Peripheral Pro-Test looks at a possible word-processing configuration based around the ZX81. The ZX has been housed in a moving keyboard from Telford Electronics and Computing (see *PCN*, issue 8).

The basis of our system is a combination RS232 interface and a word-processing program housed in Read Only Memory from Data-assette. The system also requires an extra 16K RAMpack.

To output the results *PCN* configured the soon-to-be-released Seikosha GP100AS which will be about the cheapest impact full-width printer available.

We managed to put together a complete WP system for £292 excluding ZX81, TV, cassette recorder, and RAMpack.

Just over a year ago Data-assette released a tape filing system for the ZX81 called the ZX99. Now the company has gone a step further and developed a serial printer interface and word processor called the ZX101. This was originally to be a WP program for the ZX99, but due to unsatisfactory results the company decided to produce another unit — hence the ZX101.

For those who have already bought the ZX99, Data-assette will be giving details of how to configure the ZX99 and ZX101 together in the manual.

ZX101 ROM

The system is housed in a box and attached to the TEC keyboard via a Sinclair edge connector. The edge connector is continued out the back so the RAMpack can be configured.

The printer is serviced by a 25 pin D-type socket. This feature can lead to problems when you try to lay your hands on a properly set up cable to run between your printer and the unit — you may have to allow an extra £20 to £30 to get a store to wire a cable with the right connections.

The casing of the unit is robust, and is made of tough black plastic. Owners of the ZX99 will realise that the same casing has been used, but with a few small changes.

Opening up the case reveals a neatly

designed PCB. The empty EPROM socket next to the X-Word word-processing chip is particularly interesting. This is empty for 'future development' — the sort of development isn't specified, but my guess is something to do with communications.

Data-assette has no plans to expand the ZX101 for the time being, so don't expect any additions yet.

As mentioned, the X-Word word processor is in an EPROM within the ZX101. The memory space occupied for the word processor is between 8K and 16K on the Sinclair memory map. The EPROM is actually a 16K one, and bank switching techniques are used to make use of all the word processor. Invoking the software is done by entering RAND USR 8228 — the word processor is then run.

Firmware

X-Word isn't like some of the Micky Mouse text editors that are available for the '81. It's a professional word processor, providing many of the features you would expect on disk-based systems.

Everything happens on-screen, with format and control characters displayed. Two methods have been used to display text that is longer than 32 columns.

The default display splits lines into 30 character segments which are stacked down the screen. A small black square is

used at the start of each new line, so a line without a square means that line is being continued.

The second type of display is the window type. Here the text is left as it was typed, and the screen acts as a window, with sideways scrolling being used to view all the text. One handy feature is the use of soft spaces. When a line is padded out, a small grey bar is displayed where a 'soft' space has been inserted. This gives you a good idea how the document will look when it is sent to the printer. All options for pagination, line length, margins etc can be changed within the text if desired.

Unlike most word processors, where a cursor is used to display the next character position, X-Word uses a horizontal tab bar which is always situated below the line that is being edited. This bar has two purposes: first, it has a black square which moves along it, indicating the cursor position. Second, it is used to display tab stops, which are displayed as a 'T'. I found this feature rather nice, but others using the system found it a nuisance — you'll either love it or hate it.

The way the functions and cursor control are used is also interesting. The ZX81 hasn't got the best keyboard in the world, so the accessing of functions and so on has to be kept simple. Interact Software, which wrote the word processor, has organised the keyboard in a logical way.

By default, the alphabetic characters are in lower case, upper being accessed by holding the shift key down.

The shift key is also used to access the cursor control characters (top line). Single characters or whole words and lines can be skipped. A graphics mode is also included, but graphics only means symbols like '+', '-', '*', etc., and no genuine graphics characters are provided for dumping to a printer. The only way this can be achieved is if the printer you are using has graphic characters as part of its character set.

Finally, on the keyboard, functions are obtained by holding down the shift and newline key, then the newline key is released. With your finger still on the shift key, pressing another key will invoke a function. This may sound complicated, but is very easy to get used to.

Two help files are provided for quick reference, and help is also provided by status information, which is displayed on the top of the screen in edit mode.

Setting it up

Setting up the ZX101 proved to be a little tiresome. The manual has to be read carefully before you start to stick things onto the back of the ZX81. Power must be disconnected before the ZX101 is attached, as failure to do so could lead to the EPROM in the ZX101 being damaged.

Once this is done, you can then attach the ZX Printer and your RAM pack to the ZX101, and power can be turned on.

There's a good chance of you running around in circles if you haven't read the manual thoroughly. Be prepared to start off slowly and methodically.

In use

Once the X-Word has been set up by entering RAND USR 8228, a front-end menu with several options is displayed. A file can be created, amended, loaded/saved or printed. If you have a document already in the memory and you try to create a new one, a message will come up on the screen asking you whether you wish to wipe out the existing text. This is a standard WP feature, and indicates the care taken in the firmware development.

There is a facility which allows you to set up a range of embedded commands. These are accessed by a shift/graphic and E. After the E, a two letter code is entered to designate which function you are going to use. I found this quite easy to use, and it enables you to set up things like line length, page length and so on.

One feature I haven't seen in any other word processor is a scratchpad area. Here text can be edited without it actually being part of the main text (it won't be printed). This area would be used to store text to be amended; another way of using it would be to store all your commonly used functions. The text in the scratchpad can be easily transferred to the main document and visa versa.

I have a few grumbles about X-Word itself. First, things tended to look a bit messy on the screen. The tab bar, newline character, beginning line marker, padded spaces and your text tended to make things look crowded. The option to get rid of the tab bar would have been welcome here, but was not included. It also lacks one important feature. It has no word count facility, and at present only gives you a free memory display, showing you approx-

imately how much more room is left.

As to ergonomics, there were a few problems. You will get tired of typing text on the ZX81 keyboard, and you might consider getting a proper keyboard for the '81. Here, a problem arises. Typing with a proper keyboard is much faster than using the Sinclair ZX81's, but I found that while typing fast, a few characters would be missed. Whether this was due to the software or the '81 I don't know. Taking things a little easier cured the problem.

SEIKOSHA GP100AS

The Seikosha GP100AS is a slightly beefed-up version of the GP100, and is expected to retail at around the same price. It's unlikely that full-carriage impact printers are going to get much cheaper than the GP100AS end-user price — between £190 and £215, according to how dealers discount it — still, you never know.

Distributor DRG expects the printer to be in shops by August.

Although cheap, it doesn't look it. It's both small and light, weighing 4.5Kg.

The controls are very simple — one on/off switch and two indicator lights. The indicator lights are for power and error conditions (internal). At the back there is a sensibly placed fuse holder along with the power switch, which is of the rocker switch type. Page feed is achieved by a small click dial, which is situated on the right hand side of the top of the printer.

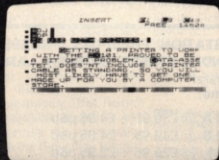
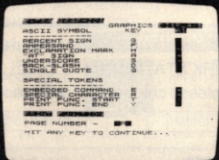
Removing the dust cover revealed some interesting points. First the print hammer and paper thickness adjustment are exposed on the print head platform — whether this is cutting costs or trying to make maintenance easier, I don't know. But the lack of a proper printer head cover does contribute to the loud noise the printer makes while in operation.

The paper holders and sprockets are rather strange too. Instead of opening the paper holders sideways like most printers, they have to be opened backwards. This means that you have very little clearance between paper holder and sprocket.

Documentation

Seikosha has got it right. Not only is the documentation brief (27 pages), but it is concise and to the point. The manual is laid out in a logical way, and it is easy to digest.

Liberal use has been made of diagrams in the section on getting things set up. The



Help and Menus are clearly laid out, and the text screen features a bar to define the active line.

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only grumble I have about the manual is that there are no details on maintenance. All you have is a small question/answer troubleshooter table. Some details on how to clean the print hammer would help.

Features

There are not many features, but what's there is impressive. As far as character sets go, the GP100AS has dip switches for country codes to address USA, UK, German and Swedish, with differences such as a pound sign for the hash if the UK set is chosen. These are selected by setting the dip switches within the machine. There is no condensed or italic printing — all you have is software control over double-width characters.

As far as graphics are concerned, there is no extra character set. But you do have full control over the print position and dot position. Each pixel can be addressed individually, so graphic work should not be too much trouble.

For a fuller explanation of how the graphics work, see next week's Pro-Test of the Seikosha GP700A.

Although one shouldn't expect too much for a printer at this price, there were a

few features which I believe Seikosha could have included. First, there is no form feed control switch on the control panel, and no software control. If you want form feed you have to program it yourself. The fact that there is no paper-empty warning is of more importance.

In use

Trying to remove the bottom of the printer to get at the dip switches was a real job. But it's worth doing this as the printer has a self-test mode that is selected by the dip switches. Placing the ribbon was quite easy, and took about ten seconds.

Once in operation, you know about it. The noise is rather like a baby's crying, small but loud. Unidirectional printing is done at a steady 50cps, as there is only one print hammer. The printout was fine (7x5), but there was some smearing. Setting the paper thickness didn't seem to cure this.

This is a no-nonsense printer that many will enjoy using. If you've got some money saved up for that £400 printer you saw in the shop window, think twice and get a demonstration of the GP100AS — it may be all you ever wanted.

This is not the sort of system you'd consider using professionally, but this applies to a lot of more expensive WP systems. Although it does all the things it says it does, the problems encountered with the individual components in the system add up to a large reliability problem.

The word-processing firmware tends to generate a messy screen display, and a major problem is that you have to work in upper-case characters all the time. This means that the control sequences involve mentally translating what appears on screen to what will appear on paper.

But the greatest annoyance was the slowness of loading and saving.

If you're prepared to put up with some aggravation for the luxury of on-screen text handling features at a fraction of the normal price, it represents a good buy.

The printer performed well, apart from noisy printing and the occasional blurred output. To be fair, the Seikosha GP100AS performs to its specifications.

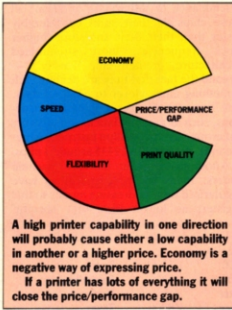
The dot-addressable graphics, however, are very impressive.

When all the components were linked up little quirks tended to rear their ugly heads. Bashing away on the keyboard can jolt the RAMPack or ZX101, crashing the system. Configuring the cable between the ZX101 and the Seikosha was a trauma because of the rather non-standard plugs required.

It doesn't pay to get your typing speed up too high, because the ZX81 tends to lose its breath in the keyboard scanning department.



Top: The GP100AS — no nonsense printing at a good price. Above: Firmware and RS232 inter face combined.



- Item ZX101 word processor ROM and RS232 interface Price £51.75 Machine ZX81 Contact Data-assette, 01-258 0409.
- Item GP100AS Manufacturer Seikosha Price £190 to £215 Speed 50cps Interface 25-pin D-type RS232 serial Contact DRG 0934-419914.
- Item TEC ZX8100 full-travel keyboard Price £39.50 plus P&P and six-month guarantee Interface ZX81 Contact Telford Electronics and Computing 0952-46008.

Francis Monkman looks at the chips that are just that little bit faster and tells the real 16-bit story.

Sweet little sixteen

Don't let anyone (especially computer manufacturers who are propping up tired products and unwilling to do R & D on new and untried technology) tell you that 16 bits really isn't so much better than eight. What you can get for under £50 (if you don't mind building it yourself, and even that's getting simpler, as a chip like Intel's new iAPX186 will show) is every bit as powerful as the processors at the heart of some systems that cost £50,000.

About ten years ago, the first 'computer on a chip' appeared. Intel again, with its 4004 4-bit microprocessor. Four bits isn't very much: you get a number from 0 to 15 to play with, so you're not very relevant to the 'real' world of thundering zeroes crossing the oceans. Eight bits is better, and so the microcomputer was born. You still only get a number from 1 to 255, but you can 'join together' bytes (8-bit data) or even nybbles (4-bit data) to represent any size of data.

Sixteen bits is a different matter. You get a number from 0 to 65,535, which is a much more accurate way to describe the world. (In my own field, music, it means the difference between a sound that is barely acceptable and one which sounds startlingly close to perfection — at the moment).

In the case of machines like Motorola's 68000 and the National 16000 (yes it is a race) which have 32-bit internal, on-chip registers (places to hold numbers), you get a number from 0 to something over 4 billion to work with — which begins to bear a resemblance to infinity! In addition, all these chips do their sums considerably faster than their 8-bit ancestors (higher clock frequencies, more streamlined architecture, greater 'chip density') — beyond the fact that they are dealing with something much closer to lifesized data. The Texas 99000, executing basic instructions, such as moving data around, comes out around 2 mips (million instructions per second), the Fairchild 9445 around 4 mips.

Another important fact for machine coders: many of these machines have regularised their addressing modes so that registers no longer have that 'specific' character so beloved by Z80 programmers.

Here is a roundup, in roughly chronological order:

DEC	LSI-11	Texas	9905
Texas	9900	Fairchild	9445
Intel	8086	NatSemi	16000
Zilog	Z8000	Texas	99000
Motorola	68000	Intel	iAPX186

These are the main contenders at the moment. There are others that have been announced, but not yet seen. How much do we see? There are companies — Sony for instance — which develop advanced microcomputer chips solely for use in their own products.

LSI-11 Strange that DEC, the microcomputer giant, should have pioneered a

technology that now threatens . . . There are lots of excellent things about this, the PDP-11 on a chip (or more accurately, set of chips), and more recent designs show its influence in different ways; but it is now some years old, at a time when the rate of change is accelerating. Even the LSI-11/23, current top-of-the-range, looks somewhat wearied by newer arrivals.

Texas 9900 (figure 1). The beginning of a saga, which continues to unfold. At the time, the 9900 looked to be rather slow, even though it was the first genuine single-chip 16-bit microprocessor. Since then, the Texas personal computer which revolves round it has not been an overwhelming success, to the point where it now sells for a price that makes it charmingly attractive.

The next three chips constitute the backbone of the competition at this stage: Intel, Zilog & Motorola are perhaps the three best-known microprocessor designer/manufacturers, and with the exception of Mostek's 6502 (and possibly the cruising RCA 1802) are jointly responsible for the vast majority of processors currently used in micros.

So, each one's entry into the 16-bit stakes has been watched keenly by enthusiasts, manufacturers and cowboys alike.

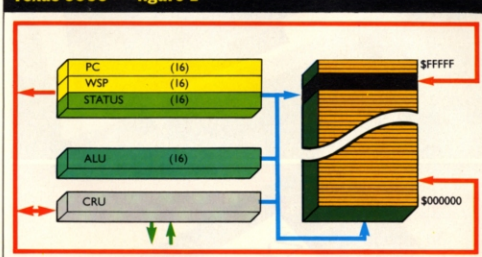
Intel 8086 First off in the 'big beautiful' stakes, the 8086 was the first processor to extend the address lines beyond the 16 common to 8-bit processors (hence 64K addressing limits) to address 1Mb of RAM directly. There are 14 on-chip registers, making this the first microprocessor to look very much like a minicomputer. Being first off, and being Intel, it has attracted much software support, not least from IBM. (IBM, which now owns a chunk of Intel, uses the 8088, an externally 8-bit version of the 8086, in its PC).

But, from here, who can see the winning post?

Zilog Z8000 (figure 2). The Z8000 family actually consists of the Z8001 and Z8002, of which the Z8002 is the simple version. Shades of Z80 logic! The Z8002 addresses the customary 64K of memory; the Z8001 uses 'segmenting' to address 8 Megabytes. Both have 21 registers.

So far Olivetti is the only big name to have opted for the Z8000 in its system; remember, the one on TV which draws its own name slower than all the rest? Bit-power! Commodore has recently signed a deal allowing it to second-source the Z8000 chips, for use in future microcomputers, unfortunately decreasing the likelihood that a '16-bit 6502' will ever come to fruition.

Texas 9900 — figure 1

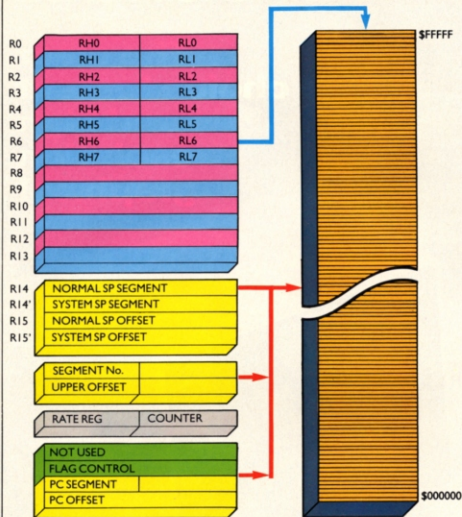


Motorola 68000 (figure 3). According to Motorola, so named because there are 'more than 68,000' transistors on the chip. Oh yes, how many then? Once upon a time, Motorola brought out an 8-bit chip called the 6800; later, Zilog produced its 8-bit device, the famous Z80.

Games aside, after a slow start the 68000 has begun to overtake the opposition, with rivals Apple and Tandy, as well as a number of new names, using it.

And, while the rush is on to patch together a version of CP/M86 that is not

Zilog Z8000 — figure 2



actually slower than 8-bit CPM, the Unix/68000 combo is pressing for the 16-bit 'de facto' accolade, with good reason. The 68000 has 19 registers and 24 address lines, directly addressing some 16Mb, enough to make a Winchester hard disk look like main memory! Unlike the hardware-oriented 8-bit chips, which were seen primarily as replacements for logic circuits, the 68000's architecture was drawn up by programmers.

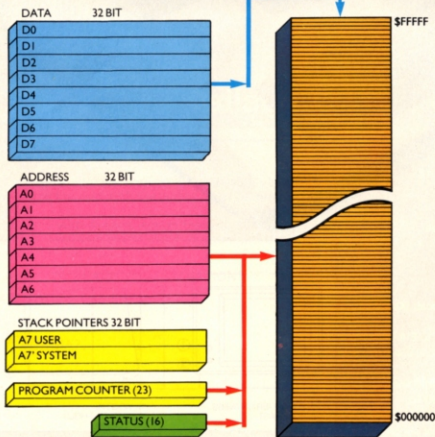
Texas 9995 (figure 4). Meanwhile, back at the ranch, things are proceeding according to plan. The 9995 is an intermediate thrust, benchmarked below by Texas against Motorola's semi-16-bit 6809 and Intel's likewise 8088. The 9995 similarly has an 8-bit external data bus, so it is not strictly a 16-bit machine, even though compatible with the 9900, and considerably faster.

As you can see, the 8088 scrapes a win on one count, but hardly gets a look in elsewhere, while the 6809! . . .

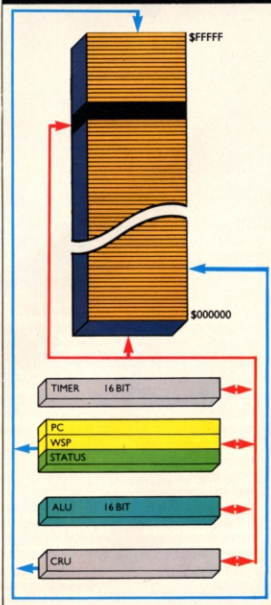
In fact, the 9995 is not much slower than a 68000 running at 8MHz, and costs £12 one off, making it, I am told, an in-house favourite among Texas engineers for developmental purposes. A newly announced Texas Sinclair-lookalike micro, the 99/2, uses the 9995.

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Motorola 68000 — figure 3



Texas 9995 — figure 4



AMDEK BY Roland DG

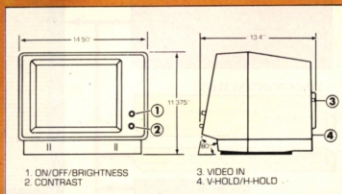
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Video-300 Fact Sheet

ITEM	SPECIFICATIONS
CTR	12" diag 90° deflection angle
CTR	Etched non-glare, green or amber
Signal	Composite video input
Input Signal	1.0 Vp-p, sync negative
Input Impedance	75 ohms
Scan Frequencies	Horizontal: 15.75 KHz. Vertical: 50/60 Hz
Display Size	210 (W) x 158 (H) mm
Deflection Linearity	Horizontal: 10% Max. (refer to EIA ball chart and dot pattern). Vertical: 8%
Video Response	18 MHz (± 3 dB)
Resolution	Centre: 900 lines. Corners: 800 lines
Power Source	120/220 V Convertible 50/60 Hz
Controls	See diagram (focus, sub-brightness, H-size V-linearity and +B adjustment are on PCB)



43 **Fairchild 9445** (figure 5). Fairchild Camera & Instrument Co doesn't publicise this one much, preferring to see it as belonging to a different league altogether. It may be right, and certainly the instruction timings look at least twice as fast as anything else around at the moment.

