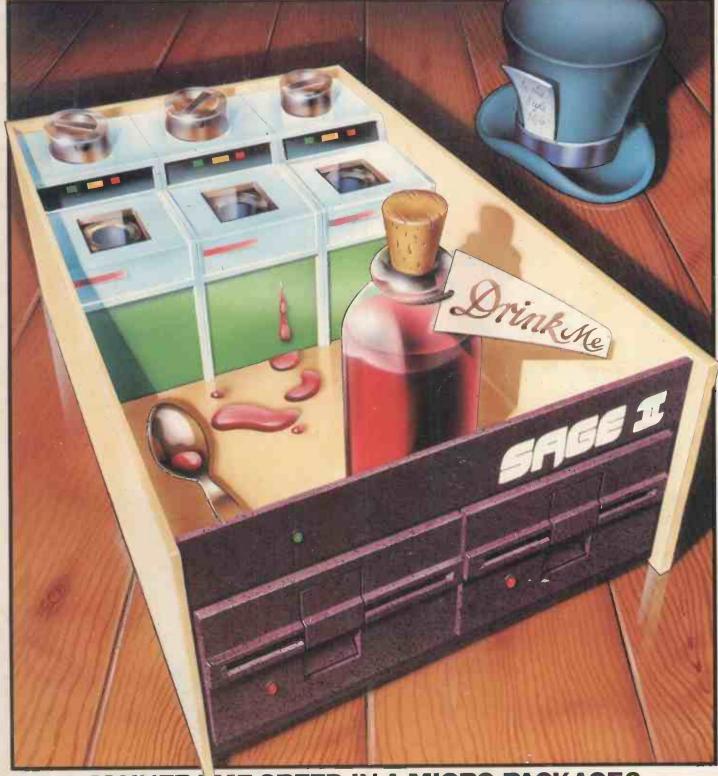
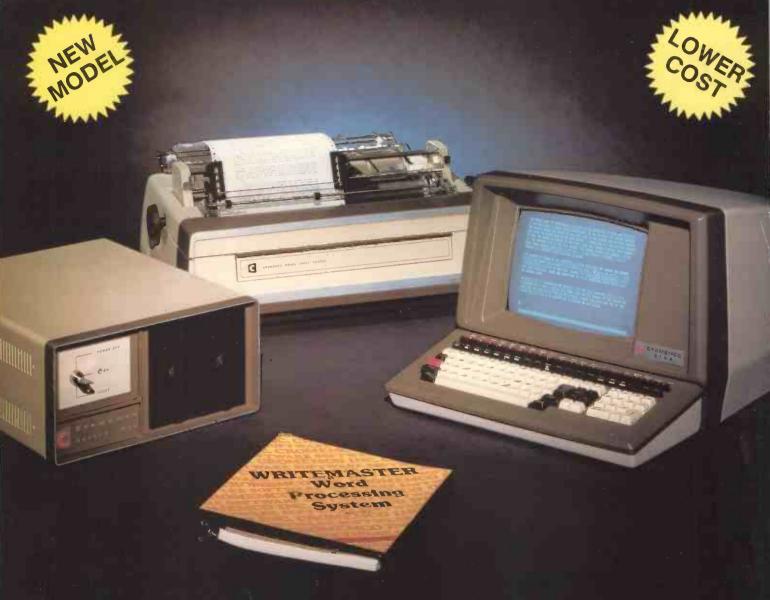


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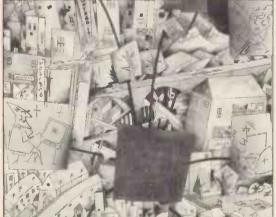
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accompanying the Benchtest of the Jupiter Ace, we published two illustrations, which were unfortunately uncredited For this oversight we are suitably shamefaced and would like to set the record straight by acknowledging the photography of Kokon Chung and graphics of Andy Martin.

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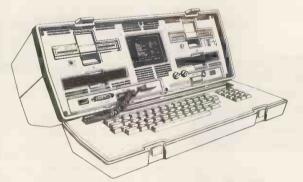
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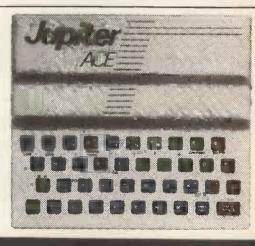
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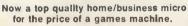




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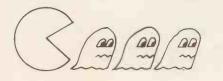
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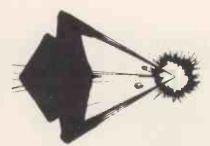
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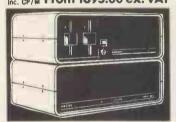
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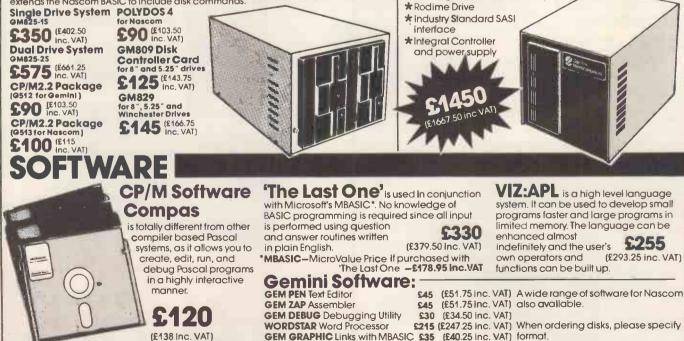
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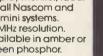
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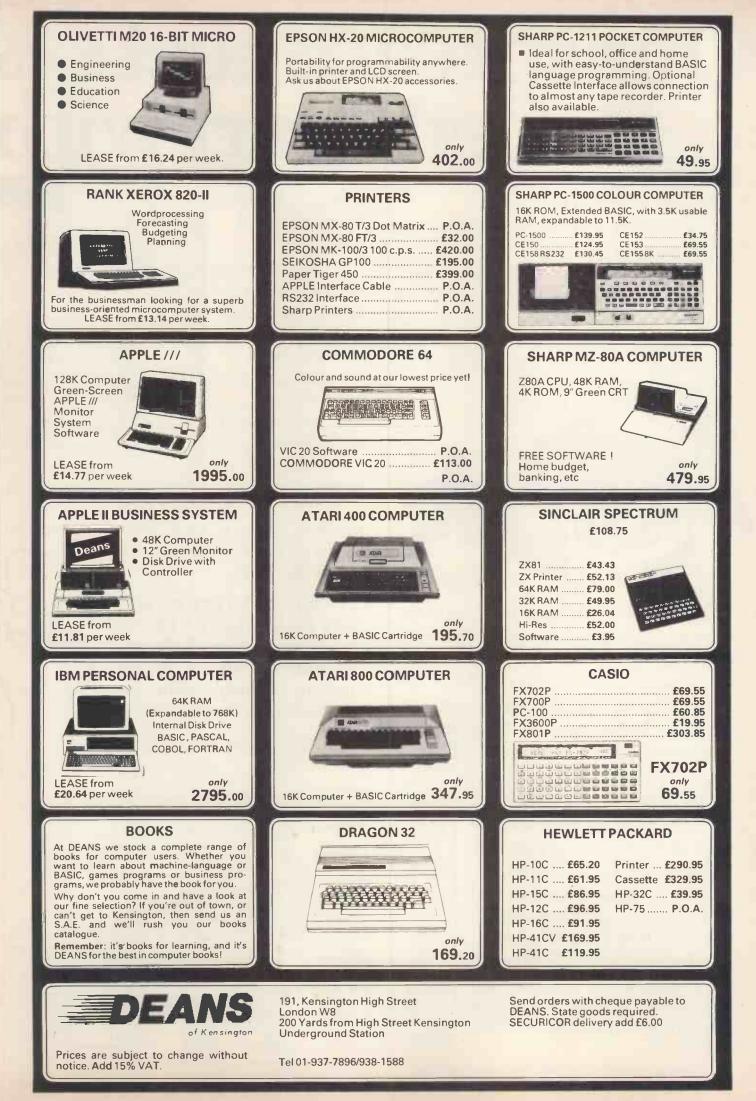
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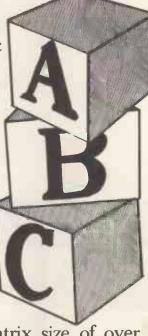
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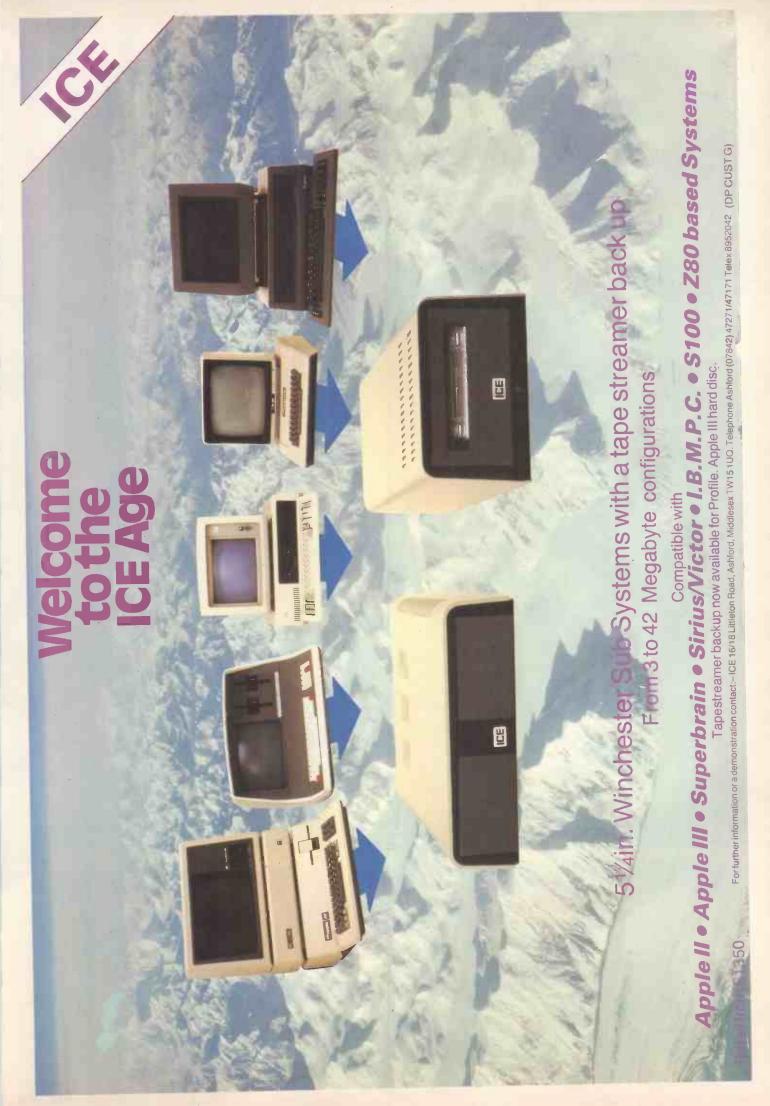
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But they didn't say I'd have to stop and control not just one but two or even more garbage pods. Then prod them, push them, toward that black hole, and oh, it's so very, very black, and so lonely, so empty.

Panic, musn't panic, but they won't stop, twirling and spinning and turning, always turning, towards me, against me, at me. And I'm alone.

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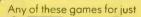
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Don't let its size fool you. If anything NewBrain is like the Tardis.

It may look small on the outside, but inside there's an awful lot going on.

It's got the kind of features you'd expect from one of the really big business micros, but at a price of $\pounds 269.95$ including VAT it won't give you any sleepless nights.

New Brain

However, let the facts speak for themselves.

You get what you don't pay for.

NewBrain comes with 24K ROM and 32K RAM, most competitors expect you to make do with 16K RAM.

What's more you can expand all the way up to 2 Mbytes, a figure that wouldn't look out of place on a machine costing ten times as much.

We've also given you the choice of 256, 320, 512 and 640 x 250 screen resolution, whereas most only offer a maximum of 256 x 192.

Big enough for your business.

Although NewBrain is as easy as ABCtouse (and child's-play to learn to use) this doesn't mean it's a toy.

Far from it.

It comes with ENHANCED ANSI BASIC, which should give you plenty to get your teeth into.

And it'll also take CP/M[®] so it speaks the same language as all the big business micros, and feels perfectly at home with their software.

NO OTHER MICRO HAS THIS MUC POWER IN THIS MUCH SIZE FOR THIS M MONE

So as a business machine it really comes into its own.

The video allows 40 or 80 characters per line with 25 or 30 lines per page, giving a very professional 2000 or 2400 characters display in all on TV and/or monitor. And the keyboard is full-sized so even if you're all fingers and thumbs you'll still be able to get to grips with NewBrain's excellent editing capabilities.

When it comes to business graphics, things couldn't be easier. With software capabilities that can handle graphs, charts and computer drawings you'll soon be up to things that used to be strictly for the big league.

Answers a growing need.

Although NewBrain, with its optional onboard display, is a truly portable micro, that doesn't stop it becoming the basis of a very powerful system.

The Store Expansion Modules come in packages containing 64K, 128K, 256K or 512K of RAM. So, hook up four of the 512K modules to your machine and you've got 2 Mbytes to play with. Another feature that'll come as a surprise are the two onboard V24 interfaces.

With the aid of the multiple V24 module this allows you to run up to 32 machines at once, all on the same peripherals, saving you a fortune on extras.

The range of peripherals on offer include dot matrix and daisy wheel printers, 9," 12" and 24" monitors plus 51/4" floppy disk drives (100 Kbytes and 1 Mbyte) and 51/4" Winchester drive (6-18 Mbytes).

> As we said, this isn't a toy. It doesn't stophere.

Here are a couple of extras that deserve a special mention.

The first, the Battery Module, means you won't be tied to a 13 amp socket. And, even more importantly, it means you don't have to worry about mains fluctuations wreaking havoc with your programs.

The ROM buffer module gives you a freedom of another sort.

Freedom to expand in a big way. It gives you additional ROM slots, for system software upgrades such as the Z80 Assembler and COMAL, 2 additional V24 ports, analogue ports and parallel ports.

From now on the sky's the limit. Software that's hard to beat.

A lot of features you'd expect to find on software are actually built into NewBrain so you don't need to worry about screen editing, maths, BASIC and graphics.

However, if you're feeling practical you can always tackle household management, statistics and educational packages. And because NewBrain isn't all work and no play, there's the usual range of mindbending games to while away spare time.

Waste no more time.

To get hold of New Brain you need go no further than the coupon at the bottom of the page

With your order we'll include a hefty instruction manual so you'll know where to start, and a list of peripherals, expansion modules, and software so you'll know where to go next.

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Technical Specifications

The NewBrain is a fully specified professional computer built to the highest standards of engin-eering and reliability. Chosen by leading OEM suppliers. Designed to facilitate easy expansion for use with the CP/M operating system, and the addition of 51/4 flexible and Winchester disks, 12 green phosphor professional standard monitor, 80 cps professional quality dot matrix printer with pin addressable graphics

Z80A cpu and COP 420M input/output microprocessors. 32K RAM expandable to 2 Mbytes. 29K ROM. Dual Cassette Ports. UHF TV port. CCITT Monitor Port Video 40/80 Character x 25/30 lines. 256, 320, 512, 640 x 250 Pixels. Expansion Port. V24 Bi-directional Port. V24 Printer Port. 16-character display (AD only).

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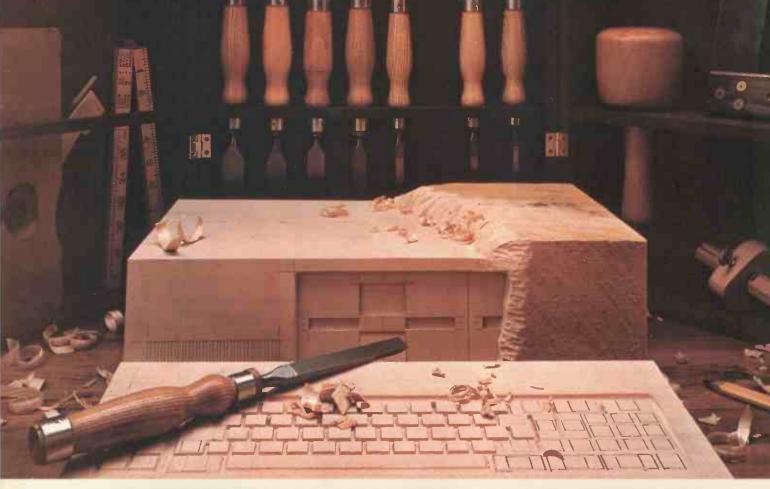
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Previous Issues showed examples of 'employees-short-list', 'garage stock re-order', 'sales analysis', 'librarian's list'. Here is an example of a hospital's patient index

and some reports it might generate. The record may look like this: One report might be: select??

1-record number (23)

patient (John Smythe) date of birth (1.5.45) 2

4- date of last visit (12.2.82) 5

- symptom (epigastrium ache) - diagnosis (peptic ulcer)

8- test type (barium meal)

9. prescription (100mg carbenoxolone sodium 3*

daily) 10- effect/other (minor improvements/test for surgical

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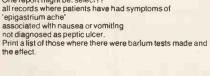
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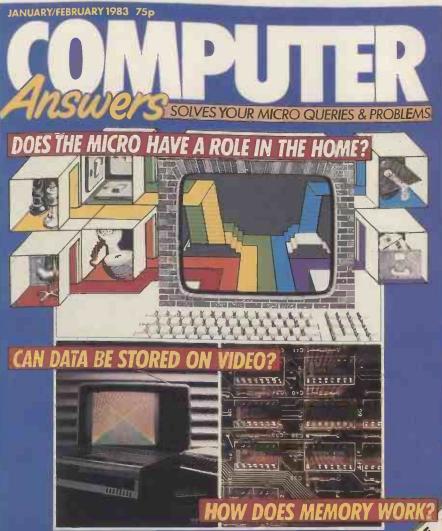
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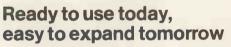
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There's no need to stop there. The ZX Printer – available now – is fully compatible with the ZX Spectrum. And later this year there will be Microdrives for massive amounts of extra on-line storage, plus an RS232 / network interface board.





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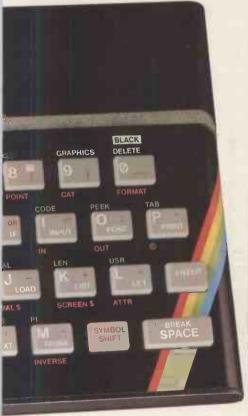
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X Expansion Module

This module incorporates the three unctions of Microdrive controller, local trea network, and RS232 interface. Connect it to your Spectrum and you can control up to eight Microdrives, communicate with other computers, and lrive a wide range of printers.

The potential is enormous, and the nodule will be available in the early part f1983 for around £30.



Sinclair Research Ltd, Stanhope Road, Camberley, Surrey GU15 3PS. Fel: Camberley (0276) 685311.

The ZX Printeravailable now

Designed exclusively for use with the Sinclair ZX range of computers, the printer offers ZX Spectrum owners the full ASCII character set – including lower-case characters and high-resolution graphics.

A special feature is COPY which prints out exactly what is on the whole TV screen without the need for further instructions. Printing speed is 50 characters per second, with 32 characters per line and 9 lines per vertical inch.

The ZX Printer connects to the rear of your ZX Spectrum. A roll of paper (65ft long and 4in wide) is supplied, along with full instructions. Further supplies of paper are available in packs of five rolls.



The ZX Microdrivecoming soon

The new Microdrives, designed especially for the ZX Spectrum, are set to change the face of personal computing by providing mass on-line storage.

Each Microdrive can hold up to 100K bytes using a single interchangeable storage medium.

The transfer rate is 16K bytes per second, with an average access time of 3.5 seconds. And you'll be able to connect up to 8 Microdrives to your Spectrum via the ZX Expansion Module.

A remarkable breakthrough at a remarkable price. The Microdrives will be available in the early part of 1983 for around \pounds 50.



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Sinclair ZX Spectrum-technical data.

Dimensions

Width 233 mm Depth 144 mm Height 30 mm

CPU/ memory

280A mlcroprocessor running at 3.5 MHz. 16K-byte ROM containing BASIC interpreter and operating system.

16K-byte RAM (plus optional 32K-byte RAM on internal expansion board) or 48K-byte RAM.

Keyboard

40-moving-key keyboard with full upper and lower case with capitals lock feature. All BASIC words obtained by single keys, plus 16 graphics characters, 22 colour control codes, and 21 userdefinable graphics characters. All keys have auto repeat.

Display

Memory-mapped display of 256 pixels x 192 pixels; plus one attributes byte per character square, defining one of eight foreground colours, one of eight background colours, normal or extra brightness and flashing or steady. Screen border colour also settable to one of eight colours. Will drive a PAL UHF colour TV set, or black and white set (which will give a scale of grey), on channel 36.

Sound

Internal loudspeaker can be operated over more than 10 octaves (actually 130 semitones) via basic BEEP command. Jack sockets at the rear of computer allow connections to external amplifier/ speaker.

Graphics

Point, line, circle and arc drawing commands in high-resolution graphics.

16 pre-defined graphics characters plus 21 userdefinable graphics characters. Also functions to yield character at a given position, attribute at a given position (colours, brightness and flash) and whether a given pixel is set. Text may be written on the screen on 24 lines of 32 characters. Text and graphics may be freely mixed.

Colours

Foreground and background colours, brightness and flashing are set by BASIC INK, PAPER, BRIGHT and FLASH commands. OVER may also be set, which performs an exclusive-or operation to overwrite any printing or plotting that is already on the screen. INVERSE will give inverse video printing. These six commands may be set globally to cover all further PRINT, PLOT, DRAW or CIRCLE commands, or locally within these commands to cover only the results of that command. They may also be set locally to cover text printed by an INPUT statement. Colour-control codes, which may be accessed from the keyboard, may be inserted into text or program listing, and when displayed will override the globally set colours until another control code is encountered. Brightness and flashing codes may be inserted into program or text, similarly. Colour-control codes in a program listing have no effect on its execution. Border colour is set by a BORDER command. The eight colours available are black, blue, red,

magenta, green, cyan, yellow and white. All eight colours may be present on the screen at once, with some areas flashing and others steady, and any area may be highlighted extra bright.

Screen

The screen is divided into two sections. The top section – normally the first 22 lines – displays the program listing or the results of program or command execution. The bottom section – normally the last 2 lines – shows the command or program line currently being entered, or the program line currently being edited. It also shows the report messages. Full editing facilities of cursor left, cursor right, insert and delete (with auto-repeat facility) are available over this line. The bottom section will expand to accept a current line of up to 22 lines.

Mathematical operations and functions

Arithmetic operations of $+, -, \times, +$, and raise to a power. Mathematical functions of sine, cosine, tangent and their inverses; natural logs and exponentials; sign function, absolute value function, and integer function; square root function random number construct and pi

function, random number generator, and pi. Numbers are stored as five bytes of floating point binary – giving a range of $+3 \times 10^{-39}$ to $+7 \times 10^{38}$ accurate to $9\frac{1}{2}$ decimal digits.

Binary numbers may be entered directly with the BIN function.=,>,<,>=,<= and<> may be used to compare string or arithmetic values or variables to yield 0 (false) or1 (true). Logical operators AND, OR and NOT yield boolean results but will accept 0 (false) and any number (true).

User-definable functions are defined using DEF FN, and called using FN. They may take up to 26 numeric and 26 string arguments, and may yield string or numeric results.

There is a full DATA mechanism, using the commands READ, DATA and RESTORE. A real-time clock is obtainable.

String operations and functions

Strings can be concatenated with +. String variables or values may be compared with =, >, <, >=, <=, <> to give boolean results. String functions are VAL, VAL\$, STR\$ and LEN. CHR\$ and CODE convert numbers to characters and vice versa, using the ASCII code.

A very powerful string slicing mechanism exists, using the form a\$ (x TO y).

Variable names

Numeric – any string starting with a letter (upper and lower case are not distinguished between, and spaces are ignored). String – A\$ to Z\$. FOR-NEXT loops – A-Z.

Numeric arrays - A-Z.

String arrays - A\$ to Z\$.

Simple variables and arrays with the same name are allowed and distinguished between.

Arrays

Arrays may be multi-dimensional, with subscripts starting at 1. String arrays, technically character arrays, may have their last subscript omitted, yielding a string.

Expression evaluator

A full expression evaluator is called during program execution whenever an expression, constant or variable is encountered. This allows the use of expressions as arguments to GOTO, GOSUB, etc.

It also operates on commands allowing the ZX Spectrum to operate as a calculator.

Cassette interface

The ZX Spectrum incorporates an advanced cassette interface. A tone leader is recorded before the information to overcome the automatic recording level fluctuations of some tape recorders, and a Schmitt trigger is used to remove noise on playback.

All saved information is started with a header containing information as to its type, title, length and address information. Program, screens, blocks of memory, string and character arrays may all be saved separately.

Programs, blocks of memory and arrays may be verified after saving to confirm successful saving.

Programs and arrays may be merged from tape to combine them with the existing contents of memory. Where two line numbers or variables names coincide, the old one is overwritten.

Programs may be saved with a line number, where execution will start immediately on loading. The cassette interface runs at 1500 baud,

through two 3.5 mm jack plugs.

Expansion port

This has the full data, address and control busses from the Z80A, and is used to interface to the ZX Printer, the RS232 and NET interfaces and the ZX Microdrives.

IN and OUT commands give the I/O port equivalents of PEEK and POKE.

ZX81 compatibility

ZX81 BASIC is essentially a subset of ZX Spectrum BASIC. The differences are as follows.

FAST and SLOW: the ZX Spectrum operates at the speed of the ZX81 in FAST mode with the steady display of SLOW mode, and does not include these commands.

SCROLL: the ZX Spectrum scrolls automatically, asking the operator "scroll?" every time a screen is filled.

UNPLOT: the ZX Spectrum can unplot a pixel using PLOT OVER, and thus achieves unplot.

Character set: the ZX Spectrum uses the ASCII character set, as opposed to the ZX81 non-standard set.

ZX81 programs may be typed into the ZX Spectrum with very little change, but may of course now be considerably improved. The ZX Spectrum is fully compatible with the ZX Printer, which can now print out a full upper and lower case character set, and the hlgh resolution graphics; using LLIST, LPRINT and COPY. ZX81 software cassettes and the ZX 16K RAM pack will not operate with the ZX Spectrum.





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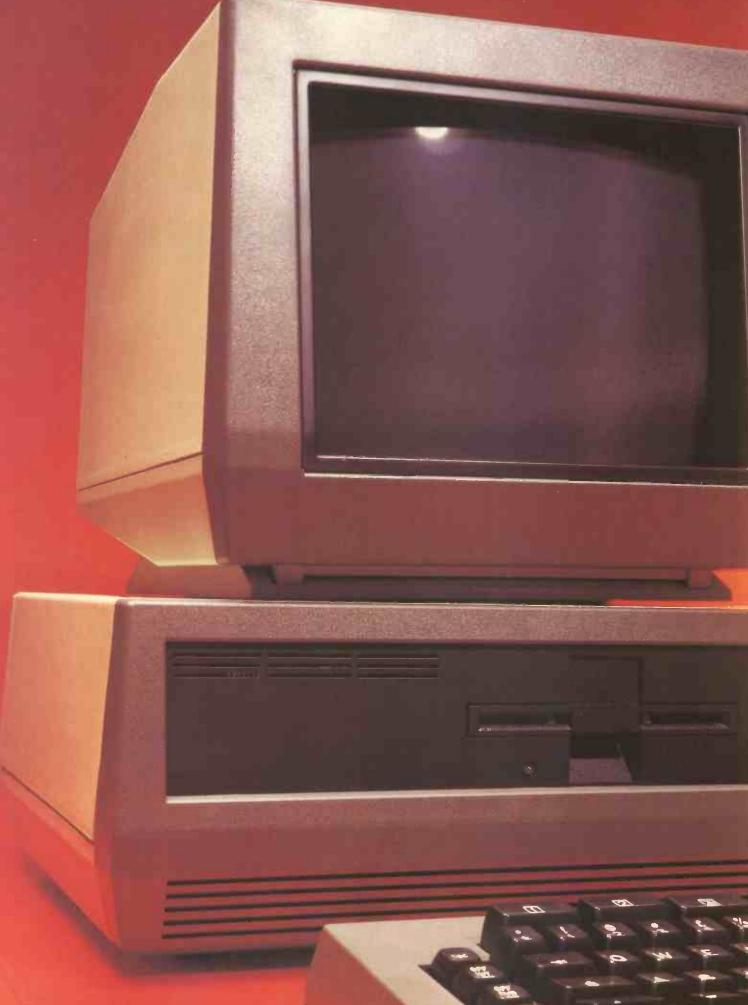
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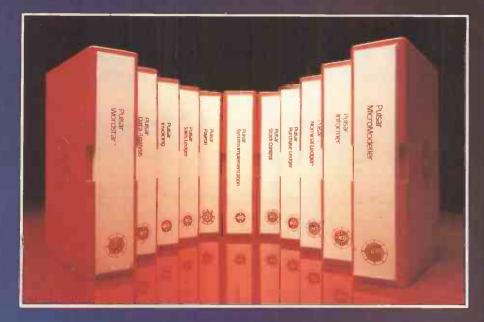
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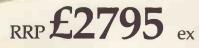
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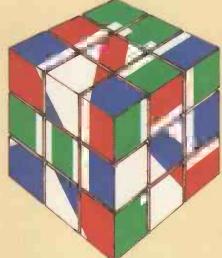


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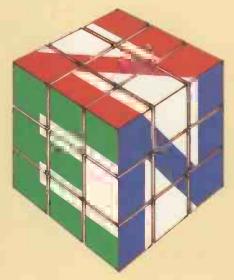
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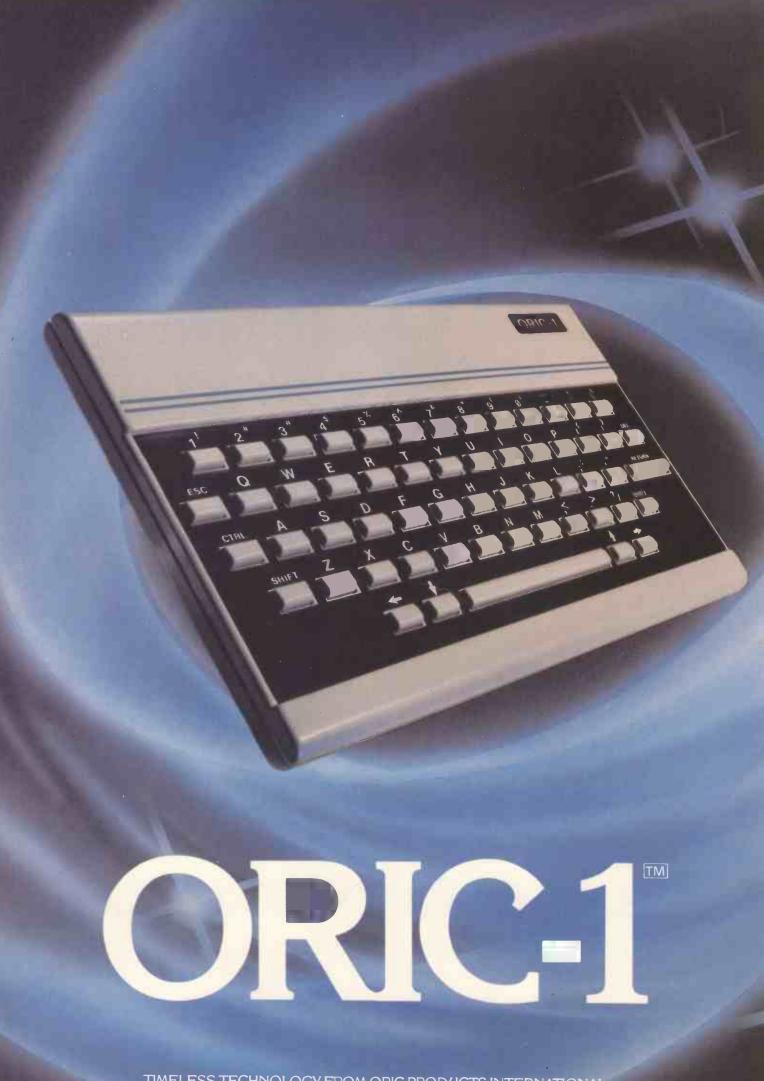
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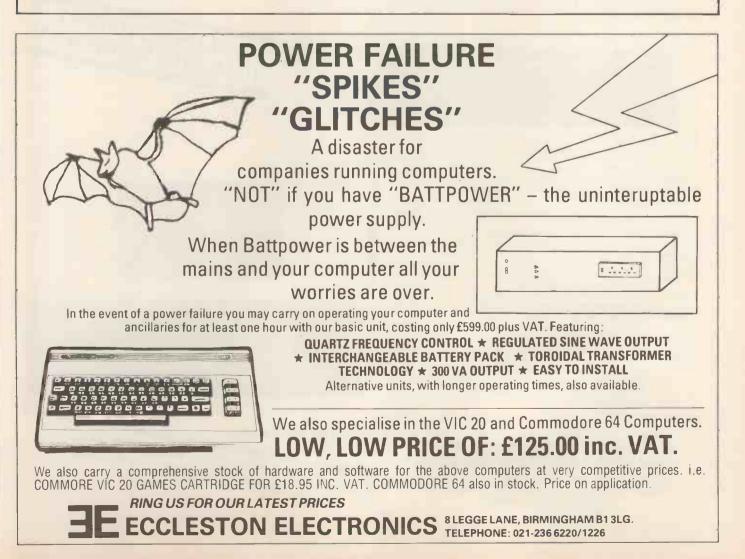
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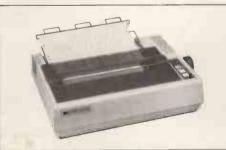
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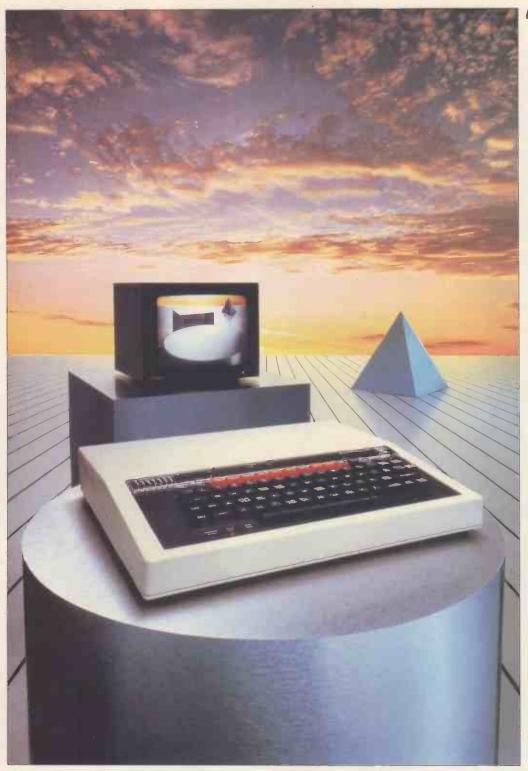
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hether your interests lie in business, educational, scientific, control or games applications, this system provides a possibility for expansion which is unparalleled in any other machine available at present, comments Paul Beverley in the July 1982 edition of *Personal Computer World*.

The BBC Microcomputer can genuinely claim to satisfy the needs of novice and expert alike. It is a fast, powerful system generating high resolution colour graphics and which can synthesise music and speech. The keyboard uses a conventional layout and electric typewriter 'feel'

You can connect directly* to cassette recorder, domestic television, video monitor. disc drives, printers (dot matrix and dalsy wheel) and paddles. Interfaces include RS423, inter-operable with RS232C equipment, and Centronics. There is an 8-bit user port and 1MHz buffered extension bus for a direct link to Prestel and Teletext adaptors and many other expansion units. The Econet system allows numerous machines to share the use of expensive disc drives and printers.

BASIC is used, but plug-in ROM options will allow instant access to other high level languages (including Pascal, FORTH and LISP) and to word processing software.

A feature of the BBC Microcomputer which has attracted widespread Interest is the Tube, a design registered by Acom Computers. The Tube is unique to the BBC Microcomputer and greatly enhances the expandability of the system by providing, via a high speed data channel for the addition of a second processor. A 3MHz 6502 with 64K of RAM will double processing speed; a Z80 extension will make it fully CP/M** compatible.

The BBC Microcomputer is also at the heart of a massive computer education programme. The government has recommended it for use in both primary and secondary schools. The BBC Computer Literacy Project includes two series of television programmes on the use and applications of computers.

There are two versions of the computer. Model A, at £299, offers 16K of RAM and Model B at £399 has 32K of RAM.

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Storage Options: Up to 4 add-on Winchester drives plus streaming tape backup

Communications: 4 workstation ports (RS-422-compatible), plus 2 synchronous/asynchronous programmable RS-232

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Operating System: User-friendly, multi-tasking, CP/M, MP/M, PC-DOS compatible Languages: BASIC, COBOL, Pascal Applications: Spreadsheet, Database, Text Processing Communications

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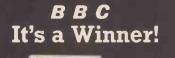
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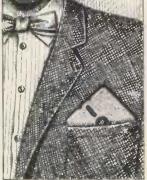
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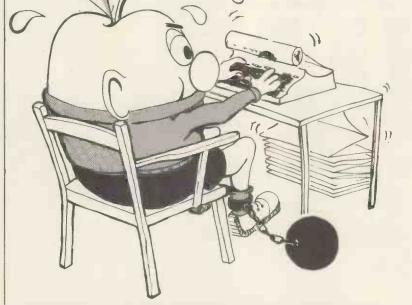
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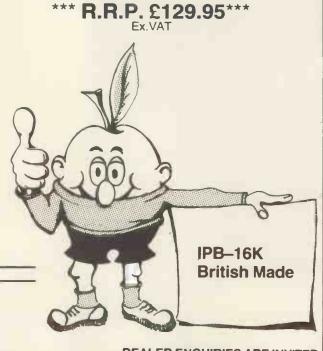
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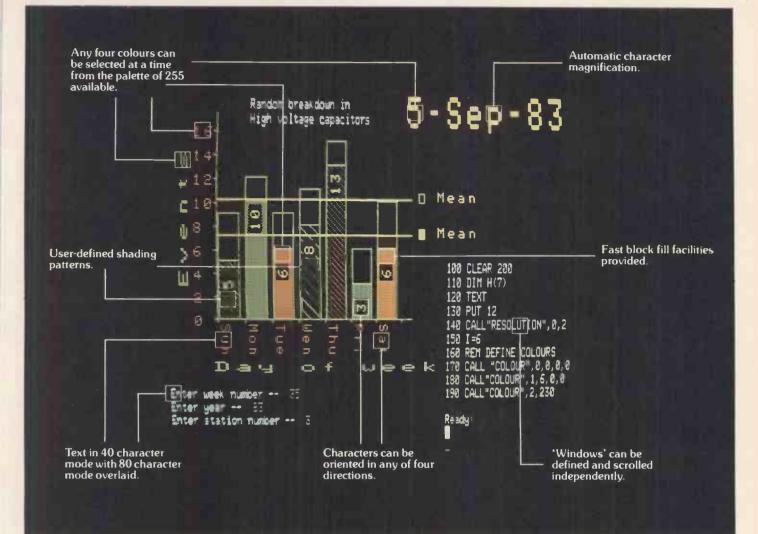
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There are also the special effects — such as moving between graphics 'pages' for pseudo-animation, or the ability to produce 'instant' graphics by drawing them with the colour 'switched' off and then 'switching' on. Next, not only can 380Z graphics pictures be saved

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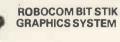
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NEWSPRINT

Guy Kewney provides the latest micro news.

Fear and loathing...

A room where three people announce portable versions of the IBM Personal Computer that are in one way or another nicer and faster than the original (and cheaper); where a couple of dozen people announce brand new micro-systems with the power of one of the better known mainframes (the Vax) running Unix (an operating system popular with universities): where new printers without motors in them, new hard disk drives that can have their disks replaced, and a new form of software that can do two things at once - where all these things happen is a room which might be mistaken for the centre of the computer industry.

The computer industry doesn't have a centre — not in the way that fashion centres on Paris, or the way motor cars are supposed to be able to find their own way to Detroit.

But the biggest computer show in the world (after the computer section of the Hanover Fair, which doesn't count) is the show which is held twice a year, once in Las Vegas and once in Atlantic City, and is called Comdex.

At Comdex Fall, the one held when even Las Vegas is starting to get cold and wintry, all those things happened — and more. Let us hope that this doesn't mean that Las Vegas is the centre of the computer industry. Let us hope it is just the site of a very big exhibition hall, in a town where the hotels are normally empty in winter. Because Las Vegas is a dreadful place.

To get into Comdex, you have to be more than a masochist, however. You have to be 'trade only' — you have to be a bulk buyer or seller of micros or micro software or services.

But if you are all these vile things, then you get let into a treat. Apart from being the 'biggest single level exhibition area in the United States', and having 'more than six miles of brand new carpet laid just for this one show', Comdex is where the new minis (some of them) and the new micros get their first showings.

It is important to remember something about 'first showings', however.

First showings, almost always, are of 'non-functional' equipment.

As you read your way through this 'Newsprint' section of PCW, you will notice that certain news items are about things that happened at Comdex — because they were important, trend-setting, or otherwise simply newsworthy.

I haven't done one big Comdex review item — because nothing will make a CP/M user interested in PET software, whether it was announced at Comdex or not. So it has all been kept in nice, separate news items.

But all Comdex stories about new equipment printed here have one thing in common — you can't buy it in the shops, and you won't be able to for some time. And if you do, it won't work.

There may be exceptions to the rule that people announce products before they are ready, or before there are enough available to meet demand, but those exceptions don't include IBM, Digital Equipment, Commodore, Acorn, Sinclair, Comart, Canon, Osborne, Apple, and so on and so on. They don't even include several more worldly-wise Japanese companies.

Whatever you were just about to pay out a deposit on, stick with it.

Arise, 'Sir' Clive... Around the middle of December, I was frequently distracted by people telling me that it would not just be Clive Sinclair OBE, but Sir Clive Sinclair, KCG or whatever, instead of merely Uncle Clive.

By the time you read this, of course, all the speculation will be probably wasted — until the next Honours List — because the honours will have been announced or not.



This is not a picture of the first tracker ball for home computer use. It is a picture of an ordinary high quality joystick for home computer users, and the joystick is made by Wico, who do actually make the tracker ball on Centipede (an arcade game from Atari) and who have now released the thing for you and me at over \$70 — but couldn't find a picture for me to bring home from Comdex. Naturally, before attempting to print this rumour, I rang Sir Clive up, and told him what I'd heard. He laughed immoderately, and agreed at once that if such a thing were in the wind, 'They' would probably have told him of it.

But I couldn't help noticing how he signally failed to say that 'They' hadn't.

If by some strange chance the powers that be do manage to confer official approval on Clive, it will come as less surprise to a lot more people than you would think possible.

At Government dinners recently, Ministers have been hinting at 'recognition' for various microindustry people and their 'contribution to Britain's position in the world in this area'. And, in rooms where Sinclair has been standing, Ministers have used the phrase 'for people in this room at the moment'.

Ever since Clive first pointed out that the Civil Service and the BBC (not altogether the same thing, since some Civil Servants didn't go to Oxford or Cambridge) didn't approve of him, there has been some sort of chorus of official disagreement.

There was the amusing episode, you may remember, of the educational 'approved' list, where the Spectrum (its virtue is its low cost) was included together with the RML 480Z and the BBC micro as a suitable machine for young children — providing they also bought an expensive colour video monitor.

'Proves we have nothing against him, doesn't it?' enquired one well-placed gentleman, who seemed astonished when I suggested that Sir Clive might not agree.

So, I suppose, since Sir Clive always wanted to prove to the Establishment that he was real and since the Establishment always wanted to seem fairminded and even handed, you could say that a deal is a deal, and everybody's happy.

As long as it is really 'Sir' Clive, and not some Minor Bloody Eminence.

Wage security

Apparently a lot of people with computerised payroll get other people's payslips. One way of avoiding this is the ingenious scheme which PFC Business Forms has evolved, where you type the employee's name and

works number (and so on) on a special 'security label' which is attached to the payslip. Then you tear the label off, and find that it has a carbonised underside, so the details are on the payslip. Then you put the label on the pay envelope, and the payslip inside it. Sounds great, except I'm sure there must be some way to put the payslip inside one envelope and the security label on a different one. Details on 021-559 3381.

Supplementing the Sirius

It is possible to upgrade your powerful 16-bit Sirius into an ordinary 8-bit CP/M machine by adding the board which Small Systems Engineering designed.

It is now possible to do it another way, and even add an interface to a hard disk (if you feel equal to the task of modifying the basic input-output system, the BIOS) on an add-on memory board from a man called Ravi Chandar.

The difference between his and the offical Sirius board is that you can use the extra 128 kbytes of memory when running 8088 (16bit) programs, and that he doesn't use the Sirius parallel port which, he says, means faster disk input and output of data.

He gives 'clear step-by-step instructions for installation, plus all instructions for BIOS modification required for hard disk expansion and high resolution graphics' — and the $\pounds 400$ price includes the CP/M 2.2 licence.

Write c/o Ozymandias, 198 Rochdale Road, Shaw, Nr Oldham.

Half-baked hard disks

They are called 'hard' disks because they are hard to afford, hard to fix, hard to use, hard to interface, and because they are not floppy.

The one thing they aren't is hard: the magnetic coating on a hard disk is so delicate that if the recording and reading head touched it for an instant it would gouge a groove in your data from which it would never recover.

Disk designers spin the soft surface fast enough for the head to 'take off' and 'fly' very, very close to the surface, and hope that nothing even as big as a particle of cigarette smoke ever comes flying along into the gap to act as a grinding agent.

There are two ways round this problem. The first is the one Sparrow Computer showed at Comdex Amsterdam, where you take a floppy disk, then spin it so fast that it looks hard but remains floppy enough to move out of the

NEWSPRINT



Next time somebody tells you he rang up Sir Clive (goodness, I do hope it doesn't turn out to be an Ordinary Bloody Emblem) you can show them what they've really being talking to.

This machine can answer up to 25 calls, and feed them through to the people answering queries in the right order. The really unusual part of it (apart from the identity of one of its more famous users) is the fact that it speaks a polite little piece when you phone, but doesn't use a tape recording. Instead, the speech is digitised, and stored in semiconductor memory. The main advantage for the user is that the memory doesn't wear out like tape. For the angry customer, the advantage is that the little piece is spoken from its beginning, not just from wherever the tape loop happened to be when you got connected.

This one is used by Sinclair's distributor (mail order, that is) GSI (UK) Ltd in Camberley. Price is from £2,500 or rental from £1,000 per year. Other details from Ansamatic on 01-446 2451.

way of the head when pushed by an air cushion.

The second, more usual, way is to take the head and the disk, and enclose them in a plastic bubble, filled with the cleanest possible air — the pure air in a modern surgery just wouldn't be pure enough — so that there are no particles of anything, least of all smoke, to get

in the way. Now there is a new way, one invented by Syquest of Santa Cruz. This method takes the disk and coats it with a very tough surface magnetic material, and then bakes it in a semiconductor furnace until it doesn't matter a toss whether the head touches it or not.

This way, you can build a drive for a few hundred (not thousand) dollars. And then you can buy a five megabyte disk in a cartridge for about £30 or so. At this point, the manufacturers of floppy disks start counting the weeks, I suppose, or else rush out to see if they can buy a licence to make the Syquest drive.

The semiconductor furnace part of the story explains why the disk is 3.9 inches in diameter. Up until recently, most semiconductor chips were made on silicon circles ('wafers') four inches in diameter. Nowadays, they are made in fiveinch wafers. There is quite a lot of cheap four-inch furnace equipment on the market. Production will be readily established.

There is only one thing else you need to know: it appeared for the first time at Comdex Fall. . .

Fast Future

Britain's own response to the IBM Personal Computer is a lot cheaper than the original.

A new company called Future Computing, selling through distributor Encotel, has launched a machine costing $\pounds1,500$ which runs all IBM software but runs it some 60 percent faster.

At press time, we had so few details that it was hardly worth running the item — but this is pretty unusual, so a quick mention will do no harm.

The machine will have a very comprehensive local area networking ability, says Brian Jackson, the managing director of the new company.

And to set it right apart from most IBM look-alikes, this one will be able to have an add-on processor more powerful than its own chip.

Where most users of the 8088 chip eventually plug in an ordinary Z80 to provide standard CP/M, Future Computing will offer the much beefier Motorola 68000, a favourite of those who want to write programs in C under Unix.

And in 1984, promises Jackson, there will be a 'true 32-bit processor', but he didn't want to give details.

Apple Proof

A new spelling checker for Apple II users — costing £120, called Proof — is available from Cambrian Software of Caernarfon.

I contains 44,711 words, including 1170 proper names, and has both British and American spellings — or one, or the other, whichever you specify. Details on (0286) 831072.

Approval for Torch

The Torch, a computer built around the BBC micro board but offering CP/M-like operating software, has now become 'the first microcomputer to be fully approved by British Telecom for connection to the phone network', according to Torch.

The standard Torch has been designed, the company points out, with extensive communication abilities. It actually has a built-in modem, a fast 1200 baud one, also capable of transmitting at the 75 baud rate of Prestel if necessary.

'Within the Torch, the 6502 processor chip handles all communications with other computers,' says the company in a handout. 'That works through the Econet local area link, and the RS232 interfaces, or via the modem. The Torchnet interface provides for local area networking — software — while remote traffic is handled by Torchmail, the company's own communication software system for using the BT phone network.'

The machine is now being distributed by EMG, which tells me that it plans to have 200 EMG micro centres over the next five years.

Details on (0223) 841000.

Excuses, excuses...

Suppose you had to hire a car, in the newly discovered Pacific continent of Urbania, in order to cross from the main airport on the east side of the capital city Consprawlopolis, to the heights of the western Cimmerian cliffs. Got it? Now compose a short description of your journey, after you discover that brake and accelerator are transposed and that the brake, furthermore, must be pulled, not pushed.

The description need not be as short as your journey, but it can

NEWSPRINT



end with your regaining consciousness in the Saint Jude Hospital.

Suppose that all your life you have been an expert in the use of Unix, as the background operating system into which you hook all your programs. Your favourite masterpiece, a complex file management program, must be transposed to the Frivolous Mk III microcomputer, which has a re-write of Unix called Immunix. It runs your programs nearly all right, but one or two complex modifications, say a couple of weeks' work are needed to take account of the special display and keyboard routines.

To your horror, you find that the editing command you use as second nature doesn't work. Instead, you have to use a different procedure, which (without your realising it) actually has one or two side-effects which the designers thought were 'improvements' and which in your hands generate a whole new series of untraceable software bugs.

Describe, in your own words, which machine you choose to transfer your clever file handling program to. Do not use the phrase 'any other machine but the Frivolous III and Immunix' more than once.

The moral of this story, which became clear walking around the very, very many new Unix-based machines displayed at Comdex, is: don't take it for granted that just because 'Our operating system is an exact emulation of Unix' this means that the system will get that clever file-handling program inside the next year. If it will, can they demonstrate it? And if not, why not?

That simple test will save you from the extreme tedium of having to listen to experts explain in their own terms why what you want is not what you really want, but only what you think in your ignorance you ought to want if you what you really wanted were not available.

In the end, the only thing that matters about an operating system is: 'Will it run my software?'

If the answer is 'no' then everything else is just excuses, excuses.

Easy indexing

Within a year of starting work with your first disk-based system, you will be the owner of an untidy mess of around 50 floppy disks. You will never be able to find the one you are looking for, and when you do find it, the file you want will turn out to have been transferred to a different one, to make space.

After a little wandering around exhibitions you tend to buy a box, and stick with it. These boxes tend to be plastic, with a perspex top so you can see that the contents are really disks, and not honey or cheese (or vice versa, perhaps).

This really isn't good enough. At least two makers of boxes realise that just having them in one place is not much help unless you have some way of working out which diskette is which — and those two people are MC2, with a system of diskette indexing and envelope indexing; and Willis, with a system of displaying the labels, and indexing them.

Both these systems cost well over £30, and have the disadvantage of storing rather fewer disks than an ordinary long box —but so far, they are the best solution I've found.

Latest announcement is the Acco disk box, illustrated on this page, which has the advantage of having its own envelopes for the floppies — tear-proof — and a box for 20 5½ in disks with envelopes costs $\pounds 15$.

Anybody else who had a method of storing 50 or more disks in sensible order, and a method of indexing them and their indexes, please don't be shy —get in touch.

Rooting for Unix

When getting Unix to run on a computer, you have to find somebody, first, who knows how to 'port' it on. Unisoft (mentioned above in connection with Uniplus) is based at Berkeley in California, where the people working on Unix 4.2 call themselves the Root Group.

This explains the otherwise inexplicable name of the London firm which does Unisoft's work in the UK — Root Computers.

Root has done its first 'port' – the machine announced in this column last month by Eddie Bleasdale. 'It was completed in just three days,' they claim.

Root is on 01-468 7045.

Price war looms (or does it?)

A plan to cut the price of the ZX Spectrum to under £100 after Christmas (possibly in February) could have a disastrous effect on Christmas sales or January sales, if news of it leaked out prematurely, and so it would be kept a very strict secret:

So it may be true, and it may not be true. The machine has only just been released to the retail trade, with WH Smith getting stocks in just in time for the Christmas rush, as you probably saw.

In those circumstances, cutting the price might seem premature. On the other hand, with the Oric just about to start shipping a very nice machine in large numbers, with the VIC being discounted down to £130 or lower, and with things like the Lynx very close, a pre-emptive price cut on the Spectrum would make sense.

And people I often trust insist that it will happen.

Make up your own mind. In Smiths, you will now find, there is a range of 'own-brand' WH Smith software, together with a range of books and magazines.

Chalking up marks

After hard cheese, very different is Chalksoft — an educational software company formed by a group of teachers and programmers.

The company plans to concentrate on 5-11 year-olds, an area of great nervousness and controversy — it already has programs for the BBC B, and the VIC 20 with minimum extra memory.

Currently available is 'Metrics' at £9.95 to check knowledge of kilos and litres: 'Invisible Man' (same price) which hides a cartoon man on cartesian graph paper, and makes the children work out coordinates; 'Sequences' (cheaper at £6) which demonstrates square numbers, prime numbers, Fibonacci numbers and so on (this is apparently 'important') in a way that leads the producers to say that 'the



An American rival to the remarkable colour graphics machine that IO Research launched at the PCW Show, the Vectrix colour graphics system is a bit pricier, and a bit more packaged.

It costs \$2,000, and is designed as a colour graphics terminal to a host computer. So it includes the monitor, the printer, the keyboard (not in the \$2,000 price, that just covers the graphics box) with serial and parallel interfaces to 'just about any computer.'

Again like IO Research, Vectrix has a bigger, more powerful version of its basic machine. The normal box is the VX 128: the big one, the VXZ 384 costs \$4,000 and is vastly more powerful, and requires a considerably more accurate colour display than the normal one.

Information is available from Michael Gold at Vectrix, 700 Battleground Avenue, Greensboro NC 27401. Phone (919) 272 3479.

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NEWSPRINT



This picture illustrations a perfectly acceptable powerful business microsystem from Micro Five — a system not noticeably inferior to any other powerful business microsystem, yet one of which you've probably never heard.

The reason is that there is a terrible battle to get enough dealers. Everybody has a factory big enough to churn equipment out fast, and equipment good enough to sell fast — if only they could get us to look at it.

Should anyone doubt that Micro Five is desperate to have us look at their equipment, consider the announcement that the company has 'added Pacific Computer Products to the company's world-wide marketing base'. This is described as 'going after the Fortune 500 base'.

Who, you ask vaguely, is Pacific? 'Pacific Computer Products is an Orange County-based manufacturer and supplier' (oh, good, an expert) 'of computer printer ribbons. ..' See what I mean?

electronic chalkboard really has come of age!'

Apart from a vague feeling that I keep hearing educationalists saying that chalk is a silly way to teach, it all sounds fun especially the program which has Pac-Man eating up wrong punctuation. Details on (082 347) 7117



David Levy, the man who used to play chess against humans, and now programs computers to do it for him, has been asked by toymaker Milton Bradley to produce a machine which plays like a human being.

This has nothing to do with strategy — but the way the machine moves the pieces.

What most of us hate most about chess-playing computers is their rude manners. You politely move a pawn, and instead of responding suitably, they flash an imperious light which says 'd5' or something equally cryptic.

Levy was asked to produce a machine which moved its own pieces. He has done it, and it is now a Milton Bradley product, likely to sell for under £400 in the UK (around \$500 in the US).

The reason he can produce it for so little was the magnetic chess board which Milton Bradley designed.

The squares are not just marks on the board: they are a touchsensitive keyboard. Under them, a magnet rests, capable of covering the whole board area, plus there's

an area on the side of the board where the pieces can be stored. This product really sells itself

against itself, in a shop window all the way from setting up the pieces, right through to putting them all away again.

It is called Grand Master, which exaggerates a bit, because its skill, according to Levy, is 'a little better than the Sargon II program on the Apple' — which at the time he was asked to design the program, was the world micro champion game.

That may not be Grandmaster standard, but it's too good for me. It has a library of openings, and it knows openings your average nerd (me) never heard of — so it plays like lightning, while its dumb opponent takes hours to try to understand what on earth is going on.

Then, when you get out of the opening, you find that it was not just waiting for you to move. It was passing the time by working out your best move — and if you choose that, it is ready with its best reply.

The machine isn't all-wise, however, and you can play foolish tricks on it. If you hold one of the pieces while it is being moved, it won't care — it will believe that it has moved the piece, and will believe it is where it was going to be. Even more fun is to ask it to set up the pieces when it already has.

As for how it works, well there's no mystery there, It works like those 'etch-a-sketch' toys, with the processor doing the wheel turning. Or, in David Levy's words: 'by magic'.

Picking and choosing

One can hear a long sermon, if one is minded, simply for the small effort of asking any minicomputer maker why the software which runs on his machine is better than the software which runs on those trivial CP/M micros.

Should one wish to terminate the sermon, it can be done for the equally small effort of repeating the words of the chief of Altos, who has just put Pick and Dibol on his CP/M micros.

Pick is an operating system much loved by certain commercial programmers of minicomputers. Dibol is a language used by programmers of something like a third of Digital Equipment's minis.

Altos has announced Pick and Dibol not because they are wonderful, however. They are available because if the machine looks the same to the program and the programmer, then the only person who cares whether it is a DEC mini or an Altos micro is the accountant — and the Altos micro costs half the DEC mini's price.

Sage that never was

Apple has always thought that its strange Apple III was a wonderful machine simply because it was bigger than the Apple II.

Bigger and more powerful than a totally different machine, the Sage II, is its successor, the Sage IV. Like the II, the IV is based on the language Pascal, and runs very fast, and allows its user to write programs in many different languages.

It also has an enormously clever replaceable disk, the Syquest drive mentioned above. What happened, then, to the

Sage III? 'We felt a bit superstitious about that, after the Apple III,' said the company boss, Rod Coleman. 'There never will be a Sage

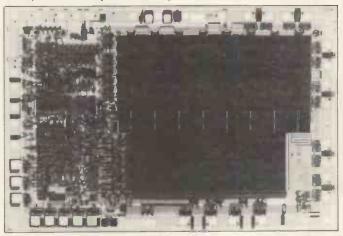
III ³

But does it read the news?

You have missed the first radio show to be hosted by a computer!

It happened way back in November on Radio Solent (Isle of Wight area) and all the Sinclair Spectrum did was to set quiz questions. The questions were derived from a new book, *The Working Spectrum*, authored by the Reverend David Lawrence, who is Chaplain to Southampton University.

It's a shame you missed it. No,



To you, me and most people in this business, 64 kbytes of memory isn't that much — but to the people who are automating typewriters, washing machines and burglar alarms, the new 'microcomputer' from Japanese firm Mitsubishi will indeed seem large, even with a capacity of only 256 bytes (not kbytes) of read-and-write memory, and 4 kbytes of read-only memory.

This pic shows the chip (numbered the M5M805H in order to prevent people from remembering it). It looks just like an ordinary memory chip of five years ago, and has a computer crammed onto it. If you buy a thousand, you pay only 2,500 yen per chip.

NEWSPRINT



Always nice to see two friends together. The friend on the left, Ed Sherman, is chairman of ACT, who recently fired software producer TABS for selling the rival Victor machine instead of his own Sirius. At the time, Terry Poole, of TABS, denounced the mové as (amongst other things) illegal, immoral, and quite possibly fattening, and described ACT in terms of disapprobation that would probably shock your innocent soul.

And of course, the other friend, the nice bloke with the beard and the other happy smile, is Terry Poole himself.

Yes, they have made it up. I believe a certain Chuck Peddle, head of Victor, insisted.

you didn't miss out on any Confounded Binary Epithets or the like. But you might have won a free copy of the $\pounds 6$ book.

If you want one anyway, it's available from Sunshine Books, on 01-930 3266.

Raising the standard

'With the appearance of the IBM standard, the obsolescence of 8-bit systems will take place even more rapidly than previously predicted,' remarked Dr Robert Harp, previously boss of Vector Graphic, now boss of Corona Data Systems.

Harp was building up to announce a machine which was the same as the IBM, yet better than the IBM (for many obvious reasons) and yet was also portable, comparable in size and weight with the Osborne — but with a bigger screen and smaller disks. And the price was \$2,395 (with one disk).

It was quite an announcement, spoilt only by the fact that the machine isn't going to be available until April in America, and who knows when in this country.

Actually, Harp was releasing a whole family of IBM-compatible machines. The first was a desk-top machine, like the original IBM but costing \$2,600 (compare that with the £3,000 or so asked for the IBM in this country today by 'grey' importers).

Because this machine has halfheight floppies, you can get four, or two and a hard disk, in the desk-top box. However the main improvements are not just how the floppies fit in the box, but more substantial — the power supply, the memory, and the graphics are all enhanced over the standard specification.

In the words of Bob Harp: 'In the past, most systems like this have been priced far too high, and too many features have been "optional" which ran the price even higher. Having so many components optional also meant that serious users had to be quite knowledgeable in order to configure a system.'

In the Corona — unlike the IBM — video controller, disk controller, extra memory, printer ports and graphics are all included in the price. Memory can be expanded from the normal 128 kbytes to 512 kbytes without expansion slots. And the power supply is 110 watts, compared with IBM's 60 watts, which will be sufficient, says Harp, to power several extra expansion boards and the IBM's power supply, he adds, is not.

Corona offers graphics to a 640 dot by 325 dot resolution (IBM's is 640 by 200) and stores the graphics image in main memory, not on an add-on card — which makes its graphics a lot quicker and cleverer. But IBM graphics can be run on the normal IBM graphics expansion card if you like.

The portable version, with two disks, will cost \$2,795. Included in that price will be 128 kbytes of memory, the display monitor, input and output ports, graphics, MS-DOS, Basic, and a spreadsheet package. It is quite possible that adapting the Corona portable for UK use will be easy. The company engineers at Comdex couldn't think of any reason, offhand, why there should be a problem converting from American voltage and mains frequency to British.

But usually there are many problems with frequency resonances, and voltage heating effects, and if the engineers can't think of anything off the top of their heads all that proves, usually, is that they haven't done any serious thinking about it.

So don't expect to see any in Britain before July at the very earliest — because if there is one thing more annoying than a computer running off a mains converter, it is a portable computer running off a heavy mains converter.

Corona is at 31324 Via Colinas, Suite 110, Westlake Village, CA 91361; phone (213) 706 1505.

Portable Hyperion

One trick which Corona pulled seems likely to catch on — the idea of putting only one disk in a portable computer to cut down weight and price.

Independently, Canadian micro maker Dynalogic Info-Tech Corp has adapted the Hyperion, an imitation IBM computer that it launched six months ago, into a portable version — and, with one disk only it weighs in at a mere 18lb.

Price is hardly as competitive as the Corona — but compared with the IBM price, it is still keen.

The base price of \$3,395 doesn't include the second 320 kbyte disk drive (\$650), doesn't include an optional integral modem to link to the phone network (\$500), doesn't include the Multiplan Microsoft spreadsheet (\$275) nor Dynalogic's own text editor, Inscribe. All these options are included in the Hyperion Plus, at \$5,000.

Details at 8 Colonnade Road, Ottawa, Canada K2E 7M6 or phone (613) 226 1383.

Guess the trips

Why we promised to print the result of the 'Guess the trips to WH Smith' competition in the December issue is one of the world's great mysteries. Still, here they are in the February issue instead,

Some readers might remember filling in little forms in WH Smith shops, telling someone or other how many different ways there are to get to Smith's from your home (theoretically speaking).

25 lucky people who got the answer right should now have ZX81s in the post to them.

The picture shows the random procedure by which winners were selected from among the thousands who had the correct solution. Editor Rodwell (left), with characteristic eccentricity, had the whole pile of forms tipped onto the floor and turned over a few times to make it all fair. Better than the old revolving drum, anyway. The other chap in the picture is John Rowlands, WH Smith's Computer Buyer. He helped pick out the winners.

Those of you with a sense of humour will appreciate knowing that one Mr Cramp of Dartford filled in 250 forms — all with the answer right — and actually managed to win. Whether or not this was due to his efforts is a point worth discussing, but one wonders if it was worth it!

The other 24 winners were: P Manning of Westcliff-On-Sea, P Escott of Norbury; Margaret Banon of Redcar; Marcus Grant of Leamington Spa; E Atwell of Loughborough; Sarah Lomax of Beaconsfield; Mrs J McCarthy of



Rodwell picks the winners - see 'Guess the trips'



Sending a picture of a version of Pascal which will process 5000 lines of code a minute (is that fast?) is a severe test of imagination. Gemini Microcomputers was equal to the test: they called their Pascal 'Compas Pascal,' and sent in a picture of a compass.

Details from, and some kind of 'cheeky Turkey Award' to, (02403) 28321.

Wilmington; G Brown of Mannamead; S Watson of East Dulwich: Mrs C Charlton of Hertford: M Beales of Potters Bar; Louise and Liam Gardner of Marlow; D Brassington of Surbiton; Clive Evans of Taunton; Joanna Bailey of Chelmsford; M Weaver of Andover, Miss F Wroot of St Albans; H Armengi of Worcester Park; Brian Driver of Moulton Leys; G Softley of Aylesbury; F Dunford of Basingstoke; J Suffling of Cambridge; Wendy Morey of Huntingdon and Daniel Jones of Cardiff.

Maggie Burton

Oasis directory

An Oasis, most people vaguely feel sure, is probably something to do with computers. Some might know what it actually is — an operating system — without knowing much more than that. Asked to name the top-selling half dozen applications that run under it, even the best-informed will go blank.

Hence the release by Phase One Systems of an Oasis Software Directory. All the rest you might need to know is the address: Lynda Varga at Phase One is the editor of the Directory at 7700 Edgewater Drive, Suite 830, Oakland, CA94621 (415) 562 8085.

Antic-killer

The trouble with benchmarks is that everybody knows they are useless, but nobody can think of any better way of showing which computer is 'better' than another. So we use them, and play benchmark games.

That is the only possible reason for Atari's having introduced an Antic-killer. An Antic, in case you were wondering, is something like a VIC chip, and something like a character generator — it creates patterns that look like words on a TV screen.

Atari last month announced its 1200 model in America, with an Antic-killer option which does what the Sinclair ZX80 used to do — make the screen go blank when the processor is working.

There are other features which makes this machine more interesting, however. They include a much prettier box, at least 10 kbytes more useful memory capacity, and more programmable function keys instead of the four games function keys on the Atari 400 and 800.

There are also the moderately dubious benefits of having only two joystick slots instead of four, and having only one games cartridge slot instead of two (on the 800, you can have two). Nobody ever wrote a game that really needed four joysticks. And the only reason for having two cartridges was the fact that, long ago, you could only get a small amount of memory into one cartridge, and since you can get four times as much today, there seems little point.

As in the past, Atari is making sales in America its number one target, and has no plans to release the 1200 in the UK. Maybe at the end of 1983, they will have such plans. By then, perhaps, they will also have developed a new machine (I hope) which actually does a bit more than provide a prettier box and a higher price.

And maybe, by then, all the software which is currently under development will have appeared, and, even more important, maybe the UK distribution side will have developed to the point where it takes less than a week to get a printer cable out of Atari.

Delta database The world's first 'true transactional database' is, according to its producers, Compsoft, 'the only program for microcomputers which will store any number of sub-records attached to the main record.'

It takes little imagination to think of ways in which that might be useful — and little more to think of ways in which it might become frustrating.

However the true nature of the product is probably more helpfully summed up in the company's other descriptive phrase.

⁴Delta (the product's name) has features which are our response to feedback from the 4,000 plus users of DMS.' That particular database program for PET computers has proved very popular, and if this one is able to include all those little things which users wanted extra, it must be worth trying out, I think.

Particularly attractive-sounding is the Delta Letter Writer, which lets the user type directly into memory, see the letter on the screen it is typed, and call up any data from the database into the letter.

Details on Guildford (0483) 898545.

Micro City 83

An exhibition at which Apple actually did appear last year was the local show called Micro City 82, in Bristol. Micro City 83 is now being planned for 10-12 May and according to the organisers, Tomorrow's World Exhibitions, 'response from companies who exhibited at the previous two shows has already been very encouraging, even before the brochures and booking forms were available.'

People like IBM, Hewlett Packard, Tandy, British Telecom, 3M and ICL were at previous shows, they add.

The venue is the Bristol Exhibition Complex, and details are available from Stephen Hybs, managing director on (0272) 292156.

16-bit Ethernet

After the first appearance of Ethernet in a catalogue last month (from Altos and its close friend 3Com) the follow-ups inevitably come soon — first to announce is MicroAPL, with a network for connecting its 16-bit systems.

Rather than comment on Ethernet again, it is probably worth quoting MicroAPL's director Robert Bittlestone, whose opinions are that networking will save users from the manufacturers.

'We have maintained for some time that the way ahead for management information systems, production control applications and many other tasks where the users' requirements keep changing, is to use a language like APL,' he said. So far, so predictable.

'But without networking, the danger was that we would find ourselves selling bigger and bigger "centralised" microcomputers, eventually recreating the mainframe monsters we were trying to replace,' he added. 'Ethernet now



As an unashamed filler, here's a pic of a redundant brain surgeon sitting in a somewhat austere room trying to fix his record player. The press release that accompanied it has long since disappeared into the Bermuda Triangle that Editor Rodwell calls a desk, but the caption on the back tells us that he is, in fact, ensconced in Europe's first independent winchester disk repair facility at KSL headquarters, Calne, Wiltshire. We are further informed that the Class 100 clean room has been built to exceed Federal Standard 209B, which requires that the particle count does not exceed a total of 100 particles per cubic foot of air of a size 0.5 microns and larger. There, you feel better for knowing that, don't you?

NEWSPRINT



This may look like a microcomputer to you just because it has a very powerful Zilog Z8001 chip inside it — but it is a terminal.

Lynwood actually makes a version of it that really is a microcomputer, but they are more interested in providing the most intelligent terminal in other people's microcomputers.

Zilog sent us a photo of this particular terminal because it is the first to use the Z8001 to go into full production.

Lynwood is in Alton Hampshire, on (0420) 84888.

allows us to offer a truly decentralised, distributed computing "facility" where expansion can be catered for by tacking on new modules of a standard type.'

MicroAPL has used hardware produced by Logic Replacement Technology (in Reading).

This particular network operates with specially written computer code written for the Motorola 68000 processor by MicroAPL, and plugs into the S100 bus — a fact which might make it a lot more sellable than most Ethernets.

Details on 01-834 2687.

Spectrum upgrade

32 kbyte RAM upgrade kits for the Sinclair ZX Spectrum are available from Fountain Computers. These will take a 16k machine up to 48k.

Fountain claims that these are the cheapest such kits around, weighing in at £24.50 including VAT, postage and packing. However, the kits are for Issue 2 machines only, which can be identified by the large chip in a socket in line with the '9' key, visible in the rear expansion cutout.

The kits consist of chips and instructions and no soldering is necessary.

'We are also providing instructions for optimising the display quality from the Spectrum, by adjusting internal controls. Such faults as yellowish whites, Venetian blind effect and wobbling characters are dealt with,' says Fountain.

The instructions cost £1

together with a stamped addressed envelope, or are sent free if you order a 32k RAM kit.

Details from Fountain Computers Ltd, Darvill Road, Ropley, Alresford, Hants, SO24 0BW.

BOS for beginners

The BOS/5 operating system from MicroProducts Software is to be made available on models in Texas Instruments' new business systems, the BS200 and BS300. TI says that much of MPSL's BOS/5 software has been written for the same target market as the TI hardware. This includes a range of programs suitable for the small business user.

In addition to these there are suites of general business accounting packages, the Autowriter word processing and Autoindex database packages. For multi-user installations TI is providing MBOS/5. TI has already implemented BOS/5 on its DS990 minicomputers.

Adopt-a-robot

Did you know that 1983 was going to be Adopt-A-Robot Year? Well, you know now. A Manchesterbased firm of consultants has come up with the idea and has persuaded the benevolent Department of Industry (DoI) to cough up funds.

Mektronic Consultants aims to promote a rapid uptake of robots in factories during 1983. It will carry out feasibility studies for installing reprogrammable Pick and Place units and mechanical handling equipment in factories. The DoI will pay for half the cost of these studies.

'We have had several years of experience as authorised consultants to the DoI under the Map and CadCam schemes.

⁶The aim of the campaign is to promote awareness of industrial robots,' says Mektronic and admits that 'Introducing a robot is no easy task. It can often disrupt existing practices and compel a reappraisal of many aspects of a company's operations.'

Details from Mektronic: (061-799) 7689.

Typewriter art

There's one book *PCW* can't wait to receive, having read the blurb that preceded it: *Bob Neill's Book* of *Typewriter Art*, published by a pastoral organisation called The Weavers Press.

Bob Neill is a hypnotherapist afrom Kent and has apparently from Kent and has apparently been composing detailed portraits nearly 20 years.

Never before, however, have his secrets been revealed. For the first time the man in the street can, by means of step-by-step instructions and 20 patterns, create a range of pictures and portraits on any typewriter keyboard.

'The instructions are simple enough for success to be achieved by people of any age — from eight to 80 — and there is also a computer program in Basic to adapt the technique for home computer use,' says the Press.

The book costs £5. Details (0622) 53600.

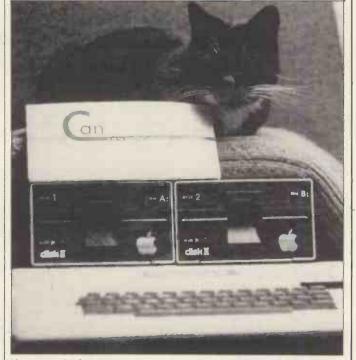
Cheaper megabytes

C/WP is proud to offer disks at the best prices, more or less, in Britain, and even goes so far as to quote the cost per megabyte of hard disk.

For a 432 megabyte Contour drive, the shop will charge $\pounds 65$ per megabyte — making a price of $\pounds 2,610$. That's impressive enough, since there are people who will ask that much for a three megabyte drive.

What's really interesting is the drive you can see advertised in most issues of PCW — the three megabyte drive, at £995. That works out at £332 per megabyte

- roughly the same as the bestvalue floppy drives, and only its extra speed to compensate for the fact that it doesn't let you take the



A cat may look at a micro and even enthrone itself on top of an Apple. This smug creature is advertising Floppy Cat — a program which reads directories of disks running under several operating systems supported by the Apple II. These include Apple DOS 3.2, 3.3, UCSD p-System, CP/M, Forth 1.7 and Lisp.

Floppy Cat notes the operating system, displays the directory and integrates the filenames into its own retrieval system.

The retrieval system then allows alphabetical lists to be produced by filename. These can be printed in either list or label format (a trial pack of standard address-sized labels is supplied with the software). Up to 250 disks can be handled with a total of 3000 directories.

The program has been produced by DCAN. It requires at least 48 kbytes of RAM and costs £29.95. For details, telephone 01-928 1931.

Still Need Convincing?

SOFTWARE	FACTSHEET		
Product: CARDBOX	Type: CardIndex		
Retail Price: £155	Machine: CP/N & MP/N		
File Size: CP/M 8MB MP/M 16MB	Records: 65.500 maximum		
Record Size: 1484 ch maximum	Fields: 26 maximum		
Field Size: 1484 ch maximum	Index Limits: None		
Notes: Allows complex searching Nidely available from di	using up to 99 separate criteria. stributors in USA. Laustralia.		
Published by Carton Software Ltd of London			
Software Report Card			
The Critics Do			
"Cardbox is your familiar, tried and trust most of the features you have always wante index but couldn't have, because of the limit	d on your manual card		
card.'' "Cardboxsucceeds extremely well. Its and searching are good and very fastthe u	s facilities for indexing		
displays and the documentation are in the n Personal C	ain excellent." Omputer World, August 1982 Cordbox onables you		
"The interesting thingis the display to draw a form on the screen complete with "Cardbox is an excellent database manage	headings." Ease of Use		
and its ease of operation make it a useful program for nome or business."			
loarn and easy to use. Cardbox is bring	et powerful electronic card indexing system. Easy to ing real computer power to hundreds of new users. self in a user's shoes:		
You wouldn't have to change your present working n or think in computer terms. Cardbox talks to you in p	nethods printed or passed to other programs in any number of alternative formats.		
English.If you can do it with a card index you can do it better Cardbox thanks to its sophisticated automatic cross-in	er with field. Your choice can be refined by using up to 99 words in a single search.		
Up to 65,500 'cards' can be stored and they can be dis	played, deleted. derican micro journals are convinced Cardbox is the ideal card index for CP/M users.		
Cardboy the ideal car	d index system for CP/M users		
Caxton Software Ltd , 10-14 Bedford St, Lo Caxton products are available from leading microcompute	ondon WCZE 9HE. Tel. 01-010 0002. Telem Ereven		
I am an 🗌 End User 🗌 Dea	ler 🗌 Distributor/OEM		
Please send further information. By Please send copies @ £157	usiness Card attached		
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A cheque for _____ is enclosed.

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electronic technology in the field of information engineering to create

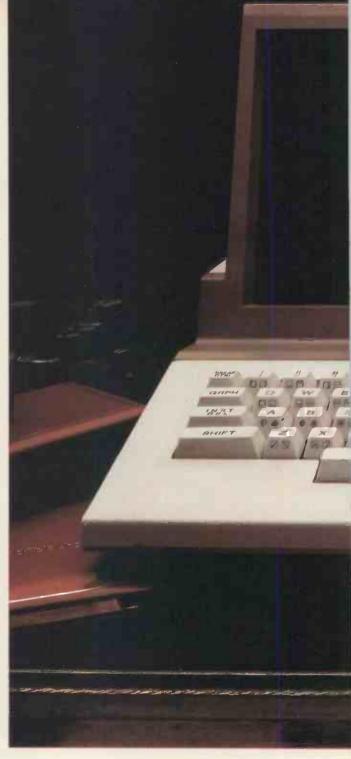
> MZ 80FB Twin Mini Floppy Disc Unit.

MZ 80P6 Character Graphic Printer. Also available MZ 80P4 and MZ 80P5

a marvel of precision. Plus, when you purchase you get a valuable software package absolutely free.

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Bringing to your school, office or home, the high-speed skills and advanced technology of the world of Sharp. Where great ideas come to life.



Specifications MZ 80A CPU 7 80 4K-byte ROM; 48K-byte RAM; + 2K-byte Memory Video RAM. 9 inch (23 cm); 40 characters x 25 lines. Display Green screen. Cassette Manual control; standard audio cassette tape. Data transfer (Sharp PWM system 1,200 bits/sec Keyboard ASC11 keyboard; upper-/lower-case alphabet; graphic symbols; numeric keypad. Other features Built-in clock and music function. Auto repeat on all keys. 2-page video RAM (allows the screen the be scrolled up and down). *CP/M available. **Options** available Tape based Pascal Interpreter. Tape based Machine Language package. Sharp FDOS including BASIC compiler. Tape based Z-80 Assembler package.



Printer specifications	MZ 80P4	ptional Printe MZ 80P5	
Printing method	Serial impact dot matrix		
Feed method	Variable sprocket; Friction	Variable sprocket	Variable sprocket; Friction
Kinds of characters	230		
Character make-up	9(W) x 8(H) dot matrix (normal-size characters)		
Number of digits	136/68 per line 160/80 per line		per line [.] 3 per line
Printing speed	150 cps (normal-size characters)	80 cps (norma	l-size characters)
Head sweep direction	Bi-directional		
Other functions	 Software-controlled full graphic function Programmable number of lines per page Battery-operated memory of HOME position (MZ 80P4 only) 		

Design and specifications subject to change without notice.

