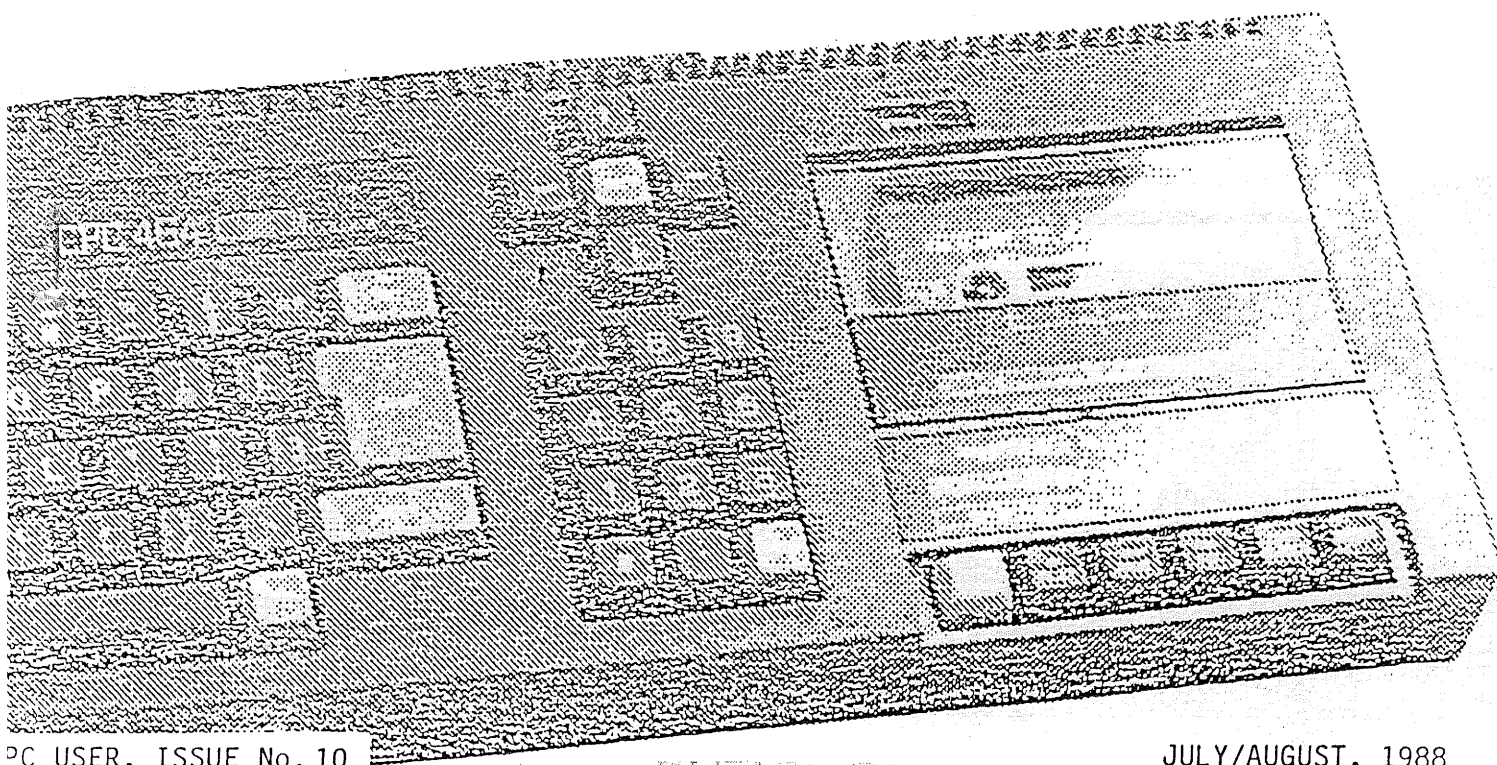


CPC

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Members are asked to note that Paul Owen has taken over the role of Secretary, which he will combine with his former task of Membership Secretary; Paul will also continue to distribute CPC USER.

Seamus Delaney is now Vice Chairman

E D I T O R I A L

Welcome to Issue 10. CPC USER took some hard knocks earlier this year when we lost three members of our editorial team. We still haven't found a replacement for Tony Bambridge, but a few listings, etc, have trickled in to fill the gap for this edition; even so, an offer of regular help with the programming section would be most welcome.

Brian Bristow has settled in as the Business Software Editor and in this issue dispells the myth about SCRIVENER (no, it isn't a word processor or a spreadsheet) and Clive Bentham's review of entertainment software (the first we've had for some months) will also be welcomed by many members.

John Blessing's article this issue has brought our public domain software library right up to date with details of the new additions; the library now boasts 3½ Mbytes of CPC software and continues to expand.

More members than ever before are advertising in CPC USER and the Mailbox feature is also receiving more support.

So, despite our earlier difficulties, the current level of improvement is encouraging; let's hope it continues. Last but by no means least is the increase in UAUG membership, which now stands at 184.

Don Snoad

NEXT ISSUE...

The Press Date for Issue 11 is the 1st of September; Issue 11 will be published on October 1st.

ADVENTURE SOFTWARE

THE ADVENTURE PAGE

by Terry Roberts

That I have finished cutting the lawn (n!) and weeded the vegetable patch, I get down to putting together my adventure page. There seems to be so much to do this time of year that I wonder why we have all 6 issues of CPC USER in the last few months. This brings me to an important point - namely the future content of this adventure contribution. It takes time to find out what is going on in the world of computing and to put the results together in the UAUG so that I find I have less time to play through games as quickly as I would like. Also, the feedback received since I started the column has been from only two people who are themselves keen adventurers. Please let me know if you want the same mix of news and occasional reviews as before or if you would like to see some changes. To get you thinking, let me have your views on the following topics for the future and I will do my best to satisfy them:

Getting started with adventures.

Features on software houses.

Budget games.

Hints and solutions.

Writing your own adventures.

News of new releases.

Reviews.

I would need additional help with some of the topics and I have already put out some requests for help. So please write with your views and to encourage you I can offer a small prize for the most constructive letter received before September 1st - just let me know whether you want a cassette-based or disc-based adventure.

CASSETTE-BASED ADVENTURES

I am conscious of the fact that I have concentrated on the best software available on the CPC and most of that is on disc. I feel that if you adventure regularly then computer games are so much easier when it comes to saving positions. Having said that you may not have a disc drive or you may be wanting to try the odd adventure to see how you get on. In this case there are many good games

on cassette including some good budget titles. Also, home grown adventures such as SHYMER (reviewed in this issue) are well worth investigating as they are usually cheap.

Atlantis Software have produced ESCAPE FROM KHOSHIMA in which you take the part of a prisoner of war held by the Japanese in a jungle POW camp from which you must escape, and DAA or to give it's full title DUNGEONS, ALCHEMISTS, AMETHYSTS 'N' EVERYTHING. This is described as not suitable for under 16s.

Reviews have not been fantastic but DAA is not at all difficult and at £1.99 each you can't really go wrong. Also at the same price are IMAGINATION and SEABASE DELTA from Firebird and HEROES OF KARN, JEWELS OF BABYLON, FOREST AT WORLD'S END, WARLORD and MESSAGE FROM ANDROMEDA all from Interceptor. These should be easy to get from shops or mail order (see Issue 9 of CPC USER for addresses).

At higher prices, Incentive software offer some good titles including their DOUBLE GOLD label with two games per tape. These sell at £7.95 which is a bit steep but the combinations on offer are SHARPES DEED/BLACK FOUNTAIN (both completely different being based on the planet Areth and in Somerset respectively!), TOP SECRET/MOUNTAINS OF KET, NOVA/HAUNTED HOUSE. Most of these have been written with GAC (Graphic Adventure Creator utility) although 'Ket' is a golden oldie. Details of these games and copies can be obtained from INCENTIVE SOFTWARE LTD, 2, Minerva House, Calleva Park, Aldermaston, Berkshire. RG7 4QW.

Do let me know your views of any of these titles you have played and I will pass on your comments in this column.

COMPETITION TIME

Gird your loins for a competition in the next issue of CPC USER. Experience has shown that UAUG members are slow to enter competitions so you have early warning that a very easy adventure competition is coming up. All you have to do is answer a couple of easy questions and you could win the TIME AND MAGIK trilogy from LEVEL 9 and published by Mandarin. The questions will be on LEVEL 9 software - and if there are no entries I shall keep the games for myself..... Until next time don't get lost in too many caves.

ADVENTURE SOFTWARE

Title : The Case of the Mixed-Up Shymer
 Publisher : S. Sharkey
 Price : £1.99 (cassette) / £4.25 (disc)

SHYMER is the first adventure to be published by Sandra Sharkey and was written using the Graphic Adventure Creator (GAC). It uses the highly original theme of mixed up nursery rhymes that need sorting out and you play the part of Shirley Combes, the private secretary to Sherlock Holmes (Yuk!). You go off to the land of Nersree in your boat and end up being dragged onto the rocks and your boat is holed and unseaworthy. So you need to first sort out the rhymes and then mend the boat so that you can get off the island. Now it may sound a bit twee and all very easy but as it is a first adventure it takes a while to get into the style of it. The text descriptions (text only) are brief and you need to examine everything to reveal hidden items that you need to solve the many problems. Examining the rocks by the crashed boat reveals your case and that contains useful items like a nightie. When you come across Wee Willie Winkie running through the town WITHOUT his nightgown then you can help him out! In return he helps you out with a useful gift. The game is full of funny rhymes some of which we all remember but others are a bit obscure. We all know about Humpty Dumpty but in this game the problem is that when he falls off the wall he lands on a mattress and bounces back up again. (You need to do something with the mattress to solve this one and it took me some time to see just what it was). However, Lucy Lockett may not be so well known and I did not realise she is supposed to have LOST her pocket. When you put a rhyme right that part of the game falls into place and you score pixie points (Yuk again). I am currently on 75/100 and need to mend the boat!

It is easy to save your game position and provided you do examine everything including looking UNDER some items then good progress can be made. It is quite novel as an adventure and excellent value. If there is a youngster on hand to help out with the rhymes then you can't fail to enjoy this one. It is available only by mail order from Sandra Sharkey, 78 Merton Road, Highfield, Wigan WN3 6AT and Sandra can supply a hint sheet if you want one.

Title : Guild of Thieves
 Publisher : Rainbird/Magnetic Scrolls
 Price : £19.95 6128 disc

GUILD OF THIEVES is the second adventure written by Magnetic Scrolls and marketed by Rainbird, the first being THE PAWN. As readers of my column will know, we have been waiting and waiting for the release of the CPC version of JINXTER the third Scrolls offering. If you read the adventure bits in the CPC glossies you will know that all the professional columnists rate Magnetic Scrolls highly and even put them in the Infocom league. This is not surprising since the games are quality products from start to finish. I could not really get enthusiastic about THE PAWN for some reason but the GUILD OF THIEVES is an excellent adventure. The plot is straightforward enough - you have to ransack a castle and surrounding area for treasures in order to become a member of the GUILD and you are sent off on your trip and kept an eye on by a Master Thief. Only if you collect and bank the treasures do you become a member of the Guild. To get you started, you begin in a boat and need to JUMP WEST to get onto the jetty whereafter you come across a man with a heavy trunk. If you HELP THE MAN this will allow you to enter the castle and begin exploring the various rooms. Careful EXAMINING of objects including looking under beds etc. gets you under way and scoring points. I will not list the treasures but some of them are unusual to say the least. If you get stuck, which you certainly will, there are encrypted clues given in the accompanying What Burglar magazine in the package. All you need to do is type HINT and then type in the particular coded message from the book. (If still stuck drop me a line!). It is always advisable to make a map but if you do forget how to get back to a location or want to move around quickly, the command GO TO -- ----- is really useful and saves fingerwork. The graphics are good but scroll up and down when you are typing so they are best switched off when you have seen them once or twice.

There are many occasions when sudden death occurs, so regular saving of position is a must. This type of adventure does take a while to complete especially with all the locations to explore, in addition to the castle, and the treasures to find and bank, so my advice is to stay with it and play a little each evening until you have made a good bit of progress - that's if you can drag yourself away!