However, while the 68000 has fallen in price from £150 to £40 in the last year or so, the 9445 will still set you back some £350, which indeed puts it in a different league. Initially, Fairchild brought out the 9440, and immediately found itself in the middle of a legal wrangle with Data General owing to an unfortunate similarity between the two machines. The result was a somewhat sheepish silence, marked by an absence of references to the 9440, which was tacitly agreed never to have existed.

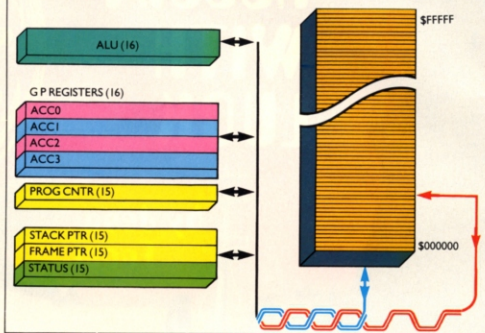
But possibly chagrin is a spur to invention. The 9445 does a neat trick: for machine code freaks only, each 16-bit opcode contains a conditional jump field; *ie*, you can perform a register operation, test the result and jump conditionally, all in one instruction. Also n-level indirection, useful for those who write bug-free code.

This is obviously a machine to be taken seriously, but even though chip development is not an area that lends itself well to promotional sales drives, Fairchild is keeping pretty quiet, preferring to draw attention to its ability to second-source the 16000.

(Anecdote: when Motorola should, one thought, have been congratulating itself on getting the 68000 to work, some many months after its detailed specification had been announced, and amid rumour — it's too complex, they can't get it to work, 98 per cent failure rate, etc — where was its promotional department? Learning about the new chip?)

Well, if you remember, there was a world-wide shortage of memory chips a couple of years ago. Aha! said Motorola, and ordered all hands to memory production. Needless to say, it was just one of those bottlenecks, and soon memory chips were back in plentiful supply. So Motorola

Fairchild 9445 — figure 5

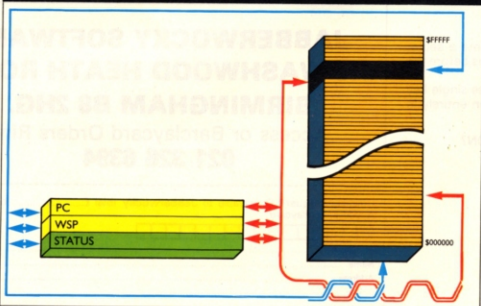


decided to plunge its whole promo team into persuading people that what they needed most was lots more memory (of a type they knew perfectly well already).

Meanwhile, the infant 68000 proceeded as best it could, by way of rumour and mud-slinging in the computer press. Experience suggests this to be closer to the norm than otherwise. The 9445, if you can find/afford it, is a good bet for the 'mean and fast' nomination, and if I were American, I wouldn't want to let the Russians have one.

Texas 99000 (figure 6). This one really is neat. While others have been incorporating memory-to-memory facilities on their chips (68000, 16000 etc, possibly in the wake of the original 9900) it remains a slow technique on register-based chips. On the Texas chips, the registers themselves really are in memory, and process just as fast as the registers of other chips (faster than many).

Texas 99000 — figure 6



You have a 'workspace pointer' which you load with the address of any location in memory; that location, and the 15 following it, are now your register set. And you don't need to worry about saving the register contents to memory, because they're already there! Just change the workspace pointer.

Furthermore, Texas has developed the LSI-11 concept of keeping the actual instruction code (or microcode) separately for updates/expansion/user-defined instructions. Texas does this with a logically separate address space (64K) called 'macrostore'. Macrostore ROM containing floating-point instructions is already available on the TMS99110.

The main advantage of this method is that additional instructions, user-defined or otherwise, will execute at the full speed of the machine.

So if you want to design a high-speed processor and you don't own a wafer plant, hi-tech factories etc, this could be for you.

Texas has also implemented an arbitration system called AP (Attached Processor). This means that in multi-processor applications, the main processor can interrogate all other processors if it gets an opcode that it doesn't understand, to see if any of them contains the implementation in its macrostore. All at maximum speed. Response to interrupts, halt and reset signals is almost instantaneous (compare with the 68000, which takes more than 30 clock periods to process the equivalent signals).

The real shame is that Texas's computer department, after catching one cold, has now made its latest machine IBM-compatible (the pseudo 16-bit 8088). Richard King made this point in these pages a few weeks ago, and he informs me he was not then aware of the 99000's existence — perhaps if he had been, his language would have been too strong to print!

PCN PRO-TEST HARDWARE

NatSemi 16000 (figure 7). This one has been strongly tipped as the eventual winner, and although it seems to have been unusually long in the cooking, it is now available.

In many ways it resembles the 68000 and seems, perhaps even more so, to have been designed by programmers. Probably the most sophisticated and complicated of the new processors, it includes high-level language support functions. The original blurb talked much about implementing Pascal, which has itself lately been criticised for its sophistication/complication.

In theory, however, this should be the fastest of the 'big is etc' brigade. Some instruction timings appear below, showing a close resemblance to Texas' 99000, a strong contender in the 'mean and fast' category.

In the 16032, the standard 32-bit internal version, it has been heralded as the Beeb's long-awaited 16-bit add-on processor, which means that for many school-age computerists this could be their introduction to 16-bit micros.

My feelings are that it is best to start with something simple, just as I always defend the 6502 against some others as a machine-code beginners processor — although the 16000 certainly doesn't come in the 'some others' category.

One area where the 16000 scores strongly is in its powerful TOS (top-of-stack) addressing mode. This makes it a natural for a Forth implementation which will run virtually at machine level. Like the 68000, the 16000 has a 24-bit address bus; it has 16 registers, and its instructions include string and array handling and block move and compare.

Intel iAPX186 (figure 8). Otherwise known as the 80186, this is a development from the 8086, with which it is largely compatible. This is the really dark horse in the race, and readers are referred to the article in *Byte* magazine, April 1983, for what is perhaps the only readily available information at present.

The main points are that Intel has streamlined areas of operation which represented weaknesses on the 8086. For example, to calculate addresses the 8086 uses the main ALU (Arithmetic Logic Unit) — slow: the 186 has its own address ALU.

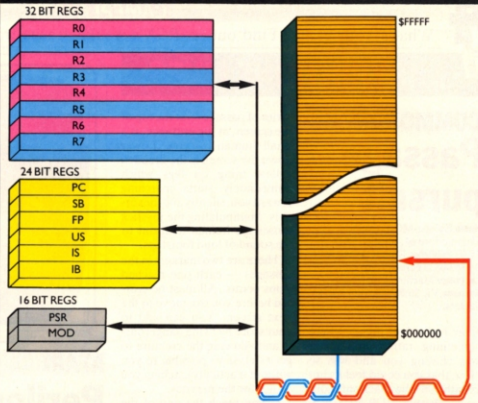
The biggest difference about the 186 is its size, outright winner in a 68-pin package. The good part about this is that logic chips previously necessary to act as interfaces are now redundant, considerably reducing the complexity and cost of system design.

For a basic 186 system all you need is: 1) the chip 2) some TTL latches and 3) memory. Incredibly, the 186 is priced at \$30 in the US, according to *Byte*, making it easily the cost-effective winner.

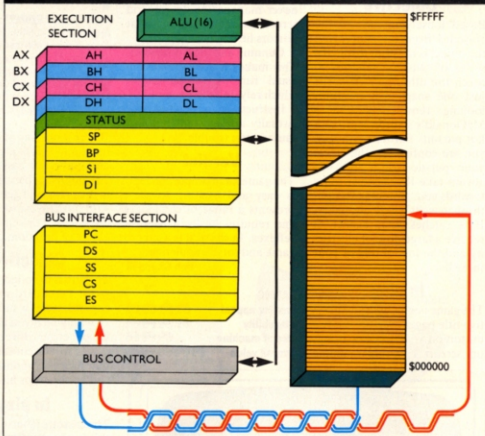
One UK company launching a 186-based system is apparently having to rely on 8086s at present, owing to the scarcity of the 186.

Theoretically, the iAPX186 should acquit itself admirably alongside the best. Your turn, Zilog.

Natsemi 16000 — figure 7



Intel iAPX186 — figure 8



Summary

Flux is the state of the day, and it is very hard to evaluate some of these machines until systems have been developed round them. But gradually, as makers learn from each other's strengths, certain patterns are emerging; certainly, the new 16-bit chips reveal similarities in different makers' designs that didn't exist between their 8-bit ancestors.

One way to spot the leaders might be to watch whose ideas get cloned most regularly, but by that time the race will

have moved on. Suggested further readings: *Sixteen-bit Microprocessors* by Titus, Titus, Baldwin, Hubin & Scanlon (Sams & Co) and the *Microsystems Designers Handbook* (1981) from T.I.

In conclusion, let me stress that the significance of the new processors has not yet begun to be felt, and there are some who would minimise it. Precisely at the moment when we are adjusting our thinking to include the revolution that has already occurred, another, quieter one is taking place; one which will place more power in the hands of more people.



What's your game? Find out in PCN's weekly freeze-frame of the action.

LABYRINTHINE LIVES

COMMODORE 64

**Passage
pursuit**

Name Escape-MCP System
Commodore 64, joystick Price
£5.99 **Publisher** Rabbit Software
01-863 0833 **Format** Cassette
Language Machine Code **Other**
Versions Vic 20 **Outlets** Mail order,
dealers.

Ever had a bad dream where something rather unpleasant was chasing you and was so close that you could feel its hot breath on the back of your neck? Escape-MCP offers you the chance to relive that nightmare, time after time

Objective

Based loosely on one of the episodes from the film Tron, the object is to sprint through a series of twisting passages to reach the other end. There is just one snag — a creature, looking remarkably like a McDonald's sign on legs, is in hot pursuit. Further, although you are confined to the lanes, your pursuer isn't and will always take the shortest route towards you, marching straight through walls where necessary. If it catches you, expect to receive a large dose of electricity and the loss of one of your three lives.

In play

The game begins with an attractive title page. Pressing the fire button on your joystick brings up screen 1, a fairly simple

series of passages. At the top of the screen, at the entrance, is a small human — you. Lower down the screen is the dreaded yellow thing on legs which immediately starts marching toward you, silently and inexorably. Manipulating the joystick causes the human to sprint to the sound of loud footsteps.

There are two markers in the passages — each one reached gains points. All must be crossed before you can move to the next screen. You can add to your score by living dangerously and allowing the creature to get as close as possible to you without it actually catching you — not for the nervous.

If you reach the end of the passage, you pass on to screen 2 — much more tricky.

There are nine screens in all. I never managed to get beyond screen 3 so cannot tell you what horrors lie beyond that.

Cunning and logic is needed. This makes it a cut above the usual run of arcade games which rely on reflex action.

Instructions for playing were virtually non-existent but this caused little trouble.

Verdict

The game has a simple concept, is easy and exciting to play, presents a range of challenges and requires brains as well as reflexes. In short, it is a superb game and totally addictive.

Bob Chappell

RATING

Lasting appeal

Playability

Use of machine

Overall value



ATARI

**Perilous
pick-up**

Name Escape From Perilous
System Atari 400/800, joystick
Price £14.95 **Publisher** English
Software Co, 50 Newton Street,
Piccadilly, Manchester M1 2EX
061 236 7259 **Format** Cassette
Language Basic, machine code
Outlets Atari dealers, mail order.

'There is nothing of importance here, and this is a good day to die,' says the cassette insert. The publisher has a point, since in the process of getting to grips with this graveyard-slow game, there's a fair chance you'll expire of boredom.

Objectives

The aim is to collect a complete set of Tarot card symbols — a cup, pentacle, wand and sword — with which you are required to penetrate three levels of mazes into a chosen room. In the process, monsters attack and booby-traps hinder you.

In play

The cassette label indicates that this is a pretty fabulous adventure. However, I suspect you would get greater thrills out of re-reading an Agatha Christie novel for the fifth time.

You start out in the Gardens of Perilous — lots of trees and lumps of ruined masonry, with the odd sword, cup etc lying rather conspicuously about.

You're a little geezer of indeterminate sex in a yellow hat, who walks quite realistically but very, very slowly around in response to the joystick. You have 98 life points at kick-off,

which you gradually lose as you enter new rooms, walk into a wall or tree, or get attacked by the demons — Phobos and Deimos.

Phobos, who both munches your life points and dumps you back at the start of your current maze, is a sort of flying purple square. Deimos, who's bothered only about your life points, is a rudimentary dicky-bird. They're exceptionally easy to avoid. Finding your way around is also easy.

You can get killed by doing silly things such as picking up a second sword. They come in light and dark varieties and you aren't supposed to mix the two.

Barring silly errors, you will find a gate through which you trot with your four treasures to the next level. A labyrinth of caves once again filled with swords, cups etc, plus a few goodies such as a lead suit and sets of keys. Oh, and a chest that's booby-trapped, but very obligingly tells you so. There is a radioactive room that's as safe as houses once you have your leaden suit, and so on.

Verdict

A graphic maze adventure is not a bad idea. The problem is that this one just isn't exciting enough. The perils aren't anywhere near perilous enough and the treasures are much too discoverable. The graphics are good as far as they go, but a bit more variety would not come amiss. And most of all, couldn't the hero move a bit faster?

Shirley Fawcett

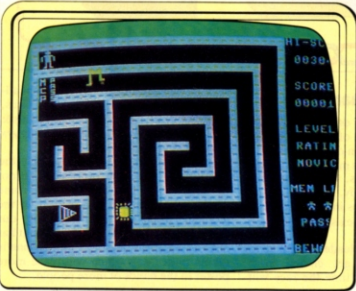
RATING

Lasting appeal

Playability

Use of machine

Value for money





A barrel of Apples

In catering for both adults and children the software houses have created endless quantities of spare time entertainment in the form of computer games.

Most Apple games these days have excellent graphics and sound, but the quality of the games varies enormously.

For those of you with a 48K Apple PCN endeavours to give you an insight into the world of graphical ingenuity.

WAVY NAVY

For all the name and the camp boat on the package, this is not one of those limp-wristed games. Wavy Navy is by far the best of this bunch, with its easy-to-follow instructions, brilliant graphics and sound, and it's easy to play and learn. It has ten levels of difficulty (from galley slave through to president) with superb variation in each.

Kamikaze jet fighters, helicopter gunships, mines, bombers and even Exocet-like missiles combine to make this game both fun and difficult to survive. It proved the only one of the selection to have both instant and lasting appeal.

I suggest that you rush out and get it.

QUADRANT

You are required to patrol a shielded quadrant (6112) of the universe containing two stargates. It is through these that the — yawn — aliens appear. They are endeavouring to take over the quadrant — you are defending it.

Four classes of enemy attempt to attack you, with increasing points for the more aggressive, plus the alien commander.

This character is the ultimate destroyer; quickly zaps in, rushes round and *splat*, got you. All you've got is an infinitely available laser cannon, but you are also armed with three heat-seekers which are capable

of destroying all the aliens in the quadrant as soon as deployed.

A boring game needing three hands to play it, one for the game paddle to control your ship, one to fire the cannon or thruster and one to fire the heat-seeker (space bar). You can use yet another spare hand for the stats field (pause) using 'ESC'.

I found that high scores could be achieved through the simple expedient of moving to one corner and waiting. All in all, not the best of games but the graphics and sound are excellent.

FLIP-OUT



Ah, such relief! A chance to use your brain instead of the normal wrist-breaking zap, *splat* and *pow*. In this game the emphasis is on strategy as you slot marbles into and out of a vertical playing area. This area has nine possible layouts, giving you a series of vertical paths broken up by flip-flop barriers.

All you have to do is drop your opponent's (human or computer) marbles one by one into the frame, while he or she does likewise. The ten marbles that each of you have, either drop through into your home marble-box or are caught on a barrier. To release the caught ones, you have to drop in more marbles from your marble-box to activate the flip-flop, and so it goes on.

The winner is the first to have got all their marbles!

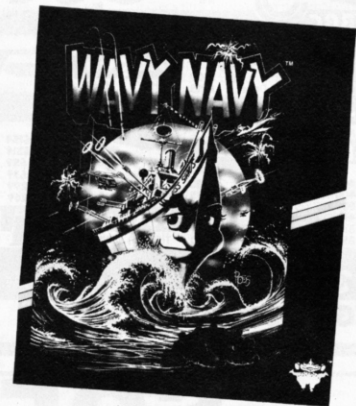
It's very difficult to select the correct strategy to win. A game worth playing — both addictive and timeless.

REPTON



The best thing about this game is the 'free' iron-on T-shirt transfer. Other than that, the game starts with page after page after page of instructions on-screen which are amazingly complex.

Playing is ridiculously difficult and complex, especially



since the game is little more than another version of Defender. I assume it is possible to get really high scores, but only after many hours of mind-numbing practice.

STAR BLAZER



Eyestrain is the only real problem with this all-action game.

For all that the graphics are excellently executed the dazzling white background should really have been toned down or at least Broderbund could have supplied a pair of shades.

You, in your star blazer, are supposed to complete a series (five) of increasingly difficult missions. Levelling radar stations, blasting supersonic tanks, destroying IBM (sorry! ICBM) installations until eventually getting the opportunity to bomb the Bungeling Empire headquarters.

Certainly worth a bash, but not up there among the top flight games.

FREE FALL



Sirius always manages to produce games with excellent graphics, sound

and convenient controls. This is no exception. It seems such a shame that the game itself is futile and childish. I don't think even the youngest kids would like this one.

You play the part of a steeple-jack hanging about on moving girders and have to drop down to others while gaining points for collecting prizes off passing girders — just like the Generation Game conveyor belt. To make life conveniently difficult, you are shot at by needles (?), guns and even the odd bomb manifests itself. Not worth the effort!

SBD 15 Jocelyn Road, Richmond, Surrey TW9 1BR 01-8709275 — Wavy Navy £22.50, Flip Out £19.95, Repton £25.50, Star Blazer £23.00, Free Fall £19.95. Pete & Pam Computers New Hall Hey Road, Rossendale, Lancs BB46JG (0706) 227011 — Quadrant £21.95.

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ADVENTURE

COMMODORE 64

Temple of terror

Names Temple of Apschai, Upper Reaches of Apschai, Curse of Ra
System Commodore 64 with disk drives
Price £27.45 for Temple, £13.80 for extensions
Publisher Epyx Software
Format Disk
Language MicroSoft Basic
Other versions TRS-80, Apple, other microsoft machines
Outlets Maplin Electronic Supplies, PO Box 3, Rayleigh, Essex. (0702) 554155.

The Temple of Apschai has been billed as the 'computer game of the year'. I took a look at Epyx's new disk version for the Commodore 64.

This, and two additions to the Temple of Apschai saga, Upper Reaches of Apschai, and The Curse of Ra, add up to a pretty fair sample of the new breed of adventure games for the 64.

The Temple of Apschai was one of the first games to attempt to simulate the increasingly popular Dungeons and Dragons type of adventure, and used graphics displays to enrich the action.

The key point about D & D games is that the player must adopt a role, selecting the intelligence, strength, constitution and a name for their character. They then attempt to solve the particular adventure.

Objectives

You can take the character that you define or use one selected for you by the computer. You then do battle against the

enemy, who appear with monotonous regularity as you wander through the halls and chambers collecting the treasure.

You can use a wide range of first and second strike weapons, including arrows and shields, elixirs which heal wounds and armour, which comes in very handy in fending off... well, antmen and the like.

First impressions

Temple comes in disk form, and comes with an excellent manual. Don't be put off by the size, because reading through will give you a thorough background to the game, and will also give you some valuable hints for faring well.

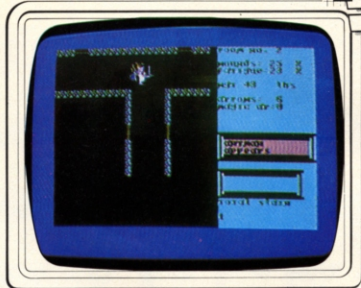
It also contains reasonably detailed descriptions of all the rooms you will find, the enemy that you'll come across, some tips about the kind of environment they favour and how they can possibly be destroyed.

The character set is changed to add to the 'sword and sorcery' atmosphere, and everything is presented in medieval English. You can resurrect a previous character from disk, and games can be saved part-way through.

In play

One salient point of Temple of Apschai will come as a shock, particularly if you've neglected to read the manual. It is played in real time, so if you sit back and try to solve a problem logically you may just find a dagger in your ribs.

The use of graphics, while an admirable concept, does little to enhance the game. On the right of the screen is a brief



display of your current state, showing strength and fatigue. There is also a space used to reply to any questions you might ask, and one or two other little messages.

Most of the screen is devoted to a display showing you and the walls of the part of the temple that you're currently exploring. It is also used to show any enemy that might be about.

Descriptions of all the rooms are to be found in the manual, so no space (screen or memory) is wasted in repeating it.

When you start play, there are four levels within the Temple from which to choose, each presenting its own particular set of hazards, treasures and rooms.