Floppy Disc Unit (MZ 80FB) Two drives per unit; 5.25" dual-sided, double density; 70 tracks; soft-sectored; 16 sectors per track.

280K bytes per diskette. Memory capacity

To: Sharp Electronics (UK) Ltd, Computer Division, Sharp House, Thorp Road, Newton Heath, Manchester M109BE. Tel: 061-205 2 3 33. <i>Please send me details of the Sharp MZ 80A</i>
Type of application:
Name:
Address:
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*CP/M is a trademark of Digital Research Ltd.

NEWSPRINT



This is a pad on which you write, and a screen on which you read what the computer thought you wrote.

It's not a particularly new idea, but the name is: Ferranti has chosen to call it a Handprint Recognition System. Shortsighted detectives should contact Ferranti on 061-499 3355.

disk out and put in a different one. From that you can deduce that makers of hard disks which get sold at over £2,000 for three megabytes must be whistling in the dark.

C/WP uses these drives as the heart of its Starnet local micro network, which is therefore comparably priced. An eight-station network (one with eight micros, Apple, Osborne, Superbrain, IBM and most CP/M models) costs only £461 per station.

Operating systems which can be used on the network include Apple DOS 3.3, CP/M (of course), Pascal, BOS 5, and MS-DOS.

Theoretically, 64 different micros could use the net, but nobody is really likely to find out how well that works — long before you got to 64, you'd want something very much grander. Details available on 01-630

7444

Home computer sales

In 1982 an astonishing 509,000 people bought home computers in Britain. It was the year the home computer really arrived.

What's more, home computing seems to be one area where Britain is taking a lead.

A set of startling figures come from micro-analyst Robin Bradbeer who's just completed a report on the subject.

'Per head of population we have twice as many machines in the UK as the US and one and half times as many as Japan,' said Bradbeer.

'Over two-thirds of all pcs sold in Europe are sold in the UK. We also have more manufacturing than anybody else and are producing more machines. And our distribution chain is more efficient than those in the US and Japan.' So far, most of the home computers we have been so furiously buying are UK built.

In fact over half of them come from Sinclair. In retail and mail order last year Sinclair sold 220,000 ZX81s (£50) and 75,000 Spectrums (£125 and £175). Sinclair has reached the people through a number of High Street stores including WH Smith, John Menzies, Greens, Wigfalls, Currys and Rank Xerox. Mail order has declined sharply to 10 per cent of total UK sales.

Price has a lot to do with Sinclair's success. Home computers are getting cheaper and cheaper. We have already seen this with the ZX81, which went down from £70 to £50 at the beginning of August, and several other machines are expected to follow suit early in 1983 having shipped large volumes for Christmas.

The ZX81 has kept a firm grip on the bottom end of the home computer market. It felt a drop in sales around the launch time of the Spectrum, but Sinclair claims the ZX81 is now shipping at 30,000 per month. 'It is selling stronger than it was a year ago when there was considerably less competition,' said a Sinclair spokesman.

Another machine which might have been expected to be overshadowed by a bigger brother is the VIC-20 from Commodore, 100,000 were sold in 1982, again through a wide range of retail outlets. When the Commodore Max and Commodore 64 were launched at the Hanover Fair last April the company fully expected the 20 to fade gently into obscurity. 'But in October it was decided to increase the sales of the VIC-20 and we have now sold over one million units internationally,' said Commodore.

Commodore has pledged to start UK manufacturing in Britain in 1983. This would give the company a better claim to be a "British" company and so to to bid for lucrative government contracts with more chance of success.

The schools market is particularly prized. The theory is that if you can get children hooked on your machines at an early stage then they will want them at home, too, and are likely to be customers for life. This is certainly the fond hope nursed by the BBC with its Acorn-designed machine.

The BBC Computer was launched in July and has sold about 40,000 units in the UK home sector. Acorn is confident that the BBC banner will sell the machine in huge volume all round the world. This company also believes that the unique option to receive broadcast software places the BBC computer way ahead of the competition.

'Telesoftware makes the BBC machine the only buy,' said an Acorn spokesman. 'It is the only machine that can receive software through the air. At the same time the BBC's tutorial programs, scheduled to start in January 1983, can be recorded onto video cassette recorders for use over and over again. And this facility is free as part of your TV licence.'

Despite altruistic claims for home computers as educational aids, however, most people buy them to play games on. The great thing about home computers, though, is their versatility: when you get fed up with the games you can move on to educational packages to teach yourself chess or indeed French. You can also start learning to program.

Pundits have noticed a distinct change in the type of people buying home computers over the last year. 'The people who bought pcs changed completely during 1982,' said Irfan Salim, marketing manager of the comsumer division at Texas Instruments. 'During the first part of the year the market was still being driven by school pupils who knew Basic existed, roughly what it could do, and wanted to write programs.

'But by Christmas people were not buying through computer awareness or because they had necessarily understood anything about the machines.

'Channels in the consumer market are opening up, and some of them are very successful. Overthe-counter sales of computers are in no way related to computer expertise on the part of the buyer or the sales person who may have virtually no understanding of the machine.'

TI's 99/4A is expected to continue as the company's main pc throughout 1983. The machine, formerly priced at £199, has recently been on special offer at £149. 'The policy will be reviewed at the end of January but there is general pressure in the marketplace for prices to go down,' said Salim. Despite all this blue sky talk from the pundits there is scepticism in the field about how successful home computers will be, especially when sold as a brain for the home. 'A diary or a thermostat will do better than their computer counterparts,' said one doubter.

He was also dubious about the potential market for pcs in the UK. 'We may have only 2.5 per cent penetration of the 17 million British households but it just depends how many households you think are potential customers. 80 per cent of homes in this country can't operate a VCR and at the same time 40 per cent of homes consist of people over the age of 55 and they're unlikely customers.'

He suggested that half the ZX80s, ZX81s and Atoms are mouldering away in cupboards.

Nevertheless, we look set to exceed the 600,000 mark from pc sales in 1983. The big question is will the UK manufacturing and distribution channels be able to cope with the volume, and how much of the market will be lost to competition from the US and Japan?

Home Computers sold in the UK in 1982

Sinclair ZX81	220,000
Commodore VIC-20	100,000
Sinclair Spectrum	75,000
BBC Computer	40,000
Dragon 32	25,000
TI 99/4A	20,000
Atari 400	12,000
Video Genie	10,000
Colour Genie	-2,000
Others	5,000
TOTAL	509,000

Jane Bird

Manhunt

That pesky Manhunt Competition just refuses to go away. Numerous readers have written in to inquire why 42924 is not the answer to question number 3, rather than our larger answer of 44744.

You were given a strong hint in question 4. The question asked for a triangle in which 'only one of these digits appears in any of the sides'.

The required interpretation is that the digit which appears in one or more of the sides be unique. Given the palindromic nature of the perimeter this means that it has to be the middle digit, the only unique one. This is the case with 44744, but with 42924 it is the 4, which is not unique, which appears in a side (albeit only once!). In answer to many queries, the sides of the 44744 triangle are 12376, 13818 and 18550. This ends all correspondence on the Manhunt answers (please?).



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JUST AN EXCUSE?

The halcyon days of the British micro industry could be numbered. Japanese competition poses a new threat, and some UK manufacturers are becoming increasingly worried. Jane Bird examines the background to the conflict between two factions in the British Microcomputer Manufacturers Group.

This year the Japanese micros will start to arrive with a vengeance — and UK manufacturers are beginning to get a teensy bit nervous. They are warily casting their memories back to the demise of the UK camera, motor cycle, and television industries.

Last November the British Microcomputer Manufacturers Group (BMMG) wrote a florid and jingoistic letter to the Prime Minister warning her that drastic measures are needed against the 'acid rain of unfair foreign competition'.

The Group was seeking a total ban on micro imports for a year and exclusion of foreign manufacturers from the Central Computer and Telecommunications Agency (CCTA) list from which the government chooses its micros.

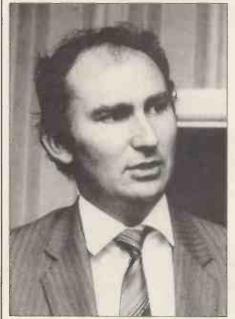
David Broad, managing director of Comart and chairman of the BMMG, told *PCW*:

'We are wholehearted and unashamed in our call for government procurement to favour British manufacturers. We see no reason why the CCTA has to bend over backwards to support foreign machines. We are pressing for all foreign machines to be excluded from the CCTA's list.'

But is it reasonable to suggest that we should protect the UK micro industry if Japanese machines prove cheaper and better than UK equivalents?

The BMMG takes the view that if you look at the overall cost to the country, importing is bound to be more expensive.

'The terms of reference of the CCTA say nothing about favouring UK industry. They are out to get the best price but this may not be the best choice when viewed from a total



David Broad. . . 'We are wholehearted and unashamed in our call for government procurement.'

government point of view — thousands of new jobs could be created. And we need to ensure that the UK still has machines to offer in the future, especially for defence,' said Broad.

He complains that the government finds it necessary to be scrupulously fair to the international community whereas no other country does the same. 'Only about 10 of the companies on the CCTA shortlist of 29 are UK companies,' said Broad.

However, Martin Vlieland-Boddy, managing director of Torch Computers, thinks the request that all manufacturers on the CCTA list should be British is not acceptable.

Nor is he very optimistic about the BMMG's proposals to charge import duties.

'Even if import duties did go down I'm not sure how much it would be passed on to the computer companies, which mostly get their components from importers who could just increase their profits.'

He agreed that the CCTA should include in its review all possible products manufactured in the UK which might fulfill government requirement.

'But limiting it to UK products may not be justified.'

*One of the BMMG's most illustrious members, Clive Sinclair, has dissociated himself from all the BMMG's claims apart from component imports. The current situation is certainly anomalous with duty on importing complete machines at about seven percent and duty on components at up to 17 percent — an active disincentive not to manufacture in the UK, according to Broad.

'When we try to sell abroad we experience difficulties because we cannot say we're CCTA approved,' said another BMMG member. 'It should be a quality award. UK manufacturers like Systime and LSI have not got the approval. It doesn't make sense. Systime, for example, has provided a finance and accounting system for the House of Commons.'

But Vlieland-Boddy points out that alternative signs of approval are around. 'There's the Queen's Award For Industry but I bet you'll find that none of them have even taken the trouble to apply for it.'

Torch is still selling 50 percent of its products abroad. 'I think it is just an excuse,' he said.

Vlieland-Boddy added that the BMMG is also asking for £250 million to be allocated for research and development.

There is undoubtedly a problem over funding because Japanese banks work much more closely with industry, and lend at much lower interest rates.

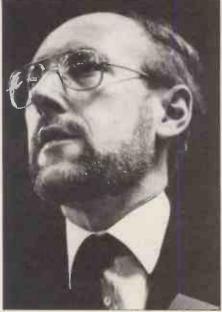
But Vlieland-Boddy is anxious about how available funds are spent.

'I would like to see a chunk of this money

allocated to promoting British products abroad. Unless, at the end of the day, we are selling products abroad the government is not benefiting from its investment.

'The way Britain presents itself at shows is a very serious comment. The whole British stand at the National Computing Conference in Houston last June was only one-tenth the size of the Motorola stand. The provisions of the British Overseas Trade Board are an embarrassment and the stands they come up with at shows allow you to display nothing much more than a few union jacks.

'As far as volumes are concerned, the UK has an ongoing problem in production,' said Vlieland-Boddy. 'We use old-



Clive Sinclair. . 'The secret of success is pitching yourself accurately in the marketplace.'

fashioned methods of producing manufactured goods. It is better for government to encourage a more structured approach to production than to cut out its imports. There must be a reason why BMMG members think they can't compete. Lots of companies in the Cambridge area would still be able to compete even if prices went down 30 percent.

'UK companies have got to be realistic about what the market place is doing. The person who pays the bill of protectionism is the consumer,' he said.

Sinclair pointed out that the secret of success is pitching yourself accurately in the marketplace. And he said there is no inherent reason why the UK can't produce in volume.

'Sinclair is the largest computer manufacturer in the world in terms of volume,' he said.

If Sinclair can do it, why can't the rest of the BMMG?

TRANSACE FOR THE FUTURE 'A long-term solution for London's unemployed'? That's the plan for Covent Garden's Itec. Jane Bird reports.

Nestled between the hand-knitted jumpers and advertising agencies of Covent Garden is to be a hi-tech micro centre for training London's young unemployed.

The Centre comes under the Government's Information Technology Centres (Itecs) scheme — 49 have already been approved out of a planned 150 throughout the UK.

'Our site on Long Acre makes us a highprofile Itec. Covent Garden is an area full of small businesses run by just the sort of people who will find themselves using micros for the first time,' said Chris Sadler, manager of the Covent Garden Centre.

The Itec has already been promised $\pounds 62,000$ in start-up funds and $\pounds 170,434$ for running costs. Meanwhile, Sadler has a portfolio of schemes designed to integrate his Centre with local firms and raise cash.

One such scheme is Which Micro?, a micro consultancy aimed at people who are investing in micros for the first time. 'The thinking behind it is that nobody yet knows the theory and practice of micro maintenance. We might get taken on by a large company which previously had a mainframe and now has 60 micros. We will investigate what is required — the level of support and the skills a maintenance person might need.'

Another project Sadler envisages for the Itec is a 'milk round'. 'This will allow a naive user to remain totally naive. When somebody buys a micro to use in their business then the Itec will offer to set it up and service it.

'Afterwards an Itec student can come in on a weekly basis, or even daily, and take the back-up files. That is the sort of laborious process that small businesses often have to spend Saturday night and Sunday morning doing.'

In addition to his proposed 'milk round', Sadler plans a 'coffee trolley'.

'This service is aimed at big companies who have recently switched from a large, centralised mainframe to 63 micros across 20 storeys. Not only do they now need the whole gamut of maintenance people — the cleaners, operators, programmers — but they also need these people in a large number of different locations. The whole system becomes moribund because you won't get an operator to do all the backup on each different system. However, one of our. trainees could do it.

'The students can help with file loading at the installation of a system, which is the most labour intensive part and this also gives them experience of teething problems with machines.

'The advantage of this method of teaching is that you are not standing in front of blackboards waving your arms. Instead the students are out there in the field learning.' Sadler doesn't expect many of his trainees to be terribly entrepreneurial in setting up businesses in their garages at home, 'but they might be able to carry on with projects they began during their time at the Itec. Their work would be paid for by the customer and once the trainee leaves the Itec it is real money,' he said.

The Itec will also do some repair and refurbishment. 'Much can be done to renovate a Sinclair ZX80, simply by taking it apart and cleaning the connections, removing the oxidisation and human remains such as hair, grease, coffee and McDonalds debris. I'm planning that the kids won't be too proud to do that stuff.'

He chose the job because 'I thought if we couldn't find jobs for people with micro skills then there was no hope.'

Over the next six months Sadler is going to commission building work, buy kit and design a curriculum based on input from potential employers.

'I want to spend time contacting local businesses, software houses, retailers and distributors who are not represented in the area. Which Micro? could act as an agent or sub-dealer.'

Sadler heard recently about a printer sale that was lost because at the crucial moment the visiting salesman couldn't get the machine to work.

'For just, say, $\pounds 6,000$ per year we could provide an expert assistant for a printer salesman. The expert would accompany the salesman on all his visits and discreetly set up the machine in the background so that the demonstration could then work perfectly.

'In Covent Garden we are to occupy a brand new building which will have to be fitted out as training workshops — the funds don't cover that or the amount of equipment we need. We get $\pounds 22,000$ to

provide equipment for 35 people which is a bit tight.

'We are applying for other funding. One vital area for which funds are needed is to buy magazines. In micros most of the information needed for teaching is to be found in magazines such as *PCW*. We need to purchase all the back numbers of these magazines for reference material.'

Whether Sadler will be successful in enlisting the support of local businesses remains to be seen. There could not have been more than 20 represented at the launch.

He is ready to admit that it is going to be a 'hard job' recruiting for the courses. 'We won't take people off the street, but the scheme is not for people who already have qualifications.

'From my talks with other Itecs I know there is a tendency to get white, male applicants with O-level maths. We will have to be quite stroppy to avoid this if we really want the Itec to mirror the community.'

One myth he is particularly anxious to dispel is that girls will be better at typing and boys at soldering. 'Students will learn all jobs to the same level of skill. We will sell that very idea as how you become a computer professional.'.

Every Itec is different because they all service a particular community. For example, the Itec at Dundee is heavily involved with Timex which provides sponsorship. That Itec will be teaching very different skills from the Covent Garden centre where local firms are shops, advertising agencies and the like.

Sadler's optimism is very engaging but whether it will lead to the long-term solution for many of London's 'unemployed and unemployable' remains to be seen.

In his own words, 'Otherwise there isn't much hope...'



Getting to grips with the new technology - ITEC trainees at work.



WARING'S CONJECTURE AND A CERTAIN DIOPHANTINE EQUATION

Mike Mudge starts a new series of mathematical puzzles.

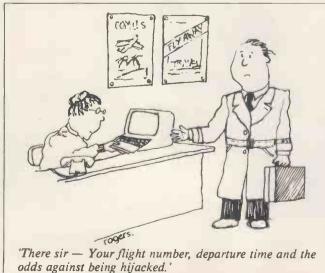
PCW has always prided itself on its ability to provide answers to that perennial question, 'what can I use my computer for?' Most of the answers, for hobbyist or enthusiast, have been of a recreational or educational nature. There is however an area of serious research which is open to (and well within the capabilities of) the mathematically-minded computer hobbyist. I refer to the field of Number Theory. Given that its subject matter — the natural numbers — is infinite, it's not surprising that there remain huge numbers of unsolved problems; moreover, the scope for discovering new problems of interest is limitless.

From this issue on, we will be publishing a monthly column by Mike Mudge BSc FIMA FBCS of the University of Aston, in which he sets problems in Number Theory (with explanatory background) and awards a monthly prize of £10 for the best submission. These problems will not be simple puzzles but genuine research projects in Number Theory which are capable of investigation using a personal computer; who knows, we may even arrive at some important results? Don't be discouraged from trying them if you're not a professional mathematician; if you've enjoyed our Leisure Lines puzzles or the Manhunt Competition you might find that you're a budding number theorist already! — Dick Pountain.

Waring's conjecture

The integers consist of $0, \pm 1, \pm 2, \pm 3, \ldots$ eg, ± 1234 or -201379. When k denotes a positive integer, the product of k-factors each equal to x is written x^k , eg, $7^3 = 7.7.7 = 343$.

A Diophantine equation is one which is to be solved using integers only, the first writer to study such equations being Diophantus of Alexandria (c AD 250). For example $x^2 + y^2$ = z^2 regarded as a Diophantine equation has among its solutions x = 3, y = 4, z = 5 and x = 5, y = 12, z = 13 – each being the integer length sides of a Pythagorean (or rightangled) triangle.



In 1770, in a text entitled *Meditationes Algebraicae*, the mathematician Edward Waring wrote (in Latin): 'Every positive integer can be expressed as the sum of at most, g(k), k^{th} powers of the positive integers, where g(k) depends only on k, not on the number being represented.'

Special Cases k = 2,3,6.

It was proved by Lagrange in 1770 that every positive integer can be expressed as the sum of at most *four squares*. Other theoretical results to date include:

i. every positive integer can be expressed as the sum of at most *nine cubes*.

ii. every positive integer can be expressed as the sum of at most 73 sixth powers.

Problem

Given the Diophantine equation $x^3 + y^3 + 2z^3 = k$ where k is a known positive integer, what are the (integer) solutions for x, y and z?

Historical note

In 1969 M Lal, W Russell and W J Blundon (*Math Comp* Vol 23) reported a calculation which was originally programmed in Fortran and subsequently in assembler (showing an acceleration factor of 15x) for an IBM 1620; after 1000 hours at low priority they had considered $-10^5 < x,y,z < 10^5$ and all k between 1 and 999. Their computation revealed the results

$(-133)^3$ $(-602)^3$ $(-79)^3$	$ \begin{array}{r} + & (-46)^3 \\ + & (450)^3 \\ + & (126)^3 \end{array} $	$\begin{array}{rrrr} + & 2(107)^3 \\ + & 2(309)^3 \\ + & 2(-91)^3 \end{array}$	= 113 = 190 = 195	
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omitted by the previous writer, Makowski, in 1959. However they failed to find any values of x,y,z corresponding to the following 19 k values less than 1000:

76	148	183	230	253	
356	418	428	445	482	
491	519	580	671	734	
788	923	931	967		

Submit a program which generates these numbers and attempt to eliminate some of them by an extended x,y,z search or otherwise. Alternatively extend the k-range, hence possibly adding to the above list.

All submissions should include program listings, hardware description, run times and output; they will be judged for accuracy, originality and efficiency (not necessarily in that order) and I shall award a suitable prize to the 'best' entry.

Submissions to: M R Mudge BSc FIMA FBCS, Room 560/A, Department of Mathematics, The University of Aston in Birmingham, Gosta Green, Birmingham B4 7ET.

Note: Submissions will only be returned if suitable stamped addressed envelopes are included.

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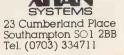
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The General Secretary The Institution Of Analysts & Programmers WYE HOUSE, TANGIER ROAD, RICHMOND, TW10 5DW CAN'T STOP THE BASIC!

How much time do you spend in front of your computer terminal? Having problems relating to other people? Psychic damage could ensue. . . Awful warnings from Jane Bird.

Home computing, that bright new hope for the 'eighties, may find it has a lot to answer for come the next decade. It may well be responsible for, quite literally, driving people mad.

A new disease is emerging among those who spend too much time programming computers. The illness is microholism and its sufferers are called compulsive programmers or terminal junkies. The chances are that you know somebody who's a potential victim.

There is no doubt that home computers are a chief cause of the disease.

Even psychiatrists, who deny totally that a computer in itself is enough to send somebody mad, admit that it could act as the catalyst.

'Home computers have a marvellous role to play in demystification,' said Brian Pearce, research fellow at the department of human sciences, Loughborough University.

'But unfortunately the approach we have to children at the moment is that they must be able to program. We have overemphasised the skill in programming at the expense of teaching pupils to look at a computer just as a tool.'

At the moment it is learning to program which offers all the incentives. By doing this, children can groom themselves for employment in one of the flourishing new industries.

'New career paths have opened up and young people who may not have been very good at formal education can learn computing skills. But there is a problem, and it starts at a very early age,' said Pearce.

Another expert, this time from a computer department, is also concerned about the problem. 'The big danger seems to be the bright but socially-gauche adolescent,' thinks Dr Chris Reynolds, reader in computer science at Brunel University. Some find their home computers are more friendly than their schoolmates.

And they can impress friends with clever programs. Their parents may also encourage them in this thinking it will lead to a brilliant career for little Jane. 'The relationship with the machine can take over to the point where individuals are better able and prefer to talk to computers than to people. They will log on almost before talking to anyone,' said Pearce.

The disease can spread alarmingly.

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Some sit in front of the screen for hours

into the night finding that their efficiency increases the longer they keep at it. When finally they go to sleep, they dream they are the program attempting to execute and awake fresh in the discover of last night's elusive bug.

One poor victim had reached such an advanced stage of the 'I am a computer' syndrome that he thought all broadcast information was personally addressed to him.

But most of these young enthusiasts are hidden from view, tucked away in cold attics and garden sheds. Hunched over their home computers are the shapers of our futures. Their impact has not yet been felt because they are too young and too dispersed. Nevertheless, a force to be reckoned with.

Next year they will be doing their computer science 'O' and 'A' levels, then there will be college, and finally, if they're still sane, a job. The job will be in one of the bright young software companies where they will design the systems of tomorrow.

But what sort of people will these be, and what sort of systems will they design?

By the time they are employed as programmers many will already be hardened computerholics.

Since first owning a home computer many will have become accustomed to a daily two-hour fix. This persists at university where computer departments each have their quota of code junkies. 'In the last decade we have had several who have become addicted to the university computer,' reports Reynolds.

The syndrome has also been noticed by Professor Joseph Weizenbaum of the Massachusetts Institute of Technology (MIT).

Weizenbaum calls addicts compulsive programmers. These are haggard and obsessed young men who work at their computer keyboards for 20 hours at a time, eating and sleeping near the console, their only reality has become the vast and ramifying system of programs and subprograms which they construct, reconstruct and try to control.

They live only to program, and have no interest at all in how their computing operations are related to the real world.

But how much impact can these individuals have on the world?

Really extreme cases, though highly regrettable, may not represent a threat

beyond the passive role of martyrs to our brave new technology. These students often fail to be accepted by society and there is a limit to how much damage they can do.

'From experience we know that almost all such students fail the course. They prove to be almost unemployable because of their inability to get on well with people, and because of a marked reluctance to work with, rather than play with, computers,' says Reynolds.

It is the ones who get jobs that we should really be wary of. Those whose great skill and enthusiasm has carried them happily through the educational years. Sanctioned by society, their addiction to computers is likely to give them the inclination, as well as the power, for far-reaching destruction.

This group is more alarming because, unlike the martyrs, these 'professionals' have the power to influence society directly. They may be responsible for sending legions of innocent people mad.

'It is when computerholics become pushers as opposed to purely consumers, that they become dangerous to others,' said Pearce.

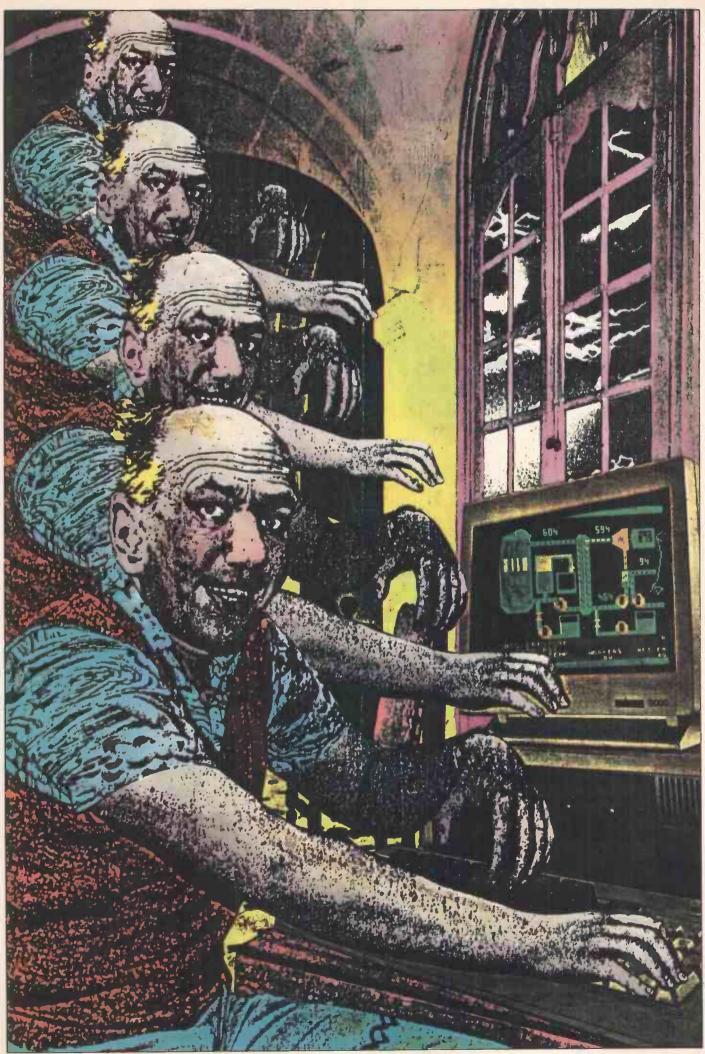
'They might try to sell their software which they think is wonderful. Or they may impose the system on to someone else who is not ajunkie and who has not bought a system to twiddle around with for fun.'

The code junkie designs a system which matches his mental model of how things can work, but it bears no relation to the way the end user looks at things.

So microcomputers devour two generations of victims — those who get caught first time round, contract microholism, and cease to know what a 'normal' life is, and those who slip through the net and proceed to engineer a world based on their own warped view of the universe. In time to come, systems designed by these 'experts' will be the cogwheels of our lives.

The professionals don't do it on purpose of course. They genuinely believe that the systems they are designing are friendly and helpful. The trouble is that they've totally forgotten what it's like not to be a computer freak.

They are incapable of imagining what a technologically naive user will find difficult. And they don't really want to ask, because they've already got the answers. They are the masters of a technical solution that is desperately in search of a problem



CAN'T STOP THE BASIC!

to solve.

Inevitably, the systems they design force humans to adapt rather than vice versa. And they are far too complex for mere mortals to understand.

This is not only undesirable but downright dangerous. Ada, the language that has been developed by the US Department of Defense is an example of such a system. Iann Barron, UK managing director of Inmos, has said that Ada may be the cause of World War III. This is because it is so complex and creates unintelligible systems. Unintelligibility caused near-disaster at Three Mile Island nuclear power plant when operators were unable to find out what had gone wrong with the system.

A similar problem apparently occurred when the British Navy radar systems failed to detect Exocet missiles during the Falklands conflict last year. Somehow the system was labouring under the misapprehension that the missiles were 'friendly'. Although operators realised the mistake they were unable to penetrate the convolutions of programming to discover the offending clause.

Traditional methods of programming need to be revolutionised. If this does not happen then we will come to grief at the command of a system which no human being can fathom:

Such a revolution is being planned. It has been dubbed the 'fifth generation' of computing and it follows four previous generations: valves, transistors, large scale integration and very large scale integration. The fifth generation represents a qualitative remove from its predecessors, however, because it takes into consideration noncomputerate users and aims at systems capable of explaining their lines of reasoning.

So it is really not the right approach to rear the next generation on 'spaghetti' Basic. It puts the emphasis on acrobatic manipulation of the language to design clever programs. Children learn how to be efficient with machine resources because in the old days machine resources were scarce. But this will not be the problem of the future where the prospect of optical discs, for example, means that work files will never need to be deleted.

There is no reason why children should not learn programming but this should surely be taught within the context of clear and intelligible systems. And there are new languages such as Lisp and Prolog which are specifically designed to build these fifth generation programs. MicroProlog is beginning to appear in schools but it needs much more backing.

Meanwhile, unintelligible systems are creating the main problems with introducing new technology at work.

Study in this area has been carried out by David Boddy and David Buchanan at Glasgow University. Buchanan and Boddy have done a number of studies of workplaces where new technology was introduced. They found that it is not the nature of the technology which causes problems so much as the way it is introduced.

The impact of the systems on human patterns of work has not been fully thought through. They enforce a whole new regime. One effect is distancing.

'The inner workings of computers are mysterious to those of us (most of us) with no special training. So the operators of computer-based equipment often do not know how it works, how to recognise faults, or how to fix it when it breaks down. The ability of the operator to influence what is happening is drastically reduced. The operator is "pushed back" from the work,' said Buchanan.

Job satisfaction is eroded because it depends on the individual having meaning-ful control over the work done.

Buchanan also found that computer technology tended not to be introduced in a way that is complementary to human skills. One site was introducing word-processing. Whereas copy typists had been able to vary the pace and intensity of work, one video typist claimed 'there is now pressure to keep working'. Another said she felt like a 'zombie', constantly typing with infrequent breaks. The system was interactive, prompting responses from the typist, and the screen was always 'live'. The video typist was therefore held at the machine, and was likely to work for longer periods than a copy typist without a change of activity because of the hassle of logging off and on the system.

'The effects of screen position, flicker and glare on operators is well researched but the effects of computer work-pacing on job satisfaction and performance and stress are not well understood.'

This 'pacing' is not uncharacteristic of the way that computers are introduced at work, and there are production lines where men are interspersed with robots to keep up the pace.

Another feature of the introduction of computers at work is that mistakes become more visible, both to the person who perpetrated the mistake and to that person's supervisor. So while users find they can correct errors and learn more easily, they may feel their performance is under the critical and ever-watchful eye of Big Brother.

The final problem Buchanan highlights is isolation. 'If you can get information through a computer terminal, why bother to go and look for youself or go and talk to someone?'

'The spread of information through deliberate and chance encounters between people at work will be disrupted as computers interfere with the social life of the factory and office. What effects will this have on the work of operators who remotely control a production process through a video screen? What effects will this have on the decisions of a manager who rarely leaves his desk-top terminal to talk to anyone?'

There is evidence that advanced technology creates boring, routine, lonely and unskilled work.

'Most software people have incredibly stimulating jobs writing software and fail to realise that what they do will create a large amount of boring jobs. One powerful antidote to this will be discretionary users.

'What is needed is human pressure. The unions have taken up the case of display screens but in the past they have not really looked at software. It must be examined from the point of view of what humans need. It is up to consumer power,' said Pearce.

There are three levels of consumer to be considered. The primary user is the one who may currently be a terminal junkie. The secondary user takes the ouput of the system — a manager, for example. A tertiary user is anyone who receives, say, an electricity bill. The classic example of a tertiary user being affected by a computer system is in the old age pensioner who committed suicide on receiving a computergenerated electricity bill for thousands of pounds. Tertiary users have put up with a steady reduction in service, as in bank statement production - statements which once listed details of to whom every cheque was paid no longer have such details. In fact we should be pressing for services with the same level of pre-computerised information rather than adapting to a reduced quality of information.

Microholism is a destructive disease for the terminal junkie himself, for those who use systems at work and for the user at several removes who may get a heartattacking electricity bill.

There is no doubt that home computers are a chief cause of the disease.

Given the scepticism of the established medical profession, it is up to computer freaks and their friends everywhere to watch out for the signs and step in before it is too late.



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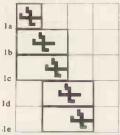
SMOOTH AND SLICK FLICKER FREE GRAPHICS FOR THE BBC MICRO

If your Beeb graphics have got the jerks, Alwen Bowker can steady them up — and give you a useful lesson in logic at the same time.

Are you dissatisfied with a jerky movement of your Space Invader/monster/snake as it moves across the screen? This article will tell you how to make your graphic display characters glide across the screen without flickering.

Most people start by implementing the easiest but least satisfactory way to simulate movement on the screen. This involves printing a character at some initial screen position; printing it at an adjacent position; and finally printing a space at the earlier character position. Repeating the last two steps results in movement around the screen, albeit very jerkily.

The approach often tried next is to create 'half characters'. Here a graphic character is written to an initial location (see diagram 1 a). Next, that location and the following one are overwritten by two new characters which together show the graphic moved half a square (1b). Then the same two character positions are overwritten by a space and the original character (1c) so moving on another half square. Repeating the last two operations one square across the screen (1d and 1e) now gives a smoother movement than before, but still quite jerky.

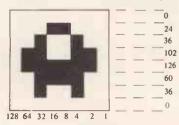


On the **BBC** machine, it is not necessary to print on character boundaries. It is possible to link together the text and graphics cursors, move to any graphic position on the screen and then print a character.

Now we can benefit from the higher resolution of the graphics screen compared with the character or text screen. The screen is divided into a very large number of points -1024 from top to bottom and 1280 from left to right, although the best definition available is MODE 0 where there are 640 by 256 blocks on the screen. This means that each block is two points wide by four points high. So it should be possible to move a character one block (just two points) to the left or right, and one block (just four points) up or down.

Let's define a graphic character that we would like to move around the screen. For reasons that will become clear later on, we will leave a border one block wide all the way around the character.

Meet Cyclops, the one-eyed monster (though in some modes, he looks more like a car!).



Work out the value of each line in turn, by adding up the column value of each block which is black, and then define your character using VDU 23 (see the User Guide page 170). VDU 23, 224, 0, 24, 36, 102, 126, 60, 36, 0 Character 224 will now be our Cyclops.

Let's print the Cyclops on the screen at 600,500. To make it easy for us to change modes we will use XLEN% and YLEN% to define the number of points contained in one. block in the X and Y directions.

- 10 MODE 1 : XLEN = 4 : YLEN% = 4
- 20 VDU 23, 224, 0, 24, 36, 102, 126, 60, 36, 0
- **30** X% = 600 : Y% = 500 : REM PRINT AT THESE CO-ORDINATES
- 40 VDU 5 : REM JOIN TEXT AND GRAPHICS CURSORS
- 50 MOVE X%, Y%
- 60 VDU 224 : REM SAME AS PRINT CHR\$ (224)
- 920 VDU 4 : REM RETURN TEXT CURSOR TO NORMAL

Let's suppose we now want to move the Cyclops to the left. The smallest amount we can move it in this mode is one block of four points (XLEN%) to the left.

- 500 DEF PROCLEFT
- 510 IF X% < XLEN% THEN ENDPROC : REM CHECK FOR EDGE OF SCREEN
- 520 X% = X% XLEN% : REM NEW X CO-ORDINATE
- 530 MOVE X%, Y%
- 540 VDU 224 : REM NOT QUITE RIGHT
- 550 ENDPROC

This is a simple procedure to move the Cyclops one graphics block to the left. But line 540 is not correct. Although the method doesn't seem a great deal different from the first method described, if you try the program as it stands (adding 70 PROCLEFT) the character displayed will be a mess. This is because one of the effects of joining the text and graphics cursor is to cause the text characters to be superimposed upon what is already on the screen rather than erasing and replacing it. It looks as if we have to somehow erase the old character and then rewrite the new one — which is not a great improvement on the first method.

Now, the part which makes animation look jerky is the actual erasing of the old character (usually by printing a space) either before or after printing the new character. If only we could think of a way of doing it all in one operation then the movement would be much smoother.

If we look at the way characters are stored ready for printing, we might be able to find a way of doing this. Each character is made up of 8x8 dots and each dot has a colour, so a dot which is to stand out as part of a letter, for instance, is given the foreground colour, and a dot which is to blend with the background is given the background colour. Assume we are in a two-colour mode for the time being — colour 0 being the background colour and colour 1 being the foreground colour. The second line of our Cyclops is stored like this:

0 0 0 1 1 0 0 0

On moving left the pattern we want to end up with is:

0 0 1 1 0 0 0 0

Many of you will have noticed that GCOL (graphics colour) has as one of its parameters a number which allows us to AND, OR, EOR or invert the colour with the colour already on the screen.

Those of you who are familiar with the logical operations may immediately realise which one we want to use. For the others, here is an explanation.

AND, OR and EOR are logical operators, which work on two values. They work right down at the bit level (it doesn't matter to them whether the data they are working on are numbers of characters or anything else, they are just concerned with 0s and 1s). AND takes two bit values and produces a result. The result is 1 if and only if both input values are 1.

So	0	0	1	1
	AND 0	AND 1	AND 0	AND 1
gives	0	0	0	. 1

AND can be applied to a string of 0s and 1s but it still takes one bit at a time from each input value and the above rules still apply.

So		0	0	1	1	
	AND	0	1	0	1	
gives		0	0	0	1	

OR also takes two bit values and produces a result. The result is 1 if either or both of the bits in the input values are 1.

So	0	0	- 1	1
	OR 0	OR 1	<u>OR 0</u>	<u>OR 1</u>
gives	0	1	1	1

And, applied to a longer value:

	0011
OR	0101
gives	0111

gives

gives

EOR also takes two bit values and gives a result. The result is 1 if one (and only one) of the input value is 1.

So
$$\underbrace{\text{EOR 0}}_{\text{gives}} \underbrace{\begin{array}{c} 0\\ \text{EOR 0}\\ 0 \end{array}}_{0} \underbrace{\begin{array}{c} 0\\ \text{EOR 1}\\ 1 \end{array}}_{1} \underbrace{\begin{array}{c} 1\\ \text{EOR 0}\\ 1 \end{array}}_{1} \underbrace{\begin{array}{c} 1\\ \text{EOR 1}\\ 0 \end{array}$$

And, applied to a longer value:

	0	0	1	1	
EOR	0	1	0	1	
	0	1	1	0	

Inversion is a function which works on one bit value. The result is 1 if the value was 0, and 0 if the value was 1.

So	0	1
	invert	invert
gives	1	0

And, applied to a longer value:

1 1 0 0 0 1

So, going back to out Cyclops, we start with:

We want to perform some operation and end up with:

_1	, 2	3	4	5	6	7	8
0	0	3	1	0	0	0	0

ie, we want to find the sequence of 1s and 0s (let's call it x) and the logical operation such that

 $0\ 0\ 0\ 1\ 1\ 0\ 0\ 0$ operation x = $0\ 0\ 1\ 1\ 0\ 0\ 0$

The operation is not inversion because the inverse of 00011000 is 11100111

Looking at column 3 we start with 0 and want to end up with a 1. We can rule out AND because

0 AND x will never give us a result of 1.

Looking at column 5, we start with 1 and want to end up with a 0. We can rule out OR because

1 OR x will always give us a result of 1.

The only operation left therefore is EOR. We have to find a value so that

00011000 EOR x = 00110000

Now a funny thing happens with EOR.

1.10.11 11 1.01.01.1	Burkham and a series of the se	
If we start with	1	
EOR it with	_1	
this gives	0	
EOR it with	<u>1</u> again	
this gives	1 which is what we started with.	

rly,	1	0	0
	EOR 0	EOR 1	EOR 0
	1	1	0
	EOR 0	EOR 1	EOR 0
	1	0	0

It appears that if we apply EOR twice using the same value, then we get back to our original value.

	0	0	1	1	
EOR	1	0	1	0	
	1	0	0	1	
EOR	1	0	1	0	
	0	0	1	1	

Similar

We can use this in trying to solve our equation 00011000 EOR x = 00110000.

If we apply EOR 00011000 to both sides, we get

00011	1000	EOR 0001	1000,		
	00	000000			
EOR	x =	00011000	EOR	001	1(

EOR x = 00101000

x =00101000

So if we use GCOL 3 (EOR), and print 00101000 to where we currently have 00011000, we end up with 00110000 just what we wanted. And we've calculated the value to be used by taking the original value at the location and the final value wanted there and EORed them together.

0000

The only thing wrong with this is that since we are simulating movement to the left, we should really be printing our new character one block to the left. Since we were clever enough to leave a blank border around our Cyclops (remember?), we can shift our operation one block to the left and forget about the square on the right hand end because it is always 0.

	0	0	0	0	1	1	0	0	0	
EOR	0	0	0	1	0	1	0	0]	
	0	0	0	1	1	0	0	0	0	

ie, don't EOR the current squate with one point to the left and EOR with 00101000, but move 0010100.

Let's calculate the character we have to print in order to move the Cyclops to the left.

We've printed at X%,Y%. and now we want the Cyclops to move to X%-XLEN%,Y%.

X%,Y%

For each line, we take the old value and EOR it with the new value.

The first line is trivial 00000000 EOR 0000000 00000000

The second line new value is The old value is the same shifted right one bit

00011000 decimal 24

EOR 00001100 decimal 12 EOR 00010100 decimal 20

MOOTH AND SLICK CKER FREE GRAPHICS FOR THE BBC MICRO

It gets a bit tedious to work at bit level for every line, so if we could work out a formula for doing the calculation, we can write a tiny program to do it for us.

For moving left, we need to EOR the new value and the old value (which is the new value shifted right one bit).

Since we are working in binary - ie, to the base 2, shifting right one bit when the rightmost bit is 0 is the same as dividing by 2. Compare this with a decimal value where 230 shifted right one position is 23 (ie, 230 divided by the base of 10). Similarly, shifting left one bit is the same as multiplying by 2.

So new value EOR (new value DIV2) is the value we want. 1000 INPUT A%

1010 PRINT (A% EOR (A% DIV 2))

1020 GOTO 1000

Do this for every line of the Cyclops and you will end up with a new character which you can define as character 225. VDU 23,225,0,20,54,85,65,34,54,0

So line 540 of PROCLEFT becomes

540 VDU 225

and we will have to ensure that a GCOL 3 has been executed before **PROCLEFT** is called.

For moving right, we want to print one block to the right, so we need to EOR the new value and the old value (which is the new value shifted left one bit - ie, multiplied by 2). Again, we can ignore the square on the left because it is always 0.

So change line 1010 to be

1010 PRINT (A% EOR (A% * 2))

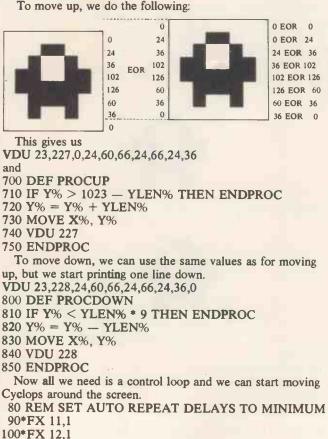
This will give us the character for movement to the right. VDU 23,226,0,40,108,170,130,68,108,0

And we can define PROCRIGHT.

600 DEF PROCRIGHT

610 IF X% > 1279 - XLEN% * 9 THEN ENDPROC : **REM X% IS ON LEFT OF CHAR** 620 X% = X% + XLEN%630 MOVE X%, Y%

640 VDU 226 650 ENDPROC



- 160IF K\$ = "M" THEN PROCDOWN 170IF K\$ = "Z" THEN PROCLEFT 180IF K\$ = "X" THEN PROCRIGHT

190UNTIL FALSE

Lines 90 and 100 make the program as responsive as possible to the keyboard, and

45 GCOL 3, 3: GCOL 0,129: CLG: CLS

sets the background colour to red and the foreground colour to white (which when EORed with the red already on the screen will give us yellow).

Another useful line to put in is

70 ON ERROR REPORT: PRINT " AT LINE " ERL: **GOTO 900**

If there is an error, or you press the ESCAPE key; this gives you a chance to reset the auto-repeat delays to their normal values. If you don't, you will not be able to type anything sensible into the machine.

900 ***FX** 12, 0

910 *FX 15, 1

920 VDU 4 : REM RETURN TEXT CURSOR TO NORMAL

930 END

Expermient with moving the Cyclops around, using Z and X for left and right and K and M for up and down. You can change modes merely by changing line 10.

Try 10 MODE 0: XLEN% =2: YLEN% =4

or

10 MODE 5: XLEN% =8: YLEN% =4

If you feel that this graphics character is a bit small, don't worry. it is easy enough to move larger figures around using the same techniques.

Plan your figure, still leaving a border one block wide around the outside.

eg,



You will need four user-defined graphic symbols for the balloon and four more user-defined symbols for movement in each direction. The calculations are the same as before -EOR the old value and the new value, but watch out for the overlap between adjoining character positions - we don't have that border around all the edges any more.

Let's define our air balloon.

- 30 VDU 23,240,0,7,15,31,63,63,63,31
- 40 VDU 23,241,0,224,240,248,252,252,252,248
- 50 VDU 23,242,15,3,2,2,3,3,1,0

60 VDU 23,243,240,192,64,64,192,192,128,0

A new technique that we will have to use with larger figures is the VDU 8,9,10 and 11 commands which move the text cursor directly.

VDU 8 moves the text cursor one char position left

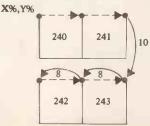
VDU 9 moves the text cursor one char position right

VDU 10 moves the text cursor one char position down

VDU 11 moves the text cursor one char position up. So, to print the air balloon we use

MOVE X%, Y%

VDU 240,241,10,8,8,242,243



110REPEAT

120K = INKEY\$ (0)

130REM FLUSH INPUT BUFFER

^{140*}FX 15.1 150IF K\$

The full program to move the air balloon is shown in Figure 2.

This method of moving graphics is easier to understand and control when using only two colours, but interesting effects can be achieved by adding more colours. I have added some buildings to the air balloon screen and when the balloon moves in front of a building it changes colour. Try working out for yourself why this happens.

I think you will agree that this method gives very smooth movement even in Basic, but if used in a machine code program, I'm sure it could be even faster as well.

```
10MODE 1:XLEN%=4:YLEN%=4
 20VDU 23,224,0,24,36,102,126,60,36,0
21VDU 23,225,0,20,54,85,65,34,54,0
 22VDU 23,226,0,40,108,170,130,68,108,0
 23VDU 23,227,0,24,60,66,24,66,24,36
 24VDU 23,228,24,60,66,24,66,24,36,0
 30X% = 600: Y% = 500: REM PRINT AT THESE
       COORDINATES
 40VDU5: REM JOIN TEXT AND GRAPHICS CURSORS
 50MOVE X%,Y%
 60VDU 224: REM SAME AS PRINT CHR$ (224)
 700N ERROR REPORT: PRINT " AT LINE ";
      ERL: GOTO 900
 80REM SET AUTO REPEAT DELAYS TO MINIMUM
 90*FX 11,1
100 * FX 12,1
110REPEAT
120K = INKEY$(0)
130REM FLUSH INPUT BUFFER
140*FX 15,1
150IF K$ = "K" THEN PROCUP
160IF K$ = "M" THEN PROCOOWN
170IF K$ = "Z" THEN PROCLEFT
180IF K$ = "X" THEN PROCRIGHT
190UNTIL FALSE
500DEF PROCLEFT
510IF X% < XLEN% THEN ENDPROC: REM CHECK
      FOR EDGE OF SCREEN
520x% = X% - XLEN%: REM NEW X COORDINATE
530MOVE X%, Y%
540VDU 225
600DEF PROCRIGHT
610IF X% > 1279 - XLEN%*9 THEN ENDPROC:
   REM X% IS ON LEFT OF CHAR
620X% = X% + XLEN%
630 MOVE X%, Y%
64CVDU 226
650ENDPROC
700DEF PROCUP
710IF Y% > 1023 - YLEN% THEN ENDPROC
720Y\% = Y\% + YLEN\%
730MOVE X%, Y%
740VDU 227
750ENDPROC
800DEF PROCDOWN
810 IF Y% < YLEN%*9 THEN ENDPROC
820Y% = Y%-YLEN%
830MOVE X%,Y%
840VDU 228
850ENDPROC
900*FX 12,0
910*FX 15,1
920VDU 4: REM RETURN TEXT CURSOR TO NORMAL
930 END
```

Fig 1 Listing for Cyclops

```
10MODE1: XLEN%=4:YLEN%=4

15VDU 19,1,6,0,0,0:VDU 19,2,1,0,0:VDU

19,3,3,0,0,0:

VDU 19,0,4,0,0,0

20REM **BALL00N**

30VDU 23,240,0,7,15,31,63,63,63,31

40VDU 23,241,0,224,240,248,252,252,252,248

50VDU 23,242,15,3,2,2,3,3,1,0

60VDU 23,243,240,192,64,64,192,192,128,0

70REM **LEFT**
```

80VDU 23,224,0,4,8,16,32,32,32,16 90VDU 23,225,0,16,8,4,2,2,2,4 100VDU 23,226,8,2,3,3,2,2,1,0 11.0VDU 23,227,8,32,96,96,32,32,64,0 120REM **RIGHT* 130VDU 23,228,0,8,16,32,64,64,64,32 140VDU 23,229,0,32,16,8,4,4,4,8 150VDU 23,230,16,4,6,6,4,4,2,0 160VDU 23,231,16,64,192,192,64,64,128,0 170REM **UP** 180VDU 23,232,0,7,8,16,32,0,0,32 190VDU 23,233,0,224,16,8,4,0,0,4 200VDU 23,234,16,12,1,0,1,0,2,1 210VDU 23,235,8,48,128,0,128,0,64,128 220REM **DOWN** 230VDU 23,236,7,8,16,32,0,0,32,16 240VDU 23,237,224,16,8,4,0,0,4,8 250VDU 23,238,12,1,0,1,0,2,1,0 260VDU 23,239,48,128,0,128,0,64,128,0 2700N ERROR CLS:REPORT:PRINT" AT LINE '; ERL: GOT09000 275GCOL 0,129:CLG:PROCBUILDINGS 280x%=600:Y%=YLEN%*16:VDU 5:GCOL 0,129: GCOL3,2 290MOVE X%, Y%: VDU 240, 241, 10, 8, 8, 242, 243 300*FX 11,1 310*FX 12,1 400REPEAT 410K\$=INKEY\$(0) 420*FX 15,1 430IF K\$="K" THEN PROCUP 440IF KS="M" THEN PROCDOWN 450IF K\$="Z" THEN PROCLEFT 4601F K\$="X" THEN PROCRIGHT 470UNTIL FALSE 500DEF PROCLEFT 510IF X%<XLEN% THEN ENDPROC 520 X % = X % - X L E N % 530MOVE X%, Y% 540VDU 224,225,10,8,8,226,227 550ENDPROC 600DEF PROCRIGHT 6101F X%>1279 - XLEN%*17 THEN ENDPROC 620X% = X%+XLEN% 630MOVE X%, Y% 640VDU 228,229,10,8,8,230,231 650ENDPROC 700DEF PROCUP 710IF Y%>1023 - YLEN% - YLEN% THEN ENDPROC 720Y% = Y% + YLEN% 730MOVE X%,Y% 740 VDU 232,233,10,8,8,234,235 750ENDPROC 800DEF PROCDOWN 810IF Y% <YLEN% *17 THEN ENDPROC 820Y% = Y% - YLEN% 830MOVE X%, Y% 840VDU 236,237,10,8,8,238,239 850ENDPROC 900DEF PROCBUILDINGS 910MOVE 20,0 920PL0T5,20,200 930PL0T85,100,200:PL0T5,20,0 940PL0T85,100,0 950GCOL0,0 960PL0T5,100,800 970PL0T85,260,800:PL0T5,100,0 980PL0T85,260,0 9906COL 0,2 1000PL0T5,260,600 1010PL0T85,500,600:PL0T5,260,0 1020PL0T85,500,0 1025GC0L0,3 1030PL0T5,500,200 1040PL0T85,1200,200:PL0T5,500,0 1050PL0T85,1200,0 1990ENDPROC 9000VDU4 9010*FX 12,0 9020*FX 15,1 9030END

Fig 2 Moving the balloon



Robin Webster continues his investigation of expert systems. . . this time he's grappling with 'fuzzy logic'.

The problems involved in putting together an expert system are directly related to the kind of application you eventually intend for it.

But there is one thing absolutely vital to the success of any attempt to build such a system — something that is very easy to overlook. Imagine the following conversation between an expert system builder and a potential customer.

Expert system specialist: 'Yes, how can I help you?'

Army representative: 'I heard your talk about expert systems and feel that we could use something like that in my division ...'

Expert system specialist: 'Really? In what way could it help?''

Army representative: 'Well, we're wanting to set up this new computer system to handle...'

Expert system specialist: 'Ah, wait a moment — how many people are doing the job manually now?'

Army representative: 'No one, that's the problem.'

Expert system specialist: 'Yes, that *really* is your problem...'

Although not the exact words, a conversation similar to the above did in fact take place. It highlights the simple fact that to build an expert system you first need to have a human expert willing to explain how he or she goes about making decisions.

Expert systems do not feature some inspirational device capable of figuring out how humans go about their work; they simply emulate expert decision making, their judgement, and sometimes even their gut feeling.

This is where expert systems depart from the traditional mould of conventional software. Today's usual computer languages such as Basic, Fortran, Cobol and Pascal are powerful problem-solving tools if you have fully documented a problem and come up with an algorithm that will provide a solution to that one problem.

It might be quite accurate to say that a well designed expert system deals with uncertainty, or even conflicting data, in a common-sense way.

The late John Gaschnig, who headed up the Prospector mineral exploration expert system project at SRI International in the US, explained why we need expert systems rather well:

'It is an increasingly complicated world and we pay princely sums for expertise; whether it is a plumber or a consultant to help drill for oil, the job has got to get done when the stakes are high. An algorithmic system suffices for the mechanics of filling out a tax return or fixing the trajectory of a spacecraft to Jupiter — but most of the world is rather messy. If you ask a doctor or a geologist about their reasoning they'll tell you it is based on "years of experience". If we can capture those rules of thumb, as well as his textbook knowledge, we can get a computer to do the same thing."

So let's look at how we can capture all this expert knowledge in a form that can be rendered sensible to a computer.

Typically, an expert system is made up of three distinct components: a knowledge base of rules dealing with some specific area of expertise; an inference engine, or mechanism, which interprets the rules; and an input/output system to allow humans to interact with the system via keyboard or other device.

Knowledge rules are usually coded in the form 'IF (condition) \rightarrow THEN (implication)' or 'SITUATION \rightarrow ACTION'.

On the face of it this all seems quite simple, but the hard part is making sure that the rules are correctly coded and that each rule interacts in the expected way with maybe 100 to 500 other rules in the knowledge base.

When the situation parts of the rules are satisfied, the action parts are 'fired' or activated. The expert system will then follow a 'chain of reasoning' until a particular hypothesis is proved or disproved by the data input by the user.

The rule interaction is controlled by the inference mechanism which looks for interrelationships between single rules or whole sets of them — this ensures that a user is not asked an irrelevant question or, more importantly, that the software does not generate great lists of questions which have no logical links and which cannot therefore contribute to the solution of the problem at hand.

If we are faced with many questions, it is only natural to expect that once or twice we will be unsure about the answer we should give, or will not know anything about the area under review at that time. In such an event we must be able to indicate our uncertainty by typing in the equivalent of 'I think it may be possible' or 'I don't know'.

There are many ways an expert system can be made to accept such degrees of certainty, but the most used currently is that employed on Prospector. The user can type in the number 5 to indicate 'Yes' or 'Absolutely certain', 0 to indicate 'I definitely don't know', and -5 to indicate 'No'. All numbers between 5 and -5 are used to indicate differing shades of certainty.

For straightforward Yes/No type of questions, the user can often just use those two words.

While the US has tended to stick with the Lisp programming language for its expert systems and Artificial Intelligence work, the UK has tended to be less certain about which direction to move in.

Possibly the most used alternative to

Lisp is the Prolog (PROgramming with LOGic) language first implemented in Marseilles by Alain Colmerauer along the lines suggested by Imperial College's Bob Kowalski. The language does not require that the user creates conventional program statements; rather it allows programs to be built from statements of the relationships between and the attributes of objects.

Work on putting Prolog onto microcomputers has led to the microProlog system which currently runs on Z80 based micros, but will soon be made available on many more of the popular machines including the IBM Personal Computer, the Wicat, and the Sirius.

A microProlog rule, or statement, could look like the following: (Bob likes x if x likes logic). This is pretty self-explanatory. The problem with microProlog in its initial form was that it was fine so long as you didn't want an interactive session with it.

What this meant was that, although rules could be created in the language, you had to ask specific questions of the statements to find out who liked what and why, or what was X and how did it relate to Y and Z?

To add the fact 'John is a male' to a microProlog knowledge base you simple typed:

add(male(John))

and it was integrated into the list of micro-Prolog statements already held in main memory, ready to be stored on disk. To ask who is male, you could then type: which(x male(x))

This asks 'Find out which object held in the knowledge base is assigned the value of male and print out his name.'

So the question and answer would look like this:

which(x male(x))

Answer is John

Compare this level of interaction with the following expert systems session I went through with Dr Peter Hammond at Imperial College (user response in italics). What is the rock type at site1? valid

Valid rock types are given below granite type-of strong-rock basalt type-of strong-rock gabbro type-of strong-rock dolerite type-of strong-rock quartzite type-of weak-rock gneiss type-of weak-rock unknown type-of weak-rock mixed type-of weak-rock What is the rock type at site1? granite Is deeply-weathered (site1)? no

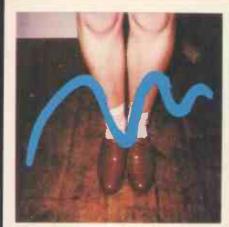
Is much-jointed (site1)?

no

Is essential-water-loss-minimised-at (site1)?







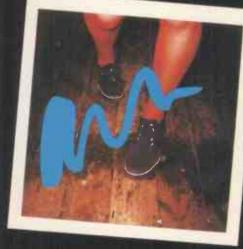


















EXPERT SYSTEMS

Is minor-water-loss-acceptable-at (site1)? no

What is the leakage rate at site1? *list told*

told ()

- told ((site1 has-rock-type granite))
- told ((deeply-weathered (site1)) no)
- told ((much-jointed (site 1)) no)
- told ((much-fractured (site1)) no)
- told ((essential-water-loss-minimised-at (site1)) no)
- told ((minor-water-loss-acceptable-at
 (site1)) no)

What is the leakage rate at site1?

The purpose of this particular expert system is to ascertain whether an area is suitable for dam-building and, if so, which type of dam construction method should be used. It took a geologist about four days to come up with sufficiently detailed rules for coding up in the microProlog system, and Peter Hammond another four days to clean them up, input and test them.

Here are a few actual rules:

(roller fill) optimum-dam-at X if (earth fill) possible-dam-type-at X and not (overflow-needed-at (X)) and clay-nearby (X) and earth-moving-machinery accessible-to X

(hydraulic fill) optimum-dam-at X if (earth fill) possible-dam-type-at X and not (overflow-needed-at (X)) and (hydraulic material) transportable-at X and (dam-height-at X) LESS 100

buttress best-at X if overflow-needed-at (X) and concrete-expensive-at (X) and (dam-height-at X) at-least 40

To attempt a full explanation of these rules and the session is probably not necessary since it is quite easy to follow the general direction of the questions and answers. It should be noticed, though, that with all microProlog examples so far, the user is not required to give varying degrees of certainty — there is no facility for indicating a 'maybe' response.

Fig 1 shows another expert system, called Apes, developed by Hammond which acts as a car fault diagnosis system. This employs what is known as 'fuzzy logic' — a method of weighting or assessing the odds of a range of possible faults. This is just one way of giving expert systems a decision-making capability.

In the first rule, we see the last line reads 'strength (20-5)'. This indicates that if the engine does have a weak fuel mixture there is a very good likelihood (20) of a blocked jet being the problem, but if there is no weak fuel mixture then it is unlikely (-5) that a blocked jet is the problem.

These 'confidence' values are set by the expert designer, otherwise they may cause an expert system to make many false conclusions when dealing with user input.

One other micro-based system is Microexpert, an expert system building package developed by Isis Systems in Redhill, Surrey. Microexpert will run on almost any micro capable of supporting the UCSD p-System and comes with a similar method of assessing possibilities.

If a particular fact has been ascertained as being true then a Logical Necessity rating (to use Microexpert jargon) of 100 makes a particular hypothesis dependent on that fact extremely likely, whereas a Logical Necessity rating of 0.01 would obviously mean that absence of the particular fact makes the hypothesis very unlikely.

To create an expert system with Microexpert you must write out the relevant rules in the Advice Language provided and then compile this text with the EXPCOMP system. Another system called RUNEXPT, which is the rule interpreter, then actually gets the Q & A session going. Microexpert is available for commercial evaluation.

Hammond has concentrated on actually building specific prototype expert systems using microProlog that demonstrate the viability of using a logic-based language approach to problem solving — none of his systems are to be made available commercially, although the microProlog system is sold by a London company called Logic Programming Associates. A full review of microProlog will appear in PCW soon.

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```
END
&listf is-fault-in
(blocked starter jet) is-fault-in carburettor if
        noticed ((a problem starting)) and
         engine-has ((weak fuel mix))
strength (20 ~5)
(blocked starter jet) is-fault-in carburettor if
         not (fuel reaches (engine)) and
         fuel-reaches ((float chamber))
strength (25-5)
(blocked main jets) is-fault-in carburettor if
         noticed ((a problem revving)) and
         engine-has ((weak fuel mix))
strength (15 -12)
(faulty needle valve) is-fault-in (float chamber) if
         engine-has ((weak fuel wix))
strength (10 -3)
(faulty needle valve) is-fault-in (float chamber) if
         engine-has ((high fuel level in float chamber))
strength (13 -3)
(faulty needle valve) is-fault-in (float chamber) if
         not (fuel-reaches ((float chamber))) and
         fuel-reaches ((carburettor inlet))
strength (19 -3)
(faulty fuel pump) is-fault-in engine if
         engine-has ((weak fuel mix))
strength (13 -3)
(faulty fuel pump) is-fault-in engine if
         not (fuel-reaches ((carburettor inlet))) and
         fuel-reaches ((fuel pump))
strength (16 -3)
(incorrect adjustment) is-fault-in carburettor if
         engine-has ((weak fuel mix))
strength (10 -13)
(incorrect adjustment) is-fault-in carburettor if
         engine-has ((rich fuel mix))
strength (10 -13)
blockage is-fault-in (pipe from tank to pump) if
         fuel-reaches ((fuel pump))
strength (-20 25)
blockage is-fault-in (pipe from pump to float chamber) if
         not (fuel-reaches ((carburettor inlet))) and
         fuel-reaches ((Yuel pump))
strength (25-20)
(enlarged fuel jets) is-fault-in carburettor if
         car-has ((high mileage)) and
         confirmed ((jets have been cleaned with wire))
strength
         (13 -13)
Fig 1 Car fault diagnosis using fuzzy logic.
```

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PCW 123

MAKING WAVES TURTLE GRAPHICS AND THE HUYGENS PRINCIPLE

Martin Lesser chases chelonia. . .

It is now well known that the turtle is an animal living in the two-dimensional world of the computer monitor screen. Computer biologists even distinguish several varieties of this beast with names such as the 'dynaturtle'. the Logo-defined As microworlds expand into the lives of all we can expect a dramatic multiplication of these creatures. I would like to tell about some of my experiences with one that I found roaming around on my Apple screen. In some ways this turtle, the 'signaturtle' (for signalling turtle), has characteristics shared by its biological cousins that live in or near ponds, puddles and other bodies of water. When it wags it tail it sends waves out onto the shallow surface of its habitat. We can use Logo to control our friend's actions and learn some things about the many and varied aspects of wave motions in nature.

The basic ideas involved in using the signaturtle's tail-slapping wave to understand wave-like phenomena were formulated by Christian Huygens in the 17th century and today go under the name of the Huygens Principle. Despite an elegant simplicity the idea has both great conceptual strength and extreme usefulness for obtaining quantitative results. The range of experience that can be illuminated and experimented with concerns such diverse things as the sonic boom of a supersonic aircraft, or the transmission of guided waves in the ocean. Our main aim here is to set up a computer microworld in which the

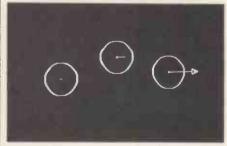


Fig 1: The wave sent out by a turtle tail slap. In the pattern at the left the turtle does not move. In the middle pattern the turtle has moved to the end position of its trace line at a speed lower than the wave speed. In the pattern at the right the turtle has moved with a speed faster than the wave speed — ie, it's a 'supersonic' turtle. signaturtle can be manipulated by the user to discover for him/herself something about the physics of wave propagation.

The first step in our project must be to create the signaturtle, which we will do in terms of the LCSI Apple Logo implementation. Assume that every second our friend 'slaps' the water with his tail, sending out a circular wave front. The wave so created moves out in the form of a circle, centred on the position at which the turtle was located when its tail struck the water. If the 'speed' of the wave is C then after time T the radius of the circular wave will be C*T. Thus if we look at the pattern one second after the slap the radius will be C.

If the signaturtle walks with velocity V in a straight line, then after time T it will have moved a distance V*T. This means that after one second it will have moved a distance V. This situation is illustrated in Figure 1. In this figure we see the circular wave front emitted by the tail slap that took place when the signaturtle was located at its starting position. The first part of the illustration shows what would occur if the turtle does not move. The 'tail slap' sends out a moving circular pattern centred on the animal's position.

In the second case shown, the head of the beast is located V units away from the starting position and the signal radius is C units away from the starting position. As the velocity of the turtle is lower than the wave speed it is to be found inside the circular wave.

The last part of the figure shows the situation when the turtle moves faster than the wave speed. In this case it is to be found outside of the pattern. In analogy to the motion of bodies such as aircraft we can refer to the two earlier cases as 'subsonic' and the last case as 'supersonic'. The 'transonic' case refers to the situation where the turtle's speed equals the wave speed. These considerations give us the basic property of our signaturtle — ie, at any time it will show its present location and the signals and path points from which the signals originated at one, two, etc seconds before. To keep the programming task manageable we shall assume that during the period between tail slaps the animal moves in a constant direction with a constant speed.

Three Logo procedures give us the

desired properties we have just sketched and allow us to begin experimenting. These are listed in Table 1. The first one is simply a version of the CIRCLEL procedure provided in the AIDS package supplied with the system. It draws a circle, representing the emitted wave front, and for vividness we call it SIGNAL with argument DISTANCE. We also need a help procedure MARK which draws a mark at each