KEYBOARD

" Would you please explain how to use the graph option with Matrix. Although I have read the manual a couple of times and tried with a simple data set, I have had little success.

Any help or step-by-step instructions would be welcome. "

-
1. Enter the example at the top of page 20 of the manual.
 2. Change column 2 width to 11.
 3. Press CTRL G, then SPACE to select 'F' Zone, then ENTER. Enter the numbers 6 3 6 6 to define the cells to display 'Rent'.
 4. Now try CTRL G, then press SPACE to choose 'Graphics Mode' and see a display of Zone 'F' that is a Bar Graph of 4 bars displaying 'Rent'.
 5. CTRL Q, CTRL G. Now define Zone 'I' similarly to display 'Phone'. Then define Zone 'L' to display 'Electricity'.
 6. You will see that the cells that define the Zones are displayed upon pressing CTRL G. Now select 'Graphics Mode'. Zone 'F' will again be displayed. Press ENTER and select 'All Zones' with the SPACE bar. ENTER again will display all 4 Zones together. 'F' is top left, 'I' top right, 'L' is bottom left, and 'O' is bottom right. Now you might well ask why 'FILO', so did I, of Audiogenic. They don't know either! I suspect that the answer lies in the French origins of the program. Zone 'O' is presently empty.

7. CTRL Q CTRL G, press SPACE to choose 'O' Zone, then ENTER. Enter the coordinates 6 3 8 6 to define the cells to display 'Rent, Phone and Electricity' all together.
8. CTRL G, select 'Graphics Mode' to see all 4 Zones again, this time Zone 'O' displays 3 sets of 4 bars.
9. Now use the 'Display' Menu and alter each option in turn to see how different displays can be produced, noting the differences in Zone 'O' where several columns of data are displayed.
10. Notice that the vertical lines of 'Grid' separate each bar, or group of bars, but the horizontal lines do not fall in useful positions, because the lines are arranged to form a square matrix.
11. Using the Zone Menu you can select to display any one of the 4 Zones alone. Notice the Pull Down Menu display as 10.2.1 of the manual.
12. Try selecting 'Text' and adding text to the display, eg. 'Jan, Feb, Mar, Apr, Rent, Phone, Electricity'. Press ESC to quit 'Text' mode.
13. Finally, try printing the graphs. (If you have a printer.) Notice that the top Menu row is omitted. My printer is a DMP2000, on which the printout is rather small, Audiogenic say this cannot be helped, it's because my printer prints to too great a resolution in graphics mode, thus the dots are closer together. Probably a suitable POKE could cure this, way beyond my ability! A printout of the above has been posted to you.

Brian Bristow

GAMES SOFTWARE

PLAY THE GAME - WRITE YOUR NAME

by Clive Bentham

As this is the first article for this section that has appeared in the CPC USER for a while, I would like to take this opportunity to say Hello and welcome back to the Games Section.

Although the section is about Games, I hope that it's going to be of interest to everyone, no matter what you use your computer for. Whether you're a most serious computer user, and wouldn't be seen dead playing any games - well, hardly any - and who thinks that TILT BURN AND FIRE is something to do with a barbeque, or whether you're an avid gamer who's only serious use is to plug in a joystick, and who thinks that a SPREADSHEET is something you put on the grass when your having a picnic, it doesn't matter. This section is for you!

Do you have a favourite game or simulator? What is it? Why is it so good? What's it about? Why do you like it? What level can you get up to? What tactics do you use? Write and tell me about your favourite game and I will include it in the section. It doesn't have to be the latest and greatest, they're not always the best are they? It might be a blast from the past and it may be able to help another reader. I mean, it may be just what someone's been looking for but missed, or it may be a game someone was thinking of buying, you never know, so tell me all about it.

On the other hand, of course, there's your worst game. Have you ever bought a game that was hyped up to the hilt and looked just the business, only to be bitterly disappointed when you loaded up and found it was a load of rubbish? If you have, then tell me about it. Tell me why you think it's rubbish and I'll put it in the section. It might do you good to have a moan and it might save someone else the same disappointment.

I also want you to tell me if there is a game that you would like to be reviewed. May be there's a game that you've heard of, or one that's been recommended and you would like a review before you shell out your cash. Tell me what you want and I'll try and put it in the section.

And, I would like you to write to me about anything to do with the games scene, anything at all. Getting stuck on a game lately and need some help to progress? Let me know and I'll put it in the section. Someone might have it and be able to help. Found any good tactics or hints for a particular game lately? Someone might need them. Do you believe games are a waste of time or do you love 'em? Tell me what you think, and I'll put it in the section and, don't forget, your letters don't have to be an entry for the Duke of Edinburgh's Essay Award, just write.

So, as you see, you're all going to be busy because I need you to join in and help make this section enjoyable, interesting, and hopefully a bit of a light hearted contrast from the serious side. You can write me - you can ring me - you can bang on my door - you can send a pigeon - you can send the wife - no better not - it doesn't really matter as long as I hear from you. O.K?

REVIEW *****

ATF

Digital Integration
cas.£8.95 dsk.£13.95

Well, I saw the adverts, it looked OK, and they said it was the bees knees (where have I heard that before). So I got a copy to see what all the fuss was about. They were right - WICKED -

I think this is best described as an arcade aerial combat game with air and ground targets, and a strong strategic element, which takes place over a group of islands that together form the theatre of operations. The scenario certainly helps to make the game more realistic and for a welcome change, the fate of the world does not rest in your hands, and you're not pitted against a horde of incessant demonic aliens. In A.T.F. there's a conventional war going on and you're part of it. Although of course you can and do effect the course of the war, material is won, and lost by both sides despite your actions and this is how the game progresses.

ATF stands for Advanced Tactical Fighter and this is the machine that you pilot. Your overall task is to seek and destroy as many enemy ground targets as you can and by so doing sway the balance of power in the allies favour and bring about an allied victory.

Of course it's not as easy as it sounds and this is where the gameplay scores well. The details of how you go about seeking and destroying is left up to you and this makes up the strategic element. Basically you must take off and head towards your chosen target, dealing with any interceptors that try to stop you getting there. When you come within missile range of a target you let rip with a Maverick radar guided missile which efficiently wipes out the enemy position with a loud and colourfull explosion. You can then choose whether to go on to other targets in the area or find an allied air base and land to refuel and be briefed with the latest intelligence before taking off on another mission.

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The main screen display shows your aircraft from a view point above and behind it, and also shows the terrain which scrolls very smoothly under the plane to give an excellent 3D perspective and a very good impression of movement and speed. On the top part of the screen is the HUD, head up display, which shows speed, thrust, weapon type selected, range and bearing of enemy target selected, and ground and aircraft height. Around this screen there is the instrument panel which contains a short range scanner, flight computer, message window, fuel gauge, warning lights, and score.

The scanner shows all enemy and allied activity in the close vicinity of your aircraft and is particularly usefull for spotting incoming enemy interceptors. The flight computer can be switched between different modes to access various information that assists your decision making during the flight. You can choose between a world map, a database, weapon status and ATF status.

The world map allows you to see your position, and it also shows the position of the target currently selected on the database. It is this database information which is used to plan your mission and decide what targets to hit. The database automatically holds the positions of all allied forces and installations and also a limited number of enemy positions. When you first start out and attack these enemy targets, and fly over enemy held territory, any forces or installations that are found are added to the database and so a picture builds up. Armed with this information you can then plan where to fly to, what targets to attack, and where to land and refuel / re-arm when necessary.

Each side in this war is equipped with land and sea forces, air bases, factories and communication bases. All these interact with each other during the course of the war and targets chosen for attack must be selected with care to enable the ATF to be used to the best advantage. The game play is really good and portrays a lot of realism.

Aircraft control is simple, and effected by normal joystick operations. This is not a flight simulator and the plane can only bank left and right. Altitude is restricted but the plane can be moved up or down just enough to avoid the undulating landscape. There are two automatic control facilities built in to the game that are a nice design touch and allow you to concentrate on navigation to the target without crashing. One is the terrain following mode which lets the plane follow the contours of the landscape whilst keeping below radar detection height. When this mode is engaged the TF warning light illuminates. The other facility is automatic landing. The AL warning light flashes whenever the aircraft is within the catchment area of an allied air base and when selected the plane goes into automatic landing mode which lands the aircraft for you without mishap as long as the "Lower Undercarriage For Landing" message is obeyed.

The weapon types and fuel load that the plane carries are all selectable before take off and can be adjusted to suit the type of mission you have chosen to undertake. Your aircraft is armed with two missile types, Asraam or Maverick, plus cannon rounds. The Asraam missiles are joystick controlled and are mostly used against enemy interceptors but can be used against ground targets if

you're quick enough. The Mavericks are the most powerfull missiles though, and are radar controlled. These missiles lock on to the target currently selected in the database and when fired they don't miss. They have an operating range of about 50 miles and it may take two or three missiles to destroy some targets. Your cannons are used soley to destroy interceptors and cannot be used against ground targets.

Interceptors and Sam missiles form the enemy's threat to your fighter. The interceptors attack from behind as well as from the front, firing streams of cannon shells at you, and evasive action must be taken to avoid severe or even fatal damage to your craft.

When a Sam missile has been launched against you the Sam warning light illuminates and an audible warning is heard. You must then activate the jamming device quickly. If this warning is ignored then a Sam missile appears on screen and homes in on your ATF - and there's no escape.

Each game gives you three ATF craft and the game ends when either all three aircraft have been shot down, or the balance of power is heavily weighed in favour of the allies (We Win) or in favour of the enemy (We Lose).

This is a smashing game which is very engrossing and enjoyable. The graphics are tremendous and the action is smooth and fast. Sound is fine, with a neat tune that plays whilst you're being briefed but then stops when you take off so that you can concentrate on the action. From take off to landing, it grabs your undivided attention. The planning and strategy of each mission you choose adds to the games appeal, and with numerous difficulty levels to choose from it caters for all types of players and gives a lasting challenge. Once you get the hang of it, a game can last for a couple of hours so set aside plenty of time. Definitely a game for my collection and one I could recommend.

REVIEW *****

EVERY SECOND COUNTS - Domark
cass £7.95 dsk £12.95 - keyboard only

This is the latest offering from Domark and augments their TV GAMES series. This series of games faithfully recreates the popular quiz programmes on TV and includes such favourites as Blockbusters, Krypton Factor, Bullseye, Countdown and Treasure Hunt. Domark of course don't only concentrate on TV quizzes and are responsible for some very good quality games, the more recent ones being Star Wars and The Living Daylights.

Every Second Counts is a simulation of the much liked BBC TV programme hosted by Paul Daniels, in which couples answer questions in an attempt to gain as high a score as possible. The game follows the TV show to the letter and does quite a good job at creating the right atmosphere. The game can be played by up to three couples, or up to three single players so long as single players choose a fictitious partner to make up the couple.

Once the game is loaded you first have to choose which question level to use for that game and there are six different blocks to

GAMES SOFTWARE

choose from. On the tape version the question blocks follow straight on from the programme so leave the play button down and you'll save wear and tear on the mechanism.

Having chosen the questions, characters must then be chosen to represent the real players and the screen presents you with six characters to choose from, three male and three female. I found this part very funny because by the looks on the faces of these characters, they wouldn't be able to tell you what day of the week it was, let alone anything else. Mind you, that's about right for the people playing the game in my house, I mean, one of them thinks Manual Labour's a Spaniard. But I digress. Having chosen the characters and given them names, (that's another laugh) you're ready to play Every Second Counts.

If you're a fan of the TV quiz you will be familiar with the format, but if you haven't seen the show then the idea is basically to obtain as many points as you can during the ordinary and bonus rounds and these points are then converted into seconds to form the time limit used in the final round. The game consists of six rounds which are made up of four ordinary rounds of true or false questions and two bonus rounds made up of general knowledge questions with a choice of categories for the bonus rounds.

The couple with the highest score from these rounds go forward into the final round. This is an objective type quiz round in which, after having selected two categories of questions, three possible answers are displayed on screen. The questions then have to be answered by each player in turn as quickly as possible before the time limit runs out. Once this has happened then the final winner is the player with the highest score.