On my first exploration of the Temple, I managed to kill a number of monsters before falling victim to one of the aforementioned antmen. Quite why, I'm not sure, but random swings of the sword I was carrying appeared to have no effect, although it had been sufficient to dispose of other monsters. Even my arrows, the subject of much bargaining earlier on, did nothing other than sail harmlessly through.

Progress can be singularly erratic, with even the manual telling you that rooms need a lot of exploring and examining.

The treasures to be collected look unnervingly like sand dunes on the screen. The manual usually tells you otherwise, so it's best not to worry about the also have uses other than just being treasures, but I'll leave that to you to sort out. Clue: forget sand—it's nothing to do with egg-timers or builders.

Upper Reaches of Apschai and the Curse of Ra are simple extensions to the existing game, taking you into hitherto un-

charted territories, but still leaving you with a mass of treasures to collect, enemy to kill and walls and corridors to explore. Upper Reaches promises you more than 150 new rooms, not to mention gardens, berry patches and caverns, cellars, Benedict's Monastery, and Merlis the Mage's cottage. And you may be lucky enough to get attacked by giant tomatoes or even killer chickens.

They require the Temple of Apschai disk to be used to get the game running, and thus cannot be played by anyone who doesn't already own that program, but as they cost only half Temple's price they're a worthwhile buy if this type of game appeals to you.

Verdict

An enjoyable and interesting romp, although hardly worthy of that title of computer game of the year. Better, non-graphical adventures exist, but one must remember that this is a character-epic game rather than a true adventure.

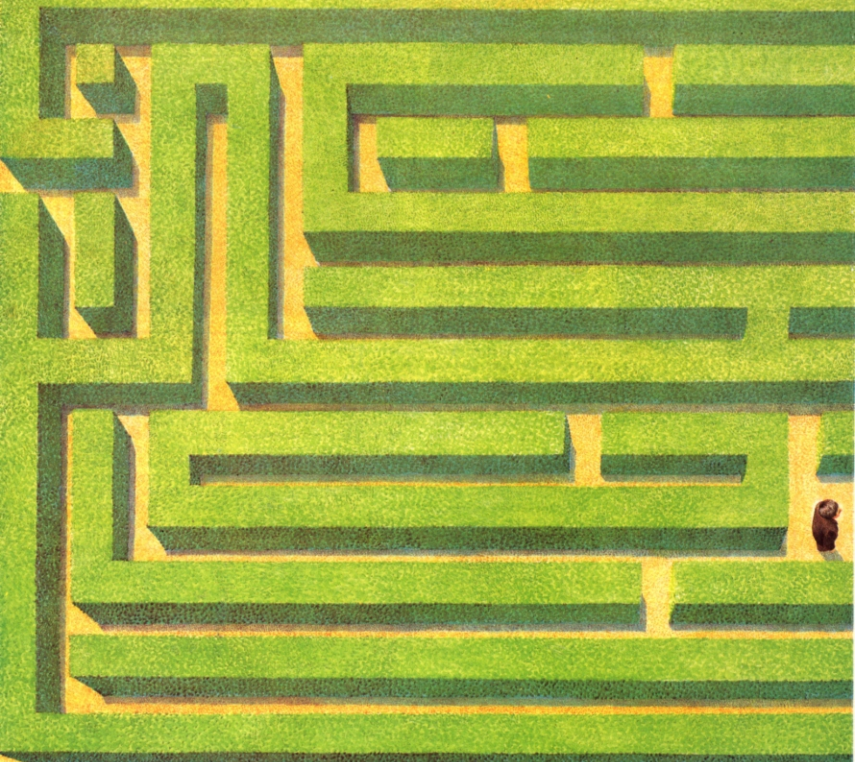
In terms of machine use, it scores quite highly. The graphics are adequate, without being brilliant, but the moody atmosphere created by the subtle use of sound is a strong plus factor. The ability to load and save previous games, characters, and even characters from other dungeon games, is another point in its favour.

Considering the hours of enjoyment (and frustration) that you'll get out of this game, ultimately it's well worth the purchase price. **Pete Gerrard**

RATING

Lasting appeal —
 Playability —
 Use of machine —
 Overall value —





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SPECTRUM

Laker
faker

Name **Airline System Spectrum**
16K/48K Price £5 (16K) £6 (48K)
Publisher CCS Software, 14
Langton Way, London SE3, 01-
858 0763 **Format** Cassette **Language**
Basic **Other versions** ZX81, Oric
Outlets Spectrum dealers, mail
order

Some people have fantasies about being a footballer or a pop star, but this game is aimed at those whose desire is to step into the shoes of Sir Freddie Laker and run their own airline.

Objectives

The target is a simple one, to turn £3m into £30m within seven years. Nothing too ambitious. But reach that target and you can then take over British Airways, though a far more likely outcome is the fate that befell Sir Freddie himself.

In play

Without preamble, you're straight into the game and must choose how many aircraft you're going to charter in your first year of operations, not yet having the cash to buy one of your own. A pay-load chart gives you the expected returns on the various numbers of aircraft from one to ten, with a forecast of the charter rates following. Based on these you must decide how many planes to charter.

From time to time, if you have the cash, you will be given the chance to buy a plane.

Another factor to decide is the level of insurance cover you're going to have — unless you fancy replacing a DC-10 out of petty cash.

Though only written in Basic, the responses are almost instant, and once you've decided how many crew and maintenance staff to employ the chance elements start to come into play. These include the inevitable strikes. Sometimes you'll discover that you don't have enough crew or ground staff and flights have to be cancelled, losing you revenue.

At the end of a year's trading you will be shown your profit-and-loss account and balance sheet to indicate just how close or far you are from that £30m. Get too far in the red and the liquidator will step in and call a halt to your budding career, and to the game.

Verdict

Though I normally enjoy this type of role-playing, I felt that Airline didn't have nearly enough excitement.

A great deal of trouble has gone into making the results authentic, with speedy and complicated financial calculations. However, there is too little input from the player for it to be rewarding. It soon becomes boring, and the prize of a printed message of congratulations or commiserations is rather an anti-climax. This Airline, I'm afraid, doesn't really get off the ground. **Mike Gerrard**

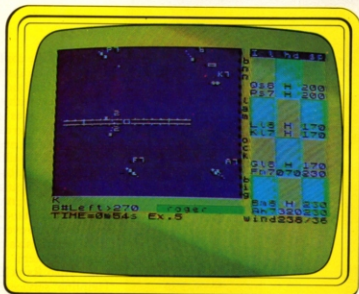
RATING

Lasting appeal

Playability

Use of machine

Overall value



SPECTRUM

Happy
landings

Name **Heathrow System Spectrum**
16K or 48K Price £7.95 **Publisher**
Hewson Consultants **Format**
Cassette **Language** Machine code
Outlets Dealers, and mail order
from 60A St Mary's St,
Wallingford, Oxon OX10 0EL.

Anyone who has ever spent hours stacked in a holding pattern over a busy airport should play Heathrow, just to see what air traffic controllers have to put up with. But the satisfaction you'll get from mastering this game is worth every effort.

Every possible variable has been programmed into this game and it's up to you to acquaint yourself with keeping an airport disaster-free.

Objectives

The goal is to land eight aircraft, or as many as possible, in 25 minutes. This sounds simple enough but you must go through a complex series of steps before you can hope to land one.

What's almost as important is keeping track of the detailed information on the screen about each plane's altitude, speed, direction, and classification. Reading the instructions alone takes about half an hour.

And besides coping with aircraft traffic, you've got to be ready for any emergency.

In play

The designers of Heathrow have provided players with a practice program that allows you to familiarise yourself with

the blips and beeps that appear on screen. These make no sense to the novice at first, but by following the very well written introduction, the symbols are soon understood.

Press the V key to stop the action and examine a segment of the game. Pressing W resumes play, and if you want a quick run-through of a typical play sequence you press X and the planes suddenly seem to have received a massive dose of amphetamines.

The first time I tried Heathrow my aircraft, plane F, left the airport's airspace altogether. While the legend 'Plane F has left airspace' flashed insistently I frantically searched the instruction manual to find a way to bring my plane back.

After much trial and tribulation an air disaster was averted.

No matter how carefully you study the instructions there's always a surprise lurking around the corner.

After my introductory session I scored zero in plane-landing but 97 per cent in safety. In other words, poor old Plane 'F' is still up there somewhere.

In keeping with the rest of the game, scoring and overall achievement tabulations are well laid out.

Verdict

Heathrow is not a game to pick up idly and cast aside. It is perhaps annoyingly complex at first but will attract players because its subtleties take a long time to explore. Just don't play if you're planning on flying in the near future. **Steve McClure**

RATING

Lasting appeal

Playability

Use of machine

Overall value



PROFIT AND LOSS		YEAR 2	6000
REVENUE			12618
DEFUAL EXPENSE			
FUEL	13750		
MAINTENANCE	4000		
SALARIES	6000		
SALES EXPENSE		24250	
INSURANCE	430		
OVERHEADS	4235		
FINANCE CHARGES		4605	
CHARTERING	5255		
		5255	
LOSS		-21272	
DEFERRED		-6165	
LOSS		-15107	

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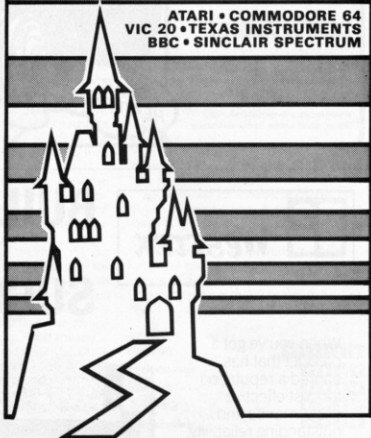
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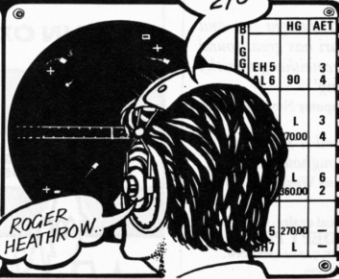
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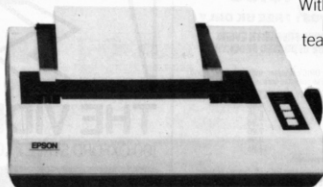
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PCN ProgramCards

It's time again to dust off your keyboard, flex the typing fingers and equip yourself with pots of coffee. Here are the ProgramCards.

This week

A couple of larger programs appear this week. The first is an Atari submission from Les Howarth, of Preston, Lancs. This program for the 400/800 with 32K, Basic and joystick is a very smart version of the old standard Mastermind. Not the Magnus Magnusson version — the board game.

Called Color Code, it will no doubt provoke a few cries of 'not again', but there are a number of redeeming features and variations from the normal style of the game.

The first thing that commands attention about this game is the excellent graphics display using Graphic 10 Mode. Les, of course, is an old hand at this having authored an article on this subject in PCN, issue 17.

Many of the techniques demonstrated in the article have been included in Color Code.

Another nice feature is the option of five levels of difficulty from passably simple to ridiculously impossible.

NB: because of the complexity of the graphics characters and highlights that are used in the screen displays, and because the printed listing cannot show inverse print, definitive notes have been included at the relevant lines.

Our other program this week is from Jane Kennedy, of Edwinstowe, Notts, for the Dragon 32.

Jane's program is a somewhat complex adventure called Wreck. It shouldn't require the brain of an Einstein to realize that that some underwater skulduggery is in store.

Because of the length of the program the first two ProgramCards will be published next week. Just to keep you in suspense.

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PCN has built up a panel of experts for assessing submitted programs.

If you are interested in becoming one of these referees please send details of your experience and specialities, mentioning expertise in any particular machines, to the Programs Editor at the address given above.

PCN ProgramCards

Colour Code Card 1 of 5

8319CC1:5

An interesting Mastermind-type game featuring five levels of difficulty and excellent graphics. NB: Where 'E' is printed type '#'. Also take heed of inverse character notes.

```

10 DIR FLR(512),48(400),88(249),D(5),B(5),C(5),D(5),G(5),HRE(9)FPORE 764,255:GOSU
B 1170:OPEN E1,4,0,"E1"
20 DIR=0:SC=0:GOSUB 1400:DEFN CHICS 10:GOSUB B20
30 RESTORE 920:FOR I=704 TO 712:READ A:FPORE I,A:HRE(1-704)=A:INEXT I:COUNT=10:L=2
21:EG=21:IF G=0 THEN 170
40 COLOR 8:PLOT 6,0:DRAWTO 50,0:DRAWTO 50,176:DRAWTO 6,176:DRAWTO 6,0
50 FOR I=16 TO 160 STEP 16:PLOT 6,I:DRAWTO 50,I:INEXT I:PLOT 40,0:DRAWTO 40,176
60 PLOT 64,32:DRAWTO 72,32:DRAWTO 72,40:DRAWTO 64,40:DRAWTO 64,32
70 COLOR 7:FPORE I=32 TO 40:PLOT 65,I:DRAWTO 71,I:INEXT I
80 COLOR 4:PLOT 65,56:DRAWTO 65,70:DRAWTO 67,70:PLOT 67,56:DRAWTO 67,70:PLOT 71,
56:DRAWTO 71,70:PLOT 70,63
90 RESTORE 960:M=20:FPORE I=1 TO 5:READ B#:POSITION 0,M+1? E61B#:NEXT I:M=36
100 FOR G=1 TO 9:FPORE I=1 TO 5:READ B#:POSITION 2,M+1? E61B#:NEXT I:M=M+6:NEXT
A
110 RESTORE 1070:FPORE I=1 TO 5:READ B#:POSITION 60,80+I? E61B#:NEXT I:RESTORE 10
60:(DIF I=1):M=94
120 FOR I=1 TO 5:READ B#:POSITION 67,M? E61B#:POSITION 67,M+1? E61B#:M=M+2:NEXT
I
130 RESTORE 1080:FPORE I=1 TO 5:READ B#:POSITION 60,4+I? E61B#:NEXT I
140 RESTORE 1090:FPORE I=1 TO 5:READ B#:POSITION 60,130+I? E61B#:NEXT I:FPORE 1538
B
150 RESTORE 1100:M=1:FPORE I=1 TO 5:READ B#:POSITION 7,180+M? E61B#:POSITION 7,18
1+M? E61B#:M=M+2:NEXT I
160 M=1:FPORE I=1 TO 5:READ B#:POSITION 30,180+M? E61B#:POSITION 30,181+M? E61B#
180=M+2:NEXT I
170 GOSUB 750:GOTO 440
180 IF STRIG(0)=0 THEN 180
190 IF DJF>3 THEN 230
200 J=1+(2*78)+(2*88)+(2*98):K=6+J+7:COLOR SEL:PLOT K,L:DRAWTO K+2,L:PLOT K,L+1
DRAWTO K+2,L+1:PLOT K,L+2
210 DRAWTO K+2,L+2:PLOT K,L+3:DRAWTO K+2,L+3:PLOT K,L+4:DRAWTO K+2,L+4
220 C(1)=SEL:RETURN
230 J=1+(2*68)+(2*88)+(2*92)+(2*94):K=6+J+4:COLOR SEL:PLOT K,L:DRAWTO K+2,L:PLOT
K,L+1:DRAWTO K+2,L+1:PLOT K,L+2
240 DRAWTO K+2,L+2:PLOT K,L+3:DRAWTO K+2,L+3:PLOT K,L+4:DRAWTO K+2,L+4
250 C(1)=SEL:RETURN

```

Atari 400/800 Atari Basic

Application: Game
Author: Les Howarth

10-30

Define arrays, initialise display, set graphics mode, load colour data, display title page with sound

40-160

Display playing screen format using defined character strings

170

Perform score initialisation, jump to code generation routine to place each selected peg and colour on playing area, used by 580. Selection put in array C(*)

180-250

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PCNProgramCards

ColorCode Card 2 of 5

8319CC2/5

```

260 GOSUB 410:MIN=0:FOR I=1 TO 4:(DIF/3):D(I)=0:B(I)=B(I)
270 IF B(I)=C(I) THEN D(I)=5:MIN=MIN+1:C(I)=0:B(I)=50
280 NEXT I:W=1:IF MIN=4:(DIF/3) THEN 340
290 FOR I=1 TO 4:(DIF/3):IF B(I)=C(I) THEN D(I)=6:C(I)=20:B(I)=75:GOTO 310
300 NEXT I
310 W=W+1:IF W<5:(DIF/3) THEN 290
320 IF DIF=1 THEN 350
330 FOR I=1 TO 4:(DIF/3):R=INT(4*RDND(0)+1):W=D(I):D(I)=D(R):D(R)=W:NEXT I
340 IF DIF/3 THEN 370
350 FOR I=1 TO 4:K=4+1+3:COLOR D(I):FOR W=PEG TO PEG+4:PLOT K,W:NEXT W:NEXT I
360 GOTO 380
370 FOR I=1 TO 5:K=40+1+3:COLOR D(I):FOR W=PEG TO PEG+4:PLOT K,W:NEXT W:NEXT I
380 W=Y+16:PLR(Y,Y+40)=AR:L=L+16:PEG=PEG+16:COUNT=COUNT-1:IF COUNT=0 THEN GOTO 510
390 FOR I=1 TO 5:C(I)=0:NEXT I
400 GOTO 580
410 SOUND 0,PEEK(20),10,B:FOR I=1 TO 20:NEXT I:SOUND 0,0,0,0:RETURN

430 Y=INT(7*RDND(0)):RETURN
440 IF DIF/3 THEN 480
450 FOR I=1 TO 4
460 GOSUB 430:IF DIF/3 AND X=0 THEN 460
470 B(I)=X:NEXT I:GOTO 570
480 FOR I=1 TO 5
490 GOSUB 430:IF DIF/3 AND X=0 THEN 490
500 B(I)=X:NEXT I:GOTO 570
510 PORE 55249,0:IF DIF/3 THEN 530
520 FOR I=1 TO 5:COLOR B(I):K=7+16:GOSUB 550:NEXT I:GOTO 540
530 FOR I=1 TO 5:COLOR B(I):K=4+16:GOSUB 550:NEXT I
540 SC=SC+COUNT*DIF/2:GOSUB 770:GOTO 1570
550 PLOT K,6:DRAWTO K+2,6:PLOT F,7:DRAWTO F+2,7:PLOT F,B:DRAWTO K+2,0
560 PLOT F,9:DRAWTO K+2,9:PLOT F,10:DRAWTO K+2,10:RETURN
570 RESTORE 920:READ I:SEL=0
580 ST=STICK(0):H=0:V=14:IF STRIG(0)=0 THEN GOSUB 410:GOSUB 180
590 IF PEEK(764)=33 THEN PORE 764,255:GOTO 260
600 IF PEEK(55279)=6 THEN PORE 55249,0:GOTO 1630
610 IF ST=15 THEN 580
620 H#H*(ST/7)-(ST/11)+(ST#0)-(ST/10)+(ST/5)-(ST/9):Z=Z+H#12
630 IF ST=14 OR ST=13 THEN SEL=SEL-(ST/13)+(ST/14):GOTO 710
640 IF DIF/3 THEN 680
650 IF Z<18 THEN Z=18
660 IF Z<74 THEN Z=74
670 GOTO 700
    
```

260-360

Routine to test each selected peg for scoring up to 4 or 5 pegs with randomising of correct pegs for levels 2 to 5

370

Routine to display black, white or no result pegs

380

Routine to move to next attempt line

390-400

Routine to clear selection array and go to next attempt

410

Routine to produce sound based on timer at location 20

430

Randomise routine used in following routine

440-500

Routine to select hidden code

510-560

Routine to display hidden code on game end

570

580-670

Reset colour data
First part of routine to allow selection of each peg using joystick. UP/DOWN = colour select. LEFT/RIGHT = position select. FIRE = put in place. SPACE = end attempt. START = new game.