```
TO SIGNAL : DISTANCE
(LOCAL "SAVEPOS "SAVEHEAD)
HIDETURTLE PENUP
MAKE "SAVEPOS POS
MAKE "SAVEHEAD HEADING
RIGHT 90
FORWARD : DISTANCE
LEFT 90
PENDOWN
CIRCLEL : DISTANCE
PENUP
SETHEADING : SAVEHEAD
SETPOS : SAVEPOS
SHOWTURTE
END
TO MARK
HT PD
RT 90 FD 1 RT 180 FD 2 RT 180 FD 1 LT 90
ST PU
END
TO SIGNA. MOVE :C :V
MARK
SIGNAL :C
PD FD :V PU
END
Table 1
TO COAST :TIME :C :V
IF (OR :TIME = \emptyset :TIME < \emptyset) [STOP]
SIGNA.MOVE :C * :TIME :V
MAKE "TIME :TIME - 1
COAST :TIME :C :V
END
TO COAST. TURN : ANGLE : TIME : C : V
IF (OR :TIME = \emptyset :TIME < \emptyset) [STOP]
RIGHT : ANGLE
SIGNA.MOVE :C * :TIME :V
MAKE "TIME :TIME - 1
COAST.TURN :ANGLE :TIME :C :V
END
Table 2
```

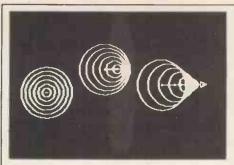


Fig 2: Wave patterns made by a turtle slapping its tail periodically six times. The wave speed is five. In the left hand pattern the turtle is at rest, the outer circle is the first emitted wave. The turtle moves with speed four and nine in the other two patterns.

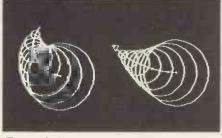


Figure 3: Wave patterns made by turning (accelerating) turtles. Both patterns are supersonic. Here we see an analogy to the 'booms' emitted by supersonic aircraft.

emission point. Using these two procedures it is a simple matter to write the procedure SIGNA.MOVE with the arguments C, the wave speed, and V, the signaturtle's velocity. Calling this procedure forces the animal to move forward a distance V, to make the initial position and to show the radiated signal front at distance C from the marked slap point. In order to get true circular patterns the reader may have to adjust the aspect ratio of his screen using the SETSCRUNCH command.

You can now try to verify the behaviour of the resting, subsonic and supersonic signaturtle. Also, see what happens for a transonic animal — ie, the one that moves at the signal velocity.

So far our turtle can only move for one second in a fixed direction at a constant velocity and send out the wave from a single tail slap. What happens if we allow it to move for say six seconds, emitting a wave at the end of each second of motion? The first tail slap wave will have a radius 6*C and be centred on the position at which the turtle started moving. The second tail slap wave will have been sent out from the position held by the animal at the end of one second. As we are looking at the picture attained after six seconds, this wave will have radius 5*C. The wave created at the end of each second of the motion will thus show a smaller radius centred on the position at which the turtle was located when the tail slap took place.

The last wave emitted in the six-second motion will be the one that originated five seconds after the first tail slap. To generate this type of picture we make use of the procedure COAST with the inputs TIME, C and V. This procedure is shown in Table 2. It first draws the wave emitted at the start of the signaturtle's motion, and uses a recursive call to itself and a stop condition to draw the remaining waves.

The first thing we can try with our COAST procedure is to let the signaturtle stay in one position and slap its tail once every second. Try it for, say, C equal to 10 and T equal to eight (V, the animal's velocity, is of course zero in this case) and see the pattern shown in the first part of Figure 2.

Now clear the screen and see what happens if the creature moves for the same period of time at the speed five and 15. The observant follower of our signaturtle may notice that the envelope curve for the emitted waves in the last case consists of two straight lines radiating out behind the animal's final position. The envelope is the 'curve' which tangents to each of the signal fronts. If the signaturtle started slapping its tail at a higher rate this envelope curve would be closer and closer to fitting the definition of the curve which separates the region of the turtle's pond where signals announcing the animal's activities have arrived from the undisturbed waters.

In some sense we can consider the limiting case of infinite slapping frequency to describe the case of the tail being constantly in the water. Do you see any similarity here with the sonic boom created by an aircraft moving faster than the speed of sound in air? Experiment and see what happens in the transonic case where the signaturtle's velocity is equal or almost equal to the wave speed. Can you modify the procedures so that more waves are emitted during the motion, and does this help you in interpreting the results? Perhaps you have heard of the Doppler effect. If so the subsonic signaturtle's movements should blow a train whistle in your mind!

With the sonic boom picture of the turtle's supersonic movements in mind, we can experiment a little to see what might happen when a fast-moving jet aircraft makes a turn. The boom is bad enough can anything worse happen? To find out, let us make a small modification in the procedure COAST defined in Table 2. The new procedure, called COAST.TURN, has an additional input called ANGLE. The modification to COAST is simple to let the signaturtle make a right turn with the given ANGLE after each tail slap. The procedure, shown in Table 2, allows us to explore some of the things that may happen when a supersonic aircraft manoeuvres. I leave it to you to see if you can produce and explain the so called superboom or focused shock. Figure 3 shows what you might expect to find for this case.

Suppose the turtle pond has a steep and sudden bank — ie, a wall. Waves that reach such a boundary will, of course, reflect. A little experience in your bathtub might give you some idea about this. How can we create such reflections in our microworld of the signaturtle?

The answer is quite easy! We need a reflectaturtle. Thus use two parallel moving signaturtles. The line drawn halfway between them can be reconsidered as the pond boundary as a little experimentation will show. First take the simple case of two stationary signaturtles; ie, let V equal zero and use the same wave speed C for both of them. Look at the pattern, which should be like the one shown in Figure 4. Do you believe that the situation of two signaturtles is equivalent to one slapping its tail in the presence of a steep bank? In fact, this method of 'reflection' is used to solve quite difficult problems in wave motion. The second or 'reflected' turtle can be considered as a sort of convenient phantom moving in a phantom pond on the other side

TO COAST.WALL :HEIGHT :MACH CS PU WINDOW RT 9Ø SETPOS LIST -8Ø :HEIGHT COAST 15 5 (:MACH * 5) PU SETH 9Ø SETPOS LIST -8Ø -:HEIGHT COAST 15 5 (:MACH * 5) SETSCRUNCH 1 FILL.BLOCK -14Ø 14Ø -1ØØ Ø 1 HT END TO COAST.TURN.WALL :ANGLE :HEIGHT :MACH

CS PU WINDOW RT 90 SETPOS LIST --80 :HEIGHT COAST.TURN :ANGLE 15 5 (:MACH * 5) PU SETH 90 SETPOS LIST -80 -:HEIGHT COAST.TURN -:ANGLE 15 5 (:MACH * 5) FILL.BLOCK -140 140 -100 0 1 HT END

Table 3

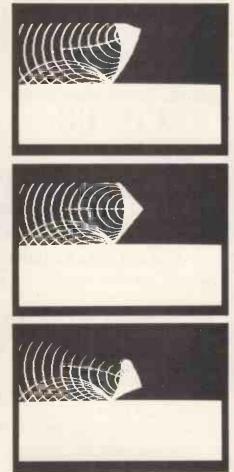
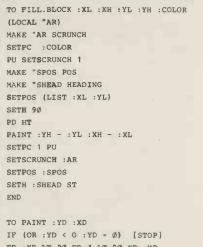


Figure 4: In these three pictures we see the use of a reflectaturtle to simulate the presence of a reflecting barrier such as the ground or the edge of a turtle pond. The three cases shown are analogous with a supersonic aircraft in straight flight and accelerating away from and toward the ground.

AKING WAV

of the 'barrier' between them. The pattern so created is the same one that the single turtle would create if it slapped its tail and the resulting waves reflected off such a harrier.

The procedures COAST.WALL and COAST. TURN. WALL in Table 3 can be used for examining some of the possibilities. As a slight refinement, we can use the

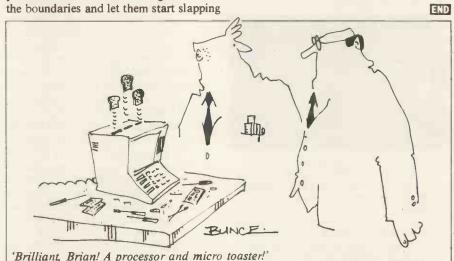


FD :XD LT 90 FD 1 LT 90 FD :XD RT 90 PU FD 1 RT 90 PD PAINT :YD - 2 :XD END

Table 4

FILL.BLOCK procedure given in Table 4 to mask the motion of the phantom 'signaturtle'. There are many variations on this theme and I leave it to the reader to explore some of them. Just a hint, though consider how one could simulate the presence of a corner in a pond by adding three phantom signaturtles.

Another interesting signaturtle project can be used to see the type of wave patterns that might emerge from an antenna or an oddly shaped vibrating object. The method you could use is to distribute signaturtles on the boundaries and let them start slapping their tails. You could also use a reflected object to account for the presence of a pond wall or barrier. The possibilities are as endless as the subject of wave motion itself, and I find it difficult not to reveal many other projects using the signaturtle that come into my mind. However the philosophy of Logo that appears to be emerging is that the individual should use the microworld concept to explore and learn for himself, so in this spirit I will restrain myself, at least for the present, from further elaborations of the signaturtle theme. I also must stop because I just saw another turtle-like beast crawling up the edge of my computer screen and I would like to see what he's up to. . .



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PORTABLE COMPUTER WORLD



THE SMALLEST COMPUTER

Dick Pountain investigates the neat, petite PC1251.

To Sharp belongs the distinction of having introduced the first true pocket computer, the PC1211, in 1980. Having capped the achievement with the introduction of the PC1500 last year it would not be unreasonable to expect them to sit back and rest for a while; this is not, however, the Japanese way. The newest pocket computer from Sharp, the PC1251, is another triumph of miniature digital engineering. The face of the portable computer market has been changed considerably in recent months by the new introductions from Hewlett Packard and Epson; these manufacturers have worked towards cramming desk-top computer functionality into a more or less handheld package. This trend will continue as new machines from Teleram, Athena and possibly Apple arrive on the scene.

Sharp, however, has chosen not to go this route but instead to continue down to ever smaller sizes. The PC1251 is more powerful than the 1211 and not far below the 1500, but in a package which is as small as a modern programmable calculator. This makes it a true pocket computer: even a shirt pocket will hold it comfortably. When fitted with the optional printer and microcassette recorder cradle it resembles nothing so much as an Epson that has shrunk in the wash; it is about the size of a paperback book, all-included. Perhaps most remarkable, though is the very keen pricing of the 1251. At £79.95 it is cheaper than the 1211 was on launch three years ago.

Hardware

It isn't difficult to discover the basis of the 1251's low price tag. On opening up the case one discovers that the single board contains only two minuscule chips. One of these is an 8-bit CPU and the other is presumably system ROM. Memory is provided in the form of three chips on a small removable board next to the two lithium batteries and looks as if it is designed to be replaceable in the future by upgrades; it



Computer in handy carrying case.

128 PCW



PC1251 fitted with printer and microcassette cradle.

connects to the main board by a pad of conductive rubber like that used to connect LCDs. The design of the internals is the most remarkably neat that I have seen to date; the PCB boards are quite beautiful with their gold conductors and green lacquer, nearer to jewellery than electronics (Pseuds Corner, here I come).

The case itself is the typical sandwich of plastic between brushed alloy plates and is marginally smaller than a Casio 602p in overall dimensions.

The keyboard has a QWERTY section and a numeric keypad; the keys are minute by necessity but not more difficult to use than any modern calculator. The ENTER key is double-sized but unfortunately the SPACE key is single and not centrally placed as on the 1500. The numeric keys are larger than the alphas, which makes calculator use quite convenient. Unlike the 1211 and 1500, the 1251 uses the sliding on/off switch for selection of operating modes (RUN, PROgram, and ReSerVe).

Here's a brief rundown of the vital statistics of the 1251. The total user program is 3468 bytes with a further 48 bytes of Reserve Key area and 208 bytes for the 26 predefined variables A-Z. Basic is contained in 24k of ROM.

The display is a 24 character dot-matrix LCD which scrolls to the left automatically to give a maximum line length of 80 characters. It contains small annunciators for BUSY, DEGrees, RADians or GRADient angular mode and various status indicators. A cursor may be moved left or right with the <- and -> keys; it may also be moved up and down when in program mode to scan a listing.

No lower case letters are provided; when the shift key is used with the lower two rows of alphabet keys it produces keywords assigned in Reserve mode.

Power is by two lithium cells with a life of around 300 hours; when the optional print/ cassette cradle (CE 125) is attached the computer draws its power from this instead.

Arithmetic is performed to 10-digit precision (12 digits internally) with a dynamic range of 10+/-99.

Software

The Basic provided with the 1251 is almost identical to that of the 1500 and is considerably more advanced than the 1211. The only 1500 statements which are missing are ON...ERROR, LOCK/UNLOCK and all the graphics and plotter commands. The 1251 lacks the 1500's internal clock calendar and its BEEP command is programmable only for number of repetitions, not for tone or duration.

The numeric variables A-Z are predefined with their own separate memory allocation. This space can alternatively be used for string variables A-Z\$ or the numeric or string array A(26) or A\$(26); it

PORTABLE COMPUTER WORLD

is not cleared by the RUN command. Additional arrays can be defined using the rest of the alphabet — eg, M(50) — but these will sit in ordinary user RAM and be cleared by RUN. String variables hold 7 characters, string arrays can be dimensioned to hold as many as memory allows. PEEK, POKE and CALL all seem to work and hex numbers can be entered if prefixed with &.

One thing that is noticeable about this Basic is that it is much slower than the 1500's (see Benchmarks); presumably this is one of the prices of such extreme miniaturisation. Solutions which require a lot of iteration are going to be impractical with this machine, though, unless you run them overnight.

However, looking back to my original test of the PC1211 I find that the 1251 is actually three to five times as fast as that 4bit machine.

CE-125 Printer/ cassette unit

The optional printer/cassette unit contains a 24-character thermal printer and a 2.4 cm/s micro-cassette recorder which can be controlled from the PC1251. The unit is powered by rechargeable Ni/Cad cells which can be charged from the supplied 8.5v AC/DC adaptor. This device has a built in shaver-type two-pin mains plug, so you'll need an adaptor unless you recharge it in the bathroom. Battery life is only a couple of hours if you use the printer heavily and recharging requires 15 hours according to the manual (though overnight seemed to work). It is possible to use the machine while the charger is connected but this will lengthen the required charging time. Low battery condition is indicated by a red LED on the front panel and the printer being disabled.

The printer takes spindle-less rolls of thermal paper through a trap door in the top; threading is quite straightforward using the paper advance button. The print quality is rather mediocre compared to the 1500 plotter but is probably no worse than equivalent electrostatic printers. Fingerprints on the paper reduce the quality further so the rolls should be handled with care. Programs may be listed using LLIST, and a special PRINT mode allows direct calculations to be printed, so you can use the PC1251 as a desk calculator.

The microcassette recorder has a full set of manual controls in addition to a remote switch which puts it under program control. Fast forward and rewind are adequately fast and a 3-digit mechanical tape counter is located next to the recorder. There is no provision for fast winding under program control, however.

A mini-jack socket at the right side of the unit allows an external cassette recorder to be connected via a single lead; only reading is possible and with no remote control. The facility is provided to permit loading of programs or data from other Sharp pocket computers rather than to control two recorders for data processing.

Saving and loading were found to be very reliable and tolerably quick using the CE-125 and it is certainly much more convenient than using an external recorder and juggling with remote leads which has been the norm with previous pocket computers.

A library tape of maths and statistics routines comes with the CE-125.

The printer/cassette unit comes with a padded travelling case similar to but smaller than that for the PC1500 plotter; it even has a compartment to hold the manuals.

Documentation

Two manuals are provided: a short guide to using the printer and cassette and a 217 page instruction manual which includes a summary of the Basic. The standard of translation is rather better than previously, though far from perfect. Details of the various Basic statement are rather better too, with each one getting a page to itself with examples. Appendices cover compatibility with the 1211 and 1500, the





Computer slots neatly into cradle.

character set and error messages. Most of the information required is included but it will not be of great help to a beginner who hasn't yet learned Basic. Interestingly, as with the 1500, PEEK, POKE and CALL are not mentioned in the manual but appear to work.

Conclusions

It is rather sobering to reflect that this little sliver of aluminium contains as much RAM as a Commodore VIC, and a Basic which, graphics apart, is just as complete.

At £79.95 for the PC1251 and £99.95 for the CE125 it represents very good value compared to its competitors and its own predecessors — especially as it includes a microcassette recorder which would cost at least £50 to buy separately.

Although not as fast as the 1500 it is faster than the 1211 (and that machine found plenty of users). For mathematicians, though, the 1500 is probably still a better bet.

Speed is not a problem in everyday arithmetical calculation and I prophesy a big future for the machine as a salesman's aid, allowing costing and estimating with hard copy to be done on site. While it lacks the power and communications facilities of the Epson HX20 there will be plenty of applications for which this machine is sufficient, and more cost effective (you can get nearly three for the price of an HX20).

As a scientific calculator the PC1251 offers more memory and smaller size than anything else available. It is also pretty enough to be bought as a status symbol whether you actually need it or not.

Benchmark timings for PC1251

BM1	42.3
BM2	70.6
BM3	162.5
BM4	165.9
BM5	197.3
BM6	427.8
BM7	581.4
BM8	980.0

All timings in seconds. For full explanation of the Benchmarks see PCW November 1982.

Close-up of manual cassette keys.

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COMMUNICATIONS



PCW welcomes correspondence from its readers but we must warn that it tends to be one way! Please be as brief as possible and add 'not for publication' if your letter is to be kept private. Please note that we are unable to give advice about the purchase of computers or other hardware/software — these questions

must be addressed to Sheridan Williams (see 'Computer Answers' page). Address letters to: 'Communications,' Personal Computer World, 62 Oxford Street, London W1A 2HG.

Cryptic comments

In your December edition, Dr David Fisher of Cardiff writes on the problem of factoring large numbers. He states that due to recent advances in number theory it is now possible to find the factors of 200-digit numbers. On the other hand, he appears to be confusing two problems: those of testing for primality, and factoring. In practice, though, these problems are not equivalent; it is much, much easier to show that a number is not prime than actually to find the factors.

On my Z80-based machine I can test numbers around 10³⁶ for primality in a matter of minutes, but finding the actual factors might take a million times as long as estimated by extrapolation. The computing power required for factoring rises as about the fourth root of the number, but for primality testing only about as the log of the number. The higher the numbers, the greater the difference.

Nevertheless there have been reports that Adi Shamir, a coinventor of the so-called RSA public-key cryptosystem, has made a breakthrough in this field. I am investigating and await the results with interest. George Sassoon, Warminster, Wilts

Failed!

No, Mr Bev Mason's program (PCW December 1982) failed the intelligence test. Has he tried it on a series such as 3,9,27,81,... psychologist's preferred child gives the answer 243; Mr Mason's 'clever' child, and his program, give 195. They are wrong; the other is right. Why? Because if the sequence is a series, the fifth term should be predictable from the first three terms as well as from the first four. The standard answer meets this requirement, and shows that the child can draw conclusions from all the data but nothing more than the data. The computer hasn't been programmed to check that the solution for N-1 3 values is the same as that for N values; and the program assumes that the Y values conform to a formula Y=f(X) where f(x) is a polynomial in X. It can't cope with other functions. The computer 'knows' about explanation. but hasn't been programmed to

expect it. The standard child may not know about it, but can intuit it from its knowledge of arithmetic. That, perhaps, is what intelligence is about; and perhaps the tests are less useless than Mr Mason thinks

C Currie, London N15

Text encoding

In an article entitled 'Cramming it in' by Dennis Andrews, of Keele University, in the September edition of PCW, Mr Andrews expounds upon the excellence of his Program 'E40' for compressing or condensing computer text files into as little as 40% of their original size. Towards the end of the article, and under the heading 'Secrecy and patents', Mr Andrews refers to the fact that the basic ideas of E40 are the subject of a Patent Application, but laments -- with some justification, I feel — that the current British Patents Act (the 1977 Act) requires that an application, and the specification filed therewith (which should fully describe and explain the claimed invention), shall, unless specifically withdrawn in due time, be published before the application is accepted' and a patent granted. Incidentally, under the old law (the 1949 Act), this was not the case; while specifications were indeed published before the patent was granted (so as to give third parties an opportunity to oppose the grant), this publication was after acceptance, meaning that it occurred only when the Patent Office itself was satisfied that the invention merited a patent. However, returning to the pre-

sent day; and the 1977 Act (with all its warts), your readers will be interested to learn that the bare details of every British patent application - the applicants' name, and the application number, date and title - are published week by week (usually four or five weeks in arrears) in the Official Journal (Patents), those for the year being collated in the form of an applicants' name index on cards, and freely available for inspection at the Patent Office in London. So far as concerns the application for E40, the one in question is No: 82/01,655, filed on the 21st January 1982 in the name of Keele Codes Ltd with the title 'Encoding Text'. If all goes well, and assuming the application is not withdrawn by about mid April 1983 (15 months after filing), the specification will be published, and purchasable by anyone for the fairly trivial price of $\pounds 1.65$, shortly after mid-July 1983 (18 months after filing). At that time anyone may see exactly what it is that Mr Andrews (and his co-inventors?) thinks he has invented, and for which he believes he is entitled to a patent.

Of course, whether he gets a patent is another matter - and in certain circumstances rather an unfair one. As he himself implies, present British patent law requires that if the application is to be proceeded with then, within a year of filing, there should also be filed a Request for Preliminary Examination and Search. Once this is filed, the Patent Office will then effect a search to see a) whether the application meets certain formal criteria, and b) whether the invention as claimed is in substance disclosed in any published Prior Art (usually other, earlier, patent specifications). At this stage, then, the applicant may become aware that his invention is not as inventive - as new and unobvious - as was first thought, having been described in, or rendered obvious by, the disclosure of one or more of the cited documents. Obviously, if the invention is clearly a noninvention, that is the moment to give up, and (if still in the right time period) perhaps to withdraw the application to prevent its publication. If, however, it seems that the invention's patentability is not in doubt, or is at least arguable, then it is necssary to proceed to the next stage, filing a Request for Substantive Examination within six months after the application is actually published, if the presentation of the application is to be continued.

Unfortunately, however, there are other reasons for an 'invention' being unpatentable, besides it being either not new or clearly obvious. Specifically (and amongst a few other reasons), the invention may fall into one of the categories listed in Section 2 of the 1977 Act as being inherently unpatentable no matter how ingenious, excellent, novel and unobvious. These categories are, broadly speaking: a) discoveries, theories or mathematical methods; b) literary or other works of an aesthetic nature; c) schemes, rules or methods for performing mental acts; playing games or doing business, or computer programs; and

d) the presentation of information — though it is stressed that the ban applies only when the invention is *solely* one of these things *as such*, and will not necessarily apply when the invention involves such a thing as a part of something that overall does *not* fall into one of these categories.

The problem faced by Mr Andrews and the Keele Codes application is that, though sometimes a helpful Patent Office will indicate in the Novelty Report (following the Search Request) that the invention appears to fall foul of one or more of these forbidden categories, this is not usual, and in any case it is only during Substantive Examination that the question will be properly considered and decided. And, of course, Substantive Examination can only occur after publication

— by which time the unfortunate Applicant has already seen his secrets laid bare to an astonished world, and now faces the awful prospect of *not* getting a patent in return afer all!

What, then, is the situation that Keele Codes are in? Clearly, it depends to a great extent upon the wording of the Patent Claim that defines their invention. If the claim is in terms of a program per se, then obviously Category (c) of Section 2 nails it to the ground. But such a claim is highly unlikely, for, as can be seen from Mr Andrews' article, what has been invented is a method of compressing textual information, in which various (so far unidentified) operations are carried out upon the text in some suitable form (as binary digital electronic signals, for example), and it is in a sense purely coincidental that not only is the text itself a computer file but the most convenient way of effecting the method is using a suitably-programmed computer. Without doubt, the invention is more than a computer program as such!

A few of the other categories of unpatentable inventions give one pause for thought, but only for a moment. The invention is not merely a mathematical method, though naturally mathematics is involved in it. Equally, the invention is not merely a scheme, rule or method of performing a mental act, though no doubt one could do it by hand, using a human brain. Finally, the invention is clearly not just the presentation of information, for the invention lies not in how the information is presented but in how it is manipulated to

COMMUNICATIONS

take up less room.

It is evident, upon close and careful study, that even without any knowledge of the method the Keele Codes invention actually uses to compress text it must be possible to frame the idea as an invention which does not fall within any of the banned types of Section 2 of the Act. Keele Codes can, therefore, anticipate getting a British Patent in due course - in about two years' time on present form - while we can look forward with pleasure to being able to read all about it in the Patent Specification when it is published in August or September 1983! JPL Hooper, Colchester, Essex

Scottish Show

Isn't the *PCW* Show exciting? I wouldn't know. I stay in Scotland. The chances of me getting to London — for a computer show — are virtually nil.

Since I became a computer user — around 9 months — I have seen one computer show in Scotland for microcomputers which the ordinary user could visit. That was the Edinburgh ZX Microfair. All credit to the Edinburgh ZX Club, but the range was rather limited. Now a PCW Show. . .

I owned a ZX81 for 7 months. my ZX Spectrum has been and gone (order fulfilled after only eight weeks, one week's use, sent back for faulty keyboard -3weeks so far - and if you take that as a criticism of Clive Sinclair's marketing methods he's welcome to it). I'm not just a game-player. I used my ZX81 for a multitude of uses - education, filing. . .

PCW comes near to my ideal computer magazine. The PCWShow sounds like my ideal computer show, where I can *see* the new micros, not just read about them. So how about a Scottish show — as near to the standard of the London one as possible — in either Glasgow or Edinburgh *soon*.

David Allardice, Ayrshire

See page 142 - Ed

Public-key encryption

David Fisher's letter in your December edition prompts me to set the record straight for the benefit of those of your readers who have been following developments in *Science, Scientific American* and the *Daily Telegraph* (20, 30 October).

Two of the public-key encryption methods are the Knapsack which was invented by Merkle and Hellman, and the RSA which is named after Rivest, Shamir and Adleman. The first is no longer thought to be secure because of work by Shamir and Lenstra, as reported in *Science* (28 May) and *Scientific American* (August); the second, which depends on the difficulty of factorising a large number, is just as secure as it was before the publication of Lenstra's algorithm and *ZX Computing* Vol 1 No 2. In order to achieve security the large number must be the product of two 'doubly-safe' primes (*Cryptologia* Vol 6 No 3 page 229).

Testing large numbers for primality has recently taken a step forward although probably by a factor of 2 rather than 10⁷. Since the result of a primality test on a composite number merely confirms that it is composite and does not provide the factors as a byproduct, an improvement here actually makes the RSA method better because the calculation of a key is quicker. It is claimed in Scientific American (July) that an arbitrary 97-digit number was demonstrated to be prime in 78 seconds on a large computer, and that 100 years would previously have been needed, thus apparently showing a speed factor of 107. This is misleading because the five-year-old probabilistic test devised by Solovay and Strasssen could do the same in 160 seconds, although only to a confidence level of 0.999999 which is surely satisfactory

In conclusion, it seems that your July correspondents are well informed because the factoring time of the 150 digit number published in your May edition is about a million years according to the classic article in *CACM* of February 1978. Perhaps a £5000 reward should be offered for the two factors.

D Hunter, Saffron Walden, Essex

The Japanese problem

Your editorial in the December issue of PCW drew certain conclusions with regard to the future of the British computer industry, in the wake of your recent visit to Japan, allowing myself and, I hope, others to look forward to continuing debate and increasing awareness of the problem.

I have spent the last six years travelling extensively throughout the world, mainly in the Middle East, as a sales and marketing representative for two companies manufacturing diverse industrial products. Such exposure to the world market has convinced me of two mutually supportive and inevitable future developments. The first of these is that by the turn of the centry the majority of mass-produced capital and consumer goods will be produced in the Far East and other key, currently developing countries. The second is that the future prosperity of Europe and in particular Britain must, and indeed should, by virtue of the skills peculiar to this Isle, lie in the fields of services, research and development, specialist low production quantity products and, above all, brainower.

The threat to our industrial base from the developed and developing Far Eastern countries is unstoppable unless a total revolution in methods of financing, producing and marketing of our industrial products takes place. Anybody who has seen and/or been at the receiving end of competition from Oriental products has a healthy awareness of the problem, but at the same time feels impotent in the face of the massive market research and design efforts, and State investment, that are the prelude to any serious Oriental production venture

Hence to the point. Your observation that there exists a ready market for high quality software in Japan hits home at one of the areas where the Japanese are still found wanting, and where productivity is substantially poorer than generally found in the UK. You point out that in spite of this British software houses are notable by their absence in Japan which, I propose, is due to the fear of an unknown market, with the attendant variance in business practice and human relations, and the lack of experience generally in your industry of grappling with the unknowns and the 'grey areas' where business ought to be obtainable but where nobody takes the initiative to go and find out.

Regrettably the computer industry generally tends to be incestuous in its employment of personnel, believing perhaps that the first priority is to know and understand the product, and only then to concern oneself with other skills. Frankly I consider this a dangerous trend as key people in the industry need to devote an excessive amount of time to keeping abreast of new developments, and generally fail, with the inevitable drift towards narrower and narrower specialisation. In any event, whether they be analyst, programmer, director, engineer or even journalist, they cannot devote the time necessary to gain experience in the finer points of carpetbagging their skills around the world.

Selling any product in a non-European or USA market is a combination of public relations, marketing skill, salesmanship and, above all, legwork and common sense. The ability to 'suss' a market and develop it is as much a matter of experience as natural ability. Britain is the most successful exporter on this planet, even today, and there is a wealth of talent available for the asking. Many of these 'street wise' travellers have a rapport with micros and the various operating systems and languages because, like myself, they spend 100 percent of their spare time working on their home based systems. With luck and a fair wind they could become competent at analysing whether a particular software requirement was within the capabilities of their company, and subsequently negotiate the way through for specialists to take over the problem, as indeed happens in many other sectors of industry.

Not being one of the cognoscenti, I may unwittingly be covering old ground and I am, of course, over-generalising. However, the fact remains that I am determined to get out of the engineering industry and into the computer industry at some stage and in whatever capacity I can. It seems to be a shame that I cannot do so in the capacity in which I perform most efficiently, and now, rather than in the future because, in your own words, the British mini and micro industry is going to hell in a basket.

Anyway please keep the pressure on in the media, as I am above all a patriot and, you never know, perhaps somebody will begin to listen.

Peter Dyer, Brackley, Northants





Alan Tootill and David Barrow present more useful assembler-language subroutines. This is your chance to help build a library of general-purpose routines, documented to the standards we have developed together this this series. You can contribute a Datasheet, improve or develop one already printed or translate the implementation of a good idea from one processor to another. PCW will pay for those contributions that achieve Datasheet status. Contributions (for any of the popular processors) should be sent to SUB SET, PCW, 62 Oxford Street, London W1A 2HG.

6502 anybase conversion

In December we had Dennis May's routine, XBIN, to convert to binary an ASCII encoded number of any base between 2 and 36. Here is Dennis's Datasheet BINX to convert the 32-bit binary number back to an ASCII encoded number in any base. In bases higher than 10, digits with values 10 to 35 are represented by the letters A to Z and the ASCII string is terminated by the carriage return (0DH) character.

Datasheet

;	H	8	I	N	X		-	3	2	-	b	i	t		b	i	n	3 1	r y		t¢	>	u	n	\$	ì	3 П	16	d		b	a	s e	2	5	-	34	6	Ŧ	1 U	m	De	r											
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BINX:	LDA	£\$0D	;put carriage return	A9 OD
	PHA		;character onto stack.	48
DIV:	LDY	£\$20	;set bit count.	05 0A
	LDA	£O	;clear accumulator.	A9 00
BINX1:	ASL	MO	; shift	06 ZZ
	ROL	M1	:32-bit	26 22
	ROL	M2	number	26 22
	ROL	M3	;left	26 22
	ROL	A	; into accumulator.	2 A
	CMP	MD	; if acc is greater than	C5 ZZ
	BCC	BINX2	;or equal to base number	90 04
	SBC	MD	; then subtract base number	E5 ZZ .
	INC	MO	and set result bit.	E6 ZZ
BINX2:		HO I	;else next bit,	88
DINAC.	BNE	BINX1	;all done?	DO FC
_	CMP	£SOA	convert	C9 0A
	BCC	ASCZ	digit	90 02
				69 06
	ADC	16	;to	
- ASCZ:	ADC	£\$30	; and	69 30
	PHA		;push it onto stack.	48
	LDA	MO	; 11	A5 ZZ
	ORA	M1	;32-bit	05 ZZ
	ORA	M2	;result	05 ZZ
	ORA	M 3	;still not zero	05 Z Z
	BNE	DIV	;repeat,	DO D5
BINX3:	PLA		;else pop digit off stack	68
	STA	(M4),Y	; and store it in RAM.	91 Z'
	INY		;adjust pointer	C 8
	CMP	£\$OE	; and, until carriage return,	C9 DE
	BCS	BINX3	;do next digit.	B0 F8
BINX4:	RTS		;return,	60

XBIN and BINX can be used or together to convert an ASCII be encoded number in any base A to one in any other base. If p the new ASCII number may (I

overwrite the old one, this can be done simply with the ASCII string address in zero page RAM locations M4 (low) and M5 (high), the old number base in M6, the new number base in MD and

CALL to this subroutine BCNV (see Figure 1).

BCNV:	JSR XBIN BCS OVFWX JMP BINX	; old ASCII to 32-bit binary ;jump if overflow ;binary to new ASCII;cy = 0
OVFWX:		; exit with carry $= 1$
Fig 1		

If the old number must be preserved, a separate address for the new number will have

to be provided and loaded into M4-M5 before the jump to BINX.

Z80 random numbers

For Ettrick Thomson's 31-bit random number generator ('Sub Set' September 1982) Francis Clarke (Swansea) George Sasson (Isle of Mull) and Brian Ripley (Imperial College) have confirmed, with programs in Pascal, Basic and Fortran 77, that 2^9+1 is indeed a primitive element modulo $2^{31}-1$. But Brian thinks it is a bad choice (too small), leading to a generator that fails Knuth's tests. Francis has produced more primitive roots, including $2^{17}+1$, which he thinks might be useful.

In June 82 we asked for a 16-bit generator for $X_{i+1} = (1509X_i+41) \mod 65536$ and a 32-bit generator for $X_i = (69069X_i+41) \mod 2^{32}$ and have received both from Kevin Smith of Aberdeen and John Kerr of Glasgow respectively. Here they are in Datasheets RNDM2 and RDM32.

Datasheet

								1 10.00		
	ADD	HL,HL	;					29		
	ADD	HL,HL	1					29		
	ADD	HL, HL	;HL <-H	L*376				29		
	ADD	HL,DE	;HL<-H					19		
	ADD	HL,HL	1					29		
	ADD	HL,HL	;HL<-H	L+1508				29		
	ADD	HL,DE	;HL<-H					19		
	LD	DE, +41							29 00	
	ADD	HL,DE	HL <-H	+15094	+41			39	., 00	
	POP	DE	resto					D1		
	POP	80						61		
	POP	AF	regis	ters				E1		
	RET		retur					69		
:=RDM3		-bit pseu			er den	erati	0.5	.,		
;/CLAS	S: 1									
		CAL?: No								
;/DESC	RIPTIO	N: Genera	tes a 3	2-bit r	number	fro	m the	series:		
;1							2.2			
;1		r(i+1)	= (690	69 r(i)) + 41) mo	d 222			
;/ACTI	ON: The	e seed, o	r r(i),	is cop	pied f	rom	the 32	-bit acc	umutat	tor
;/	HL,	,lX into	BC,DE (H & B a	are Ms	byt	es).			
;1		itialise								
;1								2.2		
;1		HL,IX :=	2*HL,I	X (al	ll num	bers	are m	od 252)		
;1		If bit 1	ofAi	s zero						
;/		Then (et HL,I	X := HL	,IX +	r (i))			
;1		Incremen	t A; re	peat if	not	equa	t to z	ero.		
;/	HL.	IX := HL								
	(1)	a aloori				Fear	ularit	y of the	hit	
:/			thm is	based d						
;/	pat	tern of	thm is 69069 =	12(256	5+16+1) + 1 + 1	65536+			
;/	pat	tern of	69069 =	12(256	5+16+1)+1+	65536+	256)		
;/ ;/SUBr	DEPEND	tern of ENCE: No	69069 =	based o 12(256	5+16+1)+1+	65536+	256)		
;/ ;/SUBr ;/INTEI	pat DEPEND RFACES :	tern of ENCE: No None	69069 = ne	12(256	5+16+1					
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Obscure 8085 instructions

Jonathan Marten of Swansea has written in to tell of his discovery in an obscure Intel publication (he does not say which) of no less than nine unspecified 8085 instructions.

Three of the instructions act on the condition of the K or V flags. You didn't know the 8085 had K and V flags? Well, according to Jonathan, bit 5,F is the K flag, named 'correct sign'. Unfortunately, he does not know what it represents or how it is affected by operations. Bit 1,F is the V flag, named 'overflow', and this appears identical to the overflow function of the Z80 P/V flag.

The opcodes, suggested mnemonics (not recognised by the Intellec ISIS assembler) and actions of the unspecified instructions are shown in Figure 2.

10 RRHL	:Rotate HL right. 16-bit rotation, flags unchanged.
18 RLDE	:Rotate DE left. Bit 15 to Cy. No other flags.
28bb ADIHL bb	:Add 00bb immediate to HL, setting flags.
38bb ADISP bb	:As above but to Stack Pointer.
CB OVRST8	:RST 8 (to 0040) if the V flag is set.
D9 SHLDE	:16-bit move as 'LD (DE),HL'.
ED LHLDE	:16-bit move as 'LD HL,(DE)'.
DDaaaa JNK aaaa	:Jump to location aaaa if K flag is
	reset.
FDaaaa JK aaaa Fig 2	:Jump to location aaaa if K flag is set.

The Z80 has unspecified instructions, dealing with the separate halves of the index registers, among other things, and now we find that the 8085 also has a more extensive instruction set than we had supposed. Is this extraordinary state of affairs to be found on other popular processors? If you can discover facilities on your processor which the manufacturer never told you

FOWIA returns

Not content with his discovery of the 8085 instructions, Jonathan Marten has decided that FOWIA is not pulling its weight and, in true 'Sub Set' spirit, has come up with an improvement.

For the benefit of new readers, FOWIA (Find Out Where I'm At) is a rather elegant 2-byte routine which puts into HL the address of the instruction immediately following CALL FOWIA. HL can then be used for indirect addressing in relocatable code. placement has to be added to the value in HL after the call to FOWIA. This not only eats up bytes in the program but also needs BC or DE to be free for use in the addition. FOWIA's action of POP HL; JP (HL) means that the value originally held in HL is lost. Jonathan suggests that it would be more sensible to load the displacement into HL before the CALL and make the routine effectively do an 'ADD HL, PC' instead of

FOWIA's 'LD HL,PC' and his routine FOWIAD does

just that.

about then write in to 'Sub

Set' and share your findings.

Jonathan's grumble is that to be of any real use a dis-

Datasheet