If you like quiz games then you'll enjoy Every Second Counts. I must admit that I am not normally a fan of computer quiz games, no doubt because I'm not very good at them, but I do like the type of questions in Every Second Counts. For example instead of being asked "What was the name of Shakespeare's dog?" (and feeling a Jack Russell because you don't know) you are then asked: "Shakespeare's dog was named Fido: True or False?".

Not only have you got a 50% chance of being right, but if you do guess right then you've learnt something so I quite enjoyed this game. Up to six players can join in, and a lot of fun and a good laugh can be had. Of course once you've played it a number of times and get to know the questions then interest tends to fall off a bit.

The use of the keyboard is good and needs to be when a lot of people are playing. For most selections during the game the numeric keypad is used, and in the final round between two players, one uses the numeric pad whilst the other uses the normal number keys. The disk version is not enhanced in any way and is the same game as the cassette. Domark have no plans at the moment to introduce any separate question packs for this game.

NEWS

INCENTIVE SOFTWARE are a top class software company that have made many well known releases for the Amstrad over the last few years, but may be better known for their more recent hit DRILLER which was released last year on most 8 bit computers and shot straight to the top of the software charts. It's main success was due to the development of the programming system called FREESCAPE that allowed solid 3D graphics to be displayed on screen, and great game play that took the form of exploration and puzzle solving.

THE SEQUEL to DRILLER, called DARK SIDE, is now available and features the same 3D solid graphics and similar game play that follows on directly from DRILLER.

The game is reported as being just as brilliant as the first although I personally have not yet seen the game. However, I have been in touch with Incentive and they have offered all UAUG members a 15% discount on their software, so if you fancy DRILLER or DARK SIDE, or any of their stuff, now is your chance to save some of your hard earned money. Normal conditions apply, and orders direct to Incentive please.

PRINTER PLATEN REFURBISHMENT

Printer clapped out ? Faced with the prospect of having to buy a new printer ? Maybe it's only a worn-out platen roller, in which event it can most likely be refurbished by Longs; contact them on

01 - 840 - 7200

MAILBOX

Peter Cooper of Pontefract writes:

"Thank you for your recent letter which I regret to say remains lost in the chaos of the conservatory where I perform with my Amstrad CPC bits'n pieces and the hundred and one "peripherals ?" that are strewn about in gay abandon. It's my little place where I'm the only "occupant", so my correspondence and assorted items are organised according to Murphy's law. That's my style, whatever that might be.

Your cryptic comments concerning my "HARDCAT" program - "... a sledgehammer to crack a nut..." - may have been appropriate, though I must say I was most concerned to make it bug & mug free and as user friendly as possible. I have therefore decided to delete all, well, nearly all, elements of the program that are not strictly necessary, and have produced it in only 5 lines, which includes the 3 lines of DATA for the machine code bit !

You asked about "UTP.bas". Well this is a programming utility that I have developed and fine-tuned over the last year or more. I personally would find it most cumbersome if I had to program without it, though it can "misbehave" from time to time. It has been "packed" and cut down from my earlier "UT".bas (13K) to a modest 2K. Its primary purpose is to extend the key buffer, redefine all the alpha keys, the numeric key pad and "CLR" and "TAB". Some details follows:-

When the program is run the user will have a blank (Black) screen with only the "ready" prompt showing in the T.L.H.C. The program will "NEW" itself to save space.

Nearly ALL defined keys require the "CTRL" key AND the chosen key to be pressed for example press CTRL and then "a" gives "auto". I have arranged most of the key presses to act as a memory prompt for most of the commands:

= auto;	b = border;	c = chr\$();
= "data"	e = edit;	f = for;
= gosub;	h = len(;	i = input;
= if;	k = inkey\$;	l = locate;
= mode2:cls;	n = next;	o = return;
= pen:paper;	r = renum;	s = str\$();
= then;	u = upper\$();	v = val(;
= window;	x = goto;	y = cls:list;
= zone.		

Function keys (Pressed with CTRL): "O"=SAVE, "."=CAT, "enter"=LOAD.

"f7"=|ERA,*.bak. - clears all back up files, thereby saving/recovering quite a lot of disc space.

N.B: The CAT does not require "ENTER" to be pressed.

Function keys pressed with CTRL or SHIFT: f1 - f6 give A - F. Function "." gives "," when pressed on its own or with shift. This makes the entering of machine code DATA lines very easy from the numeric function key pad !

Pressing CTRL (or SHIFT) and f8 and f9 gives DATA and AUTO. Pressing CTRL and CLR gives cls. Pressing CTRL and TAB gives run (No need to press enter).

Speed write, giving much faster cursor movement, has been increased and ESC key disabled to avoid mistaken use. CTRL + ESC will "break" into your program O.K.

If I've missed anything just try pressing the keys with or without CTRL or SHIFT..... you may be pleasantly surprised, but who can tell..

I am sending you ANOTHER disc. I've saved the cut down version of "HARDCAT", renamed appropriately "HCAT", together with a slightly improved / faster version of "UTP.bas", plus both listings.

The article "Programming RSX's" by JB was most interesting. I do hope he intends to explore / explain the tricky problems regarding relocating RSX routines. I would dearly love to be able to stitch all the RSX I have into one great, usable (friendly?) m/c routine.

Alf Murley's protected input routines are O.K. but mine are better and they are available on PD3/1 "General Input sub routines", with lots of explanatory REMs.

Whilst commenting on some of the features in Issue 8 I should like to support and confirm the comments from fellow members concerning the very high standard that you and your colleagues have maintained in recent issues. Keep up the good work !

Once again, many thanks for your help and advice."

Thank you Peter. Your revised listings are published in this edition. - Ed.

MAILBOX

Wg.Cdr.D.J.Cutts.MBE.RAF.(Ret'd) of Halstead writes:

"In answer to your request for programs etc., I have found one or two very humble efforts which MAY be of interest...tho' I doubt it!

1. CHIMES is self-explanatory as are ELECTBIL, POINTERS and DIARY.
2. As to BANKDBSE, please run DBSINTRO first and CDEINTRO before running ENCODE or DECODE. As to the latter, I have protected BUD.BAS for reasons which should become clear later.

May I also make one or two requests ?

Firstly, I seem unable (senility ?) to keep track of all of your individual responsibilities AND associated 'phone #s.

Secondly, can one obtain past issues of CPC USER ?

Thirdly, I have left the reverse of this disc blank (V format) on which you may care to reply together with perhaps PD3/2...if room ?

And lastly, do you have a list of any CALL addresses with their uses ? e.g. CALL &BB18 pauses BASIC program until any key is pressed.

Anyway, there it is ! I may have more if you are interested but in any case please be so kind as to return this disc in due course. Thanks !

All the best to you all"

Many thanks for your disc with all the programs. The disc has been passed to John Blessing, our software librarian, as it was felt that he is the best custodian of your programs and can provide copies to any member wanting them. John will no doubt return your disc to you complete with PD3/2.

The list of UAUG officers and addresses is given on the inside front and rear covers of every issue of CPC USER. There are only two 'official' phone numbers; these are: 0329-281324 (Chairman) and 0705-526366 (Secretary)

Back issues of CPC USER are available from the Secretary (Paul Owen) at 50p/copy to members (£1/copy to non-members).

We do not maintain a list of CALL addresses, but if any member can supply them we'd be pleased to publish them in CPC USER.

We would welcome more programs from you. Thank you for your support and kind wishes.

John Harris of Tolworth writes:

"I am currently using an Amstrad CPC6128 and have a question for Mailbox. Assuming I have no programming experience, how can I achieve a printer dump of a screen when using Digital Research Logo.

I look forward to hearing from you. Many thanks for your help. "

Regretfully, we cannot help much. The Dr.Logo supplied with the Amstrad CPC computers is not a full implementation of the language and it is not possible to obtain a screen dump. This has been confirmed by Digital Research when we phoned them recently.

The best you can do is to save the screen as a file using SAVEPIC "filename" and print the file. Before you save the "file", it may be possible to delete the textlines at the foot of the screen and to clear the DRIVE IS message by using the TSFS and CTRL 0 commands respectively, but these are primarily intended for use with the PCW computers and may not work on the CPC6128.

For further information, four books may be of interest to you; these are:

GUIDE TO LOGO Published by Amstrad (Soft 160)

BASIC AND LOGO IN PARALLEL by S. Wainwright Published by Babini at £2.95

INTRODUCING LOGO and USING DR LOGO ON THE AMSTRAD. These last two books are available from the UAUG Book Library (see CPC USER, Issue 9, page 26).

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shopping list (according to what has been used) and also provide a check on which prices have increased since last time.

Thanks for your comprehensive and speedy reply to my last letter."

The file management utility ODDJOB was marketed by Pride Utilities of Luton, in either disc or ROM versions. My article about the Mini Office II word processor was written some time ago and I was not aware until recently that Pride Utilities went out of business last year. I have sent you a copy of the user-instructions for ODDJOB so that at least you know what to look for should the program still be in stock with a local supplier. However, I think this unlikely and the nearest alternative to ODDJOB is MASTER DISC (DISC UTILITIES) marketed by Siren Software of Manchester.

Either ODDJOB or MASTER DISC will enable you to make a working copy of Mini Office II and to erase the KOHLRABI.BAS files and to render the KNIFE.BIN file readable. The files are all SYSTEM and READ ONLY files and need to be re-set as DIR and READ/WRITE files. Once re-set, the KNIFE.BIN file can be read either when in CPM+ or via a word processor such as Protext, Wordstar, NewWord or Pyraword; it is not readable via Tasword, Brunword or the Mini Office II word processor. The KOHLRABI files are unreadable because they are empty!

However, since the article was published, I have learned that the Mini Office II suite of programs incorporates some sort of inhibitor which prevents data files from being saved to or loaded from the program disc or a copy of the disc. I am currently investigating this problem (my letters to Database Software are as yet unanswered) as, in my view, it is ludicrous to have 90k of free space on the disc which cannot be utilised, and I also regard with contempt the fact that no mention whatever is made in the user-instructions of this restriction nor is there any mention of the need to replace the program disc with a data disc in order to save or load text files, etc. As soon as I have the answers to this problem, I will publish an explanatory note in CPC USER. Meanwhile, I offer my apologies to you and to any other member suffering the same difficulty if my misleading but well-meant suggestion to utilise the disc space has caused any inconvenience.

Thank you for the information about MASTERFILE III and the print-out sample. I know of no Kitchen Re-order Program and cannot suggest a source of enquiry, but I will keep my ears open and will let you know of anything suitable (the program INVENTORY on disc PD5/2, mentioned in this issue and available from John Blessing, may be of interest to you) - Ed.

Paul Newman of Leiston writes:

"Member W.A.Sambrook is obviously not aware of the YOUR COMPUTER issue of about 2 years ago which featured just such a routine for transferring Spectrum material to the CPC6128

It is not an emulator; the user is only enabled to load into the CPC - it is then up to him/her to make it run.

I used the system for some time until I was able to transfer material direct via an RS232 link. I am therefore unable to supply any further details, or a copy of the system.

Mr Sambrook may also care to contact Dr A. Wright of 24 Wyche Avenue, Kings Heath, Birmingham B14.6LQ, who is developing a CPC6128/Spectrum emulator. He has, I believe, developed a CPC/Spectrum program loader but is wondering just what the demand for an emulation might be. I would imagine that a letter to Dr. Wright would provide further impetus to the, no doubt, other requests along the same lines.

You requested contributions of any kind. I am the co-ordinator/editor/publisher of the Sinclair Amstrad Radio User Group (SARUG) and you may care to include the following paragraphs in a forthcoming newsletter.

The Sinclair/CPC range of micros have a wide range of uses in amateur radio and allied hobbies, ranging from simple calculation through to modern data communications and databases.

The ZX81 paved the way for a range of activities which is still developing and, although all but forgotten by UK users, the humble ZX81 still has a huge following amongst US radio users. Amongst recent developments is the COMLINK I which enables the ZX81 1K to communicate with Bulletin Boards, etc, via a telephone/modem.