PCNProgramCards

ColorCode Card 3 of 5

8319CC3/5

```

680 IF Z<116 THEN Z=116
690 IF Z<68 THEN Z=68
700 PORE 55249,Z:GOTO 580
710 IF SEL=0 THEN SEL=6
720 IF SEL>6 THEN SEL=0
730 F=H#(SEL)
740 PORE 711,F:FOR W=1 TO 20:SOUND 0,200,12,B:NEXT W:SOUND 0,0,0,0:GOTO 580
750 IF OR=0 THEN RETURN
760 FOR A=6 TO 71 STEP 4:K=A:RESTORE 1060:GOTO 800
770 O(I)=INT(SC/100):D(2)=INT(SC/10):O(I)=O(I)+(3)-SC-(O(I)*100)-(O(2)*10)
780 K=7+16+I:IF SC/9 THEN K=67:K=1+2:IF SC/99 THEN K=63:K=1+3
790 FOR A=K TO 1 STEP -1:O=(O-A):RESTORE 1060-(O#10)
800 W=1:FOR I=1 TO 5:READ B#1:POSITION F,150+W#2? E#1:B#1:POSITION F,150+W#4? E#1:B#1:POSITION F,150+W#4? E#1:NEXT B#1
810 POSITION F,150+W#3? E#1:B#1:POSITION F,150+W#4? E#1:NEXT B#1
820 PL#(1)="*":PL#(512)="*":PL#(2)=PL#1:AR#["[16]" [CTRL/INSERT] {6:NV/CTRL/} [CTRL/INSERT] [16]"
830 I=PEEK(106)-40:POKE 54279,I:POKE 55256,1:POKE 53277,3
840 VTAB=PEEK(134)+PEEK(135)+256:ATAB=PEEK(140)+PEEK(141)+256:OFF=1+256+1300-ATAB
850 HI=INT(OFF/256):LO=OFF-HI+256:POKE VTAB+2,LO:POKE VTAB+3,HI
860 GOSUB 900
870 RESTORE 920:FOR I=0 TO 10:READ D:POKE 1556+I,D:NEXT I:POKE 512,0:POKE 513,6
880 DL=PEEK(560)+256+PEEK(561)+4:POKE DL+100,143:POKE 54286,192
890 RETURN
900 FOR I=174 TO 177 STEP -1:PL#(I,I+40)=AR:NEXT I:POKE 559,62:POKE 623,190:Y=17:PLR(Y,Y+30)=AR:POKE 55249,Z
910 RETURN
920 DATA 0,54,116,0,190,250,14,14,10
930 DATA 72,169,220,141,10,212,141,21,208,104,64
940 DATA 23330233302030203023303,2303023030233023023303,233002330023002302302303
950 DATA 230302303023302302303,23030230302302302303,23330230302302302303
960 DATA 20222,20202,20202,20202,20222
970 DATA 222,202,222,002,222
980 DATA 222,202,222,202,222
990 DATA 222,002,002,002,002
1000 DATA 222,200,222,202,222
1010 DATA 222,200,222,002,222
1020 DATA 202,202,222,002,002
1030 DATA 222,002,222,002,222
1040 DATA 222,002,222,200,222
1050 DATA 020,220,020,020,222
1060 DATA 222,202,202,202,222
1070 DATA 60006600660066006600,60006600660066006600,60006600660066006600,60006600660066006600
1080 DATA 60600600,66606600660066606660
1090 DATA 5530553055305530553,535053505350535053,355035503550355035,5350535053
    
```

680-740

Final part of selection routine

750-760

Routine to set score to zero if new game

770-810

Routine to update score on display

820

Player/Missile graphic construction. NB: * = heart character. Do not type [or] 16" = 16 hearts, etc. Inv = inverse

830-860

Routine to set up P/M strings

870-890

Load Display List Interrupt code to Page 6

900-910

Clear P/M strings between games

920

Colour register data

930

DLI code data

940-1080

First part of text data

Exactly what been looking

A microcomputer is only as useful as the software package run on it. And - until now - finding the package tailored to your needs (or your customers') hasn't been too easy.

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Each entry gives the package name, function, supplier, cost and also tells you which machines it will run on.

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If you already have a machine, you'll want to know about compatibility. So we've included an index by machine make and model. And, just to make life easier still, we also cross refer machine type with operating system.



PRODUCTS	ACCOUNTING	GENERAL PACKAGES
		<p>Sord</p> <p>Operating system: Sord Operating System</p> <p>Machine model: Sord M23 - all models, Sord M243 - all models, Sord M343 - all models</p> <p>Memory: 64</p> <p>Package: ABC Stock Control Accounting Business Controller (ABC) (page 24)</p> <p>Supplier: ABC Software Ltd.</p> <p>Machine model: Sord M23 MKII, MKV, MKVI; Sord M243 - all models, Sord M343 - all models</p> <p>Memory: 64</p> <p>Package: ABC Nominal Ledger/Accounting Business Controller (ABC) (page 23)</p> <p>Supplier: ABC Software Ltd.</p>

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PROCOMPUTER SOFTWARE DIRECTORY

GENERAL INDEX	ACCOUNTING	GENERAL PACKAGES
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Almarc Business Systems Ltd.
Address: Marlborough House, 14 Cranmer Street, Nottingham, NG3 4GL
Tel No: (0602) 622501
Telex No: ...
Customer enquiries to: Angela Hooker
Date company established: 1979
Turnover: N/A
Chief executives: Mike Milburn, Managing Director

Principal systems: Series 8/16, Vector Graphic, Sharp

Principal applications: Accounting

Names of software products:
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Pinpointing special needs

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In short, if you want to find exactly what you're looking for, Microcomputer Software Directory is exactly what you've been looking for.

GENERAL INDEX	ACCOUNTING	GENERAL PACKAGES
...

GMS - Garage Management System (page 23)
Cost: £1,800
Supplier: AC Software Ltd. (page 400)
Hardware: Commodore 8032 8050 8023
Operating System: CBM DOS

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Color Code Card 4 of 5

8319CC4/5

```

505350535,5530553055305530553
1000 DATA 11011011101101101111,100010001010101000,1110100010101100111,0010100010
101010100,11011011011011010111
1100 DATA 3330333033303330333,303030303030303030,333033003330333033,3000303030
000030003,3000303033303330333
1110 DATA 3330333000003330333,300003003030303030,33300300333033300030,0030030030
303030030,3330030030303030303
1120 DATA 0050005,0550050,0550500,0550050,0050005
1130 DATA 0030003,0330030,3333300,0330030,0030003
1140 POKE 764,255:?: "PRESS ANY KEY TO CONTINUE"
1150 IF PEEK(764)<255 THEN 1150
1160 ??:RETURN
1170 GRAPHICS 10: SOUND 1,222,0,10:FOR D=1 TO 50:POSITION 5,3:POKE 756,209:?: E0:
COLOR-CODE:?:NEXT D:POKE 756,224
1200 FOR W=1 TO 10:P=INT(90*RAND(0)+5):SOUND 1,P,10,10:FOR D=1 TO 20:NEXT D:NEXT W
: SOUND 1,0,0,0
1190 POSITION 4,7:?: E0:"DO YOU WANT"? E0:?: E0: INSTRUCTIONS Y/N?
1200 IF PEEK(764)<35 THEN RETURN
1210 IF PEEK(764)<45 THEN 1200:REM 10040
1220 GRAPHICS 0:POKE 764,255:POKE 752,1
1230 ??:?: "The object of the game is to match ATARI'S choice of COLOR CODE
of 4 or 5 pegs "
1240 ??: "Each peg may be one of 6 colors."?:?: "In difficulty 3 and 5 ATARI may
also choose to leave one or "
1250 ??: "more blank spaces."?:?: "After every attempt you will be shown how
near you are by black and white"
1260 ??: "pegs"?:?: "BLACK pegs show that the color is correct and in the c
orrect position."
1270 ??: "WHITE pegs show that the color is correct but in wrong position."?:
OSUB 1140
1280 ??: "There are 5 DIFFICULTY LEVELS"
1290 ??: "1 Easy, the position of the BLACK and WHITE pegs corresponds to the p
osition of your choice of colours."
1300 ??: "2 The BLACK and WHITE pegs are placed in a random order and so do not
relate directly to your choice"
1310 ??: "3 Is the same as No.2, but the ATARI may choose to leave one or more
pegs blank"
1320 ??: "4 ATARI chooses a 5 peg code. BLACK and WHITE pegs as No 2"
1330 ??: "5 Same as No 4 but may leave one or more pegs blank."?:OSUB 1140
1340 ??: "To check your answers PRESS SPACE BAR"?:?: "The scores are added together
for each game until 5 games "
1350 ??: "have been played"?:?: "5 arrows are shown in the top right corner of
the screen."
1360 ??: "One arrow is removed for each game to indicate the number of games pl
ayed"
1370 ??:?: "PRESS START TO BEGIN"
1380 IF PEEK(53279)<6 THEN 1380
1390 RETURN

```

1090-1130 Final part of text data

1140-1150 Routine used by instructions. NB: Inverse for "Press any key to continue"

1160 Clear screen and return
1170-1210 Title display plus music. NB: 1170 Inverse for "Col", "De", "Normal for "OR", "CO"

1220-1390 Routine to print instructions

NB: 1230 Inverse for "Color Code"

1260 Inverse for "Black"
1270 Inverse for "White"
1280 Inverse for "5 difficulty levels"
1290 Inverse for "1", "Black", "White"
1300 Inverse for "2", "Black", "White"
1310 Inverse for "3", "2"
1320 Inverse for "4", "Black", "White", "2"
1330 Inverse for "5", "6"
1340 Inverse for "SPACE"
1350 Inverse for "START"

Color Code Card 5 of 5

8319CC5/5

```

1400 GRAPHICS 10:POKE 700,250:POKE 712,26:POSITION 1,2:?: E0:"SELECT DIFFICULTY"
1410 POKE 764,255:POKE 53761,160:POKE 53768,1:POKE 53775,3:POKE 53760,100:POKE 5
3763,160
1420 ??: E0:?: "1:"B="beginner":FOR W=1 TO 8:FOR I=1 TO 16-W:POSITION 19-1,4:
?: E0:W:W:?: "NEXT I
1430 ??: "1:"B="normal":FOR W=1 TO 6:FOR I=1 TO 16-W:POSITION 19-1,5:?: E0:W:
W:?: "NEXT I
1440 ??: "1:"B="advanced":FOR W=1 TO 4:FOR I=1 TO 16-W:POSITION 19-1,6:?: E0:
W:W:?: "NEXT I
1450 POKE 53762,PEEK(53770):POKE 53760,20:W:NEXT W
1460 ??: "1:"B="normal":FOR W=1 TO 6:FOR I=1 TO 16-W:POSITION 19-1,6:?: E0:
W:W:?: "NEXT I
1470 POKE 53762,PEEK(53770):POKE 53760,100:W:NEXT W
1480 ??: "1:"B="wizard":FOR W=1 TO 4:FOR I=1 TO 16-W:POSITION 19-1,7:?: E0:W:
W:?: "NEXT I
1490 POKE 53762,PEEK(53770):POKE 53760,250:W:NEXT W
1500 ??: "1:"B="mensa":FOR W=1 TO 2:FOR I=1 TO 16-W:POSITION 19-1,8:?: E0:W:
W:?: "NEXT I
1510 POKE 53762,PEEK(53770):POKE 53760,250:W:NEXT W:POKE 53761,0:POKE 53763,0
1520 GET E1,D1:IF D1=9 OR E1=53 THEN 1520
1530 DIF=D1-40:Z=74:IF D1>3 THEN Z=60
1540 RETURN
1550 POKE 53760,160:RETURN
1560 IF 0: THEN GRAPHICS 10
1570 0="00":FOR I=1 TO 5:POSITION 60+(16-0*4),4:?: E0:0:NEXT I
1580 POKE 1530,220:0="01":FOR I=1 TO 10:FOR W=10 TO 0 STEP -1:SOUND 0,10,1,0,W
:NEXT W:NEXT I:SOUND 0,0,0,0
1590 RESTORE 1120:FOR I=1 TO 5:READ 0:NEXT 0:POSITION 53,102:?: E0:0:NEXT I:FOR I=1
TO 10:IF PEEK(53279)<6 THEN 1620
1600 NEXT W:FOR I=1 TO 5:READ 0:POSITION 53,102:?: E0:0:NEXT I:FOR W=1 TO 10:
IF PEEK(53279)<6 THEN 1620
1610 NEXT W:GOTO 1590
1620 FOR I=1 TO 1530,0:IF 0: THEN 1640
1630 0="01SC":GOSUB 1400:GRAPHICS 10:GOSUB 80:GOTO 30
1640 FOR L=6 TO 166 STEP 16:COLOR 0:PLOT 8,L:DRAWTO 36,L:PLOT 8,L+1:DRAWTO 36,L+
1:PLOT 8,L+2
1650 DRAWTO 36,L+2:PLOT 8,L+3:DRAWTO 36,L+3:PLOT 8,L+4:DRAWTO 36,L+4
1660 PLOT 43,L-1:DRAWTO 57,L-1:PLOT 43,L:DRAWTO 57,L:PLOT 43,L+1:DRAWTO 57,L+1:P
LOT 43,L+2
1670 DRAWTO 57,L+2:PLOT 43,L+3:DRAWTO 57,L+3
1680 NEXT L:GOSUB 90:GOTO 30

```

1400-1550 Menu/level selection

1420 Inverse for "1", "Beginner"

1440 Inverse for "2", "Normal"

1460 Inverse for "3", "Advanced"

1480 Inverse for "4", "Wizard"

1500 Inverse for "5", "MENSA"

1560-1610 Routine to remove 1 game indicator arrow. Displays prompt and awaits "START" pressed

1620-1680 Routine to clear playing grid of all pegs

Wreck Card 1 of 8

8319W1/8

An entertaining adventure with full sound

```

10 CLEAR2000
20 CLS:GOSUB1750
30 DIM#(31,3),B(12),C(41),D(4,3),E(4,31),D#(6)
40 GOSUB2490
50 GOSUB2010
60 CLS:PRINT#(L):GOTO210
70 PRINT"I DON'T UNDERSTAND":GOTO210
80 PRINT"WHAT WITH?":GOTO210
90 PRINT"YOU CAN'T DO THAT":GOTO210
100 PRINT"YOU ARE NOT CLOSE ENOUGH":GOTO210
110 PRINT"YOU SEE NOTHING OF INTEREST":GOTO210
120 PRINT"IT LOOKS VERY INTERESTING":GOTO210
130 PRINT"EVEN THE CROWBAR WILL NOT FORCE THIS DOOR OF THE TREASURE STORE":FOR#X
140 TO200:NEXTX:L=26
140 CLS:IFTIMER>=1000 THEN250
150 PRINT#(L):FOR#IT04:1F(C(X,3)=L AND L<>0 THENPRINT"YOU SEE A ",C(X)
160 NEXTX:1F(L<>0 THENOC=OC+2
170 IF(C(1,2)=L AND L<30 THEN190 ELSE210
180 IF(C(1,2)=L AND L<30 THEN190 ELSE210
190 OC=1:PRINT"LOOKOUT!..."
200 IF(OC=0 THEN PLAY"TZ50V311805CDEFQBCDEFQBCDEFQBCDEFQBR"
210 INPUT"WHAT NOW...":G0
220 FOR #=1TOLEN(C):1F(R#(C#,X,1)=) THEN240
230 NEXT#:V#=#:GOTO300
240 V#LEFT(C#,X-1):N#RIGHT(C#,LEN(C#)-X)
250 FOR#IT012:1F(V#=#X) THEN270
260 NEXT:GOTO70
270 V#(X):FOR#IT04:1F(N#=#X) THEN290
280 NEXT:IF V#1 THEN110 ELSEGOTO70
290 N#(X,1):ON V GOTO1010,250,1140,660,1460,390,900,1330,810,600,680
300 1F(V#="LOOK" AND W#1 THEN140
310 1F(V#="LOOK" AND W#0 THEN 60
320 1F(V#="HELP" THEN300
330 1F(V#="INV" THEN380
340 1F(V#="DIVE" THEN810
350 1F(V#="EQUIP" THEN850
360 1F(V#="SCORE" THEN1370
370 GOTO70

```

Dragon 32
Dragon BasicApplication: Adventure
Author: Jane Kennedy

10	Reserve adequate space for variables and arrays
20	Clear screen and perform initialisation routine
30	Assign arrays
40	Perform introduction routine
50	Perform routine to load appropriate data to look-up arrays
60	Start of adventure. Clear screen, display location, perform prompt and response routine
70-120	Negative response messages to action requested
130	Mmmmm!
140	Clear screen and time check. Find out why
150-160	It depends where you are as to what you see
170	This spells trouble
180-190	Possibly a warning
200	Some music
210-370	Routine performed to prompt, input action and check allowed vocabulary

Wreck Card 2 of 8

8319W2/8

```

380 PRINT"YOU WERE BORED-WORK IT OUT FOR YOURSELF":GOTO210
390 1F(N# AND L#1 THENL#2:GOTO60
400 1F(N# THEN70
410 1F(N#17 ANDL#2 ORN#17 AND L#6 THENL#3:GOTO60
420 1F(N#17 THEN70
430 1F(N#12ANDL#3 THENL#5:GOTO60
440 1F(N#12 THEN70
450 1F(N#25 ANDL#3 THENL#4:GOTO60
460 1F(N#25 THEN70
470 1F(N#0 THEN90
480 1F(N#24 AND L#1 ORN#24 AND L#20 OR N#24 AND L#24 THEN 590
490 1F(N#24 THEN 70
500 1F(N#36 AND C(36,3)=13 THEN L#25:GOTO140
510 1F(L#25 AND N#>18 THEN 90
520 1F(N#20 AND D(1,L)=1 THEN L#L+1
530 1F(N#21 AND D(2,L)=1 THEN L#L-1
540 1F(N#22 AND D(3,L)=1 THEN L#L-3
550 1F(N#23 AND D(4,L)=1 THEN L#L+3
560 1F(N#18 AND D(3,L)=2 AND L<>2 THENL#L-12
570 1F(N#19 AND D(3,L)=2 THENL#L+12
580 1F(L#25 THEN 130 ELSE 140
590 L#0:T=TIMER:GOTO140
600 1F(S#1 AND N#26 THEN 630
610 PRINT"I'LL TELL YOU MY STORY IF YOU BUY ME A DRINK":GOTO210
620 GOTO70
630 L#3:PRINT#(6)
640 INPUT"PRESS <ENTER> TO CONTINUE":N#
650 GOTO60
660 1F(N#27 AND L#4 THEN S#1:PRINT"CHEERS!":GOTO210
670 GOTO70
680 1F(L#<5 THEN70
690 PRINT"YES I HAVE A YACHT TO CHARTER,"AND IT IS FULLY EQUIPPED BUT","REMEMBER
700 ONLY HAVE ENOUGH","OXYGEN FOR 15 MINUTES DIVING":L#0,W#1:PRINT
700 INPUT"PRESS ENTER TO ENBARCK":G0
710 CLS:PRINT"WHILE YOU SAIL TO THE AREA OF","SEA IN QUESTION YOU FAMILIARISE YO
URSELF WITH THE NAVIGATION","COMPUTER,"
720 PRINT"A LIST OF ITEMS ON BOARD CAN BE OBTAINED BY TYPING 'EQUIP'"
730 PRINT"INPUT 'N' TO GO NORTH"
740 PRINT"INPUT 'S' TO GO SOUTH"
750 PRINT"INPUT 'E' TO GO EAST"
760 PRINT"INPUT 'W' TO GO WEST"
770 PRINT"INPUT 'A' FOR A SONAR REPORT"
780 PRINT"INPUT 'D' TO DROP ANCHOR"
790 INPUT"PRESS <ENTER> ON ARRIVAL IN THE AREA":G0
800 GOTO140

```

380	No comment!!!
390-590	Section to perform further analysis of action.

600-670	Hello sailor! Perhaps you get this story in exchange for a drink.
---------	---

680	Very restricted by what you do here.
690-800	Pertinent information for the sea journey.



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PCNProgramCards

Wreck Card 3 of 8

8319W3/8

```

810 IFL<0 THEN?0
820 IFC(14,2)<>1 THEN#840
830 L=1:TIMER=T:GOTO210
840 PRINT"HOW ARE YOU GOING TO BREATHE?" GOTO210
850 IFL=0 THEN PRINT"ON BOARD YOU HAVE?" ELSE?0
860 FORD=I7041:IFC(X,2)=2 THEN PRINTC(X)
870 NEXTX:GOTO210
880 PRINT"YOU ARE CARRYING " FORD=I7041 IF C(X,2)=1 THENPRINTC(X)
890 NEXTX:GOTO210
900 FORD=I7041:IF C(X,1)=N AND C(X,2)=1 THEN#920
910 NEXTX:PRINT"DON'T HAVE IT" GOTO210
920 IF N=14 THEN #840
930 I=I-1:C(X,3)=I:IFL=0 THEN C(X,2)=2:PRINT"O.K." GOTO210
940 C(X,2)=0:GOTO210
950 IFN=3 THEN#900
960 FORD=I7041:IFL=1 THEN#980ELSE IF C(X,1)=N AND C(X,3)=N THEN#980
970 NEXTX:GOTO90
980 C(X,2)=1:C(X,3)=0:I=I+1:PRINT"OK YOU'VE GOT IT" GOTO210
990 PRINT"YOU CAN'T CARRY ANY MORE" GOTO210
1000 PRINT"THE POISONOUS BRIBES TEAR THROUGH YOUR SKIN" FORD=I701500 NEXTD:GOTO256
0
1010 IFL=1 AND N=29 THEN#1000ELSE IFL=3 AND N=30 THEN#100
1020 IFL=2 AND N=32 THEN#100
1030 IFL=12 AND N=34 THEN#120
1040 IFL=13 AND N=35 AND TR=1 THEN#120
1050 IFL=15 AND N=37 THEN#110 ELSE IFL=17 AND N=36 THEN#120
1060 IFL=18 AND N=38 AND CR=0 THEN #110
1070 IFL=22 AND N=39 AND L=0 THEN#1120
1080 IFL=23 AND N=5 THEN#120
1090 IFN=4 THEN#130
1100 GOTO110
1110 IFL=16,3)=L:CR=1:PRINT"THE ONLY ONE RECOGNISABLE IS A CROWBAR" GOTO210
1120 C(3,1)=L:LO=1:PRINT"ENTANGLED IN THE SKELETON'S FINGERBONES IS A GOLD LOCKET" GOTO210
1130 PRINT"THE ONLY LEGIBLE WORDS ARE- 'OUR TRUST IS BENEATH US'" GOTO210
1140 IFC(16,2)=1 AND L=4 AND N=30 THEN#1210 ELSE IF L=4 AND N=29 THEN#90
1150 IFC(16,2)=1 AND L=6 AND N=30 THEN#1240 ELSE IFL=6 AND N=30 THEN#90
1160 IFC(6,2)=1 AND L=13 AND N=34 THEN#1270 ELSE IF L=13 AND N=34 THEN#90
1170 IFC(16,2)=1 AND L=13 AND TR=1 AND N=35 THEN#1300 ELSE IFL=13 AND TR=1 AND N=35 THEN#90
1180 IFL=23 AND N=7 THEN#130
1190 IFL=0 AND N=10 AND C(10,2)=0 THEN#1310 ELSE IFN=10 THEN#1320
1200 GOTO?0
1210 IFC<0 THEN #1230 ELSEPRINT"YOU SEE A SKELETON"
1220 C(9,3)=L:SE=1:GOTO210
1230 PRINT"IT'S EMPTY" GOTO210
    
```

810 Wrong again.
820-840 Dive selection—with oxygen timer!

850-870 Possible inventory on board yacht.