```
;= FOWIAD - Find Out Where I'm At with Displacement
;/CLASS: 1
;/TIME CRITICAL?- No
;/DESCRIPTION: Adds the address of the 1st byte of the instruction
;/ following CALL FOWIAD to HL
;/ACTION: See comments
;/SUBT DEPENDENCE: None
;/INTERFACES- NONE
;/INTER
```

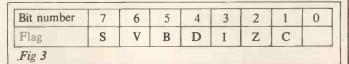
6502 combination jump

Vincent Fojut of Altrincham, who put in such sterling work improving the 32-bit 6502 maths routines, has sent LONGBR, our last Datasheet this month. LONGBR was born out of Vincent's envy of the 6809's 16-bit branches and his desire to have such handy instructions on the 6502.

There are 13 different conditions resulting from the seven flags of the Status Register P. Each flag can be set or reset, except for the Break flag B which is always set to 1 as far as the programmer is concerned. Vincent questions the need to use 13 different routines to branch on those conditions. Instead, he uses just one routine which compares a bit-mask pseudoopcode with the P register. This effects a jump only if the state of the flags indicated by the opcode match the condition also indicated by the opcode.

Figure 3 shows the position of the flags in the P register. Bit 5 is not used. The opcode passed to LONGBR uses Bit 5 to indicate whether a jump will occur if the flag to be tested is set or reset. The flag to be tested is indicated by a set bit in the corresponding position in the opcode. So, for example, the opcode value for BDC (Branch if Decimal flag Clear) is 00001000 (08H) and for BDS is 00101000 (28H).

Although Vincent does not include the possibility in his Datasheet documentation,





LONGBR is capable of performing a test on more than one flag at the same time. Eg, if the opcode is 00100011

(23H) a branch will occur only if both Z and Cy flags are set.

PLONGBR - 10-bit long branch //LASS: 2 //TIME CRITICAL?: NO //DESCRIPTION: Causes branch to address formed by adding the 2-byte // Choss: 2 // Return Address + 3 if flag conditions match the test // Return Address + 3 if flag conditions match the test // Conditions of pseudo-opcode embedded at Return Address + 3. // ActION: Check Bit 5, opcode for 'clear' or 'set' branch // Compare flag state against branch condition // Compare flag state against branch condition // Add 4 to get true Return Address stipping parameters // JUMPUT: (R.A.) = pseudo-opcode, (R.A. + 1 & 2) = displacement // NTERFACES: None //INTERFACES: None //INTERFACES: None // UPPUT: Program Counter is set to address of next instruction if // Condition is true. //REGS USED: MO-M3 //TIME STATES: no branch: 115-119; branch: 152-156 //PHP ;and flags 08 //INTERFACES: Noit dis get Return Address //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //UPUTI: Program Counter is set to address of next instruction if // Condition is truc		
<pre>stLONGBR - 16-bit long branch //CLASS: 2 //TIME CRITICAL?: No //DESCRIPTION: Causes branch to address formed by adding the 2-byte // displacement embedded at Return Address + 1 and 2 to // Return Address + 3 if flag conditions match the test // conditions of pseudo-opcode embedded at Return Address // else returns to Return Address + 3. //ACTION: Check Bit S, opcode for 'clear' or 'set' branch // Compare flag State against branch condition // If match then add displacement to Return Address // Add 4 to get true Return Address skipping parameters // Jump to computed Return Address skipping parameters // Jump to computed Return Address. //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None // BRA 30 (branch always as B flag always set to 1) //OUTPUT: Program Counter is set to address of next instruction if // condition is flage, or to next instruction + displacement // if condition is true. //REGS USED: MOM3 //TERFATES: no branch: 115-119; branch: 152-156 //PROCESSOR: 6502 LONGBR: STA M2 ;save accumulator 85 ZZ PLA ;in 68 STA M3 ;M2 and M3 85 ZZ PLA ;in 68 STA M0 ;in M0 85 ZZ PLA ;ard 68 STA M0 ;in M0 85 ZZ</pre>		
<pre>//CLASS: 2 //TIME CRITICAL?: No //DESCRIPTION: Causes branch to address formed by adding the 2-byte // displacement embedded at Return Address + 1 and 2 to // Return Address + 3 if flag conditions match the test // conditions of pseudo-opcode embedded at Return Address // else returns to Return Address + 3. //ACTION: Check Bdt 5, opcode for 'clear' or 'set' branch // Check condition of required tlag // Compare flag state against branch condition // If match then add displacement to Return Address // Add 4 to get true Return Address skipping parameters // Jump to computed Return Address skipping parameters // Jump to computed Return Address. //SUB DEPENDENCE: None //INTERFACES: NONE /</pre>	Datasheet	
<pre>//DESCRIPTION: Causes branch to address formed by adding the 2-byte // displacement embedded at Return Address + 1 and 2 to // Return Address + 3 if flag conditions match the test // conditions of pseudo-opcode embedded at Return Address // else returns to Return Address + 3. /ACTION: Check Bit 5, opcode for 'clear' or 'set' branch // Compare flag state against branch condition // If match then add displacement to Return Address // Add 4 to get true Return Address skipping parameters // Add 4 to get true Return Address skipping parameters // Jump to computed Return Address. //SUBT DEPENDENCE: None //INTERFACES: No //INTERFACES: NO //INTERFA</pre>	;/CLASS: 2	
<pre>i/ displacement embedded at Return Address + 1 and 2 to ;/ Return Address + 3 if flag conditions match the test ;/ conditions of pseudo-opcode embedded at Return Address ;/ class end and a specific and a specifi</pre>		
<pre>// Return Address + 3 if flag conditions match the test // conditions of pseudo-opcode embedded at Return Address // else returns to Return Address + 3. //ACTION: Check Bdt 5, opcode for 'clear' or 'set' branch // Compare flag state against branch condition // If match then add displacement to Return Address // Add 4 to get true Return Address skipping parameters // Add 4 to get true Return Address skipping parameters // Jump to computed Return Address. //NTERFACES: None //INTERFACES: No //INTERFACES: N</pre>		
<pre>// conditions of pseudo-opcode embedded at Return Address // else returns to Return Address + 3. //ACTION: Check Bit 5, opcode for 'clear' or 'set' branch // Check condition of required flag // Compare flag state against branch condition // If match then add displacement to Return Address // Jump to computed Return Address skipping parameters // Jump to computed Return Address. //NUTERFACES: None //INTERFACES: None //INTER</pre>		
<pre>// else returns to Return Address + 3. // Check Bit 5, opcode for 'clear' or 'set' branch // Check condition of required flag // Compare flag state against branch condition // If match then add displacement to Return Address // Jump to computed Return Address skipping parameters // Decodes: BCC 01: BCS 21; BNE 02; BEE 02; BIE 04; BIS 24 // BOE 08; BDS 28; BVE 40; BVS 60; BPL 80; BMI A0 // BOE 08; BDS 28; BVE 40; BVS 60; BPL 80; BMI A0 // BOA 00 Charch always as 8 flag always set to 1) // OUTPUT: Program Counter is set to address of next instruction if // condition is false, or to next instruction + displacement // if condition is true. //FREGS USED: MO-M3 //ITME STATES: no branch: 115-119; branch: 152-156 //PROCESSOR: 6502 LONGBR: STA M2 ; save accumulator 85 ZZ PHP ; and flags 08 PLA ; in 68 STA M3 ; MZ and M3 85 ZZ PLA ; get Return Address 68 STA M0 ; in M0 85 ZZ PLA ; and 68 STA M0 ; in M0 85 ZZ </pre>		
<pre>// Check condition of required flag // Compare flag state against branch condition // If match then add displacement to Return Address // Add 4 to get true Return Address shipping parameters // SUBF DEPENDENCE: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None // BOE 08; BDS 26; BVE 02; BEE 02; BIE 04; BIS 24 // BOE 08; BDS 26; BVE 40; BVS 60; BPL 80; BMI A0 // BRA 30 (branch always as B flag always set to 1) //OUTPUT: Program Counter is set to address of next instruction if // condition is false, or to next instruction + displacement // if condition is true. //FEGS USED: MO-M3 //ILENGTH: B1 //INE STATES: no branch: 115-119; branch: 152-156 //PROCESSOR: 6502 LONGBR: STA M2 ;save accumulator 85 2Z PHP ;and flags 08 PLA ;in 68 STA M3 ;M2 and M3 85 ZZ PLA ;in 68 STA M0 ;in M0 85 ZZ PLA ;and 68 STA M0 ;in M0 85 ZZ</pre>	;/ else returns to	Return Address + 3.
<pre>// Compare flag state against branch condition // If match then add displacement to Return Address // Add 4 to get true Return Address skipping parameters // Jump to computed Return Address skipping parameters // Jump to computed Return Address 2/ Jump to Compare State // BRA 30 (branch always as B flag always set to 1) // UTPUT: Program Counter is set to address of next instruction if // condition is flage, or to next instruction + displacement // if condition is true. //REGS USED: MO-M3 //STACK USE: 2 //LENGTH: 81 //IME STATES: no branch: 115-119; branch: 152-156 //PROCESSOR: 6502 LONGBR: STA M2 ;save accumulator 85 ZZ PLA ;in 68 STA M3 ;M2 and M3 85 ZZ PLA ;get Return Address 68 STA M0 ;in M0 85 ZZ PLA ;and 68 </pre>		
<pre>// If match then add displacement to Return Address // Add to get true Return Address skipping parameters // Jump to computed Return Address. // SUBr DEPENDENCE: None // INTERFACES: None // INTERFACES: None // Opcodes: BCC 01; BCS 21; BNE 02; BEG 22; BIC 04; BIS 24 // BCC 08; BDS 28; BVC 40; BVS 60; BPL 80; GMI A0 // BRA 30 (branch always as B flag always set to 1) // OTPUT: Program Counter is set to address of next instruction if // if condition is false, or to next instruction + displacement // if condition is true. // RES USED: MO-M3 // IESTATES: no branch: 115-119; branch: 152-156 // PROCESSOR: 6502 LONGBR: STA M2 ; save accumulator 85 22 PLA ; in 68 STA M3 ; M2 and M3 85 22 PLA ; in M0 STA M0 ; in M0 STA M0 ; in M0 PLA ; and 68 STA M0 ; in M0 PLA ; and 68 STA M0 ; in M0 PLA ; and 68</pre>		
<pre>// Add 4 to get true Return Address skipping parameters // Jump to computed Return Address. //SUBr DEPENDENCE: None //INTERFACES: None //INTERFACES: None //INTERFACES: None // opcodes: BCC 01; BCS 21; BNE 02; BEE 02; BIC 04; BIS 24 // BRA 30 (branch always as B flag always set to 1) // BRA 30 (branch always as B flag always set to 1) // UNTPUT: Program Counter is set to address of next instruction if // if condition is false, or to next instruction + displacement // if condition is true. //REGS USED: MO-M3 ;/STACK USE: 2 //LENGTH: 81 //ITME STATES: no branch: 115-119; branch: 152-156 //PROCESSOR: 6502 LONGBR: STA M2 ;save accumulator 85 ZZ PLA ;in 68 STA M3 ;M2 and M3 85 ZZ PLA ;get Return Address 68 STA M0 ;in M0 85 ZZ PLA ;and 68</pre>		
<pre>// Jump to computed Return Address. //SUBr DEPENDENCE: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None //INTERFACES: None // BOR 001 BCS 21; BNE 02; BE0 22; BIC 04; BIS 24 // BOR 03; BDS 28; BVC 40; BVS 60; BPL 80; BMI A0 // BRA 30 (branch always as B flag always set to 1) //OUTPUT: Program Counter is set to address of next instruction if // condition is false, or to next instruction + displacement // if condition is true. //REGS USED: M0-M3 //STACK USE: 2 //LENGTH: 81 //INTE STATES: no branch: 115-119; branch: 152-156 //PROCESSOR: 6502 LONGBR: STA M2 ;save accumulator 85 ZZ PLA ;in 68 STA M3 ;M2 and M3 85 ZZ PLA ;get Return Address 68 STA M0 ;in M0 85 ZZ PLA ;ard 68</pre>		
<pre>//INTERFACES: None //INTERFACES: None //INPUT: (R.A.) = pseudo-opcode, (R.A. + 1 & 2) = displacement // opcodes: BCC 01; BCS 21; BNE 02; BE0 22; BIC 04; BIS 24 // BOL 08; BDS 28; BVC 40; BVS 60; BPL 80; BMI A0 // BRA 30 (branch always as B flag always set to 1) //OUTPUT: Program Counter is set to address of next instruction if // condition is false, or to next instruction + displacement // if condition is true. //REGS USED: MO-M3 //STACK USE: 2 //LENGTH: 81 //INE STATES: no branch: 115-119; branch: 152-156 //PROCESSOR: 6502 LONGBR: STA M2 ;save accumulator 85 ZZ PLA ;in 68 STA M3 ;M2 and M3 85 ZZ PLA ;get Return Address 68 STA M0 ;in M0 85 ZZ PLA ;ard 68</pre>		
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<pre>;/ if condition is true. ;/REGS USED: MO-M3 ;/STACK USE: 2 ;/LENGTH: 81 ;/TIME STATES: no branch: 115-119; branch: 152-156 ;/PROCESSOR: 6502 LONGBR: STA M2 ;save accumulator 85 ZZ PHP ;and flags 08 PLA ;in 68 STA M3 ;M2 and M3 85 ZZ PLA ;get Return Address 68 STA M0 ;in M0 85 ZZ PLA ;and 68</pre>		
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STA MO ; 1n MO 85 ZZ PLA ; and 68		
PLA ; and 68		
STA M1 ;M1 85 ZZ		
	STA M1 ;M1	85 ZZ

LDA	M 3	;put copy of flags	A5 Z	z
PHA		;on stack	48	
TYA		save Y	98	
PHA		and	48	
CLD		;set binary mode	80	
LDY	£1	;get pseudo-	A0 0	
LDA	(MO),Y	; opcode in A and	B1 Z	Z
TAY		; in Y	A 8	
AND	£\$20	check Bit 5 for 'clear' or 'set'	29 2	0
PHP		;branch, saving flag result	08	
TYA		copcode into A again	98	
AND	F S D F	mask out Bit 5 getting flags to test		6
AND	M3	:use opcode mask to isolate required		
	m o		08	2
PHP		;flag from copy in M3, move results		
PLA		; into A and	68	
AND	£2	;get Zero flag result, set or reset,	29 0	
STA	M 3	; in M3	85 Z	Z
PLA		recover condition flag result	68	
AND	£2	;isolate Z result & exclusive-or with	29 0	2
EOR	M 3	;test-flag Zero result to compare	45 Z	
BNE	NOBR	jump if no match	DO 1	
LDY	£3		AO O	
	(MO) Y	;else condition is met so . ;add displacement embedded at		
LDA	(MO),Y		81 Z	z
PHA		;Return Address + 1 & 2 to Return	48	
DEY		;Address -1 stored in MO,M1	88	
LDA	(MO),Y	;to give branch address	B1 Z	Z
CLC		;still needing 4 to be added to	18	
ADC	MO	stake account of the three	65 Z	z
STA	MO	embedded parameter bytes and	85 Z	
PLA		; the incomplete increment of the PC	68	-
ADC	M 1	stacked as return address by	65 Z	7
STA	M 1	:JSR	85 Z	
	19.1			2
		;add 4 to get true	18	
LDA	£4	;Return/branch Address .	A9 0	
A D C	MO	; in MO,M1	65 Z	
STA	MO	;	85 Z	
BCC	RESTOR	;	90 0	2
INC	M 1	;	E6 Z	Z
TOR: PLA		restore Y A P	68	
TAY			A 8	
LDA	MZ		AS Z	7
PLP				4
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			DL Z	z 00

Documentation rules OK!

do document and test their routines but there are a few (no names, no pack-drill) who do not. It is sometimes a Herculean task to plough through

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Most contributors to 'Sub Set' lengthy undocumented code so please try and provide some documentation, especially comments, with your submissions.



N

RI

Looking for that special Datasheet but can't remember which issue it was in? Here's a handy index to help you. . .

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The two children were squabbling again, arguing over whose turn it was next. Their mother, initially indulgent, now frowned at the sight of her children starting once again to fight over something that she secretly thought was a waste of money.

'Somehow', she said wearily, and not a little worried, 'it seems to stop them thinking.'

What could this something possibly be? What was the IT that could stop young, developing minds from automatically exercising a normally limitless supply of imagination? From an outsider's point of view it might easily be construed as an IT or something we could well do without. If it makes children fight and argue, if it stops them thinking, then maybe we should find other things for children to do, or play with.

The 'thing', of course, was a home computer, one of the new breed of machines (and not so new according to some manufacturers) that are specifically designed for use by everybody at home for fun, education, hobbies and the like. For well under $\pounds100$ you too can join in on the brave new world and teach your children to become TJs.

Now at this juncture I can hear a million voices raised in horror at the mere hint of a suggestion that, just possibly, home computers might be the thin edge of a wedge that could make future generations little more than automatons. Yes, I agree that it is an overly hard judgement to make of a whole industry when it has hardly started.

Yet already the signs are there that as much, if not more, damage will be done as there is good achieved. What is more, good can usually be seen at once, while damage often shows through only after it has been done.

This is not, I hope, going to be a diatribe - but there are one or two things about the home computer, and the home computer industry, that worry me. I have said before in these pages that I am not one of the greatest 'techno-freaks' around. I can argue along with those that want to talk 8-bit versus 16-bit architectures, even know more than them sometimes, but at the end of the day I have always ended up asking myself when confronted with the fact that a brand new company has just introduced a brand new 64-bit, 1.5 megabyte computer the size of a small paperback book at a price of £17.54 — why should I want one anyway? The answer prejudices all further thoughts on the subject.

This is the source of my concern with the home computer industry: will it actually last?

Now stop laughing, for there is some evidence to indicate the possibility that it might not. There are also some historical precedents. There have been several consumer 'boom' products in the past, and many of those that really boomed in a big way ended their lives tucked into the corners of cupboards, forgotten. It would be sad to think of the home computer as the next hula-hoop.

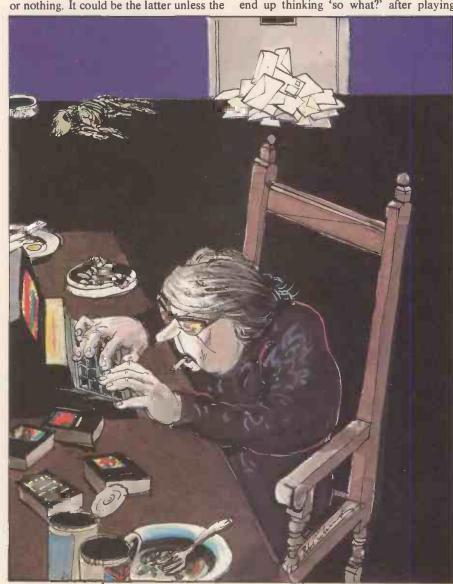
People in the industry, not unnaturally, feel confident the business will go on forever. After all, Sinclair sells ZX81s by the hundredweight. Texas Instruments, which claims to have started the business with the TI99/4, was pitching at an installed base in the USA of 500,000 units by Christmas. TI also claims to be outselling Commodore with its VIC-20, which makes for interesting mathematics because Commodore claims to have sold a million of them.

But all this feverish activity can be the precursor to either more feverish activity, or nothing. It could be the latter unless the products (and more specifically the software) improve. It is still an industry that is being 'bought-from', rather than one that is 'selling-to'. I saw this myself in a high street shop recently. A couple were interested in a home computer. The salesgirl smiled blandly, offered them no real help and tried to work out what her commission might be on the sale. Along comes another punter who said, 'I wouldn't buy that, the software is no good.'

'Thank you,' said the couple and walked off. The salesgirl smiled blandly and kissed her commission goodbye.

Once the people who *want* to buy a home computer run out, will the industry be able to attract the others? And if so, what will they use to attract them? I hope to God it isn't just games.

Now I'll come clean and say that I don't really like video/computer games. I always end up thinking 'so what?' after playing



them. (People who say that this is because I always lose may have a small point.) I always feel that there must be much more that can be done with all this technology than pretend to fire pretend rockets at pretend invaders from pretend space.

The capability of the games that are now available go well beyond the scope of Space Invaders, of course, and they will get to be even more complex. But once again I end up asking myself why? why bother? what does winning or losing actually achieve? and couldn't all that power be put to much better use?

It is here that the subject of software and its development has such a big part to play in the future well-being of the home computer industry and, perhaps more importantly, the people who use its products.

If the industry is to survive, it must have products that have a long-term future. This specifically means software, for the capabilities of the technology used make hardware essentially irrelevant — you can design what is needed. A long term future means software products that hold the interest of their users, or are of some tangible benefit to them. These can be in such areas as hobbies, or education or, even though it hasn't caught on yet, the whole area of home management.

Early research has already started to show that the typical usage pattern for a game program is almost constant use in the early days after purchase. This can last as much as a week. The amount of usage then starts to tail off until, after maybe a month, the game is consigned to a cupboard and forgotten. This can partly be explained by the fact that the majority of games programs are tolerably banal. Many are based upon restricted numbers of possible actions and reactions that, once learned, allow the player to win with ease. From this point on, interest soon wanes.

But as the capabilities of the hardware continue to improve, allowing the programs to become more complex and interactive, so these programs will take on a new and potentially dangerous role. Though computing power can be used for a wide range of purposes, there is a chance that it could be used to create games programs of immense power and complexity, allowing the player ever-greater interaction and 'control' over what appears to be happening.

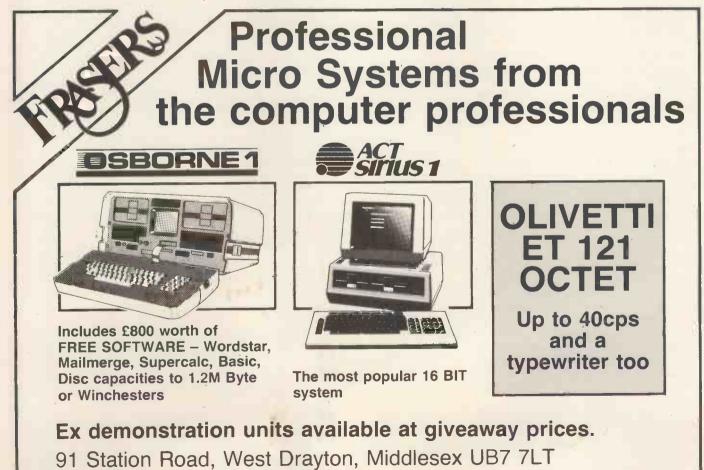
What we are seeing now could be the actual, definable start-point of all those science-fiction books that have as their central theme the proposition that the whole population lives its entire life in cells, never doing anything, only playing games of fantasy that are intended to numb the brain.

We all say that such a thing will never happen in reality, but our forebears also laughed at Jules Verne. The potential for such systems to be constructed is most certainly there, and the games programs are coming. There is already one in the USA I have heard of (though not seen) called 'Millionaire'. This is, I understand, a game of fantasy which allows the player to act out in a small way the role of a millionaire. Like a cross between Visicalc and Monopoly in real time, property, things and people are bought and sold while the player tries to accumulate extra wealth.

Such games are, I feel, inherently dangerous. The greater the degree of 'real' fantasy that is possible, the greater will be the detachment of people from what is real. Now, there are many that would argue that being detached from reality is no bad thing. After all, the state reality is in at the moment there ain't too much to write home about. But unlike the case where, if there is a big enough consensus of opinion on a subject then by definition a Truth has been arrived at, detaching from reality to live inside the mind of a computer-driven game of fantasy will not change reality. Space Invaders do not eradicate bodily functions.

To live in such a way — by the machine as it were — is to become the machine. As the mother at the beginning of this piece put it, 'My children are not communicating with each other when playing with the computer, except to fight. They do not look at each other, yet the machine doesn't care who is playing, it could be anyone. Somehow, personality becomes irrelevant.'

Such fears as these concern events that are well out into the future, and pre-suppose that the home computer industry will survive. There are many reasons to suppose it will, however, and evidence to suggest that embryonic versions of such games are already with us. I would like to think that other people are aware of the potential both for good and bad.



Telephone: West Drayton 41731



Kathy Lang tests a specialised information retrieval system for mailing lists.

And now, as they say, for something completely different - well, almost. As regular readers will know, most of the articles in this series have reviewed general-purpose data management systems, designed to take a variety of data and manipulate information in lots of different ways. The advantage of this approach is that it caters for many pretty different kinds of application, from sales ledger to job costing and from personnel records to library catalogues. The disadvantage is that the image to the user has to be in general terms, too; often, users find it hard to relate the features of a general purpose data management system to their own particular application needs.

So this month I've looked at a package designed to handle textual information of a particular kind — names and addresses but in a flexible way so that many people who need to maintain mailing and contact lists should be able to apply it directly to their needs. The package is called BusiPost and comes from a London-based company called BusiSoft, which supplied my review copy. This was a pre-release version; the full system should have been announced well before you read this review but will have some extra features which I wasn't able to try.

The main aim of the package is to provide a flexible and powerful mailing system, which will yet be easy for an inexperienced user with limited objectives to operate. It gives the ability to set up and maintain a mailing-cum-contact list and to report on requirements for action and diary activities. BusiPost has a simple word processor as well, so you can send standard letters, or letters composed of standard paragraphs to all or just a selection of people on your mailing list. It does not aim to be a general purpose system and is, therefore, more limited in its features than many of the packages I've reviewed.

BusiPost runs under CP/M-86 and will shortly be available under MS-DOS; I tested it on a Sirius but versions for other systems using MS-DOS are planned. BusiSoft tailors the package to use the available function keys to complement the use of screen menus. The package does not interface directly with the operating system but runs under a system called Turnkey, which handles all the 'housekeeping' such as disk copying and program loading. This means that the user accesses such features through a menu rather than by commands and error handling is much more user friendly than under straight CP/M or MS-DOS. The initial Turnkey menu is shown in Figure 1.

When running BusiPost the user types a space to indicate the need to run a program and gets a second menu with all the available programs shown. These include a program to tailor BusiPost for particular printers, which dealers will be expected to do for their customers. Once BusiPost has been loaded, the main package menu is displayed, as shown in Figure 2.

Constraints

Because its aim is to provide simple and powerful name and address facilities, BusiPost uses just one screen format for entering and displaying data. This frees the user from having to decide on the structure of the records and the layout on the screen, but of course obliges him or her to keep within the BusiPost format. This format uses 800 characters per record, and the program can accommodate a maximum of 32,000 records. (Of course such a volume would exceed the capacity of a single floppy disk but I understand that the program can arrange for disks to be changed while processing the mailing list.) There are no facilities within the program for calculation on individual fields or totalling across records, nor is it at present possible to import data to or export data from BusiPost, though I understand that this should be possible soon.

Data input and updating

Data input is accomplished simply by calling up the 'Add new address' option on the menu and then typing in each address in turn. Address records are accessed through the name field, so to amend a record you just type in the appropriate name in response to a prompt. BusiPost has a range of verification features, such as checking the validity of a date, and preventing you from entering an 'action date' in the past. (I could think of some situations in which the latter might be a handicap. . .) You can have either a correct field or an empty field you aren't allowed to leave a field until it is correct — and when amending you aren't allowed to alter parts which should remain unchanged, such as the reference name.

	Naster Nenu
Disk Name : Wordprocessing Disk Date : 1 AUG 1982, 1:2	28 p.m.
Space	= Select a Program
.5	= Swap Disk in Nrive A
. D	Display Disk Directory
.C	= Copy Disk
N	= Change Disk Name
E	= Erase, Move or Rename Files
X	= Exit to CP/M "A>"-Prompt
Fig 1	Please Choose
1.18 1	

The program allows you to input everything in lower case and capitalises for you as it thinks fit (you can override that if you want to). I expected to find the automatic capitalisation irksome, but in fact it's a great help in maintaining consistency of presentation, for instance when typing post codes, and in capitalising first letters of words. BusiPost also takes full advantage of being tailored for a particular system, using most of the special purpose keys such as cursor movement — a table showing the available functions is shown as Figure 3.

Screen display

The standard screen format used by Busi-Post is shown in Figure 4, partly filled in as an example. In each position (other than Action Date) where pairs of slashes are shown, a date is inserted automatically by the program. So you have a record of each occasion when you entered comments and a note of the last date on which action was taken on that form.

Access to each record is through the name field; this can be given as loosely as you like, for instance just giving the first letter of the name — BusiPost will then allow you to browse through matching records with 'Next' and 'Previous Record' function keys. The file is kept in alphabetical order of the name field, unless you request a sort on some other field; the file is then maintained in the new order until different instructions are given.

Printed reports

BusiPost provides two main forms of printed reports. You can get a list of all the records or a selection from them, in two flavours: follow-up reports and diary reports. A follow-up report lists all those due for action according to a comparison between today's date (input by the user at the start of each BusiPost session) and the date in the Action Date field. A diary report is used to display all records with activity between two dates, so it can be used to show information about appointments, meetings, etc. In either case, BusiPost will report as many records on each page as possible and assumes continuous stationery in the printer.

You can also use the BusiPost simple word processing facilities to produce standard or one-off letters. Several standard letters are provided for you to amend, or you may create your own. You may incorporate several standard letters at specified points in the letter you are editing, thus making it possible to construct a letter from several standard paragraphs. However, the maximum length of letter is quite limited about the equivalent of one A4 letterhead page typed in single spacing. Letters are printed on separate pages, and you can opt either to use continuous stationery or to request BusiPost to pause while you change paper.

Whether you are composing letters or reports, you can incorporate any of the fields on your address form anywhere in the text. Every field on the address form is represented by a letter is printed. Figure 5 shows the address records with the field identifiers displayed.

In the system as installed the special symbol used to show where an address field should go is an @ sign; you can change this to anything you wish, and I used ampers and (&) throughout my examples. Here is my format for a follow-up report $-\frac{1}{2}\frac{1}{2}\frac{2}{3}$ % $\frac{2}{3}$ % $\frac{2}{3}$. Figure 6 shows the result of requesting a report on my sample data using this format.

Another example in Figure 7 shows a sample standard letter, with Figure 8 showing an example of a letter printed with that format.

BusiPost is quite flexible in its provision for regulating printing. For instance, you may use a variety of line spacings and pitches including all the most common settings if your printer has this capability. You can also use underline and bold for emphasis

	Master Addressing Menu
A.	Add new Address
U.	View, Change or Delete Address
E	Print Follow-Up List
	Print Letters
P	Print Postcard Labels
R	Print Reports
C	Choose Addresses
S	Sort Addresses
X	Exit Program
Fig 2	PLEASE CHOOSE 🔴

Editing keys:

	CLR	Moves to top left of form
	DEL CHAR	Deletes a character
	LINE INS MODE	Inserts a character
01.0		Inserts a line
Shifted	LINE INS MODE	
	LINE DEL EOL	Deletes from the current cursor position to
		the end of the line.
Shifted	LINE DEL EOL	Deletes the current line
	SCROL	Scans quickly through the form
Shifted	SCROL	Scans upwards
Sintea	CURSOR UP	Moves Cursor one line up (previous box)
	CURSOR DOWN	Moves Cursor one line down (next box)
	CURSOR RIGHT	Moves Cursor to the next box (or the next
		character)
	CURSOR LEFT	Moves Cursor to the previous box (or the
		previous character)
	TAB	Tabs 8 positions to the right, except in date
	IAD	or amount boxes
	DA GWODA GE	
	BACKSPACE	Moves one character to the left
	RETURN	Moves to next box
	UNDL ON	Undesrline start symbol (\$U)
	RVS OFF	Underline end symbol (\$U)
	ESC	Equivalent to function key 7
Fig 3		

Company/Ind Name Category ActnDate Busisort X123F 01/09/82	Action Order TusiPost
Contact : D. A. Cooper, Esq. Dear: Mr. Cooper Position:	Notes 15/08/82 wrote to request 15/08/82 details of busipost
Telephone: 01 381 4337	
Details of Address Mail as: FIRST CLASS Dep'ent:	
Company: Business Software Services Ltd street : 2B Seagrave Road Area : Fulham Tovn : LONDON	
County : PstCode: SW6 1SF P/O Area:	
Our Ref: Order No. 9876 Your Rf:	
Copyright (C) 1982 BusiSoft	ADD Restart Print 7 Finish
Fig 4	

and force new lines and new page. People using the system for cheques can provide for asterisks in otherwise empty boxes.

Selection

I've already mentioned the follow-up and diary features. You can also select records according to the values of any fields. Comparisons allowed are equal and not equal, less than and greater than, less than or equal to and greater than or equal to. Where the comparison string is shorter than the field in the record, the comparison is made only up to the end of the shorter string, so a comparison string of Smith would match Smithson too. If you want exact matching you can use 'exactly equal to' instead. Comparison is left-to-right and uses the ASCII sequence, with Z being greater than A but less than a; since you are not allowed to have fields starting with spaces, you can identify empty fields by asking for the field to have a value less than zero. Comparison is cumulative, that is you can only AND selections together, not OR them. You could of course achieve OR by using several selections and sending the same letter to each set chosen.

Sortina

Address records can be sorted into alphabetical order on any one field if you need that. At the moment the smaller version of the Sirius can sort only 6000 records, but this limit is likely to be lifted before many people have managed to type that many records in. . .

Other features

BusiPost doesn't have any features for calculating. It can't read or write files in formats other than its own, and it can handle only one file of addresses at a time. No security is provided, although there are somes valuable validation features. Tailoring is very limited, but users who buy the software from a good dealer wouldn't need much as it should come ready set up for the hardware, and the software procedures are so simple and specific to the application that they don't really need further tailoring. Housekeeping (such as disk copying) is provided by Turnkey, which seemed a useful system and might be very helpful in protecting users from the nasties of the operating system — interested readers should keep their eyes open for a future article covering several of these 'supervisory programs'.

User image

I found the user image of the software by and large excellent. Menus are quite appropriate where the application is limited and well-defined, and once I got used to the sequencing I found it very easy to use; indeed quite a number of people (including some of the PCW editorial staff) have got to know the package with the bare minimum of documentation or none at all. On the whole I thought the implementation using function keys had been very well done though at times I got confused because could use either a function key or a charac ter indicated on a menu to carry out a particular task. There was also a little inconsistency in the use of the cursor keys between the data input and letter composi tion phases. But these are minor quibbles about a well-designed user image. I found the Help facilities particularly well though out, as is appropriate in a package aimed a novice users.

In the released version of the package there will be two manuals - one a tutoria introducing users to the features of Busi-Post, and the other a reference manual giving more detail. I had only a draft of the

Contact : 55555555555555555555555555555555555	PP/PP/PP qqqqqqqqqqqqqqqqqqqqqqqqqqqqqq
Details of Address Mail as: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA	XX,XX,XX YYYYYYYYYYYYYYYYYYYYYYYYYYYYYY
Town ; FFFFFFFFFFFFFFFFFFFFFFFFFFFF county : GGGGGGGGGGGGGGGGGGGGGGGGGGGGGG PstCode: KKKKKKKKKKKKKK ares code: LLL Our Ref : MANANANANANANANANANANANANANANANANANANAN	00/00/00 PPPPPPPPPPPPPPPPPPPP QQ/QQ/QQ FFFF Amount SSS, SSS tt/tt/tt UUU Lotter VVVVVVV WW/WW/WW XXXX First entered YY/YY/YY ZZZZ Last updated
Fig 5	BusiPost
Report of Follow-Up Addresses on 15 Dec	cember 1982
Pixie Holidays A 12/12/82 FENLAND MOUNTAINS B 12/12/82 Hills C 10/12/82	05036-7799 Holiday tour company Top of his tree Makes a good cuppa
Total: Follow-up Addresses	

tutorial, which was excellent as far as it went; but even with a specific application in mind some kind of reference manual is necessary if only to show all the features of the package.

Cost

It is expected that initially BusiPost will cost £150. This includes a disk with several sample letters and reports, so that users can experiment with those before designing their own.

Conclusions

BusiPost is designed specifically to permit easy and flexible maintaining and processing of name and address records. It does that job extremely well, with a helpful approach which should be good for novice users without boring the more experienced. If you have this kind of application then, so long as you don't expect to develop it into a full blown data management system, you should find BusiPost well worth investigating.

n	
le	
ıg	\$0
е,	&(&A
I	& 5
	&6
ľ-	&B
e	&C
'S	&D
i-	&E
s	&F
d	&G
nt	&H
at	&I
	&J &K
;e	&)
al	
i-	Dear &7,
/-	Happy birthday to you, dear &7. I hope
le	all is well in &F.
7	Yours sincerely,
	rours smeerery,
	W. U. Ever.
	Fig 7
	15 December 1982
	FIRST CLASS
	Mr V. Funny
	Managing Director
	Booking
ι.	Pixie Holiday Tours
11	Quayside
<u>.</u>	St Nicholas
	PIXIETOWN
1	Cornwall
	PL97 9HJ
	Dear Vincent,
7	Happy birthday to you, dear Vincent.
	I hope all is well in DIVIETOWN

I hope all is well in **PIXIETOWN**.

Yours sincerely,

W. U. Ever.

Fig 8

Fig 6

WINCHESTER KILER-E750

The incredible Scorpio 6.2 Mbyte hard disk alternative from **HAL Computers** annihilates small capacity Winchesters.

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0.15 MB FLOPPY DRIVE	- Andrews
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To cater for the undoubted market in Scotland — 46 percent of the population in the Edinburgh and Lothian region are managerial or professional people (a higher level than in the UK as a whole) — Montbuild Ltd, which is responsible for the annual London Show, is organising the first Scottish *Personal Computer World* Show, over the weekend of 16-18 April 1983.

Montbuild is part of the same group as the organisers of the Scottish Ideal Home Exhibition — Scottish Industrial and Trade Exhibitions. The Ideal Home Exhibition is an established annual event in Edinburgh, attracting over 40,000 visitors, and this year it will run concurrently with the Scottish *Personal Computer World* Show.

The venue is the MacRobert Pavilion, part of the Ingliston Exhibition Complex, which offers exhibitors the finest exhibition setting outside London or Birmingham.

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The Scottish *PCW* Show will cover both main sectors of micro applications: professional commercial, scientific, technical and educational — and the booming home market.

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So, whether you want a new spreadsheet package for your business, or you just want to see the latest range of software for your Sinclair Spectrum or VIC-20, the Scottish *Personal Computer World* Show will cater for your needs.

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PUTTING IT ALL TOGETHER A social revolution in networking

Terry Lang begins an investigation into the mysteries of computer networking.

This is the first of a short series of articles which aims to explain in general terms some of the problems and some of the solutions which arise in computer networking. But first we should consider for a moment just why we should bother, since networking is hedged about with a jargon and a mystique even more dense than those which surround computing in general.

Perhaps one of the most significant benefits of microcomputers has been that each user has been able to do his or her own thing, unencumbered by the hindrances (but also the help) arising from other users and from complex operating systems. Even so, a number of networks have been developed to connect together microcomputer systems, especially in the field of education, to give economic access to shared filestore and to expensive peripherals. And for some time the microcomputer industry has been addressing (with a degree of success which might usefully form the basis of another article) the problems of the small business which needs just a few terminals to have simultaneous access to shared data. In the case of the bigger brother mainframes, networking has been more commonplace, with large corporations making heavy use of the distribution of data and of computing power. In these cases the problems have perhaps been fewest where the whole system has been under the control of one central organisation

As for the present, all parts of the computer industry, encouraged by the success of word processing, foresee an enormous market in 'the electronic office', and are therefore hell-bent on also producing the networking mechanisms that are needed to support it. There is interest in the distribution of information which goes beyond office automation, however, and the development of bi-directional cable systems into every home would make possible social revolutions in retailing, in entertainment, and in work and travel patterns.

The control and enjoyment of these developments is of course a matter for much wider debate than just within the computing profession itself. But in so far as the speed and scope of these changes will be constrained by the practical development of computer networking, an appreciation of this field will be most valuable.

What is networking about?

We should first attempt to define in a little more detail just what is meant by 'computer networking'. Broadly speaking, it is the bringing together by the transmission of information, of users, of data, of processing hardware and of software. Specific examples would include:

— a network of terminals connected to a central computer system, to give distributed access to a central database;

— a network of computer systems some distance apart, to distribute computer power to where the bulk of the data arises (eg, systems in the branch offices and head office of a large company);

— a network of computers placed close together, to combine computing power and to share expensive filestore (eg, a cluster of microcomputers connected to a central filestore);

— a network of computer systems and peripherals, to share access to expensive peripherals (eg, printers, plotters);

— a network to move data between widely distributed users, to give fast authoritative communications (eg, 'electronic office', transfer of retail and wholesale orders).

Who is it for?

In all this, it is important not to get carried away by the technology (assuming you like that sort of thing), but to remember that the end objective is always the delivery of a computing service to people, and/or useful communication between people. Therefore the conversion of information at the interface between people and the terminal points of the network ultimately determines what can be achieved. This implies conversion (in both directions) between the human senses of sight, hearing and touch, and computer-encoded electronic signals. In this respect the input of text via a keyboard and the output of text by screen or by printer is of course the most commonplace, though even here there is a wide range of variety and subtlety.

The input and output of speech by computers has proved less easy, except where confined to a fairly restricted vocabulary. In one sense, however, the encoding of speech signals is already commonplace, and that is in the telephone network. Furthermore, while this encoding was once simply analogue in form (ie, conversion to a voltage or current proportional to the loudness of the sound), the use of digital encoding (ie, to a binary number similarly describing the loudness of the sound) is now common. (This has also been extended to the facsimile transmission of pictures.) On the other hand, the use of digital form of the speech signals is easily amenable to data processing in the conventional sense.

The tensions between this similarity in the one sense and difference in the other explains some of the love-hate relationship between computing networks and voice networks. Historically the telephone networks were developed first, and these were subsequently utilised for transmission of computer data. The next stage was the development of separate data-only networks where the computer people sought to escape the straitjacket of the old voice systems. The current stage of development however is towards a re-convergence of these forms in one network, partly because of the economics, but also because of convenience for the user, who often wants to treat both computer data and voice and facsimile as closely related information.

How far can you go?

Clearly a major factor in the transmission of information is the distance over which it has to be delivered. Distances can in fact range, as the examples given earlier imply, from the very short (eg, within a single computer cabinet) to the enormous (eg, the furthest spaceship). This range is actually a complete spectrum, but it can be convenient to divide it into four different categories where the emphasis and problems are somewhat different:

- very close: typically in the same computer system at bus level;

— in the same building or on the same site: here moderately expensive cable can be used (eg, shielded twisted pairs, coaxial cable, fibre-optic cable, etc). Furthermore, the laying of cables, the siting of repeaters and the selection of equipment is entirely under the user's control;

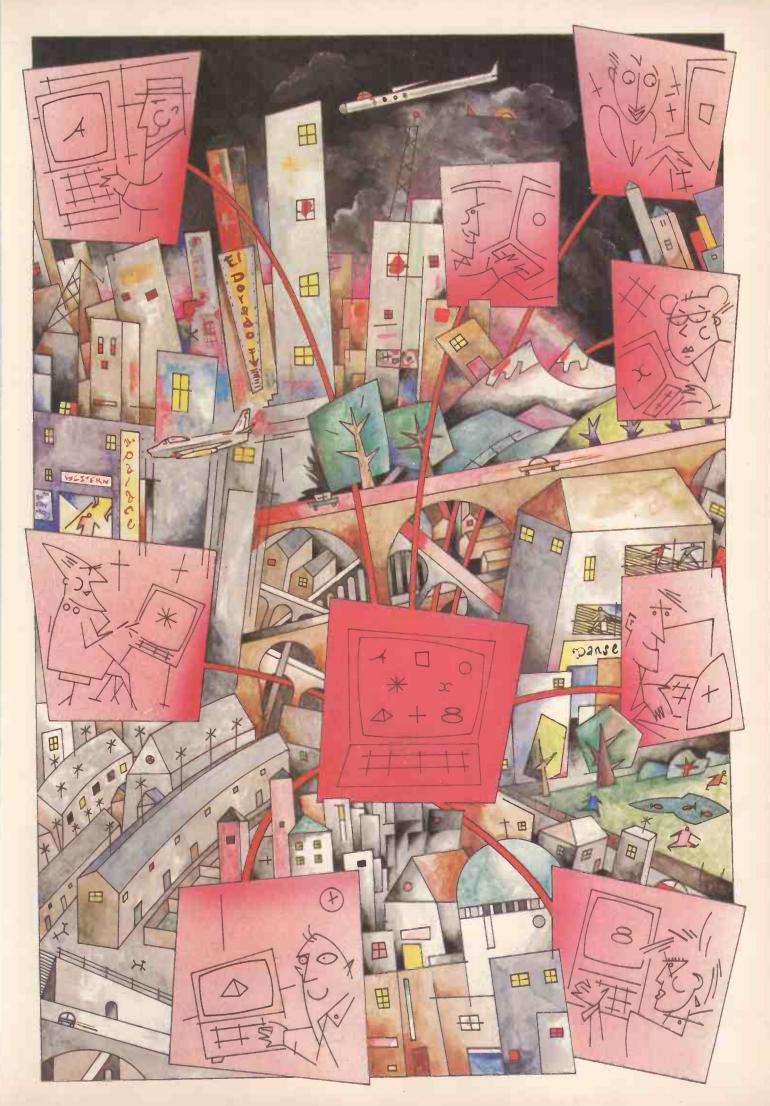
— between separate sites: here the services of a 'common carrier' (British Telecom in the UK) must be used for the transmission of information outside the sites themselves. In this case the user will need to work within the facilities offered by the carrier and the tariff structure under which the charges for these facilities are levied. The user must also adhere to the networking standards necessarily demanded at the connecting points to the carrier's system;

- very long distance (eg, across national boundaries) where two or more common carriers must be used in conjunction between the communicating sites.

What makes a good network?

Whether considering the use of a particular network, or studying the principles of different networking technques, it is important to keep in mind those characteristics which are needed to make a 'good' network.

Most users of networks require their information to be transferred quickly, usually the quicker the better. The major factor in determining the desirable speed will be the characteristics and expectations



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PUTTING IT ALL TOGETHER

of the communicating parties — human beings, or computers, or systems demanding 'real-time' responses. (Voice messages would need to be delivered in 'real-time' to remain faithful to the original.)

There is little point in moving information from one point to another unless it can be recognised and trusted by the receiver when it is delivered. Sometimes a degree of corruption can be tolerated (a very poor telephone line is sometimes better than none at all). But in general near-absolute accuracy is demanded — both drawer and payee of a cheque expect the correct value to be transferred and only if it is exact can the bank be sure that neither party has genuine cause for complaint. Of course, even given every precaution, any data link must be expected to introduce errors or 'noise' on occasions, but the user will expect the network to protect against this by detecting errors when they do arise and by automatically arranging for retransmission (and possibly re-routing). Absolute continuous accuracy can never be guaranteed, but it is generally demanded that errors which do creep through are very much less frequent than those which arise in the sending and receiving systems.

If a network is used on any sort of regular basis, then it is important that it is always available, as anyone who frequently hears 'Lines from Reading are engaged, please try later' will willingly testify. Even if the network is seldom used, its reliability may still be crucial — you may not have to dial 999 very often, but when you do, correct operation will be vital.

Whilst our expectations of reliability may be high, we must still accept that in an imperfect world there will be 'hard' failures within the network system from time to time. As users we will demand that these failures can be speedily diagnosed and corrected. Nor are we concerned just with faults in the network; it is also vital that a faulty user system should not be able to degrade the performance of the network for any other user.

Just as it is vital that information is delivered to the correct receiver, it is often every bit as important that it is not delivered to the wrong receiver. There are clearly good private, corporate and national reasons for regarding the privacy of our communications as essential.

Users of a network, whether human or electronic, will require that it is easy to use that it is easy for a caller to identify and make contact with the intended receiver, easy for the receiver to accept or reject a call or message, easy for both to exchange data. 'Easy' will thus mean simple procedures; but it also means simple electronics to connect to the network, and 'simple' will imply 'standard'. Having set up a network, we will often want to connect to it a whole range of devices, ranging from the most basic of dumb terminals to the most intelligent of computer systems. It is important that the act of connecting should be as straightforward as possible. Preferably this should be simply by the act of plugging in via a standard cable; we should

certainly not be forced to have special interfaces designed and built, and special software developed and tested. Even if our network is not international (it may never extend beyond the building), it is very likely that at least some of the devices we want to plug into it will be designed and manufactured abroad, and so the standards employed must be accepted and followed internationally.

If a network will do all these things, then most of us will find it highly satisfactory. However, we still have to decide whether such excellence is worth paying for. Rarely do we get 'owt for nowt', and networking is unlikely to be an exception to the rule. If we are planning to purchase a network for 'local' use (that is, without involving the need for a common carrier), then we will be concerned with the capital cost, with the cost of keeping it running (especially maintenance), and with the cost of connecting (ie, interfacing) to it. If a common carrier is involved, then the capital costs of connection are still of concern, whilst the other costs will be met by charges which will be levied in a variety of forms:

- an installation charge;

- a 'standing charge' on a periodic basis;

- charges for calls, based on the number of calls; the duration; the time of day; the volume of information; the distance.

How these charges are levied will in practice affect the uses to which the network will be put.

In summary, a good network will be: fast, accurate, available, resilient and easy to repair, easy to use, and cheap.

What we are actually asking for is that the network should be completely transparent — ie, that systems (and hence users) should be able to communicate in exactly the same way over a network as they would if they were side-by-side.

The basic building blocks

Having examined why we need a network and what sort of characteristics it should have, we can now start to examine some of the basic building blocks, and then go on to see how these can be put together to build a network.

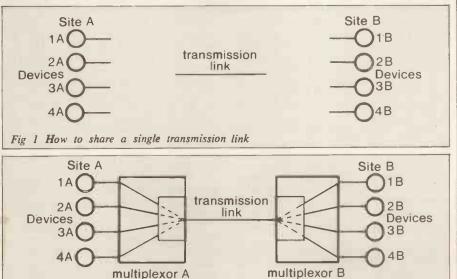
As a starting point, consider the problem of passing several channels of information across a single physical link. Clearly this is a basic problem of networking because we can rarely seriously consider the possibility of having one separate link (cable, microwave, etc) for every pair of connected devices that may ever wish to communicate. (Just try to imagine a telephone network working in that way.)

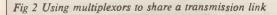
Figure 1 shows a situation with two different sites, connected by a single transmission link, and four devices on each site which need to be able to communicate to four devices on the other site.

A unit which will meet our basic requirements for compressing separate channels into one physical transmission link is called a mutliplexor. Figure 2 shows how one multiplexor at each site can be used to 'compress' data at one end of the link, and 'fan it out' at the other end.

There are a number of ways in which a multiplexor can work. One possibility is to inspect the connection to each device in turn, and to place the corresponding signal level onto the transmission link. In effect, what we are doing is to divide the time up into regular 'slices' and to devote successive slices to each device in turn. This is called 'time-division multiplexing'. Of course, the multiplexor at the other end of the link must use an identical clock, and make sure its own time divisions keep in step.

Another possible mutliplexing technique is to encode the signal from each device onto a different carrier frequency, just as radio and television programs are encoded before broadcasting. Then, at the other end of the link, separately tuned circuits (ratherlike separately tuned radio and television sets) can tune to the carrier frequencies and hence to the signals of interest. This is called 'frequency division multiplexing'. In either case, the net result is just as if we had four separate links, 1 A to 1 B, 2A to 2B, etc. However, we should not expect to beat the laws of physics or of information theory. We will not be able to get more total infor-





PUTTING IT ALL TOGETHER

mation between the devices than we could get in the same time over the one physical link. The best we can do is to share the information flow between them — so that, in our example, each pair of devices can communicate at one quarter of the total rate for the whole link. In practice, of course, we will expect to do a little worse than this, if some signalling capacity is taken up with 'overheads' or 'housekeeping' of the multiplexors themselves.

As the next step, let us now imagine having two multiplexors very close together, and connected by a very short and very high speed transmission link. Then in effect we have the situation illustred in Figure 3.

It is then a natural step to provide for the modification of the linking between the A and B devices, so that, rather than the connections being 'straight through', any A device can be linked to any B device. Figure 4 shows 1 A linked to 2B, 2A linked to 1B, 3A linked to 4B and devices 4A and 3B unlinked.

A mechanism will be required to direct which A devices are to be linked to which B devices. A fairly straightforward approach is to intercept the first character received on

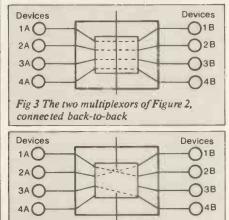


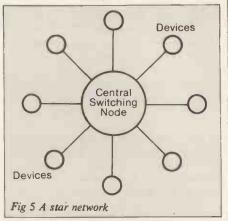
Fig 4 Switching connections between devices

the connection from any device, and to use this to specify the indentification (the 'address') of the device it is to be linked to. A similar approach — eg. the recognition of a special 'end of call' control character can be used to break off a link when all information has been transferred. It is a further minor step to recognise that the divison of the devices into A and B groups is rather artificial, and to make connection and transfer completely symmetrical between any two devices. Thus we end up with the situation illustrated in Figure 5.

This is in effect a network. We have gone some considerable way to meeting our needs to reduce the number of cables required (here we have just one cable connecter per device) and we have also produced a central node to provide switching between them.

Remembering how we arrived at this situation by starting with two multiplexors back-to-back, we can see that the cable which we originally had separating the multiplexors has been reduced to simply the internal circuitry within the node. The maximum transfer rate over this can be extremely high and, even when apportioned between all the possible pairs of connections, very many of those connections can be maintained by just one central node.

A network of this type is called a 'star' network as the form of Figure 5 would suggest. This type of switching by a node is called 'circuit switching', because in effect it creates a direct connection or circuit between two linked devices. This circuit is available to the devices until they decide to break it. It is available for them even when they are not transferring data, for the central multiplexing action will continue transferring a signal level between them even when that level is simply quiescent. This means that the charge appropriate for a call on such a system will be proportional simply to the duration of the call, and not to the



amount of data transported. Whether this is good news or bad news depends on your own requirements.

So, is that all there is to it?

Certainly we have got as far as a design for a network which is widely used in practice. But there are still significant problems. Clearly everything depends critically on the reliability of the central node. And while we have reduced the number of connecting cables to one per device, we may still have very long cables between each device and the node. Furthermore, we have as yet done nothing to protect against interference causing errors on the signals carried by these cables. Finally, if the capacity of the central node does become a limiting factor, then it is not sufficient simply to add another - for we must also provide the means for devices connected to the original node to link to devices connected to the new one.

So reluctantly we must conclude that we have not solved every problem, and that additional techniques will be needed. In the next article, by way of contrast, we will be examining the approach known as 'packet switching'.



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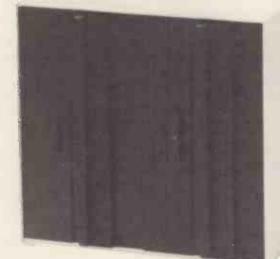
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Tony Harrington investigates Fidelity's new Prestige — an up-market machine that demonstrates just how good a dedicated chess-playing program can be.

During the course of 1982, over 15,000 UK households bought a chess computer supplied by the Miami company Fidelity. Its biggest selling machine, the Sensory Chess Challenger 9, has a US rating of 1771 and it is among the top three or four popularly available chess computers as far as playing strength is concerned.

Fidelity claims — and I haven't yet heard it disputed — to have been the first company to produce a dedicated microcomputer based chess machine for sale to the public. It released its first machine, the Chess Challenger 1, in 1977. David Morein, the managing director of Computer Games, brought it over to the UK in August of that year. 'It wasn't the first computer chess program,' he points out. 'People had been writing programs for years, but only for big computers. This was the first time a chess computer had appeared that the man in the street could afford to buy.'

According to Dr John Renaldo, Fidelity's marketing manager in the US, the company — which prior to 1977 had distributed hearing aids and had nothing to do with computers — got into computer chess via a long chain of coincidences.

Sidney Samola, one of the three brothers who run Fidelity, happened, one night in 1976, to watch an episode of Star Trek. In the episode Samola watched there was a short scene in which the Vulcan Spock took on the ship's computer at three-dimensional chess.

Whether Spock won or not I do not know. But the next day Samola mentioned the incident to his secretary. It had caught his fancy. As luck would have it, the secretary had a boyfriend who was an electronics engineer. His hobby was trying to write chess programs. She told Samola. He decided to talk to the boyfriend. The idea had substance, and Fidelity decided to boldly go where no supplier had been before.

If this tale sounds to you as if it was dreamed up by a marketing man, you are welcome to think so. I simply repeat what I was told. It's implausible enough to be true.

The fact is that, having decided to go into chess computers, Fidelity has done very well indeed. It still distributes hearing aids. But its programs, written for the most part by a husband and wife team Dan and Kathe Spracklen, have proved themselves to be among the best.

Fidelity's latest machine, the Prestige, released in October 1982, costs just under £900. But it is one of the most exciting developments in a long time. When Fidelity decides to put the Prestige program inside the popular models, instead of confining it to this rich man's toy, chess enthusiasts are going to have something to get their teeth into.

According to Dr Renaldo, Fidelity expects it to get a rating of around 1950 shortly. To qualify for a US rating, you (human or computer) have to play 20 games and the Prestige had played 15 when I spoke to Dr Renaldo. But to give you some idea of the way it plays, this week's games section features a game played by the Prestige against some unfortunate human during the US Open in August 1982. The human — and I would welcome any suggestions that would enable one to stop talking about 'humans' as against computers — had a rating of 1991. He had the misfortune to walk into a highly aggressive prepared attack against the Sicilian Dragon and came out of the opening a pawn down. You may see the results for yourself.

Dr Renaldo didn't remember where the Prestige came in the overall tournament, so clearly its final position was less than memorable. But the game shows how much computer chess programming has advanced since Fidelity first exhibited its Challenger 1 at the Chicago Electronics Fair in 1977.

In future issues I would like to give some space to readers' games against any of the commercially available chess computers. So if you think you have an interesting game, annotate it (nothing elaborate, just a comment or two) and send it to us at *PCW*. Similarly, if you have any points you'd like to make about computer chess, the suppliers or their machines, write to me at *PCW*.

White = Prestige; Black = Human (ranking 1991).

1 2 3 4	e4 Nf3 d4 Nxd	c5 d6 cxd Nf6	9 10 11 12	+ -	Ne5 Nbc6 Kxf
5 6 7 8	Nc3 f4 e5 fxe	g6 Bg7 dxe Nfd7	13 14 15	NxN QxQ Ba4	bxN RxQ Kg7

(According to Dr Renaldo, the Prestige begins, on move 16, to 'think' for itself. Up to now it has been playing straight out of its opening book. The pawn on c6 gets the chop on move 18 as a natural consequence of White's opening play, which has shattered Black's queen side pawn structure. As we will see, the White queen side pawns are all defensible. But turning this pawn advantage into a win needs tactical skill and technical precision.)

16	Bf4	Bf5	21	Re6	Rb4
17	Rae1	Nf7	22	Bc1	Rc5
18	Bxc	Rac8	23	Kh1	Ne5
19	Be4	BxB	24	a3	Rb6
20	RxB	Rd4	25	Na4	

(This move unleashes complexities that most club players would far rather avoid. The average mortal would have settled quite happily for the chance of exchanging off the constricted rook on e6. It goes anyway, but in a fashion that suits White better.)

25		RxR	27	b4	Nc4
26	NxR	Rc6			

(The 'advantage' White has gained from his knight manoeuvre is that the Black pawn on a7 is less of an impediment to the eventual march of the White pawns on a3, b4 and c2, than it would have been on b6 after 25 RxR axR. But the advance of the Black knight among the White queen-side pawns makes it look as though getting these pawns rolling will be tricky. White achieves this with admirable dexterity.)

28	g4	B b4	30	Na5
29	Nb3	Be3		

(On the principle that if a move is worth doing once, it is worth doing twice! Once again the computer prefers to complicate rather than simply to exchange — and quite rightly. The simple exchange BxB gives back the pawn and leaves White with a wrecked position after 30. . .NxB; 31 Rf2 (or Rc1) RxP.)

30		Rc7	32	RxB	RxN
31	NxN	BxB	33	g5	

(Simplest and best. It moves the pawn out of the rook's line of fire and stops Black's king advancing to join the action.)

33 . . . e5

(Playing 33. . . Rc3 only speeds the White a and b pawns on their way.) 34 Rd1 Rc7

(Taking the White pawn on C2 means giving up the pawn on a7. Black's position is quite hopeless. He cannot stop the White queenside majority from rolling home. But the human player is determined to make the machine 'show' him. Prestige is happy to oblige.)

35	c 4	Kf7	44	Kh1	Kb8
36	c5	Ke7	45	Ra7	Rh5
37	Kg2	a5	46	c7+	Kc8
38	Rc1	axb4	47	Ra8+	Kd7
39	axb	Kd7	48	c8(Q)+	Ke7
40	b5	Kc 8	49	Ra7+	Kf6
41	b6	Rf7	50	Qd8+	Ke6
42	c6	Rf5	51	Qd7+	Resigns.
43	Ral	Rxg+		-	0

All those who believe that computers can't play end-games should spend a little time contemplating this game. The Prestige may be priced out of reach of most of us at the moment. But we fully expect its program to be mass-produced in the near future. It is just one more instance of competition among the manufacturers driving the quality of the programs remorselessly upward. Whether the logical end point, namely a cheap unbeatable chess computer, will be much more satisfying than the present range of machines remains to be seen. Personally, I like winning occasionally. END

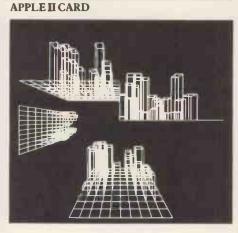
512 x 512 GRAPHICS

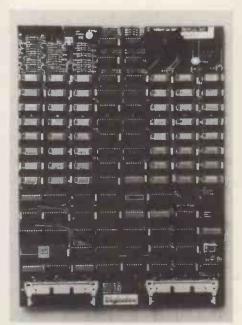
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With the resolution, we offer new possibilities for software and systems. No longer is it necessary to consider one of the new 16 bit personal computers because of their better graphics. Digisolve offer a card designed for the Apple II to give 512×512 monochrome graphics. With the development of an 80×57 line Visicalc and Applewriter pre-boot serious business users are no longer finding 80 column cards good enough. We also offer a colour unit designed to connect to any computer and give the same resolution but with 64 colours.

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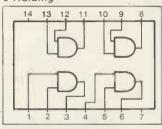


Please refer to page 157, TJ's Workshop of the December issue of *PCW*.

Figures 1 and 2 are incorrect. Pin connections for a 74LS00 are as shown below.

Also see the Texas TTL Data Book, page 5-6.

J Holding



BLUDNER 2 In January's TJ's Workshop,

under the heading 'Spectrum SCREEN\$', we published a routine to enable the Spectrum SCREEN\$ function to deal with user-defined graphics characters. Unfortunately, we surpassed ourselves — the machine-code routine printed was incorrect, to the extent of not even being for the Z80 processor. Apologies to all those who may have been baffled by this — the correct routine follows (see Figure 1).

BEFORE YOUR NEXT LOOP

The only clean way to exit a FOR/NEXT loop is via the NEXT statement. Jumping out of the loop is permitted in Basic but most interpreters treat it as a provision for extending the loop to include statements which are not consecutively numbered — eg,

100 FOR I = 1 TO 10 110 GOTO 10000 120 NEXT I

10000 REM STATEMENTS EXECUTED AS PART OF THE LOOP

20000 GOTO 120

Such interpreters. therefore, lose track of events if the loop is aborted by jumping out and an error may be signalled later in the program. With Microsoft interpreters this only only seems to happen if a subsequent loop reuses the loop counter variable name. In the case of the BBC Computer. however, there is a low limit to the allowable depth of nesting of FOR/NEXT loops and each jump out of a loop will be treated as an irreversible increase of nesting depth. This will happen with a program of the following form:

50 FOR I = 1 TO 20 100 X = Y

200 GOSUB 500

300 NEXT |

500 FOR J = 1 TO 10

550 IF X = Y THEN RETURN

600 NEXT J

650 RETURN

Each time the program enters the loop at line 500 the nesting level will increase by 1 and if it executes the return at 550 the matching decrease of nesting level which should have been achieved at line 600 will be omitted. The program will eventually crash with a "TOO MANY FORS" message.

The solution to this is to recast the loop in the form of 500 REPEAT

600 UNTIL X = Y

If the problem crops up in a new program you have only yourself to blame for using an unstructured technique when a structured alternative is available. it might, however, be encountered when running a program written for a different machine. lan Goddard

32490 32493 LD HL, (23527) 32496 ADD HL, BC 32495 LD A, (HL) 32496 CP 0 32500 RET NZ 32501 INC HL	AND	32536 CP 32538 JR 32538 JD 32543 ADD 32543 ADD 32544 ADD 32545 LD 32549 INC 32550 LD 32550 LD	1 NZ,32544 BC,2048 HL,BC DE,(23606) D BC,32	VDSITION VDF VCHARACTER ZTABLE START VCHAR CODE	32579 CP 165 NBC=0 32581 JR NZ,32587 NIF ALL 32583 LD BC,0 NCHARS 32586 RET 32587 CP 128 NZ,32553 /NEXT CHAR 32593 JR NZ,32553 /NEXT CHAR 32594 LD BC,144 NDG CODE 32594 LD DE.(23675) /UDG TABLE 32598 JR 32553
32502 LD A,(HL) 32503 CP 0 32505 RET NZ 32505 RET NZ 32506 INC HL 32509 LD E,(HL) 32509 LD D,(HL) 32509 LD D,(HL) 32501 INC HL 32511 LD A,(HL) 32512 CP 0 32516 RET NZ 32516 RET NC 32519 LD D,0 32511 LD HL,16384 32524 LD BC,0	AC=1	32553 PU5H 32554 PU5H 32555 LD 32556 LD 32556 LD 325560 JR 325660 JR 325660 JR 325660 JN 32566 POP 32567 POP 32567 POP 32569 EX 32569 EX 32569 EX 32571 LD 32571 LD 325774 EX	6C HL,2048 A,(DE) (HL) NZ,32569 H 32556 HL BC DE,HL BC,8 B,0 HL,8C DE,HL	COMPARE CHARACTER PETURN IF SUCCESSFUL LDAD DE LDAD DE CHAR TRBLE CHAR TRBLE POSITION	1 CLEAR 32439 5 LET P=0 10 LET peek=32490 20 LET 3="24455C0101000097EFEC 000237EFE00C0235E235E237EFE00C07 AFE0300160021004000080919EC5523 100101807FE0120040100085919EC552 100101807FE012004000819EE200379F 3655C140100000C9FE8029D8E1010000ED5 E755C1601 25 LET A=1 30 FOR (=peek TO peek-1+LEN A± 20 POKE (,16*(CODE (A*(A))-45-
32529 JR 22 32529 JR NZ, 32536 32531 LD BC, 4096 32534 JR 32543	NOITH NRAH	32575 POP 32576 POP 32577 INC 32576 LD	HL BC BC A,C	NRAM POSIT /INC CHAR /CODE NRETURN	7 + (CODE a \$ (3) ; 64)) + CODE a \$ (a+1) - 48 - 7 + (CODE a \$ (a+1) ; 64) 50 LET R=A+2 50 NEXT F Fig 1

SHARP RANDOM ACCESS TAPE FILES

While developing a program for quantity surveyors recently I ran out of memory using a new 24k Basic on my MZ-80K due to the need to retain a large look-up table whilst procesing 49 pieces of data held in identical format for each of 20 jobs. There has never appeared, to my knowledge, any method of saving sets of data from a program in serial form, giving each set a unique title, but, for example, all 20 sets have to be prepared and saved using a blanket

WOPEN "JOB DATA". This means that all data has to be held in memory while only one-twentieth of it is being used. The only other way hitherto would be to BREAK, edit "JOB DATA" in the program to say "JOB No 6 DATA" and then save the appropriate section. This is very clumsy, and of course, inadmissable for use by nonprogramming persons.

It occurred to me that as "JOB DATA" has the form of a string, it might be possible to compose the file title within the programme as, say, N\$ and then to save data using WOPEN N\$. This does indeed work and no doubt will work with other versions of Basic on other machines. If, for example, the job number is 6 (and will already be entered in the program), one can write N\$= "JOB No" +STR\$(N)+ " DATA" and WOPEN N\$ gives the title to this data of "JOB No 6 DATA".

It is a simple matter to construct a directory at the head of the tape containing the tape counter settings for each set of data, and with this loaded at the start of operations, entering the Job No can result in the display of the appropriate counter start position. A fast wind to that position and a ROPEN N\$ or just ROPEN will pick off the required data with its identifying title — the closest one is likely to get to random access files on tape!

The 24k Basic referred to above is a great improvement on all the SP-50XX versions. I would advise all MZ-80 owners to join the MZ-80 Users Club based at Yeovil College, Yeovil, Somerset, as the Basic plus a host of other software and MZ-80 info can be obtained at the cost of only the return postage on a blank cassette. An sae is appreciated when writing to them for details.

G O Hayward



ATOM CIRCLES A=0,4,8 or 12 moves the plotting coordinate as usual. The following is a machine If R is greater than 255 the code routine for plotting circircle will not be continuous. cles on the Acorn Atom (my 3) Each point is plotted only machine has 12K RAM, 12K once so that inverse circles ROM). give a sensible effect. 1) The routine is called using 4) The routine takes typically LINK LLO, where LLO is the 0.2 seconds and this does not start of machine code. vary much with R. 2) The parameters used by 5) X,Y,R and A are not the code are the BASIC varichanged by the routine. ables X,Y,R and A. 6) Zero page memory used is X = x coordinate of centre of 80H to 8BH. circle (2 bytes significant) 7) Any graphics mode may Y = y coordinate of centre of be used, but ellipses will be circle (2 bytes significant) produced unless the pixels R = radius of circle (2 bytes are square, ie, modes significant) 0,2,4,3a. 8) The algorithm used is C = C - S/256A = plot type, and corresponds to the usual Atom plot S = S + C/256type number. Plotting points (A=8-15) and which when iterated generates lines (A=0-7) has the same accurate sines and cosines. effect. Depending on A, cir-9) The plotting coordinate is cles can be set, inverted or set to the centre of the circle cleared, with X,Y being relaafter drawing it. tive or absolute coordinates. Alun Morris tive or absolute coordinates. Alun Morris a REM Link LL0 PLOTS CIRCLE CENTRE X,Y, RADIUS R, PLOT TYPE A a REM LINK LL0 PLOTS CIRCLE CENTRE X,Y, RADIUS R, PLOT TYPE A a REM A HAS USUAL PLOT TYPE MEANING EXCEPT THAT 40 REM PLOTTING LINE OR POINT HAS SAME EFFECT 50 REM FTER PLOTTING, THE COORDINATES ARE LEFT AT THE CENTRE OF 60 REM THE CIRCLE 70 DIM LL10,FOR I=0 TO 10,LL1=-1)N. 80 C=00,S=003;T=006;L1=H88;Y=008;REM ZERO PAGE POINTERS 90 PRINT \$21,GOSUB #,GOSUB #,FRINT \$6,REM ASSEMBLE CODE 100 REM DEMONSTRATE DRAWING 110 A=13,REM SET 120 CLEAR 4 130 FOR R=0 TO 95 STEP 5 140 X=R;Y=x),LINK LL0 150 Y=191-X),LINK LL0 160 X=255-R,LINK LL0 170 Y=R;LINK LL0 180 NEXT R 190 END 19008,DIM P=1 1919 E'LL0 AND03;STAM5E Plot type 1920 STXU,STYV,LDA#354;STAU+1,LDA#355;STAV+1 store Params X,9 1930 LDMe4;BIT#32;BNE LL8 if bit 4 of a=1 them absolute Plot 1040 LOM#S5;CC:,RDCU;STRU;LDA#34;STA0+1,LDA#355;STAV+1 relative x 1960 LDM#S5;FED;C,RDCV;STRU;LDA#34;STA0+2 radius 1060 LDM#S5;FEC;SDCS+1;STRC;LDAC+1;TRV+1 relative 1 1070 LDM#S5;STAT;LDA@345;STAT+1 loop 2*Pi*256 times 1070 LDM#S6;CC;RDCU;CACUSTRU;LDA#35;STAT+1 loop 2*Pi*256 times 1070 LDM#S6;CC;RDCU;CACUSTRU;LDA#34;STA0+1;1AN;SBCS+2;STAC+1 110 LDAC;SEC;SDCS+1;STAC;LDAC+1;TRX;SBCS+2;STAC+1 1120 LDAC;SEC;SDCS+1;STAC;LDAC+1;TRX;SBCS+2;STAC+1 1120 LDAC;SEC;SDCS+1;STAC;LDAC+1;TAX;SBCS+2;STAC+1 1120 LDAC;SEC;SDCS+1;STAC;LDAC+1;TAX;SBCS+2;STAC+1 1130 FLL5 BCS LL2;DEC C+2 1130 'LL6 BCS LL2;DEC C+2 1130 'LL6 BCS LL2;DEC C+2 tive or absolute coordinates. Alun Morris 1110 LDRC/SEU/SEUSY1/STRU/LDRC+1)TRX/SEUS+2/STRC+1 1120 LDRS/S2/BPL LEG/INCC+2 1130 :LL6 BCS LL2/DEC C+2 1140 :LL2 1150 LDRS/CLC/ADCC+1/STRS/LDRS+1/TRY/ADCC+2/STRS+1 1160 LDRC+2/BPL LL7/DECS+2 1170 :LL7 BCC LL3/INC S+2 1190 CEXC+1; BNE LL4; CPYS+1; BEQ LL5 1200 :LL4 1200 :LL4 1210 \calc x and store for Plottin9 1220 \calc y and store for Plottin9 1230 \calc y and store for Plottin9 1240 LDRS+1:CLC:ADCV;STR#SC:LDRS+2:ADCV+1;STR#5D 1250 JSR LL10 Plot 1250 JSR LL15 1270 DECT:BNE LL1:DEC T+1:BPL LL1 1280 :LL9 1290 :LD4U;STR#5A;LDAU+1;STR#5B 1300 LDAU;STR#5C;LDAU+1;STR#5D 1310 RTS RTS +LL10 JMP(#3FE) plot 13303 1340 RETURN 20?#80=5; IN.A; **ATOM ALARM** ?#81=A;P.\$21

PCW readers may be interested in the following routine for the Acorn Atom.

It uses the internal loudspeaker to create an alarm noise not unlike those heard on science-fiction programmes. The number 5 should be entered when the program is first run. 10 DIM BB(4),P(-1); M=#B002 2#81=A,P.\$21 30[40:BB0 LDA M;LDY #81 50:BB1 LDX #80 60:BB2 DEX;BNE BB2; EOR@4 70 STA M;DEY;BNE BB1;DEC #80 80 JMP BB0 90] 100 P.\$6;LINK BB0;END Simon Ford

BBC SAVE AND LOAD

The BBC operating system commands *SAVE and *LOAD can also be used from inside a program to write and read a file of data.

Both commands accept addresses as parameters but demand that these are given explicitly — for example, *SAVE "file" 10000 12000 is a legal command, but rewriting it as A%=10000: B%=12000: *SAVE "file" A% B% produces an error message.

The two procedures 'save' and 'load' (see Figure 1) enable variables to be used in *SAVE and *LOAD and thus make them more versatile for file handling.

The program in Figure 1 consists of the two procedures and a few lines of coding which act as a test bed.