COMLINK I is smaller than many 16k ram-packs, plugs into a standard 1K ZX81 and has all the necessary features for both modem and radio-terminal users. Modern Packet Radio communications is easily achieved with the COMLINK I plus the proper Terminal Node Controller.

The COMLINK I costs under £30 air-mailed direct from USA and a review will be published in Issue 30 of the SARUG newsletter

Interested parties can obtain the COMLINK I via myself if they wish, since I have US dollar banking facilities.

The Spectrum undoubtedly has by far the widest range of amateur radio software and to try to detail it all would be fruitless. A small number of commercial software suppliers market a limited range of programs mostly concerned with communications via Radio Teletype, Morse, Slow-scan Television, Amtor and Packet Radio. Again, I can supply lists if required.

MAILBOX

The CPC range is somewhat smaller and relies mostly upon the substantial public domain programs held by SARUG. Many are excellent and rival commercial versions.

Anyone interested can contact me by letter at 3 Red House Lane, Leiston, Suffolk IP16.4JZ. If you don't enclose an SAE I will assume that you don't want a reply.

I shall be pleased to know if this is of interest and look forward to hearing from you soon. Best Wishes - "

Thank you Paul for your informative letter. We've no doubt that Mr Sambrook will not be the only one interested in Dr. Wright's activities.

We don't know for sure just how many UAUG members may be interested in SARUG and/or the services you provide. As we do not yet have a communications expert on our editorial team, the best we can do is to publish your letter and leave it to our members to contact you direct. Perhaps you will let us know in due course what the response to your letter has been?

J.E.Welch of Northampton writes:

"As a new member of the UAUG may I submit the enclosed listings which may be of interest to the technically minded and any engineers in the Group.

Other programs are used with SUPERCALC2. The program BENDS calculates the developed length of shaped or bent metal; I also enclose a photo-copy of a Basic listing found in a 1984 port Aviation magazine from which I programmed the SUPERCALC2 version - this explains the method of data input which is a bit involved until experience is gained (I have marked the relevant part).

It is manually calculated to speed up the action and all entries are protected so that LANK ALL will clear the spreadsheet for the next calculation. It is programmed for ten ends but of course it is a simple matter to add more lines.

The second program COMPRESSION SPRINGS is for checking or designing them and/or extension springs; modulus of elasticity and stress are chosen for various materials and these plus other data are entered at each line marked with an asterisk.

The program will give results which compare very favourably with commercial spring manufacturers stock items and of course springs can be designed for special applications. The what/if of SUPERCALC2 really comes into its own. Instructions are given on Sheet A1 on what to look for and where to find the other pages on the spreadsheet.

In case anyone wants to take the easy way out (the listings do take a fair time to enter), I have sent John Blessing a disc with the programs for library use should he consider them interesting enough. SUPERCALC2 is not on the disc, so members will have to add their own copy for single drive machines.

Please use the disc and the listings as you wish; I have found both to be very useful in my work. "

Thank you very much for the listings and accompanying literature. I'm sure that interested members will appreciate the trouble you've taken to provide the programs.

The programs have been added to our software library and are available from John Blessing.

Warren Hardy of Newcastle upon Tyne writes:

"Here are a few pokes I and my friends have discovered.

POKE &A701,n n=user number e.g. if you POKE &A701,15 it will be user 15. If you use 229, this is the area in which erased files are stored on a disc. So, if you accidentally erase a file, type POKE &A701,229 then enter CAT the erased files will be listed; all you have to do is load and re-save them.

You can relocate Basic by using &AE81/2 to set start of Basic (this is for the 464; I don't know about the 6128).

I go to boot sales at odd times and I picked up some old issues of Home Computing Weekly. In Issue 56 (April 3-9, '84) it explains that Rumbelows is to stock Amstrads sub £200 micro in its 380 stores. The new computer, using the new MSX standard sharked by several major Japanese makers is due to officially launched next week. The price is not finally decided but it will include a keyboard and tape deck in one unit and a green screen monitor, etc, etc. Is there any truth in this? Is the CPC-MSX compatible, or did old 'AI' take it out at the last minute, or has HCW got it wrong? It also says that the Z80B runs at 6 MHz - is this true? Or have I got it wrong?

Finally, if you do not know this already, unplugging the 12v plug from the monitor and type CAT gives the error message DRIVE A DISC MISSING. Type I 5 or 6 times and the message 32k with a chequered graphic display and 480k is displayed with 154k FREE displayed on the next line. What is this for - any ideas?

Is there any way of getting previous issues of CPC USER? I will send software for PD library when I can (a) afford the cost of the discs and (b) afford the cost of the PD software which will be in the next few weeks.

What about the software you have at discount prices. I would like to know. And on June 7th

I haven't got my CPC USER Issue 9; I don't know if it's late or what. "

Thank you for the POKES and the promise of some PD software which we presume you are buying from somewhere. We'd be pleased to provide you with PD software from our own library when you are ready.

We had no knowledge of the comments in Home Computing Weekly but, at a guess, we'd suggest that it was an over zealous journalist who either hadn't got the facts right or had been misled by his sources. Anyway, it's history now and so far as we know the CPC computers are not MSX compatible and never were.

As to the speed of the Z80B, some sources say it is 4 MHz whilst others say it is 6 MHz.

The CPC computers use the Z80A which runs at 4 MHz, but other computers using Z80 chips may run slower or faster. For example, some of the early TRS-80 computers using a Z80A could be switched between 2 and 4 MHz, and the Wren Executive portable with a Z80B ran at 6 MHz. So it seems to depend on whether you're using a Z80, a Z80A or a Z80B and upon the design of the particular micro-processor in which the Z80 chip is being used.

If you disconnect the 12v plug from the monitor, all you're doing is disconnecting the power supply to the cassette deck (or the disc drive if you have a 6128); hence the message: Drive A Disc Missing. As to the displayed memory messages, we have no idea what they mean, but suggest that they are unreliable in the circumstances you describe. The 32k you mention is probably the 32k ROM containing Basic and the operating system, which is an integral part of the CPC464 (the equivalent ROM in the CPC6128 is 48k).

Back issues of CPC USER are available from the UAUG Secretary (Paul Owen) at 50p/copy to members (£1/copy to non-members).

The software offered at discount prices is available direct from the suppliers named, not from the UAUG. We're sorry that the distribution of CPC USER Issue 9 was late; it was posted to you on June 6. Unfortunately, we seem to have a problem with printing but our Chairman is doing his best to resolve it.

J.D.Faith of Andover writes:

"... I have a couple of points for your Mailbox/PD Library ! The first is the gentleman's query on disc cases. I purchased my last lot from Multi Coloured Micro Shop of 8 Dundas Street, Redcar, Cleveland (tele: 0642-486643). I think they were 25p each for a minimum of ten.

The second note is for anyone who might read the Bar CPM section of Amstrad Action in which there is continual mention of a

magazine called The Free Software Handbook. I have tried for a copy without success. What they do not tell you is the publishers are American and the address is People Talk Associates Incorporated, P.O.Box 863652, Plano, Texas 75086. For those who do not know, the magazine contains a list of the best PD programs available. Maybe someone else can shed some light on this mysterious magazine ? "

Thanks for the info about disc cases; this is useful to know now that many discount suppliers are supplying discs in slip-in envelopes rather than the more protective (and more expensive) plastic cases.

We have received no comment from other members about the Free Software Handbook, but we do recall seeing a mention in another club magazine which pointed out that the book was mainly for PC-compatible software and that the CPM version was either not available or listed software that was not usable on the Amstrad CPC computers. Either way, it would be prudent not to part with your money until you are certain of getting what you want.

E.W.Taylor of Colchester writes:

" I have received some PD software from John Blessing and am unsqueezing them using your KEYBOARD notes.

Having two drives I found it necessary to disconnect one in order to proceed; it is not sufficient to switch off the 2nd drive. Will you please give me the method used to perform unsqueezing using two drives.

Further is it possible for me to obtain all the Group's newsletters prior to January 1988 issue. I will be very willing of course to pay all costs involved.

Thank you for any help you can give. "

There are no special procedures for utilising two disc drives when running the NSWP.COM utility; only the normal CPM multiple-drive conventions need be followed.

My article in CPC USER, Issue 9, was in retrospect a little misleading in stating that the unsqueezing procedure is simplified for users having two disc drives. What I meant and should have said is that the use of two disc drives would simplify the task of PIPing the two files (i.e. NSWP.COM and NSWP.DQC) across to a data disc. From that point on, once the two files are on the same data disc, the unsqueezing procedure only requires one disc drive because the NSWP.COM program unsqueezes the NSWP.DQC file to the same disc.

The unsqueezing procedure can make use of two disc drives, by utilising the L option from

within NSW.P.COM, but this is unnecessary in the procedure detailed in the article. I trust this clarifies the position for you.

I do not understand why it was necessary for you to physically disconnect one of your two disc drives in order to use NSW.P.COM. Sometimes a twin-drive system on a CPC will misbehave if there is no disc in Drive B. Also, if you ever power off your second disc drive you should also disconnect the ribbon

cable, otherwise there is a risk of data corruption or of the computer freezing. I can only guess that this is what you were experiencing, but it has nothing to do with the NSW.P.COM program.

Back issues of CPC USER and the earlier Newsletters are available from the UAUG Secretary (Paul Owen) at 50p per copy; I suggest that you 'phone him first (0705-526366) to ascertain which issues are available.

CP/M AIDE-MEMOIRE ON DISK

A feature of CP/M which is undocumented in the Amstrad user-manuals, is its ability to generate customised help files.

On Side 3 of the CPC6128 distribution disks, the files HELP.COM and HELP.HLP will be found. These two files can be used to generate a HELP.DAT file which in turn can be used to develop a comprehensive CP/M aide-memoire on disk. Proceed as follows:

1. Format a new disk in data format.
2. Using the PIP.COM utility, copy the HELP.COM and HELP.HLP files to the new disk.
3. Re-boot CP/M+, then replace the system disk with the new data disk to which the two HELP files have been copied.

Note: Stage 3 assumes a single disk drive. If you have

two disk drives, the data disk should be in Drive B.

4. At the A> prompt (or B> prompt if the data disk is in Drive B) enter HELP[EXTRACT] then sit back and wait whilst the new 75k HELP.DAT file is generated.
5. When the prompt re-appears, enter HELP and follow the on-screen instructions/menus.

Some of the subject headings and sub-headings are empty, but can be added to (by using a text editor or a suitable word processor) to develop a reference disk which can be as comprehensive as you like.

The new HELP disk is in data format, so it cannot be warm-booted nor can the C10CPM3.EMS file be copied to it. Any attempt to generate the HELP.DAT file on a system disk will fail, as will any attempt to PIP a generated HELP.DAT file to a system disk.