880-890 Possible inventory on your person.
900-910 Surely you can remember what you have with you?
920 Are you aquatic?

950 Trouble again.
960-990 Something you can't do, and you can't carry too much.

1000 Dead!

1010-1100 You are looking. Routine to check if anything is there.

1110-1130 Aha! What have you found?

1140-1170 What are you trying to do?

1180 You've found a door.
1190 Could be good or bad.
1200 Try again.
1210-1230 Whatever you looked in could be empty.

PCNProgramCards

Wreck Card 4 of 8

8319W4/8

```

1240 IFC<0 THEN#1260 ELSEPRINT"YOU SEE A GOLDEN KEY AMONG THE RUSTING IRON CHAINS"
1250 C(6,3)=L:KE=1:GOTO210
1260 PRINT"YOU SEE NOTHING BUT RUSTING CHAINS" GOTO210
1270 IF D(1) THEN#1290 ELSEPRINT"YOU HAVE FOUND A BRASS BOUND DIARY"
1280 C(4,3)=L:D1=1:GOTO210
1290 PRINT"THE DESK IS EMPTY" GOTO210
1300 C(36,3)=L:PRINT"YOU SEE A HOLE" GOTO210
1310 PRINT"CONGRATULATIONS—GOLD AND JEWELS SPILL OUT, THEIR BEAUTY UNAPPRECIATED BY LONG IMPERSON" GOTO1370
1320 PRINT"IT IS UNWISE TO DO SO UNDER WATER" GOTO210
1330 IFN=1 AND C(16,2)=1 OR C(19,2)=1 OR C(15,2)=1 OR C(8,2)=1 THEN #1350
1340 IFN=1 THEN#0 ELSE?0
1350 PRINT"CONGRATULATIONS YOU HAVE KILLED THE POOR CREATURE" OC=0:C(1,3)=0
1360 GOTO210
1370 IFC(4,2)<>0 THEN SC=SC+10
1380 IFC(9,2)<>0 THEN SC=SC+10
1390 IFC(10,2)<>0 THEN SC=SC+100
1400 IFC(11,2)<>0 THEN SC=SC+100
1410 IFC(31,2)<>0 THEN SC=SC+10
1420 IFC(6,2)<>0 THEN SC=SC+10
1430 PRINT"YOU HAVE SCORED "SC,"OUT OF 150" SC=0
1440 INPUT"HAVE YOU FINISHED YOUR GAME";0$
1450 IFC=0 THEN END ELSE #210
1460 IFL=13 AND N=34 AND TR=0 THEN#1470 ELSE#1210
1470 C(35,3)=L:TR=1:PRINT"YOU HAVE UNCOVERED A TRAPDOOR" GOTO210
1480 CL$
1490 P1=0:P2=0:N1=INT(RND(31)):N2=INT(RND(14)):N3
1500 SET:P1,P2,0
1510 PRINT#480,"
1520 PRINT#480,"YOUR ORDERS, SIR";
1530 RM=INKEY$:IFRM="" THEN#1530
1540 IFRM="A" THEN#1630
1550 IFRM="D" THEN #1730
1560 SET:P1,P2,3
1570 IFRM="H" THENP2=P2-2:IFP2<0 THENP2=0
1580 IFRM="S" THENP2=P2+2:IFP2>20 THENP2=20
1590 IFRM="E" THENP1=P1+2:IFP1>62 THENP1=62
1600 IFRM="H" THENP1=P1-2:IFP1<0 THENP1=0
1610 SOUND50,1
1620 GOTO1500
1630 SOUND235,5:FORD=I7075:NEXTD:SOUND235,2
1640 IFC(P1-H1)>10 OR (P2-H2)>10 OR (M1-P1)>10 OR (H2-P2)>10 THEN#1710
1650 PRINT#480,"ECHO BEARING ";IFP2=H2 THENPRINT"NORTH";
1660 IFC(P2=H2) THENPRINT"SOUTH";
1670 IFC(P1=H1) THENPRINT"WEST";
1680 IFC(P1=H1) THENPRINT"EAST";
1690 IFC(P1=H1 AND P2=H2) THENPRINT"BEHETH US";
1700 GOTO1720
    
```

1240-1260 Something good, or nothing much.

1270-1290 Check the desk(?)

1300 How useful.
1310 Yippee!

1320 Whatever it was, it's not a good idea.
1330 Vicious!
1350-1360 James Bond does it again.
1370-1450 A winner—update score—prompt and response for another game.

1460-1470 Well, well, well.

1480-1620 Navigation computer commands and actions.

1630-1700 Routine for sonar report on echo check.

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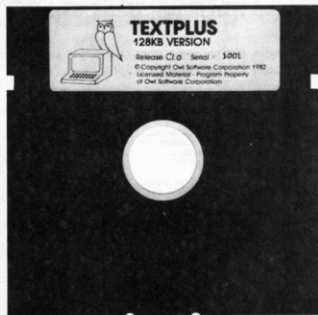
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Clubnet keeps you in touch with enthusiasts throughout the country. It is divided into two sections — microcomputing and user groups.

We publish a list of these groups on alternate weeks. This week user groups are listed alphabetically by machine and special interest.

Each week we focus on an individual club or group with a

Sweet as Tandy

The West Herts 80 User Association — specialising in Tandy and TRS80 machines — has taken some concerted action to keep its membership up. It has lost 20 members to the BBC and Spectrum colour machines over the past year and in a counter attack is producing its own high-resolution colourboards.

The club nevertheless keeps a busy calendar. It runs courses in machine code programming and Basic and to keep the cost down for its own members, it offers these courses to members of other clubs.

Meeting fortnightly means that the club covers a lot of topics. And future projects include starting up a hardware/interface evening which will run on alternate weeks to club night.

Reg Smith, secretary of the club, said: 'The purpose of these evenings is to teach people how to use their equipment to operate and control external equipment. This will include construction and programming.'

The second project in the pipeline is to start a BBC computer section. He continued: 'We hope to run this group in the back rooms during our present club evenings. And if it takes off we will help the group to get organised.'

Mr Smith says his micro has brought his son Jason and himself closer together since

they have been attending the club. Jason, 15, has written and sold several of his programs.

Among the 30 members that packed into the St Stephen Parish Centre in Brickett Wood, were two brothers who busily tapped away on their Video Genie and Tandy TRS-80 micros respectively — as club chairman Terry Bradbury gave an entertaining talk on HullFort.

'We usually have a talk of some sort that lasts for about an hour,' said Mr Smith.

Sandra Grandison

Name West Herts 80 Users Association **Venue** St Stephen Parish Centre, Brickett Wood, St Albans, Herts **Meetings** Fortnightly on Tuesdays **Contact** Reg Smith, 0442 60085



Reg Smith and his son watch a program running.



Club members listen to Terry Bradbury, chair of the club, deliver his talk on HullFort.

USER GROUPS

Acorn

Covenry Acorn Atom User Group. Peter Front, 18 Frankwell Drive, Coventry, 0203 613156.

Kent Medway Acorn User Group. Meets at St John Fisher School on last Monday of month at 7pm. Sessions at 9pm Thursday at the Fox and Hound, Chatham. Clem Rutter, c/o St John's Fisher School, Ordance Street, Chatham, Kent, 0634 42511 (day), 0634 373459 (evenings).

Manchester Acorn User Group. Meets at AMC, Crescent Road, Crupsall, Manchester 8 on Tuesday except school holidays. John Ashurst, 192 Vendure Close, Fallsworth, Manchester, 061-681 4962.

Apple

Bristol Apple Users and Dabblers. Meets at 10 Waring House, Redcliffe Hill, Bristol BS1 6TB, once a month. Ewa Dabkowski, c/o Datalink, 10 Waring House, Redcliffe Hill, Bristol BS1 6TB, 0272 213427.

Buckinghamshire Apple User Group. Steve Proffitt, The Granary, Hill Farm Road, Marlow Bottom, Buckinghamshire, 062 84 73074.

Croydon Apple User Group. Meets at Sidda

House, 350 Lower Addiscombe Road, Croydon, on second Monday of month. Paul Vernon, 60 Flawkhurst Way, West Wickham, Kent, 01-777 5478.

London Apple Music Synthesis Group. Dr Davis Ellis, 22 Lennox Gardens, London SW1.

Milton Keynes Microcomputer User Group. Meets every Tuesday, 7.30pm. Brian Pain, Sir Frank Markham School, Woughton Centre, Chaffron Way, Milton Keynes.

Atari

Birmingham User Group. Meets at the Malaga Grill, Malador Public House, Bull Ring shopping centre, Birmingham, on second and fourth Thursday every month at 7.30pm. Mike Aston, 42 Short Street, Wednesbury, West Midlands.

Carshalton Atari User Club. Paul Deegan, 01-642 5232.

Hull Atari Users Local Group. Harvey Kong Tu, 546 Holderness Road, Hull HU9 3ES. Hull 7911094.

London Silica Atari 400/800 User Club. Richard Hawes, 01-301 1111.

Norwich Atari User Group. Ken Ward, Norwich 661149.

Preston Atari Computer Enthusiasts. Meets at KSC Club, Merriem House, Beach Grove, Ashton, Preston, on third Thursday of month at 7.30pm. Roger Taylor, 0253 738192.

Atom

Liverpool BBC and Atom User Group. Meets at Old Swan Technical College, Room C33 on first Wednesday of month at 7.30pm and at Birkenhead Technical College on third Thursday of month at 7.30pm. Mick Kelly, 051-525 2934 (evenings).

BBC

Laserbug is an international user group for the BBC micro. Paul Barbour, 10 Dawley Rd, Colnbrook, Slough, Berks, 02812 30614.

Beesbug. Sheridan Williams or David Graham at PO Box 50, St Albans, Hertfordshire AL1 2AR.

Bournemouth BBC Micro User Group. Meets at Lansdowne Computer Centre, 5 Holdenhurst Road, Bournemouth on first and fourth Wednesday of month at 7.30pm. Norman Carey, 0202 749612.

Brent Barnet User Group. Meets on last Sunday of month. Joseph Fox, 4 Harman Close, London NW2 2EA.

North London BBC Micro Users Group. Meets at The Prince of Wales, 37 Fortune Green Road, on Tuesdays at 7pm. Dr Leo McLaughlin, Westfield College, University of London, Kidderpore Avenue, London NW3 7ST, 01-435 0109.

Preston area BBC Micro User Group. Meets at Boatmans Arms, Marsh Lane,

Preston, on last Thursday of month.

Duncan Coulter, 8 Briar Grove, Ingol, Preston, Lancashire, 0772 725793.

Witham (NAMEBUG) BBC Micro User Group. Meets at comprehensive school, Witham on second Thursday each month at 7.30pm. Dave Watts 0245 518127 after 7pm.

Comal

London Comal User Group. Meets at Polytechnic of North London, Holloway, second Wednesday of month, term time. John Collins, 75 74111.

Commodore ICPUG

Barnsley. Bob Wool, 13 Ward Green, Barnsley, South Yorkshire, 0226 85084.

Blackpool. Meets at Arnold School, Blackpool, on third Thursday of month. David Jarrett, 197 Victoria Road, Thornton Clevellys, Blackpool FY5 3ST.

Canterbury SE. Meets at the Physics Lab, Canterbury University, on first Tuesday and Wednesday of month. R. Moseley, Rosemount, Romney Hill, Maidstone, 0622 37643.

Carrickfergus. David Bolton, 19 Carrickburn Road, Carrickfergus, Antrim BT38 7ND, 09603 63788.

Cheltenham. Meets at the Cheltenham Ladies College on last Thursday of month at

7.30pm. Alison Schofield, 78 Hesters Way Road, Cheltenham, Gloucester, 0242 580789.

Clyd. John Poole, 6 Ridgway Close, Conna's Quay, Clyd CH5 4LZ.

Corby. Peter Ashby, 215 Winchoy Way, Corby, Northamptonshire, 05363 4442.

Coventry. Meets at Stoke Park School and County College at 7pm on fourth Wednesday of month except July, August, December, Will Light, 22 Ivybridge Road, Stycheale, Coventry, Warwickshire.

Derby. Meets at Derby Professional Colour every other Tuesday at 7pm. Robert Watts, 03322 72569.

Durham. North-East Pet and ICPUG. Meets at Lawson School, Burnley at 7pm second and third Mondays. Jim Cocalis, 20 Worcester Road, Newton Hall Estate, Durham.

Dyfed. Simon Kniveton, 097 086 303.

Hainault. Meets at Grange Remedial Centre, Woodman Path, Hainault, Carol Taylor, 101 Courtlands Avenue, Cranbrook, Ilford, Essex.

Glasgow. Dr Jim MacBrayne, 27 Dairmyre Crescent, Newton Mearns, Glasgow, 041-639 5696.

Gloucester and Bristol Area. Meets at 23 Sheppard Lane, Wotton-under-Edge, Gloucester, on last Friday of month.

Hampshire. Meets at 70 Reading Road, Farnborough, on third Wednesday of month. Ron Geere, 109 York Road, Farnborough, Hants, 0252 542921.

Hertfordshire North. Meets at Provident Mutual Assurance, Purwell Lane, Hitchin, on last Wednesday of month. B Grainger, 73 Minehead Way, Stevenage, Herts SG1 2NS, 0438 727925.

Kilmarnock. Meets at Symington Primary School on first and third Thursday of month at 7pm. John Smith, 19 Brewlands Road, Symington, Kilmarnock KA1 5RW, 0563 830407.

Liverpool. Meets at The Merchant Taylor School for Boys, Crosby, on second

Thursday of month at 7pm. Tony Bond, 27 Ince Road, Liverpool L23 4UE, 051-924 1505.

London. Alan Birks, 135 Queen Alexandra Mansions, Judd Street, London WC1, 01-430 8025.

London North. Barry Miles, Department of Business Studies, North London Polytechnic, Holloway Road, London N7, 01-507 2789.

Norfolk. Peter Pettis, Bramley Hale, Wretton, King's Lynn, Norfolk PE33 9QS, 0366 500692.

Northumberland. Graham Saunders, 22 Front Street, Guide Post, Northumberland.

Slough. Meets at Slough College on second Thursday of month at 7.30pm. Brian Jones, 53 Beechwood Avenue, Woodley, Reading RG5 3DF, 0734 661494.

South-East. Regional Group. Meets at Charles Darwin School, Jail Lane, Biggin Hill, Kent, on third and fourth Thursday of month at 7.30pm. Jack Cohen, 30 Brancaster Road, Newbury Park, Ilford, Essex, 01-587 1229.

South Midlands. Meets at 12 York Street, Stourport-on-Severn on last Thursday of month. M J Merriman at above address.

Staffordshire. 57 Clough Hall Road, Kidsgrove, Stoke-on-Trent.

Teddington. G Squibb, 108 Teddington Park Road, Teddington, Middlesex, 01-977 2345.

Walford. Meets on second Monday of month. Stephen Rabagiatil, c/o Institute of Grocery Dist. Grange Lane, Letchmore Heath, Walford, Herts. 01-779 7141.

Blackmore Pet Blackpool. West Lancashire Pet Users Club. Meets at Arnold School, Blackpool on the third Thursday of month. D Jowett, 197 Victoria Road, East Thornton, Blackpool FY5 3ST.

Southern Users of Pets Association. Howard Pilgrim, 42 Compton Road, Brighton BN1 5AN.

Pet User Group Crawley. Richard Dyer, 33 Parham Road, Ilfeld, Crawley.

Pet Users Education Group. Dr Chris Smith, Department of Physiology, Queen Elizabeth College, Camden Hill Road, London W8 7AH.

UK Pet Users Club. 360 Euston Road, London NW1 3BL.

Pet Users Group. Meets at Polytechnic of North London, Eden Grove, Room 320, on alternate Tuesdays, 6pm. Barry Miles 01-607 2789.

Pet User Club. Margaret Gullford, 818 Leigh Road, Slough Industrial Estate, 0753 74111.

Independent Pet Users Group. 57 Clough Hall Road, Kilspsroge, Stoke-on-Trent, Staffordshire.

Commodore Vic Burnley. John Ingham, 72 Ardwick Street, Burnley, Lancashire.

London. Pet Users Group. Meets on alternate Tuesdays at 8.30pm at Polytechnic of North London, Community Centre. Robin Bradbeer.

Norfolk. J Blair, 7 Beach Road, Cromer, Norfolk, 0263 512849.

Compucolour Caversham. Compucolour Users Group UK. Meets at Community Centre, Caversham Park Village twice a year. Peter Hiner, 11 Pennycroft, Harpenden, Hertfordshire, 05827 64872.

CP/M Irish CP/M Users Group. Meets monthly in Dublin area. Doug Hottle, Gardner House, Ballsbridge, Dublin 4, Dublin 686411.

UK CP/M Users Group. Lesley Spicer, 11 Sun Street, London EC2M 2GD, 01-247 0691.

COSMAC COSMAC Users Group. James Cunningham, 7 Harrowden Court,

Harrowden Road, Luton, Bedfordshire, 0582 423934.

Digital Equipment Digital Equipment Users Society. The Secretary, PO Box 53, Reading, Berkshire, 0734 387725.

Dragon Brixham Dragon Owners Club. Meets at Computer Systems (Torbay), Pump Street, Brixham, every Saturday at 2.30pm. Ian Chipperfield, 22 Brookdale Court, Brixham, Devon, Brixham 59224.

Education Birmingham. Education ZX80/81 User Group. Eric Deason, Highgate School, Balsall Heath Road, Highgate, Birmingham B12 9DS.

Birmingham. MUSE. National body for co-ordinating activity in schools, colleges. Lorraine Boyce, MUSE Information Office, Westhill College, Woolley Park Road, Birmingham, 021-471 3723.

Dublin. Computer Education Society of Ireland. Dairmuir McCarthy, 7 St Kevins Park, Kilmacud, Blackrock, Co. Dublin.

Middlesex. Educational Users Group. Offshoot of National TRS-80 Users Group. Dave Fletcher, Head Teacher, Beaconsfield First and Middle School, Beaconsfield Road, Southall, Middlesex.

Worcestershire. Mini and Microcomputer Users in Education. National organisation. R Trigger, 48 Chadote Way, Catshill, Bromsgrove, Worcestershire B61 0JT.

Forth Forth Users Group. David Husband, 2 Gorleston Road, Branscombe, Poole, Dorset BH12 1NW, 0202 764724.

Forth Interest Group UK. Meets at Room 408, South Bank Polytechnic on the first Thursday of month. K Goldie-Morrison, 15 St Albans Mansion, Kensington Court Place, London W8 5QH, 01-937 3231.