The method is to set aside 18 bytes as the file control block, in this example at the address &70 which is not normally used for any other purpose, and then use the ! and ? operators to place the parameters in the control block. The only required statement outside the procedures is 'DIM NAME% 11' to reserve space for storing the filename. Procedure 'save' requires 3

parameters:

Fig 1

filename\$ = Name of data file.

first% = Start address of area to be saved.

last% = End address of area to be saved.

Procedure 'load' requires 2 parameters:

filename\$ = Name of data file.

start% = Address at which data file will start.

Lines 1030 and 1230 place the filename in an area of memory with start address NAME%.

1040-1050 and 1240-1250 set X%,Y% to the start of the file control block.

1060-1070 and 1260-1270 place the filename start address in bytes 0 and 1 of the control block.

1080 and 1090 set start and end addresses for the save operation.

1280 sets the start address for loading.

1290 determines that the file is loaded to the control block address — ie, the one given by line 1280.

Users of these procedures should incorporate their own error checking, and if you don't and find you've loaded data on top of your program don't blame me!

R Grubb

040 REM Testbed program for save/load procedures, a file 'A' characters is written out and then loaded to specified address. The loaded file is then checked 050 DIM NAME% 11
070 REM Write 'A' characters to a block of memory 100 FDR N%=10000 TD 15000:7N%=65:NEXT
105 REM S% and E% should be in the range 10000 thru 15000 110 INPUT "START ADDRESS "S%" END ADDRESS "E% 120 PROEsave("AFILE", S%,E%) 125 REM SA% should be > 15000 130 INPUT "ADDRESS TO START LOADING " SA% 150 PROLoad("AFILE", SA%) a file of 160 W%=0 165 REM check that all bytes loaded = 'A' 170 FOR N%=SA% TO E%=S%+1:IF ?N%<>65 THEN W%=W%+1 NEXT REM W% = 0 if save/load succesful PRINT W%" BYTES WRONG" 180 190 200 END 1000 DEFPROCsave(filename\$,first%,last%) 1010 LOCAL A%,X%,Y% 1020 A%=0 1030 \$NAME%=filename\$ 1030 \$NAHEX=filename 1040 X%=&70 1050 Y%=0 1060 ?X%=NAME% 1070 X%?1=NAME%/256 1060 X%!10=first% 1090 X%!14=1ast%+1 1100 CALL &FFDD 1110 ENDPROC 1200 DEFPROCload(filename*,start%) 1210 LDCAL A%, %%, Y% 1220 A%=255 1230 \$NAME%=filename\$ 1240 X%=&70 1250 Y%=0 1260 ?X%=NAME% 1270 X%?1=NAME%/256 1280 X%!2=start% 1290 X%!6=0 1300 CALL &FFDD 1310 ENDPROC

PCW 155



POKEING THE MZ-80K

Here are some useful hints for Sharp MZ-80K users:

If you have ever tried to record onto the header of a program the ANTI-LIST flag by going POKE 10680,1 or POKE 4360,1 and then saving you will find that neither of these work. The solution is to enter POKE 10682, 1:

POKE 10681, 1: POKE 4360, 1:

before saving.

A program may be saved even after entering NEW by the commands

USR(33):USR(36), but when you reload it the computer will only list the first line although the whole program is in the memory. If you enter the first line again all of it will list.

All the screen messages are held from locations 4834 to 4950, so if you wish to change the message of your choice simply PEEK between these locations and at the correct address re-POKE. The changes can then be permanently put in your Basic by making a new copy using USR(33):USR(36) as long as no other program has been loaded.

The filename of a program

PET PROGRAM RECOVERY

Below is the listing of a routine which allows the user to recover any program that has been previously NEWed, as long as these two important factors have been observed.

1) Since NEWing the pro-

is stored from locations 4337 to 4354 so even if you record a program by the USR calls its name can be changed. After POKEing in the ASCII codes POKE the next address with 13. This tells the computer to finish reading the title.

Commands are held between locations 5339 and 5648. These can be changed to what you want by re-POKEing. For example, you can change SAVE to RAVE by POKE 5402,82. The computer will no longer recognise SAVE and if entered the computerwill print SYNTAX ERROR. Note on keywords the last letter can not be changed.

Other useful POKEs are: POKE 4685, any value:. This tells the computer to make a sound on printing READY. POKE 10407,184;. This allows repeat on GET. POKE 4498,X where X is the ASCII code for the character of the cursor. POKE 6350,34 allows ""to be

printed. A useful USR call is USR (3494). This can be used

before any POKE to the screen as it will stop the snow, but it slows down the POKE speed to PRINT speed.

Anthony Newgrosh

gram, no further Basic program lines have been entered.

2) There was actually a program in memory to begin with before the routine was used in order to recover the program.

The second of these may appear obvious, but if there was no program then using the routine will leave you

B* Fig 1	PC IRQ 0401 E62E	 	 YR OO	SP F8		1024 and yo thing like the Now type 033A,03AB device numb saving to dis
	RX=0T0113:RE L6*(ASC(A\$)-			SC(A1s	\$)-9*(A1\$)	>="A")AND15)

30 POKE826+X, K:NEXTX:END Mataas, 00, 85, 87, A9, 04, 85, 82, A9, 05, 85, 81, A2, 00, A1, B1, C9, 00, F0, 11, 18, A9, 01
 DATAAs, 00, 85, 87, A9, 04, 85, 82, A9, 05, 85, 81, A2, 00, A1, B1, C9, 00, F0, 11, 18, A9, 01
 DATAAS, 01, 85, 81, A9, 00, 65, 82, 85, 82, 18, 40, 46, 03, A9, 01, 65, 81, 85, 81, A9, 00, 65
 DATAE2, 85, 82, A5, 87, C9, 00, D0, 00, A5, B1, 80, 01, 04, A5, 82, 80, 02, 04, A9, 01, 85, 87
 DATAA1, 81, C9, 00, D0, C1, 18, A9, 02, 65, 81, 85, 81, A9, 00, 65, 82, 85, 82, A5, 81, 85, 28
 DATA65, 20, 85, 22, A5, 82, 85, 28, 85, 20, 85, 27, C2, 01, 04, E6, 20, E6, 20, 26, 22, 60

VIC20 DOWNGRADE I have found a way of

downgrading the VIC 20 to a lower memory size. If you have a RAM expansion cartridge plugged into the back of your VIC20 and you don't want to keep on unplugging it for programs that can only be run in 3.5k, here is what to do: POKE 642.16 POKE 644,30

BEEB BEACHBALL

PROCBALL can be used to plot and fill circles with either solid colours, or with curved stripes to give a beachball effect.

X% and Y% are the coordinates of the centre of the ball, and R% is its radius. It is, however, the S% parameter which can be varied to give some unusual results. In Modes 0,1, and 2, solid colours are obtained with S% set to 2,4, and 8 respectively. Values of S% above the solid value give varying degrees of stripiness.

COL is of course the main colour plotted, but don't be surprised if during experimenting with the procedure, colours which the BEEB shouldn't have begin to appear.

Lines 20 to 60 set S% to 8 for a demonstration of high resolution plotting in Mode 0.

C R Woodings

10REM BEACHBALLS 11REM BY CALVIN WOODINGS 12REM NOVEMBER 1982 13REM DEMO OF STRIPED BALL PROCEDURE 20MODEO 22VDU19,0,3,0,0,0,19,1,4,0,0,0 30REPEAT 40PR0CBALL (RND (1280), RND (1023), RND (200) +50, 8, 1) 50UNTILFALSE 60END 70DEFPROCBALL (X%, Y%, R%, S%, COL) 90 GCOLO.COL 100VDU29, X%; Y%; 110MOVE-R%,0 120FOR x%=-R% TO R% STEP S% 130y%=50R(R%^2-x%^2) 140DRAWx%, y% 150DRAWx %. - v% 160NEXT 170ENDPROC

with an awful mess.

It is advisable to enter the routine, RUN it, and then save the machine code portion of it, either to disk or to cassette by the following method, long before you actually require it to recover a NEWed program.

After entering the routine, RUN it, then in order to save the machine code, type SYS 1024 and you will see something like the code in Fig 1.

Now type S"RENEW", xx, 033A,03AB where xx is the device number: 08 if you are saving to disk, or 01 if you

POKE 648,30:SYS 64824

Location 642 contains the

Location 644 contains the

Location 648 contains the

start of Basic/256

end of Basic/256

to 3.5k.

This downgrades the VIC

may also change the title of the routine from "RENEW" to anything you wish. Finally type X. When a program is NEWed,

are saving to cassette. You

accidentally or otherwise, and you wish to recover it, load the disk or cassette containing the routine "RENEW", into drive 0 or the cassette deck respectively. Disk users now type: LOAD"0:RENEW",8; or cassette users type: LOAD"RENEW"

When READY. is displayed type SYS 826 and your longlost program will be recovered in a matter of seconds. (The routine is fast! It takes just over one second for the routine to recover an 8k program.)

Karl Elliott

start of the screen memory/ 256 The machine code subroutine at location 64824 cold starts the VIC.

Michael Howard

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DRAGON TAPE CHECK

Despite the high reliability of the Dragon cassette interface, the lack of a tape verification facility is felt by many users to be a serious oversight. The program described here enables Basic file tapes, Basic data file tapes and machine code format tapes to be inspected for checksum errors without disturbing programs in memory.

As a machine code format tape the verification program can reside in memory alongside other programs, reducing available memory by 400 bytes.

In Figure 1 the program is in the form of decimal data within a Basic program. When this program is run the data is checked by performing a sumcheck (Lines 260-340) and then it is loaded into memory (Lines 350-410). If the DATA statements have been mistyped the program will break at Line 340.

When the data has been loaded into memory it can be saved on tape in machine code format (Line 450). Line 450 is repeated until "N" is answered to the prompt at line 430.

Once a machine code copy of the program has been obtained it can be loaded into the machine by typing: CLEAR 200,32367 CLOADM

The CLEAR statement reserves the top 400 bytes of RAM for the program.

To use the program wind the tape to the space before the file to be checked, press "PLAY" and type

- B BASIC program
- D BASIC data file M Machine code format file
- Filename delimiters
 Data block of 255 bytes
- Data block of less than 255 bytes
- E End of file marker (Not on M/C files0
- Error Codes (inverse video): C Checksum Error
- M Memory Error (buffer overlaps PROM
- or dead memory)

Fig 2

EXEC	
B"BASPROG	i1''%%%%%%%%%/E
EXEC	
D "DATA3 OK	"%%%%/E
EXEC M"ASMO1	"%%%%%%%%% %
OK	07070707070707070707070707070

Fig 3 EXEC

The cassette motor will be switched on and the type of file determined from the program header.

Figure 2 shows the characters that are output by the program. Note that error codes are in 'lower case' ie, inverse video.

Typical outputs from the program during verification are shown in Figure 3.

Figure 4 is an assembler listing of the program. The explicit subroutine jumps are calls to the cassette handling routines and text output routine in the Basic PROM. Note that the code is position independent so that the program can be made to run almost anywhere in RAM, 5 REM VERCAS GENERATION PROGRAM 10 DATA 189.128.33.48.141.0.128 20 DATA 189.128.33.48.141.0.128 20 DATA 94.182.0.124.39.10.129 40 DATA 141.0.76.189.185.62.38 30 DATA 94.182.0.124.39.10.129 50 DATA 32.91.166.140.110.167 50 DATA 10.78.184.134.66.32 70 DATA 10.78.184.134.66.32 70 DATA 10.78.184.134.66.32 70 DATA 10.78.184.141.33.43 90 DATA 141.69.48.140.74.196,8 100 DATA 146.128,141.60.70.38 110 DATA 146.128,141.60.70.38 110 DATA 146.128,141.63.32 120 DATA 199.13.44.71.141.75.137.147.166 140 DATA 166.140.44.127.2.39.27 150 DATA 32.4.134.37.141.77.166 160 DATA 150.129.1.39.44.73.41.40 140 DATA 150.129.1.39.44.73.41.40 140 DATA 150.129.1.39.41.45.32 170 DATA 32.4.134.37.141.75.100 180 DATA 32.4.134.37.141.75.100 180 DATA 22.4.134.79.141.6.134 190 DATA 52.4.135.45.33.57.127.0 210 DATA 0.0.0.0.0.0.0.0.7.1 220 REM PROGRAM START ADDRESS 240 CLEAR 200.32367 250 S=32368 260 REM CHECK DATA INTEGRITY 270 RESTORE 280 C=0 290 FOR I=1 TO 500 300 READ J 310 IF J<0 THEN 340 320 C=C+J+1 330 NEXT I 330 IF C>12215 THEN STOP 350 REM POKE PROGRAM TO MEMORY 360 RESTORE 370 FOR I=5 TO S+500 380 READ J 370 IF J<0 THEN 430 400 POKE I,J 410 NEXT I 420 REM STORE M/CODE ON TAPE 430 IF UT "READY TO RECORP".148 440 IF A4=""" THEN STOP 450 CEAM "VERCAS".5.5+400.5 460 GDT0 430

Fig 1

either by producing separate copies using the Basic loader with lines 240 and 250 changed or by using the offset facility of CLOADM. The program cannot be relocated above 7E70 as the data buffer at BUFF must be 256 bytes long.

(Name omitted - please

"PLAY" and type	run almost anywh	ere in RAM,	contact us).		
"PLAY" and type 0 0000 2 0000 3 7E70 4 7E70 BD8021 5 7E73 30BD0080 7 7E77 BF007E 8 7E7A BDB93E 9 7E7D 265E 10 7E7F 11 7E7F	*VERIFICATION PROGRAM 35 7E ORG 7E70' 36 7E *SYNC DN LEADER 37 7E SYNC JSR \$8021 38 7E *GET A BLOCK 39 7E GBL LEAX BUFF, PCR 40 7E GBL LEAX BUFF, PCR 40 7E JSR \$893E 42 7E BNE ERR 43 7E *BLOCK IS DK: 44 7E	ere in HAM, 44 8D49 46 46 46 46 46 46 40 40 40 40 40 40 40 40 40 40		68 7ED4 69 7ED7 70 7ED9 71 7ED8 72 7EDD 73 7EDD 75 7EDF 76 7EDF 77 7EE1 78 7EE5 79 7EE5	A68C1F GDGE LDA FLAG, PCRB 8101 CMPA £\$01 2795 BE0 SYNC 2096 BRA GBL *EROR IN BLOCK: *EREROR TYPE *CHECK ERROR TYPE *A01 2704 BE0 CSUM 8640 LDA £\$01 2002 BRA 0SR 8643 CSUM LDA £\$63
11 7E7F 12 7E7F B6007C 13 7E82 270A 14 7E84 B101 15 7E86 2734 16 7E88 17 7E88 18 7E88 8645 19 7E84 8D63 20 7E8C 205B 21 7E8E	LĎA \$007C 46 7E BEO HEDR 47 7E CHIPA £\$01 48 7E BEO DATR 49 7E \$EOF BLOCK: 0/P "E" 50 7E \$AND EXIT 51 7E LDA £\$45 52 7E BSR DUCH 53 7E BSR DUCH 53 7E \$FILE HEADER: SAVE 55 7E	EB 8052 EB 8055 EB 2084 EBC EBC 86007D EBF 81FF EC1 270D EC3 EC3 EC3	BSR OUCH BRA SYNC *DATA BLOCK: CHECK *NUMBER OF BYTES DATR LDA \$007D CMPA £%FF BEO COMP *INCOMPETE BLOCK: *EXIT IF M/C ELSE *GET ANDTHER	80 7EE7 81 7EE9 82 7EE9 83 7EE9 84 7EE8 85 7EEE 86 7EEF 87 7EEF 88 7EEF 89 7EEF 89 7EEF	BD06 DSR BSR DUCH *STOP CASSETTE AND *EXIT B634 SRET LDA £\$34 B7FF21 STA \$FF21 STA \$FF21 39 RTS *OUPPUT A CHARACTER *TO SCREEN 7F006F OUCH CLR \$006F BD54A
22 7E8E 23 7E8E 24 7E8E 25 7E91 2604 2604 27 7E96 28 7E98 29 7E94 30 7E9C 31 7E9E 33 7E62 33 7E62 3640	#FILE TYPE AND 0/P 56 7E #TYPE CODE 57 7E HEDR LDA BFLG,PCRB 59 7E BNE DFIL 60 7E LDA £\$42 61 7E BRA 0TYP 62 7E BINE MCDD 64 7E BRA 0TYP 62 7E BINE MCDD 64 7E BRA 0TYP 62 7E BRA 0TYP 64 7E	C3 862F C5 8028 C7 468C2C CA 8102 CC 2718 CC 2004 ED0 6625 ED2 8018 ED4 ED4	LDA £\$2F BSR OUCH LDA FLAG, PCRB CMPA £402 BEQ SRET BRA GOGE *COMPLETE BLOCK COMP LDA £\$25 BSR OUCH *GO AND GET NEXT *BLOCK: SYNC AGAIN *IF BASIC DATA FILE	90 7EF5 91 7EF6 92 7EF7 93 7EF8 94 7EF9 95 7EFA 96 7EFB 97 7EFC 98 7EFD 99 7EFE 100 7EFF	39 RTS 00 FLAG \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00 00 \$00

Fig 4

ZX81 SQUARE ROOTS

The ZX81 SQR function usually has slight errors, which can be annoying in, for example, programs that include the detection of perfect squares: thus, for the ZX81, INT SQR 25 is *not* equal to SQR 25.

The most satisfactory way out is to get rid of the errors, which can be done by one extra statement, using Newton's method for improving the accuracy of an approximate square root. If a program includes, say, LET Y=SQR X then a further statement LET Y=(Y+X/Y)/2will get rid of the errors: if there is a possibility that X=0, then use IF X<>0 THEN LET Y=(Y+X/Y)/2.

The accompanying test program allows experiment. ation. In this, the crude version of Y, namely Y1, and the refined version, Y2, are assigned to different variables so that their errors can be distinguished. I have not found a case where Y2-Y differs from zero.

1 REM SQR TEST 10 PRINT "TRUE";TAB 20;"ERRORS","VALUE";TAB 15;"Y1"; TAB 30;"Y2" 20 INPUT Y 30 LET X=Y*Y 40 LET Y1=SQR X 50 LET Y2=(Y1+X/Y1)/2 60 PRINT Y;TAB 15;Y1-Y;TAB 30;Y2-Y

70 GOTO 20.

W E Thomson

COMPUTER ANSWERS

Send your queries to: Sheridan Williams, 35 St Julian's Road, St Albans, Herts. Please note that Sheridan can no longer answer questions on an individual basis, so please don't send an SAE with your query.



BBC words

Do you know of a word processor that is available *now* for the BBC micro? I have a disk system and a printer and am raring to go.

David C Grant, Birmingham

I am writing this reply at the end of November, and the main holdup in supplying a word processor for the BBC micro has been the delay in availability of the Series 1 operating system. There are sevseral word processors around, but some of them are of dubious quality. One of the better word processors is undoubtedly 'Wordwise' which comes in EPROM. This simply plugs into your computer and remains there until needed. It is run by typing *WORDWISE or (*W.). The price is normally £39+VAT (10 percent off for BEEBUG members). Acorn has produced a word processor too but currently we haven't reviewed it. BEEBUG (Independent User

Group for the BBC Micro)

Info wanted

Could you please tell me how to obtain information on all the Zilog and Intel microprocessors and support chips and also give the titles of any books on how to build simple computers and hiresolution colour graphic displays like the Atari or BBC computer?

D Pain, Luton, Beds

Data sheets should be obtainable by writing to the manufacturers. A very full coverage is given in the *Introduction to Microcomputers Series* by Adam Osborne. Volumes 0 to III, plus the updating supplements to vols II and III give a very thorough coverage.

I am afraid I am unable to track down books on computer and graphics card constructions. *P L McIlmoyle*

16 or 8?

In the September issue of *PCW* Olivetti poses the question 'When is a 16-bit computer not a 16-bit computer?', and the answer given is: 'When it only has an 8-bit data bus, eg, the 8088 CPU.' Yet microcomputers based on the Intel 8088 chip are widely advertised as '16-bit'. Does an 8bit data bus significantly detract from the claim for 16-bit performance from these machines? Dr J F Reilly, Eastleigh, Hants

The 8088 is a derivative of the 8086 16-bit chip. Internally the two are more or less the same but there's a big difference: while the 8086 has a 16-bit data bus, the 8088 has an 8-bit bus. Therefore, to fetch a 16-bit chunk of data from memory takes the 8088 longer than the 8086 takes. So yes, an 8-bit data bus for a 16bit chip does create a bottleneck; but a system based on the 8088 is cheaper to make and provides a reasonable trade-off between performance and cost - the chances are that for many applications, the speed difference wouldn't be noticeable to most users. Peter Rodwell

Bewildering choice

I hope to purchase a home computer but I'm bewildered by the large selection available. I would like it to be able to carry out calculations on lots of formulae such as:

 $\frac{(B+D)^2}{2A} 3L(F+2.4)$ $\overline{EF^3}$ How much memory will I need and what other features should I look for?

John Park, Strathclyde

You do not indicate what else you require the computer for. In order to evaluate expressions such as the one given, you only need a simple programmable calculator. You can obtain these far more cheaply than even the cheapest computer. However, I will assume that you really do want a computer because you want to print or display the results in a way that a calculator cannot.

As long as you don't have more than 100 such expresions then even the smallest (8k, say) computer would do, provided that you print the results as they are calculated, and don't want all the results stored. If you want them stored then you will probably need 16k. What is perhaps more crucial is the accuracy with which the computer will carry out the calculations. You should choose a system that can work in floating point arithmetic, and has sufficient accuracy for your needs. Some versions of Basic (and you needn't necessarily use Basic) only work to six significant figures, whereas others can work in what's called 'double precision' mode with up to 14 digits' precision. As I am unaware of the use for the above expression you will have to be the judge on the accuracy required. Another consideration in choosing a system will probably be whether you can use a printer, or display the results graphically, but that's another story.

Sheridan Williams

Software queries

I am completing the testing of a disk utility I have written for the SuperBrain. Can you suggest how I could go about selling this to any company in the UK or USA — who would be interested in marketing it? C Pearse, Caerphilly, Mid-Glamorgan.

An advertiser interested in buying programs for home computers sent me a submissions form bearing the following condition.

I acknowledge that it is your policy to give thoughtful consideration to all submissions, but that because you are continually engaged in research, development and marketing of many products involving ideas, unpublished material, inventions or products of your own, which may be similar or identical to the programs or any of them, in theme, idea, format, graphics, or other respects, there is always a possibility of a conflict between the programs and your own items.

How does this legally affect: a) A rejected author whose program contains original ideas which crop up later in someone else's program, and

b) An accepted author who then slightly alters his program and resells it a second time? R Wood, Dept of Psychology, Hull University

The first of these two related questions is much the easier to

answer! A close scrutiny of *PCW* (and maybe some of the other computer magazines devoted to particular hardware you may have written for) will often reveal advertisements from software publishers seeking programs. Failing this, look for firms advertising out-ofthe-ordinary software for the machine of your choice, and approach them. You could also contact users clubs for the appropriate machine, who may have suitable contacts.

It could also be worthwhile contacting the manufacturers or distributors for the computer in question.

The second question does not admit of a definitive answer, as the whole question of the law relating to ownership of software is unclear, not least in this country.

I am not a legal expert, so take the following with some caution. As I understand the situation, it would be extremely difficult to claim infringement of copyright simply because the same ideas crop up later in someone else's program. However, if exactly the same code was in the other program (it would not matter a lot whether this was high level code in, say, Basic, or machine code), you would have a much stronger case for infringement. Incidently, copyright (unlike patents) is automatic, you don't have to register it.

As regards re-selling your program with slight alterations, this depends on whether in selling the first version you sold just the program, or the program and the copyright along with it. Most software publishers (as with book publishers) would expect you to sell them both together. If you have done this, the purchasers could reasonably expect you to pay them royalties on all sales of your modified program. However, if they wanted the benefits (if any!) of the modified version, they could be expected to pay for these. . . so there could be scope for a deal. PL McIlmoyle

Spectrum typing

Has anybody yet produced an EPROM or ROM which enables you to type in the whole words on the Spectrum, rather than the keywords. Surely many people would far rather pay an

COMPUTER ANSWERS

extra £15 on top of the original amount so that they can type in the commands letter by letter?

Could you please tell me what the two spare IC sockets on the PCB are for?

S Polke, Blackpool, Lancs

The answer to your first question is no. Typing in keywords in full on the Spectrum is not that difficult, it takes just a few minutes to get used to not typing them in letter by letter.

The two spare IC sockets on the PCB are where the 32k RAM expansion was fitted on the earlier models. It now has to be soldered in.

James Walsh

Spectrum queries

I am thinking of buying a ZX Spectrum.

1. As I have knowledge of 6502 assembler, how difficult is Z80 assembler?

2. In using the Spectrum, can I load machine code hexadecimal digits immediately and not via Basic?

3. I have heard about REM statements being used for machine code from Basic. Could you explain briefly about this?

4. With my current machine, the UK101, one is able to view directly the machine code hex digits via the monitor mode. Can I do so with the Spectrum or would I need an assembler/ disassembler?

5. Can I access the PLOT and DRAW commands when working in machine code?

6. As the Spectrum's POKEing onto the screen is 'nonstandard', ie, eight lines at a time, is it possible to write animated graphics in machine code?

7. Can I save machine code programs on the Spectrum?

8. Please could you recommend a book from which to learn machine code for the Spectrum (with no prior knowledge of Z80 presumed)?

9. Is it worth buying an assembler/disassembler if I intend to do a fair amount of machine code. If so, which one? Graham Lord, Cheadle, Cheshire

1. The basic concept is the same though you will have to familiarise yourself with a new set of instructions. There are also many facilities within Z80 machine code which do not exist in the 6502.

2. No, it is necessary to use either a machine code or a Basic program.

3. Because we can calculate the address of the first line in the program, one can make it a REM and put a number of blank spaces after it. Then the characters that correspond to the codes for the m/c instructions can be put there and simply run via a **USR** command.

4. No, another program is required, such as a monitor or disassembler.

5. Yes, the addresses of these should be available in a book by Dr Ian Logan shortly.

6. Yes, quite simply by writing a short routine or using the one in the ROM.

7. Yes, easily via SAVE "Name" CODE x,y where x is the starting address and y the length.

8. Unfortunately I have yet to see any books on the subject, although there should be plenty available soon.

9. It is definitely worth your while buying one, as it makes life so much easier. The ones which I would recommend are available from: ACS Software, 7 Lidgett Crescent, Roundhay, Leeds LS8 1HN. Prices are $\pounds7.50$ for the assembler and $\pounds6.75$ for the disassembler. James Walsh

Osborne diskussion

I have heard that there is a new version of the Osborne computer which has double density disks and can read disks in various formats. Can you tell me more about this, please? (Name and address withheld by reauest)

I am sure you are referring to the Osborne 1 Mark 2, which is now available in this country in both single and double density versions. The Mark 2 is immediately identifiable by having a grey-blue case, as contrasted with the beige coloured case of the Mark 1.

Another noticeable external difference is that the two latches which hold the keyboard to the case in the carrying position are at the top of the keyboard, rather than being at the sides. On opening these catches you can see a further difference, in that the keyboard is connected to the rest of the computer by a helically coiled lead (like a telephone handset) rather than by a ribbon cable, thus giving more flexibility.

The double-density disk drives look very similar to the single density ones fitted to the Mark 1, but they are much quieter when reading and writing. On the machine I have tried, the keys also had a more solid feel than on a Mark 1 I have used.

As well as reading single density disks written on the Mark 1 Osborne 1, the double density version will also operate in single density mode if booted from a single density Osborne disk, or in double density mode if booted from a double density disk. An unusual feature is, as you say, that the Mark 2 double density version of the Osborne 1 can read 5¼ in floppy disks written in certain other formats. At present these are Xerox, IBM Personal Computer CP/M-86, DEC VT-180, and the original Cromemco 5¼ in single-sided, single-density format. Osborne states that it intends to extend this range in due course.

It should be noted that while these disks can be read with the new double density Osborne, it cannot format disks in these other suppliers' formats, nor perform disk copy operations on them. Information, programs, etc, can be transferred to Osborne format disks using PIP.

PL McIlmoyle

Printers for Spectrum

Could you tell me what printers are directly compatible with the ZX Spectrum? Also will the Seikosha GP-100 be compatible when the RS232 interface becomes available? Michael Walentek, Wollaton, Nottingham

The only other printer which will connect directly with the Spectrum without the RS232 interface is the Amber 2400 24-column printer. It costs just over £100 with Amber's own interface. Details are available from: Amber Controls Ltd, Central Way, Walworth Industrial Estate, Andover, Hampshire.

The Deans' model 81 and SP-42 printers will connect to the Spectrum when the RS232 interface is available. They cost £100 and £150 respectively. The Model 81 will work directly with the ZX81. Details are available from: Dean Electronics, Glendale Park, Fernbank Road, Ascot, Berks.

The Seikosha GP-100 costs £180 and will interface with the Spectrum with RS232. James Walsh

Talking point

The new speech synthesis chips are frequently mentioned but there is a lack of hard information about them. Could you please tell me:

What these chips are?
 Where they can be obtained?
 Whether it is feasible to interface them to micros such as the Apple?

4. What sort of soft/hardware support they need? S Brown, London N8

The two 'speech synthesis' chips most widely met in connection with microcomputers are the Vortrax SC-01 and the National Semiconductors 'Digitalker'. Texas Instruments has the TMS-5100, which is used in many of its own products such as 'Speak 'n' Spell', but I have not come across it as a separate chip.

I do not have a source for the 'Digitalker' chip, but the Vortrax SC-01 can be obtained from: Intelligent Artifacts, Orwell, Royston, Herts.

Such chips as these can certainly be interfaced to the Apple and similar computers, and complete units are commercially available for this purpose. For example, Arfon Electronics makes a speech board for the Apple (and for Nasbus as well), based on the 'Digitalker' and DCP Microdevelopments Ltd offers a 'Speechpak' for the Sinclair ZX81 based on the same chip. The Mutek 'Voxbox' is based on the Vortrax SC-01.

The software needed to interface these packaged systems is quite simple and the hardware support for the speech chips is included. The chips on their own need a lot of ROM and/or RAM (up to 128k for the 'Digitalker'), while the software can also be of the same kind of size. *P L Mclimoyle*

Spectrum Forth?

A short, sharp, enquiry. Does the ZXForth software, as supplied by Artic, work on the Spectrum? I fancy having a go on this language.

Also, do you know of any other ways to run different languages on the Spectrum? The Basic on the Spectrum isn't as comprehensive and powerful as I'd like it to be, and I can't afford a flash machine that would probably be wasted on me anyway.

Angel Robert Lynas

Unfortunately the Artic ZXForth is written for the ZX81, and hence is not directly compatible with the Spectrum. But we are hoping that a Spectrum Forth will be appearing on the market in the not too distant future (take note Artic).

There are basically two ways in which an additional language such as Forth can be used on the Spectrum – either by a cassette which LOADS into RAM in the normal way, or by using an extra ROM chip which holds the language.

As far as needing a flashy computer to run Forth is concerned, this is a thing of the past because Jupiter Cantab has released the Jupiter Ace which uses Forth as standard as opposed to Basic.

It costs an incredible $\pounds 89.95$ well, not so surprising when you realise that it is another creation by the boys who 'played a major part' in designing the Spectrum.

More details are available from this address: Jupiter Cantab, 22 Foxhollow, Bar Hill, Cambridge CB3 8EP. James Walsh

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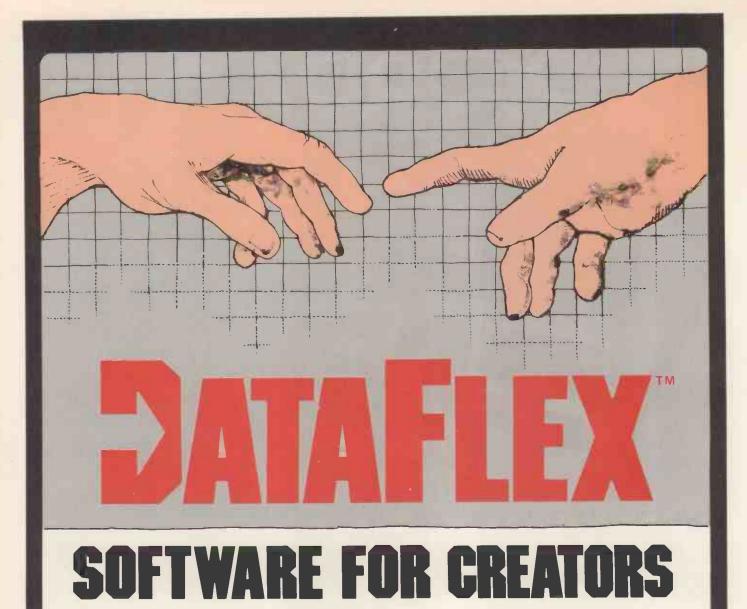
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CTUK! NEWS

Maggie Burton brings you all the latest news.



ComputerTown UK! is certainly spreading. This month I've got news of two new 'Towns.

Firstly I'll mention CTEE!, or ComputerTown Eastern Enfield. Enfield is a rather prolific area for ComputerTowns. It now has three operating there and a goodly number of computer clubs as well.

CTEE! is looking out for helping hands as well as members of the public to come along and learn about micros. The venue for meetings is Ordnance Road Library, Enfield, and if you think you can help out, lend equipment and the like, the man to talk to is Peter Herring at the aforementioned library. The phone number is 9 710588.

Moving further north, there's Computer-Town Eastwood in Nottinghamshire. This one meets up on the first Wednesday of each month at the Devonshire Drive Junior School, Eastwood.

This 'Town is another one whose local library has let them down. The library is situated near the centre of the town and very convenient for public transport. However, a charge of $\pounds4$ per evening is made by the library, which must be stood by the helpers at the 'Town.

Further information about CT Eastwood can be obtained from Mr E N Ryan on Langley Mill 65011 or by writing to him at 15 Queens Square, Eastwood, Notts NG16 3BJ. He is also running a computer club in that area.

Going back to Enfield again, a Mr Steve Ward wrote to us a while ago expressing interest in starting up his own club. He runs a church-based youth club at present and knows several families with micros. His idea is to make the club a general micro club rather than one devoted to a particular make. If you'd like to help him out, offer your own ideas or join the club when he starts it, write to him at 28 Brodie Road, Enfield, Middx EN2 OEU.

And in Oldham (or near Oldham, anyway), Tony Walsh is thinking seriously about running his own 'Town with the help of other like-minded souls. His address is 4 Hawkyard, Greenfield, Oldham, Lancs.

We've been hearing quite a bit from interested parties on the subject of starting up new ComputerTowns following recent publicity on ITV's computer programme Database. I mentioned a couple of issues back that John Bone of CTNE! was interviewed at the *PCW* Show in September. This interview was broadcast on Database and was later followed by a write-up by Newsprint guru Guy Kewney in Database's newsletter.

If you've been thinking on similar lines, here are two addresses from enquirers. The first is Mr D McKnight of Highdown School, Surley Row, Emmer Green, Reading, Berks. The second is Mr Richard Gates (Head of Computer Science), Reepham High School, Reepham, Norwich NR10 4 JT.

If none of these addresses are near you, and you'd like to start something up in your onw locality, a letter and SAE to David Tebbutt or myself will secure you a set of our guidelines. These provide a good starting point from which your own ideas can develop. Both of us are happy to answer any queries you might have which are not covered in the guidelines.

Jay Lambert, a South London community youth worker, is looking for a group in that area who will help him provide a computer education facility within the Community Centre in Battersea. The Centre has ordered a BBC Computer but lacks expert advice and help on its use. Any individuals or groups in the south-west of London who can offer their services would be welcomed. Jay Lambert can be reached at the Battersea Project, Old Chesterton School, 110-116 Battersea Park Road, London SW11 4LY; telephone 01-622 9231.

Chris Woodford of CT Burton wrote in a while ago with some interesting news and a new idea.

More than 100 people attended their meeting on 2 December, and the room in the library was so full it broke the safety rules. This meeting featured demonstrations of the Commodore 64 and Epson HX-20 micros and a talk from Phil Phillips, the manager of Burton Job Centre on the effects of computers on employment in the area.

The team at Burton has a theory that high attendances result from talks provided for the absolute beginner. It seems their idea is right.

Remember the newsletter mentioned in the December issue? Chris has had quite some success with it. He's found a printer who will print it for a third of the price charged by their current printer — the only problem is that this printer is on the Isle of Skye, which could mean future delivery problems!

I also mentioned Burton's library hassles in the December issue. Well, all the pleading in the world wouldn't have stopped the county library from deciding to charge them £2.90 for each four hour-meeting. That, unfortunately, is now official.

CT Burton is also planning a program library for the future which is a useful idea. One problem with this, though, is that good educational and user friendly software is not too easy to find, so a project of this type could take some time to get on its feet.

The other idea they've got 'up there' (don't forget I'm sitting 'down here' in London. . .) is 'ComputerCounty Staffordshire'. Basically, this is an attempt to set up a ComputerTown in every town and city in Staffordshire. They're going about this project by making links with local papers who then publicise an appeal for volunteers.

Volunteers who come forward contact Chris Woodford who gives them details and helps with queries. So far, they've got definite plans in Stoke, Cannock and Uttoxeter, with a possibility of something starting up in Tamworth,. They've had reports published in 11 Staffordshire newspapers and Chris was interviewed on Radio Derby.

Computertown Burton almost certainly wouldn't be able to run a drive of this type if they didn't have so many willing volunteers in the first place. Among other members of the team, Chris Fox from the Tangerine User Group (TUG), Gordon Smith, deputy news editor of the *Burton Mail*, Brian Homewood, Director of Peach Data Services Ltd and Ray Threadgould and Dave Woodchurch from FBC Systems Ltd in Derby all pitch in with equipment, publicity and ideas. Certainly it's a ComputerTown to be reckoned with!

Finally, I'd like to put out a request to existing ComputerTowns to keep in touch. We can't chase you all up to find out what's going on. Your ideas and activities could help other CTs. Certainly we can't write this column without you, so I hope to be hearing plenty of news about Computer-Days, talks, demonstrations, etc, in 1983.

Computer Town UK! is an evergrowing network of computer literacy centres where members of the public are given free access to microcomputers, courtesy of those willing to volunteer their time and equipment. Computer Towns might be found anywhere — in a church hall, a library or perhaps a school after hours. The aim is to make computers enjoyable and non-threatening and, because Computer Town is entirely non-commercial, overt axe-grinding of any sort is banned. Guidelines are available for those interested in setting up their own 'Towns: Write to CTUK!, 7 Collins Drive, Eastcote, Middlesex HA4 9EL or 17 St George's Road, London NW11 0LU. Remember to enclose an A4 SAE for your reply. Please don't telephone PCW for information as CTUK! is entirely a sparetime activity.

WHICH SPREADSHEET?

WARE

Michael Liardet tells you what to look for in a spreadsheet system and introduces a new series on the subject.

A new year and a new series: spreadsheets. Each month we will put a different spreadsheet system on the testbench and give you a complete rundown on it. First in line for the treatment will be a relatively recent British product called Prophet II. This system is somewhat unusual in that it comes as a complete package, including hardware — but more on this next month. First, let's explain some basic concepts and outline the hows, whys, whats and wherefores of what we are going to be doing.

What is a spreadsheet system?

Some of our readers may already be using a spreadsheet system, or at least be familiar with the term. But as the word is such a recent addition to the language we had better define what we are talking about.

The word 'spreadsheet' is used to describe a range of software packages that greatly facilitate pencil/paper/calculator calculations. The underlying principle of these systems is that the VDU screen operates as a highly mobile 'window' (refer to Figure 1) on a very large (say three metres square) 'sheet' which is divided into a grid of small rectangles (known as 'cells') containing numbers, text or formulae. Each cell can be uniquely identified by a fairly obvious coordinate scheme (eg, A1 is the top left cell, Z99 the bottom right) and these identifiers are used in the formulae. For example, if it is required that cell C3 display a value double the sum of cells A1 and A2, then the formla 2*(A1+A2) is required at C3. Note that if a cell contains a formula, the formula is not (normally) displayed, but the result of the calculation is shown instead. Thus the overall display appears as a neatly tabulated array of numbers interleaved with text where required.

In most speadsheet systems one particular cell in the display is uniquely identified by flashing or highlighting, etc. This signifies the current 'cursor' position — ie, the cell at which new values or formulae can be entered. This cursor can be moved very rapidly from cell to cell, using single keystrokes — in most cases the 'arrow' keys, available on most VDUs, are used for this. Attempts to move the cursor outside the bounds of the VDU cause no problems — the display shifts to accommodate the new position. Imagine a tortoise in a box with no bottom, only a lot faster! (Incidentally 'cursor' comes from the Latin — meaning 'runner'. Perhaps I should have mentioned a hare instead, but that's another story!)

It should be remembered that neither the window nor the sheet 'really' exist they are just simulated by the spreadsheet system controlling the VDU display — but after a few minutes working with such a system the concept is easily grasped. Anyway, with a few keystrokes the user of a spreadsheet system can position the cursor where required, make an alteration to a particular cell and then witness the effects of this change permeating through to each cell using this cell in a formula, and on to any cells that reference them in turn, and so on until the sheet is brought completely up to date.

'Is that all?' I hear you say. Well, like many brilliant and innovative ideas, spreadsheets fall into the 'so simple I could have thought of it myself' category! In fact nobody did think of it until about three years ago, when two students at Harvard Business School, Dan Bricklin and Robert Frankson, unleashed a software package called Visicalc. A hundred thousand-plus sales and a score of Visicalc imitators later and spreadsheet systems look like supplanting pencil and paper calculations in the same way that wordprocessing systems are taking over from the typewriter.

Who needs one?

Anybody with a problem of the 'Whatif?' variety reaps enormous benefits from using a spreadsheet system. Once the basic structure of the problem has been set up (an exercise limited only by your own typing speed and your ability to formulate the calculation rules, etc), it is possible to experiment freely with different data values or modified calculation rules and instantaneously (well almost — see Benchmarks!) have the ramifications of the changes filter right through from the top to the bottom.

Perhaps the most common application area for spreadsheets is in budgeting, either personal or company budgets: if you have ever tried to draw up a budget manually you will know the massive recalculations needed to adjust it for just one small modification near the top line — just about every following line, subtotal and total seems to need recalculating!

However, use of spreadsheets is not just confined to this — for example one of the Visicalc sales leaflets lists a hundred others ranging through business, personal, scientific, financial and technical applications. All levels of decisionmaking right through from strategic planning in multi-nationals down (up?) to personal beer budgets can be catered for. Next time you have your pocket calculator out for more than 10 minutes ask yourself if you might be in need of a spreadsheet system. (By the way is anybody out there still using a slide-rule or even — gasp! — log tables?)

Choosing a spreadsheet

Once you have decided that you need a system, how do you go about choosing one? Well in the first instance, you should follow the same basic guidelines that would apply to the purchase of any software package:

1) Find a system that ties in comfortably with hardware and software you already (or will) have.

2) Consider your possible future needs as well.

3) Obtain an understanding of what is available in general.

4) Look for a system which satisfies the exceptions and peculiarities of your own application in particular.

5) Look for reliability, robustness and support if things go wrong.

6) Look for well-presented and clearly written manuals.

7) Look for well-presented and 'userfriendly' software.

8) Give price as low a priority as you can afford. If you can find two systems that exactly fit the bill on 1-7, then buy

the cheaper one!

9) Last, but by no means least, follow this series avidly!

Selecting the hardware

If you have not yet purchased a computer you may wish to consider the general hardware requirements to run a spreadsheet system satisfactorily. You will of course need to balance these requirements against your other needs, etc.

A high-speed VDU is a must. Since with spreadsheet systems the entire display is frequently changed by a single keystroke, the VDU must be able to respond in about the time it takes to make a key-stroke. Most modern VDUs and micros with an integral screen (like Osborne, Apple, Superbrain, Sirius, Advantage, etc) fall into this category anyway. VDU speed is measured in 'Baud', and 9600 Baud generally gives satisfactory results.

You may also look for a numeric keypad to speed data entry and a graphics display too. Make sure the spreadsheet system can in fact do graphics with the display of your choice.

Disk capacity is usually unimportant (only with respect to spreadsheets, though!), since even a 100k (ie, about the lowest capacity on the market) disk drive can be used to store several different spreadsheets.

Spreadsheet systems have a tendency to consume all the internal (RAM) memory, typically long before the 'three metres square page' mentioned above is anywhere near filled in. Until about 12 months ago, most micros had an upper limit of 64k of RAM but a new generation of micros and extension facilities for the old can provide some help if you anticipate setting up a largte application.

Spreadsheet systems certainly work very satisfactorily on a single-user desktop system, where the central processor is solely dedicated to maintaining the VDU display and performing calculations. If you intend making extensive usage of a spreadsheet system with a multi-user micro then, for the same processor, it would be reasonable to expect some degradation in responsiveness.

It is highly desirable to have a printer that can print as many characters across a line as possible, obviating the need to run off reports in sections and paste them together later. Most of the cheaper dotmatrix printers can handle at least 80 characters across, many providing 132 if switched into a smaller character font or condensed mode. Slightly more expensive printers can handle 13in wide stationery, permitting around 200 characters across a line if condensed mode is available as well.

Speed and print quality are likely to be less important for spreadsheet calculations, as most reports are fairly short anyway, and usually are just used for internal consumption. Most matrix printers are quite satisfactory in this respect but there is generally no special difficulty with using other types of printer if necessary.

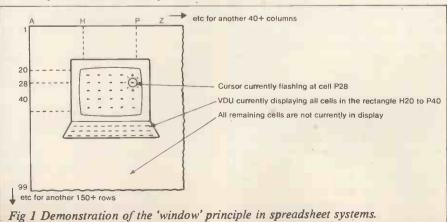
Finally, if you have already been considering having graphics, then you will naturally need to select an appropriate printer or even separate plotter to cope with this.

Spreadsheet Benchtests

Having read this far, you are probably asking yourself how you are ever going to be able to assimilate enough information to make a sensible purchase decision. Obviously, most suppliers will provide information leaflets on request or a dealer may be prepared to give a short demonstration, but in neither case will you be getting wholly impartial advice, nor will you get a chance to really see if a system is exactly what you want. Enter the Spreadsheet Benchtests!

Each month, we shall take a look at a different spreadsheet system, indicating for which hardware or operating systems it is available, then giving a complete rundown on what it is like to work with, its facilities provided and its facilities not provided and finally giving the results of some Benchmark tests. Here's the checklist to be used in the forthcoming reviews.

DOCUMENTATION: No software package is complete without adequate documentation. Ideally, documentation should include both tutorial material for the out-and-out beginner and wellindexed reference material for the experienced user to get the most out of the system. Illustrations and diagrams are always of great value to all levels of user and a simple reference card can also save a great deal of page-thumbing for the expert in a hurry!



USER-FRIENDLINESS: It's verv important that the user be able to assemble quickly, in his own mind, a 'model' of what the system can do for him, knowing what the possibilities and options are at any given moment. To achieve this, the system must at the very least outline clearly the commands available to him, warn him what is about to happen, enable him to reverse a decision if he wishes and generally behave in a consistent fashion throughout (eg, if the escape key has a special function at one point it is confusing in the extreme if it has a different function elsewhere).

ERROR HANDLING: Really this is a special aspect of user-friendliness but because it is so important we have it in a separate category. Basically, the spreadsheet systems must be able to deal correctly with erroneous keyboard input (eg, entering text instead of numbers), disk errors (eg, loading files that are not there) and printer errors (such as the facility to stop printout if there is a paper jam). In all cases, the user should be warned of the mistake and then allowed to correct it and try again as if nothing has happened. The ultimate disaster is to make a minor slip-up and be faced with a 'dead keyboard' or a garbled display and be forced to restart the system from scratch!

FACILITIES: Having defined the essence of spreadsheet systems earlier, it's obvious that a lot of other facilities need to be available to make a complete up-and-running software package. The newcomer to spreadsheets may not immediately appreciate the value of some of the extra facilities provided by some packages, so we shall suggest likely usages for them.

Arithmetic: All spreadsheets should be able to handle simple addition, subtraction, multiplication and division between cells. The better systems allow arbitrarily complex expressions to be used in a sort of 'keyboard' version of the usual mathematical notation taught at school. In addition to simple arithmetic many systems provide trigonometry, logarithms, row or column sum, minimum or maximum values and so on.

Configuration: It is important for systems which are available on a range of equipment to have a good configuration option, so that you can get the best out of them on the equipment that you, in particular, have. Configuration may relate to specifying the amount of internal memory in your computer, special features available on your VDU, or facilities provided by your printer.

Graphics: Some systems enable the results of a calculation to be plotted out as a graph, bar-graph or pie-chart. In some instances the software to achieve this may be an optional extra, or even a separate package. If you are considering the use of graphics then make sure your hardware selection matches exactly with the specified requirements for the software. Most graphics software works on only a limited range of hardware.

Interface to other software: Frequently the basic input data for the

WHICH SPREADSHEET?

spreadsheet system has already been produced by some other software on your computer (eg, current selling prices, stock-levels, sales-figures, etc). Ideally the data should not need to be re-entered direct at the keyboard, but should instead be transferred from file directly. Likewise, the results of the spreadsheet system should, if need be, be directed into other data files such as word-processing document files, etc.

Spreadsheet overlays: In general, it is very useful to be able to overlay data from one spreadsheet file onto a prepared spreadsheet in main memory, without it being completely cleared. (Of course some bits of it will be overwritten.) This enables different spreadsheet applications to inter-communicate.

Turnkey system: Systems which are completely self-sufficient and operate automatically from switch-on are the easiest to learn. All too often certain activities, particularly disk copying or initialising blank disks in preparation for use, are not provided as part of the spreadsheet system and you are forced to 'refer to your computer manufacturer's instructions' as they say in the manuals. Systems written for computers using the CP/M operating system seem to be particularly bad in this respect.

Insertions and deletions: It is quite common to have spent some considerable time setting up an application only to realise that a line has been missed out somewhere near the top, or else a row has been misplaced. Without proper row or column deletion and insertion facilities, this sort of correction can only be made by extensive retyping. It should be noted that insertion and deletion should also automatically adjust all relevant formulae.

Replication: Commonly, spreadsheet applications are built up by experimenting with just one column (the month-1 column if you are budgeting). Once this has been set up satisfactorily, it would be very tedious to retype virtually the same formulae, but shifted one column along, for all the other columns. Systems with proper replication facilities in effect do the retyping for you, adjusting all the formulae to account for the column shift as well, if you wish.

Display flexibility: Most systems allow the displayed column widths to be altered so that if you are working with small numbers you can accommodate many more columns across the screen. Some systems permit different columns to be displayed at different widths, and also various display formats for numbers — scientific notation, varying numbers of decimal places, negatives in parentheses, etc.

Another valuable display facility is the ability to have a split screen — your VDU simultaneously displaying completely separate parts of the model thus enabling you to keep the 'grand totals' at the bottom line continually in view while you are making changes somewhere near the top.

Protected Cells: Some systems permit specified cells to be protected. This prevents them from being changed, either by accident or design. This facility is particularly useful if an application set up by an expert is to be used by inexperienced users, or even as protection from your own stupidity! Remember, though, that whatever disasters you may perpetrate at the keyboard, you will not lose a great deal if you have saved a copy of the original onto disk.

Formula printout: It is very useful to keep a hard-copy record of how the application was set up — for instance to be able to check the validity of the formulae used or as the basis for documentation on the application.

Formula editing: The adventurous user may find himself creating fairly long and complicated formulae — say 50-plus characters long. It is very irritating to have to retype from scratch to correct for a missing bracket or whatever. Many systems permit a fairly primitive but effective means for editing-in the correction without retyping the whole lot again.

Automatic/Manual recalculation: After a value has been changed, most spreadsheet systems automatically do a recalculation and amend the display 'instantly'. This is very impressive when the application is fairly small and it does really happen instantly. But as the application grows larger and it starts to take longer to recalculate for each change, it is preferable to switch this facility off, and do the recalculation only when several changes have been made.

Out of memory: It is relatively easy to generate an application which exceeds the capacity of the computer's memory. To mitigate this problem, spreadsheet systems should always keep the user informed of the remaining memory available, and should also most certainly not go haywire if this is exceeded.

Long Jumps: When moving about the spreadsheet in a fairly local region (say in a ten by ten square of cells) it is quite convenient to use the normal cursor/ window move commands. Moving across longer distances, it is quicker to make use of a special 'jump' command and simply enter the cell coordinates to be jumped to.

Searching and logic facilities: Some spreadsheet systems have a 'lookup' facility for searching for a particular value and others provide logic and comparison ('and's, 'or's, 'less than's, etc) operators. If you get as far as using these, then you can call yourself a programmer.

BENCHMARK TEST AND OTHER MEASUREMENTS: Having devoured all the previous information you may still be concerned as to whether the application you have in mind will fit in, or the calculations be accurate or fast enough. With the tests and measurements here we will try and provide answers to these questions, but please be careful when comparing different times — it will not be possible to run all spreadsheet systems on the same hardware, so unavoidably we will be simultaneously Benchmarking hardware and software together.

We shall be giving details of the spreadsheet size (maximum number of rows, maximum number of columns) and numeric precision in calculations, as well as other measurements such as maximum column widths, etc.

It should be emphasised that most spreadsheet systems permit an excessive number of rows and columns, but run out of storage space long before they have all been used. The more important figure is the total area that can be filled (see Benchmarks below).

Numeric precision can be very important if you anticipate the need to handle large numbers to a high degree of accuracy — eg, if you wish to work with financial figures up to the million pound mark, but want calculations to be accurate to the nearest penny, then you will require 8-digit precision for display purposes alone (six digits before, plus two after the decimal point), and a system specified precision of nine digits at least as soon as any calculation is to be performed (at least an extra digit and preferably more to cope with round-off error).

Benchmark 1: The purpose of this test is (a) to ascertain the true capacity of a spreadsheet system and (b) to time its performance — recalculation times, etc, when it is running at full capacity. It is designed to simulate a typical 12-month financial calculation, involving 12 columns plus a 13th column as the sum of the other 12.

When the test is running, the spreadsheet displays the numbers 1 to 12 in the first row with a column sum (78) at the end, followed by 13 to 24 in the second, then its column sum, followed by 25 to 36 in the third row, and so on up to as many rows as the system can fit in before running out of memory.

This display is not generated in the simplest way possible, but by a formula which uses each of the four basic arithmetic operators just once. Assuming the spreadsheet uses letters of the alphabet to identify columns, and numbers for rows:

Cell A1 contains the number 1.

Cell B1 contains $(12^{*}(A1-1)/12)+2$ (which evaluates to 2).

Cell C1 contains $(12^*(B1-1)/12)+2$ (which evaluates to 3), etc, up to cell L1. Cell M1 contains A1+. . .+L1 or SUM(A1 to L1) if it exists (that completes row 1).

Cell A2 contains (12*(A1-1)/12)+13

(which evaluates to 13). Cell B2 contains $(12^{*}(B1-1)/12)+13$ (which evaluates to 14), etc, up to cell L2.

Cell M2 contains A2+. . .+L2 or SUM(A2 to L2) if it exists (that completes row 2).

The remaining rows are specified in the same manner as row 2, each row per-GOTO page 220

loore on Kuma



Look no paper

Only last month we were extolling the virtues of the WDPRO word processing package for the Sharp range. Now it's even better.

A major enhancement to the program means that you can now see exactly what the text will look like in hard copy without using any paper. The format can be viewed, but not edited, on screen using the "window" technique. The window can move in any of four directions as required. The next page is called by simply pressing Carriage Return (ČR).

A special version of the enhanced WDPRO 2.2 is available for the strongly recommended 80 column modification on the MZ80A. And an additional benefit across the range is a new non printing comment facility that allows you to embed instructions into the text without them appearing on paper. We believe this is unique among medium priced word processing

programs. WDPRO 2.2 costs only £39.50 on cassette and £79.95 on disk but if you already have the standard version, return it to us and we will update it for just £5.

Database Delight

An "electronic card index" is how **Dean Software modestly describes** the Solid State Database Program. In fact the program is a low cost, highly efficient and flexible, general purpose data base management tool for the Sharp range.

It can handle 255 pages with 10 lines a page, each line having its own name, and execute a search in around 15 seconds. There are sort and summary print facilities that can be changed at anytime, and are ideal for compiling price and mailing lists.

Solid State Database Program includes a built-in calculator and a browse function for when you've forgotten exactly how you filed a particular item. Available from Kuma on cassette and disk priced £29.50 respectively.

NewBrain Software

Kuma now has a large range of software for the NewBrain. Phone 0628 71778 for a list and be pleasantly surprised by the variety.

Sharp Tools

For just £14.50 you can buy a Toolkit for the recently announced Kuma Forth for the Sharp MZ80A and K

You can forget about spanners and screwdrivers, for this kit consists of a series of screens containing the definition of Forth words. These words provide facilities to allow programs to be written more quickly and efficiently.

This major extension to a fundamentally powerful language makes Kuma Forth the best we've seen. But we're not resting on our laurels; so if you have developed any other useful add-ons let us know.

Entertainment Stars

Although Kuma takes software publishing very seriously, there is always room in our library for good entertainment programs. This month the spotlight is on the bright stars in Sirius entertainment software.

Programs like Island of Arctuan, Maze Runner and Othello are designed for the thinking person who enjoys a real challenge. They're all under £20 each and you can find out about these and others by phoning 0628-71778 for a catalogue.

No P's in Pascal for the Sharp

Gone are the cumbersome P-codes. Here to stay is the Hisoft Pascal 4 which has the fastest overall time on the PCW Pascal **Benchmark Timings of any** currently available micro Pascal Compiler.

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THE SAGE II

Resident seer Robin Webster prophesies a bright future for this 68000-based system.

There's a lot of revolutionary talk going on right now about the Sage II single-user microsystem.

Listening to the claims made for this Motorola 68000-based machine it seems it could blow the socks off almost everything below the size of a Digital PDP-11: however, the manufacturer's own benchmarks suggest that the lower end PDP-11s have got something to worry about as well.

The Sage II is said to compile Pascal source code at a rate of 1800 lines a minute and load a 20k program from its floppy disk unit in about one second. Indeed, the *PCW* Benchmarks — Pascal and Basic in this case — tend to support the general impression that the Sage makes even tired-out software look good.

But, leaving pure processing speed aside for the moment, the real key to the success of a new computer system is the software it brings within reach of its users. In this sense, the Sage II is somewhat unusual. While Sage Technology sensibly avoided the mistake of producing its very own 'new and better' operating system, it did not follow the crowd by offering the single-user CP/M' and MS-DOS operating systems, or the multi-user Unix.

Instead, the primary operating system on the Sage is the portable UCSD p-System marketed by Softech Microsystems. The only other system to be so intimately identified with the p-System is probably Western Digital's Microengine, which has an architecture designed specifically to run pcode.

The notion behind this decision has a lot to do with the fact that there is a large amount of p-System software around. Apple, Texas Instruments, and Digital Equipment users were bitten by the bug a long time ago. Of course, CP/M is still ahead in terms of the sheer number of users and the software packages available, but what they lack in choice p-System users make up for in terms of collective support of the product.

Both in this country and in the US, p-System users have formed a user group called USUS which puts out regular newsletters (at least, as regular as anybody else's) and tend to keep in touch with each other by electronic mail.

But rather than force customers to pick which side of the fence to stand on, Sage Technology is already making arrangements to offer the 68000-based version of CP/M — known as CP/M-68k — and the multi-user Unix operating system within the next few months, as well.

It also appears that Sage Technology intends to go through the whole alphabet of languages (APL, Basic, Cobol, etc) in an attempt to stop its machine from becoming typecast.

The 68000 chip is by no means new —all sorts of companies have been putting their own boxes around it for a couple of years. Its performance has never really been easy to estimate, however, since the majority of machines were designed as multi-user, multi-tasking systems running either Bell Labs' own Unix, or one of the other lookalikes. Good examples would be the Fortune 32:16 and the Wicat.

Sage II designer Rod Coleman told me that, as far as he was concerned, the strengths of his machine are that it had been developed from scratch to be a single-user system based on the Motorola 68000 — a 'chip that will have the biggest share of the 16-bit market'; and that it was somewhat a mixture of Apple Computer technology and Altos packaging, two successful models — to his way of thinking — to follow.

While it might be fairer to compare the Sage's performance with peer machines rather than with the Sirius or IBM Personal Computer, time did not permit a search for a truly comparable machine.

So, before we look at why the Sage is causing quite a stir in the industry, a small qualification on all comparisons. The Sirius and IBM are based on the Intel 8088 chip which has 16-bit internal processing capability. While this may qualify it as a 16-bit chip, all I/O operations must squeeze through the 8088's 8-bit data bus. Therefore, a 16-bit chunk of data has to be taken in or out of the processor in two 8-bit pieces.

The Motorola 68000, however, is a 32bit internal and 16-bit external chip. This means that it can process twice as much data in one go (32 bits) and can send or receive data in 16-bit lots.

So there is an important distinction to be made between machines like the Sirius and IBM and the Sage — even though they are all referrred to as 16-bit computers in the literature.

Hardware

Having been told about the power of the Sage, it's surprising to see the machine itself, since there's not actually much to look at. In this sense it is a good example to other microcomputer manufacturers who expend more energy on making their machine look substantial or 'good' than they do on making the system provide sensible computing facilities.

The Sage comes in the form of an 18lb unit measuring 5.5 in x 12.5 in x 16.75 in -roughly the same size as an Apple II box with the keyboard missing. But whereas the Apple has only its electronics within the box the Sage comes complete with main memory plus so-called Ramdisk of up to 512k total, two integral disk drives, a cooling fan, and four I/O ports.

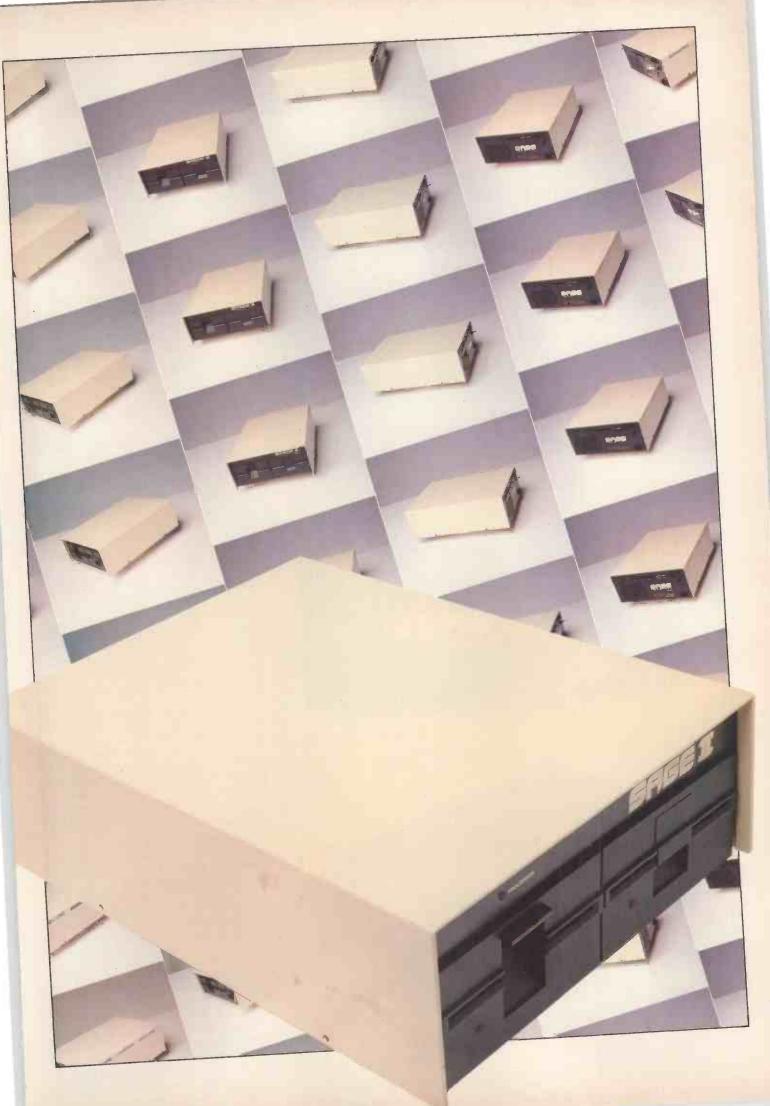
The box is a pleasant beige colour, while the front of the disk units are painted black. Above the left-hand drive unit is a multicolour light-emitting-diode (LED), marked 'processor', which changes colour depending on what the machine is doing: green signifies that the data bus is active; red signifies that it is inactive; other colours mean that the system is processing data. The LED's colour can be controlled by user software.

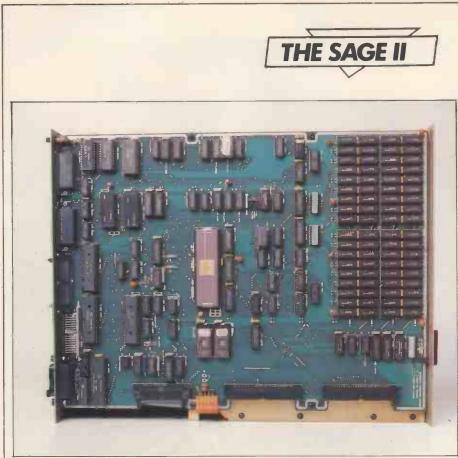
All four I/O ports are arranged at the back of the machine. They are easy to get at since they have been set next to each other at the top edge of the box. From the rear, moving from left to right, there is the reset button, the terminal port, the modem port, the printer port, two blocks of eight micro-switches marked 'Group A' and 'Group B', and an IEEE-488 interface. To the left, below the terminal and modem ports, there is the cooling fan exhaust, while to the right under the IEEE-488 interface lurk the on/ off switch and the mains power socket.

Also on the back is a printed message informing the user that although the Sage complies with FCC electronic equipment design rules there is a danger that it could cause local electrical disturbances. Further, the message points out that the user will be responsible for the disturbance and might have to take some steps to contain the problem. (There was some radio interference during review sessions.)

The terminal and modem ports are of the usual RS-232C serial type and can be software set to operate at anywhere between 50 and 19,200 baud. The printer port is a Centronics compatible parallel version and in addition to this can be used as a general-purpose I/O or control port.

If you're intending to tie up special instrumentation to the Sage, you'll use the IEEE-488 interface which, again, can be

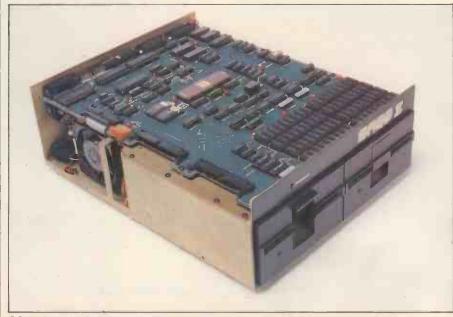




Top view — packed but uncluttered.



Ports and microswitches. . .



Main board, sitting neatly above disk drive.

set to do more or less what you want by use of the appropriate software. At the housekeeping level, the interface is controlled by a Texas Instruments TMS9914A chip.

If you're wondering what the Group A and Group B microswitches are for, I'll explain.

The Group A block of eight switches is ostensibly there to enable the system to communicate with terminals having different baud rate capabilities, and the current set-up is always checked out by the system whenever it is switched on. Also, by following the instructions given in the owner's manual, the switches can be set so that rather than booting up in the normal way when switched on, the machine can be made to enter a debugging mode, signified by a '>' prompt.

The Sage Debugging Tool, as it is called, is a powerful program repair utility which offers commands that allow the user to display the contents of all or selected registers, dump the contents of the memory, load in data from floppy disks or other connected devices, set program break points, and modify memory contents. Other than by choice, the SDT is entered whenever errors occur on power-up, or certain system states occur.

Group B switches allow devices to be given a bus address, although this function can be taken over by software if the switches are needed for some other use.

Putting these switches (the only ones I could detect anywhere on the machine) on the outside will do a lot to endear the Sage to those users who have previously had to take the lids off other terminals or computers and search for well-hidden switches to change a baud rate or whatever.

Almost everything about the Sage seems to have been designed so as to make its use and maintenance a simple job — it takes up little space, is easy to move around and requires only the removal of four screws to get inside it. Once the screws are taken out, the sheet metal casing can be lifted off without fear of snagging or stretching any cables, because there just aren't any to be seen hanging out idly.

Inside, all the chips and connecting circuitry are very neatly laid out on one board (measuring about 11.5×15.5 inches) which sits atop the disk drives and cooling fan, just under the sheet metal exterior. At first, the fact that the main board was given just enough room to breathe, and no more, made me wonder how extra boards and other devices might be accommodated: was it that customers would have to start hanging things on the outside, a la Tandy?

The answer turned out to be very simple. When extra boards came along, the sheet metal casing would be made a bit taller so that the new boards could stack on top of the one that was already there.

The simplicity and neat design of the Sage's electronics is to be expected, I suppose, since Rod Coleman admits to having

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built his first arithmetic and logic unit (ALU) out of transistor radio parts when he was in his early teens.

While his company refers to the Sage as being of 'innovative design' or as representing a 'technological and price breakthrough', all technical information, including source software files, is freely published for users wanting to keep it as documentation, or for those more expert who want to pursue their own development ideas. Obviously, this is a great idea from both the company and user point of view, and should shorten the time it will take for a generous amount of useful software (and maybe even hardware) products to appear.

The Sage is based on a 68000 chip set to run at a speed of 8MHz. Compared to this, the Sirius and IBM personals have 8088 chips running at only 5 MHz. This is yet another point in favour of the Sage performance ratings.

The 68000 has a 16-bit external data bus, and, with a 24-bit address bus, can address up to 16 Mbytes, which is nice to know although most users won't require that maximum initially.

Minimum memory on the Sage is 128k, the amount required by the p-System to operate properly. Of this 128k, 64 is allocated to the p-System itself, while the remainder is left as the user area (that's the ideal situation, but the memory areas can be played around with to a certain extent if you know what you're doing). The Sage literature claims that this 128k standard memory really signifies 'The End of the RAM Cram Era' in which 64k was the usual memory allocation.

True, most manufacturers still provide 64k as standard — only the Sirius comes to mind as competitive in that a standard machine comes with 128k memory, two 600k drives, a keyboard, a display, and Microsoft Basic for about £2395. A bottomend Sage is provided with 128k memory, one 320k disk drive, the p-System and the Pascal, Basic, and Fortran compilers, plus one year's on-site maintenance for around £2870 (VDU and keyboard are extra).

Both machines are expandable: up to 512k of internal RAM for the Sage — more in the case of the Sirius.

Clearly there are pros and cons about buying either machine given these details — but the minimum memory argument is really quite irrelevant. The key thing about the Sage II is that it is quite a different type of machine altogether from the Sirius, offering lots of personal processing power.

And that's the important thing: to decide what level of processing power your applications will need to perform satisfactorily, ations will need to perform satisfactorily, and then to go scouting for the most suitable machine.

One of the key components of the Sage hardware, to my mind, is the combination of the powerful chip with the additional semiconductor memory which can be added, in 128k chunks, and used as Ramdisk — RAM chips configured to appear to the 68000 as if they are in fact a super-fast access disk.

The Benchtest machine came with the full 512k memory (split up into 128k main memory and 384k Ramdisk); one 80-track disk unit capable of storing 640k, and a 320k 40-track disk unit. The terminal used was a Televideo 925, although it could have been a far simpler, and cheaper, type.

The Ramdisk can be used in two ways: you can either boot a system disk directly from the left-hand disk drive into main memory only and treat the Ramdisk as if it were simply another disk drive; or you can boot to the Ramdisk. This second feature can be useful because it allows you to remove the system floppy once the relevant files are loaded. The Ramdisk then acts as if it were a bona fide disk.

This Ramdisk enable/disable ability is handled through a utility program called Sageutil, which is also used to format disks and make copies of the p-System bootstrap loader.

A really useful aspect of the disk configuration element of Sageutil is that it makes it possible for the Sage disk drives to read IBM's 5¼ in disk format. Because the machine I was using had only one 80 track drive and one 40 track drive, there were some compatibility problems in copying from one to the other. This was resolved by first loading files into Ramdisk and then down onto the target disk. The only trouble here was that if the Ramdisk was nearly full with files the transient files would be rejected until some file deletions had been made.

The Ramdisk is physically located to the front-right of the circuit board and is made up of four rows of 18 8k chips. Each row of 18 is further sectioned into two lots of nine chips so that eight of them provide 64k of memory while the ninth handles parity checking.

In operation, the Sage is acceptably quiet and consumes only about 70 watts of power — less than a household light-bulb. Therefore it remains cool even when used for long periods. Indeed, the manufacturer claims that the machine could operate without a cooling fan.

UCSD p-System

Although Softech Microsystem's UCSD p-System has been covered in *PCW* before (see three-part article 'P for Perfect'), it's probably worth going over the features of the unusual environment since it currently dictates the way the Sage is used.