DS

FOR EXPLANATION OF THESE LISTINGS, SEE PETER COOPER'S LETTER IN MAILBOX

```

5 'HCAT by Peter Cooper
10 MODE 1:PRINT#8,CHR$(27)+"A"+CHR$(8):PRINT#8,CHR$(15):LINE INPUT
   "Contents of Disc(20): ";c$:LINE INPUT"Date (12): ";d$:MEMORY
   &7FFF:FOR j=&8000 TO &8032:READ b$:b=VAL("&"+b$):POKE j,b:NEXT
20 PRINT#8,STRING$(38,"="):PRINT#8,c$;TAB(22)d$:CALL &801E:CAT:CALL
   &802B:PRINT#8:PRINT#8,STRING$(38,"=")
30 DATA F5,3A,32,80,BC,38,07,3E,0A,CD,F1,BD,30,F9,7C,32,32
40 DATA 80,F1,F5,CD,F1,BD,38,03,F1,18,E4,F1,C9,2A,D4,BD,22
50 DATA 33,80,21,00,80,22,D4,BD,C9,2A,33,80,22,D4,BD,C9,00

```

```

5 'UTP.BAS by Peter Cooper
10 dd=40000:MEMORY dd-1:DEFINT a-z:DEFREAL d:DIM C$(26):MODE 2:INK 0,
   26:INK 1,0:INK 2,12:PEN 0:PAPER 1:CLS:GOSUB 20:GOSUB 60:NEW
20 IF TO THEN RETURN
30 h$=HEX$(dd):h1=VAL("&"+LEFT$(h$,2)):h2=VAL("&"+RIGHT$(h$,2)):POKE
   dd,17:POKE dd+1,h2:POKE dd+t,h1:RESTORE 40:FOR d=dd+3 TO dd+9:
   READ v:POKE d,v:NEXT:CALL dd:RETURN
40 DATA 33,&00,&04
50 DATA 205,&15,&bb,201
60 IF TO THEN RETURN
70 RESTORE 80:FOR h=48 TO 55:READ K:KEY DEF K,0,h,h+16,h+16:NEXT:KEY
   DEF 11,0,56,128,128:KEY DEF 3,0,57,131,131
80 DATA 15,13,14,5,20,12,4,10
90 FOR C=128 TO 153:READ kn,C$:C$(C-128)=C$:KEY DEF kn,z,C-31,C-63,C
   :KEY C,C$:NEXT:DATA 69,"auto ",54," border "
100 DATA 62," chr$(",61,"data "
110 DATA 58," edit "
120 DATA 53," for j=",52,"gosub "
130 DATA 44," len(",35,"input "
140 DATA 45," if "
150 DATA 37," inkey$",36,"locate "
160 DATA 38," mode 2:cls",46,"next"
170 DATA 34," return"
180 DATA 27," pen:paper ",67,"delete "
190 DATA 50," renum 10",60,"str$("
200 DATA 51," then "
210 DATA 42," upper$(",55,"val("
220 DATA 59," window ",63,"goto "
230 DATA 43," cls:list "
240 DATA 71," zone "
250 KEY DEF 68,0,9,9,155:KEY 155," RUN "+CHR$(13):KEY DEF 6,0,13,13,
   156:KEY 156," LOAD "+CHR$(34):KEY DEF 16,1,16,16,157:KEY 157,
   " cls":KEY DEF 7,0,44,44,158:KEY 158," CAT "+CHR$(13):KEY DEF 15,
   0,48,48,159:KEY 159," SAVE "+CHR$(34)
260 KEY DEF 10,0,55,55,154:KEY 154," |ERA,"+CHR$(34)+"*.bak":SPEED KEY
   20,1:KEY DEF 66,0,0:KEY DEF 26,1,64,124,164:RETURN

```

PROGRAMMING

*** INPUT ***

A program in Basic
by Brian Bristow

Many programs such as databases request input of strings of data, invariably of restricted length. If BASIC's INPUT routine is used, it is necessary to count the characters as they are typed in. Get it wrong and you lose the end of the string or, if you're lucky, you have to start again.

Use this subroutine instead. No more counting - you can also use the DEL key as necessary while typing the string. The listing includes some lines to demonstrate the use of the sub-routine.

```
10 'STRING INPUT ROUTINE
20 '(c) B.Bristow, Feb.'88
30 l=25:n=6:MODE 2:BORDER 13:DIM c$(n)
40 FOR i=1 TO n
50 PRINT:PRINT"String no.";i;"(max";l;"
  chars.),(Use DEL if necessary),then press ENTER."
60 PRINT"Enter your string here:";
70 GOSUB 1000
80 c$(i)=b$:PRINT:PRINT:PRINT"Your string is:"
  c$(i):NEXT:END

1000 REM STRING INPUT SUB-ROUTINE
1010 b$=""
1020 PRINT USING "&";STRING$(1,CHR$(144));
1030 PRINT USING "&";STRING$(1,CHR$(8));
1040 WHILE INKEY$<>"":WEND
1050 a$="":WHILE a$="":a$=INKEY$:WEND:a=ASC(a$)
1060 IF a>=32 AND a<=126 THEN IF LEN(b$)<1 THEN
  b$=b$+a$:PRINT USING "&";a$; ELSE PRINT CHR$(7);
1070 IF a=127 THEN IF LEN(b$)>0 THEN b$=LEFT$(b$,
  (LEN(b$)-1)):PRINT USING "&";CHR$(8)+CHR$(144)+
  CHR$(8); ELSE PRINT CHR$(7);
1080 IF a=13 THEN PRINT STRING$(1-LEN(b$),
  CHR$(9));:RETURN
1090 GOTO 1050
```

PROGRAMMING

Protext/Merge Disc Loader

by Brian Bristow

Protext and Promerge are both excellent programs, but take a fair time to load from disc. This loading time is due, in part, to time taken to draw the loading screen and to run several programs.

The following program replaces DISC.BAS, PROTEXT.BAS and DISC2.BAS. It also redefines several function keys, as described in the program. Save this program as "T", run it, then either press the small ENTER key to enter Protext, or press CTRL and the small ENTER key to load Promerge and then press the small ENTER key alone to enter Protext/Merge. Ensure that the appropriate disc is in the drive while carrying this out. The program is called "T" because that is easier to type than "DISC". Don't run the program then save it because when you run the program it deletes itself (NEW in line 270) and you will then save nothing. (I know 'cos I did it myself, pressed f4 to delete the back-up, and had to resort to hacking the disc to get it back!).

```
10 'PROTEXT LOADER
20 'From an original by ARNOR Ltd., by
   B.Bristow, May '88.
30 INK 0,13:INK 1,0:BORDER 10:MODE 2
40 PRINT"PROTEXT is loading..."
50 KEY 12,"RUN"+CHR$(34)+"M"+CHR$(34)+
   CHR$(13)
60 KEY 11,"|P"+CHR$(13)
70 KEY 10,"Q"+CHR$(13)+"CLS"+CHR$(13)
80 KEY 0,"S"+CHR$(13)+CHR$(13)
90 KEY 1,"MODE 1"+CHR$(13)
100 KEY 2,"MODE 2"+CHR$(13)
110 KEY 3,"CAT"+CHR$(13)
120 KEY 4,"|ERA"+CHR$(34)+"*.BAK"+
   CHR$(34)+CHR$(13)
130 PRINT:PRINT"Redefined function keys:
   ":PRINT
140 PRINT"Use from Command Mode:--"
150 PRINT" . Key: QUIT Protext."
160 PRINT"f0 Key: SAVE to disc as
   current file name."
170 PRINT:PRINT"Use from Command Mode
   or Basic:--"
180 PRINT"f1 Key: MODE 1."
190 PRINT"f2 Key: MODE 2."
200 PRINT"f3 Key: CAtalogue."
210 PRINT"f4 Key: ERASe back-up files
   from disc."
220 PRINT:PRINT"Use from Basic:--"
230 PRINT"Small ENTER key: Enter Protext
   (|P)."
240 PRINT"CTRL and Small ENTER key :
   RUN Promerge (M)."
```

```
250 PRINT:SYMBOL AFTER 256
260 MEMORY HIMEM-&40F0:h=HIMEM+1:LOAD
   "protext.bin",h+4:CLOSEIN:CALL h+4,
   h+4
270 CLOSEIN:NEW
```

The following program should, in the same way, replace DISC.BAS, PROMERGE.BAS and DISC2.BAS of the Promerge disc. Save it as "M", as above.

```
10 'PROMERGE LOADER
20 'by ARNOR Ltd., many bits deleted by
   B.Bristow May '88.
30 OUT &FA7E,1
40 h%=UNT(HIMEM)
50 IF 1*HIMEM-&2A00 < &2000 THEN 80
60 MEMORY &17FF:LOAD"pml.bin",&1800:
   CLOSEIN:CALL &1800,@h%:MEMORY h%
70 CLOSEIN:NEW
80 PRINT"Not enough memory!":PRINT" -
   Reset machine and try again"
90 OUT &FA7E,0:END
```

If you made use of either of the DISC2.BAS programs, just transfer whatever you had added to those programs into the above loaders, as and where appropriate.

Of course this still leaves much disc swapping, unless you risk saving these programs onto your master discs.

The solution which I have adopted is to copy Protext on to one side of each working disc, and Promerge onto the other side. I use one working disc for each subject, with a copy of each file on each side of the disc as a precaution. (Hint - Discology works, but only in disc copying mode; it will not copy the programs individually. You would have to be very clever to get Protext and Promerge onto the same side of one disc.)

If you own Protext alone, then you can still make good use of the first program, just delete the bits provided for loading Promerge. Or better still, buy Promerge. If you think it's just for mail-merging then you will be in for a pleasant surprise.

When you have done all this, please don't even consider disposing of any of the copies illegally.

P D L I B R A R Y

PD SOFTWARE LIBRARY UPDATE

by John Blessing

Well, you certainly have been keeping me busy - software requests have been streaming in. Particularly good has been the amount of software sent in by members for the library, so many thanks to T Magean, DE Welch, Don Snoad (our beloved editor - I've got to say that) and especially John Clarke. We must be up to 3.5 Megabytes of PD now!

I've tried to bring a semblance of order (some would say "And failed miserably") by marking with "#" all new items since the last newsletter. If you scan through the list you'll find there have been quite a few. I would like to be able to test each individually and write some extra documentation but I must plead lack of time as an excuse. If you have software from the library then how about writing a little explanation of it's use? It would be of great value to other members and could be included on the library disc. If you can, then please send it as an ASCII file on disc - I hate retyping, I'm slow and I bet that the first key to wear out on my keyboard will be the DEL key.

The other big news is that we are now able to offer an additional method of ordering PD software. Just send a cheque/postal order for £3.50 (payable to UAUG and crossed) for each disc - remember you can get two library sections on each disc. No need to send padded envelopes, stamps or blank discs. The price is pitched to cover our costs for discs, postage and jiffy bags. If you prefer, you can order using the previous method - it's up to you.

Keep up the good work - send me lots of lovely software, and thanks for your co-operation in making my job easier.

PUBLIC DOMAIN LIBRARY

New items since last list are marked #

PD1/1 (CPM) *****

CAT3	Single entry per line directory
CLEANUP	File eraser
COMPARE	Compares two files
CRCK44	Produces checksum
DISK76	Multiple file utility (like NSWP)
DISPLAY	Like TYPE
DU	Disc editor
MCAT41	Catalogues disc collection
FIND	Search files for specified string
HELP	Prints help files
IDUMP	Hex dump of files
INDEX	Sort directory with file lengths

LDIR	? (any ideas on this one?)
LISTT	Sends file to printer
LRUN	Run a no. of commands from a library, as if separate .COM files were being run
NSWP	Multiple file utility
NI	Sort directory with file lengths
SD	Directory utility ('SD //' for help)
PASSWORD	Used with SCRAMBLE
RENAME	Rename with wild-cards
RPIP	PIP with quick repeat
SCRAMBLE	File encryption
SORTV	Alphabetical sort of file
SQUEEZE	Compress file
SUPERSUB	Interactive version of SUBMIT
TYPEL	Like TYPE
UNERA190	File unerase
UNSQUEEZE	Expand compressed file
VLIST	TYPE with variable scroll speed
WHATSNEW	Lists newest files (needs date-stamping I think)

PD1/2 (CPM)

COBOL COMPILER With 32k documentation

PD1/3 (CPM)

Z8OASMUK	Assembler
ZMAC	Assembler
ZLINK	Linkage editor for ZMAC
#ZSM	Z80 assembler (with doc)
#DEDUMP	File transfer software (.ASM and .COM versions - no doc)

PD1/4 (CPM)

Z8EAMS . Z80 monitor and assembler

PD1/5 (CPM)

SECRETARY Word processor

PD2/1 (CPM)

SMODEM	Smart modem utility
#CIRKIT7	Prestel link 2
#KERMODE	?

PD2/2 (CPM)

AMSMOD7	Modem utility
MEX	Modem utility (type 'MEX' then 'HELP' for help)
SMARTMEX	Smart modem version of MEX
UKM1275	Modem utility
#XMCP2	Modem utility for Dart serial interface
CPC-UKM7	Modem Utility
#CTL-6128	Lists CPM control codes
#HMODEM	Modem utility
#MODEM	Modem utility

P D L I B R A R Y

PD2/3 (CPM)

BANNER Notice printer
#GOTHIC Sideways banner printer (Sorry
- old version was corrupted,
this one works !)