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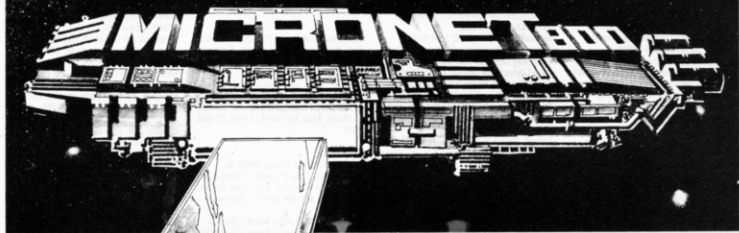
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- Forum**
Forum 80 Users Group. Frederick Brown, 421 Endike Lane, Hull HU6 8AG.
- FX-500-P Users Association.** Max Francis, 38 Grymsdyke, Great Missenden, Buckinghamshire HP16 0LP.
- Genealogists**
Society of Genealogists Computer Interest Group. Anthony Camp, 01-373 7054.
- Intel MDS**
UK Intel MDS Users Group. Lewis Hard, c/o S.P.A.C.E., The Old Coach House, Court Row, Upton-on-Severn, Worcester WR8 0NS.
- Ithaca Audio I100**
Ithaca Audio I100 Users Group. Dave Weaver, 41 Dore Avenue, North Hykeham, Lincoln LN6 1LN.
- Jupiter Ace**
Jupiter Ace Users Group. John Noyce, Remsoft, 18 George Street, Brighton BN2 1RH.
- Mattel**
Mattel Intellivision TV Game Group. Warrington G6215 after 4pm.
- Medical**
Durham. Primary Health Care Group, Dr Alastair Malcolm, British Computer Society, Cheyney Park Medical Centre, Belmont, Durham, 0385 64282.
London. Medical Micro Users Group, Medicom, 1-2 Hanover Street, London W1.
Middlesex. TRS-80 Medical and Laboratory Users, Dr Robinson, The Residency, Northwick Park Hospital, Harrow, Middlesex.
Nascom
Berkshire. Nascom Thames Valley User Group, Meets at Frogmore Hotel, Windsor, on Thursday fortnightly, 8pm. Mike Rothery, 37 Eaton Wick Road, Eton Wick, Windsor, Berkshire, Windsor 56106.
Birmingham Nascom User Group. Meets at Davenport's Social Club, Granville Street, Birmingham on the last Thursday of month, 8pm. Martin Sidebottom, 021-744 3093.
International Nascom Microcomputer Club. 80 Oakfield Court, Sycamore Road, Amersham, Buckinghamshire HP6 5E.
Merseyside Nascom User Group. Meets at Mona Hotel, St James Street, Liverpool, on the first Wednesday of month, 7.30pm. Mr T Searle, 051-526 5256.
- Newbrain**
Wakefield Independent Newbrain User Group. Anthony Hodje, 15 St John's Court, Wakefield WF1 2RY.
- Ohio**
Ohio Scientific User Group. Tom Graves, 19a West End, Street, Somerset, 0458 45359.
- Oric**
Oric Owners Group. Paul Kaufman, 3 Club Mews, Ely, Cambridgeshire.
- Osborne**
British Osborne Owners Group. J. Angless, Flat 19, Rowan House, Milton Road, Handsworth, Birmingham B20 2JR.
- OSI**
OSI UK User Group. Richard Elen, 12 Bennerley Road, London SW11 6DS.
- Pascal**
Pascal User Group. Nick Hughes, PO Box 52, Pinner, Middlesex HA5 3FE.
- PDP**
Buckinghamshire. PDP8 User Group, Nigel Dunn, 21 Campion Road, Widmer End, High Wycombe, Buckinghamshire, 0494 714483.
Hertfordshire. PDP11 User Group, Pete Harris, 119 Carpenter Way, Potters Bar, Hertfordshire EN8 50G, 0707 52091.
- Pilot**
UK Pilot User Group. Alec Wood, Wirral Grammar School for Boys, Cross Lane, Bebington, Wirral, Merseyside L63 3AQ.
- Prestel**
ACC National Prestel Committee. Administrators Club Spot 800 (hobbyists on Prestel), Rupert Stevie, St John's College, Oxford OX1 3JF.
- Research Machines**
Birmingham. Research Machines 3802, Peter Smith, Birmingham Educational Computing Centre, Camp Hill Teachers Club, Stafford Road, Birmingham.
Leamington Spa. West Midlands RML User Group, Spencer Instone, c/o 59 Avenue Road, Leamington Spa.
Newcastle. NERMIL 3802 User Group. Meets monthly at Micro-Electronics Education Centre of the Polytechnic Coase Lane Campus. Mr Hatfield or Mr Reed, Computer Unit, Northumberland Building, Newcastle Polytechnic, 0632 326002.
Oxford. Research Machines National User Group, RML, Mill Street, Osney, Oxford OX2 0BW, 0865 249866.
Oxford. Research Machines Ltd National User Group, M D Fisher, PO Box 075, Oxford OX4 1EY.
- Sharp M280**
Aberdeen. International Sharp Users Group, Graham Knight, c/o Knights Computers, 108 Rossmount Place, Aberdeen, 0224 630526.
Essex. Sharp M280K User Group, Joe Street, 16 Elmhurst Drive, Hornchurch, Essex RM11 1PE.
Leeds. Sharp PC1211 Users Club, Jonathan Dakyne, 281 Lidgett Lane, Leeds LS17 3AQ.
Somerset. Sharp M280 Users Club, Tim Powell, Computer Centre, Yeovil College, Yeovil, Somerset BA21 4AE.
- Sinclair**
Brighton. ZX Users Group, J Ireland-Hill Jnr, 145 Godwin Road, Hove, Brighton.
Aylesbury. Sinclair ZX Computer Club, Ken Knight, 0296 5181.
Colchester. Sinclair User Group, Meets fortnightly, Richard Laws, 102 Preytabley Road, Colchester, Essex.
Cardiff. ZX Club. Meets on last Sunday of month, 2pm. Mike Hayes, 54 Oakley Place, Grangetown, Cardiff, 0222 371732.
Edinburgh. ZX. Meets at Claremont Hotel, Claremont Crescent, Edinburgh, on second and fourth Wednesdays every month, 7.30pm. John Palmer, 56 Meadowfield Drive, Edinburgh, 031-661 3183.
- Glasgow.** ZX80/81 User Group, Ian Watt, 10 Greenwood Road, Clarkston, Glasgow, 041-638 1241.
Liverpool. ZX Computer Club. Meets at ZX Computer Centre, 17 Sweeting Street, Liverpool, on Wednesday, 6.30pm. Keith Archer, 051-260 4950.
London. National ZX User Club, Tim Hartnell, Interface, 44-48 Earls Court, London W5.
London. Sinclair User Group. Meets at Polytechnic of North London, Room 2-5 Tower Block, Monday, 6.30pm. Irving Brand, Polytechnic of North London, Holloway Road, London.
ZX Spectrum Club. D Beattie, 63 Kingsley Crescent, Sawley, Long Eaton, Nottingham NG10 3DA.
Staffordshire. ZX80 National Software Association, 15 Woodlands Road, Wombourne, Staffordshire WV5 0JZ.
Suffolk. ZX Amateur Radio User Group, Paul Newsum, 3 Red House Lane, Leiston, Suffolk, SAE essential. No telephone inquiries.
Surrey. Guildford ZX80/81 Users Group. Meets Fridays, A Bond, 54 Farnham Road, Guildford, Surrey GU2 5PE, 0483 62035.
Surrey. ZX80/81 User Club, David Bigden, PO Box 159, Kingston-upon-Thames, Surrey KT2 5JQ.
West Sussex. Hassocks ZX Micro User Club, Paul King, 25 Fir Tree Way, Hassocks, West Sussex.
- Sirius**
Sirius User Group. Ray D'Arcy, Sirius User Club, The Microsystems Centre, Enterprise House, 7-71 Gordon Street, Luton, 0582 412215.
- 68XX**
68XX Special Interest Group. Tim Turner, 63 Millais Road, London E11 4HB, 01-558 3681.
- Software**
London. Software Group, Meets at Polytechnic of North London, Room 2-3 Tower block Thursday, 6pm. Mike Duck at Polytechnic of North London, Holloway, London N7.
Oxford. Program of the Month Club, Mr Durrant, 55 St Thomas Street, Oxford OX1 1JG, 0855 250333.
- Sorcerer**
Liverpool European Sorcerer Club. Monthly meetings, Colin Marie, 32 Watchyard Avenue, Formby, near Liverpool L37 3JU, 07048 72137.
Surrey. Exidy Sorcerer User Group, Andy Marshall, 44 Archurs Bridge Road, Woking, Surrey GU21 4NT.
- Spreadsheet**
International Electronic Spreadsheet Users Group. UK Alpha House, 7th Floor, Rowlandsway, Manchester M22 5RG.
- Tangerine**
Avon. Tangerine Users Group, Bob Green, 1 Marlborough Drive, Worle, Avon, 0934 21315.
Bristol. Tangerine Homebrew, A Coales, 35 Mogg Street, St Werburghs, Bristol BS2 9UB.
- Texts Instruments**
Leeds. T1994-A User Group, Meets at 30 Gipton Wood Road, Leeds 8, Mondays 7pm, 1 Youlden, 0532 401408.
Manchester. T1 User Group, T Grimshaw, 21 Allingham Street, Longsight, Manchester.
Manchester. T1990 User Group, Chris Cadogan, Department of Computer Science, University of Manchester M13 9PL.
- Trilon**
Trilon User Group. Nigel Stride, Transam Ltd, 12 Chapel Street, London NW1, 01-402 8137.
- TRS-80**
Birmingham. National TRS-80 User Group. Meets at Adam & Eve Pub, 1st Floor, Bradford Street, Birmingham on last Friday of month. Michael Gibbons, 1 New Street, Castle Bromwich, Birmingham B38 9AP, 021-747 2260.
Chelmsford. TRS-80 User Group, Michael Dean, 22 Roughmonds, Galleymood, Chelmsford, Essex.
Durham. North East TRS-80 User Group. Meets at Information Technology Centre, Gateshead on the third Wednesday of month, 7pm. J Dunn, 8 Ectry Terrace, North Gateshead, County Durham.
Edinburgh. Scottish TRS-80 and Genie User Group. Meets at Mansion House Hotel, Milton Road, second Thursdays of month, Dick Mackie, 3 Warrander Park Crescent, Edinburgh EH10 1DX, 031-229 6032.
Isle of Wight. TRS-80 User Club. Meets at London Hotel, Ryde on last Friday of month, 7.30pm. Sean Coulson, 0903 41586.
Kent. TRS-80 User Group, Alan Reid, 22 Woodeys Road, Rainham, Kent, 0634 367012.
London. Northwest TRS-80 User Group. Meets at Barton Aero Club, Barton Aerodrome, Iram, near Manchester on last Wednesday of month, 8pm. Sub group meets at Crown Hotel, Backstairs Street, on first and third Monday of month, Melvin Franklin, 40 Cowles, Westthorpe, Bolton, Lancashire.
Liverpool. UK DOSPLUS User Group, Peter Toothill, 101 Swanside Road, Liverpool L14 7NL, 051-220 9733.
Liverpool. Merseyside TRS-80 Video Genie User Group. Meets second Thursday of month, 7.15pm, Peter Toothill, 101 Swanside Road, Liverpool L14 7NL, 051-220 9733.
London, SW. TRS-80 User Group, Ron Everitt on 01-394 2123.
Merseyside. TRS-80 User Group, N Rushton, 123 Roughwood Drive, Northwood, Kirby, Merseyside.
Milton Keynes. National TRS-80 and Genie User Group, Brian Pan, 24 Oxford Street, Stony Stratford, Milton Keynes.
London. TRS-80 Genie Group. Meets at Central Common Room, The Residency, Northwick Park Hospital on first Sunday of month, Dr Nick Robinson, Central Room, The Residency, Northwick Park Hospital.
Northants. TRS-80 User Group. Meets at Welwyn Park Community Centre on alternate Thursdays at 7pm. Neil Griffiths, 0858 65718.
Nottingham. East Midlands TRS-80 User Group, Mike Costello, 15 Langbank Avenue, Rise Park, Nottingham NG5 5BU, 0602 751753.
- Colour Genie**
National Colour Genie User Group. Marc Leduc, 46 Highbury Avenue, Nottinghamshires NG6 90B.
- UCSD**
Hants. UCSD System Users Society, John Ash, Dixoll Data Systems Ltd, Bond Close, Kingsland Estate, Basingstoke, Hants RG2 0QB.
Oxford. UCSD Pascal UK Users Group, Malcolm Harper, Oxford University Computing Laboratory Programming Research Group, 45 Banbury Road, Oxford OX2 6PE.
- CUA**
CUA User Group. Adrian Waters, 9 Moss Lane, Romford, Essex.
- 6502**
Bedfordshire. 6502 User Group, Walter Wallenborn, 21 Argyll Avenue, Luton, Bedfordshire LU3 1EG, 0582 26927.
Hants. 6502 User Group (Southern Region), Steve Cole, 70 Sydney Road, Gosport, Hants.

Remember

Let us know about your micro club or user group so we can be sure the information printed here is up to date. Drop a card to Wendie Pearson, Listings Editor, at Personal Computer News, 62 Oxford Street, London W1A 2HG, or give her a call on 01-636 6890.

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Issue 1, March 11-18.
Pro-Tests: Apple's Lisa, Teket T8000; Spectrum speech synthesizer; Apple printer; Commodore network; 3D on spectrum; graphics package for Apple and IBM; BBC graphics system.
Features: computer chess, Occam parallel processing language, Victorian function keys.
ProgramCards: Towers of Braham (Pascal), Biorhythm (Apple II), Roman Year (Apple II), Shape Utility (Apple II).
Gameplay: Darts, Soccer (Atari); Castle of Rodas (BBC Model B); Pimania (Spectrum); Fight Simulator (IBM PC).
Databases: micros and peripherals.

Issue 2, March 18-25.
Pro-Tests: Toshiba T100, Casio PB100, ZX81 Basicare, Vic speech synthesizer; Petrosquad network; IBM graphics; BBC word processing.
Features: Colecovision, micro backgammon, nursery computing.
Gameplay: Ultima II (Apple), Triforce (ZX81), Stargazer (Vic 20), Hungry Horse (Spectrum).
ProgramCards: String editor (Spectrum), Analogue Clock (BBC Model B), Chart generator (Spectrum), String extract/replace.
Databases: full software listings.

Issue 3, March 25-April 1.
Pro-Tests: TI Professional, Apple speech synthesizer, Faq40 printer, IBM keyboard, Petrosquad compiler, Sirius toolkit, Dragonalc.
Features: Atom upgrade, Lynx programming, Apple music.
Gameplay: Mangrove (Vic 20), Mutant Hero (Vic 20), Competitor (Dragon), Patience (Spectrum), Noughts and Crosses (Dragon), Great Brian Ltd (Spectrum), Xylo (IBM PC).
ProgramCards: Magnify (Spectrum), Spider (Vic 20), Firing Range (BBC).
Databases: micros.
Micropaedia: Anatomy of the BBC, part 3.

Issue 4, April 1-8.
Pro-Tests: Pood Piper Communicator, Olympia ESW3000 printer, Namal Superfaktel, Commodore Calcutest, Spectrum Pascal, Cashbook (BBC).
Gameplay: Dark Crystal (Apple II), St George (Dragon), Wizard War (Dragon).
ProgramCards: Fruit Machine (C64), Tramsmith (Oric), Array Editor.
Databases: peripherals.
Clubset: Clubs and user groups.
Micropaedia: Go Forth, part 1.

Issue 5, April 8-15.
Pro-Tests: Commodore 700, Ikon Hobbit, I-2-3 (IBM), ZX81 machine code.
Features: speech packs, monitors, Gameplay: Grand Prix (Dragon), Derby Day (Spectrum), Deadline (Apple).
ProgramCards: Wacky Racers (Oric), Fruit Machine (C64), Parse Integer.
Databases: Software.
Clubset: full list of user groups.
Micropaedia: Go Forth, part 2.

Issue 6, April 15-22.
Pro-Tests: Tycos Microframe, IBM PC, Scorpio DKS, Dragon sound module, ZX81 graphics, Bottom Line Strategist (CP/M), Printer/Clip word processor.
Features: IBM PC, DKS, BBC word processing, PC-1251.
Gameplay: Mined Out (Spectrum), Transylvania Tower (Spectrum), Lunar Leaper (Apple II), Evolution (Apple II).
ProgramCards: Wacky Racers (Oric), Mortgage Computer (Sharp MZ80K), Computer Set Up (BBC), Day of War.
Databases: micros.
Micropaedia: Graphics, part 1.

Issue 7, April 22-29.
Pro-Tests: Mattel Aquaplan, Epson FX80, Olivetti APHJ, Log on Spectrum, Vic 20 assembler, Supergraf on Victor/Sirus.
Features: Dealer support, Atari graphics.
Gameplay: Krakki (ZX81), Cruising On Broadway (Spectrum), Kaktra (Vic 20), Fantastic Voyage (ZX81).
ProgramCards: CBM controls, Compuser Set Up (BBC), Wacky Racers (Oric), Julian Dates.
Databases: Peripherals.
Micropaedia: Graphics part 2.

Issue 8, April 29-May 6.
Pro-Tests: Atari Home Files Manager, Kobra's Vic Stat for the Vic 20, Hexstar's Accounts for the Spectrum, Epson RX80 printer, NCR's Decision Mate V, Future Computer 2000.
Features: Micronet, Compact programming on the T109-4A.
Gameplay: Harvest (Vic 20), Strategic Command (Dragon 32), A first Book of Micro Rhythms (BBC), Telling the Time/Money (Spectrum).
ProgramCards: Program Indexer (BBC B), CBM Database cards 1-4, Sort/Extract.
Databases: software.

Issue 9, May 6-13.
Pro-Tests: Structured Basic on the Apple, Pixel Power on the Vic 20; Star DP510 printer; Dams and Interop interfaces for Commodore 64; Micro-Professor.
Features: BBC function keys, Atari word-processing part 1.
Gameplay: Dungeons of Intrigue (Oric), The Castle (Oric), Starship Command (BBC B), Dragon Trek, Nowotnik Puzzle (Spectrum).
ProgramCards: Lower case (Dragon 32), CBM database cards 5-6, Monster, Spectrum, Wildcard Search (MBasic).
Databases: hardware.
Micropaedia: Graphics, part 4.

Issue 10, May 13-20.
Pro-Tests: Infomast on Commodore 64, Dragon Mace, MC202 and CM200 music synthesizers (Apple), Priority directly coupled modem; Epson QX10.
Features: ZX81 graphics part 1; Atari word-processing part 1.
Gameplay: Rescue (Spectrum), Dictator (Spectrum), Roman Empire (Spectrum), Choplifter (Vic 20), Skyhawk (Vic 20).
ProgramCards: Union Jack (Lynx), Escape (Spectrum), CBM Database cards 7-8, Evaluate (MBasic), Formula (BBC B).
Databases: peripherals.
Micropaedia: Graphics, part 5.

Issue 11, May 20-26.
Pro-Tests: BBC Vulfie, PFS File for IBM, Apple Pascal printer controller, Peckard Joystick Controller for ZX81 and Spectrum; CMI Computer Board.
Features: ZX81 graphics part 2, Base on the Sharp MZ80K.
Gameplay: Motor Mania (Commodore 64), Oric Flight, BBC Music Synthesiser, Music Maker (Spectrum), Embassy Assault (Spectrum), Tok (Commodore 64).
ProgramCards: Home Ward Bound (ZX81), Connect Four (Dragon 32), CBM Database cards 10-11 and Micropaedia: keyboards.

Issue 12, May 27-June 2.
Pro-Tests: Spectrum word processor, PFS Report on IBM, Fake Handling for Colour Genie; CTI CP80 type 1 printer, TG Trackball; Sound ME.
Features: Epson Basic, Oric sound part 1, Tandy Colour graphics.
Gameplay: Mad Martha (Spectrum), Frenzy (Spectrum), Headbanger (Spectrum), Oric roundup.
ProgramCards: Election Board (Commodore 64), Memory Utility (BBC B), March (Spectrum).
Databases: Hardware.
Clubset: clubs (Cambridge Micro-computer Club special).
Micropaedia: Disk Drives, part 1.



Issue 13, June 3-9.
Pro-Tests: Tekewriter for Dragon 32, Aberforth Fort for Spectrum, GIPS graphics processing system for Apple II+, joystick, rulers, Apple Features: Dragon meets Tandy, Oric music part 2, transferring Base for Colour Genie and Genie 1.
Gameplay: Everest Ascent (Spectrum), Colour Gaze roundup, Micro Maze (Apple II), Oric (Atari).
ProgramCards: Cupid (Oric), Alien (Dragon 32), Time Bomb (Atari).
Databases: peripherals.

Issue 14, June 10-15.
Pro-Tests: Apple Accelerator II board, Modula-2 (Apple II), Oric-Basic, Joystick Control Unit B6, Kempston Centronics Interface, BBC Speech Synthesiser.
Features: Newbrain Basic part 1, Sirius design.
Gameplay: Ad Didhams (Spectrum), Monopole (Commodore 64), New Brain (Commodore 64), Dragon drams.
ProgramCards: Time Bomb (Atari), Sheep Drive (BBC B).
Databases: Software.
Micropaedia: Spectrum, Part 1

Issue 15, June 16-22.
Pro-Tests: Coma S5, Address Manager (Spectrum), Sytes (Commodore 64), MST Database (Epson HX-20), Voice Input Modem (Apple II).
Features: Newbrain Basic part 2, Genie scene.
Gameplay: Cleared for Landing, Playing the Ace (Apple II), Valures, Star Jammer (Dragon 32).
ProgramCards: Mover (BBC B), Sprite Clock (Commodore 64), Pirate Island (Atari), 3 of 9, Micro-mind (Colour Genie), Breakout (Dragon 32).
Databases: Hardware.
Micropaedia: Spectrum, part 2.