The p-System is great for amnesiacs who can never remember what the system command is to copy a file or list a directory. From the moment you boot it up, the p-System always does its best to provide a menu of possible commands that can be used.

The main, or Command level, menu is usually the first thing a user sees and it presents a choice of the following: E(dit, R(un, F(ile, C(omp, L(ink, X(ecute, A(ssem, D(ebug.

You have only to press the first letter of each, so that by typing in 'E' you will be asked for the filename of the file you want to edit and, if it is found on disk or in main memory, another editing-oriented menu will appear. If you want to create a new file, you simply press the return button when asked for a filename and the same editing menu will appear.

'F' for F(ile give you yet another menuwhich is oriented towards the manipulationof files and file names, as in G(et files froma disk, S(ave files to disk, R(em or deletefiles, and obtain a file directory <math>L(dir.

Compared to the 'dir', 'pip', and 'era' commands of CP/M, this can be a bit overwhelming at first and there's always the danger of being confused by all the options. Naturally, though, the p-System has its very strong supporters, as do CP/M and Unix.

The p-System editor is very good and can be used as a reliable, if sometimes tricky, word processor when you're not programming with it. It is a full-screen editor in the conventional sense in that it lets you wander wherever you want to on the screen with the cursor. Compared with those on other operating systems, it must be somewhere very near the top of my 'best editors I have known' list.

An interesting thing to note is that Sage Technology was one of the first companies to get its hands on the latest release of the p-System, Version 4.1. The story goes that Rod Coleman contacted Softech about the fact that he was building the Sage and was interested in running the p-System on it. Softech said okay and agreed to give him 'the latest release that was ready' when he had built the hardware. In December last year, the first Sage prototype was up and running and Coleman was lucky enough to get hold of Version 4.1 ahead of virtually everyone else.

Some of the differences between Version 4.1 and the previous p-System releases is that larger files can be created and what are known as subsidiary volumes (a volume is the contents of a device such as floppy disk) became possible.

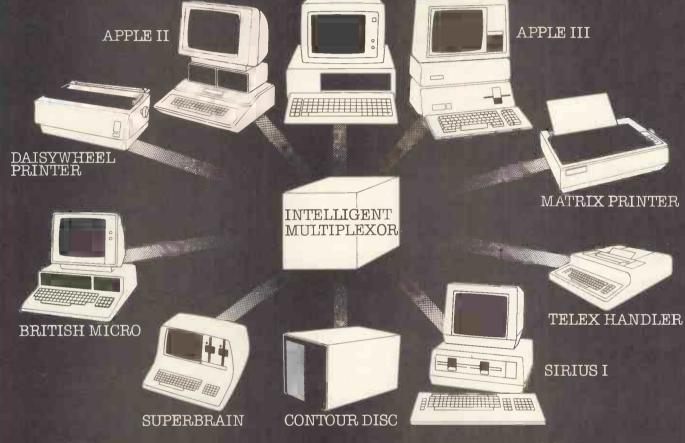
Not content with just this, Coleman and his associates at Sage Technology are now putting the final touches on what is probably the first multi-user p-System. This is described as being a 'concession' to the concept of multi-user environments and this comment presumably goes for the upcoming Unix system as well.

Having used the p-System on smaller machines like the Apple II and the Sirius, the Sage version is a delight. Because of the 68000/Ramdisk combination, response times for almost everything, except jobs like disk formatting, could be measured in fractions of a second — it's rather like being on one of those powerful timesharing systems.

This kind of performance came in very handy when typing in and compiling the 15

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Pascal and eight Basic Benchmarks.

Since a p-code to 68000 native code generator was provided with the Benchtest machine, I've included native code timings as well

Documentation

All the documentation provided with the Sage was of good quality. The Sage owner's manual had each section clearly labelled, was generally well written and had a comprehensive index at the back — a rare example of a useful piece of documentation.

The p-System documentation is the Softech standard issue, and there's lots of it -system description volumes, compiler volumes, new feature sections, and a general in-depth mass of p-System possibilities. It's all clearly written, though, and is totally necessary if you want to do more than just run off-the-shelf programs.

Potential

Unfortunately, at the time of this review, few software packages were readily available and so I didn't really get a good chance to look at them in detail.

Benchmark timinas

Pascal Benchmarks

	p-co	de	Native code
	4-word prec		2-word prec
magnifier	0.8	0.8	0.1
forloop	10.1	10.2	1.1
whileloop	9.8	9.8	1.0
repeatloop	8.6	8.6	0.9
literalassign	12.1	12.1	1.3
memoryacces	s 12.2	22.2	1.3
realarithmetic	24.1	14.9	20.2
realalgebra	22.2	13.7	19.0
vector	21.0	20.9	1.9
equalif	17.2	17.2	1.7
unequalif	16.8	16.8	1.7
noparameters	23.6	24.1	10.1
value	30.9	31.9	23.9
reference	38.3	39.9	37.8
maths	15.1	7.6	7.7
Basic Bend	hmarks		
	p-Code	Na	tive Code
	2-word prec		
BM1	0.:	s	0.7
BM2	0.1	7	1.1
BM3	1.3	3	2.3
BM4	1.1	7	3.0
BM£	2.	1	8.7
BM6	5.	1	8.7
BM7	6.	4	11.0
BM8	18.0	0	

All timings in seconds. For a full explanation of Benchmark timings. see PCW November 1982.

Technical specifications

Motorola 68000, 8 MHz

TDI of Bristol, sole UK distributors of the Sage II (the review machine was borrowed from here) has, however, made great efforts to get UK software up on the machine as quickly as possible. Available right now are the Micromodeller, Microfinesse, and Logicalc financial planning systems; the Aladdin, Logiquest and Beta database systems; the Jarman and Systematics accounting packages; communications software; and word processing software. Also there is an unusual offering from Isis Systems, which has put its Microexpert systems builder onto the Sage. This allows users to create 'intelligent' knowledge bases about some specific field of human expertise which can be used for diagnostic or analysis purposes.

The languages to be made available include Pascal, Basic, Fortran (included in the cost of the machine), microAPL, C, Lisp, Cobol, Forth and the Pascal-like Modula 2.

In terms of operating system choice, CP/ M-68K and a Unix system will soon appear, but an event to look forward to is the expected delivery of the Xeroxdeveloped Smalltalk system on the Sage sometime next year. In the meantime, those longing for graphics capabilities will be glad to hear that by the time this issue of PCW comes out the Pluto graphics board should have been interfaced as well. With a colour display, this could add another £800 to the cost of the Sage, however.

For those who would rather network than share a Sage, it looks as if the Corvus Omninet local area network system has been adopted by Sage Technology although this does not rule out other network technologies being offered as well.

Benchmarks

The Benchmarks timings given for native code versus p-code need some explanation, as there are a few different techniques which can be used to produce the native code file.

To produce a native code file, you must use a special software switch - {\$N+} to indicate the point at which native code generation would begin, and a second software switch $- \{\$N-\}$ - to indicate the point at which native code generation should stop.

Typically, the most satisfactory results are obtained if only selected portions of a program (those parts which are processor intensive, for example) are enclosed by these software switches. To reduce the

switch at the beginning of all programs to be converted to native code; this had the effect of producing files which were a mixture of native and p-code. In some cases, these files turn out to be larger than the original p-code only file because the native code generator changes only those parts of a program it can make more efficient. So, some native code timings will in fact turn out to be longer than the original p-code! In the case of the Pascal Benchmarks where this happens, it is because the program is making procedure calls or calls to the floating-point interpreter. In the Basic

> Benchmarks, the problem is more a case of the Basic language not knowing whether a number is a real or an integer. The point to bear in mind is that the native code generator is not a Philosopher's Stone to be relied on to magically turn slow, badly written programs into superfast

amount of time required to do all the

Benchmarks, I simply placed the {\$N+}

numbercrunchers. Used wisely, it is extremely useful used carelessly, it is really not very helpful at all.

Conclusions

It's a little difficult to assess a machine properly without having a good selection of application software to work with, but in the time I've given desk-space to it, the Sage II has really impressed me. Its design is practical, it's easy to use, and it never gave any sort of trouble. With regards to the price, it may be a little expensive when compared with some of the mass-market machines around right now, but it's probably worth it if it's power you need.

I'm also impressed by the way Sage Technology hasn't let any grass grow under its feet — just as I was finishing this review. the Sage IV was announced at the Comdex show in Las Vegas. This new model features half a megabyte of main memory, six serial ports and a winchester controller capable of handling five winchester units. It will probably be smaller in size than the Sage II since it will use half-height floppy or winchester disk units. A graphics board is currently under development, too. This shouldn't affect the life of the Sage II, said a TDI spokesman, because the Sage IV was really just an extension to the family, and not a replacement for the II.

Prices

Smallest Sage II comes with 128k memory, one 40-track drive giving 320k storage, UCSD p-System version 4.1 operating system, Pascal, Basic and Fortran compilers. 68000 Macro Assembler, and one year's onsite service: £2870 (inc VAT).

Top of the line Sage II with 512k memory, two 80 track drives, and software as above: £4594 (inc VAT).

Our thanks to TDI (tel: 0272 742796) for the loan of the test machine.

8k boot ROM, expandable to 64k Minimum 128k, expandable up to 512k (including Ramdisk). I/O ports Terminal, Modem, Printer ports (RS-232) and IEEE-488 interface. UCSD p-System Languages Pascal, Basic, Fortran, microAPL, Lisp, Modula 2. Others, including Cobol, C, and Forth, to be added soon.

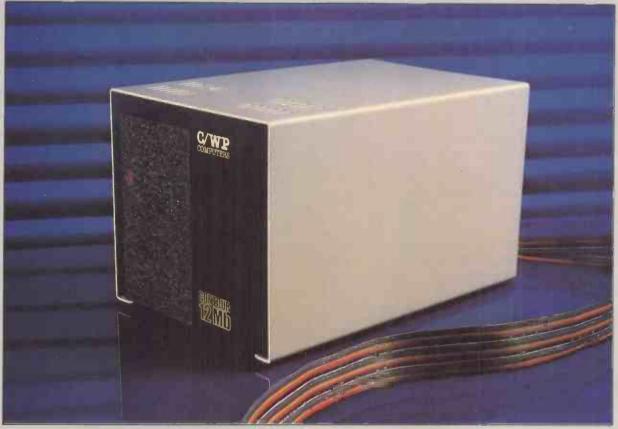
Processor

ROM

RAM

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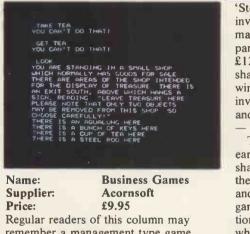
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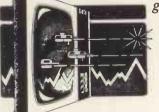
When I first approached Acorn's PR agency to get a machine for this review the indications were that I was facing a complex bureaucratic procedure so dreaded by those of us with deadlines to meet. Apparently the agency had to get permission from the BBC whereupon they would request that Acorn send me a machine. In my experience such disjointed procedurescan take weeks to complete, but in this case I was delighted when, just one week later, I was told to contact Acorn and arrange delivery. Imagine my horror then when Acorn told me that the machine would be despatched 'through their normal mail order channels'! For a brief moment I had visions of weakly explaining the lack of Screenplay to an enraged editor with the by now immortal words 'well I've been waiting months for my BBC micro'. By a remarkable coincidence, however, I had planned to visit Cambridge that weekend, and was thus able to pick up the machine in person from the impressive Acorn offices housed in the shell of one of those grand old water stations.

The machine I collected was a BBC micro-



remember a management type game called Inheritance which I reviewed last month. This duo of business games from Acornsoft is essentially very similar to that, though presented in a much more austere fashion. The first is called





computer Model B with 32k RAM, which is currently retailing at around £400 including VAT. All of the software was on cassette and I had no problems loading it from my cheap Tandy tape deck. I was hoping to review games from a larger selection of suppliers (since there seem to be plenty of companies selling games for this machine nowadays) but the Christmas post put paid to that and in the event I could cover only Acornsoft's own offerings plus a few games from the Liverpool based Bug-Byte.

The BBC micro is a truly remarkable machine with an extensive, if rather complex, Basic and superb graphics. Unfortunately I was not supplied with any joysticks, but the excellent keyboard easily lends itself to games use. Although the Model B is at the more expensive end of the home computer range, it is undoubtedly

'Stokmark' and, as the name suggests, involves investing money in the stock market. Up to eight players can take part, each beginning the game with £1200; and the first to gain money or shares to the value of five grand is the winner. There are four companies to invest in — Comine, Derfoods, Electrix and Fintrust. Dividends are paid yearly — in reality, every four turns.

The dividend, yield and percentage earnings are given for each company's shares — terms which are explained in the manual — but a bit of common sense and a lot of luck is needed to win the game. For some reason only one transaction per player is allowed each turn, which seemed to me rather unrealistic. Nevertheless a good game which should prove particularly interesting if you can round up a full complement of players.

The second game, Telemark, has up to four players battling for the largest

This is one of a pair of adventures which Acornsoft has included in its range of BBC software. The other one is called Sphinx Adventure and is I suspect the easier of the two, although I haven't yet seen it. Philosopher's Quest is an interesting and complex adventure, with a fairly standard vocabulary and a simple game save procedure.

The Ancient Mariner and his albatross make an early appearance and in one room you apparently cease to exist! The text is varied, though without the humour of some adventures, and has the advantage of not repeating the full description of a room every time you enter.

games for the BBC Computer.

one of the most impressive machines available, competing favourably with machines such as the Atari 800 and VIC-64.

Acornsoft offers a well-balanced range of high quality software, which was a pleasure to review, especially after my experiences with the company's Atom games. None of the games are particularly original, indeed several of them run the risk of copyright infringement, but they are all professionally presented with full use made of the colourful BBC graphics.

If I were asked which microcomputer currently offered the best games potential, I would have to say the Atari 800 (see next month's Screenplay) but the BBC Model B offers a worthy challenge to that machine. The 800, of course, benefits from a flood of games from the States and it will be interesting to see what software becomes available for the BBC over the next year; certainly the potential is there. You should note, however, that the BBC is aimed mainly at the educational market, an area which is becoming increasingly important, and one in which Atari is somewhat lacking.

market share in televisions. Each turn the players must decide whether to extend their factory, and work out how many batches of televisions to make, and at what price to sell them; as well as considering whether to spend money on improved management and/or allocate extra marketing funds. A full balance sheet and profit and loss account is available for all the companies at the end of each round.

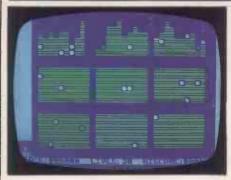
Telemark is a fairly sophisticated business game, clearly designed for the educational market, but with a bit of practice it could prove to be an exciting family game. Some rather strange things happened from time to time, however, and I suspect the program needs a little tidying up.

Presentation:	
Addictive Quality:	
Complexity:	
Value For Money:	s s s s s o o o

This game is one which would appeal only to the most patient adventurer, and could provide months of mental turmoil even for the most experienced. As you might have guessed, I hadn't got very far by the time this review was completed, but I haven't given up yet! If adventures are your forte then Philosopher's Quest should prove to be excellent value for money.

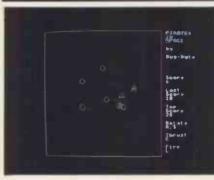
Presentation:	22200000 22222200 22222200
Complexity:	
Value for money:	

SCREENPLAY



Game: Supplier: Price: Airlift Bug-Byte £5.50

Although the insert in this cassette shows a picture of an airliner (Concorde?) the game itself involves manoeuvring a helicopter around a criss-cross network of tunnels during a meteor storm. The title picture is very impressive, using an attractive green patterned background and including a very realistic helicopter noise (though this noise is not used in the game itself). Full instructions are presen-



Game Supplier: Price: Space Pirates Bug-Byte £8.00

I was surprised that Bug-Byte sent me any more games after what I said about their Atom offerings, but the quality of those games was at least consistent with



Name: Supplier: Price: Planetoid Acornsoft £9.95

Almost exactly a year ago, in the very first Screenplay, the 'Arcade Ace' section featured the superb Defender. In the conclusion to that review I looked forward to the time when games of that quality could be played at home. Since then I have played many games loosely based on Defender, though none of them were up to much. Now, finally, a game worthy of the name Defender has ted at this point, which is good since, as with most Bug-Byte games there are no written instructions in the packaging. Incidentally, this policy of minimal printed information is reflected in the absence of any identification on the cassette itself, so if you've got more than one Bug-Byte game take care to replace the cassette in its box as soon as its loaded.

Your helicopter starts off on a 'helipad' in the bottom left hand corner of the screen and the idea is to collect little white urns of treasure and return them to this home base. The urns are embedded in the rock structure and become available for pick-up when exposed by the falling meteors destroying the rock above them (these have no effect on the urns themselves). Every so often an alarm sounds, which means that a radiation storm is approaching, and at this point you must quickly take cover in the lowest tunnel.

You start off with 30 lives and lose 10 if hit by a meteor, one when ever you crash into a rock and an apparently

the limitations of the machine. This simple black and white Asteroids look-alike would be impressive on a ZX81, but it is an insult to the BBC micro.

You use four keys to rotate, accelerate and fire from a small triangle, just as in traditional Asteroids. The asteroids themselves, however, are replaced here with 'space pirates' represented by buglike objects with pincers on the front. The pirates attempt to destroy your ship by exploding next to you, or by stealing your 'life-pods'. You start with six of these pods, which represent the number of lives you have left to play (if your ship is hit one of the pods metamorphoses into a new one).

Only about three-quarters of the screen is used for the playing field, with instructions and your score displayed in a full-

arrived, and it's called Planetoid!

This game is exactly like the original. For those of you not familiar with Defender it's like this. Using up, down (A and Z) thrust and reverse (Shift and Space) you pilot a ship travelling horizontally across the surface of a planet which extends over about four or five screens in width and is in effect circular. On the surface of the planet are small humanoids, which are constantly being kidnapped by round green aliens. These aliens attempt to carry the humanoids to the top of the screen and, if successful, will mutate into a more hostile form. Your job is to stop this happening and to destroy all the other various types of alien pitted against you using a forward firing laser (Return key) and 'smart bombs' (Tab key - these destroy everything on the screen but are in short supply).

For further details of this game I will refer you to the review in the March '82 *PCW* (or your local amusement arcade!) but suffice it to say that this is generally arbitrary number if you are exposed to a radiation storm. Control is via the cursor keys, which is a pity since it is quite difficult to use these for quick manoeuvring without crushing both hands into the corner of the keyboard. I did, however, manage to overcome this after a little practice.

Though rather simple, this game is fun for a while, and the graphics are good if not particularly inspired. I found an interesting bug which involves that part of the program concerned with the helicopter's position. If you drive it up to the very top of the screen (a manoeuvre which is admittedly pointless if you're playing seriously) a whole array of helicopters appear and the program crashes. As I've said this should not normally affect the game, but it does show a lack of rigorous testing procedures — tut tut!

Presentation:	
Addictive quality:	
Use of graphics:	
Value for money:	

length column on the right-hand side. This is disconcerting as it gives the impression you've never quite got past the title frame into the game itself. You are allowed unlimited repeat firing, though it is not automatic. Movement is tortuously slow, even when full thrust is applied, which becomes increasingly frustrating the better you get at the game. I have to say that if you've got a Model B and want a good version of Asteroids you'd be well advised to save up the extra money and get a copy of Acornsoft's 'Meteors' which is highly recommended, even though I have chosen not to review it this month.

Addictive quality:	
Value for money:	

accepted as the ultimate in games of the space battle genre. Planetoids is scrupulously faithful to the original, right down to the colour scheme and sound effects. The responses are excellent and can be made full use of with the well-designed key layout, though I've a feeling that the keyboard may begin to suffer badly after a few months of regular Defender (sorry, Planetoid) sessions.

You may have seen the recent adverts stemming from Atari's latest bout of corporate megalomania, which proclaims 'Defender — our game' and suggests that anybody planning to market a similar game should contact them immediately. So far Atari has released only the VCS (video console) version of the game, but the home computer cartridge should be in the shops early next year (I gather the only copy in the country was recently liberated from an exhibition stand). Having bought the copyright for Defender from Williams, Atari is likely to make every effort to prevent cover versions on other computers, especially if they are

SCREENPLAY

successful with the case pending against Commodore over Pac-Man.

Clearly Acornsoft has made some last minute changes to accommodate this possibility — albeit very superficial. An early version of the company's BBC software catalogue reads 'Defender . . . Save the humanoids from the landers. . . Complete with mutants bombers, pods, swarmers, and baiters'; and on the back of several of the games I looked at the

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Game: Supplier: Price: Monsters Acornsoft £9.95

One of my arcade favourites is a game called Space Panic.

Monsters is an exact reproduction of the original, right down to the sound effects and, as with most of Acornsoft's BBC games, is of extremely high quality.

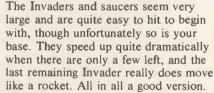
You control a neatly drawn little man who runs around five floors which are linked together by various configurations of ladders while being chased by a selection of monsters. As you might guess, the idea is to kill all the monsters as quickly as possible. Instead of a weapon the little name Defender appeared under 'also available'. Yet the actual release has a changed name and most of the alien objects have been given new titles such as 'spore' and 'megacyte'. We have yet to see how good Atari's Defender is, though I must say I don't relish using those stiff joysticks, but let's be in no doubt — Atari would not be doing anybody any favours by getting Planetoids withdrawn.

man is equipped with a spade (or is it a pickaxe?) with which he can dig and fill in holes. To destroy the monsters, therefore, he must dig a hole, wait until a monster falls into it, and then quickly fill the hole in again before it can crawl back out, whereupon the unfortunate creature falls crashing to the floor below and dies. The 'X' and 'Z' keys control horizontal movement, ':' and '/' vertical, and 'D' and 'F' digging and filling — which is fairly easy to master.

In the first frame there are three red monsters, which look like huge tomatoes and are the least insidious of your foes.

If you kill all the monsters, a little tune is played and a new frame appears — but this time there are five of the red tomatoes. From the second frame onwards, any monster who manages to climb out of a hole mutates into a more devastating form. A red one turns green, and a green one turns white. The green and white ones are different too, incidentally, and don't look at all like tomatoes.

Green monsters must fall through two vertically aligned holes, and whites through three, though if any monster falls on top of another they are both des-



The Breakout is also of good quality and is attractively colourful. As well as the standard game there are three optional features: double bat, moving walls and captive balls.

Any combination of the options can be chosen, giving a set of eight different games. As in many versions of Breakout the bat moves quite slowly in normal mode and in this game pressing the shift key gives double speed, a feature that I found particularly useful.

The third game on this cassette is another early arcade original, Dodgem. This is the one where you move a car through a maze of six concentric square tracks with four crossing points between them, attempting to avoid crashing into a computer-controlled car travelling in the opposite direction and determined to get you. This version is completely standard with the favoured 'Z', 'X', ':' and '/' keys used for movement and the space bar giving acceleration.

On this one I found the keys rather unres-

One final word of warning: this game involves a high degree of coordination and concentration to play well, and as such is not suitable for young children (oh, and don't say I didn't warn you about the keyboard).

Value for money:	

troyed. In addition to this, the green and white monsters are much smarter than the red ones and will follow you around relentlessly so that it's difficult to find time to dig any holes. One feature I have yet to mention is the limited oxygen. Your oxygen level is shown by a red and yellow bar at the bottom of the screen; this gets progressively shorter throughout the frame. When it reaches red the little man begins to tire and eventually crashes to the floor and dies. This is not a real problem in the first few frames but, later on when you may find yourself tackling several green and white monsters, it becomes vital.

As I've said, Acornsoft's Monsters is high quality. The responses, graphics and sound effects are impeccable, making for one of the best games around. I spent an afternoon showing a group of five small children the BBC games and this one definitely came out of it the favourite, well ahead of 'Snapper', which is a classy Pac-Man rip off.

Presentation:	
Addictive quality:	
Use of graphics:	
Value for money:	

ponsive. Still, again it's a good version of a popular game.

Finally we have an interesting variation on the game where you must avoid crashing into your own' tail, now immortalised in the film Tron, and somehow inevitable in a games pack of this type. Snake is a one player game in which, you must guide a small white square around the screen attempting to eat 'food' (more small white squares which appear at random around you). If you don't reach the food in time it fades away, but if you eat it your points are increased and the tail which follows the course of your dot grows a little. Eventually you end up with a long snake winding around the screen behind you, and if at any point you guide the dot (now the head of the snake) into it or into the boundary lines, a life is lost. Each game consists of the standard three lives. Snake is an interesting and surprisingly addictive variant of a stunningly trivial game.

Presentation:	
ddictive quality:	
Use of graphics:	
aluc for money:	

A

V



Game: Supplier: Price:

Arcade Action Acornsoft £11.90

I must admit I am generally suspicious of multi-games packs, since they so often disguise low quality. Perhaps surprisingly, after the way it approached the Atom software, this is the only such package that Acornsoft is offering for the BBC micro, containing a selection of old favourites including Invaders and Breakout.

The Invaders is a one or two player game with nine skill levels. Each player may choose a different level of play, which is a novel feature even for standalone Invaders. The game itself moves smoothly and quickly with plenty of flying saucers and all the standard features.

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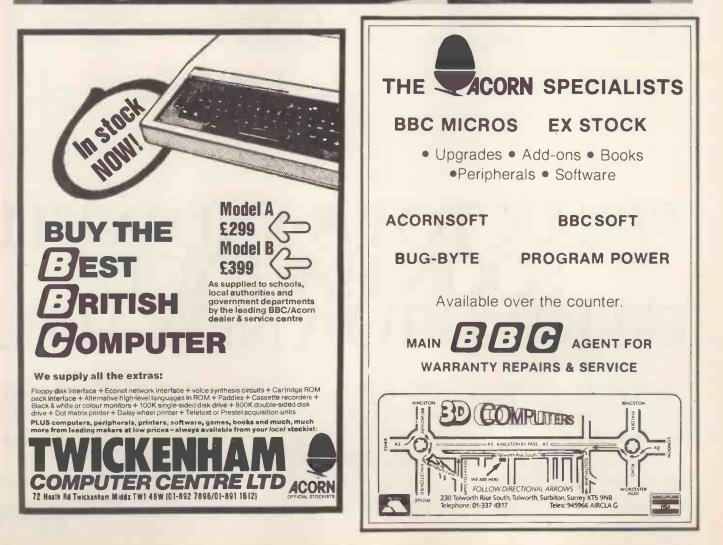
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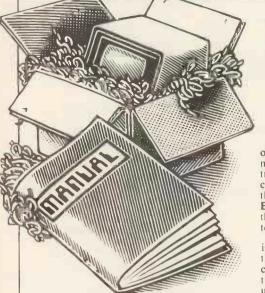
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PCW 18I

NEWCOMERS START HERE



Welcome to the confusing world of the microcomputer. First of all, don't be fooled; there's nothing complicated about this business, it's just that we're surjounded by an immense amount of necessary jargon. Imagine if we had to continually say 'numbering system with a radix of 16 in which the letters A to F represent the values ten to 15' when instead we can simply say 'hex'. No doubt soon many of the words and phrases we are about to explain will eventually fall into common English usage. Until that time, **PCW** will be publishing this guide — every month.

We'll start by considering a microcomputer's functions and then examine the physical components necessary to implement these functions.

The microcomputer is capable of receiving information, processing it, storing the results or sending them somewhere else. All this information is called data and it comprises numbers, letters and special symbols which can be read by humans. Although the data is accepted and output by the computer in 'human' form, inside it's a different story — it must be held in the form of an electronic code. This code is called binary — a system of numbering which uses only 0s and 1s. Thus in most micros each character, number or symbol is represented by eight binary digits or bits as they are called, ranging from 00000000 to 11111111.

To simplify communication between computers, several standard coding systems exist, the most common being ASCII (American Standard Code for Information Interchange). As an example of this standard, the number five is represented as 00110101 complicated for humans, but easy for the computer! This collection of eight bits is called a byte and computer freaks who spend a lot of time messing around with bits and bytes use a half-way human representation called hex. The hex equivalent of a byte is obtained by giving each half a single character code (0-9, A-F): $0 = 0000, 1 = 0001, 2 = 0010, 3 = 0011, 4 = 0100, 5 = 0101 \dots E = 1110 \text{ and } F = 1111. \text{ Our }$ example of 5 is therefore 35 in hex. This makes it easier for humans to handle complicated collections of 0s and 1s. The machine detects these 0s and 1s by recognising different voltage levels.

The computer processes data by reshuffling, performing arithmetic on, or by comparing it with other data. It's the latter function that gives a computer its apparent 'intelligence' the ability to make decisions and to act upon them. It has to be given a set of rules in order to do this and, once again, these rules are stored in memory as bytes. The rules are called **programs** and while they can be input in binary This is our unique quick-reference guide, reprinted every month to help our readers pick their way through the most important pieces of (necessary) jargon found in PCW. While it's in no way totally comprehensive, we trust you'll find it a useful introduction. Happy microcomputing!

or hex (machine code programming), the usual method is to have a special program which translates English or near-English into machine code. This speeds programming considerably; the nearer the programming language is to English, the faster the programming time. On the other hand, program execution speed tends to be slower.

The most common microcomputer language is **Basic**. Program instructions are typed in at the keyboard, to be coded and stored in the computer's memory. To run such a program the computer uses an interpreter which picks up each English-type instruction, translates it into machine code and then feeds it into the processor for execution. It has to do this each time the same instruction has to be executed.

Two strange words you will hear in connection with Basic are **PEEK** and **POKE**. They give the programmer access to the memory of the machine. It's possible to read (PEEK) the contents of a byte in the computer and to modify a byte (POKE). Moving on to hardware, this means the

Moving on to hardware, this means the physical components of a computer system as opposed to software — the programs needed to make the system work.

At the heart of a microcomputer system is the central processing unit (CPU), a single microprocessor chip with supporting devices such as **buffers**, which 'amplify' the CPU's signals for use by other components in the system. The packaged chips are either soldered directly to a printed circuit board (PCB) or are mounled in sockets.

In some microcomputers, the entire system is mounted on a single, large, PCB; in others a bus system is used, comprising a long PCB holding a number of interconnected sockets. Plugged into these are several smaller PCBs, each with a specific function — for instance, one card would hold the CPU and its support chips. The most widely-used bus system is called the \$100.

The CPU needs memory in which to keep programs and data. Microcomputers generally have two types of memory, RAM (Random Access Memory) and ROM (Read Only Memory). The CPU can read information stored in RAM — and also put information into RAM. Two types of RAM exist — static and dynamic; all you really need know is that dynamic RAM uses less power and is less expensive than static, but it requires additional, complex, circuitry to make it work. Both types of RAM lose their contents when power is switched off, whereas ROM retains its contents permanently. Not surprisingly, manufacturers often store interpreters and the like in ROM. The CPU can only read the ROM's contents and cannot alter them in any way. You can buy special ROMs called **PROMs** (Programmable ROMs) and EPROMs (Eraseable PROMs) which can be programmed using a special device; EPROMs can be erased using ultraviolet light

Because RAM loses its contents when power is switched off, cassettes and floppy disks are used to save programs and data for later use. Audio-type tape recorders are often used by converting data to a series of audio tones and recording them; later the computer can listen to these same tones and re-convert them into data. Various methods are used for this, so a cassette recorded by one make of computer won't necessarily work on another make. It takes a long time to record and play back information and it's difficult to locate one specific item among a whole mass of information on a cassette; therefore, to overcome these problems, floppy disks are used on more sophisticated systems.

A floppy disk is made of thin plastic, coated with a magnetic recording surface rather like that used on tape. The disk, in its protective envelope, is placed in a disk drive which rotates it and moves a read/write head across the disk's surface. The disk is divided into concentric rings called tracks, each of which is in turn subdivided into sectors. Using a program called a disk operating system, the computer keeps track of exactly where information is on the disk and it can get to any item of data by moving the head to the appropriate track and then waiting for the right sector to come round. Two methods are used to tell the computer where on a track each sector starts: soft sectoring where special signals are recorded on the surface and hard sectoring where holes are punched through the disk around the central hole, one per sector.

Half-way between cassettes and disks is the stringy floppy — a miniature continuous loop tape cartridge, faster than a cassette but cheaper than a disk system. Hard disk systems are also available for micro-computers; they store more information than floppy disks, are more reliable and information can be transferred to and from them much more quickly.

You, the user, must be able to communicate with the computer and the generally accepted minimum for this is the visual display unit (VDU), which looks like a TV screen with a typewriter-style keyboard; sometimes these are built into the system, sometimes they're separate. If you want a written record (hard copy) of the computer's output, you'll need a printer.

The computer can send out and receive information in two forms — parallel and serial. Parallel input/output (1/O) requires a series of wires to connect the computer to another device, such as a printer, and it sends out data a byte at a time, with a separate wire carrying each bit. Serial 1/O involves sending data one bit at a time along a single piece of wire, with extra bits added to tell the receiving device when a byte is about to start and when it has finished. The speed that data is transmitted is referred to as the baud rate and, very roughly, the baud rate divided by ten equals the number of bytes being sent per second.

To ensure that both receiver and transmitter link up without any electrical horrors, standards exist for serial interfaces; the most common is RS232 (or V24) while, for parallel interfaces to printers, the Centronics.standard is popular.

Finally, a modem connects a computer, via a serial interface, to the telephone sytem allowing two computers with modems to exchange information. A modem must be wired into the telephone system and you need British Telecom's permission; instead you could use an acoustic coupler, which has two obscene-looking rubber cups into which the handset fits, and which has no electrical connection with the phone system — British Telecom isn't so uppity about the use of these.

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-SUMMARY SPECIFICATION-

1. Standard user memory (RAM) of 128K of which 64K is available for your BASIC program and 64K for variables and/or data. The full RAM can be used for machine code programs.

2. The user memory is expandable in 64K blocks to a total of 896K.

3. The dedicated video chip is capable of 320 by 200 pixel resolution on a bit-mapped screen. The standard display is 16 colours, 40 columns by 25 lines on a separate TV or monitor.

4. The keyboard is specially designed for comfortable, efficient use: sculptured keys, separate calculator pad, isolated critical operation keys, separate cursor controls.

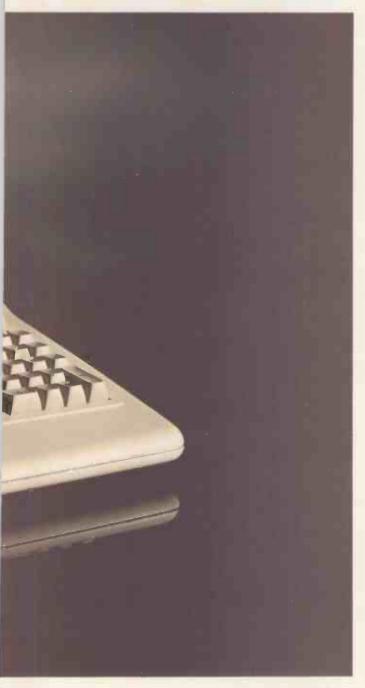
5. Ten special function keys are programmable in BASIC or machine code to execute twenty special operations.

6. The sound synthesiser chip provides the ability to produce many sound effects including simulation of musical instruments.

7. An optional dual processor, the Z80 or 8088 can operate concurrently with the standard 6509.

8. The computer has a more extensive range of interface ports than any comparable computer: IEEE-488, RS 232C, CBM cassette, 8-bit user port, direct audio/video output, cartridge slot

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and two control ports.

9. Other communications features include built-in networking capability, Prestel link available as standard, and easy interfacing to scientific equipment.

10. Supports a full range of peripherals including dual disk drives, hard disks, dot matrix and letter quality printers, and plotters. Works with all existing Commodore systems peripherals.

11. StandardlanguageBASIC4.0plus, soexisting 40-column Commodore software is easily converted.

12. Soft-loaded languages will include UCSD Pascal, Forth, Logo, COMAL.

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PACKAGES

PCW's 'Packages' section is produced bi-monthly, alternating with our 'In Store' hardware guide. We have confined coverage to business packages which are available and supported at national level and which have been in use for at least six months in a minimum of five sites. Producers of packages which fall within these constraints should send details or updates to: Dick Olney, PCW, 62 Oxford Street, London W1.

the f All avail	layout has been designed to over which packages are ave ication you have in mind which packages are availe puter if you already have a er case the code enables yo supplier's name and telepho table below. details published are the able — some may have char e went to press.	latest made
Code	Company	Telephone
A1 A2	ACT Arden Data Processing	021-4548585 053322255
A3	ADP Network services	01 388 1912
A4 B1	Alamo Comp. Serv. B+BComputer Ltd.	0642-310381 0204 26644
B2	Beam Business Centre	061-831-7292
B3 B4	Benchmark Computer Systems Bristol Software Factory	072661000 027223430
B5	Byte Soft Systems Ltd Business Solutions Ltd	0533 531441
B6 B7	Business Solutions Ltd Bromley Computer Consultancy	01-554-5985 01 464 8080
CI	CAP-CPP Products Ltd.	01-404 0911
C2	Commodore	01-388 5702
C4	Compsoft Comput-a-crop	0483 39665 0507-604271
C1 C2 C2 C2 C2 C2 C2 C2 C2 C2 C2 C2 C2 C2	Computastore Ltd.	061-832-4761
C7	Compass	01-794 0202 Standish 426252
C8		01-8283127
C10	C4 Computer Services Caxton Software	0632-664313 01 379 6502
C11	CBSConsultants	021-722-8181
C12 E1	Comp Prog & Systems Serv Engineering Sciences	0942-38831 01-437-4894
G1	Graffcom Systems Ltd. Grama (Winter) Ltd.	01-727 5561
G2 G3	Grama (Winter) Ltd. Great Northern	01-636 8210 0532 589980
G4	Alan Greenhalgh Ltd	01-520-0218
G5 H1	Grade One A.J. Harding	Glossop 63819 0424 220391
H2	Hartford Software	0606 76265
H3 H4	H.B. Computers Wordcraft Systems	0536 83922
11	Intereurope Software Design	0332 760127 0734 786644
12 J1	Intex Datalog Ltd T.V. Johnson	0642 781 193 0276 20446
K2	Keen Computers	0602412777
L1 L2	Lifeboat Associates Liveport (Exidy Sorcerer Firmware)	01-836 9028 0736 798157
L3	Ludhouse (Computing) Ltd.	01-6794321
L4 M1	Logic Comp Systems	01-222-1122 0734 470425
M2	Micro Computer Applications Ltd. Microteck.	Orpington26803
M3 M4	Microsys Ltd	051 426 7271
M5	Microsave M.A.P. Comp Systems	0272737555 061-624-5662
01	Omicron Design	078431809
P1 P2	Padmede Computer Services Personal Computers Ltd.	0251421892 01-3771200
P3 P4	Professional Computer Services	061 624 4065
QI	Prestige Computers Quill Computer Systems.	021 561 2001 061 477 4960
R1	Rockliff	051-521 5830
S1 S2	SMG Micro Computers The Softwarehouse	047455813 01-6372108
S3 S4	Stage One Software Systematics International	0202 735656 0440 61 121
S5	Sumlock Bondain	01-2500505
S6 S7	Stemmos Software Aids Int	01 602 6242 01-904 8139
S8	SD Micros	018369520
T1 T2	Tridata Micros Ltd. Templeman Software	021 622 6085 0789 66237
Т3	The Micro Solution	0608 3256
T4 T5	Terodec Ltd TABS Ltd	0734-664343 0264-58933
T6	Tlp Data Ltd	0375-33910
V1 W1	Vlasak Electronics Ltd. Wisbech Computer Services	0494-448633 0945 64146
W2	Westfarthing Comp Services	03265-4098
W3 X1	Walters Computer Systems Ltd Xetal	04492 70811 061 682 7555
A	PPLICATIONS	

Application	Machine	Price	Code
Analysis ledger	Philips P2000	£100	P4
Appointments planner	Act Sirius 1 Challenger	£115 £25	C7 C7
Assembler dev	PET/CBM	£50	L2
Bill of materials	Apple II CP/M CP/M Cromemco PET/CBM Superbrain	£199 £850 £199 £850 £199 £450	T5 B5 T5 B5 T5 T3
Bookmakers package	CP/M	POR	B 7
Budgeting package	Apple II Apple II CP/M Cromemco North Star Horizon	£125 £125 £95 £95 £95	P2 T2 B5 B5 B5
Building estimating	Apple 11	£570	S 8
Bureau de change	PET/CBM	£8	H3

Application Machine Price	Code
Cash flow Apple II £125	P2
Apple II £80 Apple II £100	VI C8
CP/M £250	L3
CP/M £95 Cromemco £95	B5 B5
North Star Horizon £95	B5
Cash register CP/M £300	T4
Cheque writer CBM/8032 £90	P3
PET/CBM £90	P3
Company secretary CP/M £450	C4
Construction cashflow Apple 11 £75	S 8
Construction Expen- diture Apple 11 £250	58
diture Apple 11 £250 Construction Financial	00
Control Apple 11 £750	S8
Construction valua-	-
tions Apple II £500	S8
Contract costing CP/M £750 Contract costing Apple II £500	M5 P1
СР/М £2000	L3
CP/M & utilities Tandy Model 11 £150	MI
Credit control Apple II £98 PET/CBM £650	P2 B4
Customer file Famos £1000	M2
Database manage- ACT800 £225	H4
ment/Information Apple II £150	A2 K2
Apple 11 £60-140	S2
Apple II £150 Apple II 75	S5 P2
Apple II 100	S4
Appie II £100 Apple II £125	C8 T2
CP/M £150-750 CP/M £100	- C4 G3
CP/M .350	-B3
CP/M £600	C3 G5
Famos £1500 North Star	M2
Horizon £250	B3
PET/CBM £250 PET/CBM £225	C3 H4
PET/CBM £75 PET/CBM £50/150	B1 C2
PET/CBM £150	J1
PET/CBM £150 Superbrain £300	G2 S6
Tandy Model 1 £25-80 Tandy Model 1 £60	M1 S2
Tandy Model 1 £150	J1 H1
Tandy Model 111 £270	A4
8000 Series POR	C2
Dental Records Apple II £395 CP/M £500	M4 T4
Disk operating system PET/CBM £150	BI
Double glazing costing North Star Horizon £750	WI
Horizon £750 Eire payroll system CP/M £650	M5
Estate agent Apple 11 £850	A2
Apple II £850	S5
Apple II £175	K2 P2
Apple 11 £130 Apple 11 £750	C8 54
PÉT/CBM £30 CP/M £750	H3 C4
CP/M £700	B5
PCC 2000 Simplec Triton 3 £350	B3
MZ-80K £195	
Superbrain 1600	W1 \$6
Superbrain £600 Superbrain £600	W1 S6 C12
Superbrain £600 Equipment lease/rent/ CP/M £400	S6
Superbrain £600 Equipment lease/rent/ CP/M £400 HP	S6 C12 G1
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Superbrain £600 Equipment lease/rent/ CP/M £400 HP Expense analysis Phillps P2000 £150 File Handling PET/CBM £225 Financial modelling Act Sirius 1 £595 Apple 11 £360 CP/M £400 CP/M £400 CP/M £400 CP/M £400 CP/M £400 CP/M £400 CP/M £425-535 CP/M £400 Cromerneco £95 North Star Horizon £95 £425-535 Financial planning Act Sirius 1 £150	S6 C12 G1 P4 H4 A1 P2 C8 G1 B5 A1 B6 B5 S A1 A3 A1

Application	Machine	Price	Code
	Apple 11	£455	P2
	Apple II	£225 £295	V1
	Apple 11 Apple 11	£250P	C6 54
	Apple 11	£600	T2
	Apple 11 Apple 11	£490 £199	L4 T5
	CBM/8032 CBN/8032	£450 £350	C11 W3
	CP/M	£500	L3
	CP/M CP/M	£375 £500	Li C4
	CP/M	£400	Gl
	CP/M CP/M	£400 £400	M3
	CP/M	£275	B5 S6
	CP/M CP/M	£390 £350	S7 B3
	CP/M	£300	WI
	CP/M CP/M	£425 £500	B6
	CP/M	£400	T4 M5
	CP/M CP/M	POR	B7
	Cromemco	£199 £400	T5 B5
	North Star Horizon	£250	B3
	North Star		
	Horizon	£400	M3
	PCC 2000 North Star		-
	Horion PCC 2000	£400	B5
	Simpelec Triton 3		B2
	PET/CBM	£200	C2
	PET/CBM PET/CBM	£200 £199	H3 T5
	Philips P2000	100	P4
	Sharp PC3201 Superbrain	£450 £400	P2 M3
	Superbrain	£400	S6
	Tandy Model 1 Tandy Model 11	£90 £90	MI MI
	Tandy Model 1	£225	H 1
	Tandy Model 1 Tandy Model 11	£225/325 £425	TI TI
	Vector 8080/Z80	£400	C5
	8080/Z80 8080/Z80	£357 f.273	L1 G3
General purchase			_
transaction proc.	CBM/8032	£495	S3
Hotel billing	Philips P2000	£500	P4
Hotel management	Apple II	£525	M4
	CP/M RAIR Black Box	£525 POR	M4 A3
Incomplete records	Act Sirius I	£1200	A3 SI
	Apple 1	£250	S2
	Apple II Apple II	POR £425	K2 P2
	Apple II	£450	P1
	Apple II CBM/8032	£490	L4 W3
	CP/M	£150 £750	M3
	CP/M CP/M	£250 £975	B5 B3
	CP/M	£750	W1
	CP/M CP/M	£1250 £155	M5 C10
	Cromemco	£250	B5
	North Star Horizon	£750	-M3
	North Star		
	Horizon North Star	£250	B5
	Horizon Philips P2000	£975 £150	B3 P4
	Superbrain	£150 £750	P4 M3
	Superbrain	£1200	SI
	Tandy Model 1	£40 £40	H1 H1
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	CP/M PET/CBM	£360 £300	X1 X1
Industry work study	Apple II	£990	X1
, study	CP/M	£990	XI
Inc Man	PET/CBM	£750	XI
Inn Management	Act Sirius 1	£185	C7
Insurance Broker	Act Sirlus I	£450	C7
Insurance renewals	CBM/8032	£1200	S3
Integrated accts	Act Sirius I	£795	01
	Altos (CP/M, MP/M)	£300	BI
	Apple II	£450	P1
	Apple II Apple II	£300 £855	P2 VI
	Apple II	£600	T2
	Apple II	£1470	L4
	Apple II Apple II	£300 £199	W2 T5
	CBM/8032	£1500	P3
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	CP/M CP/M	£1500	C4
		£1100	GI

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Christian Christian <t< td=""><td></td><td>CP/M</td><td>£1450</td><td>B3</td><td></td><td>Apple II</td><td>£50-150</td><td>S2</td><td></td><td>8080/Z80</td><td>£275</td><td>G3</td></t<>		CP/M	£1450	B3		Apple II	£50-150	S2		8080/Z80	£275	G3
Consension Consens		CP/M	£199	T5		Apple II	£300	K2				J1
Note of the second se		Cromemco	£900	B5		Apple II	£100	S4		Sorcerer	£250	L2
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Interna Boto No. No		Horizon	£950	B3		Horizon				TRS-801	£218	
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Application	Machine	Price	Code	Application	Machine	Price	Code	MACH	INES		
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	CP/M CP/M CP/M CP/M CP/M CP/M CP/M CP/M	£425 £400 £400 £365 £350 £300 £425 £500 £400 POR £199 £199 £400 £250 £400	L1 M3 B5 S7 B3 W1 B6 T4 M5 B7 T5 B5 B3 M3	Surveying TAP business system Text file librarian Time/cost recording	Tandy Model II 8080/Z80 8080/Z80 CP/M PET/CBM Apple II Act Sirius 1 Apple II CBM/8032 CP/M CP/M CP/M CP/M	£375 £255 £255 £325 £500 £125 £125 £800 £450 £800 £450 £800 £450 £800 £450 £800 £450 £300 £800 £400 £400 £400	TI OI G3 L1 T4 H2 S4 SI S2 P1 S1 G1 G1 M3 B3 B3		lob Costing Mailing list Motor Dealer Payroll Project Management Purchase ledger Quotation Estimating Recruitment agency Sales Ledger Solocitors package Stock control/recording Stock control/recording Time/cost recording Time/cost recording Video hire system Word processing		01 A1 C7 01 A1 C7 A1 C7 A1 S1 O1 A1 S1 C7
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S/L, P/L & stock control	Apple II Apple II CP/M CP/M Cromemco North Star Horizon Philips P2000	£900 £1000 £1000 £900 £900 £900 £900 £950	P2 T2 L3 B5 B5 B5 P4	Utilities Utility set Various engineering	Apple II Apple II CP/M ITT 2020 PET/CBM Tektronix	£40 £20 £50 £20 £78	P2 66 B5 C6 H3 E1		information retrieval Database management/ information retrieval Database management/ information retrieval Database management Database management	£150 £9 £100 £75	S2 S5 P2 S4 P2
Solicitor's complete record accounting Solicitor's package	Apple II Act Sirius I CBM/8032 Compucorp Superbrain CP/M	£3000 £1400 £2000 £1400 £1400 £1250	S2 S1 Q1 S1 M5	Various thermal in- sulation industry systems VAT master VAT register Video hire system	CP/M PET/CBM Tandy Model I Act Sirius I	£2000 + £25 £15 £125	T6 H3 H1 C7		Database management Database management Dental records Estate agent Estate agent Estate agent Estate agent Estate agent Financial modelling		C8 T2 M4 S5 A2 K2 S4 C8 C8
Statistics	Apple II Apple II Apple II Tandy Model I	£150 £100-195 £140 £45	G3 P2 C8 S2	Video message Warehousing	Tandy Model III Apple CBM/8032 CBM/8032	£460 £100 POR £375	A4 G3 Sl P3		Financial planning General ledger/NL General ledger/N General ledger/N/L	£250 £300 £300 £450	C8 S4 K2 A2 P2
Stock control/ recording	Altos (CP/M, MP/M) Act Sirius I Act Sirius I Apple II Apple II Apple II Apple II Apple II Apple II Apple II Apple II Apple II Apple II CBM/8032 CBM/80 C	£300 £265 £195 POR POR POR POR E150 £150 £350 £350 £350 £350 £350 £350 £350 £3	B1 O1 A1 A2 S5 G3 S2 V1 P1 S4 L4 S4 L4 C7 C1 G1 M3 B5 B3 W1 T4 M5 B7 T5 B3 W1 T4 M5 B7 T5 B3 W1 T4 M5 B7 B3 M2 P2 B3 M3	Word processing	ACT 800 Act Sirius I Art Sirius I Apple II Apple II CP/M CP/M CP/M CP/M CP/M CP/M CP/M CP/M	£375 £295.325 £295.4 £150.500 £75 £150.500 £500 £500 £500 £500 £500 £250 £250 £	O1 SE2 S52 SA2 P2 V1 V1 S4 C8 T2 C4 G1 M3 B6 T5 C4 M3 B6 T5 M2 M3 H2 H4 C2 H3 H2 H4 C2 S3 S3 S3 S3 S3 S3 S3 S3 S3 S3 S3 S3 S3		General ledger/NL General ledger/NL General ledger/NL General ledger/NL General ledger/NL General ledger/NL General ledger/NL Hotel management Incomplet records Incomplet records Incomplet records Incomplet records Incomplet records Industry vork study Integrated accts Integrated accts Invoicing Invoic	£300 £225 £250P £250P £500P £490 £1999 £525 POR £450 £450 £450 £450 £450 £450 £450 £450	S55 S41 VI C6 S4 T2 L4 T2 VI K22 L4 K22 L4 K22 L4 K22 V1 K22 K2 K2 K3 K3
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CP/M Bill of materials Bill of materials Bookmakers package	£500 £199 POR £95	B5 T5 B7 B5		Purchase ledger Purchase ledger Purchase ledger Purchase ledger Purchase ledger	£500 £200 £275 £400 £350	C4 B5 S7 M3 B3		Cheque writer Credit control Database management/ information retrieval	£90 £650 £75	P3 B4 B1 PCW

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PACKAGES

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	Database management/ information retrieval	£50/150	C2	PET/ Computhink	Stock
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	General ledger/NL	£225 £200	H4 C2		Rene
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	loading	£300	XI		Word
	Industry work study Integrated accts	£750 £300	X1 B1	RAIR Black Box	Finar
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	Petsoft programs	£160	JI		Lette Mail
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	VAT master Word processing	£25 £75/150	H3 J1		Gene Gene
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	£218	TI
RAIR Black Box Financial modelling POR A3 Payroll	£375	Ti
Hotel management POR A3 Payroll	£300+	01
Local government Purchase ledger	£90	MI
housing maint. POR A3 Purchase ledger	£90 £225	MI
Sharp PC-3201 General ledger £450 P2 Purchase ledger Purchase ledger	£225 £375	HI TI
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Superbrain Bill of materials 1450 13 Statistics	£45	S 2
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Incomplete Records £750 M3 Stock control/recording	£200	T1
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ACC NEWS

Rupert Steele presents his monthly round-up of news from the Amateur Computer Club.

So, you got a computer for Christmas? And maybe you're having one or two difficulties, or perhaps the Space Invader game on it isn't *quite* as good as the arcade version, and after the thousandth game its attraction is beginning to fade? Then you might want to meet other computer users to get a few ideas.

You can do this at your local computer club, or by joining the

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Mach

National User Group appropriate to your particular micro. If you want information on these clubs or groups then please write to me or telephone (address and number below), and the ACC will tell you all. You'll also get a sample copy of ACCumulator (the ACC's own newsletter, published six times per year), so if you do send an SAE, make it decent-sized. Of course, the info the ACC gives out is only as good as the info that comes in (if anybody says 'GIGO', I will scream!), so if you would like people to be told of your club, write to me with the details and it will be added to the ACC Club database. Incidentally, the ACC will allow an *ACCumulator* subscription to be taken out by a club at the children's rate of \$2.50 and there is also a bulk membership scheme, giving cheap ACC membership to all members of a local club. Details, as always, from me.

Suppose there isn't a club in your area? Then write to me for information on how to start one it's not that difficult and it really doesn't take too much time. Honest!

The big news this month is the launch of Club Spot 800 on Prestel. I described the ideas for a

ACC NEWS

clubs area on *8008# some time ago, but the details of this are now sorted out and the scheme is 'live'

As you may know, the old 'Electronic Insight' magazine on Prestel *800# has been re-styled 'Micronet 800', while the Micronet company has been selling cheap Prestel adaptors for the popular micros, on a subscription basis. Within the Micronet area lies the node 8008, which has been allocated to the amateur computing movement.

The 8008 area - Club Spot 800 - will be administered by the ACC National Prestel Committee, which includes elected representatives from the national user groups and the clubs. Also on this committee are the database managers, who are responsible for the day-to-day running of the computer hobbyist movement on Club Spot 800, and include such worthies as Len Stuart, Vernon Quaintance and Stephen Rabagliati.

Computer enthusiasts about the country will be able to experiment on Club Spot 800 via their local clubs. They will be able to edit information up on to the Prestel system as well as create telesoftware (programs stored on Prestel which can be downloaded off the system to run on a micro). There will be news pages, tips, information on clubs, 'wants and needs', and much more. What actually turns up on Club Spot 800, however, is very much up to you. The ACC don't intend to tell people what to-write on Club Spot; on the contrary, we want as many people as possible to be involved and new ideas to appear. Naturally, we would retain the

right to remove anything that was illegal or likely to bring the hobbyist movement into disrepute, but basically the Prestel database is there for you to play with.

So what are the mechanics for getting to be an editor on Club Spot 800? We are going to hold an inaugural Editors' Conference somewhere near (but possibly very slightly to the north of) Watford. This will be a one-day event, and will happen at the end of February of beginning of March. At this, the managers will demonstrate how to edit and describe the routing conventions that we would like Club Spot 800 to adhere to. The price is not fixed at the time of going to press, but it will only be enough to cover our expenses in mounting the conference.

We would like possible attenders to register in advance if possible, so that we know how many we will have to cater for. So please contact (either directly or via your local club) Andy Leeder at St. John's College, Oxford, **OX1 3JP** or telephone Oxford (0865) 512811 for more information. If you can't make the conference, it may still be possible to get you online as a Club Spot 800 editor - contact us anyway.

Of course, if you are a Prestel user (whether via Micronet or some other cause), you can have a look at Club Spot 800 on *8008#. It should make fascinating reading/viewing (can somebody suggest the correct verb?).

Various exhibitions merit a mention this month, so here goes At-the time of writing, the IPC Northern Show had just happened. They had 22,000 visitors in Manchester. Club stands were

spectacularly thin on the ground. No stand. . . no new members. So if you don't want to get left out next time, contact the ACC and we'll get you some space if we can.

Also up north was Microfest (December). Held at UMIST, this show provided a chance for the various north-western groups to get together, and for a North-Western Regional Association of Computer Clubs to be formally set up. As soon as I have the chairman's details, I'll give them a plug

There are two exhibitions coming around Easter this year. These are IPC Birmingham, at which the ACC will be organising the Amateur Stands (contact David Annal, 142 Windermere Road, London SW16 5HE for details, if your club wants a stand. Do it today), and the ALCC Computerfair which is now expanded with the help of IT'82 (?) and the GLC. Contact Robin Bradbeer, 13c Compton Road, London N1 2PA for more info on the ALCC fair.

The introduction of the Dragon seems to have coincided with an increase in Club activity in Wales. Two examples of this phenomenon have presented themselves in the past month.

Mr W F Jones, of 77 Millbank Road, Rhyl, Clwyd is the contact for the Abergele Computer Club, which meets on Thursdays from 7.30pm to 10pm at Abergele Council Offices. Their sub is a fiver (half for juniors) and everybody is welcome.

Also in the Principality is the Pencoed Amateur Computer Club, which has now been going about five months. Contact

general sercretary Philip Williams of 38 Bryn Rhedyn, Pencoed, Mid Glam, CF35 6TL. Their subscription is also a fiver, and they meet in the Pencoed Library reference room (quietly, no doubt) from 3pm to 5pm on Saturdays.

Continuing in ethnic vein, we move to Kemnay Computer Club, contact S J Stubbs, 15 The Glebe, Kemnay, Inverurie, Aberdeenshire. This very northern group apparently finds it difficult to extract money from its members, and so has a free membership. They claim to meet approximately weekly.

Further away from the Arctic Circle, we find the Scottish Amateur Computer Society (SACS), whose contact and chairman is Mike Anthony of 46 Moredun Park Gardens, Edinburgh, EH17 7JR. This is a kind of Scottish ACC, to look after the Scottish clubs, much like the other regional associations in the country. Is your Scottish club not involved? Then contact Mike Anthony.

We terminate our round trip of computer clubs far from the playing fields of Eton, by visiting Zimbabwe. The 'Green Screen Club' lives at Box 2900, Harare, Zimbabwe. Attention: Mr Greighton; this claims to be the only computer club in Zimbabwe, so if there's anybody out there, you know who to contact when you feel the urge to compute.

Please note the new phone number for ACC business Oxford (0865) 512811 - or write to me at: St John's College, Oxford, OX1 3JP.



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Forum-80 Hull ... (Forum-80 HQ) Tel: 0482 859169, System operator: Frederick Brown. International electronic mail, library for up/down loading software. Forum-80 Users Group, Pet Users section shopping list system hours, 7 days a week midnight to 8.00am, Tues/Thurs 7.00pm to 10.00pm Sat/Sun 1.00pm tp 10.00pm.

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3191. System operator: Leon Jay. Electric Mail, library for downloading. System hours: Tues/Fri/Sun 7.00pm to 11.00pm.

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Forum-80 Milton ... (TRS-80 Users Group 80-Nett) Tel: 0908 566660. System operators: Leon Heller and Brian Pain. Electronic mail, library, newsletter, TRS-80 information system hours: 7 days a week 7.00pm to 10.00pm.

Forum-80 Holland ... Operator:

Nico Karssemeyer, Tel: 01 313 512 533. Facilities: electronic mail, program up/downloading, shopping list. Hours; Tues-Sat 1800-0700 nightly, continuous from 1800 Sat-0700 Tues.

CBBS London ... Operator: Peter Goldman, Tel: 01-399 2136. Facilities: electronic mail, program downloading. Hours: Wed 0700-0930 & 1900-2200; Fri 1900-2200, Sun 1600-2200. Mailbox-80 Liverpool ... 051-220 9733. System operator: Peter Toothill, Electronic mail, downloading TRS-80 information.
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Central Program Exchange. Full membership (£25 Europe, £40 overseas) provides 30 free programs pa. Small user service (£10 Europe, £20 overseas) provide 10 free programs pa. Contact: Mrs Judith Brown, The Polytechnic, Wulfruma St, Wolverhampton WV1 1LY.

Comp 80 User Group. Monthly newsletter. Annual subscription £6.50 UK, £8.00 overseas. Contact: Philip Probetts, 50 Cromwell Road, Wimbledon, London SW19 81Z.

USER GROUP INDEX

CP/M. IRL. Irish CP/M Users' Group. Meets monthly in Dublin area, membership IR £5 pa. Newsletter: CP/ M.MAG. Contact: Doug Notley, Gardner House, Ballsbridge, Dublin 4. Tel: 01-686411.

DENSPET: group specifically for exchange or original programs for MTU 200x320 dot matrix hi-res PET add-on. Send sample of your work or £2.50 (\$2.50) & receive sample in return plus newsletter sub & lists of available program. Contact: DENSPET, Rock House, Ballycroy, Westport, Co Mayo, Eire.

DA Inamic: European DAI personal computer users' club. Has over 500 members, publishes a bi-monthly newsletter with most articles in English. Contact: DA Inamic, Heide 98, 3171 Westmeerbeek, Belgium.

European Sorcerer Club. For sample newsletter contact Colin Morle at 32 Watchyard Lane, Formby, Nr Liverpool L37 3JU. Annual sub UK £5, overseas £12.00.

Group/380. Recently established-for information interchange on microsystems equivalent to IBM 360/370 main frames, newsletter, access to a computerised database listing relevant software. Annual sub: \$10 for individuals, \$25 for organisations. Contact Mokurai Cherlin, PO Box 111, Mokurai Cherlin, PO Box 1131, Mount Shasta. CA96067. USA.

International Sharp User Group. 1400 members in 31 countries £3 sub includes MZ-80K Space Invaders cassette and newsletters. Contact: Graham Knight, 108 Rosemount Place, Aberdeen. Tel: 0224 630526.

Irish ZX80/81 Users' Club, the first club in Ireland. Open for all owners of Sinclairs. For info send two 22p stams (six counties 40p). Users Club, c/o M Cronsten, 73, Cnoc Crionain, Baile Atha, Cliath 1. Ithaca Intersystems and S100 Bus Users Club. Formed to 'organise the construction and design of software and hardware based on Ithaca or other S100 systems.' Contact: George Brooke, Sebastian Baverstrasse 20c, 8000 Munich 83, W Germany.

KAOS — the official 6502 Users' Group of Australia. Has a range of projects within special interest groups: hardware, software, amateur radio, Pascal, education, Publishes monthly newsletter. Contact: Mr Ian Eyles, 10 Forbes St, Essondon, Victoria, Australia 3040.

Microcomputer Users' Club. Recently established for program writing and exchange, emphasis on 6502/Z80 users. Contact: c/o Synthetronics Microcomputers PO Box 151, 1322 Hoevik Norway.

Norsk Data Samfunn — User Groups for HP41C and ZX81. Both groups publish bimonthly magazines, offer technical services and arrange

meetings and courses. Contact: Christopher Solheim, Norsk Data Samfunn, Tuengen Alle 11, Oslo 3, Norway. Tel: (02) 147110.

Pascal Z User Group (Europe) Affiliated with Pascal Z USA. 12 user disks available plus newsletter. Contact: George Brooke, Sebattian Bauerstrasse 20c, 8000 Munich 83m West Germany.

Post Sharp: International exchange and contact club on the Sharp MZ-80K. Has over 100 members. Contact: Mr Daniel Joly, 207, Rue sur les Thiers, B-4400 Herstal, Belgium.

Powertran Users' Club. Annual sub. £6.50 UK, £8.00 overseas which includes monthly newsletter. Contact: Philip Robetts, 50 Cromwell Road, Wimbledon, London SW19 8LZ. Tel: 01-540 3713.

Spanish ZX81 User Group. Quarterly magazine/ newsletter, hardware and software advice, program library and exchange, courses. Contact: Josep-Oriol Tomas Jr, Club Nacional Userios Del ZX81. Avda de Madrid, No. 203-207, 10, 3a, esc. A, Barcelona-14, Spain.

Tangerine Users' Group (International), recently formed fon users of the Microtan 65, the TUG will act as a central information clearing house, including exchange of programs, etc. Annual membership £5.00. Details from TUG AT 16 Iddesleigh Rd, Charminster, Bournemouth Dorset BH3 7JR.

UCSD System User Society. Existing special interest groups include industrial application word processing, real time, business applications and forward planning. UK contact: John Ash, Dicoll Data Systems Ltd, Bond Close, Kingsland Estate, Basingstoke, Hants RG24 0QB.

ZX80/81 Users' Club. Low cost software. Technical support, newsletter. Subscription £6.00 UK, £10.00 overseas. Contact: D Blagen, PO Box 159, Kingston-Upon-Thames, Surrey KT2 5UQ (sae for further information). The 1800 User's Group of Finland. Est. 1978, about 500 members. Software and hardware projects, competitions, meetings, newsletters, magazines. Some programs adaptable to Elf and other 1802 micros. Contact: Richard Eller, foreign correspondence, 1800 Users' Club, PO Box 559, SF 00101, Helsinki 10, Finland.

NATIONAL

Program Power. Contact R G Simpson, 5 Wensley Rd, Leeds, LS7 2LX. Tel: 0532 683186.

Ohio Scientific UK User Group. Contact Tom Graves, 19a West End Street, Somerset, BA 16 OLQ. Tel: 0458 45359.

MK14 SCMP Users Group. Contact Geoff Phillips, 8 Poolsford/Rd, London NW9 6HP. Tel/01-200 6209.

Ithaca Audio S100 Users Group. Contact Dave Weater, 41 Dore Ave, North Kykeham, Lincoln, LN6 8LN.

UK Intel MDS Users Group. Contact: Lewis Hard, c/o SPACE Limited, The Old Coach House, Court Row, Upton-on-Severn, Worcs, WR8 ONS. Tel: 06846 3626.

HeathKit User Group. Contact: John Smithson, Héath (Gloucester) Ltd. Bristol Rd, Gloucester, GL2 6EE. Tel: 0452 29451.

PDP11 Users Group. Contact Pete Harris, 119 Carpenter Way, Potters Bar, Hertfordshire, EN6 5QB. Tel: 0707 52091.

PDP8 Users Group, Contact Nigel Dunn, 21 Campion Road, Wimer End, High Wycombe, Buckinghamshire. Tel: 0494 714483.

CP/M User Group (UK). Contact David Powys-Lybbe, 11 Sun St, Finsbury Square, London EC2M 2QD. Tel: 01-247 0691.

Cosmac Users Club, Contact: James Cunningham, 7 Harrowden Court, Harrowden Rd, Luton, Bedfordshire, LU2 OSR. Tel: 0582 423934. COMP-80 Users Group. Contact: Philip Probetts, 50 Cromwell Road, Wimbledon, London SW19 8LZ. Tel: 01-540 3713.

British Apple Systems User Group (BASUG). Contact: John Sharp, BASUG, PO Box 174, Watford, WD2 6NF. Tel: 09273 75093.

ACC. Contact: Rupert Steele, St John's College, Oxford, OX1 3JP. Tel: Oxford 0865 47671.

Compukit User Club. Contact, S H Grisvenor, 11 Bernard Rd, Oldbury, Warley, West Midlands, Tel: 021-422 3298.

UCSD Pascal UK Users Group. Contact: Malcolm Harper, Oxford University Computing Laboratory Programing Research Group, 45 Banbury Rd, Oxford, OX2 6PE.

68XX Special Interest Group. Contact: Tim Turner, 63 Millais Rd, London E11 4HB Tel: 01-558 3681.

Sharp MZ-80K User Group. Contact Joe Seet, 16 Elmurst Drive, Hornchurch, Essex RM11 1PE. Tel: 04024 42905.

Compucolor Users' Group (UK), Bill Donkin, 19 Harwood Avenue, Bromley, Kent BR1 3DX. Tel: 01-460 2626.

FX500-P User Association. Contact Max Francis, 38 Crymsdyke, Great Missenden, Bucks, HP16 0LP.

Central Program Exchange. Contact Judieth Brown, The Polytechnic, Wilfruma St, Wolverhampton, WV1 1LY. Tel: Wolverhampton 28521/ 27.

TRS-80 Medical and Laboratory Users. Contact Dr N Robinson, The Residency, Northwick Park Hospital, Harrow, Middlesex.

Mattel Intellivision TV Game Group. Tel: Warrington 62215 after 4pm.

British Apple Users and Dabblers (BAUD). Contact Geoff Smythe, Datalink Microcomputer Systems Ltd, 10 Waring House, Redcliffe Hill, Bristol

BSI 6TB. Tel: 0272 213427.

Commodore PET User Club. Contact Brian Jones, Slough College of Higher Education, Wellington St, Slough, Berkshire. Tel: Slough 34585 ext 81.

Silica Atari 400/800 Users Club. Contact Richard Hawes, 1-4 The Mews, Hatherley Rd, Sidcup, Kent DA14 4DX. Tel: 01-301 1111.

OSI UK User Group, Richard Elen, 12 Bennerley Rd, London SW11 6DS.

Educational ZX80/81 Users Group (EZUG). Contact, Eric Deeson, Highgate School, Balsall Heath Rd, Highgate, Birmingham, B12 9DS.

Educational User's Group for TRS-80 and Video Genie. Contact Dave Futcher, Head Teacher, Beaconsfield First and Middle School, Beaconsfield Rd, Southall, Middx. Tel: 01-574 3506.

Sharp MZ80 Users Club. Contact: Tim Powell, Computer Centre, Yeovil College, Yeovil, Somerset, BA21 4AE. Tel: 0935 23921 ext 296.

UCSD System Users Society, Contact: John Ash, Dicoll Data Systems Ltd, Bond Close, Kingsland Estate, Basingstoke, Hants, RG24 0QB.

Apple Music Synthesis Group. Contact: Dr David Ellis, 22 Lennox Gardens, London SW1.

National Acorn Atom User Group. Contact Alan Carr, 105 Fairhole Avenue, Gidea Park, Romford, Essex.

Transducer Club. Contact D Stokqueler, 66 Waterloo Road, Penlan, Cardiff. Tel: 0222 495374.

TI 99/4 TIHOME (User Group), P M Dicks, 157 Bishipsford Rd, Morden, Surrey. Tel: 01-640 7503.

PET Users Educational Group. Contact: Dr Chris Smith, Dept of Physiology, Queen Elizabeth College, Campden Hill Rd, London W8 7AH.

UK PET Users Club. 360 Euston Road, London NW1 3BL.

Independent PET Users Group. 57 Clough Hall Road, Kidsgrove, Stoke-on-Trent, Staffordshire.

Laserbug (BBC National Group). 4 Station Bridge, Woodgrange Rd, Forest Gate, London E7 0NF. Tel: 02812 3064.

Research Machines National User Group. Contact c/o Clare Moat, RML, Mill St, Osney, Oxford, OX2 0BW, 380-Z. Tel: 0865 49866.

UK Pilot User Group. Contact, Alec Wood, Wirral Grammer School for Boys, Crosslane, Bebington, Wirral, merseyside, LG3 3AQ.

Sharp PC1211 Users Club. Contact Jonathan Dakeyne, 281 Lidgett Lane, Leeds LS17 3AQ.

Small Processor User Group. Contact Roger Knight, Dept of Meteorology, University of Reading, Earley Gate, Whitenights, Reading, RG6 2AY.

Exidy Sorcerer User Group. Contact: Andy Marshall, 44 Arthurs Bridge Rd, Woking, Surrey, GU21 4NT. Tel: 04862 66084.

Tangerine Users Group. Contact, Bob Green, 16 Iddesleigh Rd, Charminster, Bournemouth, Dorset, BH3 7JR.

British TI Users Club. Contact: Philip Rowley, 2 Woodside Crescent, Clayton, Newcastle-Under-Lyme, Staffordshire, ST5 4BW.

Triton User Group. Contact: Nigel Stride, Transam Ltd, 12 Chapel St, London NW1. Tel: 01-402-8137.

Powertran Users Club. Contact, Mr P L Probetts, 50 Cromwell Rd, Wimbledon, London, SW19 8LZ. Tel: 01-540 3713.

National TRS-80 Users Group. Contact: Brian Pain, 10a High St, Stony Stratford, Milton Keynes. Tel: 0908 566660/564271. National Personal Computer Users Ass. Contact Eric Keeley, (G8XWM) The Secretary, NPCUA, 11 Spratling St, Manston, Ramsgate, Kent.

6502 Users Group. Contact Walter Wallenborn, 21 Argyll Ave, Luton, Bedfordshire, LU3 1EG. Tel: 0582 2697.

BEEBUG (BBC Users Group). Contact David Graham or S Williams, Dept 1, PO Box 50, St Albans, Herts. Tel: St Albans 54213.

77/68 Users Group. 40 Bartholomew St, Newbury, Berkshire. Tel: 0635 30505.

9900 Users Group (TIMUG). Contact Chris Cadogan, Dept of Computer Science, University of Manchester, Manchester M13 9PL.

ZX80/ZX81 Users Club. Contact: David Blagden, PO Box 159, Kingston-Upon-Thames, Surrey, KT2 5UG.

Mini and Microcomputer Users in Education (MUSE). Contact: R Trigger, 48 Chadcote Way, Catshill, Bromsgrove, Worcestershire, B61 0JT.

Medical Micro Users Group. Contact P J V Dixon, Meicom, 1-2 Hanover Street, London W1.

Acorn Atom User Group. Contact: Peter Frost, 18 Frankwell Drive, Coventry, CV2 2FB.

TRS-80 Level 1 User Group. Contact: N Rushton, 123 Roughwood Drive, Northwood, Kirby, Merseyside, L33 9UG.

Amateur Radio Special Interest Group. Contact: Peter Whittle, G4BBU.

Forth Interest Group UK. Contact K C Goldie-Morrison, 15 St Albans Mansion, Kensington Court Place, London W8 5QH. Tel: 01-937 3231.

Pascal User Group (PUG). Contact Nick Hughes, PO Box 52, Pinner, Middx, HA5 3FE. Tel: 01-866 3816.

ZX Amateur Radio User Group. Contact Paul Newman G4INP, 4 Red House Lane, Leiston, Suffolk, IP16 4JZ.

Tangerine Homebrew. Contact: ACL Coates, 35 Mogg Street, St Werburghs, Bristol BS2 9UB.

National TI 58/59 User Group. Contact R M Murphy, Dept of Electronic Engineering, University College, Singleton Park, Swansea, South Wales.

Sharp User Group. Contact: Graham Knight, 108 Rosemount Place, Aberdeen, Scotland. Tel: 0224 630 526.

REGIONAL

AVON Compukit User Club. Contact P Crabb, 21 Jones-Close, Yatton, Avon. Tel: 0934 834808.

Brunel Technical College Computing Club.-Contact S W Rabone, 18 nCastle Rd, Worle, Weston-Super-Mare, Avon, BS22 GJW. Tel: 0934 513068.

BEDFORDSHIRE Bedford Amateur Computer Club. Contact R Bird, 7a High St, Gt Barford, Bedford MK44 3LB. Tel: 0234 870763.

Luton Computer Club. Contact J P Fletcher, 1 Trowbridger Gardens, Luton, Beds LU2 7JY.

BERKSHIRE NAS-TUG (Nascom Thames Valley UG). Contact Mike Rothery, 37 Eton Wick Rd, Eton Wick, Windsor, Berks. Tel: Windsor 56106.

BIRMINGHAM Birmingham and West Midlands TRS-80 User Group. Contact: Michael Gibbons, 1 New Street, Castle Bromwich, Birmingham B36 9AP. Tel: 021-747 2260.

West Midlands RML User Group. C/O BECC, The Bordesley Centre, Stratford Rd, Birmingham, West Midlands, B11 1AR.

BUCKINGHAMSHIRE Buckinghamshire/Berkshire Area. Contact Steve Proffitt, The Granary, Hill Farm Road, Marlow Bottom, Bucks. Tel: 01-759 5511 ext 7298. (day). Aylesbury Computer Club. Contact Ken Knight, 22 Mount St, Aylesbury, Bucks, HP20 2SE. Tel: 0296 5181.

CAMBRIDGE

Cambridge Microcomputer Club, Contact Derek Tripp, 3 Spurgeons Avenue, Waterbeach, Cambridge, BC5 9HN. Tel: Cambridge 861804.

Bottisham Acorn Users Group. Contact P M Rank, 27 Bell Road, Bottisham, Cambridge, CB5 9DF.

CHESHIRE

Crewe Computer Users Club. Contact Bram Knight, Tel: Nantwich 623375.

Holmes Chapel Computer Club. Contact NR Bruce-King, 3 Jodrell Close, Holmes Chapel; Crewe, Cheshire, CW4 8BU. Tel: 0477 32754.

Altrincham Computer Enthusiasts. Contact: 'Martin Hickling, '39 Barrington Rd, Altrincham, Cheshire WA14 1HZ. Tel: 061 941 4547

Northwest Computer Club. Contact: John Lightfoot, 13 Ashton Drive, Frodsham, Warrington, Cheshire WA6 7PU. Tel: 0278 31519

CLEVELAND Cleveland Micro Computer Users Group. Contact J Telford, 13 Weston Crescent, Norton, Cleveland:

CORNWALL Cornwall Area Computer Club. Contact: M F Grove, 35 Causeway Head, Penzance, Cornwall.

St Austell Computer Club and ComputerTown. Contact: N G Day, 2 Glendale Close, St Austell, Cornwall, PL25 3DD.

DERBY

Derby and District Branch of IPUG. Contact Raymond Davies, 105 Normanton Road, Derby DE1 2GG. Tel: 0332 41025 — day 0332 514016.

Derby Microcomputer Society. Contact Mike Riordan, 172 Blagreaves Rd, Littleover, Derby. Tel: 0332 769440.

DEVON Totnes and South Devon

Computer Club. Contact Frank Watson and A Page, Dart Inst Community Studies, Dart, Totnes, Devon TQ9 6JE. Tel: 0803 862271.

Exeter and District Amateur Computer Club. Contact Doug Bates, 2 Station Road, Pinhoe, Exeter, EX1 3SA.

Plymouth and District Amateur Computer Club. Contact Stuart Bell, 31 Victoria Place, Plymouth, Devon PL2 1BY. Tel=0752 559192.

DORSET

Purpeck Computer Users Club. 31 North St, Wareham, Dorset, BH20 1AD.

Bournemouth Area Computer Club Contact Peter Hibbs, 54 Runnymede Ave, Bournemouth, Dorset, BH11 9SE. Tel: 02016 6547.

Bournemouth BBC User's Group. Contact: Norman Carey, 26 Felton Road, Parkstone, Poole, Dorset. Tek Poole 749612.

DURHAM

Darlington Computer Club. Contact L Boxell, 8 Vane Terrace, Darlington, DL 7AT. Tel: 0325 67766.

Durham Computer Club. Contact L Boxell, 8 Vane Terrace, Darlington. Tel: 0325 67766.

Northeast PETs and IPUG. Contact Jim Cocallis, 20 Worcester Rd, Newton Hall Estate, Durham. Tel: 0385 67045.

EAST ANGLIA

Peterborough Computer Club. Contact Chris Mabbutt, c/o Brown St, Education Centre, Brook St, Peterborough. Tel: Peterboro 75923.

ESSEX

Compukit User Club. Contact Adrian Waters, 117 Haynes Road, Hornchurch, Essex, RM11 2HX. Tel: Hornchurch 40490.

Romford Club. Contact Mr D Norden, 138c Church Road, Harrow Wood, Romford, Essex.

Colchester Computer Society. Contact P T Shaw, 15 St Vincent Rd, Clacton-on-Sea, Essex, C)15 1NA. Tel: 0255 25156. South East Essex Computer Society. Contact: Robin Knight, 128 Little Wakering Rd, Little Wakering, Southend-on-Sea, Esssex. Tel: 0702 218456.