COLLOSAL
CAVE ADVENT
BIO
BISHOW
CAL

The original adventure game
Biorhythm generator
? (any ideas?)
Calendar generator

PD2/4 (CPM)

CHESSE Text version
OTHELLO Text board game
CUBE Simulation of 5x5 Rubik type cube
GOLF Text simulation of golf game
LIFE Classic game of life
MASTMIND Guess the computer's word
MAZE Generates mazes
NEWPUZ Wordsearch puzzle generator
PINGPONG Graphic pingpong game (CPM+ only)
PRESSUP Board game
STONE African stone game
TICTACTO Noughts and crosses

PD2/5 (AMSDOS)

25-SQUARE Rubik cube game
BIOCHART Biorhythm generator
BLCKJACK Blackjack card game
BREAK Snooker quiz game (6128 only)
F4SQUARE Puzzle game
FAMILY Family history (no instructions,
any ideas?)
FLAG-1 Draws Australian flag
FLAG-2 as Flag-1 using FILL command
HIGHLOW Guess the hidden number
HOROSCOPE Horoscope generator
JACKPOT Simple fruit machine
KEYS Redefine keyboard to give keyword
command entry
LIFE-10 Life game
MEMGRAPH Screen designer (6128 only -
needs BANKMAN)
MERCHANT Space trading game

PD3/1 (AMSDOS)

AMSDIR Tape cataloguer
CAT Sends CAT to printer
HOME Home budget
ICON2 Ascii/Prestel converter
INPUT1 General input sub-routines
LABELS Label printer
PAPERMAN Management simulation exercise
PENNYTEN Pingpong game
PJBOMBER Bomber game
POLAR Plots polar equations
QUEST Text adventure
RAFFLES Maze game
SCOSAVER Game - not working - anyone like
to fix it?
SPELLING Spelling game
SPORTMAN Sport management game
SURFACES Graphic demo
TODAY Calculates day names from dates
and Easter dates
TYPTUTOR Typing tutor
USEOFMIN Graphic demo
WUMPUS Text adventure

PD3/2 (AMSDOS)

A comprehensive subject index in
MASTERFILE format
AMSMAG85
AMSMAG86
AMSMAG87
ODDMAGS

PD3/3 (AMSDOS)

AS PD3/2 BUT IN ASCII FORMAT

PD3/4 (AMSDOS)

BLUE RAIDER Two part text adventure

PD3/5 (AMSDOS)

ROLL Binary and BASIC versions of
scroll RSX
SCRSWAP Binary and BASIC versions of
screen swapping RSX
ROLL.DEM Demo for ROLL RSX
SCRSWAP.DEM Demo for SCRSWAP RSX
FCAT Binary and BASIC versions of
directory to ascii file RSX
RSX-ART Ascii file with instructions
for above programs
#ROMREAD Saves rom as binary file
#AMSTRAD.DSK Details of connecting 2nd drive
#PSU.DOC Construction details for 2nd
drive power supply
#DC Drive interface
construction details
#DISK Disc menu
#BBLIST List of bulletin boards
#BBDIC Ditto
#BENDS Calc developed length of bent
metal (needs Supercalc2)
#IMPSPRIN Spring designer
(needs Supercalc2)

PD4/1 (CPM)

#DS Sorted and extended directory
#MDIR Sorted and extended directory
(with .doc file)
#NULU File manager
#ADJUST 2nd drive parameter patch
#FORTH 8080 Fig-Forth 1.1 compiler
(no documentation)
#FORTH MVP Forth compiler
with documentation
#MIKEDIT Wordstar like editor
#MLOAD ?
#UNLOAD ?
#LU Library utility (no doc)
#MAKE ?
#QWIKKEY ?
#UNSPPOOL ?
#WC Ascii text file word-counter
(with doc)
#ERAQ Easy erase (CPM2.2 or CPM+)
#ZAP35 Superzap disc sector editor
#TYPWRYT Computer emulates a typewriter

PD4/2 (PROTEXT - CPM or AMSDOS)

STD dialling codes - very comprehensive

PD LIBRARY

PD4/3 (ASCII - AMSDOS)

STD dialling codes - very comprehensive

PD4/4 (CPM)

#DAZZLESTAR Full featured disassembler
(needs 2 drives)

PD4/5 (CPM)

#PCFILE Database + documentation
(not tested yet!***)
#CRUNCH File compressor
#UNCRUNCH

PD5/1 (CPM)

#SCRIVENER See article in this issue of
CPC USER

PD5/2 (CPM)

#VDE Text editor/word processor
#INVENTORY Database - originally designed
for catering but flexible enough
for other uses.
#SORT Alphabetical sorts a text file
#SPELL Spell-checker with editable
dictionary

PD5/3 (CPM)

#MBASIC The standard PD BASIC (CPM+ only)

PD5/4 (CPM)

#PASCAL Pascal compiler - lots of
documentation and examples

PD5/5 (CPM)

#CREATOR Database (requires MBASIC -
on PD5/3) - CPM+ only
#REPORTOR Report generator for CREATOR

HOW TO ORDER:

1. Each of the sections above will fit on one side of a disc so send enough discs! eg if you want all the PD library then send 25 discs.
2. Please make sure the discs are blank and in VENDOR format.
3. Use a padded envelope and enclose correct stamps for return postage otherwise I cannot return your discs!
4. Enclose your address and tel no (in case you've forgotten point 3!)
5. State which software you require, eg PD1/1 and PD3/2. I cannot supply individual files.
6. If you haven't got a disc drive then you can still order software (but not CPM please!) by sending a long enough tape.
7. If you would prefer, then in place of each disc you can send £3.50. This will cover the costs of jiffy bag, disc and return postage. Cheques and postal orders should be made payable to the UAUG and crossed. Please do not send cash.
8. Requests are normally processed same day. However work and (rarely) holidays can cause delays.

Most of the documentation files have been compressed to save disc space. This is indicated by a "Q" as the second letter of the filetype, eg READ-ME.DQC would be a SQUEEZED version of READ-ME.DOC.

These can easily be converted into normal ASCII with either UNSQUEEZE or NSWP on PD1/1 so you should order this section of the library first.

SEND ORDERS TO: John Blessing, 26 Chichester
Close, West Wellow, Nr Romsey, Hants SO51.6EY

QUALITAS PLUS CORRECTION.

by John Blessing

In the last issue of CPC USER, I reviewed Qualitas Plus by Seven Stars. In that article I stated that it was impossible to mix fonts on the same line.

Mr Eckersly of Seven Stars has pointed out that this is not the case and I can only plead that I misread the manual. In case there are others who are confused then I will explain:

When using Protext, Qualitas is switched in by a certain control code (normally assigned to a control letter). The manual states that this must be the first non-space character on the line. I assumed that the same must apply to the other codes to switch in further fonts. This is not the case and so it is possible to

have up to three fonts on one line - the only restriction being that it is not possible to mix double and normal height on the same line (I hope I've got that right!) By the way, I have now got both an 8 bit printer port and the extra font pack - the difference is very worthwhile and makes the output even neater.

If any member has Qualitas Plus then I would be interested in any tips and hints. For instance, it has occurred to me that it should be possible to define 2 fonts, one with the top 1/2 of a character and the other with the bottom 1/2. Using a suitable line feed it would then be possible to have quadruple height characters. Anyone got the patience to design one?

SCRIVENER

by Brian Bristow

You may have heard of a Public Domain program called, variously, Scrivner, Scriverner, or Scrivener (or even 'ER SPREADSHEET', by A.A.!), that can do all sorts of wonderful things, like being a spreadsheet and a word processor all in one.

It is actually called Scrivener, and is neither a spreadsheet nor a word processor. Scrivener, being 9 characters long, is shortened to Scrivner as a filename. Scrivener means: One who drew up contracts; notary; money lender; broker.

Being 'public domain' means that anybody can copy it and give it away, but NOT sell for profit.

You may have seen ad's in the glossies by WACCI (who?), for a disc containing 'Scrivener Spreadsheet' and other P.D. software for £6.50. WE HAVE IT IN THE UAUG LIBRARY AND IT'S FREE !

* Preliminaries *

SCRIVNER.COM is 41k long. CPM+ is needed to run it. So any 128k CPC with disc and CPM+ will do.

The first task is to print out the accompanying .DOC file, which produces a manual 113k, or 54 pages, long; and make it into some form of book for easy reference. I consider that this is essential. If you haven't a printer then Scrivener is of no practical use to you.

The .DOC file is squeezed, use NSWP to unsqueeze it. If you don't know how, may I remind you of the Ed's recent explanatory article.

To print out the manual, set up your printer preferably with continuous paper, load the disc and type |cpm; at the >A prompt, type TYPE SCRIVNER.DOC, then go take the dog for a 20 min. walk! I previously set my printer to condensed, which left a wide right hand margin for adding notes etc. You will unfortunately suffer from the #/£ problem because of the 7 bit printer port. It's best to set the default language to USA, because the manual contains more #'s than £'s. Strangely (to me) the output on the screen shows all £'s. The file comes with page numbering to suit Listing Paper. The file is too long to fit in most word processors, but Protext/Promerge can handle it (SPLIT or P (input filename)).

The manual contains no index, so here is one:

SCRIVENER(SCRIVNER.COM) Index for Manual(SCRIVNER.DOC)

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REVIEW

* The Program *

Having got this far, you may be wondering what to use Scrivener for! Scrivener is a program that takes an input text file from disc and works on that file to alter it, to produce an output text file. The output file can be output to disc, screen, or printer. The input file can be taken directly from the keyboard. Keyboard and screen are called CON: (Console), printer is called LST: (List).

Scrivener is run by typing SCRIVNER at the A> prompt. You will then be prompted for the filename of the input file, then the filename that you wish to be given to the output file. Alternatively include those filenames in the SCRIVNER command eg.

A> SCRIVNER INPUT.FIL CON:

The input file is previously created on your favourite word-processor. A CPM one would be very useful, to save frequent booting of CPM, but any Amsdos word-processor capable of producing ASCII files on disc will suffice.

The file will contain text, perhaps in the form of an invoice. Within that file there could be calculations within double square brackets, eg [[10*10]]. In this example, the output file would then contain 100 in place of the brackets and their contents.

The file might also contain what are called 'Macros'. For example, it might contain the line:

```
#define his_name,,Brian Bristow
```

and subsequently the file might contain several occurrences of the phrase his name. The output file would then not contain the line above which sets up the Macro, and each occurrence of his name would be replaced by Brian Bristow. The line above has instructed Scrivener to replace each subsequent occurrence of his_name with Brian Bristow.

Basically that's it ! Of course there is very much more to the program, and I should elucidate here.

* Calculations *

The calculator is extremely powerful and I feel quite sure that it could contain any function that you could reasonably expect. There is a list of 46 functions such as Tangent, Random and Average. Some of them are so obscure as to need explanation in the manual. Another list contains 9 operators such as + and ↑. There are 13 letters that can be added within the brackets to affect formatting and how the calculation is acted upon. For example the problem of formatting where the result of the calculation takes up much less space than the brackets and their contents took, can be easily overcome in

several ways. A calculation can result in the sum of all calculations above it, or to the left of it, and could exclude some of those calculations in that sum. You could declare the degree of accuracy of the result, print nothing if the result is zero, or line up the decimal points in columns. And much more.

* Macros *

The Macros are also quite clever. The Macro described above was called 'define'. You could use it in a file where one word or phrase occurs many times but might, on occasion, need to be changed. It could then be changed simply by altering just the line containing the Macro instruction. All Macro commands are preceded by a '#'. There are 9 Macro commands. Two further ones are particularly interesting.

There are 9 Macro commands. Two further ones are particularly interesting.

'Input' prompts, on screen, for an input from the keyboard, which will be used in the Macro. As an example, the following Macro could be included in the text of the input file:

```
#input his_name,,who is this letter to
```

will display on the screen:

```
who is this letter to -->
```

The phrase input by keyboard will then replace each subsequent occurrence of his_name in the output file.