Issue 16, June 23-June 29.
Pro-Tests: Atari v. Acorn, word processing for the Commodore 64, Simplifile (CP/M), MPF-II printer, Z80 Pack for BBC.
Features: ZX81 Maths, US mail order, Atari graphics.
Gameplay: Computer Scramble (Spectrum), Education (BBC), Horace and Spiders (Spectrum), Catcha Soutaha (Vic 20).
ProgramCards: Video Tiler (TI994A 3 of 6), Bowling (Spectrum), Pirate Island (Atari) cont.
Databases: Peripherals.
Micropaedia: Spectrum, part 3.

Issue 17, June 30-July 6.
Pro-Tests: Duet-16, The Organizer (CP/M), Trace and ZX Test (Spectrum), Juki 6100 daisy wheel, Video Ultra Term (Apple II).
Features: Leaving part 1, Atari screen action.
Gameplay: Oric chess, Grand Master (Commodore 64), Escape from Orion (BBC), Jet Pac (Spectrum), The Ring of Darkness (Dragon 32), Spectrum specialise.
ProgramCards: Video Tiler (TI994A cont), Pirate Island (Atari) cont, Word processor (BBC).
Micropaedia: Sound, part 1, Database.

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DATABASICS

This week PCN Databasics lists a selection of add-ons for your micro. PCN keeps you up to date in three-week cycles, listing peripherals, then software, followed by micro.

Printers are best categorised by print-head type. The two most common methods of transferring type to paper are the **Dot matrix** and **Daisywheel** techniques.

A dot matrix printer uses a row of pins which are programmed to strike the paper through a ribbon and form the character as a pattern of dots.

The daisywheel acts more like a conventional typewriter. The character set being pre-formed on a wheel with each character on a separate spoke. As the impinging-globe wheel rotates it's struck by a hammer to form the character impression.

Dot matrix printers tend to be faster than daisywheel but offer lower print quality.

In selecting a printer, make sure the **interface** on your computer is compatible with those available as standard or at extra cost on the printer.

The **⊕** sign means the interface is included in the price; ⊖ means you have a choice of interfaces included in the price; + means the interface will cost extra.

Max Baud rate indicates the approximate characters-per-second rate as they are fed into the printer.

The **buffer** stores characters sent by the computer. The printer can take characters in chunks, at a rate quicker than they are able to be printed, sometimes allowing the computer to be freed for further use.

Lines per inch indicates the maximum number of lines printed in a vertical inch. **Characters per inch** can be varied on some printers as the typesizes themselves can be adjusted.

Maximum print speed as indicated by the manufacturer tends to be a little optimistic. **Maximum print positions** tells you the optimum number of characters that can be printed in one line by the smallest character size on the printer. **Maximum paper width** is the widest paper the printer can take.

Size represents the space the printer takes up on a desk top. The **weight** of the printer is given in kilograms.

Maximum copies indicates the number of carbon copies that can realistically be produced at one time.

Underlining puts a line under characters while **bold type** thickens the characters to make them stand out. **True descenders** indicate that the print method allows for fully formed tails on letters such as p, q or g.

Proportional spacing puts the same space between characters whether they are a long 'm' or a short 'i'. **Block graphics** builds up pictures using rectangular blocks, while **High Resolution Graphics** uses smaller dots. **Bidirectional** means the printer can save time by printing left to right and then doing the next line backwards right to left. Similarly, **Logic Seeking** enables the machine to save more time by printing the short lines without sweeping over the whole width of the page.

Feed methods comprise **fanfold** which uses continuous stationery sheets folded road-map style drawn into the printer by a tractor mechanism. The tractor cog fits into holes in the fanfold paper and takes the paper past the printer mechanism. **Roll** is a roll of paper that feeds into the printer, usually using **friction feed** where the paper is gripped between two rollers, typewriter-style. **Cut sheet** indicates the printer uses single sheets like a typewriter.

Distributor: to find which company distributes a particular add-on, use the code listed in this column to refer to the distributor table. The table is at the end of the listings, and gives the distributor's name and telephone number.

PERIPHERALS

Model	Price	Printed type (M = matrix)	Interfaces at extra cost (⊕)	Others (⊖)	Max baud rate	Buffer Memory Size (in characters)	Lines per inch	Characters per inch	Max print Speed (CPS)	Max print positions	Max paper width in inches	Size (base area in cm)	Weight (in kgs)	Max Copies	Underlining	Bold Type	Proportional Spacing	Block Graphics	High Resolution Graphics	Bi-Directional	Logic Seeking	Frn Fold	Cut Sheet	Tractor	Fanfold	Distributor
Adler TRD 170	£353	Daisywheel	●	○	9600	256	6.8	10, 12, 15	17	198	15.5	58×37	13	6	●	●	●	●	●	●	●	●	●	●	T2	
Anadex DP 9000A	£1,397	M 7×9, 9×9	●	○	9600	2700	6.8	10, 12.5, 15, 16.7	200	106	9.5	40.9×57	13.6	6	●	●	●	●	●	●	●	●	●	●	T1	
Anadex DP 9001A	£1,397	M 7×9, 11×9	●	○	9600	2700	6.8	10, 12.5, 15, 16.7	200	132	9.5	40.9×57	13.6	6	●	●	●	●	●	●	●	●	●	●	T1	
Anadex DP 9500	£1,397	M 9×9	●	○	9600	2700	6.8	10, 12, 13, 3	200	176	15.5	39×59.9	16	6	●	●	●	●	●	●	●	●	●	●	T1	
Anadex DP 9500A	£1,397	M 7×9, 9×9, 13×9	●	○	9600	2700	6.8	10, 12, 13, 3	200	176	15.5	40.9×70.3	16	6	●	●	●	●	●	●	●	●	●	●	T1	
Anadex DP 9500L	£1,295	M 7×9, 9×9	●	○	9600	700	6.8	10	150	132	15.5	39×59.9	16	6	●	●	●	●	●	●	●	●	●	●	T1	
Anadex DP 9501	£1,397	M 7×9, 11×9	●	○	9600	700	6.8	10, 12.5, 15, 16.7	200	220	15.5	39×59.9	16	6	●	●	●	●	●	●	●	●	●	●	T1	
Anadex DP 9501A	£1,397	M 7×9, 11×9	●	○	9600	2700	6.8	10, 12.5, 15, 16.7	200	220	15.5	40.9×70.3	16	6	●	●	●	●	●	●	●	●	●	●	T1	
Anadex DP 9502A*	£1,489	M 7×9, 9×9, 13×9	●	○	9600	1500	6.8	10, 12.5, 15, 16.4	200	216	15.5	40.9×70.3	16	6	●	●	●	●	●	●	●	●	●	●	T1	
ASP 3520	£2,616	M up to 18×20	○	○	19200	4500	6.8, 12, 16	10, 12, 16, 7	285	220	15.5	46.7×74.9	25	6	●	●	●	●	●	●	●	●	●	●	M1	
Brother HRH	£377	M 9×7, 9×9	○	○	9600	80	6.8	10, 12, 16.5	180	217	14	61.5×40.5	19	6	●	●	●	●	●	●	●	●	●	●	J1	
Canon AP400	£747	Daisywheel	○	○	9600	2000	4.5, 6	10, 12, 15	35	198	16.5	38.1×71.2	16	8	●	●	●	●	●	●	●	●	●	●	D1	
Centronics 1594	£1,140	Daisywheel	●	○	19200	4000	4.6, 8	10, 12, 15	25	197	15.5	50.8×48.2	18.5	6	●	●	●	●	●	●	●	●	●	●	B1	
Centronics 1594A	£962	M 9×7	○	○	9600	768	6	5.8, 18, 10, 16, 36	150	80	10	38.1×35.5	10	5	●	●	●	●	●	●	●	●	●	●	B1	
Centronics 1504	£962	M 9×7	○	○	19600	768	6	10, 12, 16, 36	150	132	9.5	38.1×35.5	9.1	3	●	●	●	●	●	●	●	●	●	●	R1	
Centronics 1524	£788	M 9×7	○	○	19600	708	6.8	10, 12, 16.5	150	217	9.5	38.1×35.5	9.1	3	●	●	●	●	●	●	●	●	●	●	R1	

Make & Model

PRINTERS

PRINTERS

Price inc. VAT	Printed type (M = matrix)	I-EE	Cartridges	INTERLACES (inc. in price, ○ = options at extra cost (-))		Max. dot rate	Buffer Memory Size (in characters)	Lines per inch	Characters per inch	Size (Data area in cms)	Weight (in kgs)	Max. copies	Underting	Roll type	Proportional Spacing	High resolution Graphics	St. Desktop	Logic Sealing	Feed Method			
				Others (+)	Others														R232	Zones	Car Sheet	Car Sheet
£1,259	Thermal 7x5	●	●	9600	256	6	10,17	120	80	8.5	40.6x15.24	8.5	1	●	●	●	●	●	●	D5		
Texas Instruments 810	M 9x7	+	●	9600	256	6.8	5.8,10,16.5	150	132	15.5	66.4x50.8	25	9	●	●	●	●	●	●	D5		
Texas Instruments 820	M 9x7	○	●	9600	2000	6.8	5.8,10,16.5	150	218	15.5	64x45.7	40	5	●	●	●	●	●	●	D5		
Texas Instruments 840	M 9x9	●	●	9600	256	6.8	10,16.5	75	220	15	57.6x43.2	11.3	3	●	●	●	●	●	●	R1		
TRD 1705	Daisywheel	○	○	19200	256	6	10,12,15	17	132	15.5	50.8x33	13	6	●	●	●	●	●	●	T2		
Tooshba T1350	M	○	○	9600	256	6	10,12	192	192	15.5	55x38	19.9	3	●	●	●	●	●	●	T4		
Walters WM2000	M 9x9	+	+	19200	750	6.8,12	5.6,6.8,9.3,13.1,16.6	128	132	12	43.9x33.5	12	4	●	●	●	●	●	●	W1		
Walters WM4000	M 9x9	+	+	19200	1500	6.8,12	5.6,6.8,9.3,13.1,16.6	150	220	15	63x39	13	5	●	●	●	●	●	●	W1		
ZA Printer	Electrical	●	●	1	N/A	N/A	9	50	32	4	14x4.8	N/A	1	●	●	●	●	●	●	S5		

MONITORS

These have been split into **colour** and **monochrome**. **Screen size** is a diagonal measurement in inches. Nearly all monochrome monitors accept a **composite video** signal from the computer and most computers are equipped with composite video output. Colour monitors feature a wider range of **signal** systems than mono and it is important to match the output of your computer to the input of the monitor. **Mono tint** refers to the colour of the text on a mono monitor. **Audio channel** will enable sound to be output from a speaker inside the monitor. **Mono tint** refers to the colour of the text on a mono monitor. Some monitors come with an **anti-glare filter** to reduce operator discomfort. **Band width** refers to the frequency range of signals to which the monitor can respond in Hertz/Hz. **Dot resolution** indicates the number of dots which can be displayed across the screen. The more dots, the sharper the picture. **Dimensions** indicates the area the unit occupies on the desktop.

Price inc. VAT	Screen size (in inches)	Modulated PAL	TTL RGB	75 Ohm Input	32 bit bit TTL	Audio channel	Anti-glare filter	Band width (in MHz)	Dot resolution	Dimensions (cms)	Weight (kilo)	Distributor
£300	14	●	●	●	●	10	600	37 x 42	10	C4	C4	
Crofton C1401												
HM 2713	£3,120	13	●	●	●	25	720	54 x 40	36	B1	B1	
HM 2719B	£2,553	19	●	●	●	25	960	50 x 49	46	B1	B1	
HM 2719C	£3,042	19	●	●	●	25	960	50 x 49	46	B1	B1	
HM 3619	£3,548	19	●	●	●	45	1280	50 x 44	48	B1	B1	
Mon Cub 1431-TTL	£286	14	●	●	●	7	565	65x57.5	11.5	S6	S6	
Mon Cub 1436	£316	14	●	●	●	7	565	65x57.5	11.5	S6	S6	
Mon Cub 1439	£339	14	●	●	●	7	565	65x57.5	11.5	S6	S6	
Mon Cub 1441	£346	14	●	●	●	15	595	65x75	11.5	S6	S6	
Mon Cub 1445	£333	14	●	●	●	15	895	65x75	11.5	S6	S6	
Mon Cub 1448	£264	14	●	●	●	15	895	65x75	11.5	S6	S6	
Mon Cub 1451-TTL	£430	14	●	●	●	10	653	65x57.5	11.5	S6	S6	
Mon Cub 1455	£483	14	●	●	●	10	653	65x57.5	11.5	S6	S6	
Mon Cub 1459	£459	14	●	●	●	10	653	65x57.5	11.5	S6	S6	
Mon Cub 2031-TTL	£344	20	●	●	●	7	565	65x57.5	11.5	S6	S6	
Mon Cub 2035	£431	20	●	●	●	7	565	65x57.5	11.5	S6	S6	
Mon Cub 2036	£390	20	●	●	●	7	565	65x57.5	11.5	S6	S6	
Mon Cub 2039	£371	20	●	●	●	7	565	65x57.5	11.5	S6	S6	

COLOUR MONITORS

Price inc. VAT	Screen size (in inches)	Modulated PAL	TTL RGB	75 Ohm Input	32 bit bit TTL	Audio channel	Anti-glare filter	Band width (in MHz)	Dot resolution	Dimensions (cms)	Weight (kilo)	Distributor
Make & Model												
AVT DM 210G	£138	12	●	●	●	12	750	30.8x29.6	9.5	L1	L1	
EG 101	£77	12	●	●	●	8	700	37.5x29	8	L1	L1	
EG 100	£91	12	●	●	●	8	700	37.5x29	8	L1	L1	
LEDM 091D	£99	9	●	●	●	8	750	22x24	5.4	L1	L1	
LEDM 0910	£121	9	●	●	●	8	750	22x24	5.4	L1	L1	
Luxor 10	£212	10	●	●	●	22	625	N/A	8	P1	P1	
Luxor 15	£283	15	●	●	●	22	625	N/A	13	P1	P1	
M9	£131	9	●	●	●	15-22	650	22.4x25.7	5.7	P1	P1	
M12	£144	12	●	●	●	15-22	800	29 x 30	9.3	P1	P1	
Novex	£114	12	●	●	●	12	750	N/A	N/A	P1	P1	
N12 1003	£112	12	●	●	●	24	800	23x26.5	7	C4	C4	
Prince	£126	12	●	●	●	24	800	33x50	7	C4	C4	
PM 102	£126	9	●	●	●	24	800	22x28	7	C4	C4	
PM 1201	£138	12	●	●	●	24	800	33x50	7	C4	C4	
Zenith ZVM121	£99	12	●	●	●	15	N/A	29x29	6.5	P2	P2	

MONOCHROME MONITORS

Price inc. VAT	Screen size (in inches)	Composite video	Audio channel	Mono tint	Anti-glare filter	Band width (in MHz)	Dot resolution	Dimensions (cms)	Weight (kilo)	Distributor
Make & Model										
Mon Cub 5051-TTL	£646	20	●	●	●	10	940	65x57.5	11.5	S6
Luxor Digital	£574	14	●	●	●	25	800	N/A	15.7	P1
Luxor Linear 1	£597	14	●	●	●	25	800	N/A	15.7	P1
Luxor Linear II	£843	14	●	●	●	25	800	N/A	15.7	P1
Microtech 14	£402	14	●	●	●	18	585	33.7 x 40.8	12.6	M6
TM 22	£329	6	●	●	●	5.5	N/A	22x34.5	4.1	J3
VM 14 PSN	£378	14	●	●	●	5.5	300	47x40	13.6	J3
Wolf Cub 1435-TTL	£358	14	●	●	●	7	653	65x57.5	11.5	S6
Wolf Cub 1446-TTL	£587	14	●	●	●	15	895	65x57.5	11.5	S6
Wolf Cub 1456	£454	14	●	●	●	10	653	65x57.5	11.5	S6

Dragon 32 with josticks and software worth £75, includes Chess and arcade games. Good condition with original box, £170 now. Tel: 06513 2679 (Aberdeenshire).

Vi20 computer, one month old plus cassette deck, lots of software and books, £310. Basildon (Essex) 284771.

Atari 850 interface, two weeks old £120 now. National Panasonic music centre £200 now or swap either for software, Astrospace +16. Basildon (Essex) 284771.

Can any genius interface Spectrum to Silver-Seed EX44 electronic typewriter. Leonard Gaunt, 41 Wellington Road, Hampton, Midx, TW12 1JY. Tel: 01-977 5775.

IT72020 48K, two double-sided disk drives, modulator, games, utilities (Visiatic etc.), Apple graphics modification, £1,000 now. Tel: Dave, 01-467 2600 X474 during business hours.

Philips G7000 computer plus Race cartridge £45. Also Packman, Space Invaders £10 each, or will swap the lot for Spectrum. Tel: Southampton (0703) 847706.

Sale Oric 1 48K RAM £130. Would swap with 48K Spectrum. Tel: 01-654 7471.

Swap your printer or Spectrum software for up to £130 worth of Scaletrix in good condition. All offers (even cash) considered. Tel: Colin 064831337.

TS500 Model One 16K plus tele printer and software. Offers to Austin, 1 Rosedale Bangalows, Methwold Hythe, Bedford, Norfolk. Tel: after 7pm 03666 522.

Swap 165 vines & spirit miniatures, many very rare, worth over £200 for a 16K Vi20 or 48K Spectrum or similar type computer, not ZX81. Tel: Preston 0772 725722, ask for D Robinson.

48K Spectrum with £350 of software (50 games and various utilities) total value new £480, want £240. Tel: 061-437 1876.

Newbrain AD, boxed as new, Beginners Guide, superb computer, 32K RAM, 29K ROM, three months old £210, no offer. Tel: Bristol 603255.

BBC software, Acornsoft's Invaders + Breakout + Dodgems + Snake and Bug Bytes Galaxy Wars. Worth £20, sell for £12. David Lukes 01-977513, after 4pm or at weekends.

Spectrum software to swap. I have over 30 titles on hand. Please phone Robert (0977) 559940 any evening except Monday and Friday.

Oric 1 bargain at £140 plus six cassettes free including Chess, Fortral, Space Invaders. Less than three weeks old. Ring Viren 01-521 5685.

Apple II+ type, larger case, numeric keypad, lower case, two 128K D.D.S. PAL-SECAM, brand new, £650, set price available. Tel: 01-602 8449 evenings.

ZX81 16K RAM, leads, manual, four games, hardly used. £50 also Atari VCS plus 12 cartridges (cost £400) bargain at only £105. Tel: David 01-408 0257 9-5.

Acorn Atom 4K, manuals, cables, etc £100. Also Olivetti TE3000 printer, tape punch/reader, RS232 interface, needs servicing £60. Tel: Crowthorne 771915.

Spectrum software. Do you want to exchange programs? Paul, 31 Bramcote Avenue, St Helens. Tel: 312916.

Wanted ZX81 £20. Not sure if computers are my scene. Want to find out. Tel: 031-657 2530 Edinburgh only.

Archer BBC or ZX81 like swap computer sell archery software have c/pas tournament sport including tennis. Brooks, 96 Castlewood Drive, SE9 1NG. Tel: 01-856 7573 evng.

Video Genie 16K, leads, manuals, light pen + £4; two arcades game, utilities etc. Value £525, will accept £375 now. Buyer collects.

Microline 82A dot impact line printer

PCN Billboard

with (serial and parallel I/F) suitable for most computers but can supply Newbrain printer cable £220. Brighton 695351.

Vi20 £65, cassette unit £25, Arfon Expansion Unit with T.V. shelf £45, 15 cassette games £20, six cartridge games £10. Tel: 01-573 8935 after 6pm.

BBC Model B, OS1.2, Wordwise, Med-Mod, Acornsoft, books, ROM Expansion Board, immaculate condition, boxed, manuals and leads, £450. Tel: John 9432 21589. Buyer collects.

Atari 400/800 computer, Zaxxon £25, Cadet Hunter £13, Pyramid of Doom £13, World War Processor £8 (all cassettes). Tel: Maidenhead (0628) 37885.

Commodore 64 micro computer plus Datadisc II C2M model 1530 new and boxed, unwanted competition prize, fully guaranteed £330. Tel: 0602 32013 Nottingham.

Atari 16K software and ROMs to swap or sell. Also, if any Southport Atari owners want to form a club, phone 0784 38074 after 6pm.

The overwhelming response to PCN's Billboard service is causing delay in publication of some advertisements. To solve this growing backlog and to cover some of the publication costs we are now charging £1.50 for each ad. Every form received at PCN's offices, 62 Oxford Street, London W1A 2HG, must be accompanied by a postal order or cheque for £1.50 made payable to VNU Business Publications.