Springfield Computer Club. Contact Stephen Cousins, 1 Aldeburgh Way, Springfield, Chelmsford, Essex, CM1 5PB. Tel: 0245 50155

Compukit User Club. Contact: Adrian Waters, 117 Haynes Road, Hornchurch, Essex, RM11 2HX. Tel: Hornchurch 40490.

Colchester Microprocessor Group. Information Centre, University of Essex, Nr Colchester.

TRS-80 User Club (Chelmsford). Contact Michael Dean, 22 Roughtons, Galleywood, Chelmsford Essex. Tel: 0245 76127.

ICPUG (Essex). Contact: Carol Taylor, 101 Courtlands Avenue, Cranbrook, Ilford, Essex. Tel: 01-554 5246.

Stanway School Computing Club. Contact G Floyd, c/o Physics Dept, Stanway School, Stanway, Colchester, Essex.

GLOUCESTERSHIRE

ICPUG Gloucester and Bristol Area. Contact Mrs Janet Rich, 23 Sheppard Leaze, Wotton-under-Edge, Gloucester. Tel: Wotton-under-Edge 2498.

Cheltenham Amateur Computer Club. Contact M Hughes, 36 Riverview Way, Cheltenham, Gloucs. Tel: 0240 75213.

GUERNSEY

Guernsey Microcomputer Users Club. Contact Tony Thorne, Summerfield House, Vale, Guernsey. Tel: 0481 44955.

HAMPSHIRE ICPUG Hampshire Area. Contact Ron Geere, 109 York Rd, Farnborough, Hants.

Southampton Amateur Computer Club. Contact P D Maddison 'Gardenways', Chilworth Towers, Chilworth, Southampton, SO1 7JH. Tel: 0703 766161. 6502 Users Club (Southern Region). Contact Steve Cole, 70 Sydney Rd, Gosport, Hants.

Isle of Wight TRS80 Club. Contact: M Collins, 11 Star Street, Ryde, Isle of Wight. Tel: 0983 614589.

Fareham and Portsmouth Amateur Computer Club. Contact Alan J Smith, c/o 7 Francis Close, Lee-on-the-Solent, Gosport, Hants PO13 8HB. Tel: 0705 550907.

HERTFORDSHIRE

Harpenden Microcomputer Group. Contact: David M James, 5 Ox Lane, Harpenden, Hertfordshire AL5 4HH. Tel: 05827 5366 (eve).

CBM/PET/VIC Users Group (ICPUG N Herts). Contact B Grainger, 73 Minehead Way, Stevenage, Herts SG1 2HZ. Tel: 0438 727925.

ICPUG (Watford). Contact Stephen Rabaglitati. c/o Institute of Grocery Distribution, Grange Lane, Letchmore Heath, Watford, Herts.

HUMBER

Scunthorpe and District Microprocessor Society. Contact G Hinch, 21 Old Crosby, Scunthorpe, South Humberside, DN15 8PU. Tel: 0724 61076.

KENT

ICPUG South East. Contact Mick Ryan, 164 Chesterfield Drive, Sevenoaks, Kent, TN13 2EH. Tel: 0732 -53530.

Medway Amateur Computer and Robotics Organisation, Contact Ms C Webster, 13 Ladywood Rd, Cuxton, Rochester, Kent. Tel: 0634 78517.

North Kent Amateur Computer Club. Contact Kevin Viney, 95 Crofton Rd, Orpington, Kent BR6 8HU. Tel: Orpington 22443.

Tonbridge and Tunbridge Wells ACC. Contact Ray Szatkowski, 1 Cromer St, Tonbridge, Kent. Tel: 0732 355960.

Orpington Computer User

Club. Contact R A Pyatt, 23 Arundel Drive, Orpington, Kent, BR6 9JF. Tel: Orpington 20281.

Medway Acorn User Group. Contact Clem Rutter, c/o St John Fisher School, Ordnance St, Chatham, Kent. Tel: 0634 42811 (day) 0634 373459.

Sevenoaks School Computer Club. Contact G Sommerhoff, Technical Centre, Sevenoaks School, Sevenoaks, Kent. Tel: Sevenoaks 456490.

ICPUG SE- Canterbury. Contact J Bickerstaff, 48 Martin Down Lane, Whitstable, Kent CT5 4PR. Tel: 0227 272702.

Canterbury ACC. Contact L S Fisher, 21 Manwood Ave, St Stephens, Canterbury, Kent CT2 7AH. Tel: Cant 65948.

LANCASHIRE

TRS-80 Northwest Group, Contact Melvyn Franklin, 40 Cowlees, Westhoughton, Bolton, BL5 3EG. Tel: 0942 812843.

Chorley Computer Club. Contact Chris Hicks, 131 Market St, Chorley, Lancashire. Tel: 025 72 78376.

North Lancashire User Group. Contact John Robinson, 12 Harold Ave, Blackpool.

West Lancashire PET Users Club. Contact D W Jowett, 197 Victoria Rd, East Thornton, Blackpool, FY5 3ST. Tel: 0253 896108.

VIC (Burnley). Contact John Ingham, 72 Ardwick St, Burnley, Lancashire.

LEICESTERSHIRE

East Leake Computer Club. Contact Andrew Jones, 59 Bateman Road, East Leake, Loughborough, Leics, LE12 6NN.

LINCOLNSHIRE

Lincolnshire Microprocessor Society. Contact Eric Booth, Senior Common Room, Bishop Grosseteste College, Newport, Lincoln. Tel: 0522 27347.

Grimsby Computer Club, Contact Jenson Lee, 29 Park View, Cleethorpes. Tel: 0472 42559 (day).

Lincoln Computer Club. Contact John Clifford, 448 Newark Road, Lincoln, LN6 8RX. Tel: 0522 2160.

LONDON

68 Microgroup. Contact Jim Anderson, 47 Pebworth Rd, Harrow, Middx. Tel: 01-422 4724.

Southgate Tech College Computer Club. Contact Kevin Pretorius, Tel: 01-882 2282.

East London Computer Club. Contact John Grieve, North East London Polytechnic. Tel: 01-553 4761.

Sunbury Computer Club. Contact S Taylor, 8 Priory Close, Sunbury-on-Thames, Middx TW16 5AB. Tel: Sunbury 86649.

Teddington Independent PET Users' Group. Contact: G Squibb. 108 Teddington Park Road, Teddington, Middx.

Association of London Computer Clubs. Contact Len Stuart, Secretary ALCC, 89 Mayfair Ave, Worcester Park, Surrey, KT4 7SJ. Tel: 01-337 3747.

Brent/Barnet Users Group. Contact Joseph Fox, 4 Harman Close, London NW2 2EA.

HP-85 User Group, Contact Margaret Corbett, 10 Nichols Green, Montpelier Rd, Ealing. London W5 2QU.

Southgate Computer Club. Contact Panos Koumi, 33 Chandos Ave, London N14.

PET User Group (Crawley). Contact Richard Dyer, 33 Parham Rd, Ilfield, Crawley, RH11 0ET.

The SOBAT Computer Club (Leyton). Contact T Kayani, 12 Calderon Rd, London El 1 4EU. Tel: 01-556 5423.

Croydon Microcomputer Club. Contact Eleanor Granstoun, Flat 7, 10 Lancaster Road, South Norwood, London SE25 4AQ. Tel: 01-771 3525.

Harrow Computer Club. Contact Bazyle Butcher, 16 St Peter's Close, Bushey Heath, Watford, Herts WD2 3LG. Tel: 01-950 7068.

Richmond Computer Club. Contact Bob Forster, 18a The Barons, St Margarets, Twickenham, Middx. Tel: 01-892 1873 (eve).

Imperial College Microcomputer Club. Contact Tim Panton, c/o IC Union Office, Prince Consort Road, London SW7 2BB.

Post Office HQ Microcomputer Club. Contact Vernon Quaintance, British Telecom HQ, ME/PDI 2.2, Room 346, Procter House, 100-110 High Holborn, London WC1V 6LD.

TRS-80 Users' Group, London Branch, Contact J Wellsman, 292 Caledonian Road, London N1. Tel: 01-607 0157.

380Z User Group, Northern Home Counties. Contact Sheridan Williams. 35 St Julians Road, St Albans, Herts ALI 2AZ.

North London Hobby Computer Club. Contact Robin Bradbeer, Polytechnic of North London, Holloway Road, London N7 8DB. Tel: 01-607 8344.

West London Personal Computer Club. Contact Graham Pain, 81 Rydal Crescent, Perivale, Middx UB6 8DZ. Tel: 01-997 8986.

South East London Microcomputer Club. Contact Peter Phillips, 61 Craigerne Road, London SE3. Tel: 01-853 5829.

London School Computer Users' Club. Burlington Danes School, Dane Building, DuCane Road, Hammersmith, London W12 0TY.

East London Amateur Computer Club. Contact Fred Linger, 82 The Drive, Ilford, Essex IG1 3JA. Tel: 01-554 3288.

MANCHESTER Manchester Acorn User Group, Contact J Ashurst, 20 Verdure Close, Failsworth. Tel: 061-681 4962.

Manchester Computer Club. Contact David Wade, 28 Hazel Rd, Altrincham, Cheshire WA14 1JL. Tel: 061-941 2486.

MERSEY

Wirral Microcomputer Users Group. Contact J Phillips, 14 Helton Close, Nocturum, Birkenhead, Merseyside, L43 9HP. Tel: 051-652 0268.

Merseyside Nascom Users Group. Contact T Searle, 14 Hawkeshead Close, Maghull, Liverpool L31 9BT.

Merseyside TRS-80/Video Genie Users Group. Contact Peter Tootill, 101 Swanside Rd, Liverpool, L14/7NL. Tel: 051-220 9733.

Merseyside 3807 and BBC Atom Users Group. Contact Alan Pope, Paal Enterprise, 37 Stuart Rd, Crosby, Liverpool L23 0QE.

ICPUG Liverpool. Contact Tony Bond, 27 Ince Rd, Liverpool L23 4UE, Lancs. Tel: 051 924 1505.

ICPUG (Liverpool). Contact Tony bond, 27 Ince Rd, Liverpool, Lancashire. Tel: 051-924 1505

Liverpool ZX User's Club. Contact Keith Archer, 17 Sweeting St, Liverpool, L2 4TE. Tel: 051 236 6109

BBC Microgroup Liverpool. Contact Nick Kelly, 56 Queens Drive, Walton, Liverpool, L4. Tel: 051-525 2934.

MILTON KEYNES Milton Keynes Microcomputer User's Group (MKMUG). Contact Brian Pain. Tel: 0908 564271.

ICPUG (Kings Lynn). Contact Peter Petts, Bramley Hale, Wretton, Kings Lynn, Norfolk, PE33 9QS. Tel: Stoke Ferry 500692.

VIC-20 (Cromer). Contact J Blair, 7 Beach Rd, Cromer, Norfolk.

East Anglia Computer User Group. Contact Jan Rejzl, 88 St Benedicts St, Norwich, NR2 4AB. Tel: 0603 29652.

NORTHAMPTONSHIRE ICPUG (Northampton). Contact Peter Ashby, 215 Lincoln Way, Corby, Northamptonshire. Tel: Corby 4442.

NORTHUMBERLAND ICPUG (Northumberland). Contact Graham J Saunders, Starling House, 22 Front St, Guide Post, Northmberland.

Northants Computer Club, Contact Derick Daines, c/o 18 Cuttings Ave, Sutton-in-Ashfield, Notts. Tel: 0380 56198.

East Midlands TRS-80 Nottingham. Contact Mike Costello, 17 Langbank Ave, Rise Park, Nottingham NG5 5BU. Tel: Nottingham 751753.

Nottingham Microcomputer Club. Contact Mr D Harvey, 68 Roseleigh Aye, Nottingham NG3' 6FH. Tel: 0602 608491.

OXFORD

South Oxford Computer Club. Contact Mike Magnay, Ganymede, Wantagew Rd, Rowstock, Didcot, Oxon OX11 0JU. Tel: 0253 834402.

Oxford Personal Computer Club (OpeCC). Contact Len Phélps, Sutton Courtenay, 438 Southport Cottage, Sutton Courtenay, Nr Abingdon, Oxon, OX14 4AN.

Microsoc (Oxford Univ Micro Group). Contact R P Steele, St John's College, Oxford University.

SHROPSHIRE

Telford Computer Club, John Murphy, 10 Birchmore, Brookside, Telford, TF3 1TF

Ludlow and District Microcomputer Club, Contact DS Pauli, 32 High St, Leintwardine, Craven Arms, Shropshire. Tel: 05473 287:

SCOTLAND

ICPUG (Glasgow). Contact Dr Jim MacBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow, Scotland. Tel: 041 639 5696.-

ICPUG (Kilmarnock). Contact John Smith, 19 Brewlands Road, Symington, Kilmarnock, KA1 5RW.

Edinburgh ZX CC. Contact John Palmer, 56 Meadowfield Drive, Edinburgh. Tel: 031-661 3183.

Kemnay Computer Club. Contact S J Stubbs, 15 The Glebe, Kemnay, Inverurie, Aberdeenshire. Tel: Kemnay 3070.

Scottish Amateur Computer Soc SACS. Contact Mike Anthony, 46 Moredun Pk Gdns, Edinburgh, EH17 7JR. Tel: 031337 5611.

Perth and District Amateur Computer Society. Contact Alastair Macpherson, 154 Oakbank Road, Perth, PH1 1HA.

Scottish TRS-80 Users Group. Contact Dick Mackiew, 3 Warrender Park Crescent, Edinburgh, EH9 1DX. Tel: 031-229 6032.

Grampian Amateur Computer Society. Contact AJ Morrison, 21 Beech Rd, Westhill, Skene, Aberdeenshire, AB3 6WR. Tel: 0224 741387.

Scoti sh Amateur Computer Society. Contact Alastair Macpher on. 6 Curriehill Castle Drive Balerno, Edinburgh 14, Scotland.

Central Scotland Computer Club. Contact James Lyon, 78 Slamannan Rd, Falkirk, FKI 5NF Scotland. Tel: 0324 22 30

Strathclyde Computer Club. Contact B Duffy, 24 Lomond Drive, Condorrat, Cumbernauld C2 0NW. Tel: 02367 33800

SOMERSET ICPUG Stourport-on-Severn. Contact M J Merriman, 12 York St, Stourport-on¹Severn.

STAFFORDSHIRE The Amateur Computer Club of North Staffs. Contact J Roll, 16 Hill St, Hednesford. Staffordshire, WS12 5DS. Tel: 05438 4363.

Walsall Computer Club. Contact Alison Hunt, Lael, 58 Princes Ave, Walsall, West Midlands, WS1 2DH. Tel: Walsall 23875.

ZX80/81 National Software Association. 15 Woodlands Rd, Wombourne, Staffs, WV5 0JZ.

Wolverhampton Vic Users Group. Contact J Bowman, 6 The Oval, Albrighton, Wolverhampton, W Midlands.

SUFFOLK

Suffolk Microcomputer Club. Contact Mr S Pratt, c/o Microtek, 15 Lower Brook St, Ipswich, Suffolk, IP4 1AQ. Tel: 0473 50152.

Haverhill Microcomputer Club. Contact Andrew Holliman, West Wratting 583, 5 Trinity Close, Balsham, Cambridge, CB1 6DW.

ICPUG (Bury St Edmunds). Contact Alan Morris, 30 Kelso Rd, Bury St Edmunds, Suffolk. Tel: Bury St Edmunds 61870

SURREY Ewell Micro Club, Contact Dave Dasilva, 316 Kingston Rd, Ewell, Surrey, KT19 0SU. Tel: 01-393 1469.

Guildford ZX81 User Group. Contact A Bond, 54 Farnham Rd, Guildford, Surry, GU2 5PE. Tel: Guildford 62035.

West Surrey Computer Club. Contact Chris Karney, Paddock Room, Green Man Public House, Burpham, Guildford. Tel: 0483 68121 497.

Guildford Area Microcomputer-Users Group. Contact Mr M Bawtree, Royal Grammer School, Guildford, Surrey, GU1 3BB. Tel: Guildford 502424.

Thames Valley Amateur Computer Club. Contact Brian Quarm, 25 Round Way, Camberley, Surrey, GU15 1NR. Tel: Camberley 22186.

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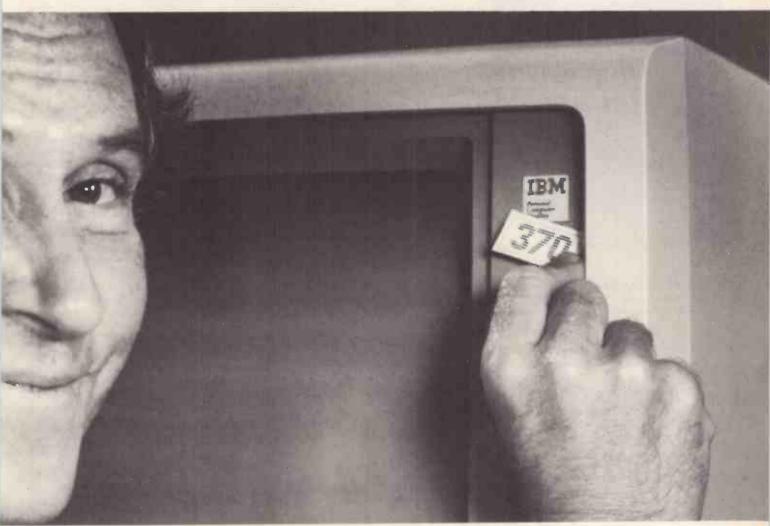
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As all programs in PCW are checked either by a referee or by one of the editorial staff, it can take some time for a program to actually appear. If you don't hear from us within two months or so, it usually means your contribution is in the referee pipeline. It's essential to ensure that your program is fully debugged before you send it in — get a friend to try it out first — and all programs we publish are paid for at a regular rate. Send contributions to: Maggie Burton PCW Programs, 62 Oxford Street, London W1A 2HG — and please enclose an SAE if you want material returned.

UK 101 Vocabulary Test

by John Rawcliffe

Using a versatile, simple idea, this program provides a vocabulary/spelling test for children

It will output a word with one letter missing. The child then has to type in as many letters as he/she thinks will complete the word correctly. When all the right letters have been typed in, the computer presents the next word. At the end of the test the child is told how many letter choices were made and how many of those were wrong.

The information on each word is contained within DATA statements at the end of the program. it consists of two numbers - the length of the word and how niany letters will complete it - the incomplete word and the missing, correct, letters. To set a spelling test, add the appropriate data to the end of the program. It's also possible to save several groups of data lines on tape and then to load them onto the program if you want to set several tests in succession

The use of the DATA statements here could be applied to other educational programs such as multi-choice tests. This program was tested on a 16k UK101 with the Cegmon monitor.

(0702) 43568

	DIM A\$ (26)	•
	POKE 11,0:POKE 12,253	
	P=16:GDSUB 990	
30	PRINT"THE CHILD IS GIVEN AN INCOMPLETE WORD AND"	
40	PRINT"HE OR SHE MUST PRESS A LETTER WHICH WOULD"	
50	PRINT"MAKE A COMPLETE WORD. FOR EXAMPLE:"	17
60	PRINT"THE COMPUTER PRINTS C-T"	
70	PRINT AND THE POSSIBLE LETTERS ARE, THEREFORE, "	
	PRINT"A, D'AND U GIVING CAT, COT AND CUT."	
	PRINT	
	PRINT"A CORRECT CHOICE OF LETTER IS INDICATED BY"	
	PRINT"A 'TICK' WHICH APPEARS ON THE SCREEN. "	
1	PRINT"A 'CROSS' MEANS THE CHOSEN LETTER IS NOT"	
	PRINT"VALID AND A BAR ON THE SCREEN MEANS THAT"	
	PRINT THE LETTER IS VALID BUT HAS ALREADY BEEN USED. "	
	PRINT	
	GOSUB 960:P=16:GOSUB 990	
	PRINT TO ACTUALLY USE THE COMPUTER IT IS NECESSARY"	
	PRINT TO PREPARE DATA STATEMENTS AS FOLLOWS: "	
	PRINT"1) THE LINE NUMBER MUST BE GREATER THAN 999"	
	PRINT"2) THE NUMBER OF CORRECT ANSWERS THE CHILD"	
250	PRINT" MUST GET BEFORE GOING TO THE NEXT WORD."	

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920 PRINT"IF YOU WOULD LIKE TO USE THIS PROGRAM" PRINT"AGAIN FLEASE LOAD ANOTHER TAPE WHICH" PRINT"CONTAINS MORE DATA OR RERUN THESE. ": GOTO 950 940 PRINT"THE DATA FOR THE WORD"; X\$; "IS INCORRECT!" 950 END PRINT"PRESS A KEY TO CONTINUE" X=USR(X):0=PEEK(531):IF 0<>48 THEN 970 980 RETURN 990 FOR I=1 TO P:PRINT:NEXT:RETURN 999 REM******FOLLOWING IS EXAMPLE DATA******* 1000 DATA 3,3,C-T,A,D,U

PROGRAMS

. 1010 DATA 4,6,-DLE,H,M,F,R,S,V 1020 DATA 5,6,-DSE,D,H,L,N,F,R 1030 DATA 7,9,-IP,D,H,L,N,F,R,S,T,Z . 1040 DATA 3,5, -ASTE, B, H, P, T, W 1050 DATA 2,4, ROD-, F, K, M, T 1060 DATA 0

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PET Race Chase II

An adaptation by Simon Palmer

Some readers may remember MZ-80K Race Chase, which was published in PCW March 1982. This arcade-style game has now been adapted for the PET — with one or two little changes.

The listing below is for the 32k new ROM PET. when the writer first made his adaptations to the program, it worked much more slowly than the MZ-80K version did. For this reason, the changes mentioned above have been made to the program.

The game starts in exactly the same way as the MZ-80K version does. But once you've been hurtling round the track for a while (see the instructions) the speed of your blob becomes subject to random variations in speed. The ballistic missile which chases you can now, unlike in the original version, change direction suddenly.

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If any other readers have adapted other PCW programs to run on different micros, I'd be very interested to hear from them.

•	200	REM * RACE CHASE *	
	210	REM * BY D.DENHOLM *	-
_	220	REM * ADAPTED FOR *	
•	230	REM * 32K (NEW-ROM) PET *	
		REM * S.JAMES/S.PALMER *	
	250	PRINT "CODDEDEDEDEDERACE CHASE": PRINT "CODEDEDEDEDEDEDEDEDEDEDEDEDEDEDEDEDEDEDE	
	260	PRINT"SSESIN THIS GAME, YOU (*) HURTLE ROUND"	
	270	PRINT"SA TRACK TRYING TO HIT AS MANY TARGETS "	
•	280	PRINT"S(.) AS YOU CAN BEFORE YOU ARE HIT BY A"	
		PRINT"SBALLISTIC MISSILE (+) WHICH IS RACING"	
		PRINT"SROUND THE TRACK TRYING TO HIT YOU."	1 1
•		PRINT"SSSSSKEY 'Z' WILL MOVE YOU IN ONE LANE"	
	330	PRINT"SSSSKEY 'M' WILL MOVE YOU OUT ONE LANE"	
		PRINT "BEEEEEEFRESS ANY KEY TO PLAY"	
-		GET K#: IF K#="" THEN 350	
		PRINT"E":GOSUB 940	
	370	P1=33588:B1=33586:FOKE P1,90:FOKE B1,43:P2=1:B2=-1:P3=-40:B3=-40 PRINT"0333333333333333333333333333333333333	
		FOR X=1 TO 1000:NEXT	
-		PRINT GUNNNUNNUNNUNNUNNUNNUNNUNNUN	
•		FOR X=1 TO 1000:NEXT	
		PRINT"GENERALERESESSESSES GO !!!!!!!	
		FOR X=1 TO 200: NEXT: PRINT"000000000000000000000000000000000000	
-		XX=2	
	490	POKE B1,32	
•	500	B1=B1+B2	
	510	IFPEEK(B1)=93 OR PEEK(B1)=64 THEN 720	
	520	IFPEEK(B1+B3)=32 AND FEEK(B1+B2)=32 THEN 730	
•		IFPEEK(B1-B3)=32 AND PEEK(B1+B2)=32 THEN 730	
	530	IF PEEK(B1)=90 THEN 820	
	550	IF PEEK(B1)=46 THEN B4=B1	
_	_		

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	560 POKE B1,43
	590 IF B2=1 AND XX=2 THEN XX=1: G0T0490
	600 FOKE P1, 32
1.00	610 AA=PEEK(158): IFAA=0THEN630
	615 PM\$=CHR\$(PEEK(622+AA))
	620 IF(PM\$="M"ANDPEEK(P1-P3)=32)OR(PM\$="Z"ANDPEEK(P1+P3)=32 THEN 910
	630 P1=P1+P2
	640 IFPEEK(P1)=640RPEEK(P1)=93 THEN 800
	650 IF PEEK(P1)=46 THEN NT=NT+10
	660 IF NT>1400 THEN GOSUB 970: TN=NT+TN: NT=0
	670 IF PEEK(P1)=43 THEN 810
	680 POKE P1,90
	690 GOTO 470
	720 B1=B1-B2: SB=B2: B2=B3: B3=-SB: B1=B1+B2: 6010 536
	730 R=INT(RND(1)*5)+1:0N R GOTO 540,540,740,770,540
•	740 IF PEEK(B1+B3)<>32 THEN 540
	745 IF RND(1)<.5THENE2=-B2
	750 POKE B1, 32
	760 B1=B1+B2+B3+B3:GOT0 540
	770 IF PEEK(B1-B3)(>32 THEN 540
	775 IF RND(1)(.5THENB2=-B2
	780 POKE B1,32
1	790 B1=B1+B2-E3-E3:GOTO 540
	800 P1=P1-P2:SB=P2:P2=P3:P3=-SB:GOT0 630
	S20 FOKE B1,42: PRINT 0338888893888855555555555555555555555555
	830 FOR X=1 TO 1000:NEXT
	840 PRINT GB3333333333222 YOU SCORED ";NT+TN; POINTS BY HITTING"
	850 FRINT"88822"; (NT+TN)/10; " TARGETS "
	860 PRINT"SSSSSSSSWANT ANOTHER GO ?"
	870 GET AG\$:IF AG\$="" THEN 870
	880 IF AG\$="Y" THEN CLR:RUN 340
•	890 IF AG\$<>"N"THEN 870
	900 END
	910 IF PM\$≈"M" THEN 930
	920 P1=P1+P3+P3: P0KE158,0:60T0 630
	930 P1=P1-P3-P3:P0KE158,0:G0T0 630
	940 REM+ RACE TRACK +
	950 PRINT"@Zin RACE CHASE Mout" 960 PRINT"
•	
	1010 PRIMI 1.1.
	1050 PRINT*1 1 1 1
	1060 PRINT" POCE CHOSE "
	1080 PRINT"I I I I I I I I I I I I I I I I I I I
	1090 PRINT"
	1100 PRINT"
•	1110 PRINT"1
	1120 PRINT"
	1130 PRINT"I.
•	1140 PRINT"
	960 PRINT"
	1160 RETURN
Ľ	

Program of the Month

Apple Character Plotter

PCW's £25 prize this month goes to Dr R P Hornby of Merseyside. I shall use his instructions verbatim (well, almost) as the use and understanding of this program is a little complicated. 'Characters can be plotted on the Apple II hi-res graphics page (thus allowing graphs to be labelled, etc) by using shape tables. These are described in detail in chapter 9 of the Apple II Basic Program-





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ming Reference manual. In brief, a shape is defined as a series of plotting vectors which are stored in a set of bytes in the Apple's memory. Each byte is divided into three

SI	CTIC	SN 3	SE	OITO	N 2	SE	стю	DN 1
BIT					_	_		
NO	D	D	P	D	D	P	D	D

sections and each section can specify a

plotting vector:

Each bit pair DD specifies the vector direction while the bits marked P indicate whether or not to plot a point before moving. The meaning attatched to the bit pair DD and bit P is as follows. For DD: 00 move up; 01 — move right; 10 — move down; 11 — move left. For P: 0 — no point plotted; 1 — point plotted.

There is further restriction in that section three of the byte cannot be used as a plotting vector (since it cannot define a P bit) or a move up. Also a zero byte is used to terminate a shape table and the leftmost sections of a byte containing only zeros are ignored. For example, line 1792 of the program Charload gives the decimal byte values of a shape table defining the character "O"

'The above gives some background for the programs Charplot and Charload listed below. Program Charload is run first and loads up shape tables for characters with

	10 REM ********************
L	**
12	12 REM # PROGRAM TO LOAD
	*
	14 REM * SHAPE TABLES
	*
	16 REM ******************
	**
1	18 HIMEM: 9 * 16 + 3 + 2 * 16 +
	2
	20 REM LOAD SHAPE TABLE
	22 GOSUB 1200
	24 PRINT "**SHAPE TABLES LOADED*
1	***
	26 END
	1200 REM SHAPE TABLE SETUP SUB*

	1202 REM CONSTANTS
	1204 C = 256
	1206 REM START ADDRESS
	$1208 \ A0 = 9 * 16 + 3 + 2 * 16 + 2$

SHAPE POINTER ADDRESS 1210 REM 1212 A1 = A0 +

• 1214 REM START OF SHAPE TABLES 1216 A2 = A0 + C REM SETUP FIRST POINTER 1218

- . 1220 A3 = A2 - A0 1222 A4 = INT (A3 / C)
- 1224 FORE A1: A3 C * A4: PONE A 1 + 1 + A41226 A1 = A1 + 2
- 1228 1228 REM NUMBER OF SHAPES •

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PROGRAMS

decimal ASCII codes in the range 32 to 94 inclusive. For convenience, @ and & have been represented by a "+". Once the shape tables have been loaded the plotting subroutine (subroutine 1500) in charplot will plot out any character string assigned to Z\$ (note: use CHR\$(34) for "). The character string may be placed anywhere on the screen (coordinates XS, YS) and scaled using SS (SS=1 gives the smallest scaling, SS=2 gives twice the smallest scaling and so on). The character string may be plotted horizontally (RS=0) or vertically (RS=48). Further details on the setting of RS and SS may be found on page 99 of the Applesoft Basic Reference Manual.

'Three pages, (9200, 9300, 9400) of Apple memory have been assigned for storing shape tables and associated data. The shape tables themselves are stored from 9300 (Charload, line 1216). The base page address (9200) may be changed by modifying lines 18 and 1208 of Charload and line 18 of Charplot. Further shape tables may be added to the end of the data block in charload. Then in Charplot, NS (line 32) must be changed to the new number of shape tables and the character representing the new shape table must be decoded to yield the correct shape table number (IS). The decoding section for the current set of shape tables is contained in lines 1514 to 1520 of Charplot.⁴

•
1232 REM READ IN SHAPE TABLES
1234 READ D
1236 IF D < 0 THEN 1250
1238 POKE A2:0
1240 A2 = A2 + 1
1242 IF D (> 0 THEN 1256
1244 NS = NS + 1
1246 A3 = A2 - A0
1248 A4 = INT (A3 / C)
1250 POKE A1, A3 - C * A4
1252 FOKE A1 + 1, A4
1254 A1 = A1 + 2
1254 GOTO 1234
1258 REM POKE START ADDRESS INT
0 SYSTEM
1260 A4 = INT (A0 / C)
1262 POKE 14 * 16 + 8+A0 - C * A
4# POKE 14 # 16 + 9:A4
1264 REM POKE NUMBER OF SHAPES
1266 POKE A07NS
126B RETURN
1600 REM DATA BLOCK FOR SHAPE T
ABLES**
1602 REM CHARACTERS IN ASCII SE
QUENCE
1604, REM SHAPE TABLE FOR SPACE
1606 DATA 0
1608 REM SHAFE TABLE FOR I
1610 DATA 36,22,18,4,0
1612 REM SHAPE TABLE FOR "
1614 DATA 33,30,35,6,0
1616 REM SHAPE TABLE FOR E
1618 DATA 33,52,61,63,52,47,54,
47,38,45,20,51,38,0

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PROGRAMS

-		
-	1100	DEN OWNER RUN FOR
1	1620	
•	1622	DATA 53,4,45,48,45,7,51,54
		,60,47,41,37,63,0
	4101	DEM CHADE TADLE FOR M
•	1624	REM SHAPE TABLE FOR % DATA 9,128,184,23,18,27,69
	1626	DATA 9:128:184:23:18:27:69
		+107+10+44+62+27+17+27+128+3
•		2,5,62,0
	1628	REM SHAPE TABLE FOR SCUSE
		+)
	1630	DATA 36,22,54,68,3:45,31:6
		3,5,0
•	4 170	
	1632	REM SHAPE TABLE FOR '
	1634	DATA 128,32,0
		REM SHAPE TABLE FOR (
	1636	
	1639	DATA 192,30,22,20,10,4,0
	1640	REM SHAPE TABLE FOR)
	1642	DATA 64,14,22,20,26,4,0
	1644	REM SHAPE TABLE FOR *
-	1646	DATA 36,198,3,14,30,45,64,
	10.0	
		49,51,57,55,38,25,35,33,17,1
		0,33,35,0
	1648	REM SHAPE TABLE FOR +
	1650	DATA 36,22,54,68,3:45,31,6
•		3,5,0
	1652	REM SHAPE TABLE FOR
•	1654	DATA 18,53,49,30,7,0
-	1656	REM SHAPE TABLE FOR -
	1658	DATA 45,31,63,5,0
	1660	REM SHAPE TABLE FOR .
-	1662	DATA 18,4,0
	1664	REM SHAPE TABLE FOR /
	1666	DATA 18,27,12,12,12,12,4,0
	1668	REM SHAPE TABLE FOR 0
	1670	DATA 18,63,36,36,45,45,45,54,
	1010	
		54,63,0
1	1672	REM SHAPE TABLE FOR 1
	1674	DATA 54,36,36,5,0
	1676	REM SHAPE TABLE FOR 2
	1678	DATA 18,1,57,63,39,44,45,3
		7,60,63,47,8
	1680	REM SHAPE TABLE FOR 3
	1682	DATA 210,43,45,37,60,47,33
		,60,63,47,0
	1684	REM SHAPE TABLE FOR 4
	1686	DATA 54,36,48,41,31:63,36,
•	1000	
		6,0
	1688	REM SHAPE TABLE FOR 5
	1690	DATA 45,54,63,63,77,33,216
	1070	
		,63,36,45,45,7,0
•	1692	REM SHAPE TABLE FOR 6
	1694	DATA 45,54,63,63,36,9,63,3
	1071	
		6,6,0
	1696	DATA 137,34,36,50,63,47,0
-	1698	REM SHAPE TABLE FOR 8
		DATA 63,54,45,45,228,43,37
	1700	
		,60,63,55,6,0
	1702	REM SHAPE TABLE FOR 9
	1704	DATA 63,36,45,45,54,27,43,
•		
		54,4,0
	1706	REM SHAPE TABLE FOR :
	1708	DATA 48,18,4,0
	1710	DATA 48,18,4,0 REM SHAPE TABLE FOR ;
	1712	DATA 20,18,53,49,30-7,0
	1714	REM SHAPE TABLE FOR (
-	1716	DATA 27,5,40,40,27,3,18,17
		,21,5,0
	1718	REM SHAPE TABLE FOR =
	1720	DATA 24,43,45,29,27,19,42;
		45,5,0
•		
	1722	
	1724	DATA 9,7,56,56,9,17,24,58,
		58,0
	1726	REM SHAPE TABLE FOR 7
	1728	DATA 45:36:63:23:10:54:34:
		0
	1730	REM SHAPE TABLE FOR QUSE
		+)
	4.776	
•	1732	DATA 36,22,54,68,3,45,31,6
		3,5,0
	1734	REM SHAPE TABLE FOR A
	1736	DATA 63,36,41,45,50.53,9:5
	4/30	PULL CONDUCTION OF CONTINUES

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	1413	
	4,20,27,27,36,0	T
1746		I
1748	REM SHAPE TABLE FOR D DATA 9,36,59,63,54,54,45,4 5,32,0	
1750	REM SHAPE TABLE FOR E	l
1752	DATA 63,36,45,45,15,18,18,	
	63,63,36,0	l
1754	REM SHAPE TABLE FOR F DATA 3,5,45,24,9,56,63,55,	l
.,	54,38,0	I
1758	REM SHAPE TABLE FOR G	l
1760	DATA 45,55,62,63,36,36,45,	
1762	45,0 REM SHAPE TABLE FOR H	l
1764	BATA 45,36,22,54,4,24,59,3	l
	9,52,50,38,0	I
1766	REM SHAPE TABLE FDR I DATA 36,45,27,63,9,18,54,4	l
1768	5,27,63,0	l
1770	REM SHAPE TABLE FOR J	ł
1772	REM SHAPE TABLE FOR J DATA 36,63,13,45,15,18,27,	l
1774	54,59,5,0	
1776	REM SHAPE TABLE FOR K DATA 234:74:31:32:40:8:223	1
	,51,54,38,0	
1778	REM SHAPE TABLE FOR L	
1780	DATA 27+36+22+54+45+45+7+0	1
1782	REM SHAPE TABLE FOR M	
1784	REM SHAPE TABLE FOR M DATA 36,63,54,54,12,1,32,4	
1786	4,53,54,38,0 REM SHAPE TABLE FOR N	
1788	DATA 7,56:48,54,38,74,9,28	
	+37+36+6+9	
1790	REM SHAPE TABLE FOR O	1
1792	DATA 18,63,36,36,45,45,54; 54,63,0	
1794	REM SHAPE TABLE FOR P	
1796	DATA 45,36,63,63,54,45,27,	
1798	S4,4,0 REM SHAPE TABLE FOR 9	I
1800	REM SHAPE TABLE FOR Q DATA 22:63:32:36:41:45:50;	1
	54,63,1,48,10,6,0	
1802	REM SHAPE TABLE FOR R DATA 45,36,63,63,54,45,27,	
	54.84.65.21.4.0	
1906	REM SHAPE TABLE FOR S DATA 57,63,32,41,45,23,2,1	
1808	7.30.63.47.0	1
1810	REM SHAPE TABLE FOR T	
1812	DATA 18,36,36,45,31,43,5,0	
1814	DEM SHAPE TAPLE FOR H	
1814	REM SHAPE TABLE FOR U DATA 19,53,32:35,14,17,18,	I
	45,36,36,22,18,0	I
1818	REM SHAPE TABLE FOR V DATA 2,34,33,33,52,27,18,3	
1820		
1822	REM SHAPE TABLE FOR W	
1824	DATA 54,41,32,36,30:19,18. 59,32,36,6,0	
1826	REM SHAPE TABLE FOR X	
1828	DATA 18,27,12,12,12,12,20,	1
	18,18,28,28,24,28,4,0	
1830 1832	REM SHAPE TABLE FOR Y DATA 19:36:12:12:20:25:27:	1
1032	28,4,0	
1834	REM SHAPE TABLE FOR Z	I
1836	DATA 18,9,63,63,12,12,12,12,1 2,20,59,63,5,0	I
1838	REM SHAPE TABLE FOR LEFT S	I
	QUARE BRACKET	I
1840 1842	DATA 18,63,36,36,45,7,0 REM SHAPE TABLE FOR /	ļ
1844	REM SHAPE TABLE FOR / DATA 18,9,28,28,28,28,4,0	I
1846	REM SHAPE TABLE FOR 3	1
1848	DATA 18,45,36,36,63,5,8	
1850 1852	REM SHAPE TABLE FUR 1 DATA 18,36,36,20,18,9,28,2	1
	8,18,27,12,4,0	1
1854	REM TERMINATOR DATA -1	
1856	ANIE 4	1

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SHAPE TABLE FOR B INPUT "XS,YS SCREEN COORDINAT 38 DATA 63,54,45,45,32,27,45, 36,59,63,54,0 ES?"#XS+YS INPUT "RS-0=HORIZONTAL: 48=VER 40 REM SHAPE TABLE FOR C TICAL?";RS 73,24,56,63,55,54,46, 42 44 **GOSUB 1500** 46 END 1500 REM 1502 REM PROGRAM TO PLOT 1504 CONSTANTS REM REM # A CHARACTER STRING 160 1508 SCALE SS 1510 HIMEM: 9 * 16 + 3 + 2 * 16 + 1512 1514 A\$ =

PROGRAMS

- XS, YS ARE SCREEN COORDIN ATES OF CENTRE OF FIRST CHAR
- FOR FLOTTING VERTICALLY(SCRE EN BOTTOM TO SCREEN TOP) EM SS(1-)255) IS A CHARACTE
- R SCALE FACTOR
- Z& CONTAINS STRING TO BE PLOTTED M NS IS THE NUMBER OF SHAP
- TABLES LOADED
- REM PLOT SHAPE INPUT "CHARACTER STRING?"#Z\$

. INPUT "SCALE(1-)255)?"#95 . CHAR PLOT SUB***** SUB USES C1+C2-I+A++I . S,NS,Z\$,SS,RS,XS,YS,XR,YB . 1506 C1 = 31:C2 = 8:XR = 299:YB = . ROT= RS FOR I = 1 TO LEN (Z\$) A\$ = MID\$ (Z\$,1) IF A\$ = "" THEN 1530 IF A\$ = CHR\$ (34) THEN IS = 3: GOTO 1522 1516 1518 IS = ASC (A\$) - C1IF IS (1 OR IS) NS THEN 1 1520 IS = 1522 530 • IF XS < 0 OR XS > = XR THEN XS = 0 1524 • 1526 IF YS (0 DR YS) = YB THEN YS = 0 1528 DRAW IS AT XS, YS • 1539 IF RS = 0 THEN XS = XS + C2 * 55 1532 IF RS = 48 THEN YS = YS - C . 2 * 55 NEXT 1534 1536 RETURN .

-

Variable Checkchart Generation

by Anthony Mead

If you're writing complicated programs with a hundred and one variables in them, this program could help you keep track of

It generates two grids, one representing all possible string variable names and one representing all numeric ones. These follow the Microsoft standard of one alpha character followed by another alpha character or digit.

Reading the charts is quite simple. The horizontal letters are the first letter in a variable name. The top row is for variables with single-letter names. The vertical row is for the second letter (or digit). There are two basic uses for these charts.

The first is simply to mark off the variable names with a tick or whatever as they are used. The second is to use your own key to provide a more comprehensive guide to each variable — such as marking which ones are loops, which ones are input variables and the like.

This program was written on an Ohio C2-4P originally and has since been run on a Nascom 2. As it only uses ASCII characters it should run on most micros provided the printer control statements are changed as necessary. It occupies about 1k and should be run with all output going to a printer.

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•	20 30 40 50 60 70 80	REM VARIABLE CHECK CHART GENERATOR A\$="" : B\$="" : C\$=" " FOR I=1 TO 27 A\$=A\$+"! " B\$=B\$+"" NEXT I PRINT "NUMERIC VARIABLES -" GOSUB 130 PRINT "STRING VARIABLES -"	
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			PROGRAMS
	•	100	C\$="\$"
		110	GOSUB 130
	•	120	END
	•	130	PRINT
		140	PRINT B\$
	•	150	FRINT " !";
		160	FOR 1=65 TO 90
		170	PRINT CHR\$(I)"!";
		180	NEXTI
		190	PRINT
		200	PRINT B\$
		210	PRINT ". "C\$A\$
		220	FOR I=65 TO 90
			PRINT B\$
		240	PRINT ", "CHR\$(I)C\$A\$
ľ			NEXTI
		260	FOR I=48 TO 57
		270	PRINT B\$
		280	PRINT "."CHR#(I)C#A#
		290	NEXTI
		300	PRINT B\$
		310	PRINT : PRINT : PRINT
		320	RETURN
1			

ZX81 Hexadecimal Calculator

by S Tongue

program rather useful. It allows a 1k ZX81 without spaces and the expression is to evaluate a hexadecimal expression in the evaluated from left to right. form "10FF+3AB*2;; and give the result

Machine Code experts will find this as a hex number. Input must be written

• • • . • ö • • •

	10 DIM X(2)
	20 LET E\$="X(1) X(2)"
	30 LET X(1)=0
	40 LET X(2)=0
	50 LET K=1
	60 INPUT A\$
	70 ·CLS
	80 FOR J=1 TO LEN(A\$)
	90 IF A\$(J)≪'O" THEN GOTO 270
	100 LET X(K)=16*X(K)+CODE A\$(J)-28
	110 NEXT J
ľ	120 GOSUB 400
	130 PRINT A\$;" ";
	140 LET V=X(1)
	150 LET J=1
-	



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printer will be userub, but it isn't essential. Whether you use your computer in an office or at home, in industry or at university, BUSICALC, can make it an even more rowerful tool. It can handle lobs that would otherwise require a specially written program — or hours and hours of tedious paperwork. Ust fill in the numbers that you know, then tell BUSICALC how to work out the others by entering simple formulae. BUSICALC can or averaging rows and columns. You can enter text to tabling or averaging rows and columns. You can enter text to number of decimal places for each calculated value — so with the help of a printer you can produce really smart reports.

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	PROGRAMS					
١	•	160 LET Z=INT(V/16)	•			
	•	170 LET Y=V-16*Z 180 LET A\$(J)=CHR\$(28+Y)	•			
	•	190 IF V<16 THEN GOTO 230	•			
	•	200 LET V∴Z 210 LET J=J+1				
		220 GOTO 160				
	•	230 FOR K=J TO 1 STEP -1	•			
	•	240 PRINT A\$(K);	•			
	•	250 NEXT K 260 GOTO 20	•			
		270 IF K=2 THEN GOSUB 400				
		280 LET K=K+1				
	•	290 LET E\$(5)=A\$(J)	•			
	•	300 GOTO 110 400 LET X(1)=VAL E\$	•			
		410 LET K=1				
	•	420 LET X(')=0	•			
	•	430 RETURN	•			

Atom Backgammon

by Peter Robinson

Backgammon players should appreciate this game. It's nicely crash-proofed and makes good use of the Atom's high resolution graphics.

An assumption is made that the user knows how to play backgammon. This means that if you don't know how to play already you'll need a set of rules with you when you use this program.

It requires the full memory expansion on the Atom — ie, 12k RAM. All play is against the computer, which plays the black pieces. You are allowed to make the first move, but if you'd rather give your micro a chance you only need to press the zero key when the prompt of 'your turn' appears on the screen. Pressing this key at any other time when it is your turn lets the computer know you can't move.

To move, you use numbers in accordance with a pair of white dice which are displayed on the screen. Illegal moves are indicated by a tone from the speaker. You have to position the cursor (which appears under the bottom right triangle) under the piece you want to move using the '[' and ']' keys. You then press the number key corresponding to the dice value you wish to move. This moves the piece the required number of points.

If one of your pieces is 'hit' it will appear on the bar. You will then be unable to move the cursor until all your pieces have been moved from the bar. You can remove your pieces simply by pressing the key with the required number on it. Bearing-off is performed in the same manner as for any other move except that the piece is actually moved off the board.

Our thanks to the Anglia Computer Centre for this listing.

	OREM *************	
	1REM *****BACKGAMMON****	
	2REM ***BY P.ROBINSON****	
	3REM *****MCMLXXXI*****	1
	4REM ************************************	
	5REM	
	9P=£81;P.\$21;EJSR£FFE3;STA£80;RTS;3:P.\$6	
	10CLEAR4;0=£8000	
•	20F.A=10T01825.2; MOVE10, A; DRAW222, A; N.	
-		

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1		
	PROGRAMS	
F	25F.A=11T02215.2;MOVEA,10;FLOT6,A,182;N.	
•	30F.A=1T012;Z=0;F.B=-16T00;IFA>6Z=16	•
	40MOVE(A*16+3+Z),112;PLOT(7-(1-(A%2))*2),(A*16+11+B+Z),182 50MOVE(A*16+3+Z),80;PLOT(7-(A%2)*2),(A*16+11+B+Z),10;N+;N+	
•	60M0VE9,10;DRAW9,182;DRAW220,182;DRAW220,10;DRAW9,10	
	70MOVE8,9;DRAW8,183;DRAW221,183;DRAW221,9;DRAW8,9	
	80MOVE7,8;DRAW7,184;DRAW222,184;DRAW222,8;DRAW7,8 90F.A=1T011;MOVE(109+A),10;DRAW(109+A),182;N.	
	100DIMPP26;F.A=0T026;PFA=0;N.;PP1=20;PF6=5;PF8=3;PP12=50;PP13=5	
	110PP17=30;PP19=50;PP24=2	
•	115DIMWW4,884;V=£2800 120!V=£FFFF7E3C;V!4=£3C7EFFFF;V!8=£8181423C;V!12=£3C428181	•
	122V!16=£10284444;V!20=£00101010;V!24=£44444438;V!28=£00384444	
•	124V!32=£44444444;V!36=V!28;V!40=£78444478;V!44=£00444444 126V!48=£44546C44;V!52=V!44;V!56=V!24;V!60=V!28;V!64=V!32	•
	127V!68=£00102828;V!72=£7840407C;V!76=£007C4040	
•	150F.B=1T024;IFPPB<>0 GOS.c;GOS.d 170N.	
	200GOS.w;X=£8B1C;F.A=0T03;F.B=0T07;?(X+A+B*32)=0	•
	220X?(A+B*32)=(X?(A+E*32)):(V?(B+16+A*8));N.;N.;X=£8C5C	
•	230F。A=0TO3;F。B=0TO7;?(X+A+B*32)=0 240X?(A+B*32)=(X?(A+B*32));(V?(B+48+A*B));N.;N.	•
	245B=1	
•	250IFB=25 E=1 254X=(12-B)*16+18:Y=10:IFE<7X=X+16	•
	255IFB>12 X=(B-13)*16+18;Y=184;IFB>18X=X+16	
•	260L=0+(192-Y)×32+X/8;?L=0;F=L	1
	270LINK£81;E=?£80 276IFPP25<>0B=25;G.290	•
	280IFE=91B=B+1;B=B%25;?L=255;IFB=0B=1	
	285IFE=938=8-1;8=8%25;?L=255;IF8=08=24 290D=0;N≈0;F.A=7T024;IFPFA<9 N=N+PPA	•
	296N.; JF N=0 D=1	
•	300E=E-48;IFE<>WW1 IFE<>WW2 IFE<>WW3 IFE<>WW4 IFE<>0 G.250	•
	310IFE=0;?F=255;G.400 320IFPPB>90RPFB=0 P.\$7;G.250	
•	325IF(B-E)>0 ORD=0;G.330	
	326GOS.c;GOS.m;PPB=PPE-1 327N=0;F.A=1TO6;IFPPA<9 N=N+PPA	
•	328N.; IFN=0 A=0; G.6000	
	329G.365 330IF(8-E)<1 P.\$7;G.250	•
	335IFPP(B-E)=5 P.\$7;G.250	
•	340IFPP(B-E)<>19 P.\$7;G.250 342IFPP(B-E)<>10;G.360	•
	3438=8-E	
•	344GOS.c;GOS.m;PPB=0;PP0=PP0+10;X=115;Y=108+(PP0/10)*9;B=B+E	-
	346C=Q;S=0;GOS.m 360IFB<>25 GOS.c;GOS.m	•
	361IF8=25 X=115;Y=92-FP25*9;C=Q	
	362PPB=PPB-1;B=B-E;PPD=PPE+1;GOS.c;GOS.m;B=B+E 365IFE=WW1 WW1=0;G.390	•
	370IFE=WW2 WW2=0;G.370	
	375IFE=WW3 WW3=0;G.390	
	380IFE=WW4 WW4=0 390IFWW4<>0 ORWW2<>0 ORWW3<>0 ORWW4<>0;G,250	
•	399TER<>25:2E=255	
	400X=£881C;F.A=0T03;F.B=0T07;?(X+A+E*32)=0 410?(£881D+E*32)=V?(B+48);?(£881E+E*32)=V?(B+16);N.;N.;GOS.b	•
-	420TEPP0=0;6. 995	
	^25M=0;F=0;D=0 430F.A=1T04;S=1;E=8BA;IFÉ=0G.475	•
	440P=PPE;IFP=10 S=S+3	-
•	445 IF P=50 S=0;G-475	•
	450IFP<10 AND P>1G.475 460IFP=1 S=S+2	
•	470B=0;IF S>M F=A;M=S	
-	475N.;E=BBF;BBF=0;IFF=0;G.200 476G.542	•
•	495D=0;N=0;F.A=1T018;N=N+PPA/10	
	496N.;IF N=0 D=1 500M=0;I=0;DD I=I+1;P=PPI;IF P≤10G.52 ² 4	•
	501F.A=1T04;S=0;E=BBA;IFE=0G.520	
•	503IFI+E=25AND D=1 S=200;G.516 504IFI+E>24 AND D=0G.520	
		-

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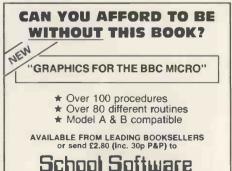
PROGRAMS . 505IFI+E>24AND D=1 S=20; IF I>25-E; S=1; G.516 . 506F=PP(I+E);Q=PPI;IFD=1G.516 508IF F=50 S=0;G.520 • • 509IFF<10 AND F>16.520 511S=(24-I)/6;IFQ=20 AND I>17 S=1 ē 512IFP=1 S=S+2 • 513IFP=10 S=S+2+I/4 514IF Q=10 AND P=10;S=S+3+1/3 ø • 515IF Q>20 AND F=10;S=S+5+I/3 516IF S=M S=S+R.%2;G.516 • 518IF S>M B=I ;F=A;M=S . 520N. 524UNTTL T=24:E=88E:88E=0:TE M=0 G.200 . . 525IF(B+E)<25 OR D=0;G.542 526GOS.c;GOS.m;PPB=PPB-10 • 527N=0;F.A=19T024;N=N+(PPA)/10;N. . 528IFN=0 A=1;G.6000 530G.595 . 542IFPP(B+E)<>1;G.560 543B=B+E • 544G0S.c;G0S.m;FPB=0;FP25=FP25+1;X=115;Y=92-FP25*9;B=B-E ø 546C=-Q;S=0;G05.m 560IFB<>0 G05.c;G05.m . e 561IFB=0 X=115;Y=108+(PP0/10)*9;C=Q;S=0;F=PF0/10;GOS.m 562PPB=PPB-10;B=B+E;PPB=PPB+10;GOS.c;GOS.m;B=B-E • 5951FBB1+882+883+884<>0G.420 . 600G.200 4998E . • . 5000cP=PP8;Q=0 5010IFP<10 Q=1 5015IFP>9P=P/10 • • 5020X=(12-B)*16+18;Y=20;S=-£120;IF8<7X=X+16 50301FB>12 X=(B-13)*16+18;Y=181;S=£120;1FB>18X=X+16 • . 5035C=B%2:R. 5040dL=(192-Y)*32+X/8+0;Z=8;IFC=Q Z=0 . 5050F.A=1T0 F:F.K=0T07 • 5060;?(L+K*32)=(?(L+K*32)):CV?(K+Z));N.;L=L+S:N.:R. 5100mIFP=0 R. • • 5110L=(192-Y)*32+X/8+0;L=L+(P-1)*S;Z=8;IF C=Q Z=0 5120F.K=0T07;?(L+K*32)=(?(L+K*32)):(V?(K+Z));N.;R • 5210W,;WW1=A.R.%26+1;WW2=A.R.%26+1;WW3=0;WW4=0;IFWW2<>WW16.5220 0 5215WW3=WW1;WW4=WW1 • . 5220Z=0;GOS.((WW1*20)+5230);Z=30;GOS.((WW2*20)+5230);R. 5225bF.A=145T0167;M0VEA,86;PL077,A,106;M0VE(A+30),86 5230PL077,(A+30),106;N.;BB1=A.R.%6+1;BB2=A.R.%6+1;BB3=0;BB4=0 5231IFBB1=BB2;BB3=BB2;BB4=BB2 ė . 5240Z=112;GOS.((BB1*20)+5230);Z=142;GOS.((BB2*20)+5230);R. ø . 5250X=44;Y=96;GOS.s;R. 5270X=39;Y=101;GOS.s;X=49;Y=91;GOS.s;R. • 5290X=39;Y=101;GOS.s;X=49;Y=91;GOS.s;X=44;Y=96;GOS.s;R. 5310X=39;Y=101;GOS.s;Y=91;GOS.s;X=49;GOS.s;Y=101;GOS.s;R. . 5330X=39;Y=101;GOS.s;Y=91;GOS.s;X=49;GOS.s;Y=101;GOS.s;X=44 . . 5340Y=96;GOS.s;R. 5350F.X=39T0495.10;F.Y=91T01015.5;G05.s;N.;N.;R. • 5400sF.A=-2T02;K=2-A.A;MOVE(X+K+Z),(Y+A);FLOT6,(X+Z-K),(Y+A) . 5410N.:R. 6000F.\$12;IFA=0G.6100 • 6010P." I WIN!"''"COMPUTERS REIGN SUPREME!!"''' 6020G.6200 6100F."CONGRATULATIONS ON A SKILFUL WIN"///// 6200F."DO YOU WANT ANOTHER GAME?";LINK£81;IF?£80=89 RUN • 6210E.

Video Genie Aircraft Lander

by P Bailey

Here's a realistic and challenging simulation for 16k Video Genie owners. The idea is that you are piloting an aircraft down a

runway, allowing for crosswinds. The aim is, of course, to land safely. it can be a bit unnerving to play as the



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responses to your controls are intentionally delayed. Small corrections or small crosswinds can cause dramatic effects. The instructions contained within the program are clear and well set out but it may be worth making a separate note of these as they are rather a lot to remember in one go. against which you wish to fly. A zero crosswind will make the landing easier as you will not have to use the 'roll' controls. Apart from roll, you control pitch and throttle. You can only land safely within certain control limits. Once you have landed you have to straighten up the aircraft and apply the brakes — if you run out of runway you crash!

go. Y	ou can select the strength of wind you crash!
	EEEE1 REM *** AIRCRAFT LANDING SIMULATOR ***
	2 REM *** BY P.D.BAILEY ***
•	S REI ### DHIE S77762 ###
	10 GOTD 8000 90 REM *** UTILITY SUBROUTINES ***
	100 REM *** SHORT DELAY ***
	110 FOR J = 1 TO 50 : NEXT J : RETURN
	200 REM *** LONG DELAY ***
	210 FOR J = 1 TO 500 : NEXT J : RETURN 300 REM *** END OF PAGE ***
	310 PRINT , PRINT "PRESS (NEW & INC) TO CONTINUE !!
	320 X\$ = "" : X\$ = INKEY\$: IF X\$ = "" THEN 320
	330 IF ASC(X\$) <> 13 THEN 320
	340 CLS 350 RETURN
	400 REM *** CALCULATE COMPONENTS OF VELOCITY ***
	410 RA = AD * C1
	420 VX = AS * SIN(RA)
	430 VY = AS * COS(RA)
	440 RETURN 1000 REM *** APPROACH TO AIRFIELD ***
	1010 GOSUB 5000
	1020 GDSUB 2000
	1030 IF PZ <= 0 THEN GOTO 1200
	1040 GDSUB 4000 1050 GDSUB 5000
	1060 GOTO 1010
	1200 REM *** AFTER TOUCHDOWN ***
	1210 GOSUB 3000
1	1220 IF LF = 1 THEN 1400 1230 PRINT 0 128, "TOUCHDOWN";
	1240 GDSUB 5500
	1250 GDSUB 6000
	1260 GOSUB 4000
	1270 IF LF = 2 THEN 1600 1280 IF LF = 3 THEN 1800
	1290 GOTO 1250
	1400 REM *** FATAL CRASH ***
	1410 CLS
	1420 X\$ = "" : X\$ = INKEY\$; IF X\$ <> "" THEN 1480
	1430 PRINT 0 475, "FATAL CRASH"; 1440 GOSUB 110
	1450 PRINT @ 475, STRING\$(12,32);
	1460 GOSUB 110
	1470 GOTO 1420 1480 CLS :
	PRINT "THE FLIGHT RECORDER HAS BEEN RECOVERED"
	1490 PRINT "THE FINAL FLIGHT DETAILS WERE AS FOLLOWS"
	1500 GOTO 9000
	1600 REM *** OFF RUNWAY AFTER GOOD LANDING *** 1610 CLS
	1620 IF PY > 0 THEN
	PRINT "YOU HAVE GONE OFF THE END OF THE RUNWAY." :
	PRINT "TRY USING YOUR BRAKES NEXT TIME." 1630 IF ABS(PX) > WR THEN
	1630 IF ABS(PX) > WR THEN
	PRINT "YOU ARE OFF THE SIDE OF THE RUNWAY." : PRINT "ISN'T IT WIDE ENOUGH FOR YOU?"
	1640 IF AS <= 10 THEN
	PRINT "LUCKILY THERE IS ONLY MINOR DAMAGE AT THIS SPEED"
	1650 IF AS > 10 AND AS <= 25 THEN
	PRINT "SERIOUS DAMAGE TO YOUR AIRCRAFT, BUT YOU SURVIVE" : PRINT "TO SCARE YOUR PASSENGERS TO DEATH AGAIN"
	1660 IF AS > 25 THEN
	PRINT "DISASTER - FATAL CRASH"
	1670 PRINT
	1480 PRINT "DETAILS OF THE FLIGHT WHEN YOU LEFT THE RUNWAY:-" 1490 GOTO 9000
	1800 REM *** GOOD LANDING ***
	1810 PRINT @ 128, "CONGRATULATIONS CAPTAIN - A SAFE LANDING";
	1820 GDTD 9080
•	2000 REM *** UPDATE POSITION & SPEED IN THE AIR *** 2010 PZ = PZ + GZ
	2010 PZ = PZ + GZ 2020 PY = PY + GY
	2030 PX = PX + GX
	2040 PT = PT + NC

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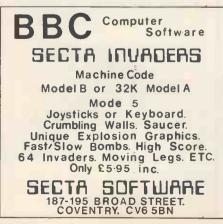
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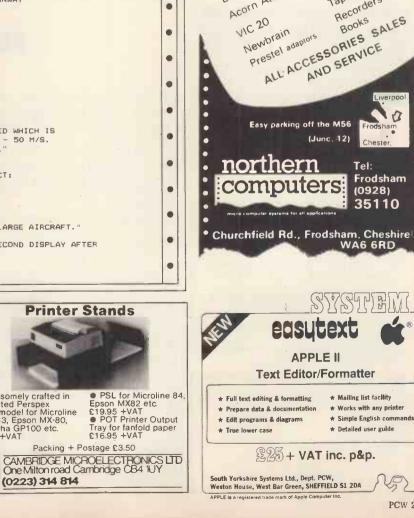
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<pre>3000 REM ### CHECK FOR CRASH ### 3010 IF ABS(RL) > RT</pre>	•	
2000 AD = AD + RL 2000 V2 = 1 = (TC - 2) +AS = SIN(PT = Cl) 2000 V2 = V 210 DC - V 210 DC + V 210 DC + DC		
2000 VZ = 1 s (TC - 5) +AS # SIN(PT # C1) 2000 GUEB 400 2100 GZ = - VZ 210 GZ = - VZ 2110 GZ = - VZ 212 G RZ = VZ 2130 GZ = - VZ 2130 GZ = - VZ 2140 RETURN 3000 REM ### CHECK FOR CRASH ### 3000 IF ABS(RL) > VT 0 GR ABS(RL) > VT O 0 GR ABS(RL) > VT 0 GR ABS(RL) > VT 1 GR AS (4 3 OG PF RUNAWY; 3030 GEUB 200 3040 RETURN 4000 REM ### CFAILE DISPLAY ## A FR 4000 REM ### CFAILE DISPLAY ## 4000 REM ##		
2 000 CDSUB 400 2100 CF -V2 2110 CF = V2 2130 CF = V7 2130 CF = V7 2130 CF = V7 2130 CF = V7 2140 FTURN 3000 RFH WITS CHECK FOR CRASH ### 3010 IF ABS(RL) > RT CF ABS(RL) > RT FEN LF = 1: PRINT 3 128, "CRASH CN LANDING"; 3020 IF ABS(RL) > RT TFEN LF = 1: PRINT 3 128, "CRASH CN LANDING"; 3030 CBS 200 3040 RETURN 4000 RETURN 4000 RET ### LFDCFF DISPLAY ### 4010 HT = -P2-5; LD = -PX-WR; RD = -PX-WR 4000 HT = +22-5; LD = -PX-WR; RD = -PX-WR 4000 CF I = 0 TO 4 4000 CF I = 0 TO 4 4100 CF I = 0 TO 11 4100 CF I = 320 TO 196 STEP 64 4102 FRINT 3 FAN FRINSK 65,120; 4200 FR I = 300 TO 96 STEP 64 4102 FRINT 3 FAN FRINSK 65,120; 4200 FR I = 0 TO 11 4100 CF I = 320 TO 96 STEP 64 4102 FRINT 3 FAN FRINSK 65,120; 4200 FR I = 0 TO 11 4100 CF I = 320 TO 96 STEP 64 4102 FRINT 3 FAN FRINSK 65,120; 4200 FR I = 0 TO 11 4100 CF I = 320 TO 96 STEP 64 4102 FRINT 3 FAN FRINSK 65,120; 4200 FR I = 0 TO 11 4200 FR I = 0 TO		
2000 GGUB 400 2100 GG - V3 2100 GG - V3 2100 GG - V4 2100 GG - V4 2100 GG - ATN(V2/VY) # C2 2140 RETURN 3000 RET ### CHECK FOR CRASH ### 3010 IF A## CHECK FOR CRASH ### 3020 IF A## CHECK FOR CRASH ### 4000 CHECK I = 0 TO 4 4000 CHECK I = 0 TO 4 4000 CHECK I = 0 TO 4 4000 CHECK I = 0 TO 11 4100 CHECK I = 0 TO 11 4200 CHECK I = 0 THECK I = 0 TH		2080 VZ = 1 * (TC - 5) +AS * SIN(PT * C1)
2 110 GV - VX + WY 2130 GE - VX + WY 2130 GE - VX + WY 2130 GE - WA + WY 2131 GE - WA + WH W - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W W - 1 2131 GE - WA + WH W W - 1 2131 GE - WA + WH W W - 1 2131 GE - WA + WH W W - 1 2131 GE - WA + WH W W - 1		2090 GDSUB 400
2 110 GV - VX + WY 2130 GE - VX + WY 2130 GE - VX + WY 2130 GE - WA + WY 2131 GE - WA + WH W - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W WA - 1 2131 GE - WA + WH W W - 1 2131 GE - WA + WH W W - 1 2131 GE - WA + WH W W - 1 2131 GE - WA + WH W W - 1 2131 GE - WA + WH W W - 1		2100 GZ = VZ
<pre>210 GK = VX + WX 210 GD = ATM(0X/VY) = C2 2140 RETURN 3000 REH will be the KC UPE CRASH #** 3010 TO RET # 35 CHECK UPE CRASH #** 3010 TO RE # 35 CHECK UPE CRASH #** 3010 TO RE # 35 CHECK UPE CRASH #** 3010 TO RE # 35 CHECK UPE CRASH #** 3010 TO RE # 35 CHECK UPE CRASH #** 3010 TO RE # 35 CHECK UPE CRASH #** 3010 TO RE # 1 = 1</pre>		
2130 GD = - ATN (0x/VV) ± C2 2140 RETURN 3000 REH ### CHECK FOR CRABH ##* 3010 JF ABS(RL) > RT G A BS(RL) > RT G A BS(RL) > RT G A BS(RL) > KT G A BS(RL) > KT G A BS(RL) > KT FRIT 3 128, "CRASH ON LANDING"; 3020 JF ABS(PX) > WR OR PY > 0 'DR PY < - LR TWENT 3 108, "CRASH ON LANDING"; 3030 GDUB 300 3040 RETURN 4000 ACH ### UPDATE DISPLAY ### 4010 HT = P2-5 : LD = PX-W# : RD = -PX+WR 4020 HD = HT#7: JF HD < -PY THEN HD = -PY 4030 OF I = 0 TO 4 4050 YD = -PY-1:500 4040 DC II = 0 TO 4 4050 YD = -PY-1:500 4050 OI (1; 1 = LD : D (1+5; 1) = RD 4070 O(1; 2) = HD : O(1+5; 2) = YD 4060 O(1; 1) = LD : O(1+5; 2) = YD 4070 O(1; 2) = HT 4100 O(1; 1) = -PX : D(1), 2) = HT 4100 O(1; 1) = -PX : D(1), 2) = HT 4100 O(1; 1) = -PX : D(1), 2) = HT 4100 O(1; 1) = -PX : D(1), 2] = HT 4100 O(1; 1) = -PX : D(1), 2] = HT 4100 O(1; 1) = -PX : D(1), 2] = HT 4100 O(1; 1) = -PX : D(1), 2] = HT 4100 PK : = 0 TO II 4130 RC I = 0 TO II 4140 A0 = (HD-O(1; 2) /HD 4150 RC II = 0 TO II 4150 RC II = 0 TO II 4160 NN ERROR GOTD 0 4200 ODTO 4250 4192 PRINT 3 1, OURS(55); TAB(13); INT(FACCS); TAB(13); INT(FACCS); 5000 F K = ""	•	
<pre>2140 RETURN 3000 REM ### CHECK FOR CRAPH ### 3010 IF ABS(RL) > RT 0 GR AS (45 OR AS > 55 THEN LF = 1: PRINT 3 128, "CRASH ON LANDING"; 3020 IF ABS(RL) > NT 0 GR AS (45 OR AS > 55 THEN LF = 1: PRINT 3 128, "CRASH ON LANDING"; 3030 RETURN 4000 RETUR</pre>		
3000 REM ### CHECK FUR CHASH ### 3010 JF ABS(RL) > RT 0 R PT > TF DR PT < 0 D R PT > TF DR PT > 0 DR PT < - LR		
<pre>3010 IF ABS(RL) > RT I</pre>		
<pre>DR PT > TP DR PT < 0 OR ABS(AD) > YT DR AS < 45 OR AS > 55 THEN LF = 1: DR AS < 45 OR AS > 55 THEN LF = 1: TREASTRY >> WR DR PY > 0 OR PY < - LR THEN LF = 1: TREASTRY >> WR DR PY > 0 OR PY < - LR THEN LF = 1: TREASTRY >> WR DR PY > 0 OR PY < - LR THEN LF = 1: TREASTRY >> WR DR PY > 0 OR PY < - LR THEN LF = 1: TREASTRY >> WR DR PY > 0 OR PY < - LR THEN LF = 1: TREASTRY >> WR DR PY > 0 OR PY < - LR THEN LF = 1: TREASTRY >> WR DR PY > 0 OR PY < - LR THEN LF = 1: TREASTRY >> WR DR PY > 0 OR PY < - LR THEN LF = 1: TREASTRY >> UN OF THEN HD = -PX+WR 4000 RC11 = 0 TO 4 4000 C11; 2: PY D 0 (1-5; 1) = RD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 (1-5; 2) = YD 4000 C1; 2: PY D 0 10 12 4100 C1; 1 = PX D 0 11 410 A 0 PROF GOTD 0 4200 REDUT 1 = 0 TO 11 4200 C1 = 0</pre>	- L	
DR ABS(AD) > YT DR AS (45 0 R AS > 55 THEN LF = 1: PRINT 3 128, "CRASH ON LANDING"; 3020 DF ABY AN > WR OR PY > O'OR PY < - LR PRINT 3 160, " OFF RUNWAY; 3030 DEUB 200 3040 RETURN 4000 RET ### UPDATE DISPLAY ### 4010 HT - P2-5: LD - PX-WR : RD = -PX+WR 4020 HD = HT#Y: IF HD < -PY THEN NB = -PY 4030 IF HD < S000 THEN HD = 3000 4050 YD = -PY-1F300 4050 YD = -PY-1F300 4060 D(1; 1) = LD : D(1+5; 1) = RD 4070 O(1; 2) = HD : D(1+5; 2) = YD 4060 D(1; 3) = HT = 0(1+5; 2) = YD 4070 O(1; 2) = YD : D(1+5; 2) = HT 4070 NEXTI 4100 D(1; 0) = -PX : D(10; 2) = -PY : D(10; 3) = HT 4100 D(1; 0) = -PX : D(1+5; 2) = HT 4070 NEXTI 4100 D(1; 1) = -PX : D(10; 2) = -PY - LR : D(11; 3) = HT 4100 D(1; 1) = TX : D(1+1; 2) = -PY-LR : D(11; 3) = HT 4100 R(1; 1) = INT (0; 4:5, 1:3 = A; 3 = 15, 5; 4:4 = 31 4140 AO = (HO-D(1; 2))/HD 4150 R(1; 1) = INT (0; 4:5, 1:3 = A; 3 = 15, 5; 4:4 = 31 4160 NI ERROR BOTO 4250 4190 FOR I = 300 D G 96 STEP 64 422 RET I 4160 DN ERROR BOTO 0 4230 REDUE NEXT 4200 SET(R(1; 1), RIN(10; 4:5; 1; 2) 4200 FOR I = 500 D G 96 STEP 64 4220 REXT I 4160 FOR I = 500 D G 4230 REDUE NEXT 4200 FOR I = 500 TO 0 4240 GOTO 4260 4250 REDUE NEXT 4200 FOR I = 500 TO 0 4240 GOTO 4260 4250 REUME NEXT 4200 FOR I = 500 TO 0 4240 GOTO 4260 4250 REUME NEXT 4200 FRINT 9 400; STIN(6*C5); TAB(16); INT(6*C5); TAB(16); INT(6*C5); 5000 IF X = "NEN KE LORN 5000 IF X = "NEN KE LO	- 1	
DR ABS(AD) > YT TOR AS (4 5 CR AS) > 55 THEN LF 1 : PRINT 3 160, "CDF RUNMAY"; 3030 CBUB 200 3040 RETURN 4000 RCH 181 UPDATE DISPLAY *** 4000 HCH 182 UPDATE DISPLAY *** 4000 HCH 192 UPDATE DISPLAY *** 4000 HCH 192 UPDATE DISPLAY *** 4000 HCH 192 UPDATE DISPLAY *** 4100 HCH 194 UPDATE DISPLAY **** 4100 HCH 194 UPDATE DISPLAY **** 4100 HCH 194 UPDATE DISPLAY ***** 4100 HCH 194 UPDATE DISPLAY ***** 4100 HCH 194 UPDATE DISPLAY ***** 4100 HCH 194 UPDATE DISPLAY ******* 4100 HCH 194 UPDATE DISPLAY ******* 4200 FCH 194 UPDATE DISPLAY ************************************		DR PT > TP DR PT < O
THEN LF = 1 : PRINT 0 128, "CRASH ON LANDING"; 3020 IF ABS(PX) > WR OR PY > 0'OR PY < - LR THEN LF = 1 : THEN LF = 1 : PRINT 0 128, "CRASH ON LANDING"; 3040 RETURN 4000 RET 1 = 0 160, " OFF RUNWAY"; 3030 RETURN 4000 RET 1 = 0 10 - PX THEN RD = -PY HR 4020 HD = HT87 : IF HD < -PY THEN RD = -PY 4030 IF HO < 3000 FLOH HD = 3000 4040 FDR I = 0 TD 4 4050 YD - TH = 1600 (I+5, 1) = RD 4070 O(1, 2) = YD : 0 (I+5, 2) = YD 4060 O(1, 3) = HT = 0 (I+5, 3) = HT 4000 NEXTI 4100 O(10, 1) = -PX : 0 (I1, 2) = -PY - LR : 0 (I1, 3) = HT 4100 O(10, 1) = -PX : 0 (I1, 2) = -PY - LR : 0 (I1, 3) = HT 4100 RETURN 4100 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 5000 RETWN 500 RETWN SC = 1 5000 RETWN 5000 RETWN 5	- I	OR ABS(AD) > YT
THEN LF = 1 : PRINT 0 128, "CRASH ON LANDING"; 3020 IF ABS(PX) > WR OR PY > 0'OR PY < - LR THEN LF = 1 : THEN LF = 1 : PRINT 0 128, "CRASH ON LANDING"; 3040 RETURN 4000 RET 1 = 0 160, " OFF RUNWAY"; 3030 RETURN 4000 RET 1 = 0 10 - PX THEN RD = -PY HR 4020 HD = HT87 : IF HD < -PY THEN RD = -PY 4030 IF HO < 3000 FLOH HD = 3000 4040 FDR I = 0 TD 4 4050 YD - TH = 1600 (I+5, 1) = RD 4070 O(1, 2) = YD : 0 (I+5, 2) = YD 4060 O(1, 3) = HT = 0 (I+5, 3) = HT 4000 NEXTI 4100 O(10, 1) = -PX : 0 (I1, 2) = -PY - LR : 0 (I1, 3) = HT 4100 O(10, 1) = -PX : 0 (I1, 2) = -PY - LR : 0 (I1, 3) = HT 4100 RETURN 4100 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 4200 RETURN 5000 RETWN 500 RETWN SC = 1 5000 RETWN 5000 RETWN 5		OR AS < 45 OR AS > 55
PRINT 3 128, "CRACH ON LANDING"; 3020 IF ABS(FX) > W GR PY > 0 GR PY < - LR THEN LF = 1; PRINT 3 160, " GFF RUNNAY"; 3030 GDSUB 200 4000 RT = WIPATE DISPLAY *** 4010 HT = -P2.5 : LD = -PX-WR : RD = -FX+WR 4020 HD = HT87 : IF HO < -PY THEN HD = -FY 4030 IF HD < 3000 THEN HD = 3000 4040 GCR I = 0 TD 4 4050 VD = -PY-1850 4060 Cl(1,1) = LD : 0(1+5,1) = RD 4070 Cl(1,2) = VD & 0(1+5,2) = VD 4070 Cl(1,2) = VD & 0(1+5,2) = VD 4070 Cl(1,2) = VD & 0(1+5,2) = VT 4100 Cl(1,1) = -FX : 0(10,2) = -FY : Cl(10,3) = HT 4100 Cl(1,1) = -FX : 0(10,2) = -FY : Cl(11,3) = HT 4100 Cl(1,1) = -FX : 0(10,2) = -FY : Cl(11,3) = HT 4100 Cl(1,1) = -FX : 0(11,2) - FY : Cl(11,3) = HT 4100 Cl(1,1) = -FX : 0(11,2) = -FY : Cl(11,3) = HT 4100 Cl(1,1) = -FX : RING*(63,120); 4100 FG I = 0 TD 11 4140 A0 = (HD-Cl(1,2))/HD 4150 RC I = 0 TD 11 4140 RO = (HD-Cl(1,2))/HD 4150 RC I = 0 TD 11 4140 RO = (HD-Cl(1,2))/HD 4150 RC I = 0 TD 11 4160 CR I = 0 TD 11 4200 GF I = 0 TD 11 5000 FF * * "F" THEN RETURN 5000 FF * * "F" THEN RETURN 5000 FF * * "F" THEN RET = 0 5000 FF * * "F" THEN RET = 1 5000 FF * * "F"	-	
<pre>3020 [F ABS(PX) > WF OR PY > 0 'OR PY > 0 'OR PY < - LR THEN LF = 1: PRINT 3 160, " OFF RUNNAY"; 303 GOSUB 200 3040 RETURN 4000 RETURN 4000 RETURN 4000 PC # ###.50 DTE D15PLAY ### 4000 PC # 1 = 0 TO 4 4050 YD = -PY-1500 4060 D(1; 2) = YD 40(1-5; 2) = YD 4060 D(1; 2) = YD 40(1-5; 3) = HT 4100 D(10, 1) = -PX; D(10, 2) = -PY : D(10, 3) = HT 4100 D(10, 1) = -PX; D(11, 2) = -PY : D(10, 3) = HT 4100 D(10, 1) = -PX; D(11, 2) = -PY : D(10, 1) = HT 4100 D(10, 1) = -PX; D(11, 2) = -PY : D(10, 1) = HT 4100 D(10, 1) = -PX; D(11, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(10, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(10, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(11, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(10, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(11, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(10, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(10, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(10, 2) = -PY : D(10, 1) = HT 4100 D(11, 2) = TX; D(10, 2) = -PY : D(10, 2) = -PY : D(10, 1) = HT 4100 D(10, 1) = -PX; D(11, 2) = -PY : D(10, 2) = -PY : D(2) =</pre>		
THEN LF = 1: PRINT 3 160, "DFF RUNNAY"; 3030 GDSUB 200 3040 RETURN 4000 RFH set UPDATE DISPLAY sets 4010 HT = +P2-5: LD = -PX+W : RD = -PY 4030 Fb 40 < 3000 HEN HD = 3000 4050 YD = -PY-1:500 4050 YD = -PY-1:500 4060 D(1,1) = LD : D(1-5,1) = RD 4070 D(1,2) = YD 1 D(1-5,2) = YD 4060 D(1,3) = HT 1 C(1-5,2) = YD 4060 D(1,3) = HT 1 C(1-5,2) = HT 4100 D(10,1) = -PX : D(10,2) = -PY : D(10,3) = HT 4100 D(11,1) = LD : D(1-2,1) HD 4100 RXTI 4100 RXTI		
PRINT 2 160, " DFF RUNNAY"; 303 DESUB 200 3040 RETURN 4000 RETURN 4000 RET # ## UPPATE DISPLAY ### 4010 HT = -P2-5 : LD = -PX-WR : RD = -PY 4020 HT = +P2-5 : LD = -PX-WR : RD = -PY 4020 HT = -PY-1500 4050 VD = HT77 : IF HD C = PY IEN HD = -PY 4050 VD (1,2) = YD 4 G(1-5,2) = ND 4050 U(1,2) = YD 4 G(1-5,2) = YD 4060 D(1,2) = -PX : D(10,2) = -PY : D(10,3) = HT 4100 C(10,1) = -PX : D(11,0) = PX - LE C(11,3) = HT 4100 C(11,1) = -PX : D(11,0) = PY - LE C(11,3) = HT 4100 C(11,2) = INT(C(1,1) #00EA1+A2) 4100 R(1,2) = INT(C(1,1) #00EA1+A2) 4100 RFROM GDTD 4250 4192 PERTN 3 1, CHAR(30); 4194 NEXT I 4200 FOR I = 0 TD II 4200 DT 42A0 4200 DT 42A0 4200 DT 42A0 4200 DT 42A0 4200 DT 42A0 4200 DT 42A0 4200 NE RROM GDTD 0 4240 BDT 42A0 4200 RETURN 3 1, CHAR(30); TAB(63); INT(PAC5); TAB(63); INT(PAC5); TAB		
<pre>300 DSUB 200 304 RETURN 4000 REM ### UPDATE DISPLAT### 4010 HT = +P2-5; LD = +PX+WR : RD = -PY 4030 IF = +P1 0; 3000 THEN HD = 3000 4030 TOB = +P1 10 4070 D(1,1) = LD : D(1+5,1) = RD 4070 D(1,2) = YD # Q(1+5,2) = YD 4060 D(1,1) = LD : D(1+5,2) = HT 4090 NEXTI 4100 D(1,1) = -PX : Q(10,2) = -PY : D(10,3) = HT 4110 D(11,1) = -PX : Q(11,2) = -PY-LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(11,2) = -PY-LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(11,2) = -PY-LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(11,2) + DY-LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(11,2) + PY-LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(11,2) + DY-LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + D(10,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + LR : Q(11,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + Q(10,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + Q(10,3) = HT 410 D(11,1) = -PX : Q(10,2) = -PY + Q(10,3) = HT 420 D(1 = X = 1) HS + Q(10,2) = -1 500 IF X = "THEN RETURN 500 IF X = "THEN RET LANDING *** 500 FX = *** THEN NC = 0 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 500 IF X = *** THEN RC = 1 5</pre>		
<pre>3040 RETURN 4000 RE *** UPDATE DISPLAY *** 4010 HT = +P2-5 : LD = +PX+WR : RD = +PX+WR 4020 HD = HT47 : IF HD < +PY HEN HD = -PY 4030 IF HD < 3000 THEN HD = 3000 4040 FUR I = 0 TD 4 4050 VD = +PY-ISD0 4040 FUR I = 0 TD 4 4060 D(1,1) = LD : (1+5,1) = RD 4060 D(1,2) = VT 4 D(1+5,3) = VD 4060 D(1,3) = VT 4 D(1+5,3) = VD 4060 D(1,3) = VT 4 D(1+5,3) = VD 4060 D(1,3) = VT 2 D(1+5,3) = VD 4060 D(1,3) = -PX : D(10,2) = -PY : D(10,3) = HT 4100 D(10,1) = -FX : D(10,2) = -PY : D(10,3) = HT 4100 D(10,1) = -FX : D(11,2) = -PY-LR (11,3) = HT 4100 D(1,1) = -FX : D(11,2) = -PY-LR (11,3) = HT 4100 D(1,1) = -FX : D(11,2) = -PY-LR (11,3) = HT 4100 PK I = 0 TD 11 4140 A0 = (HD-D(1,2))/HD 4150 R(1,2) = INT(A3+00A1+A2) 4160 PK I = 300 TD 096 STEP 64 4170 NEXT I 4180 PK ERROR GDTD 4250 4200 FOR I = 300 TD 096 STEP 64 4194 NEXT I 4200 STE(R(1,1),1,2)) 4220 NEXT I 4200 DT 4220 4250 REROR GDTD 0 4240 GDTO 4220 4250 RESUME NEXT 4260 PRINT 9 64, INT(A3+C5); TAB(13); INT(P+C5); TAB(13); INT(P+C5); TAB(13); INT(P+C5); TAB(13); INT(P+C5); TAB(13); INT(P+C5); TAB(13); INT(P+C5); TAB(13); INT(P+C5); TAB(13); INT(P+C5); TAB(14); INT(P+C5); TAB(15); INT(P+C5); INT(P+C5); INT(P+</pre>		
<pre>4 4000 REM ### UPDATE DISPLAY ### 4010 HT = PZ-5; LD = PX-WR : RD = -PX+WR 4020 HD = HT47; IF HD ζ -PY THEN HD = -PY 4030 IF HD ζ 3000 THEN HD = 3000 4040 FOR I = 0 TO 4 4050 YD = PY-1500 4060 Q(1,2) = YD 4 Q(1+5,2) = YD 4080 Q(1,2) = YA (1+5,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -PX : Q(1,2) = -PY : Q(10,3) = HT 410 Q(11,1) = -Q(1,2) = -Q(1,3) = PY : Q(10,3) = HT 410 Q(11,1) = -Q(1,2) = -Q(1,3) = PY : Q(10,3) = HT 410 Q(11,1) = -Q(1,2) = -Q(1,3) = PY : Q(10,3) = HT 410 Q(11,1) = -Q(1,2) = -Q(1,3) = PY : Q(10,3) = HT 410 Q(11,1) = -Q(1,2) = -Q(1,3) = PY : Q(10,3) = HT 410 Q(11,1) = -Q(1,2) = -Q(1,3) = PY : Q(1,3) = HT 410 Q(11,1) = NT(Q(1,2)) = PY : Q(10,3) = HT 410 Q(11,1) = NT(Q(1,2)) = PY : Q(10,3) = HT 410 Q(1,2) = -Q(1,2) = PY = Q(1,3) = PY = PY = PY = Q(1,3) = PY = P</pre>		3030 GOSUB 200
4 000 REM ### UPDATE DISPLAY ### 4010 HT = PZ-5: LD = PZ+WR : RD = PY+WR 4020 HD = HT#7: IF HD < -PY THEN HD = -PY		3040 RETURN
<pre>4 010 HT = -P2-5 : LD = -PX-WR : RD = -FX+WR 4 020 HF = +HT : IF HD < -PY THEN HD = -PY 4 030 IF HD < 3000 THEN HD = 3000 4 040 FOR I = 0 TO 4 4 050 YD = -PY-1#500 4 040 (1,1) = LD : 0 (1+5,1) = RD 4 070 0 (1,2) = YD ± 0 (1+5,1) = RD 4 070 0 (1,2) = YD ± 0 (1+5,1) = RD 4 070 0 (1,2) = YD ± 0 (1+5,1) = RD 4 070 0 (1,2) = YD ± 0 (1+5,1) = RD 4 070 0 (1,2) = YD ± 0 (1+5,1) = RD 4 070 0 (1,2) = YD ± 0 (1+5,1) = RD 4 070 0 (1,2) = YD ± 0 (1+5,1) = RD 4 070 0 RXTI 4 100 0 (1,1) = -PX : D (11,2) = -PY+LR : D (10,3) = HT 4 110 0 (11,1) = -PX : D (11,2) = -PY+LR : D (11,3) = HT 4 110 0 (11,1) = -PX : D (11,2) = -PY+LR : D (11,3) = HT 4 120 Al = 64/WR × A2 = 64.5 : A3 = 15.5 : A4 = 31 4 130 FOR I = 0 TO 11 4 140 A0 (HD - 0 (1,2)) / HD 4 160 RC (1,2) = INT(A3+A0*A4) 4 170 NCKT I 4 190 ND ERROR GDTO 4 250 4 190 FOR I = 3 00 B96 STEP 64 4 192 PRINT 9 I, CHR(30); 4 194 NCKT I 4 194 ACKT I 4 200 FERIMT 9 600; STENDS (65,128); 4 200 FERIMT 9 600; STENDS (65,128); 4 200 FERIMT 9 600; STENDS (65,128); 4 200 FERIMT 8 (1, 1) (A1,2)) 4 220 NESUME NEXT 4 200 FERIMT 8 (4, 1NT(AB+C5); TAB(10,1) INT(P+C5); TAB(10,1) INT(P+C5); TAB(20,1) INT(A4-C5); TAB(20,1) INT(A4-C5); SO(0 FK * = "" THEN RETURN SO(0 FK * = ""</pre>	- 1	
<pre>4 4020 HD = HT47 : IF HD < -PY THEN HD = -FY 4 4030 IF HD < 3000 THEN HD = 3000 4 4040 FOR I = 0 TD 4 4 4050 YD = -PY-18500 4 4060 Q(1,1) = LD : Q(1+5,1) = RD 4 4050 Q(1,2) = YD 4 Q(1+5,2) = YD 4 4060 Q(1,2) = HT + Q(1+5,3) = HT 4 400 A(1,2) = -FY : Q(10,2) = -PY : Q(10,3) = HT 4 100 Q(10,1) = -FX : Q(10,2) = -PY : Q(10,3) = HT 4 100 Q(10,1) = -FX : Q(10,2) = -PY - LR : Q(11,3) = HT 4 100 Q(10,1) = -FX : Q(10,2) = -PY - LR : Q(11,3) = HT 4 100 Q(10,1) = -FX : Q(10,2) = -PY - LR : Q(11,3) = HT 4 100 Q(10,1) = -FX : Q(10,2) = -PY - LR : Q(11,3) = HT 4 100 Q(10,1) = -FX : Q(10,1) + A00*A(1+2) 4 100 R(1,2) = INT(Q(1,1) + A00*A(1+2) 4 100 R(1,2) = INT(Q(1,1) + A00*A(1+2) 4 100 R(1,2) = INT(Q(1,1) + A00*A(1+2) 4 100 REROR GOTD 4 250 4 190 FOR I = 320 TD 896 STEP 64 4 192 PRINT 0 + Q60, STRING*(63,128); 4 194 NEXT I 4 196 OFR I = 0 TD 11 4 196 OFR I = 0 TD 11 4 210 SET(R(1,1) R(1,2)) 4 220 REXT I 4 196 OFR I = 0 TD 11 4 210 SET(R(1,1) R(1,2)) 4 220 REXT I 4 200 FOR I = 0 TD 11 4 210 SET(R(1,1) R(1,2)) 4 220 REXT I 4 200 FOR I = 0 TD 11 4 210 SET(R(1,1) R(1,2)) 4 220 REXT I 4 200 FOR I = 0 TD 11 4 210 SET(R(1,1) R(1,2)) 4 220 REXT I 4 200 FOR I = 0 TD 11 4 210 SET(R(1,1) R(1,2)) 4 220 REXT I 4 200 FOR I = 0 TD 11 4 210 SET(R(1,1) R(1,2)) 4 220 REXT I 4 200 FOR I = 0 TD 11 4 210 SET(R(1,1) R(1,2)) 4 220 REXT I 4 200 FOR I = 0 TD 11 4 20 SET(R(1,1) R(1,2)) 4 220 REXT I 5 00 RE HEXT 5 00 RETURN 5 000 RE HEXT 5 00 RETURN 5 000 RET *** CONTROLS *** 5 000 F X = "" THEN RETURN 5 000 RET *** CONTROLS *** 5 000 F X = "" THEN RETURN 5 000 REM *** CONTROLS *** 5 000 F X = "" THEN RETURN 5 000 REM *** CONTROLS AFTER LANDING *** 5 000 F X = "" THEN RETURN 5 000 REM *** CONTROLS AFTER LANDING *** 5 000 F X = "" THEN RETURN 5 000 REM *** CONTROLS AFTER LANDING *** 5 000 F X = "" THEN RETURN 5 000 REM *** CONTROLS AFTER LANDING *** 5 000 REM *** CONTROLS AFTER LANDING *** 5 000 REM *** CONTROLS AFTER LANDING *** 5 000 REM ***</pre>		
<pre>4 4330 IF HD < 3000 THEN HD = 3000 4040 FOR I = 0 TO 4 4050 YD = -PY-1F500 4070 0(1,1) = LD : 0(1+5,1) = RD 4070 0(1,2) = YD + 0(1+5,2) = YD 4080 0(1,3) = HT 4100 0(10,1) = -PX : 0(10,2) = -PY : 0(10,3) = HT 4100 0(10,1) = -PX : 0(11,2) = -PY-LR : 0(11,3) = HT 4110 0(11,1) = -PX : 0(10,2) = -PY-LR : 0(11,3) = HT 4100 0(11,1) = -P(1,2) +HD 410 0(11,2) = N(2,2) +HD 410 0(11,2) = N(3+A0+A4) 410 N(1,2) = N(1,2) +HD 410 0(11,2) = N(1,2) +HD 420 NET I 410 0(11,1) = N(2,2) +HD 420 NET I 420 NET I 410 0(11,2) = N(1,2) +HD 420 NET I 420 N</pre>		
<pre>4000 FDR I = 0 TD 4 4050 YD = -PY-15000 4060 D(1,1) = LD : 0(1+5,1) = FD 4070 D(1,2) = YD 0(1+5,2) = YT 4080 D(1,2) = YD 0(1+5,3) = HT 4100 D(10,1) = -PX : 0(10,2) = -PY : 0(10,3) = HT 4100 D(10,1) = -PX : 0(11,2) = -PY : 0(11,3) = HT 4100 D(10,1) = -PX : 0(11,2) = -PY : 10(11,3) = HT 4100 D(10,1) = -PX : 0(11,2) = -PY : 10(11,3) = HT 4100 D(10,1) = -PX : 0(11,2) = -PY : 10(11,3) = HT 4100 D(10,1) = -PX : 0(11,2) = -PY : 10(11,3) = HT 4100 D(10,1) = -PX : 0(11,2) - PY : 10(11,3) = HT 4100 D(10,1) = -PX : 0(11,2) - PY : 10(11,3) = HT 4100 D(10,1) = -PX : 0(11,2) - PY : 10(11,3) = HT 4100 D(10,1) = -PX : 0(10,2) - PY : 10(1,3) = HT 4100 D(1,1) = -PX : 0(10,2) - PY : 10(1,3) = HT 4100 D(1,1) = -PX : 0(10,2) 4100 PRI = 320 TD B95 STEP 64 4172 PRINT 9 1, DCMR(30); 4194 NEXT I 4194 NEXT I 4194 NEXT I 4200 PEI = 320 TD B95 STEP 64 4192 PRINT 9 1, DCMR(30); 4194 NEXT I 4200 PEI = 20 TD 11 4200 PEI = 10 TD 11 4200 PEI = 10 TD 11 4200 PEI R(11), R(1,2)) 4220 REXT I 4200 PEI TR(11), R(1,2)) 4220 NEXT I 4200 PEI TR(11), R(1,2)) 4220 REXT I 4200 PEINT # 64, INT(AB<c5); (43);="" int(pp(+c5);="" t<="" tab="" td=""><td>•</td><td></td></c5);></pre>	•	
<pre>4 4050 YD = -PY-1*500 4060 D(1,1) = LD : O(1+5,1) = RD 4070 O(1,2) = YD : O(1+5,2) = YD 4090 NEXTI 4100 D(10,1) = -PX : O(10,2) = -PY : D(10,3) = HT 4110 D(10,1) = -PX : O(11,2) = -PY-LR : O(11,3) = HT 4120 A1 = 64/WR : A2 = 64.5 : A3 = 15.5 : A4 = 31 4130 FOR I = 0 TD 11 4140 A0 = (HD-G(1,2))/HD 4150 R(1,1) = INT(G(1,1)*A0*A1+A2) 4160 R(1,2) = INT(G(1,1)*A0*A1+A2) 4160 R(1,2) = INT(G(1,1)*A0*A1+A2) 4160 R(1,2) = INT(G(1,2))/HD 4150 N(1,2) = INT(G(1,2))/HD 4150 N(1,2) = INT(G(1,2))/HD 4190 FOR I = 320 TD 896 STEP 64 4192 PRINT 9 40.6 STRING*(63,128); 4200 FOR I = 0 TD 11 4210 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 FOR I = 0 TD 11 4210 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 FOR I = 0 TD 11 4200 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 FOR I = 0 TD 11 4200 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 FOR I = 0 TD 11 4200 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 FOR I = 0 TD 11 500 RE # ## CHECK CONTOL S 500 RE* ## CHECK</pre>		
<pre>4 0400 0(1,1) = LD : 0(1+5,1) = FD 4 070 0(1,2) = V1 0(1+5,2) = YD 4 060 0(1,3) = -FX : 0(10,2) = -PY : 0(10,3) = HT 4 100 0(10,1) = -FX : 0(11,2) = -PY : 10(11,3) = HT 4 110 0(11,1) = -FX : 0(11,2) = -PY : 10(11,3) = HT 4 110 0(11,1) = -FX : 0(11,2) = -PY : 10(11,3) = HT 4 110 0(11,1) = -FX : 0(11,2) = -PY : 10(11,3) = HT 4 110 0(11,1) = 10(11,1) = 404 4 100 R(1,2) = INT(0(1,1) = 40441+42) 4 100 N(1,1) = INT(0(1,1) = 40441+42) 4 100 N(1,2) = INT(0(1,1) = 40441+42) 4 100 N(1,1) = 0 D(1) = 100 D(1) = 100</pre>		
<pre>4070 0(1,2) = YD + 0(1+5,2) = YD 4080 0(1,3) = HT + 0(1+5,3) = HT 4100 0(10,1) = -FX : 0(11,2) = -PY + D(10,3) = HT 4100 0(10,1) = -FX : 0(11,2) = -PY + DX : 0(11,3) = HT 4100 0(11,1) = -FX : 0(11,2) = -PY + LX : 0(11,3) = HT 4100 0 = (40-001,22)/HD 4150 R(1,1) = INT(0(1,1)*A0*A1+A2) 4160 R(1,2) = INT(0(1,1)*A0*A1+A2) 4160 R(1,2) = INT(0(1,1)*A0*A1+A2) 4170 NEXT I 4180 0DK ERROR GOTO 4250 4190 FDK I = 320 TD 89 STEP 64 4192 FRINT 3 + 960; STRING*(65,128); 4194 NEXT I 4196 0DK ERROR GOTO 4250 4200 FDK I = 0 TD 11 4210 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 DFK I = 0 TD 11 4220 NEXT I 4200 DFK I = 0 TD 11 4210 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 NEXT I 4200 DFK I = 0 TD 11 4210 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 NEXT I 4200 SOTO 4260 4250 RESUME NEXT 4200 PRINT 9 64, INT(AS+C5); TAB(18); INT(PT+C5); TAB(18); INT(PT+C5); TAB(18); INT(PT+C5); TAB(18); INT(PT+C5); TAB(36); INT(PZ+C5); TAB(36); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5)</pre>		
<pre>4070 0(1,2) = YD + 0(1+5,2) = YD 4080 0(1,3) = HT + 0(1+5,3) = HT 4100 0(10,1) = -FX : 0(11,2) = -PY + D(10,3) = HT 4100 0(10,1) = -FX : 0(11,2) = -PY + DX : 0(11,3) = HT 4100 0(11,1) = -FX : 0(11,2) = -PY + LX : 0(11,3) = HT 4100 0 = (40-001,22)/HD 4150 R(1,1) = INT(0(1,1)*A0*A1+A2) 4160 R(1,2) = INT(0(1,1)*A0*A1+A2) 4160 R(1,2) = INT(0(1,1)*A0*A1+A2) 4170 NEXT I 4180 0DK ERROR GOTO 4250 4190 FDK I = 320 TD 89 STEP 64 4192 FRINT 3 + 960; STRING*(65,128); 4194 NEXT I 4196 0DK ERROR GOTO 4250 4200 FDK I = 0 TD 11 4210 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 DFK I = 0 TD 11 4220 NEXT I 4200 DFK I = 0 TD 11 4210 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 NEXT I 4200 DFK I = 0 TD 11 4210 SET(R(1,1), R(1,2)) 4220 NEXT I 4200 NEXT I 4200 SOTO 4260 4250 RESUME NEXT 4200 PRINT 9 64, INT(AS+C5); TAB(18); INT(PT+C5); TAB(18); INT(PT+C5); TAB(18); INT(PT+C5); TAB(18); INT(PT+C5); TAB(36); INT(PZ+C5); TAB(36); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5); INT(PZ+C5)</pre>	-	
<pre>4 000 0(i, 3) = HT : 0(1/+5, 3) = HT 4000 0(10, 1) = -FX : 0(11, 2) = -PY : 0(10, 3) = HT 4100 0(10, 1) = -FX : 0(11, 2) = -PY : 0(10, 3) = HT 4100 A0 = (40-0(1, 2))/HD 4100 RC I = 0 TD 11 4140 A0 = (40-0(1, 2))/HD 4150 RC I, 1) = INT((0/1, 1)*A04A1+A2) 4160 RC I, 2) = INT((0/1, 1)*A04A1+A2) 4160 NC REROE GDTO 4250 4190 FOR I = 320 TD 895 STEP 64 4192 FRINT 0 I, CHR*(30); 4194 NEXT I 4194 NEXT I 4196 NC REROE GDTO 4250 4200 FOR I = 0 TD 11 4201 SET(R(1, 1), R(1, 2)) 4200 FC I = 0 TD 11 4200 SET(R(1, 1), R(1, 2)) 4200 NC REROE GDTO 0 4200 GDT0 4260 4200 GDT0 4260 4200 GDT0 4260 4200 GDT0 4260 4200 GDT0 4260 4200 FRINT 0 64, INT(A5+C5); TAB(10); INT(FL+C5); TAB(10); INT(FL+C5); TAB(10); INT(RL+C5); TAB(3); INT(RL+C5); TAB(3); INT(RL+C5); TAB(3); INT(RL+C5); TAB(3); INT(PX+C5); 4270 RETURN 5000 RE #### CHECK CONTROLS ### 5010 X = "" 5020 X = INEEY\$ 5030 IF X8 = "" THEN RETURN 5040 IF X8 = "" THEN RETURN 5050 IF X8 = "" THEN RE = 1 5060 IF X8 = "" THEN RETURN 5070 IF X8 = "" THEN RE = 1 5070 I</pre>		
<pre>4 4900 NEXTI 4100 C(10,1) = -FX : 0(11,2) = -PY : 0(10,3) = HT 4100 C(10,1) = -FX : 0(11,2) = -PY-LR : 0(11,3) = HT 4120 A1 = 64/WR : A2 = 64.5 : A3 = 15.5 : A4 = 31 4130 FOR I = 0 TO 11 4140 A0 = (40-0(1,2))/HD 4150 R(1,1) = INT(0(1,1)*A0*A1+A2) 4160 R(1,2) = INT(0(1,1)*A0*A1+A2) 4160 R(1,2) = INT(0(1,1)*A0*A1+A2) 4160 REAT I 4190 FOR I = 320 TO B% STEP 64 4192 FRINT 3 400; STRING(63,128); 4200 FOR I = 0 TO 11 4210 SET(R(1,1),R(1,2)) 4220 NEXT I 4200 DET(R = 0 TO 1 4220 NEXT I 4200 FOR I = 0 TO 1 4220 NEXT I 4200 DET(R (1,1),R(1,2)) 4220 RET (1,1),R(1,2)) 4230 RET (1,1),R(1,2)) 4230 RET (1,1),R(1,2)) 4240 BOTD 4260 4250 RESUME NEXT 4250 RESUME NEXT 4260 FRINT 3 64, INT(A8+C5); TAB(16); INT(R+C5); TAB(16); INT(R+C5); SOO IF X = "THEN RETURN SOO IF X = "THEN RETURN SOO IF X = "THEN RETURN SOO IF X = "THEN RC = 1 SOO IF X = "THEN</pre>		
4 100 0(10,1) = -FX : 0(10,2) = -PY : 0(10,3) = HT 4100 0(10,1) = -FX : 0(11,2) = -PY : R : 0(11,3) = HT 4100 A0 = (40-0(1,2))/HD 4100 ROF I = 0 TO 11 4100 A0 = (40-0(1,2))/HD 4100 R(1,1) = INT(0(1,1)*A04A1+A2) 4100 NC I,1) = INT(0(1,1)*A04A1+A2) 4100 NC REQ GUTO 4250 4100 FOR I = 320 TO 896 STEP 64 4192 PRINT 0 I, CHR*(30); 4194 NEXT I 4194 PRINT 0 FOR I = 320 TO 896 STEP 64 4192 PRINT 0 FOR I = 320 TO 896 STEP 64 4192 PRINT 0 FOR I = 320 TO 896 STEP 64 4194 ST I 4200 FOR I = 0 TO 11 4200 SET(R(1,1), R(1,2)) 4200 NET I = 0 TO 11 4200 SET(R(1,1), R(1,2)) 4200 NET I = 0 TO 11 4200 PRINT 0 44, INT(A5+C5); TAB(69); INT(A0+C5); TAB(61); INT(RL+C5); TAB(50); INT(RL+C5); TAB(51); INT(RL+C5); 5000 IF X* = """ THEN BC = -1 5000 IF X* = """ THEN BC = -1 5000 IF X* = """ THEN BC = 1 5000 IF X* = """ THEN BC = 1 5000 IF X* = "" THEN BC = 1 5000 I	-	
<pre>4 110 D(11,1) = -PX : D(11,2) = -PY-LR : D(11,3) = HT 4120 A1 = 64/WR : A2 = 64.5 : A3 = 15.5 : A4 = 31 4130 FOR I = 0 TO 11 4140 A0 = (H0-D(1,2))/HD 4140 A0 = (H0-D(1,2))/HD 4140 A0 = (H0-D(1,2))/HD 4150 R(I,1) = INT(A3:A0*A4) 4170 NEXT I 4180 ON ERROR GOTD 4250 4190 FOR I = 320 TO 896 STEP 64 4192 PRINT 3 I, CHR*(30); 4194 NEXT I 4196 OD ERROR GOTD 0 0 4200 FOR I = 0 TO 11 4210 SET(R(I,1),R(I,2)) 4220 NEXT I 4200 NE KROR GOTD 0 4230 OD ERROR GOTD 0 4230 SET(R(I,1),R(I,2)) 4200 FRI I 3 & 4, INT(AS+C5); TAB(19);INT(PT+C5); TAB(27);INT(RL+C5); TAB(35);INT(PX+C5); TAB(35);INT(PX+C5); TAB(35);INT(PX+C5); 4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X* = "" 5020 X* = INEX 5030 IF X* = "" THEN RETURN 5040 IF X* = "" THEN RETURN 5050 IF X* = "" THEN RETURN 5050 IF X* = "" THEN RETURN 5050 IF X* = "" THEN RET = 1 5060 IF X* = "" THEN NC = 1 5070 IF X* = "" THEN NC = 1 5070 IF X* = "" THEN RET A 5000 FM *** CONTROLS ATER LANDING *** 5100 X* = "" 5100 IF X* = "" THEN RETURN 5500 IF X* = "" THEN RETURN 5500 IF X* = "" THEN RET = 1 5500 IF X* = "" THEN RET = 2 6000 OP = 0 * R + * X (SGN(AD)*SGN(RC)) 6000 AE = AD + AD # AD \$ (SGN(AD)*SGN(RC)) 6000 AE = AD + AD # AD \$ (SGN(AD)*SGN(RC)) 6000 AD = AD + AD # AD \$ (SGN(AD)*SGN(RC)) 6000 AD = AD + AD # AD \$</pre>	1	
<pre>4 120 A1 = 64/WR : A2 = 64.5 : A3 = 15.5 : A4 = 31 4130 A0 = (HD-D(1,2))/HD 4130 R(1,1) = INT(G(1,1)*A0*A1+A2) 4140 A0 = (HD-D(1,2))/HD 4150 R(1,1) = INT(G(1,1)*A0*A1+A2) 4150 NER(1,1) = INT(G(1,1)*A0*A1+A2) 4160 NERT I 4160 ND ERROR GDT0 4250 4190 FOR I = 320 TD 89 STEP 64 4192 PRINT 3 I, CHR*(30); 4194 NEXT I 4196 PRINT 3 960; STRING*(63,128); 4200 FOR I = 320 TD 89 STEP 64 4195 PRINT 3 960; STRING*(63,128); 4200 FOR I = 0 TD 11 4210 SET(R(1,1),R(1,2)) 4220 NEXT I 4200 NEXT I 4200 NEXT I 4200 NEXT I 4200 PRINT 3 64, INT(A6+C5); TAB(10); INT(AD+C5); TAB(10); INT(AD+C5); TAB(10); INT(AD+C5); TAB(30); INT(P7+C5); TA(10,10); INT(P7+C5); TA(10,10); INT(P7+C5); IT(P7+THEN); INT(P7+C5); IT(P7+TE); INT(P7+C5); IT(P7+TE);</pre>		(110) (110) (11)
<pre>4 130 FOR I = 0 TO 11 4 140 A0 = (HD-O(I,2))/HD 4 150 R(I,1) = INT(G(I,1)\$A0\$A1+A2) 4 160 R(I,2) = INT(A3A0*AA) 4 160 ON ERROR GOTO 4250 4 190 FOR I = 320 TD B96 STEP 64 4 192 PRINT 0 I, CHR*(30); 4 194 NEXT I 4 196 PRINT 0 FOR J = 0 TO 11 4 200 SET (R(I,1),R(I,2)) 4 200 FOR I = 0 TO 11 4 210 SET (R(I,1),R(I,2)) 4 220 NEXT I 4 230 ON ERROR GOTO 0 4 240 QOTO 4 240 0 QOTO 4 2 P V + VX 0 QOTO 4 2 P V + VX 0 QOTO 4 P X = PV + VX</pre>		
<pre>4 140 A0 = (HD=DC1,2))/HD 4 150 R(1,1) = INT(G(1,1)*A0*A1+A2) 4 150 R(1,2) = INT(G(1,1)*A0*A1+A2) 4 160 NERT I 4 200 FRIT 3 960; STRING*(63,128); 4 200 FRIT 3 64, INT(A5+C5); TAB (10); INT(A0+C5); TAB (10); INT(A0+C5); TAB (10); INT(PT+C5); TAB (30); INT(PT+C5); ITAB (30); INT(PT+C5); ITAB</pre>		
<pre>4 150 R(1,1) = INT(0(1,1)*40#41+42) 4 160 R(1,2) = INT(63+60*44) 4 170 NEXT I 4 160 DN ERROR GDTD 4250 4 192 PRINT 0 I, CHR*(30); 4 194 NEXT I 4 196 PRINT 0 70 D 96 STEP 64 4 192 PRINT 0 70 D 91 4 200 CR I = 0 TD 11 4 20 SET(R(1,1),R(1,2)) 4 200 REXT I 4 200 PRINT 0 40, INT(63+C5); T 6 10 T 4 20 O 0 T 4 20 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 20 O 0 T 4 2 0 O 4 2 0 O N ERROR GDTD 0 4 2 0 O 0 T 4 2 0 O 4 2 0 O N ERROR GDTD 0 4 2 0 O 0 T 4 2 0 O 4 2 0 O N ERROR GDTD 0 4 2 0 O 0 T 4 2 0 O 4 2 0 O N ERROR 5 0 T 0 4 2 0 O O O T 4 2 0 O 4 2 0 O 0 T 4 2 0 O 4 2 0 O 0 T 4 2 0 O 4 2 0 O 0 T 4 2 0 O 4 2 0 O 0 T 4 2 0 O 4 2 0 O 0 T 4 2 0 O 4 2 0 O 0 T 4 2 0 O 4 2 0 O 0 T 4 2 0 O 4 2 0 O 0 T 4 2 0 O 4 2 0 O 4 2 0 O 0 T 4 0 O 4 2 0 O 0 T 4 0 O 4 2 0 O 4 2 0 O 0 T 4 0 O 4 2 0 O 4 0 O</pre>		4130 FOR I = 0 TO 11
<pre>4 150 R(1, 1) = INT(0(1, 1)*40#A1+A2) 4 160 R(1, 2) = INT(03+00*A4) 4 170 NEXT I 4 160 ND ERROR GDTD 4250 4 190 FOR I = 320 TD 896 STEP 64 4 192 PRINT 3 I, CHR*(30); 4 194 NEXT I 4 196 PRINT 9 90; STRING*(63,128); 4 200 FOR I = 0 TD 11 4 210 SET(R(1, 1), R(1, 2)) 4 220 NEXT I 4 200 FOR I = 0 TD 10 4 240 GDTO 4260 4 240 GDTO 4260 4 240 GDTO 4 240 4 240 6 GDTO 4 240 4 240 4 240 6 GDTO 4 240 6 GDT 4 AD 4 AD 4 GDT 4 AD 0 THEN LF = 2 6 GDO 6 GDD 5 GDU 5 GDU 6 GDU 6</pre>		4140 AO = $(HD-Q(I,2))/HD$
<pre>4 140 R(1,2) = INT(A3+A0*A4) 4170 NEXT I 4180 DN ERROR GDT0 4250 4190 FOR I = 320 T0 896 STEP 64 4192 PRINT 0 I, CHR*(30); 4194 NEXT I 4196 PRINT 0 FOR I = 0 TD 11 4196 PRINT 0 400; STRING*(63,128); 4200 FOR I = 0 TD 11 4210 SET(R(1,1),R(1,2)) 4220 NEXT I 4240 GDT0 4260 4250 RESUME NEXT 4260 PRINT 0 64, INT(A5*C5);</pre>	- I	4150 $R(I,1) = INT(Q(I,1)*A0*A1+A2)$
<pre>4 170 NEXT I 4180 ON ERROR GDTD 4250 4190 FOR I = 320 TD 896 STEP 64 4192 PRINT 0 I, CHR*(30); 4194 NEXT I 4196 PRINT 0 *00; STRING*(63,120); 4200 FOR I = 0 TD 11 4210 SET(RII,1),R(I,2)) 4220 NEXT I 4230 ON ERROR GDTD 0 4240 GDTD 4240 4250 ORD 4240 4250 RESUME NEXT 4260 PRINT 0 64, INT(AB+C5); TAB(10); INT(AB+C5); TAB(10); INT(AB+C5); TAB(30); INT(AB+C5); TAB(30); INT(AB+C5); TAB(30); INT(AB+C5); TAB(30); INT(AB+C5); TAB(50); INT(AB+C5); TAB(50); INT(AB+C5); TAB(51); INT(AB+C5); TAB(54); INT(PX+C5); TAB(54); INT(PX+C5); TAB(54); INT(PX+C5); TAB(54); INT(PX+C5); TAB(54); INT(AB+C4); S000 REM *** CHCK CONTROLS *** S010 X = "" S020 X = = INKEY* S030 IF X = "" THEN RC = -1 S050 IF X = "" THEN BC = -1 S050 IF X = "" THEN BC = 0 S070 IF X = "" THEN BC = 1 S050 REM *** CONTROLS AFTER LANDING *** S510 X = INKEY* S530 REM ** CONTROLS AFTER LANDING *** S510 X = "" THEN RC = 1 S550 REM ** CONTROLS AFTER LANDING *** S510 X = "" THEN RC = 1 S550 REM ** CONTROLS AFTER LANDING *** S510 X = "" THEN RC = 1 S550 REM ** CONTROLS AFTER LANDING *** S510 X = "" THEN RC = 1 S550 RETURN S600 REM *** AFTER TUCHEDOWN *** 6010 PT = 0 ; RL = 0 ; PZ = 0 6020 AGOUE S5500 6030 PY = PY + VY 6050 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 6050 AD = AD + AD * (SSN(AD):SSON(RC)) 6070 AD = AD + AD * (SSN(AD):SSON(RC)) 6070</pre>		
<pre>4 180 ON ERROR GUTO 4250 4 190 FOR I = 320 TO 896 STEP 64 4 192 PRINT 0 I, CHR*(30); 4 194 NEXT I 4 196 PRINT 0 700; STRING*(63,128); 4 200 FOR I = 0 TO 11 4 210 SET(R(1)); R(1,2)) 4 220 NEXT I 4 230 ON ERROR GDTO 0 4 240 GOTO 4 260 4 240 GOTO 4 260 4 250 NESTME NEXT 4 260 PRINT 0 64, INT(ASC5); TAB(19); INT(ASC5); TAB(19); INT(ASC5); TAB(19); INT(P1+C5); TAB(30); INT(P2+C5); TAB(30); INT(P2+C5); TAB(30); INT(P2+C5); TAB(30); INT(P2+C5); TAB(30); INT(P2+C5); TAB(30); INT(P2+C5); 4 270 RETURN 5 000 REM *** CHECK CONTROLS *** 5 000 X* = INKEY* 5 000 X* = INKEY* 5 000 IF X* = "" THEN RETURN 5 000 IF X* = "" THEN RET = 0 5 070 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = 0 5 070 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN NC = -1 5 050 IF X* = "" THEN RETURN 5 050 OF X* = "" THEN RETURN 5 0500 IF X* = "" THEN NC = -1 5 0500 IF X* = "" THEN NC = -1 5 0500 IF X* = "" THEN NC = -1 5 0500 IF X* = "" THEN RETURN 5 0500 IF X* = "N" THEN RETURN 5 0500 IF X* = "" THEN RETURN 5 0500 IF X* = "N" THEN RETURN 5 0500 IF X* = "" THEN RETURN 5 0500 IF X* = "N" THEN RET = 1 5000 6 000 0EM \$ 48 AFTER TUUCHDOWN \$** 6 000 PT = 0 ; RL = 0 ; PZ = 0 6 000 6000 ON \$* AP A D \$ (SON(AD) \$* AP A D \$ (SON(AD) \$* AP A D \$ (SON(AD) \$* AP A D \$* AP A D \$* (SON AD) \$* AP A D \$* AP A D \$</pre>	_	
<pre>4 190 FOR I = 320 TO 896 STEP 64 4 192 FRINT 3 1, CHR*(30); 4 194 NEXT I 4 196 PRINT 3 960; STRING*(63,128); 4 200 FOR I = 0 TD 11 4 210 SET(R(1,1),R(1,2)) 4 220 NEXT I 4 220 ON ERROR GDTD 0 4 240 GDTD 4 240 4 240 GDTD 4 240 4 240 GDTD 4 240 4 240 GDTD 4 240 4 240 GDTD 4 240 7 AB (9); INT(AD+C5); T AB (19); INT(RL+C5); T AB (13); INT(RL+C5); T AB (13); INT(RL+C5); T AB (13); INT(RL+C5); T AB (54); INT (AB (PY)+C5); T AB (54); INT (AB (PY)+C5)</pre>	•	
<pre>4 192 PRINT @ I, CHR\$(30); 4 194 KEXT I 4 196 PRINT @ 960; STRING\$(63,128); 4 200 FOR I = 0 TD 11 4 210 SET(R(I,1),R(I,2)) 4 220 NEXT I 4 230 ON ERROR GDTD 0 4 240 GDTD 4 240 4 250 RESUME NEXT 4 260 PRINT @ 64, INT(AS+C5); TAB(19); INT(AD+C5); TAB(19); INT(AD+C5); TAB(27); INT(AD+C5); TAB(36); INT(PT+C5); TAB(36); INT</pre>		
<pre>4 194 NEXT I 4 196 PRINT 3 960, STRING\$(63,128); 4200 FOR I = 0 TD 11 4210 SET(R(I,1),R(I,2)) 4220 NEXT I 4220 NEXT I 4220 ON ERROR GDT0 0 4240 GDT0 4240 4240 GDT0 4240 4240 PRINT 3 64, INT(AS+C5); TAB(19);INT(PT+C5); TAB(27);INT(RL+C5); TAB(27);INT(RL+C5); TAB(30);INT(PZ+C5); TAS(30);INT(PZ+C5); TAS</pre>		
<pre>4 196 PRINT @ 960; STRING\$ (63,128); 4200 FOR I = 0 TD 11 4210 SET(R(I,1),R(I,2)) 4220 NET I 4230 DN ERROR GDTD 0 4240 GDTD 4260 4250 RESUME NEXT 4260 PRINT @ 64, INT(AD+C5); TAB(19); INT(PT+C5); TAB(19); INT(PT+C5); TAB(30); INT(PZ+C5); TAB(30); INT(PZ+C5); TAB(30); INT(PZ+C5); TAB(30); INT(PZ+C5); 4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X* = INKEY* 5030 IF X* = "" THEN RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "" THEN BC = -1 5060 IF X* = "G" THEN BC = -1 5060 IF X* = "G" THEN BC = 1 5060 IF X* = "G" THEN BC = 1 5070 IF X* = "M" THEN NC = 1 5080 IF X* = "" THEN NC = 1 5090 IF X* = "" THEN NC = -1 5110 RETURN 5500 REM *** CONTROLS AFTER LANDING *** 5510 X* = "" 5520 X* = INKEY* 5520 X* = INKEY* 5530 IF X* = "" THEN RC = -1 510 REM *** CONTROLS AFTER LANDING *** 5510 FX = "E" THEN RC = -1 5500 IF X* = TE THEN RC</pre>	•	4192 PRINT @ I, CHR\$(30);