'Include' causes Scrivener to include the contents of another file on disc into the output file at the point where that Macro instruction occurs. That file can itself contain text, Macros and calculations. It could contain a name and address.

* Command Options *

There are three variations on the way that Scrivener can be used.

Remember the command to invoke Scrivener ? If instead of just typing SCRIVNER you were to type SCRIVNER <INPUT.FIL, any subsequent 'Input' Macros would take their inputs consecutively from the file INPUT.FIL. Again, that file could contain text, Macros and calculations.

If you typed SCRIVNER -M <ADDRESS.FIL then you could Mail Merge. That is, for example, produce many standard letters, each having a different name and address and maybe varied contents, originating from two or more files on disc and including perhaps some input from the keyboard. After the above command, you would be prompted for the name of the input file, then the name for the output file. The input file would contain the draft standard letter, and ADDRESS.FIL would contain sequential names and addresses. The output file would become filled with the

resultant personalised standard letters. Remember that the output file can be the printer, so the letters could be directly printed on output from Scrivener. Equally the output file could be the screen, useful for testing purposes !

Thirdly, if you typed SCRIVNER -M then you could Mail Merge in the same way, but with all 'Inputs' coming from the keyboard.

* Example Files *

If you have understood so far, and are still inquisitive, you will probably be thinking of all sorts of reasons why Scrivener would not be able to do exactly what you would want it to do. Be assured that I have just skimmed the surface of the possibilities here, and that the program is capable of producing just about any text files that you might wish for. But it might take you a while to create the input files.

The disc comes with many example files. Those with extension .SCR are input files, and those with extension .INC are 'Include' files. Try these and see the results. Then see how they are written to achieve those results. The output that you might wish for could probably be originated from one of these examples.

I have spent some considerable time thinking about example files, but could come up with

none better than those included on the Scrivener disc, so it is fair to say that I think that they are well chosen.

* Conclusions *

I see Scrivener as being most useful to those who use a CPM word processor, and wish to carry out Mail Merging and/or calculations within text files. I believe that this is not possible with most word processors - at least not to the level possible with Scrivener.

The Manual is fairly good. Several spelling mistakes, not ideal layout and no index, but lots of examples and clear explanations. I doubt that the program is bugged, and I have no complaints whatsoever to make of it.

It is a shame that Scrivener cannot be described in one short sentence (unless you know better!), and that it is misrepresented as being a spreadsheet by those who, presumably, have not bothered to discover otherwise.

I shall probably rarely use Scrivener again myself, because I use Promerge with Protext. Promerge can do many of the things that Scrivener can do, but in a different way. It also remains in memory with the word processor so the input file can be more conveniently altered. And I am familiar with it. But of course Scrivener is free, to us.

NEW SOFTWARE +++++

You may have noticed an amazing amount of new 'useful' programs for CPC's appearing in the last few months ? No ? Lost amongst the gloom and despondency of impending CPC demise ?

Micro-Design, Protext Office, Protext Filer, Brunning Info-Script, Maxam 1½, Pyradev+, CPM+ on ROM, Qualitas Plus and fonts, Rodos, The Cage ROM, fonts for Tas-Sign, WOPS, S.D.M's General Ledger, HiSoft Lisp, Treasure Island's The Informer, The Professional Adventure Writing System.

Enough ? I might be able to afford one of them, if only I could decide which one. Then I could write about it. But what about the rest ? This is a self-help group, if you own a program why not tell us about it ? Just a couple of sentences of facts, objective opinions, or tips would be so nice. Never mind about grammar, that's what editors are for. Is there anybody out there listening ? Evidence so far indicates that this is unlikely.

We'd love to hear from somebody - anybody !

BB

FEATURE

CONFIGURING THE CPC6128 KEYBOARD FOR POCKET WORDSTAR

by Don Snoad

Although Pocket Wordstar is an abridged version of the full implementation, it is still a very comprehensive program with a command structure totalling around 160 options. With such a large number of options, it is inevitable that the commands will be difficult to memorise and anything that can be done to simplify the command structure will be beneficial to the user.

The usual procedure is to arrange for the KEYS.WP file to be called from within the PROFILE.SUB file so that cursor movements are controlled by the arrow keys rather than by the Wordstar commands; but a lot more can be done to simplify the command structure so that a selected range of multi-code commands can be made using single or dual keystrokes. This will at least reduce the number of keystrokes necessary for the more frequently used Wordstar commands. However, in this context the CPC6128 requires that multi-code commands be assigned as expansion strings of which there is a limit of 32; in addition, the expansion strings are also limited to a total of 120 bytes. Because of these inherent constraints, not all Wordstar multi-code commands can be converted to single or dual keystrokes, and it is for the user to decide which commands shall be converted. The following two options, whilst perfectly practicable, are intended to illustrate what can be done by way of configuring the keyboard; either option can be modified to suit the user's requirements.

In the listings, the first column contains the key translation numbers, the centre column indicates the key status (i.e., normal, shift, control) and the third column assigns the expansion strings as allocated by the E symbol in the latter half of each listing. It will be noted that expansion strings are necessary only for multi-code commands; single code commands can be assigned without an expansion string.

OPTION 1

To configure the CPC6128 keyboard, load and run Pocket Wordstar, then select Option N from the Opening Menu. At the filename prompt, type KEYS1.WS then type in the keyboard configuration program exactly as shown right in Program 1 (the ^ symbol is the one on the £ key). On completion, save the file (as KEYS1.WS) then again select Option N from the Opening Menu and, at the filename prompt, type PROFILE.SUB; then change SETKEYS KEYS.WP to SETKEYS KEYS1.WS and re-save the Profile.Sub file. Re-set the computer, and load Pocket Wordstar; the keyboard will be automatically configured and can be used in accordance with Table 1 (see next page). When you've finished with Pocket Wordstar, the keyboard will still be configured so re-set the computer before running a different program.

OPTION 2

I've already implied that configuring the keyboard simplifies the Wordstar command structure in one sense but complicates it in another; this is because the Help Menus and Displays will not reflect the new keyboard arrangement. For this reason, some users may prefer not to change the Wordstar commands but would derive more benefit from a different utilisation of the keyboard configuration facility. Such utilisation could usefully take the form of programming the function keys to provide fast access to Wordstar's text-embedded and text-emphasis commands as well as simplifying the cursor controls. Program 2 gives the details, which should be typed via Option N as already described: save the file as KEYS2.WS and call it via the PROFILE.SUB file as before. On boot-up, the keyboard will be programmed as tabulated in Table 2.

For information and comparison, the keys configuration produced by the standard KEYS.WP file is shown in Table 3.

Whatever keyboard configuration the user adopts, it is prudent to re-set the help level to Level 2 to minimise any confusion with the normal Wordstar commands.

PROGRAM 1 (KEYS1.WS)

```

0 N  "AE"
0 S  "AR"
0 C  "A'#9E'"
1 N  "AD"
1 S  "AF"
1 C  "A'#9C'"
2 N  "AX"
2 S  "AC"
2 C  "A'#9F'"
3 N  "A'#89'"
3 S C "A'#93'"
4 N  "AL"
4 S C "A'#86'"
5 N  "A'#83'"
5 S C "A'#8E'"
6 N  "AB"
6 S  "AV"
6 C  "AW"
7 N  "A'#8A'"
7 S C "A'#94'"
8 N  "AS"
8 S  "AA"
8 C  "A'#9D'"
9 N  "A'#95'"
9 S C "A'#97'"
10 N  "A'#87'"
10 S C "A'#91'"
11 N  "A'#88'"
11 S C "A'#92'"
12 N  "A'#85'"
12 S C "A'#90'"
13 N  "A'#81'"
13 S C "A'#8C'"
14 N  "A'#82'"
14 S C "A'#8D'"
15 N  "A'#80'"
15 S C "A'#8B'"
16 N  "AG"
16 S  "AT"
16 C  "A'#99'"
18 S  "AN"
18 C  "AZ"
20 N  "A'#84'"
20 S C "A'#8F'"
66 N  "A'#27'"
66 S  "AU"
66 C  "A'#9A'"
68 N  "AI"
68 S  "A'#96'"
68 C  "A'#9B'"
79 N  "A'#127'"
79 S  "AY"
79 C  "A'#98'"
E #80 "AKO"
E #81 "AKE"
E #82 "AKJ"
E #83 "AKF"
E #84 "AKJ"
E #85 "AKW"
E #86 "AKS"
E #87 "AKV"
E #88 "AKY"
E #89 "AKR"
E #8A "AKC"
E #8B "AKR"
E #8C "AKB"
E #8D "AKK"
E #8E "AKH"
E #8F "AKQ"
E #90 "AKA"
E #91 "AKD"
E #92 "AKX"
E #93 "AKG"
E #94 "AKL"
E #95 "AKC"
E #96 "AKI"
E #97 "AKW"
E #98 "AKDEL"
E #99 "AKY"
E #9A "AKQ"
E #9B "AKN"
E #9C "AKD"
E #9D "AKS"
E #9E "AKW"
E #9F "AKZ"

```

PROGRAM 2 (KEYS2.WS)

```

0 N  "AE"
0 S  "AR"
0 C  "A'#99'"
1 N  "AD"
1 S  "AF"
1 C  "A'#96'"
2 N  "AX"
2 S  "AC"
2 C  "A'#98'"
3 N  "A'#89'"
3 S  "A'#94'"
3 C  "A'#9F'"
4 N  "A'#86'"
4 S  "A'#91'"
4 C  "A'#9C'"
5 N  "A'#83'"
5 S C "A'#8E'"
7 N  "A'#8A'"
7 S C "A'#95'"
8 N  "AS"
8 S  "AA"
8 C  "A'#97'"
10 N  "A'#87'"
10 S  "A'#92'"
10 C  "A'#9D'"
11 N  "A'#88'"
11 S  "A'#93'"
11 C  "A'#9E'"
12 N  "A'#85'"
12 S  "A'#90'"
12 C  "A'#9B'"
13 N  "A'#81'"
13 S C "A'#8C'"
14 N  "A'#82'"
14 S C "A'#8D'"
15 N  "A'#80'"
15 S C "A'#8B'"
20 N  "A'#84'"
20 S  "A'#8F'"
20 C  "A'#9A'"
E #80 ".CW10"
E #81 ".CW12"
E #82 ".PA"
E #83 ".PH"
E #84 ".MT"
E #85 ".FO"
E #86 ".HE"
E #87 ".IG"
E #88 ".BP"
E #89 ".SR"
E #8A ".CW8"
E #8B ".LH12"
E #8C ".LH16"
E #8D ".OP"
E #8E ".PC"
E #8F ".MB"
E #90 ".FM"
E #91 ".HM"
E #92 ".PL"
E #93 ".PO"
E #94 ".CP"
E #95 ".LH8"
E #96 "AQD"
E #97 "AQS"
E #98 "AQZ"
E #99 "AQW"
E #9A "APT"
E #9B "APV"
E #9C "APX"
E #9D "APS"
E #9E "APD"
E #9F "APB"

```

FEATURE

TABLE 1 (KEYS1.WS)