ZX81 16K (Memopak) plus Haven hardware keyboard, lots of books and magazines, £450. Tel: Epson 26100 ext 293 9-5pm.

Atari VCS with four cartridges £100. Also Mattel Intellivision with four cartridges £100. Mark Quinn, 41 Blackburn Road, Darwen 72726.

Acorn Atom 16K + 28K includes F.P. ROM P.P.Tolbox Timdata 16K RAM card V.I.A. 5+3amp PSU lots of software, Forth + manual, Snooker, Centipede etc. £180. Tel: 01-953 6311.

16K ZX81 + £60 software including Astroids, 3D Defender as new. Worth £140, quick sale £65. Tel: (Sheffield) 340440 after 5pm.

Video TRS-80 Model III, 18 months old, worth £450, will accept £350. Software available if required. Tel: Bournemouth (0202) 763923.

Mattel Intellivision + 23 cartridges including Tron, Lock 'n' Chase, Pitfall, Utopia, Star Strike, Astromash, Boxing etc. Cost today £540 + sell £50. Tel: Leeds 961760.

Sony Lynx adapted by Computers. New baby forces sale. Includes software for printer, other software, Lynx box. Unique offer. £300. Tel: 01-658 0645 evenings & w/e.

Spectrum, cassette and tapes vgc £150 now. Write or phone Alan Francis, 48 Blandings Peterborough PE3 8EB. Tel: 073 265503.

Pet 32K new ROM large keyboard vgc £395 incl cassette unit, prog. manuals. Tel: Hinton (022023) 4787.

Hewlett Packard 41C, card reader, quad memory, games ROM, battery pack. All boxed, excellent condition, 1/2 new price at £180 now. Tel: Skegness (0754) 46626.

Dragon software offered in exchange for any books relating to 6800 series micro processor, Dragon or Tandy Color

Computer. Tel: 01-8211710 after 6pm.

Printer! Excellent condition ZX81+16K, professional keyboard, over 20 games including Mazogs, Flight Simulation, Trader, Defender, Chess and more. Worth £200, accept £80. Tel: 254 5952. Free delivery.

Lynx 48K complete with leads, manual, book, user mag, software, Numeroms, Golf, Election Analyst, value £250 accept £200. Tel: B Smith, Midsomer Norton (Avon) 0761-413727.

Tandy Color Computer, 16K manual and other books, magazines, cassette leads, six months old, £80. Tel: Southampton 694507 evenings.

Oric-1, 16K RAM, boxed, as new, three weeks old, worth £129, accept £105 for quick sale (no offers). Tel: 01-959 1513 evenings/weekends.

Apple II 48K, two disk drives, monitor, Epson printer, Visiatic and floppy disks, all nearly new, £1,400 now. Worth £2,000. Tel: Usbridge 35335 71315.

48K Spectrum, + manuals, leads with Kempton joystick, cassette unit, plen-

ty of software, books and magazines £130, 20 Bailey Street, Liverpool. Tel: 051-5325 evenings and weekends (John).

Atari 400 16K, Program Recorder (both under guarantee), Basic, manuals, joysticks, Star Raiders, Preppie, Air-strike, membership of software library. £200. Tel: (04252) 72721 (Highcliffe).

Sinclair ZX81 plus 16K RAM, hardly used, must sell immediately. Plus software cassettes, accept £60. Rehan Kaleem 01-540 7255 after 6pm, or leave message.

Oric-1 48K with Zodiac adventure cassette and books for sale £150. Tel: Braintree (0376) 47712.

Microline 82, Basic, fully expanded Texas, 8K RAM, Lower case, X bug, Assembler, graphics, Toolkit Eprom, parallel/serial I/O, 19in rack PSU ASCII keyboard plus software £190 now. Tel: (0344) 84295.

Zaxxon cassette for Atari 400/800 also Savage Island, The Count, Defender, Astroids ROM sell or swap. Tel: Mick 789 7885 Wimbledon, London.

T100/4A, one month old, boxed, hardly used, including present promotion kit (joysticks, Connect 4), £125 now. Clive Newton, Plot 90 Brookside, Coed Eva, Cwmbran, Gwent.

Spectrum 16K, manuals, prog, Whist, Chess, Horizons, little used £79. Huntingdon 0380 3341.

View for sale £49 now, bargain, virtually brand new. Fawley, 5 Elmest Walk, Leeds LS8 2LW. Tel: (0532) 654055 (evenings).

Spectrum Downsday 32K expansion ROM, guaranteed till end August. Cost £42, accept £32. Tel: Reading 696144.

Vi20 + 16K, CZN cassette, joystick, Reference Guide, Progamme Aid. Four software cartridges + tapes, all in

mint condition, worth £400 sell for £200. Tel: 061-736 1534 after 6pm.

Vi20 C2N, storecard 8K, 3K, Vicki's (HRG) MCM, Programmers Reference Guide, converters, lots of software, Owners Manual, cost over £380, accept £250. Tel: 0782 620657.

TRS 80 Mod I L2 software, books, sound, spare cassettes, unwanted present, worth over £270, only four tapes, a bargain at £165 now. Tel: Paul, Scunthorpe (0724) 782548.

ZX81 16K, keyboard, leads, £130 worth of new software, £90 worth of new books, excellent condition, worth £325, sell bargain £115 now. Tel: Cardiff (0222) 372892 (evenings). Require quick sale.

Acorn Atom 12K ROM 12K RAM includes, brand new PSU + all leads, also couple books, etc, cond, all for only £99, (quick sale). Tel: Manchester 061-420 2769.

Atari VCS + nine cartridges, Star Raiders, Warlords, Space Invaders + Pinball etc. Complete with paddles, joysticks. Cost well over £300, sell for £150. Tel: 061-428 2769.

Unneeded ZX81 £35. Tel: (03954) 3384 (Dundee).

TRS80 Model I Level 2 + VDU + cassette unit + over 40 programs + high res + amplifier for sound. Total cost over £1,000, selling for £390. Tel: Maidenhead 75077.

Atari software, Protector, £12, Tanktics, £8, 50, Golden Voyage £8, 50, East-End Front £12, Lords of Karma £6, 50. Le stick joystick £12, (Original) South-end (0702) 559455 (5pm).

Wanted, Nascom disk system or Microplus drives (no controller board required) or cheap CP/M computer, bridge. 363 Kennington Lane, Vauxhall-London SE11.

TRS80 Mod I Level 2 green monitor case, quickprinter, leads, manuals, editor, Assembler, books, tapes, including Jumbo, Microsoft Lev3, Arcade games etc. £250. R Pepper, 28 Lumley Avenue, Skegness, Lincs.

Philips G7000 five cartridges, Music, Leisure Front £12, Lords of Karma £6, Soccer, worth £165, sell for £110 or swap for Spectrum and software. Tel: Coventry (0203) 33 3926.

Wanted, £150 for my 12K+12K Atom with leads, manuals and PSU, also wanted, £140 for my Seikosha G980A with paper, cable and manual, PBraun. Tel: (0472) 48531, after 6pm.

Chess, Challenger Nine boxed, 18 month guarantee, modular capability, excellent condition £110 now. (Save £50+ on RRP). Manual, extras. Contact Stuart, Birmingham (021) 421 6178 (after 6pm).

ZX Spectrum system, 16K ZX Spectrum cassette player, ZX printer, all necessary leads and documentation, complete with guarantee. Bought for £180 now, £140 now. Tel: 01-455 5589 ask for Nick.

Printer, ICL terminal printer 110-1200 baud, 10-120 CPS, serial interface, DIN or integral roll, with cable. Very good condition, £120 now. Tel: 051-664 6568 (Merseyside).

Spectrum 48K £110 or swap for very good condition Vi20 plus cassette recorder. Call anytime 25 Broughton Road, Saffron Lane Estate, Leicester.

MZ80A. Why pay £549 now? Mine is for sale at only £375 including carriage. Perfect condition, £120 now. Tel: 051-664 6568 (Merseyside).

Spectrum 48K £110 or swap for very good condition Vi20 plus cassette recorder. Call anytime 25 Broughton Road, Saffron Lane Estate, Leicester.

Personal Computer World complete run Vol.1 no.1 to Vol.3 no.12 perfect condition in two binders. Many O.P. Offers to Mac 02756-2120.

Vi20 8K RAM pack for sale, £25 now. Also Bug Bytes Astroids cassette game, £4 and Programmers Aid cartridge £25. Tel: Wendover (0296) 624045 after 5pm.



'Exploring Spectrum Basic' by Mike Lord, published by Timedata at £4.95 (paperback, 191 pages). Down at the British Library there must be consternation over the structural soundness of the shelves housing books of the 'Beginner's Guide to the X Micro' variety. *Exploring Spectrum Basic* slips neatly into this category, and fortunately is one of the better of the genre.

It starts off in the now traditional 'what is a computer?' mode, but this is thankfully clear and concise, with little of the gosh-woweries we have come to expect from books of this type. Mr Lord then takes us through the terms and commands encountered when using the Spectrum — the explanations here are particularly detailed, and presuppose no prior knowledge.

The next step is an introduction to programming. Mr Lord produces annotated listings of programs for graphics, games and practical purposes, interspersed with technical information.

The programs themselves are by and large original. You get the ubiquitous Biorhythms and Moon Landing — although I looked in vain for Hangman — but what about Elephants Dropping and Vagon Haiku Hacker? Clearly there is a fertile imagination at work here.

Haiku Hacker, on the other hand, writes meaningless four-line verses in the Haiku style.

But with the number of program listings available nowadays, one of the most useful sections of the book will be the guide to other Basics. This deals with the Spectrum equivalents of commands used by other machines, and will be a handy aid for would-be converters.

My only grouse is the fact that the book has no index. **JL**

'IBM Data Files—A Basic Tutorial' by David Miller, published by Reston (a subsidiary of Prentice Hall) at £12.75 (paperback, 260 pages).

David Miller approaches the IBM PC's filing system almost apologetically. Disclaimers abound in the early pages and the author qualifies what an author can hope to achieve at regular intervals. Mr Miller understands humility — there are far too many arrogant pedagogues writing books in this business.

He understands the IBM PC as well, and explains it with enthusiasm. It takes considerable enthusiasm to open a chapter on 'Appending Sequential Files' with the words: 'Now the fun begins.'

The sequence in which he unveils the layers of the PC filing system is neat and logical. He explains the concept of a file in a discussion of file types, gives program files a separate chapter, and deals with data files in detail. Creating, appending, displaying and correcting sequential files all merit their own chapters, and he outlines further sequential file techniques and a standard format for transferring file information.

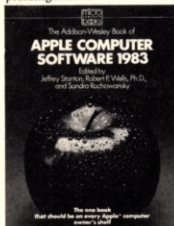


His introduction to random access files is gentle in the extreme — there are still some aspects of the ex-mainframe programmer's dinosaur that inspire fear in micro users. In the closing chapters Mr Miller explains how to plan and program a filing system.

The text is liberally supplemented by coded examples and complete programs, all of which are available on a disk from the publisher. And each chapter closes with a question-and-answer section to burn the lessons of the chapter on to your own personal ROM — but this is of doubtful value since the

answers to the questions are on the facing page.

This is an excellent book which fulfills its purpose in a pleasing fashion. **DG**



'Apple Computer Software 1983' edited by Jeffrey Stanton, Robert F. Walls, Ph.D. and Sandra Rochowansky, published by Addison-Wesley (01-631 1636) at £13.45 (paperback, 490 pages).

As may be guessed from the title, the *Addison-Wesley Book of Apple Computer Software 1983* is a directory of programs available for the Apple range of micros. Well, the II, II+, IIe and III, anyway.

There's a lot of software available for these machines. This book is fat — almost as big as the Yellow Pages for Central London. And there are more than 500 entries.

It's broken up into eight sections: business, education, utility programs and games & entertainment for the software, with a hardware (peripherals) section, an introduction and an index and — very useful — a list of software houses.

Each major section is further divided and this format makes it easy to find a review of each program by looking for either a specific title or program type.

An entry consists of three parts — a list of details such as title, publisher, language, hardware requirement, department (class of program), price in US dollars, availability on a scale of 1 to 10, and whether disk or tape.

Next comes a set of ratings from A+ to D-, and lastly the biggest part, a review complete with black-and-white screenshots, if relevant.

The reviews are generally well-written and, knowing many of the programs myself, I felt the reviewers thought much the same as I did.

Since this is a compilation of only the most popular programs, which must also mean

the ones the editors could get hold of, it is by no means exhaustive — there are reputed to be more than 16,000 programs published for the Apple II and II+ alone, let alone the public domain stuff, and that doesn't include all the CP/M programs available, nor much P-System.

So who's going to compile the definitive directory, and how big is it going to be? **RK**
'20 Simple Electronic Projects for the ZX81 and Spectrum' by Stephen Adams published by Interface at £6.45 (paperback, 110 pages).

This book attempts to put the DIY back into hobby computing. In the good old days (five years ago) solder, iron and veroboard were an essential part of every hobbyist's kit. There is undoubtedly still a substantial residue of 'old-school' hobbyists (and probably a few new ones) who would welcome these projects.

The inexperienced need not be deterred. The projects are designed to provide the cheapest and easiest devices to get information in and out of a computer or into a usable form. Projects include an analogue-to-digital converter, a numeric keypad, a mains supply filter, standby power supply and a light-pen.

Nothing is taken for granted. The first few pages describe circuit diagrams, soldering and porting. Each chapter is well explained and includes a circuit diagram of each of the hardware projects.

I found the style a little matter-of-fact (Frank and Ernest strike again) but this is probably all to the good — who wants peppy prose when you're holding a soldering iron in one hand, stabilising a veroboard with the other and holding a book open with a spare elbow? Goodstuff. **IS**



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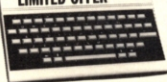
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The advert is for Commodore equipment sold by a company called Vobis which says that 'für unter 3000 Mark gibt es jetzt eine komplette Datenverarbeitungsanlage mit Magnetscheibenspeicher und Schnelldrucker'.

Now if you think that sounds cheap you'd be right. At £1 = DM3,85 the 'Schnelldrucker (Matrixdrucker mit parallelschnitttelle) von Shinwa' costs £37 (DM1,298), and the 'Aspassung (interface) und Kabel für CBM 64 o. VC 20' costs (DM198).

The CBM 64 was apparently DM1098 — but has now dropped to DM858. (£222).

And the VCI541 'Magnetscheibenspeicher (Floppy Disc)' costs DM848 — (£220).

Putting the whole lot together Vobis will sell the 64, disk drive, ten disks and printer for DM2996. That's £778.

Vobis's telephone number is 010 49 241 50 00 81. Alternatively, Commodore is on 0753 74111.

Machine worship



APL stands for A Programming Language. It started life as TPL, The Programming Language, but this was felt to be too pretentious. Can history be repeating itself with The Word Processor? Will it become just A Word Processor from Pete and Pam? No — The Word Processor is nothing less than the King James Bible on disk. The Word in this package is what there was in the beginning, and will always be. But getting expensive — £149 in this version.

NEXT WEEK

- **Exclusive Pro-Test: Seikosha's GP700A colour printer**
- **Pet Payroll: Bonus! adds sick pay to wage calculations**
- **DIY Bare Board: the naked truth about Rad's DIY micro**
- **Music in the air: Micropaedia tips for Vic, Atari, BBC and Apple**
- **Tape v Disk: how does Currah rank?**

PAL2000

by Mollusc.



PCN DATELINES

PCN Datelines keeps you in touch with up-coming events. Make sure you enter them in your diary.

Organisers who would like details of coming events included in

PCN Datelines should send the information at least one month before the event. Write to PCN Datelines, Personal Computer News, 62 Oxford Street, London W1A 2HG.

UK EVENTS

Event	Dates	Venue	Organisers
IBM Users Conference & Exhibition	July 12-14	Wembley Conference Centre	Online Conferences Ltd, 09274 28211
Computers in Personnel	July 12-14	Royal Lancaster Hotel, London	Peter Mirrington Exhibitions, 0277 232030
8th ZX Microfair	August 20	Alexandra Palace, London	Mike Johnstone, 01-801 9172
Acorn User Exhibition	August 25-18	Cunard International Hotel, London	Computer Marketplace Ltd, 01-930 1612
Computer Open Day	September 1	Draganora Hotel, Leeds	Tony Kaminiski, Couchmed Communications Ltd, 01-778 1102
Home Entertainment Show	Sep 17-25	Olympia, London	Montbuild Ltd, 01-486 1951
Computer Open Day Exhibition	September 22	Central Hotel, Glasgow	Couchmed Communications Ltd, 01-778 1102
Microcomputers in Business	Sep 27-29	Warwick University, Coventry	Peter Bubb, 01-892 4422
Personal Computer World Show	Sep 29-Oct 2	Barbican Centre, London	Montbuild Ltd, 01-486 1951
Computer Fair	Oct 2	The Sir Frederic Osborn School, Welwyn Garden City	R Brown, Welwyn Garden City 23367

OVERSEAS

Event	Dates	Venue	Organisers
International Micro Computer Exhibition	Aug 2-5	Kuala Lumpur, Malaysia	Conference & Exhibition Management Services SDN BHD, 9-A Jalan SS24/8 Taman Megah, Petaling Jaya, Selangor
National Computer Business & Office Systems	Aug 16-19	Auckland, New Zealand	Trade & Industrial Exhibitions, 12 Heather Street, Parnell, PO Box 9682, Auckland
Personal Computers & Office Automation Systems Exhibition	Sep 5-8	Amsterdam, The Netherlands	RAI Gebouw BV, Europaplein 2, 1078 GZ, Amsterdam
Australian Computer Exhibition	Sep 13-16	Melbourne, Australia	Riddell Exhibition Promotions PTY Ltd, 166 Albert Road, South Melbourne, Vic 3205
International Peripheral Equipment & Software Exposition	Sep 13-15	Moscone Centre, Anaheim, USA	Cahners Exposition Group SA, 0483 38085

SUNTAX ERRORS

We know Texans think big, but we can't blame the southerners for the over-large program lines which appeared in Micropaedia Sound last week in an article on the T199/4A. So, let's try again!

The first example should read:

10 FOR F=200 TO 2500

The second example should be:

10 FOR F=200 TO 2500

20 CALL SOUND (-1,F,5)

In the third example lines 20 and

30 should read:

20 LET L=110

30 IF H=110 OR L=25000 THEN

STOP.

In Sounding Out the Vic, PCN Micropaedia issue 17, program 1 lost a line, 145 should be POKE NO., INT(RND(1)*40)+220. Sorry!

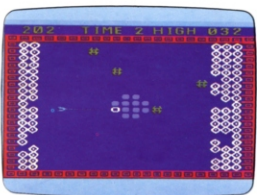
New this month
SHARK ATTACK
 for the 16K Spectrum



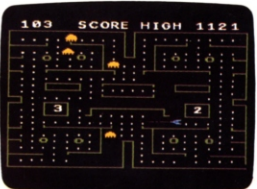
SCORE 1380 2% SCORE 00 0%



TIME DESTROYERS for the expanded Vic 20 (3K+)



ATOM SMASHER for the BBC and unexpanded Vic 20



POWER BLASTER for the unexpanded Vic 20



SPECTRA SMASHER for the 16K Spectrum

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- Shark Attack £5.99

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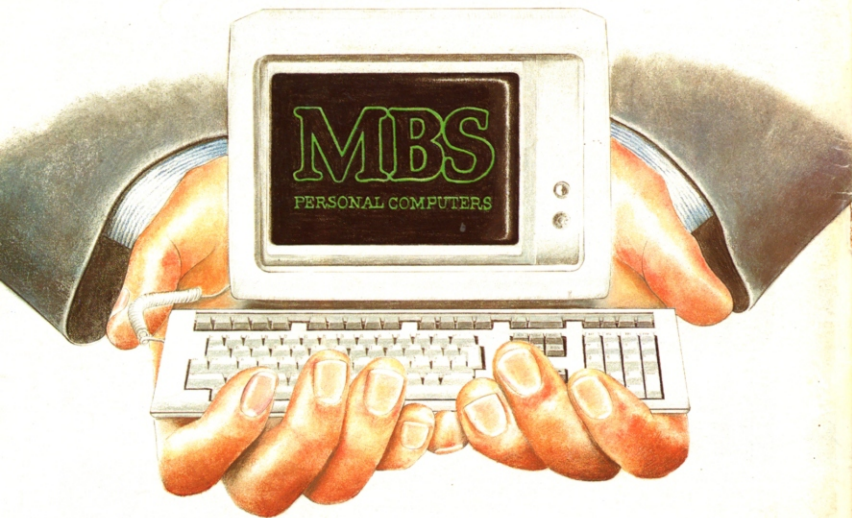
Please send me further details of your games and a list of stockists.

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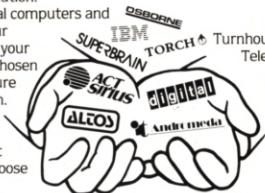
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