N O R M A L		S H I F T		C O N T R O L	
Centralise text (CTRL OC)	f.	Set left margin (CTRL OL)	f.	Set left margin (CTRL OL)	
Copy file (CTRL KO)	f0	Set right margin (CTRL OR)	f0	Set right margin (CTRL OR)	
Rename file (CTRL KE)	f1	Mark block beginn'g (CTRL KB)	f1	Mark block beginn'g (CTRL KB)	
Delete file (CTRL KJ)	f2	Mark block end (CTRL KK)	f2	Mark block end (CTRL KK)	
Disk direct'y on/off (CTRL KF)	f3	Hide/show block (CTRL KH)	f3	Hide/show block (CTRL KH)	
Justification on/off (CTRL OJ)	f4	Find text(max.30 ch) (CTRL QF)	f4	Find text(max.30 ch) (CTRL QF)	
Word wrap on/off (CTRL OW)	f5	Find and replace (CTRL QA)	f5	Find and replace (CTRL QA)	
Repeat find/replace (CTRL L)	f6	Save file & resume (CTRL KS)	f6	Save file & resume (CTRL KS)	
Move block (CTRL KV)	f7	Save file & return (CTRL KD)	f7	Save file & return (CTRL KD)	
Delete block (CTRL KY)	f8	Save file & exit (CTRL KX)	f8	Save file & exit (CTRL KX)	
Merge file (CTRL KR)	f9	Set temp margin (CTRL OG)	f9	Set temp margin (CTRL OG)	
Delete character left (DEL)		Delete entire line (CTRL Y)	DEL	Delete to line beg.(CTRL QDEL)	
Delete chara at cursor (CLR)		Delete word at cursor (CTRL T)	CLR	Delete to line end (CTRL QY)	
Escape (ESC)		Interrupt command (CTRL U)	ESC	Abandon file and quit (CTRL KQ)	
Cursor to next tab (CTRL I)	TAB	Set tabs (CTRL OI)	TAB	Clear tabs (CTRL ON)	
Copy block(current doc)(CTRL KC)	COPY	Copy block(alt.doc) (CTRL KW)	COPY	Copy block(alt.doc) (CTRL KW)	
Reform paragraph (CTRL B)	ENTER	Insert mode on/off (CTRL V)	ENTER	Scroll up one line (CTRL W)	
Carriage return (RETURN)	RETURN	Insert/split line (CTRL N)	RETURN	Scroll down one line (CTRL Z)	
C U R S O R M O V E M E N T A N D T E X T S C R O L L I N G					
Right one column (CTRL D)	→	Right one word (CTRL F)	→	To end of line (CTRL QD)	
Left one column (CTRL S)	←	Left one word (CTRL A)	←	To start of line (CTRL QS)	
Down one line (CTRL X)	↓	Text up one screenful (CTRL C)	↓	Text up continuously (CTRL QZ)	
Up one line (CTRL E)	↑	Text down a screenful (CTRL R)	↑	Text down continuously (CTRL QW)	

TABLE 2 (KEYS2.WS)

N O R M A L		S H I F T		C O N T R O L	
Sub/superscript roll (.SR)	f9	Conditional page (.CP)	f9	Boldface on/off (CTRL PB)	
Bidirectional printing (.BP)	f8	Page offset (LH margin) (.PO)	f8	Double-strike on/off (CTRL PD)	
Comment (not printed) (.IG)	f7	Paper length (.PL)	f7	Underline on/off (CTRL PS)	
Heading (.HE)	f6	Heading margin (.HM)	f6	Strike-out on/off (CTRL PX)	
Footing (.FO)	f5	Footing margin (.FM)	f5	Subscript on/off (CTRL PV)	
Top margin (.MT)	f4	Bottom margin (.MB)	f4	Superscript on/off (CTRL PT)	
Page number (.PN)	f3	Page number column (.PC)	f3	Page number column (.PC)	
Page Break (.PA)	f2	Omit page number (.OP)	f2	Omit page number (.OP)	
Pitch, 10 CPI(default) (.CW12)	f1	3 lines per inch (.LH16)	f1	3 lines per inch (.LH16)	
Pitch, 12 CPI (.CW10)	f0	4 lines per inch (.LH12)	f0	4 lines per inch (.LH12)	
Pitch, 15 CPI (.CW8)	f.	6 lines per inch(default) (.LH8)	f.	6 lines per inch(default) (.LH8)	
C U R S O R M O V E M E N T A N D T E X T S C R O L L I N G					
Right one column (CTRL D)	→	Right one word (CTRL F)	→	To end of line (CTRL QD)	
Left one column (CTRL S)	←	Left one word (CTRL A)	←	To start of line (CTRL QS)	
Down one line (CTRL X)	↓	Text up one screen (CTRL C)	↓	Text up continuously (CTRL QZ)	
Up one line (CTRL E)	↑	Text down one screen (CTRL R)	↑	Text down continuously (CTRL QW)	

TABLE 3 (KEYS.WP)

C U R S O R M O V E M E N T , I N S E R T A N D D E L E T E				
N O R M A L		S H I F T		C O N T R O L
Move right one column	→	Move right one word	→	Move to end of line
Move left one column	←	Move left one word	←	Move to start of line
Move down one line	↓	Move down one screenful	↓	Move to bottom of screen
Move up one line	↑	Move up one screenful	↑	Move to top of screen
Delete character at cursor	CLR	Delete one word right	CLR	Delete rightward to end of line
Escape	ESC	Escape	ESC	Escape
			TAB	Insert mode on/off
			DEL	Delete leftward to start of line

FEATURE

MAKE YOUR CPM PROGRAMS SELF-LOADING

by Tony Baker

Although I have owned a CPC6128 for many years, I have only recently appreciated the value of many of the utilities supplied on the system discs. The Amstrad user-manual mentions some of these utilities very briefly but gives little guidance on their use.

I have found that by using some of these utilities it is possible to make CPM programs load and run automatically just by entering |CPM. As examples, I will use the spreadsheet SUPERCALC2 which uses CPM+ and the game COLOSSUS MAH JONG which uses CPM 2.2. In both instances, you will have to copy CPM files on to your program discs so you might prefer to practice on a back-up copy first. If you have not yet invested in a disc and file copier, I can thoroughly recommend DISCOLOGY by Siren Software. It will copy whole discs or multiple files. The only disc I have been unable to copy with it is DISCOLOGY itself. For file copying, you can of course use the PIP.COM utility from Side 1 of your system disc, or FILECOPY.COM from Side 4.

EXAMPLE 1: SUPERCALC2, which runs under CPM+; the program name is SC2.

1. Copy the following files from Side 1 of your system disc on to the SUPERCALC2 disc:
C10CPM3.EMS
SUBMIT.COM
2. Use your favourite word processor to type in the program name SC2, then save it on to the SUPERCALC2 disc giving it the filename PROFILE.SUB
3. You should then find that on entering |CPM, the SUPERCALC2 program will be loaded and run automatically.

If you have no word processor with which to produce the PROFILE.SUB file, you can run the following small Basic program which is adapted from the example which appears in the Amstrad manual (Chapter 5, page 19):

```
10 OPENOUT"PROFILE.SUB"  
20 PRINT #9,"SC2"  
30 CLOSEOUT
```

Alternatively, you can use the simple word processor ED.COM from Side 1 of your system disc, as follows:

1. Copy ED.COM on to your SUPERCALC2 disc.
2. Enter CPM+ and at the A> prompt type ED PROFILE.SUB then press Return.

3. At the Editor prompt :* type I then press Return.
4. At line number 1: type SC2 then press Return; you should then see line 2:
5. Revert to the Editor prompt by pressing CTRL Z
6. Type E then press Return. You should now find that PROFILE.SUB is saved on to the SUPERCALC2 disc and you will be returned to the CPM system prompt A>
7. You can now erase ED.COM by typing ERA ED.COM, followed by pressing Return.

EXAMPLE 2: COLOSSUS MAH JONG which runs under CPM 2.2; the program name is MAHJONG.

1. Copy the SETUP.COM file from Side 4 of your system disc on to the MAHJONG disc.
2. With the MAHJONG disc in the drive, enter |CPM
3. At the A> prompt, type SETUP then press Return
4. You will then see the following question:
** INITIAL COMMAND BUFFER EMPTY
IS THIS CORRECT (Y/N):
5. Answer N and you will see the message:
ENTER NEW INITIAL COMMAND BUFFER:
6. Type MAHJONG ↑ M then press Return
7. Answer the remaining questions with Y
8. When you type Y in response to the question: DO YOU WANT TO UPDATE YOUR SYSTEM DISC (Y/N):, your disc will be updated with the information from Item 6 above.
9. The final question DO YOU WANT TO RETURN TO CPM (Y/N), enables you to test your responses so again answer Y
10. If all is well and the game loads and runs, you can then erase SETUP.COM from the disc.

Under Item 6, the ↑ M after the program name, is equivalent to pressing Return and ensures that you do not have to press Return yourself.

If you want a simple file copier, I can recommend TRANSIT which is a program by Pride Utilities and is now sold by Goldmark Systems. They used to give it away as a free gift, but it now costs £4.50 on tape or £8 on disc.

ADDRESSES:

Siren Software, 2-4 Oxford Road, Manchester M1.5QA (telephone: 061-228-1831).
Goldmark Systems, 51 Comet Road, Hatfield, Herts. AL10.0SY (telephone: 07072-71529)

(Tony has kindly agreed to receive queries by telephone from members; phone him on 0329-234291)



THE 1988 QUESTIONNAIRE

In your opinion, how much space in CPC USER is devoted to each of the following:

	Too Little	About Right	Too Much
Games	13	24	9
Adventures	5	27	12
Educational	27	16	2
Technical	19	19	4
Word Processors	11	30	6
Databases	15	27	2
Spreadsheets	17	22	4
Utilities	29	14	2
Graphics	22	16	5
Desk Top Publishing	20	15	7
Computing Hardware	18	25	0
Disc Drives	12	27	4
Dot Matrix Printers	9	36	2
Daisy Wheel Printers	6	25	9
Laser/Inkjet Printers	11	21	11
Silicon Discs	17	19	6
Memory Expansions	15	23	3
ROMboards	15	26	3
Programming	24	19	2
Hacking	21	15	6
Type-ins	26	16	2
Communications	13	26	4
Mailbox Feature	12	29	1
Monitor Feature	10	28	1
Keyboard Feature	11	29	1
Other (state which):			
Beginners Tuition	2		
Software Reviews	2		
Competitions	1		
PD Software		1	
Commercial Adverts.			1

First, on behalf of the UAUG I would like to thank those members who have completed and returned the pro-forma - especially those who sent a supplementary letter. Regretfully, I am unable to reply individually to everyone who wrote.

I don't intend to analyse the results as that is a task for the Executive Committee, but I believe it is appropriate for me to comment upon one block of questions specific to CPC USER. The block of questions is reproduced on this page, together with members' responses.

The numbers shown are a direct count taken from the 58 pro-formas returned. I have made no attempt to convert the numbers to percentages of the total membership as I feel that to do so would be making an assumption which is probably inaccurate and therefore unwise. I also feel that the overall response is disappointing; only 58 members out of a total of 184 bothered to respond.

Although the returned questionnaires make interesting reading they leave me more than a little confused. For example, 11 members stated that there has been "too little" about word processing, yet every edition of CPC USER this year has carried at least one review of a word processing program. The answers in the "too much" column indicated that 9 members thought there was too much about Games Software (yet there has been only one review in the preceding 8 months), and 4 members said there'd been too much on Communications (even though the last Comms article was published as long ago as November 1987). Also, 5 members said there'd been too much on Graphics, 7 claimed there'd been too much on Desk Top Publishing, 9 said there'd been too much on Daisy Wheel Printers and a further 11 claimed there'd been too much on Laser/Inkjet Printers. The fact is that there have been no articles whatever on these subjects! The much higher numbers in the "about right" column against these same subjects are even more absurd.

I give up !

DS

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Amstrad Action Xmas 87	Sport of Kings	Happy Letters
Amstrad Action Xmas 86	Strike	Animal Vegetable Mineral
Amstrad Action May 86	Pro Ski Simulator	Xanagrams (no instructions)
Amstrad Action Xmas 85	Into Oblivion	Ghostbusters
Harrier Attack	Formula 1 Simulator	Timeman One
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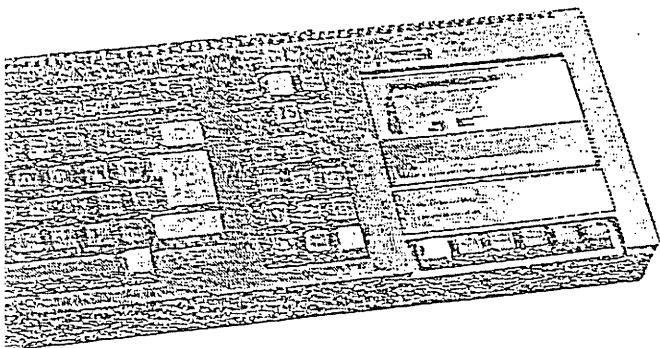
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