<pre>4 196 PRINT @ 960; STRING\$ (63,128); 4200 FOR I = 0 TD 11 4210 SET(R(I,1),R(I,2)) 4220 NET I 4230 DN ERROR GDTD 0 4240 GDTD 4260 4250 RESUME NEXT 4260 PRINT @ 64, INT(AD+C5); TAB(19); INT(PT+C5); TAB(19); INT(PT+C5); TAB(30); INT(PZ+C5); TAB(30); INT(PZ+C5); TAB(30); INT(PZ+C5); TAB(30); INT(PZ+C5); 4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X* = INKEY* 5030 IF X* = "" THEN RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "" THEN BC = -1 5060 IF X* = "G" THEN BC = -1 5060 IF X* = "G" THEN BC = 1 5060 IF X* = "G" THEN BC = 1 5070 IF X* = "M" THEN NC = 1 5080 IF X* = "" THEN NC = 1 5090 IF X* = "" THEN NC = -1 5110 RETURN 5500 REM *** CONTROLS AFTER LANDING *** 5510 X* = "" 5520 X* = INKEY* 5520 X* = INKEY* 5530 IF X* = "" THEN RC = -1 510 REM *** CONTROLS AFTER LANDING *** 5510 FX = "E" THEN RC = -1 5500 IF X* = TE THEN RC</pre>	-	4194 NEXT I
<pre>4200 FOR I = 0 TD 11 4210 SET(R(I,1),R(I,2)) 4220 NEXT I 4230 DN ERROR GDT0 0 4240 GDT0 4240 4240 GDT0 4240 4250 RESUME NEXT 4260 PRINT 0 44, INT(AS+C5); TAB(9); INT(AD+C5); TAB(19); INT(AD+C5); TAB(34); INT(P+C5); TAB(34); INT(P+C5); TAB(34); INT(P+C5); TAB(34); INT(P+C5); 4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X\$ = "" 5020 X\$ = INKEY\$ 5030 IF X\$ = "" THEN RETURN 5040 IF ASC(X\$) < 58 THEN TC = VAL(X\$) : RETURN 5040 IF ASC(X\$) > 47 AND ASC(X\$) < 58 THEN TC = VAL(X\$) : RETURN 5040 IF X\$ = "6" THEN BC = -1 5040 IF X\$ = "6" THEN BC = -1 5040 IF X\$ = "6" THEN BC = 1 5040 IF X\$ = "6" THEN BC = 1 5040 IF X\$ = "0" THEN NC = -1 5040 IF X\$ = "0" THEN NC = -1 5040 IF X\$ = "0" THEN NC = -1 5040 IF X\$ = "0" THEN NC = -1 5050 IF X\$ = "" 5500 REM *** CONTROLS AFTER LANDINB *** 5510 X\$ = "" 5520 X\$ = INKEY\$ 5530 IF X\$ = "" THEN RC = -1 5540 IF X\$ = "E" THEN RC = -1 5550 IF X\$ = "E" THEN RC = -1 5540 IF X\$ = "E" THEN RC = -1 5550 IF X\$ = "E" THEN RC = -1 5540 IF X\$ = "E" THEN RC = -1 5550 IF X\$ = "E" THEN RC = -1 5550 IF X\$ = "E" THEN RC = -1 5560 RETURN 6000 REM *** AFTER TDUCHDUNN *** 6010 PT = 0 : RL = 0 : PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 PY = PY + VY 6050 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 606 AD = AD + AD * (SEN(AD)*SEN(RC)) 6070 AE AS - FD : IF AS < THEN RC) 6070 REM ** AFTER TDUCHDUN *** 6010 PT = AB (SEN(AD)*SEN(RC)) 6070 AE AS - FD : IF AS < THEN RC) 6070 FA S = AS - FD : IF AS < THEN FD = 2 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * AD * CEN AD 5500 FA AD * AD * CEN AD 5500 FA AD 5</pre>		
<pre>4210 SET(R(I,1),R(I,2)) 4220 NEXT I 4220 NEXT I 4220 DUE CRURC GDTD 0 4240 GDTD 4260 4250 RESUME NEXT 4260 PRINT 0 64, INT(A0+C5); TAB(27); INT(AD+C5); TAB(27); INT(AD+C5); TAB(25); INT(AD+C5); TAB(36); INT(PZ+C5); TAB(36); INT(PZ+C5); TAB(45); INT(AD+CF); 4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X* = "" 5020 X* = INKEY* 5010 X* = "" 5020 X* = INKEY* 5030 IF X* = "" THEN RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "" THEN BC = -1 5060 IF X* = "C" THEN BC = -1 5060 IF X* = "C" THEN BC = -1 5060 IF X* = "C" THEN BC = 1 5060 IF X* = "R" THEN BC = 1 5060 IF X* = "R" THEN NC = 1 5060 IF X* = "R" THEN NC = 1 5060 IF X* = "R" THEN NC = -1 5100 IF X* = "R" THEN NC = -1 5100 IF X* = "R" THEN NC = -1 5100 IF X* = "R" THEN RC = 1 5500 REM *** CONTROLS AFTER LANDINB *** 5510 X* = "" 5520 X* = INKEY* 5510 IF X* = "R" THEN RC = 1 5500 IF X* = R = THEN RC = 1 5500 IF X* = "R" THEN RC = 1 5500 IF X* = THE</pre>		
<pre>4220 NEXT I 4230 ON ERROR GOTD 0 4240 GOTD 4260 4250 RESUME NEXT 74B(9); INT(AD+C5); 74B(10); INT(PT+C5); 74B(27); INT(RL+C5); 74B(25); INT(PZ+C5); 74B(54); INT(PZ+C5); 74B(54); INT(PZ+C5); 74B(54); INT(PZ+C5); 74B(54); INT(PZ+C5); 74270 RETURN 5000 REM ### CHECK CONTROLS ### 5010 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "F" THEN RETURN 5050 IF X* = "G" THEN BC = -1 5060 IF X* = "G" THEN DC = 0 5070 IF X* = "H" THEN DC = 1 5080 IF X* = "M" THEN NC = -1 5100 IF X* = "M" THEN NC = -1 5510 X* = "" 5510 X* = "" 5520 X* = INKEY* 5530 IF X* = "THEN RETURN 5540 IF X* = "THEN RETURN 5540 IF X* = "THEN RC = 1 5550 IF X* = "THEN RC = 1 5550 IF X* = "THEN RC = 1 5550 IF X* = "THEN RC = -1 5550 IF X* = THEN RC = -1 5550 IF X* = THE</pre>	•	
<pre>4230 DN ERROR GDTD 0 4240 GDTD 4240 4250 RESUME NEXT 4260 PRINT 0 64, INT(AD+C5);</pre>		
<pre>4240 GDTD 4240 4250 RESUME NEXT 4260 PRINT © 64, INT(AS+C5); TAB(9); INT(AD+C5); TAB(27); INT(RL+C5); TAB(27); INT(RL+C5); TAB(54); INT(PZ+C5); TAB(54); INT(PZ+C5); 4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X* = "" 5020 X* = INKEY* 5030 IF X* = "" THEN RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "" THEN BC = -1 5060 IF X* = "G" THEN BC = -1 5060 IF X* = "G" THEN BC = 1 5080 IF X* = "M" THEN NC = 1 5090 IF X* = "M" THEN NC = 1 5090 IF X* = "M" THEN NC = -1 5100 REM *** CONTROLS AFTER LANDINB *** 5510 X* = "" 5520 X* = INKEY* 5530 IF X* = "R" THEN RETURN 5500 REM *** CONTROLS AFTER LANDINB *** 5510 X* = "" 5520 X* = INKEY* 5530 IF X* = "R" THEN RC = 1 5540 IF X* = "R" THEN RC = 1 5550 IF X* = "B" THEN RC = 0 5570 IF X* = "B" THEN RC = 0 5570 IF X* = "B" THEN RC = 0 5570 IF X* = "B" THEN RD = 2 5580 RETURN 6000 REM *** AFTER TDUCHDOWN *** 6010 PT = 0 * RL = 0 * PZ = 0 6030 PX = PX + VX 6040 AP = PY + VY 6050 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 6040 AD = AD + AD * (SGN(AD)*SGN(RC)) 6070 AS = AS - FD : IF AS <= 0 THEN LF = 3</pre>		
<pre>4250 RESUME NEXT 4260 PRINT @ 64, INT(AS+C5); TAB(19); INT(AD+C5); TAB(12); INT(RL+C5); TAB(36); INT(RL+C5); TAB(35); INT(RL+C5); TAB(35); INT(RL+C5); TAB(35); INT(PX+C5); 4270 RETURN 5000 REM ### CHECK CONTROLS ### 5010 X* = "" 5020 X* = INKEY* 5030 IF X* = "" THEN RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "F" THEN BC = -1 5060 IF X* = "F" THEN BC = -1 5060 IF X* = "H" THEN BC = 1 5060 IF X* = "H" THEN NC = 1 5090 IF X* = "H" THEN NC = -1 5090 IF X* = "B" THEN NC = -1 5110 RETURN 5500 REM ### CONTROLS AFTER LANDINB ### 5510 X* = "" 5520 X* = INKEY* 5530 IF X* = "E" THEN RC = -1 5540 IF X* = "R" THEN RC = -1 5540 IF X* = "B" THEN RC = -1 5550 IF X* = "C" THEN RC = -1 5550 IF X* = "B" THEN RC = -1 5500 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 6000 OREM ## AFTER TOUCHDOWN ### 6010 PT = 0 * PX + VX 6020 OF ABS = AS - FD : IF AB (C O THEN LF = 3 6070 AS = AS - FD : IF AB (C O THEN LF = 3 6070 AS = AS - F</pre>	• ľ	4230 ON ERROR GOTO Ó
<pre>4260 PRINT @ 64, INT(AS+CS);</pre>	-	4240 8010 4260
<pre>4260 PRINT @ 64, INT(AS+CS);</pre>		4250 RESUME NEXT
TAB (9); INT (AD-C5); TAB (18); INT (PT+C5); TAB (27); INT (RL+C5); TAB (36); INT (PZ+C5); TAB (36); INT (PZ+C5); TAB (54); INT (PZ+C5); 4270 RETURN 5000 REM ### CHECK CONTROLS ### 5010 X\$ = "" 5020 X\$ = INKEY\$ 5030 IF X\$ = "" THEN RETURN 5040 IF ASC(X\$) > 47 AND ASC(X\$) < 58 THEN TC = VAL(X\$) : RETURN 5040 IF ASC(X\$) > 47 AND ASC(X\$) < 58 THEN TC = VAL(X\$) : RETURN 5050 IF X\$ = "G" THEN BC = -1 5060 IF X\$ = "G" THEN BC = 0 5070 IF X\$ = "G" THEN DC = 1 5080 IF X\$ = "G" THEN NC = 1 5090 IF X\$ = "W" THEN NC = -1 5100 IF X\$ = "W" THEN NC = -1 5110 RETURN 5500 REM ### CONTROLS AFTER LANDING ### 5510 X\$ = "" 5520 X\$ = INKEY\$ 5520 IF X\$ = "E" THEN RC = 1 5540 IF X\$ = "E" THEN RC = 1 5540 IF X\$ = "E" THEN RC = 1 5550 IF X\$ = "E" THEN RC = 1 5550 IF X\$ = "B" THEN RC = 1 5560 IF X\$ = "B" THEN RC = 1 5570 IF X\$ = "B" THEN RC = 1 5580 RETURN 6010 PT = 0 \$ RL = 0 \$ PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 AD = AD + AD # (SGN(AD) #SGN(RC)) 6070 AS = AS - FD : IF AS <= 0 THEN LF = 3		
TAB (10); INT (PT+C5); TAB (27); INT (RL+C5); TAB (36); INT (P2+C5); TAB (54); INT (P2+C5); TAB (54); INT (PX+C5); 4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X* = "" 5020 X* = INKEY* 5030 IF X* = "H" THEN RETURN 5040 IF X* = "F" THEN BC = -1 5050 IF X* = "F" THEN BC = -1 5050 IF X* = "F" THEN BC = -1 5060 IF X* = "F" THEN BC = 1 5060 IF X* = "F" THEN BC = 1 5060 IF X* = "H" THEN NC = 1 5070 IF X* = "H" THEN NC = 1 5090 IF X* = "C" THEN NC = -1 5100 IF X* = "O" THEN NC = -1 5100 IF X* = "O" THEN NC = -1 5100 IF X* = "R" THEN NC = -1 5100 IF X* = "B" THEN NC = -1 5100 X* = "" 5520 X* = "" THEN RC = 1 5530 IF X* = "" THEN RC = 1 5540 IF X* = "B" THEN RC = -1 5540 IF X* = "B" THEN RC = -1 5550 IF X* = "B" THEN RC = 0 5500 RETURN 6000 REM *** AFTER TOUCHDOWN *** 6010 PT = 0 * RL = 0 * PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 AD = AD + AD * (SGN(AD)*SGN(RC)) 6070 AS = AS - FD : IF AS <= 0 THEN LF = 3	-	
<pre>TAB(27); INT(RL+C5); TAB(36); INT(PZ+C5); TAB(35); INT(ABS(PY)+C5); TAB(54); INT(PX+C5); 4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X* = "" 5020 X* = INKEY* 5030 IF X* = "" THEN RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "F" THEN BC = -1 5060 IF X* = "G" THEN BC = -1 5060 IF X* = "G" THEN BC = 1 5060 IF X* = "M" THEN BC = 1 5060 IF X* = "M" THEN NC = -1 5060 IF X* = "M" THEN NC = -1 5070 IF X* = "K" THEN NC = -1 5090 IF X* = "C" THEN NC = -1 5110 RETURN 5500 REM *** CONTROLS AFTER LANDING *** 5510 X* = "" 5520 X* = INKEY* 5530 IF X* = "R" THEN RC = 1 5540 IF X* = "R" THEN RC = 1 5550 IF X* = "C" THEN RC = 0 5570 IF X* = "B" THEN RC = 0 5570 IF X* = "B" THEN RC = 0 5570 IF X* = "B" THEN RC = 0 6000 REM *** AFTER TOUCHDOWN *** 6010 PT = 0 * RL = 0 * PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 PY = PY + VY 6050 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 6060 AD = AD + AD * (SGN(AD)*SGN(RC)) 6070 AS = AS - FD : IF AB <= 0 THEN LF = 3</pre>		
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TAB (54); INT (PX+C5); 4270 RETURN 5000 REM *** CHECK CDNTROLS *** 5010 X* = "" 5020 X* = INKEY* 5030 IF X* = "" THEN RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "G" THEN BC = -1 5060 IF X* = "G" THEN BC = 1 5080 IF X* = "M" THEN BC = 1 5090 IF X* = "M" THEN NC = -1 5100 IF X* = "O" THEN NC = -1 5110 RETURN 5500 REM *** CONTROLS AFTER LANDING *** 5510 X* = "" 5520 X* = INKEY* 5530 IF X* = "R" THEN RETURN 5540 IF X* = "R" THEN RC = 1 5550 IF X* = "" THEN RC = 1 5550 IF X* = "C" THEN RC = -1 5550 IF X* = "C" THEN RC = 0 5570 IF X* = "B" THEN RC = 0 5570 IF X* = "B" THEN RC = 0 5570 IF X* = "B" THEN RC = 0 6000 REM *** AFTER TOUCHDOWN *** 6010 PT = 0 * RL = 0 * PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 PY = PY + VY 6050 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 6060 AD = AD + AD * (SGN(AD))*SGN(RC)) 6070 AS = AS - FD : IF AS <= 0 THEN LF = 3		TAB(45); INT(ABS(PY)+C5);
4270 RETURN 5000 REM *** CHECK CONTROLS *** 5010 X* = "" 5020 X* = INKEY* 5030 IF X* = "" THEN RETURN 5040 IF ASC(X*) > 47 AND ASC(X*) < 58 THEN TC = VAL(X*) : RETURN 5050 IF X* = "F" THEN BC = -1 5060 IF X* = "G" THEN BC = 1 5070 IF X* = "H" THEN BC = 1 5090 IF X* = "H" THEN NC = 1 5090 IF X* = "N" THEN NC = -1 5100 IF X* = "O" THEN NC = -1 5100 RETURN 5500 REM *** CONTROLS AFTER LANDING *** 5510 X* = "" 5520 X* = INKEY* 5520 X* = INKEY* 5530 IF X* = "" THEN RC = 1 5540 IF X* = "R" THEN RC = -1 5540 IF X* = "B" THEN RC = -1 5540 IF X* = "B" THEN RC = 0 5570 IF X* = Y* + VX 6010 PT = 0 * RL = 0 * PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 AP = AP + VY 6050 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 6060 AD = AD + AD * (SEN(AD)*SEN(RC)) 6070 AS = AS - FD : IF AB <= 0 THEN LF = 3		
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<pre>5050 IF Xs = "F" THEN BC = -1 5060 IF Xs = "G" THEN BC = 0 5070 IF Xs = "H" THEN BC = 1 5080 IF Xs = "M" THEN NC = 1 5090 IF Xs = "K" THEN NC = -1 5110 RETURN 5500 REM *** CONTROLS AFTER LANDINB *** 5510 Xs = "" 5520 Xs = INKEYs 5530 IF Xs = "" 5540 IF Xs = "R" THEN RC = -1 5540 IF Xs = "R" THEN RC = 1 5550 IF Xs = "R" THEN RC = -1 5540 IF Xs = "B" THEN RC = -1 5540 IF Xs = "B" THEN RC = -1 5540 IF Xs = "B" THEN RC = 0 5570 IF Xs = "B" THEN RC = 0 5570 IF Xs = "B" THEN FD = 2 5580 RETURN 6000 REM *** AFTER TDUCHDDWN *** 6010 PT = 0 s RL = 0 s PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 PY = PY + VY 6050 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 6060 AD = AD + AD * (SGN(AD))*SGN(RC)) 6070 AS = AS - FD : IF AB <= 0 THEN LF = 3</pre>		
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<pre>5090 IF Xs = "K" THEN NC = 0 5100 IF Xs = "0" THEN NC = -1 5110 RETURN 5500 REM *** CONTROLS AFTER LANDING *** 5510 Xs = "" 5520 Xs = INKEYs 5530 IF Xs = "" THEN RETURN 5540 IF Xs = "R" THEN RC = 1 5550 IF Xs = "R" THEN RC = -1 5550 IF Xs = "B" THEN RC = 0 5570 IF Xs = "B" THEN RC = 0 5570 IF Xs = "B" THEN FD = 2 5580 RETURN 6000 REM *** AFTER TDUCHDDWN *** 6010 PT = 0 * RL = 0 * PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 PY = PY + VY 6050 IF ABS(PX) > WR DR PY > 0 THEN LF = 2 6060 AD = AD + AD * (SGN(AD)*SGN(RC)) 6070 AS = AS - FD : IF AB <= 0 THEN LF = 3</pre>	-	
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<pre>5510 X\$ = "" 5520 X\$ = INKEY\$ 5530 IF X\$ = "" THEN RETURN 5540 IF X\$ = "R" THEN RC = 1 5550 IF X\$ = "E" THEN RC = -1 5550 IF X\$ = "E" THEN RC = 0 5570 IF X\$ = "B" THEN RC = 0 5570 IF X\$ = "B" THEN RD = 2 5580 RETURN 6000 REM *** AFTER TDUCHDDWN *** 6010 PT = 0 * RL = 0 * PZ = 0 6020 GGSUB 5500 6030 PX = PX + VX 6040 PY = PY + VY 6050 IF ABS(PX) > WR OR PY > 0 THEN LF = 2 6060 AD = AD + AD * (SGN(AD)*SGN(RC)) 6070 AS = AS - FD : IF AS <= 0 THEN LF = 3</pre>		
$\begin{array}{l} & 5520 \ X$ = INKEY$ \\ & 5530 \ IF \ X$ = "R" \ THEN \ RC \ = 1 \\ & 5540 \ IF \ X$ = "R" \ THEN \ RC \ = 1 \\ & 5550 \ IF \ X$ = "C" \ THEN \ RC \ = -1 \\ & 5560 \ IF \ X$ = "C" \ THEN \ RC \ = -1 \\ & 5570 \ IF \ X$ = "C" \ THEN \ RC \ = 0 \\ & 5570 \ IF \ X$ = "B" \ THEN \ RC \ = 0 \\ & 5570 \ IF \ X$ = "B" \ THEN \ RC \ = 0 \\ & 5580 \ RET \ RT \ HEN \ FD \ = 2 \\ & 5580 \ RET \ RT \ HEN \ FD \ = 2 \\ & 5580 \ RET \ RT \ HEN \ FD \ = 2 \\ & 5580 \ RET \ RT \ HEN \ FD \ = 2 \\ & 6000 \ REM \ *** \ AFTER \ TDUCHDDWN \ *** \\ & 6010 \ PT \ = 0 \ $RL \ = 0 \ $PZ \ = 0 \\ & 6020 \ GOSUB \ 5500 \\ & 6030 \ PX \ = \ PX \ + \ VX \\ & 6040 \ PY \ = \ PY \ + \ VX \\ & 6040 \ PY \ = \ PY \ + \ VX \\ & 6040 \ AD \ = \ AD \ + \ AD \ * \ RD \ PY \ > \ O \ THEN \ LF \ = 2 \\ & 6060 \ AD \ = \ AD \ + \ AD \ * \ (SGN(AD))\ *SGN(RC)) \\ & 6070 \ AS \ = \ AS \ - \ FD \ : \ IF \ AS \ <= 0 \ THEN \ LF \ = 3 \end{array}$	•	
<pre>5530 IF Xs = "" THEN RETURN 5540 IF Xs = "R" THEN RC = 1 5550 IF Xs = "C" THEN RC = -1 5560 IF Xs = "C" THEN RC = 0 5570 IF Xs = "B" THEN FD = 2 5580 RETURN 6010 PT = 0 s RL = 0 s PZ = 0 6020 GOSUB 5500 6030 PX = PX + VX 6040 PY = PY + VY 6050 IF ABS(PX) > WR DR PY > 0 THEN LF = 2 6060 AD = AD + AD * (SGN(AD))*SGN(RC)) 6070 AS = AS - FD : IF AB <= 0 THEN LF = 3</pre>		
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		6040 PY = PY + VY 6050 IF ABS(PX) > WR DR PY > 0 THEN LF = 2
		6040 PY = PY + VY 6050 IF ABS(PX) > WR DR PY > 0 THEN LF = 2 6060 AD = AD + AD * (SGN(AD),*SGN(RC))

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PROCRAMS

-		_
	6090 RETURN	_
•	BOOD REM *** INITIALISATION ***	
	8010 CLEAR 100 : DEFINT I-K	
	B020 DIM Q(11,3) , R(11,2)	
	B030 CLS : PRINT TAB(20); "AIRCRAFT LANDING SIMULATOR" : PRINT	
	B040 INPUT, "DO YOU REQUIRE INSTRUCTIONS (Y/N)"; X\$ B050 PRINT	
	8060 IF X\$ = "N" THEN 8290 ELSE IF X\$ = "Y" THEN 8080	
	BOTO INPUT "PLEASE TYPE Y OR N"; X\$: GDTO BOGO	
	BOBO CLS	
	8090 PRINT	
	"IT IS DARK AND RAINING. YOU ARE APPROACHING THE AIRFORT WITH	
•	300 PASSENGERS ON BOARD AND YOUR CO-PILOT HAS JUST BECOME UNCONSCIOUS, SO YOU MUST LAND THE AIRCRAFT ALONE. TO BE HONEST"	
	8100 PRINT	
	"HE WAS NOT DOING A GREAT JOB BEFORE HE PASSED OUT.	
•		
	YOU ARE IN LEVEL FLIGHT AT AN ALTITUDE OF 3000 M BUT ONLY 20 KM	
•	FROM THE FAR END OF THE RUNWAY. YOUR AIRCRAFT IS POINTING IN" B110 PRINT	
-	"THE CORRECT DIRECTION BUT ANY CROSSWIND WILL CAUSE A DEVIATION	
	FROM THIS PATH."	
•	8120 GDSUB 310	
	8130 PRINT	
•	"YOU MUST LAND WITH AN AIRSPEED OF ABOUT 50 M/S WITH NO APPRECIABLE ROLL OR FITCH. ROLL MUST BE LESS THAN 3 DEGREES	
	AND PITCH BETWEEN O AND 5 DEGREES. SINCE THE RUNWAY IS 2000 M"	
	B140 PRINT	
•	"LONG THE DISTANCE INDICATOR MUST SHOW LESS THAN THIS FIGURE ON	
	TOUCHDOWN. SIMILARLY THE RUNWAY IS 100 M WIDE SO THAT IF THE	
•	DEVIATION IS GREATER THAN 50 M ON TOUCHDOWN YOU WILL MISS THE RUNWAY."	
	8150 PRINT: PRINT	
	"AFTER TOUCHDOWN YOU MUST USE THE RUDDER TO CORRECT THE	
•	DIRECTION OF TRAVEL AND THE BRAKES TO STOP BEFORE YOU REACH	
	THE END OF THE RUNWAY (THIS IS INDICATED BY A DISTANCE READING "	
	B160 PRINT "OF 0). IF YOU FAIL TO STOP OR TO CORRECT YOUR DIRECTION (WHICH	
	MAY NOT BE O WHEN LANDING IN A CROSSWIND) YOU WILL CRASH. "	
	8170 PRINT : GOSUB 310	
	B180 PRINT	
	"YOU CAN SEE THE RUNWAY LIGHTS AHEAD AND IN THE DISTANCE THE LIGHTS OF THE CITY YOU HOPE TO AVOID.	
	YOUR INSTRUMENTS GIVE THE FOLLOWING INFORMATION:	
•	8190 PRINT	
	BEARING DIRECTION IN WHICH AIRCRAFT IS POINTING. O IS	
	STRAIGHT AHEAD, POSITIVE VALUES TO THE RIGHT	
	PITCH POSITIVE VALUES WHEN THE AIRCRAET'S NOSE IS UP!	
	B200 FRINT	
	"ROLL POSITIVE VALUES CLOCKWISE, ROLL CAUSES BANKING WHICH	
	CHANGES THE AIRCRAFT'S BEARING.	
•	DISTANCE FROM FAR END OF RUNWAY IN M.	
	DEV SIDEWAYS DEVIATION FROM CENTRE OF RUNWAY"	
٠	B210 GOSUB 310	
	8220 PRINT "IN FLIGHT YOU HAVE THE FOLLOWING CONTROLS:	
	IN FLIGHT TOU HAVE THE FOLLOWING CONTROLS:	
•	F ROLL TO LEFT	
	G MAINTAIN ROLL AT THIS LEVEL	
	H ROLL TO RIGHT	
	M NOSE UP (INCREASE PITCH) K MAINTAIN PITCH AT THIS LEVEL	
•	D NOSE DOWN (DECREASE PITCH)	
•	8230 PRINT "0-9 THRDTTLE CONTROL	
	EACH SETTING HAS A TERMINAL VALUE OF SPEED WHICH IS	
•	REACHED EVENTUALLY. E.G. 5 - 150 M/S, 2 - 50 M/S.	
	LANDING IS USUALLY ACHIEVED DN SETTING 2,"	
	B240 GOSUB 310	
•	8250 PRINT "AFTER TOUCHDOWN ONLY THE FOLLOWING HAVE EFFECT:	
•	E RUDDER LEFT	
	R RUDDER RIGHT	
	B APPLY BRAKES	
	N.B. ALL CONTROLS HAVE A DELAYED EFFECT ON A LARGE AIRCRAFT."	
	8260 PRINT	
•	IN GENERAL THEY HAVE AN EFFECT ON THE SECOND DISPLAY AFTER	
	PRESSING A KEY	
	GOOD LUCK.	
	0	



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_	
	8270 INPUT "DO YOU WANT TO SEE THESE INSTRUCTIONS AGAIN";X\$
	8280 GDTD 8060 8270 PI = 3.14157
	8270 FI = 3.14137 8300 C1 = PI / 180 s C2 = 180 / PI
	8310 C5 = .5
	8320 LF = O : 'LANDING FLAG
	8330 PZ = 3000 'ALTITUDE
	8340 PY = -2E4 : 'DISTANCE FROM AIRFIELD (TO FAR END OF RUNWAY)
	8350 PX = 0 : 'LATERAL DEVIATION FROM GLIDE PATH
	8360 RL = 0 : 'ROLL 8370 PT = 0 : 'PITCH
	8380 AS = 150 : 'AIRSPEED
	8390 AD = 0 : 'AIR DIRECTION
	8400 GDSUB 400
	8410 CLS
	8420 PRINT
	"PLEASE SELECT WIND SPEED AND DIRECTION. A DIRECTION OF O MEANS THAT THE WIND IS BLOWING STRAIGHT AT YOU AND THIS GIVES THE
	EASIEST LANDING SINCE YOU DO NOT NEED TO ALTER ROLL OR BEARING."
	8430 PRINT
	"THE DIRECTION SHOULD BE BETWEEN -90 (FROM THE LEFT) AND +90
	(FROM THE RIGHT).A WIND SPEED OF 5 IS A LIGHT BREEZE, A SPEED
	OF 30 A GALE.
	8440 INPUT "WIND SPEED (M/S)";XO
	8450 INPUT "WIND DIRECTION (DEG)"; X1
	B_{460} WY = -X0 * CDS(X1 * C1)
	8470 WX = -XO * SIN(X1 * C1)
	8480 GZ = VZ : GY = VY + WY : GX = VX + WX
	8490 TC = 5 : 'THROTTLE CONTROL
	8500 BC = 0 : 'BANKING CONTROL
	8510 NC = 0 : 'NOSE UP/DOWN CONTROL 8520 RC = 0 : 'RUDDER CONTROL
	B530 FOR I = 0 TO 9 : READ TB(I) : NEXT I-
	8540 DATA 0,25,50,75,100,150,200,250,275,300
	8550 YT = 20 : 'YAW TDLERANCE
	8560 RT = 3 : 'ROLL TOLERANCE
	8570 TP = 5 : 'PITCH TOLERANCE
	8580 LR = 2000 : 'RUNWAY LENGTH 8590 WR = 50 : 'RUNWAY WIDTH
	8600 HD = 3E4 : 'DISTANCE TO HORIZON
	B610 ELS
	8620 PRINTOO, "AIRSPEED BEARING PITCH ROLL ALT DIST DEV";
	8630 PRINT0256,
	"
	8640 GDTD 1000
	9000 REM *** FINAL DETAILS *** 9010 PRINT
	9020 PRINT "SPEED = "; AS; "M/S"
	9030 PRINT "DIRECTION = "; AD; "DEG"
	9040 PRINT "DISTANCE FROM END OF RUNWAY = "; ABS (PY); "M"
	9050 PRINT "DISTANCE FROM CENTRE OF RUNWAY = "; ABS(PX); "M"
	9060 PRINT "PITCH = "; PT; "DEG"
Ĺ	9070 PRINT "ROLL = "; RL; "DEG" 9080 X\$ = "": X\$ = INKEY\$; IF X\$ = "" THEN 9080
í	9080 X\$ = "" : X\$ = INKEY\$ IF X\$ = "" THEN 9080

Atari Flashback

by G Cheung

This game is rather like the well known 'Simon' game. It uses good colour and sound and provides a full range of difficulty levels.

As it will runs in under 16k it is ideal for either Atari 400 or 800. Depending on the level of difficulty, between four and eight. numbers are displayed in coloured rectangles.

These flash in a random sequence, together

• 10 REM **FLASHBACK BY GWK CHEUNG

.

10 BCT 41 (1),P\$(19),Z\$(19),N(18),P(8),NB 20 RET 30 DTM R\$(1),P\$(19),Z\$(19),N(18),P(8),NB (8),NH(8),NT(8):60T0 90 40 RET with a sound of characteristic pitch. The player then has to follow the sequence by pressing the right numeric keys. As the game goes on, of course, the sequences get longer. A high score of number sequences remembered is kept.

As a program it's nicely written, and it uses machine code to speed up responses to input. The flashing numbers are produced by POKEing directly into screen RAM.

50 REM **SR FOR RANDOM NUMBERS 60 FOR J=1 TO N:N(J)=INT(RND(0)*L+1):NEX T J:RETURN 70 REM 90 REM **SETTING UP MUSIC NOTES



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- 670 ? :? "THE GAME HILL BEGIN WHEN 4 REC TANGLES ARE DISPLAYED ON THE SCREEN." 680 ? :? "THE GAME IS OUER WHEN THE PLAY ER MAKES AN ERROR OR MAG SUCESSFULL Y REPEATED THE SERIES OF "; 690 ? "NUMBERS AT THE FINAL LEVEL." 700 ? :? :? "SELECT INITIAL LEVEL:" 710 POSITION 1,15: "LEVEL":POSITION 1,1 7:? "PPRESS SLATE" 90 FOR J=1 TO 8:READ F1:NT(J)=F1:NEXT J: DATA 31,63,95,127,159,191,223,255 0HIH 31, 55, 55, 127, 139, 131, 223, 233 100 REM 110 REM **M×C TO SET UP PLAYERS 120 FOR 1=1 TO 19; READ PS:P\$(J,J)=CHR\$(P 9); NEXT J:Z\$=P\$:Z\$(9,9)=CHR\$(255):Z\$(16, 16)=CHR\$(60) 130 DATA 104,104,133,204,104,133,203,169 ,0,160,0,145,203,200,192,255,208,249,96 720 POKE BE+18,6:POKE BE+19,6:POKE BE+20 140 HS=0:REM **RESET HIGH SCORE 150 GOSUB 620 160 L=LEV+2:N=LEV*3:GOSUB 60 730 IF PEEK(53279)=5 THEN LEV=LEV+1:REM **CHECK SELECT KEY . 170 REM 180 REM ***SET UP DISPLAY FOR GAME 190 GRAPHICS 18:POKE 710,0:POKE 711,15 **UHELK SELEUT KEY 740 IF LEUVS THEN LEU=1 750 POSITION 7.16:? LEU:H=6%LEV 760 IF PEEK(53279)=6 THEN RETURN :REM ** CHECK START KEY 770 FOR D=1 TO 50:NEXT D:GOTO 730 780 REM 790 REM ***SCORE DISPLAYS 190 GRAPHICS 18:POKE 710,0:POKE 711,15 200 REM 210 REM ***NBCJ)=NUMBERS IN BLACK NHK(J)=NUMBERS IN HHITE 220 FCR J=1 TO 8:NBCJ)=144+J:NHKJJ=208+J :NEXT J 230 REM 240 REM ***POSITION OF NUMBERS ON THE SCREEN 550 \$=PEEK(560)+256*PEEK(561)+4:S=PEEK(S >+256*PEEK(541) . 800 GRAPHICS 18:POKE 53277,0 810 POSITION 5,3:? #6;"AAAH###!!!!":GOSUB 1100 .
 810
 POSITION 2.3:: #S; HARAMANTII: :5050B

 1100
 8.2:: #S; HARAMANTII: :5050B

 820
 POSITION 2.9:: #S; "SCORE ";T+K-1

 830
 POSITION 2.9:: #S; "SCORE ";T+K-1

 830
 POSITION 2.9:: #S; "SCORE ";T+K-1

 830
 POSITION 2.9:: #S; #S; HARAMANTII: :5020B

 830
 POSITION 2.9:: #S; #S; HARAMANTII: :5020B

 830
 POSITION 2.9:: #S; #SCORE ";T+K-1

 830
 F=0:GOTO 150

 860
 FCR 1=0 TO X1:POKE 53248,X1-1:SOUND

 97.1
 F=0:10,X2:POKE 53249,X2-1:SOUND

 9.X1
 F=0:TO,X2:POKE 53250,X3-1:SOUND

 9.X3
 F.10:HORXT I

 9.90
 FOR 1=0 TO X2:POKE 53250,X3-1:SOUND

 9.4.7
 J.6.10:NEXT I

 9.10
 FOR 1=0 TO X2:POKE 53251,X4-1:SOUND
 e 290 REM 300 REM **SOUND VIBRATIONS 310 GOSUB 1000:SOUND 0,0,0,0:POKE 53768, 4:POKE 53761,168:POKE 53765,169:POKE 537 60,254:POKE 53764,123 • 310 320 REM 330 REM ***MOUING PLAYERS 340 FOR I=0 TO X4:POKE 53251,I:NEXT I 350 FOR I=0 TO X3:POKE 53250,I:NEXT I 360 FOR I=0 TO X2:POKE 53249,I:NEXT I 370 FOR I=0 TO X1:POKE 53249,I:NEXT I 380 SOUND 0.0,0,0:FOR I=70 TO 0 STEP -50UND 2.110.10:NEXT I 390 GOSUS 1160 320 REM 910 FOR I=0 TO X4: POKE 53251,X4-I: SOUND 0,X4-I,10,10: NEXT I 920 REM 930 REM **CONGRATULATE PLAYER 940 GRAPHICS 18:POKE 710,146:POKE 712,14 6:POKE 53277.0 950 POSITION 2,5:? #6;"HELLDONE!!!" 960 POSITION 2,7:? #6;"SCORE ";T+K-1 970 GOSUB 1130:GOSUB 1160:GOTO 150 990 PE^M -1: 400 K=1 400 K=1 410 REM 420 REM **COMPUTER SEQUENCE DISPLRY 430 FOR: J=1 TO K 440 POKE PCHK J>>,NHK(MKJ>>:JJ=NKJ):GOSUE 1190:POKE PCHKJ>>,NHK(MKJ>>:GOSUE 1230:NE YT J 950 REM 990 REM **P/M GRAPHICS SUBROUTINE FOR 4 RECTANGLES 1000 X1=67:X2=100:X3=133:X4=166 1010 A6=PEEK(106 >~16:POKE 54279_A6:PMB=2 56#A6 \tilde{t} J 450 REM 450 REM 470 OPEN #1/4,0."K:":POKE 764,255:FOR J= 1 T0 K 480 GET #1,X:IF X<49 OR XXL+48 THEN 480 480 Y=X-48:POKE P(Y).NHKY):JU=K(J):GOSUB 1190:POKE P(Y).NHKY):JU=K(J):GOSUB 1390:POKE P(Y).NHKY):JU=K(J):GOSUB 580 IF Y/JKJ)THEN CLOSE #1:GOTO 880:RE 1 XECHECK FOR PLAYER ERROR 510 NEV1.J:CLOSE #1 D2040 1020 POKE 623,4:FOR I=53256 T0 53259:POK E I,3:NEXT I 1030 POKE 559,46:POKE 53277,3 1040 FOR I=53248 T0 53251:POKE I,0:NEXT . 1050 D=USR(ADR(P\$), PMB+512): D=USR(ADR(P\$), PMB+768))#THE#768) 1060 POKE 704,98:POKE 705,22:POKE 706,18 2:POKE 707,70:RET ##COLORS OF RECTANGLES 1070 D=USR(ADR(Z\$),PTH=542):D=USR(ADR(Z\$),)#TH=670:D=USR(ADR(Z\$),PTH=736):D=USR(4DR(Z\$),PTH=926):RETURN . 510 NEXT J: CLOSE #1 520 REM 530 REM **CHECK FOR END OF SEQUENCE 540 K=K+1:IF KXH THEN GOTO 560 550 GOSUB 1160:GOTO 430 560 LEU=LEU+1:IF LEUX6 THEN 880 570 L=LEU+2:N=LEUX3:GOSUB 60 580 FOR I=1 TO L:POKE P(L),NHK(L):FOR D=1 TO 10:SOUND 0,NT(L),10:NEXT D:SOUND 0,0.0,0 . . 590 POKE P(L),NB(L):FOR D=1 TO 10:NEXT D INEXT I:T=T+K-1:FOR D=1 TO 500:NEXT D:GO . TO 400 600 REM 610 REM ***INITIAL DISPLAY 620 GRAPHICS 0:POKE 710,146:POKE 712,146 :POKE 752,1:LEV=1 630 BE=PEEK(560)+PEEK(561)*256+4 640 POSITION 1,1:? "FLASHBACK 59 0 POKE BE+2,7:POKE BE+3,6 650 POKE BE+2,7:POKE BE+3,6 650 POKE IDEN 2,2:2 "FOLL UN THE COMPLIESE
- 660 POSITION 2,3:7 "FOLLOH THE COMPUTER BY HITTING KEYS 1-8 (DIRECT INPUT)."
- 1090 REM 1090 REM **ERROR SOUND EFFECTS 1000 FOR 1=70 TO 196:SOUND 0.1,12,15:POK E 712,1:POKE 710,1:NEXT I:SOUND 0.0,0,0: RETURN 1110 REM 1120 REM 1110 REM 1120 REM **UPDATE HIGHSCORE 1130 IF T+K-1)HS THEN HS=T+K-1:RETURN 1140 REM **DELAY 1150 REM **DELAY 1160 FOR D=1 TO 300:NEXT D:RETURN 1700 REM **MUSICAL NOTES 1190 FOR D=1 TO 16:SOUND 0,NT(JJ),10,15: NEXT D:SOUND 0,0,0,0:RETURN 1200 FOR I6-1 TO 6:SOUND 0,NT(JJ),10,15: NEXT 16:RETURN 1210 REM 1210 REM 1220 REM **FLASH DELAYS 1230 FOR D=1 TO 10:NEXT D:RETURN

MZ-80K Test Analysis

by P Morrison

If you don't know how to split and sort strings, a look at this program should at least give you some idea how it's done.

SP-5025 Basic. The original version was written for a different Basic - either

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SP-5060 or SP-5074 (it ran under both of those). If your MZ-80K only uses one of these interpreters, modifications are as follows:

Add a line: 925 PRINT"C":GOTO 30 (the "C" is the clear screen symbol). Amend line 920 to read: IF A\$ <>"Y" **THEN 930**

Text Analysis requests input of up to 76 characters (including spaces). It then sorts out the string, gives the number of characters, and tells which different letters are contained within it, how many vowels, consonants and how many special characters there are.

It will not accept lower case or numbers, and some special characters, such as quota tion marks, are not allowed. In spite of its limitations it only uses up about 4^{1/2} of memory which leaves plenty of room for expansion, both in capacity and in the number of different characters it can handle.

The author has taken care to ensure that output makes grammatical sense, eg, it won't tell you there are '1 full stops' of '3 letter A'. It sounds fussy, but these little trimmings make a lot of difference. One wonders what imaginitive uses PCW readers will make of this program!

<pre>5 PRINT'BS'' 10 PRINTTBS(12):"TEXT ANALVSIS" 15 PRINTTBS(12):"TEXT ANALVSIS" 16 PRINTTBS(12):"TEXT ANALVSIS" 17 PRINTTBS(12):"TEXT INVALID! TRV AGAIN PLEASE":GOTO35 17 PRINT:PRINT"VPE IN YOUR TEXT " 18 PRINT:PRINT"VPE IN YOUR TEXT " 19 PRINT:PRINT"(Cho quotation marks or commas, but & ? ! . 10 and - are OK)" 19 PRINT:PRINT"(Cho quotation marks or commas, but & ? ! . 10 and - are OK)" 19 PRINT:PRINT"Cho quotation marks or commas, but & ? ! . 10 and - are OK)" 19 PRINT:PRINT"Cho quotation marks or commas, but & ? ! . 10 and - are OK)" 19 PRINT:PRINT"Cho quotation marks or commas, but & ? ! . 10 and - are OK)" 19 PRINT:PRINT"Cho quotation marks or commas, but & ? ! . 10 and - are OK)" 19 PRINT:PRINT"Cho quotation marks or commas, but & ? ! . 10 and - are OK)" 10 PRINT:PRINT"Cho quotation marks or commas, but & ? ! . 10 and - are OK)" 10 PRINT:PRINT"Cho quotation marks or commas, but & ? ! . 10 print // Cho (AKS) 10 PRINT:PRINT'Cho quotation marks or commas, but & ? ! . 10 PRINT:PRINT:PRINT:PRINT 100 10 PRINT:PRINT:PRINT:PRINT 100 10 PRINT:PRINT:PRINT:PRINT 10 PRINT:PRINT:PRINT:PRINT 10 PRINT:PRINT:PRINT:PRINT 10 PRINT:PRINT:PRINT:PRINT 10 PRINT:PRINT</pre>		
<pre>15 PRINTTARG(12); """"""""""""""""""""""""""""""""""""</pre>		5 PRINT"B"
<pre>15 PRINTTARG(12); """"""""""""""""""""""""""""""""""""</pre>		10 PRINTTAB(12); "TEXT ANALYSIS"
<pre>20 GOTO 30 22 FRINT"G:FRINT"TEXT INUALID! TRY AGAIN PLEASE":GOTO35 30 PRINT:PRINT"TYPE IN YOUR TEXT " 35 PRINT:PRINT"CHO quotation marks or commas. but & ? ! . and - are OK." 46 PRINT:PRINT"(Ho quotation marks or commas. but & ? ! . and - are OK." 45 PRINT:PRINT X:PRINT"E" 56 IFX=" THEN 25 55 PRINT "GIUE ME TIME TO SORT IT OUT" 66 LI=LEN(X\$) 65 DIM A(26) 76 FOR X=17026:A(X)=0:NEXT X 75 UI=0:EM=0:AM=0:HM=0:OM=0:SP=0:FS=0 86 FOR X1 = 1 TO LEN(X\$) 85 A\$ =LEFT\$(X\$,X1):E\$=RIGHT\$(A\$,1) 90 IF AGC(B\$)=32 THEN 135 100 IFABC(B\$)=32 THEN 135 105 IFABC(B\$)=33 THEN 135 115 IFABC(B\$)=33 THEN 135 116 IFABC(B\$)=33 THEN 135 115 IFABC(B\$)=35 THEN 135 115 IFABC(B\$)=35 THEN 135 115 IFABC(B\$)=35 THEN 135 115 IF AGC(B\$)=45 THEN 135 115 IF AGC(B\$)=45 THEN 135 115 IF AGC(B\$)=37 THEN 14=L1-1 126 IF ASC(B\$)=37 THEN 14=L1-1 136 IF ASC(B\$)=37 THEN 14=L1-1 140 IF ASC(B\$)=37 THEN L1=L1-1 156 IF ASC(B\$)=37 THEN L1=L1-1 160 IF ASC(B\$)=37 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=37 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 175 PRINT"NIS has "1LIS "Letters with":PRINT:GOTO190 185 PRINT"NIS has "1LIS "LETTERS WITH":PRINT 190 C1=L1-UI 195 IF OM=0THEN 215 200 IF CM=1 THEN 230 205 PRINTMI; "Question marks":PRINT:GOTO215 210 PRINT" 1 Question marks":PRINT:GOTO215 220 IF CM=1 THEN 250 230 PRINT" 1 QUESTION marks":PRINT:GOTO25 230 PRINT" 1 QUESTION marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 276 245 PRINTMI; "Morhens":PRINT:GOTO25 250 PRINT" 1 20 Sign":PRINT:GOTO25 250 PRINT" 1 2</pre>		
<pre>25 FRINT:PRINT"TEXT INUALID! TRV AGAIN PLEASE":GOTO35 36 PRINT:PRINT"TYPE IN YOUR TEXT " 35 PRINT:PRINT"(CAPS ONLV:Max lensth 76 inc spaces)" 40 PRINT:PRINT"(DIPLATED SORT IT OUT" 50 IFX="" THEN 25 55 PRINT "GIUE ME TIME TO SORT IT OUT" 66 L1=LEN(X\$) 65 DIM A(26) 70 FOR X=17026:A(X)=0:NEXT X 75 U1=0:EH=0:MH=0:QN=0:SP=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 85 A\$ =LEFTA(X\$,X1):E\$*=RIGHT\$(A\$,1) 90 IF (ASC(B\$)>32 THEN 135 100 IFASC(B\$)= 32 THEN 135 100 IFASC(B\$)= 32 THEN 135 100 IFASC(B\$)= 33 THEN 135 103 GOTO25 135 IF ASC(B\$)=33 THEN 135 135 IF ASC(B\$)=33 THEN 135 136 GOTO25 135 IF ASC(B\$)=33 THEN 11=L1-1 145 IF ASC(B\$)=34 THEN 11=L1-1 145 IF ASC(B\$)=35 THEN 11=L1-1 145 IF ASC(B\$)=36 THEN 11=L1-1 145 IF ASC(B\$)=46 THEN 11=L1-1 145 IF ASC(B\$)=47 THEN 215 240 IF AM=1 THEN 216 245 FRINT(ME 000225 245 FRINT(ME 000225 246 IF AM=1 THEN 275 240 IF AM=</pre>		
<pre>35 PRINT:PRINT"TYPE IN YOUR TEXT " 35 PRINT:PRINT"(CAPS ONLY:Max length 76 inc spaces)" 40 PRINT:PRINT"(Ho quotation marks or commas, but & ? ! . and - are OK." 45 PRINT:PRINT"(Ho quotation marks or commas, but & ? ! . and - are OK." 55 PRINT"(DUE ME TIME TO SORT IT OUT" 66 L1=LEN(X#) 56 DIM A(26) 57 BIM "GIVE ME TIME TO SORT IT OUT" 68 L1=LEN(X#) 58 B# =LEFT#(X#,MI):E#=RIGHT#(A#,1) 59 BF CASC (B#) = 32 THM=0:QH=0:SF=0 59 PRINT "GIVE ME TIME TO LEN(X#) 59 GOTOI35 59 COTOI35 100 IFASC(B#)= 32 THEN 135 100 IFASC(B#)= 32 THEN 135 110 IFASC(B#)= 33 THEN 135 125 IFAGC(B#)= 33 THEN 135 126 IFASC(B#)= 33 THEN 135 127 IFASC(B#)=33 THEN 135 128 IFASC(B#)=33 THEN 135 129 IFASC(B#)=33 THEN 135 130 GOTO25 135 IF ASC(B#)=33 THEN 135 135 IF ASC(B#)=33 THEN 11=L1-1 140 IF ASC(B#)=33 THEN L1=L1-1 150 IF ASC(B#)=35 THEN L1=L1-1 150 IF ASC(B#)=45 THEN L1=L1-1 150 IF AS</pre>		
<pre>35 PRINT: PRINT"(CAPS ONLV:Max lensth 76 inc spaces)" 46 PRINT:PRINT"(No quotation marks or commas, but & ? !. and - are OKO" 45 PRINT: INPUT X\$:PRINT"E" 50 IFX*=" THEN 25 55 PRINT "GIUE ME TIME TO SORT IT OUT" 66 L1=LEN(X\$) 65 DIM A(26) 70 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:En=0:AM=0:HM=0:QN=0:SP=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 85 A\$ = LEFT\$(X\$,X):B*RIGHT\$(A\$,1) 90 IF (ASC(B\$)>32)*(ASC(B\$)<65)*(ASC(B\$)>90)THEN 100 95 GOT0135 100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)= 33 THEN 135 105 IFASC(B\$)=33 THEN 135 105 IFASC(B\$)=33 THEN 135 105 IFASC(B\$)=33 THEN 135 120 IFASC(B\$)=33 THEN 135 120 IFASC(B\$)=33 THEN 135 120 IFASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=33 THEN L1=L1-1 155 IF ASC(B\$)=63 THEN L1=L1-1 155 IF ASC(B\$)=25 THEN L1=L1-1 155 IF ASC(B\$)=63 THEN L1=L1-1 155 IF ASC(B\$)=25 THEN 25 220 IF INTENT '' QUESTION mark\$":PRINT:60T0215 220 FRINTT'' LEXCLAMATION mark\$":PRINT:60T0235 220 FRINTT'' I ExclamatioN mark\$":PRINT:60T0235 220 FRINTT'' I HEX 230 225 FRINTH'' A\$ SismS":PRINT GOT0255 240 IF AN=1 THEN 275 240 IF AN=1 THEN 275 240 IF AN=1</pre>		25 PRINT B" PRINT TEXT INVHLID: TRY HEHIN PLEASE GUIUSS
<pre>35 PRINT: PRINT"(CAPS ONLV:Max lensth 76 inc spaces)" 46 PRINT:PRINT"(No quotation marks or commas, but & ? !. and - are OKO" 45 PRINT: INPUT X\$:PRINT"E" 50 IFX*=" THEN 25 55 PRINT "GIUE ME TIME TO SORT IT OUT" 66 L1=LEN(X\$) 65 DIM A(26) 70 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:En=0:AM=0:HM=0:QN=0:SP=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 85 A\$ = LEFT\$(X\$,X):B*RIGHT\$(A\$,1) 90 IF (ASC(B\$)>32)*(ASC(B\$)<65)*(ASC(B\$)>90)THEN 100 95 GOT0135 100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)= 33 THEN 135 105 IFASC(B\$)=33 THEN 135 105 IFASC(B\$)=33 THEN 135 105 IFASC(B\$)=33 THEN 135 120 IFASC(B\$)=33 THEN 135 120 IFASC(B\$)=33 THEN 135 120 IFASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=33 THEN L1=L1-1 155 IF ASC(B\$)=63 THEN L1=L1-1 155 IF ASC(B\$)=25 THEN L1=L1-1 155 IF ASC(B\$)=63 THEN L1=L1-1 155 IF ASC(B\$)=25 THEN 25 220 IF INTENT '' QUESTION mark\$":PRINT:60T0215 220 FRINTT'' LEXCLAMATION mark\$":PRINT:60T0235 220 FRINTT'' I ExclamatioN mark\$":PRINT:60T0235 220 FRINTT'' I HEX 230 225 FRINTH'' A\$ SismS":PRINT GOT0255 240 IF AN=1 THEN 275 240 IF AN=1 THEN 275 240 IF AN=1</pre>		30 PRINT: PRINT" TYPE IN YOUR TEXT "
<pre>40 PRINT:PRINT"(No substation marks or commas, but & ? ! . and - are OK)" 45 PRINT:INPUT X\$:PRINT"E" 50 IFXs=" THEN 25 55 PRINT "GIUE ME TIME TO SORT IT OUT" 60 L1=LEN(X3) 65 DIM A(26) 70 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:En=0:AN=0:NEXT X 75 U1=0:En=0:AN=0:AN=0:AN=0:AN=0:AN=0:AN=0:AN=0:AN</pre>		35 PRINT: PRINT"(CAPS ONLY: Max length 76 inc spaces)"
<pre>and - are OKO" 45 PRINT:INPUT X\$:PRINT"E" 50 IFX\$=" "THEN 25 55 PRINT "GIUE ME TIME TO SORT IT OUT" 66 L1=LEN(X\$) 65 DIM A(26) 70 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:EN=0:AM=0:HM=0:QM=0:SP=0:FS=0 80 FOR X1 = 1 T0 LEN(X\$) 85 A\$ = LEFT\$(X\$, X1):E\$*RIGHT\$(A\$, 1) 90 IF (ASC(B\$)>32)*(ASC(B\$)<65)+(ASC(B\$)>90)THEN 100 95 GOT0135 100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)= 33 THEN 135 105 IFASC(B\$)= 33 THEN 135 105 IFASC(B\$)=45 THEN 135 120 IFASC(B\$)=34 THEN 135 120 IFASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=33 THEN L1=L1-1 155 IF ASC(B\$)=36 THEN L1=L1-1 155 IF ASC(B\$)=46 THEN L1=L1-1 155 IF ASC(B\$)=47 THEN 215 220 IF CHIT THIS AS ";LI;" letters with":PRINT:GOT0190 255 PRINT[M1" Question marks":PRINT:GOT0215 220 FRINT[M1" I AUGUATION marks":PRINT:GOT0235 220 IF CHIT THEN 225 220 IF AN=0 THEN 275 220 IF AN=0 THEN</pre>		
<pre>45 PRINT:INPUT X::PRINT"E" 50 IFX#="" THEN 25 55 PRINT "GIVE ME TIME TO SORT IT OUT" 60 L1=LEN(X#) 65 DIM A(26) 70 FOR X=IT026:A(X)=0:NEXT X 75 V1=0:EM=0:AM=0:HM=0:QM=0:SP=0:FS=0 80 FOR X1 = 1 TO LEN(X#) 85 A# =LEFT#(X#,X1):B#=RIGHT#(A#,1) 90 IF (ASC(B#)>32:+(ASC(B#)<65)+(ASC(B#)>90)THEN 100 95 GOT0135 100 IFASC(B#)=32 THEN 135 100 IFASC(B#)=33 THEN 135 110 IFASC(B#)=33 THEN 135 115 IFASC(B#)=33 THEN 135 120 IFASC(B#)=33 THEN 11=L1-1 140 IF ASC(B#)=33 THEN L1=L1-1 140 IF ASC(B#)=33 THEN L1=L1-1 150 IF ASC(B#)=33 THEN L1=L1-1 150 IF ASC(B#)=45 THEN L1=L1-1 150 IF ASC(B#)=45 THEN L1=L1-1 160 IF L1=1 THENRENINTTHIS has";L1;" letter with":PRINT:GOT0190 185 PRINT"G":PRINTX#:PRINT 180 IF L1=1 THENRENINTTHIS has";L1;" letter with":PRINT:GOT0190 185 PRINT"G":PRINTX#:PRINT 180 IF L1=1 THENRENINT"THIS has";L1;" letter with":PRINT:GOT0190 185 PRINT"G: Question marks":PRINT:GOT0215 210 FRINT"IF Exclamation marks":PRINT:GOT0235 220 IF EM=1 THEN 235 220 IF EM=1 THEN 255 230 PRINT#: " X: Sians":PRINT:GOT0255 230 PRINT#: " X: Sians":PRINT:GOT0255 230 PRINT#: " X: Sians":PRINT:GOT0255 240 IF HM=0 THEN 275 240 IF HM=1 THEN 276 245 PRINTH#: " HYPENEN":PRINT:GOT0255 246 IF HM=1 THEN 275 246 IF HM=1 THEN 275 245 PRINTH#: " HYPENEN":PRINT:GOT0275 </pre>		
<pre>50 IFX="" THEN 25 50 PRINT "GIVE ME TIME TO SORT IT OUT" 60 L1=LEN(X\$) 65 DIM A(26) 70 FOR X=IT026:A(X)=0:NEXT X 75 U1=0:EM=0:AM=0:HM=0:QM=0:SP=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 80 A8 =LEFT4(X\$,X):Es=RIGHT\$(A\$,1) 90 IF (A5C(B\$)>32)*(ASC(B\$)<65)*(ASC(B\$)>90)THEN 100 95 GOTO135 100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)=33 THEN 135 105 IFASC(B\$)=33 THEN 135 126 IFASC(B\$)=34 THEN 135 127 IF ASC(B\$)=34 THEN 135 128 IFASC(B\$)=35 THEN 135 129 IFASC(B\$)=33 THEN 135 120 IFASC(B\$)=33 THEN 115 125 IF ASC(B\$)=33 THEN 115 135 IF ASC(B\$)=33 THEN 115 135 IF ASC(B\$)=33 THEN 11=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 160 A94 170 NEXTX1 175 PRINT"G":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT"G":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT"G":PRINT\$:PRINT.GOTO215 210 PRINT"1 Question marks":PRINT:GOT0235 220 IF EM=1 THEN 235 220 IF EM=1 THEN 235 220 IF AM=0 THEN 255 220 IF AM=0 THEN 255 220 PRINT" 1 & Colomation marks":PRINT 235 IF AM=0 THEN 255 246 IF HM=0 THEN 275 246 IF HM=0 THEN 275 246 IF HM=1 THEN 276 245 PRINTMAT; "Hyphens":PRINT:GOT0255 246 IF HM=0 THEN 275 246 IF HM=1 THEN 276 245 PRINTMAT; "Hyphens":PRINT:GOT0275 </pre>		
<pre>S5 PRINT "GIVE ME TIME TO SORT IT OUT" 60 L1=LEN(X\$) 70 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:EH=0:AM=0:AM=0:QM=0:SF=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 85 A\$ =LEFT\$(X\$,X):B\$=RIGHT\$(A\$,1) 90 IF (ASC(B\$)>322+(RSC(B\$)>65)+(ASC(B\$)>90)THEN 100 95 GOT0135 100 IFASC(B\$)=32 THEN 135 100 IFASC(B\$)=32 THEN 135 110 IFASC(B\$)=33 THEN 135 110 IFASC(B\$)=45 THEN 135 120 IFASC(B\$)=45 THEN 135 120 IFASC(B\$)=46 THEN 135 120 IFASC(B\$)=32 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=33 THEN L1=L1-1 156 IF ASC(B\$)=45 THEN L1=L1-1 157 IF ASC(B\$)=45 THEN L1=L1-1 158 IF ASC(B\$)=46 THEN L1=L1-1 159 IF ASC(B\$)=46 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 155 IF ASC(B\$)=46 THEN L1=L1-1 156 IF ASC(B\$)=46 THEN L1=L1-1 157 IF ASC(B\$)=45 THEN L1=L1-1 158 IF ASC(B\$)=45 THEN L1=L1-1 159 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 THEN L1=L1-1 156 IF ASC(B\$)=45 THEN L1=L1-1 157 IF ASC(B\$)=45 THEN L1=L1-1 158 IF ASC(B\$)=45 THEN L1=L1-1 159 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45</pre>		45 PRINT: INPUT X\$: PRINT"E"
<pre>S5 PRINT "GIVE ME TIME TO SORT IT OUT" 60 L1=LEN(X\$) 70 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:EH=0:AM=0:AM=0:QM=0:SF=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 85 A\$ =LEFT\$(X\$,X):B\$=RIGHT\$(A\$,1) 90 IF (ASC(B\$)>322+(RSC(B\$)>65)+(ASC(B\$)>90)THEN 100 95 GOT0135 100 IFASC(B\$)=32 THEN 135 100 IFASC(B\$)=32 THEN 135 110 IFASC(B\$)=33 THEN 135 110 IFASC(B\$)=45 THEN 135 120 IFASC(B\$)=45 THEN 135 120 IFASC(B\$)=46 THEN 135 120 IFASC(B\$)=32 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=33 THEN L1=L1-1 156 IF ASC(B\$)=45 THEN L1=L1-1 157 IF ASC(B\$)=45 THEN L1=L1-1 158 IF ASC(B\$)=46 THEN L1=L1-1 159 IF ASC(B\$)=46 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 155 IF ASC(B\$)=46 THEN L1=L1-1 156 IF ASC(B\$)=46 THEN L1=L1-1 157 IF ASC(B\$)=45 THEN L1=L1-1 158 IF ASC(B\$)=45 THEN L1=L1-1 159 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 THEN L1=L1-1 156 IF ASC(B\$)=45 THEN L1=L1-1 157 IF ASC(B\$)=45 THEN L1=L1-1 158 IF ASC(B\$)=45 THEN L1=L1-1 159 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$)=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45 IF ASC(B\$]=45</pre>		50 TEX#="" THEN 25
<pre>60 L1=LEN(X#) 65 DIM A(26) 70 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:EH=0:AH=0:AH=0:AH=0:SF=0:FS=0 80 FOR X1 = 1 TO LEN(X#) 85 A# =LEFT#(X#,X1):B#=RIGHT#(A#,1) 90 IF (A5C(B#)>232)*(ASC(B#)>(65)+(ASC(B#)>90)THEN 100 95 GOTO135 100 IFASC(B#)=33 THEN 135 100 IFASC(B#)=33 THEN 135 100 IFASC(B#)=45 THEN 135 120 IFASC(B#)=33 THEN L1=L1-1 145 IF ASC(B#)=33 THEN L1=L1-1 150 IF ASC(B#)=33 THEN L1=L1-1 150 IF ASC(B#)=45 THEN L1=L1-1 160 IF ASC(B#)=45 THEN L1=L1-1 175 PENINT(#":PRINT\$*:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT[#]: Bustion marks":PRINT 190 IF L1=1 THEN 210 205 PRINT[#]: Bustion marks":PRINT:GOT0235 220 IF EM=0 THEN 235 220 IF EM=0 THEN 255 220 IF EM=0 THEN 255 220 IF EM=0 THEN 255 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=0 THEN 275 240 IF HM=1 THEN 270 245 PRINT[#]: #LTHEN 270 245 PRINT[#]: #LTHEN</pre>		
<pre>65 DIM AC26) 78 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:EM=0:AM=0:HM=0:QM=0:SP=0:FS=0 98 FOR X1 = 1 TO LEN(X\$) 95 GAT0135 98 GF =LEFT\$(X\$,X):E\$=RIGHT\$(A\$,1) 98 IF (ASC(B\$)>32:*(ASC(B\$)<65)+(ASC(B\$)>90)THEN 100 95 GAT0135 109 IFASC(B\$)=32 THEN 135 109 IFASC(B\$)=33 THEN 135 110 IFASC(B\$)=33 THEN 135 110 IFASC(B\$)=45 THEN 135 120 IFASC(B\$)=46 THEN 135 120 IFASC(B\$)=46 THEN 135 120 IFASC(B\$)=46 THEN 135 120 IFASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=345 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"This has";L1;" letters with":PRINT:GOT0190 185 PRINT"This has";L1; letters with":PRINT:GOT0190 185 PRINT"This has";L1; letters with":PRINT:GOT0190 185 IFAM=0THEN 215 200 IFQM=1 THEN 235 220 IF EM=1 THEN 235 220 IF EM=1 THEN 235 220 IF EM=1 THEN 255 230 PRINT" 1 Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT:GOT025 245 PRINTHAN:" "& Sisns":PRINT:GOT0255 250 PRINT" 1 '& Sisns":PRINT:GOT0255 250 PRINT" 1 '% Sisns":PRINT:GOT0255 250 PRINT" 1 '% 'Sisns":PRINT:GOT0255 250 PRINT" 1 '% 'PRINT:PRINT 255 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTH\$''''''''''''''''''''''''''''''''''''</pre>		
<pre>70 FOR X=1T026:A(X)=0:NEXT X 75 U1=0:EM=0:AM=0:AM=0:SP=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 85 A\$ =LEFT\$(X\$,X1):E\$=RIGHT\$(A\$,1) 90 IF (ASC(B\$)>32:HEN 135 100 IFASC(B\$)= 32 THEN 135 100 IFASC(B\$)= 33 THEN 135 110 IFASC(B\$)= 45 THEN 135 115 IFASC(B\$)= 45 THEN 135 125 IF ASC(B\$)= 46 THEN 135 136 GOT025 137 IF ASC(B\$)=33 THEN 11=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=35 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 165 FROM=05=45 THEN L1=L1-1 165 IF ASC(B\$)=45 THEN L1=L1-1 170 NEXTX1 175 PRINT"0":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINTMM; @uestion marks":PRINT:GOT0215 200 IF CM=1 THEN 215 200 IF CM=1 THEN 235 220 IF CM=1 THEN 235 220 IF AM=0 THEN 235 220 PRINTM; Exclamation marks":PRINT:GOT0235 230 PRINTM; " Exclamation marks":PRINT:GOT0235 240 IF AM=1 THEN 250 245 PRINTAM; "% Signs":PRINT% GOT0255 250 PRINTM; " % Signs":PRINT 255 IF AM=0 THEN 270 245 PRINTAM; "% Signs":PRINT 255 IF AM=0 THEN 270 245 PRINTAM; " % Signs":PRINT 255 IF AM=0 THEN 270 245 PRINTAM; "% Signs":PRINT 255 IF AM=0 THEN 270 245 PRINTAM; "% Signs":PRINT% GOT0255 250 PRINTM; " % PRINT \$COT0275 260 IF AM=1 THEN 270 265 FRINTH\$; " PRENT:GOT0275</pre>		
<pre>75 U1=0:EM=0:HM=0:MM=0:SP=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 85 A\$ =LEFT\${X\$,X}::E\$=R[GHT\${A\$,1}) 90 IF (ASC(B\$)>32)*(ASC(B\$)>{65}+(ASC(B\$)>90)THEN 100 95 GOTO135 100 IFASC(B\$)= 32 THEN 135 100 IFASC(B\$)= 33 THEN 135 110 IFASC(B\$)= 34 THEN 135 120 IFASC(B\$)= 45 THEN 135 120 IFASC(B\$)=35 THEN 135 120 IFASC(B\$)=35 THEN 135 120 IFASC(B\$)=35 THEN 135 120 IFASC(B\$)=33 THEN 115 135 IF ASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=345 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 175 PRINT"This has";L1;" letters with":PRINT:GOTO190 185 PRINT"B has";L1;" letters with":PRINT:GOTO215 200 IF RM=1 THEN 230 225 PRINTRM: "Westion marks":PRINT:GOTO235 220 IF CM=1 THEN 230 225 PRINTEM: "Exclamation marks":PRINT:GOTO235 230 PRINT" 1 Exclamation marks":PRINT:GOTO235 240 IF AM=1 THEN 250 244 IF AM=1 THEN 250 245 PRINTAM: "% isins":PRINT:GOTO255 250 PRINT" 1 % 'Sins":PRINT:GOTO255 250 IF HM=0 THEN 270 255 IF HM=0 THEN 270 255 IF HM=0 THEN 270 255 IF MM=0 THEN 270 25</pre>		65 DIM A(26)
<pre>75 U1=0:EM=0:HM=0:MM=0:SP=0:FS=0 80 FOR X1 = 1 TO LEN(X\$) 85 A\$ =LEFT\${X\$,X}::E\$=R[GHT\${A\$,1}) 90 IF (ASC(B\$)>32)*(ASC(B\$)>{65}+(ASC(B\$)>90)THEN 100 95 GOTO135 100 IFASC(B\$)= 32 THEN 135 100 IFASC(B\$)= 33 THEN 135 110 IFASC(B\$)= 34 THEN 135 120 IFASC(B\$)= 45 THEN 135 120 IFASC(B\$)=35 THEN 135 120 IFASC(B\$)=35 THEN 135 120 IFASC(B\$)=35 THEN 135 120 IFASC(B\$)=33 THEN 115 135 IF ASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=345 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 175 PRINT"This has";L1;" letters with":PRINT:GOTO190 185 PRINT"B has";L1;" letters with":PRINT:GOTO215 200 IF RM=1 THEN 230 225 PRINTRM: "Westion marks":PRINT:GOTO235 220 IF CM=1 THEN 230 225 PRINTEM: "Exclamation marks":PRINT:GOTO235 230 PRINT" 1 Exclamation marks":PRINT:GOTO235 240 IF AM=1 THEN 250 244 IF AM=1 THEN 250 245 PRINTAM: "% isins":PRINT:GOTO255 250 PRINT" 1 % 'Sins":PRINT:GOTO255 250 IF HM=0 THEN 270 255 IF HM=0 THEN 270 255 IF HM=0 THEN 270 255 IF MM=0 THEN 270 25</pre>		70 FOR X=1T026: A(X)=0: NEXT X
<pre>80 FOR X1 = 1 TO LEN(X\$) 85 A\$ = LEFT\$(X\$,X1):B\$=RIGHT\$(A\$,1) 90 IF (ASC(B\$)>32)*(ASC(B\$)<(5)*(ASC(D\$)>90)THEN 100 95 GOTO135 100 IFASC(B\$)= 32 THEN 135 100 IFASC(B\$)= 32 THEN 135 110 IFASC(B\$)= 38 THEN 135 111 IFASC(B\$)= 45 THEN 135 125 IFASC(C\$)= 46 THEN 135 126 IFASC(C\$)= 46 THEN 135 137 IFASC(B\$)= 37 THEN L1=L1-1 140 IF ASC(B\$)=37 THEN L1=L1-1 140 IF ASC(B\$)=38 THEN L1=L1-1 159 IF ASC(B\$)=37 THEN L1=L1-1 160 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=46 THEN L1=L1-1 160 IF L1=1 THENPRINT "This has";L1; " letter with":PRINT:GOTO190 185 PRINT"C":PRINT¥:PRINT 180 IF L1=1 THENPRINT"This has";L1; " letter with":PRINT:GOTO190 185 PRINT"B: "Question marks":PRINT 190 C1=L1-U1 195 IFQM=6THEN 215 200 IFQM=1 THEN 230 225 PRINTEM: " Exclamation marks":PRINT:GOTO235 220 IF EM=1 THEN 255 220 IF AM=1 THEN 255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 270 245 FRINTM; " % Signs":PRINTGOTO255 250 FRINTM; " % Signs":PRINT 255 IF AM=0 THEN 275 260 IF AM=1 THEN 270 265 FRINTAN; " Myphens":PRINT:GOTO255 260 IF AM=1 THEN 270 265 FRINTAN; " Myphens":PRINT:GOTO255 260 IF AM=1 THEN 276 260 IF AM=</pre>		
<pre>85 A\$ =LEFT\$(X\$,X1):B\$=RIGHT\$(A\$,1) 90 IF (ACC(B\$)>32)*(ASC(B\$)<65)+(ASC(B\$)>90)THEN 100 95 GOTO135 100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)= 33 THEN 135 116 IFASC(B\$)= 35 THEN 135 115 IFASC(B\$)= 45 THEN 135 120 IFASC(B\$)= 46 THEN 135 120 IFASC(B\$)=46 THEN 135 130 GOTO25 135 IF ASC(B\$)=43 THEN L1=L1-1 140 IF ASC(B\$)=32 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 166 IF ASC(B\$)=46 THEN L1=L1-1 167 GOSUB 940 170 NEXTX1 175 PRINT"B":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT"This has";L1;" letters with":PRINT:GOTO190 185 PRINT"This has";L1;" letters with":PRINT:GOTO190 185 PRINT"This has";L1;" letters with":PRINT:GOTO190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFOM=0THEN 215 200 IFOM=1 THEN 210 205 PRINT[M]; @westion marks":PRINT:GOTO235 210 PRINT" 1 @westion mark":PRINT 215 IFEM=0 THEN 255 220 IF ENT=1 THEN 255 220 IF AN=1 THEN 255 240 IF AN=1 THEN 255 240 IF AN=1 THEN 270 245 FRINTM; " & Signs":PRINT:GOTO255 250 PRINT" 1 % Signs":PRINT:GOTO255 250 PRINT" 1 % Signs":PRINT:GOTO255 260 IF HM=1 THEN 270 265 FRINTM; " Hyphens":PRINT:GOTO275</pre>		
<pre>90 IF (ASC(B\$)>32)*(ASC(B\$)>65)+(ASC(B\$)>90)THEN 100 95 GOT0135 100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)= 33 THEN 135 115 IFASC(B\$)= 45 THEN 135 110 IFASC(B\$)= 46 THEN 135 120 IFASC(B\$)= 46 THEN 135 120 IFASC(B\$)=45 THEN 135 130 GOT025 135 IF ASC(B\$)=63 THEN L1=L1-1 146 IF ASC(B\$)=32 THEN L1=L1-1 147 IF ASC(B\$)=33 THEN L1=L1-1 148 IF ASC(B\$)=33 THEN L1=L1-1 149 IF ASC(B\$)=35 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=45 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"6":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT:GOT0190 185 PRINT@:PRINT"6":PRINT*GOT0215 200 IF0M=0THEN 210 205 PRINT@N!= Question marks":PRINT:GOT0215 210 FEINT#" 1 Question marks":PRINT:GOT0235 220 IF EM=1 THEN 230 225 FRINTEN: " Exclamation marks":PRINT:GOT0235 230 PRINT" 1 '& 'Signs":PRINT:GOT0255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 255 240 IF HM=0 THEN 275 240 IF HM=1 THEN 276 245 IF HM=0 THEN 275 246 IF HM=1 THEN 275 246 IF HM=1 THEN 276 245 IF HM=0 THEN 275 246 IF HM=1 THEN 275 246 IF HM=1 THEN 276 245 FRINTHM; " Hyphens":PRINT:GOT0275 245 FRINTHM; " Hyphens":PRINT:GOT0275 245 FRINTHM; " Hyphens":PRINT:GOT0275 245 FRINTHM; " Hyphens":PRINT:GOT0275 245 FRINTHM; " Hyphens":PRINT:GO</pre>	-	
<pre>95 GOT0135 100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)= 33 THEN 135 115 IFASC(B\$)= 45 THEN 135 120 IFASC(B\$)= 45 THEN 135 125 IF ASC(B\$)= 46 THEN 135 125 IF ASC(B\$)= 45 THEN 135 136 GOT025 135 IF ASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=38 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"@":PRINT%\$:PRINT 180 IF L1=1 THENRRINT"This has";L1; " letter with":PRINT:GOT0190 185 PRINT"This has";L1; " letters with":PRINT 190 C1=L1-U1 195 IFGM=0THEN 215 200 IFGM=1 THEN 210 205 PRINT@M; " Question marks":PRINT:GOT0215 210 FRMIT 1 Question marks":PRINT:GOT0235 220 IF EM=1 THEN 230 225 FRINTEN; " Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 275 250 PRINT" 1 % Signs::PRINT:GOT0255 250 PRINT" 1 % Signs::PRINT:GOT0255 250 PRINT" 1 % Signs::PRINT:GOT0255 250 PRINT" 1 % Signs::PRINT:GOT0255 260 IF HM=1 THEN 275 260 IF HM=1 THEN 275</pre>		85 A\$ =LEFT\$(X\$,X1):B\$=RIGHT\$(A\$,1)
<pre>95 GOT0135 100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)= 33 THEN 135 115 IFASC(B\$)= 45 THEN 135 120 IFASC(B\$)= 45 THEN 135 125 IF ASC(B\$)= 46 THEN 135 125 IF ASC(B\$)= 45 THEN 135 136 GOT025 135 IF ASC(B\$)=33 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=38 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"@":PRINT%\$:PRINT 180 IF L1=1 THENRRINT"This has";L1; " letter with":PRINT:GOT0190 185 PRINT"This has";L1; " letters with":PRINT 190 C1=L1-U1 195 IFGM=0THEN 215 200 IFGM=1 THEN 210 205 PRINT@M; " Question marks":PRINT:GOT0215 210 FRMIT 1 Question marks":PRINT:GOT0235 220 IF EM=1 THEN 230 225 FRINTEN; " Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 275 250 PRINT" 1 % Signs::PRINT:GOT0255 250 PRINT" 1 % Signs::PRINT:GOT0255 250 PRINT" 1 % Signs::PRINT:GOT0255 250 PRINT" 1 % Signs::PRINT:GOT0255 260 IF HM=1 THEN 275 260 IF HM=1 THEN 275</pre>		90 IF (ASC(B\$)>32)*(ASC(B\$)<65)+(ASC(B\$)>90)THEN 100
<pre>100 IFASC(B\$)= 32 THEN 135 105 IFASC(B\$)= 33 THEN 135 116 IFASC(B\$)= 33 THEN 135 115 IFASC(B\$)= 45 THEN 135 120 IFASC(B\$)= 45 THEN 135 125 IF ASC(B\$)=63 THEN 135 136 GOT025 135 IF ASC(B\$)=63 THEN L1=L1-1 146 IF ASC(B\$)=32 THEN L1=L1-1 147 IF ASC(B\$)=33 THEN L1=L1-1 159 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 160 IF ASC(B\$)=60 IHEN 215 200 IF ASC(B\$)=63 THEN ASS 210 IF ASC(B\$)=70 HEN 235 220 IF EM=1 THEN 230 225 FRINTEM\$" Exclamation marks":PRINT:60T0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 250 245 FRINTEM\$" X Signs":PRINT 60T0255 250 PRINT" 1 '& Signs":PRINT 60T0255 250 PRINT" 1 '& Signs":PRINT 60T0255 250 PRINT" 1 '& Signs":PRINT:60T0255 260 IF HM=1 THEN 270 265 FRINTHM\$" Hyphens":PRINT:60T0275</pre>		
<pre>165 IFRSE(B\$)= 33 THEN 135 110 IFRSC(B\$)= 45 THEN 135 120 IFRSC(B\$)= 46 THEN 135 121 IFRSC(B\$)= 46 THEN 135 125 IF ASC(B\$)= 53 THEN 135 136 GOT025 135 IF ASC(B\$)=32 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 150 IF ASC(B\$)=38 THEN L1=L1-1 155 IF ASC(B\$)=46 THEN L1=L1-1 166 IF ASC(B\$)=63 THEN L1=L1-1 167 GOSUB 940 170 NEXTX1 175 PRINT"G":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT:GOT0190 185 PRINT"This has";L1; letters with":PRINT:GOT0190 185 PRINT"This has";L1; letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 215 200 IFQM=1 THEN 235 220 IF EM=1 THEN 235 220 IF EM=1 THEN 235 220 IF EM=1 THEN 255 230 PRINT" 1 Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation mark":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 255 240 IF AM=1 THEN 275 250 PRINT" 1 % ' Sisns":PRINT:GOT0255 250 PRINT" 1 THEN 275 260 IF HM=0 THEN 275 260 IF HM=1 THEN 275 260 IF AM=1 THEN 275</pre>		
<pre>110 IFASC(B\$)= 38 THEN 135 115 IFASC(B\$)= 45 THEN 135 120 IFASC(B\$)= 46 THEN 135 120 IFASC(B\$)= 63 THEN 135 130 GOT025 135 IF ASC(B\$)=33 THEN L1=L1-1 146 IF ASC(B\$)=38 THEN L1=L1-1 145 IF ASC(B\$)=38 THEN L1=L1-1 159 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"G":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1; " letter with":PRINT:GOT0190 185 PRINT"Bis has";L1; " letters with":PRINT:GOT0190 185 PRINT"Bis has";L1; " letters with":PRINT:GOT0190 185 PRINT" 1 Question marks":PRINT:GOT0215 206 IFGM=1 THEN 235 220 IF EM=1 THEN 230 225 PRINTEN; " Exclamation marks":PRINT:GOT0235 220 IF EM=1 THEN 235 220 IF EM=1 THEN 236 225 PRINT" 1 Question marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT:GOT0235 230 PRINT" 1 THEN 250 240 IF AM=1 THEN 250 240 IF AM=1 THEN 255 240 IF AM=1 THEN 256 240 IF AM=1 THEN 275 260 IF HM=0 THEN 275 260 IF HM=1 THEN 276 265 PRINTH; " Hyphens":PRINT:GOT0275 </pre>		
<pre>115 IFASC(B#)= 45 THEN 135 120 IFASC(CB#)= 46 THEN 135 125 IF ASC(CB#)=63 THEN 135 136 GOT025 135 IF ASC(B#)=32 THEN L1=L1-1 146 IF ASC(B#)=33 THEN L1=L1-1 145 IF ASC(B#)=38 THEN L1=L1-1 150 IF ASC(B#)=46 THEN L1=L1-1 155 IF ASC(B#)=46 THEN L1=L1-1 166 IF ASC(B#)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"G":PRINTX#:PRINT 180 IF L1=1 THENRRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFAM=0THEN 215 200 IFAM=1 THEN 210 205 PRINT@N;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT:GOT0235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTMM;" '& 'Signs":PRINT</pre>		
<pre>120 IFASC(B\$)= 46 THEN 135 125 IF ASC(B\$)=63 THEN 135 136 GOT025 135 IF ASC(B\$)=32 THEN L1=L1-1 146 IF ASC(B\$)=33 THEN L1=L1-1 147 IF ASC(B\$)=38 THEN L1=L1-1 159 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"G":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-01 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINT@M: " Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT:GOT0235 220 IF EM=1 THEN 230 225 FRINTEM: " Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 256 240 IF AM=1 THEN 257 250 PRINT" 1 '& ' Signs":PRINT:GOT0255 250 PRINT" 1 '% ' Signs":PRINT:GOT0255 250 PRINTHM; " HEN 270 265 PRINTHM; " Hyphens":PRINT:GOT0275</pre>		110 IFASC(B\$)= 38 THEN 135
<pre>120 IFASC(B\$)= 46 THEN 135 125 IF ASC(B\$)=63 THEN 135 136 GOT025 135 IF ASC(B\$)=32 THEN L1=L1-1 146 IF ASC(B\$)=33 THEN L1=L1-1 147 IF ASC(B\$)=38 THEN L1=L1-1 159 IF ASC(B\$)=45 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"G":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-01 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINT@M: " Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT:GOT0235 220 IF EM=1 THEN 230 225 FRINTEM: " Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 256 240 IF AM=1 THEN 257 250 PRINT" 1 '& ' Signs":PRINT:GOT0255 250 PRINT" 1 '% ' Signs":PRINT:GOT0255 250 PRINTHM; " HEN 270 265 PRINTHM; " Hyphens":PRINT:GOT0275</pre>		115 IFASC(B\$)= 45 THEN 135
<pre>125 IF ASC(B\$)=63 THEN 135 130 GOT025 135 IF ASC(B\$)=32 THEN L1=L1-1 146 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=38 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=45 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"E":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-V1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 TMEN 235 220 PRINT" 1 Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 250 245 PRINTMM; " % Signs":PRINT</pre>		
<pre>130 GOT025 135 IF ASC(B\$)=32 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=38 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN 215 200 IF ASC(B\$)=64 THEN 215 200 IF ASC(B\$)=64 THEN 235 210 FE INTEM; " Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF ASC(B\$)=75 240 IF ASC(</pre>		
<pre>135 IF ASC(B\$)=32 THEN L1=L1-1 140 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=38 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"E":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT"E":PRINTX\$:PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOTO215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOTO235 230 PRINT" 1 Exclamation mark":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTMM;" '& Signs":PRINT*GOTO255 250 FRINTM;" '& Signs":PRINT*GOTO255 250 FRINT" 1 '& Sign":PRINT 255 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOTO275</pre>		
<pre>140 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=38 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 160 NEXTX1 175 PRINT"G":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOTO215 210 FRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 235 220 IF EM=1 THEN 235 230 PRINT" 1 Exclamation marks":PRINT:GOTO235 230 PRINT" 1 Exclamation marks":PRINT:GOTO255 240 IF AM=0 THEN 255 240 IF AM=1 THEN 25 245 PRINTAM;" '& 'Signs":PRINT*GOTO255 250 FRINT" 1 '& 'Signs":PRINT*GOTO255 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOTO275</pre>		130 G0T025
<pre>140 IF ASC(B\$)=33 THEN L1=L1-1 145 IF ASC(B\$)=38 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 150 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 160 NEXTX1 175 PRINT"G":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOTO215 210 FRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 235 220 IF EM=1 THEN 235 230 PRINT" 1 Exclamation marks":PRINT:GOTO235 230 PRINT" 1 Exclamation marks":PRINT:GOTO255 240 IF AM=0 THEN 255 240 IF AM=1 THEN 25 245 PRINTAM;" '& 'Signs":PRINT*GOTO255 250 FRINT" 1 '& 'Signs":PRINT*GOTO255 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOTO275</pre>		135 IF ASC(B\$)=32 THEN L1=L1-1
<pre>145 IF ASC(B\$)=38 THEN L1=L1-1 150 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"B":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-V1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 FRINT" 1 Question marks":PRINT 215 IFEM=0 TWEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 250 245 PRINTMAM; "% Signs":PRINT</pre>		
<pre>150 IF ASC(B\$)=45 THEN L1=L1-1 155 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"E":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFAM=0THEN 215 200 IFAM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 TMEN 235 220 IF EM=1 THEN 230 225 FRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 250 245 PRINTMAM; "% Signs":PRINT</pre>		
<pre>155 IF ASC(B\$)=46 THEN L1=L1-1 160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"E":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTMAM;" '&' Signs":PRINT*GOT0255 250 FRINTMAM;" '&' Signs":PRINT*GOT0255 260 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOT0275</pre>		
<pre>160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"E":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOTO215 210 FRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOTO235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '%' Signs":PRINT*GOTO255 250 FRINT" 1 '%' Signs":PRINT*GOTO255 250 FRINT" 1 '%' Signs":PRINT*GOTO255 260 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOTO275</pre>		150 IF ASC(B\$)=45 THEN L1=L1-1
<pre>160 IF ASC(B\$)=63 THEN L1=L1-1 165 GOSUB 940 170 NEXTX1 175 PRINT"E":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOTO190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOTO215 210 FRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOTO235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '%' Signs":PRINT*GOTO255 250 FRINT" 1 '%' Signs":PRINT*GOTO255 250 FRINT" 1 '%' Signs":PRINT*GOTO255 260 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOTO275</pre>		155 IF ASC(B\$)=46 THEN L1=L1-1
<pre>165 GOSUB 940 170 NEXTX1 175 PRINT"@":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-V1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 TWEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '&' Signs":PRINT<got0255 250 FRINT" 1 '&' Sign":PRINT 255 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOT0275</got0255 </pre>		
<pre>170 NEXTX1 175 PRINT'G":PRINTX\$;PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFOM=0THEN 215 200 IFOM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 TMEN 235 220 IF EM=1 THEN 230 225 FRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 250 245 PRINTMAM;" '&' Signs":PRINT<got0255 250 FRINTMAM;" '&' Signs":PRINT</got0255 </pre>		
<pre>175 PRINT"@":PRINTX\$:PRINT 180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT:GOT0215 210 FRINT" 1 Question marks":PRINT:GOT0235 220 IF EM=1 THEN 230 225 PRINTW;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTM;" '&' Signs":PRINT*GOT0255 250 FRINT" 1 '&' Signs":PRINT*GOT0255 250 FRINT" 1 '&' Signs":PRINT 255 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOT0275</pre>		
<pre>180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '&' Signs":PRINT*GOT0255 250 FRINT" 1 '&' Sign":PRINT*GOT0255 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOT0275</pre>		
<pre>180 IF L1=1 THENPRINT"This has";L1;" letter with":PRINT:GOT0190 185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '&' Signs":PRINT*GOT0255 250 FRINT" 1 '&' Sign":PRINT*GOT0255 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOT0275</pre>		175 PRINT"@":PRINTX\$:PRINT
<pre>185 PRINT"This has";L1;" letters with":PRINT 190 C1=L1-U1 195 IFQM=0THEN 215 206 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 FRINT" 1 Question marks":PRINT 215 IFEM=0 THEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '&' Signs":PRINT*GOT0255 250 FRINT" 1 '&' Signs":PRINT*GOT0255 250 FRINT" 1 '&' Signs":PRINT*GOT0255 260 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOT0275</pre>		
<pre>190 C1=L1-U1 195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question marks":PRINT 215 IFEM=0 TMEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT:GOT0235 240 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '&' Signs":PRINT</pre>	-	
<pre>195 IFQM=0THEN 215 200 IFQM=1 THEN 210 205 PRINTQM:" Question marks":PRINT:GOT0215 210 PRINT" 1 Question mark":PRINT 215 IFEM=0 THEN 235 220 IF EM=1 THEN 230 225 PRINTEM:" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '&' Signs":PRINT:GOT0255 250 PRINT" 1 '&' Signs":PRINT:GOT0255 250 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM;" Hyphens":PRINT:GOT0275</pre>		
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<pre> 205 PRINTQM;" Question marks":PRINT:GOT0215 210 PRINT" 1 Question mark":PRINT 215 IFEM=0 TWEN 235 220 IF EM=1 THEN 230 225 PRINTEM;" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation marks":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '&' Signs":PRINT<got0255 '&'="" 1="" 250="" 255="" 260="" 265="" 270="" 275="" <="" frint"="" hm="1" hyphens":print:got0275="" if="" pre="" printhm;"="" sign":print="" then=""></got0255></pre>		
<pre>210 PRINT" 1 Question mark":PRINT 215 IFEM=0 TMEN 235 220 IF EM=1 THEN 230 225 PRINTEM:" Exclamation marks":PRINT:GOT0235 230 PRINT" 1 Exclamation mark":PRINT 235 IF AM=0 THEN 255 240 IF AM=1 THEN 250 245 PRINTAM;" '&' Signs":PRINT<got0255 250 FRINT" 1 '&' Sign":PRINT</got0255 </pre>		
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240 FRINTHN; " % SignS": PRINT G010200 250 FRINT 1 % Sign": PRINT 255 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM; " Hyphens": PRINT: G0T0275		240 IF AM=1 THEN 250
250 PRINT" 1 1% 1 Sign":PRINT 255 IF HM=0 THEN 275 260 IF HM=1 THEN 270 265 PRINTHM; "Hyphens":PRINT:GOT0275		245 PRINTAM; " 1%1 Signs": PRINT: GOTO255
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	-	ZTO ERINI I DYPNEN": PRINT

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Į		275 IF FS=0 THEN 295
I		280 IF FS=1 THEN 290
L		285 PRINTFS;" Full stops":PRINT:GOTO 295
1		290 PRINT" 1 Full stop":PRINT 295 IF(V1=0)*(C1=0)THEN 385
L		300 IF(V1=1)*(C1=0)THEN 345
L		305 IF(V1=1)*(C1=1)THEN 350
1		310 IF(U1=1)*(C1>1)THEN 355
L		315 IF(U1)1)*(C1=0)THEN 360
L		320 IF(V1=0)*(C1=1)THEN 365
L		325 IF(U1=0)*(C1>1)THEN 370
1		330 IF(U1>1)*(C1>1)THEN 375
ł		335 IF(V1>1)*(C1=1)THEN 380 340 PRINTV1;" Vowels &";C1;" Consonants":PRINT:60T0 38
L	•	345 PRINT" 1 Vowel":PRINT:GOTO385
ļ		350 PRINT" 1 Vowel & 1 Consonant":PRINT:GOTO385
L	•	355 PRINT" 1 Vowel &";C1;" Consonants":PRINT:GOTO 385
ł		360 PRINT V1;" Vowels":PRINT:GOTO 385
L	•	365 PRINT" 1 Consonant ":PRINT:GOT0385
ļ		370 PRINTC1;" Consonants":PRINT:GOTO 385
L		375 PRINTU1;" Vowels &";C1;" Consonants":PRINT:60T0 38; 380 PRINTU1;" Vowels & 1 Consonant":PRINT:60T0385
ł		385 IFA(1)=0 THEN 405
1		390 IFA(1)=1 THEN 400
L		395 PRINTA(1);" A's",:60T0405
L		400 PRINTA(1);" A",
L		405 IFA(2)=0 THEN 425
		410 IFA(2)=1 THEN 420
L		415 PRINTA(2); " B's",:GOTO425 420 PRINTA(2); " B",
		425 IFA(3)=0 THEN 445
	•	430 IFA(3)=1 THEN 440
1		435 PRINTA(3); " C's ",:G0T0445
l		440 PRINTA(3);" C",
L		445 IFA(4)=0 THEN 465
l		450 IFA(4)=1 THEN 460
L		455 PRINTA(4);" D's ",:GOTO465 460 PRINTA(4);" D",
L		465 IFA(5)=0 THEN 485
L		470 IFA(5)=1 THEN 480
Ł		475 PRINTA(5);" E's ",:60T0485
	•	480 PRINTA(5); " E",
		485 IFA(6)=0 THEN 505 490 IFA(6)=1 THEN 500
l		495 PRINTA(6);" F's ",:GOTO505
L		500 PRINTA(6); " F",
1		505 IFA(7)=0 THEN 525
L		510 IFA(7)=1 THEN 520
L		515 PRINTA(7);" G's ",:GOT0525 520 PRINTA(7);" G",
L		525 IFA(8)=0 THEN 545
		530 IFA(8)=1 THEN 540
L		535 PRINTA(8);" H's ",:GOTO 545
	•	540 PRINTA(8);" H",
		545 IFA(9)=0 THEN 565 550 IFA(9)=1 THEN 560
		550 IFA(9)=1 THEN 560 555 PRINTA(9);" I's ",:GOT0565
		560 PRINTA(9); " I",
	1	565 IFA(10)=0 THEN 585
1		570 IFA(10)=1 THEN 580
		575 PRINTA(10);" J's ",:60TO 585 580 PRINTA(10);" J",
		585 IFA(11)=0 THEN 605
1		590 IFA(11)=1 THEN 600
ł	•	595 PRINTA(11);" K's ",:GOTO605
		600 PRINTA(11); " K",
1	•	605 IFA(12)=0 THEN 625 610 IFA(12)=1 THEN 620
		615 PRINTA(12);" L's ",:60T0625
1	•	620 PRINTA(12); " L",
1		625 IFA(13)=0 THEN 645
1	•	630 IFA(13)=1 THEN 640
		635 PRINTA(13);" M1s ",:GOT0645 640 PRINTA(13);" M",
1	•	645 IFA(14)=0 THEN 665
-		
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WHICH READSHEET

Continued from page 166

forming its calculations on the back of the previous row. The measurements for this Benchmark will be:

a) Maximum number of rows accommodated.

b) Recalculation time after changing A1 from 1 to 2 (tests integer, ie, whole number, calculation speed).

c) Recalculation time after changing Al from 1 to 1.5 (tests floating point - ie, decimal or fractional number -- calculation speed).

d) Vertical and horizontal window scrolling speed (by timing cursor move from A1 cell to bottom left, then from bottom left to bottom right).

Benchmark 2: This tests the capacity of the system with respect to textual information only. Most users of spreadsheets will set up only a few cells with text - for row and column headings, comments, etc.

Basically the test involves setting up the first row of the spreadsheet with 13 cells each containing the same eight character text 'ABCDEFGH', then repeating this row for as many other rows as possible. We shall simply measure the maximum number of rows accommodated by the system.

Benchmark 3: Just as Benchmarks 1 and 2 test the formula, and text capacity for the system, this will test the numeric capacity of the system. We shall record the maximum number of 13 column rows, with each cell containing the number '123456.78'



I must own up to some ambiguity in November's Prize Puzzle. Two solutions were possible - each using the rectangular type of pyramid - and both were acceptable.

a) 43 layers, 22 balls on top, covering 2279 square inches.

b) 26 layers, 594 balls on top, covering 2444 square inches.

The winner, chosen by random selection, was Graham Deaves of Dunstable.

Quickie

If you could fold a sheet of rice paper one thousandth of an inch thick 50 times, how high would the resulting wad be?

Prize Puzzle

This month's puzzle is similar to one we JJ Clessa

published about 21/2 years ago. It should certainly stretch your micro. There are ten parts:

a) Which 10-digit prime number contains the most zeros?

b) Which 10-digit prime number contains the most ones?

c) Which 10-digit prime number contains the most twos? etc, etc. Carry on for all digits up to and including nine - leading zeros are not permitted.

Answers on postcards only, please, to Prize Puzzle, PCW, 62 Oxford Street, London W1. Closing date is 28 February.



Improved USR'

Two errors sneaked their way into December's Leisure Lines.

The answer given for September's Prize Puzzle should have read $-5 + 6^7$ (not $-5 * 6^7$), and the example given for the December puzzle showed 321 equal to $19 + 2.1^2$. This should have read "21 = 19 $+2.1^{2}$

Our attention has also been drawn to a couple of errors in September's TJ's Workshop, in a piece entitled 'Microtan POKE 34,250: POKE 35,31.

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The first line of the routine should read: 1FFA 20 F5 D5 JSR \$D5F5 and the POKEs should be reversed - ie,



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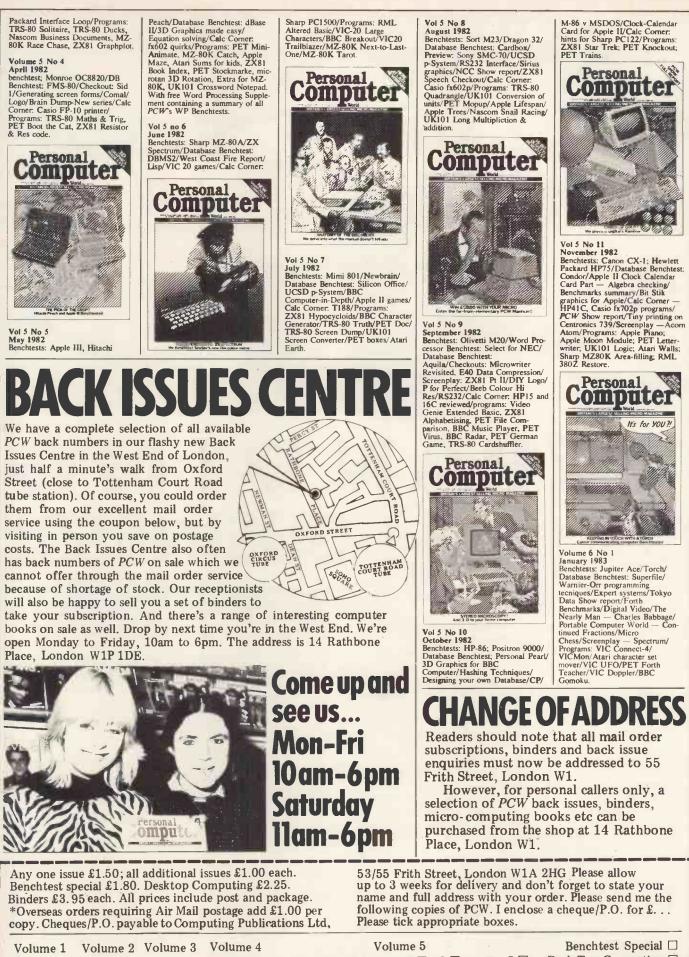


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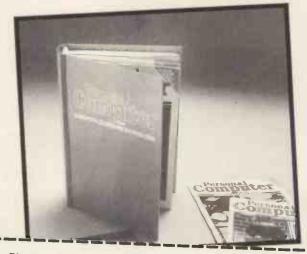
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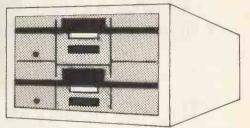
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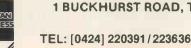
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TE-UU

Data-Writer is, for most microcomputers, a new concept in Database Management. It adapts techniques which have been known and used on mainframe computers for quite a long time. A "normal" microcomputer Database Management program constructs its file in a single plane and is probably more accurately described as a file handling system. All of the data written into each record is filed away on disk in the same place, and it is all recalled and acted upon by the computer as one chunk of data. Data-Writer approaches Database Management in an entirely different manner in that, subject to one or two requirements, it is not concerned as to how the database came about or the form of it. Indeed, one of the most attractive features of the program is that the data itself can even be written on a word processor — not by Data-Writer at all. So far as we have been able to ascertain, any word processor may be used that writes a plain ASCII file. Certainly AJEDIT and Scripsit are supported. If you do not have a word processors and enable the user to manufacture a database very easily. In the foregoing paragraph we use the words "word processors" in the plural, and this gives a clue to a rather important feature of Data-Writer. The whole concept of the software is that it is a Management procesm. A number of earlier database have suffered yery seriously from what the auth en thore no doubt.

In the foregoing paragraph we use the words "word processors" in the plural, and this gives a clue to a rather important feature of Data-Writer. The whole concept of the software is that it is a Management program. A number of earlier databases have suffered very seriously from what the author no doubt thought was economic writing, in that if a section of a program (for instance the word processing section) is used by a number of sections, only one is included and is accessed by various sections. At first sight this might indeed appear to be economic writing and we suppose in fact it is, but the result is that the disks are continually thrashing around as access is made to them. Disk access is probably the slowest task that the CPU carries out and if it is done frequently it slows the program down very considerably. Many past Database Management programs have suffered from this deficiency. Data-Writer on the other hand has a mini word processor in each section of the program where it is needed. This has the great advantage of obviating the necessity for the drivers of the best advantage on be made of the program.

so that the best advantage can be made of it in each. Thus every section is entirely separate and gives a very high degree of efficiency and user friendliness. There are very few restrictions with Data-Writer. The number of records which one can handle in any given database is, essentially, unrestricted although any that span disks would have to have different names. In any event as the Sort section of the program does have a restriction of sorting 4,500 records at a time, this effectively imposes a restriction on the length of the file if one intends to be able to sort it all at one time. The maximum number of fields permitted to a record is 20 and the maximum number of characters per field depends on whether you use the Entry section of Data-Writer to enter your data or whether you use a word processor. In the latter case the maximum number of characters per field is 240. In the former it is 35. The maximum number of characters per field label or title is 20.

Data-Writer has a very powerful mathematical section whereby many complex mathematical functions can be carried out on your data. Up to 20 equations may be defined per run. The section will have available 10 scratch pad memories for use and as the calculations are carried out in double precision they will be carried to 16 decimal places.

Data-Writer also contains a very powerful "Mail Merge" section. Almost any personalisation can be added to a letter or report, and once again the letter or report may be constructed either on the mini word processor provided in Data-Writer or by way of an external one. Indeed we should make it clear that this remark applies to all data manipulation in Data-Writer. In other words, a word processor may be used at any time when its functions would be helpful in Data-Writer. To return to the Mail Merge feature, Data-Writer supports up to 20 different insertions per letter or report and the form letter may be of any length up to 6,000 characters, which we believe is about two and a half A4 sheets.

The Sort is a two level one and supports the extraction of stipulated data from a field. It is what might be called of fair speed. The two key levels make it powerful but as the Select section is so good, the Sort does not get used as often as would be the case in other Databases.

Data-Writer is made	e up of 10 sections or sub-programs as fo	ollows:			
Entry	Manage	Maths	Sort	Letters	
Edit	Statistics	Select	Labels	Reports	
MALE have also also as	advantation of the second second second second second	Edit and salf surlarshares	The Labels section suchlas used as	anneas market until and from the	

We have aleady mentioned many of them, others such as Edit are self-explanatory. The Labels section enables you to create pretty well any form of label required, including the ability to have them printed up in a from one to four across format. The Letters section enables you to create a form letter in Data-Writer if you do not wish to use an external word processor. Statistics is a method for searching the database for errors, and as the title suggests,

extracting essential statistics from it. The important sections not yet touched upon are Manage and Select. Taking the latter first, this section enables you to create a sub-set of the database by selecting from the file contents. It is immensely powerful and supports nine equivalency relationships, such as ''less than'' or ''greater than'' etc. Furthermore, the two logical relationships AND and OR may be used freely. In this way one can Select from the database to pretty well any specification required. The Management section of the program enables the user to completely re-structure his database without having to Edit it manually. New fields may be added or old ones deleted. They may be re-arranged or even appended one field to another. Indeed, this can be taken even further in that the whole database may be merged or split as required. The Reports section enables the user to write reports such as inventories, accounts, bibliographies, insurance coverage report, in fact an endless list of

applications. Because the Report section contains its own Text Editor, the report contents and format can be controlled at will and literally an infinite number of formats may be adapted.

Data-Writer is one of the most powerful Database Management systems that we have seen available for a microcomputer and certainly is the most powerful that we have seen for the TRS-80 and Video Genie machines. Once the database has been manufactured, either by Data-Writer or a word processor, one has complete and utter control over it and the ability to manipulate any part of it; not only the ones mentioned above, but many others which we have not had the space to list. Data-Writer is compatible with the Model I and Model III Tandy machine, the original Video Genie, together with the Genie I and II. A version for the Model III Genie will be available shortly.

Data-Writer is Compiled Basic, hence its DOS compatibility is dependent upon the compatibility of the Microsoft Compiler. Due to Microsoft's disinterest in supporting any other DOS apart from TRSDOS and the non availability of a Tandy Model III Compiler, we recommend customers to use Data-Writer with TRSDOS or LDOS on the Model I and the proprietary DOS supplied on Data-Writer for the Model III. Other DOS's may well be compatible after patching and as we have said the criteria is whether they are compatible with the Microsoft Compiler



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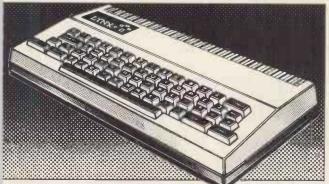
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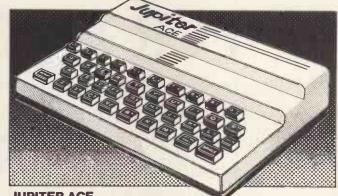


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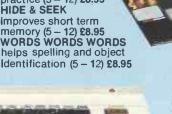
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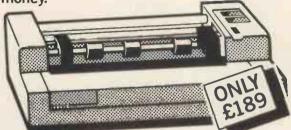
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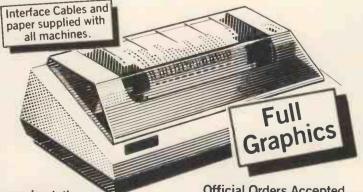
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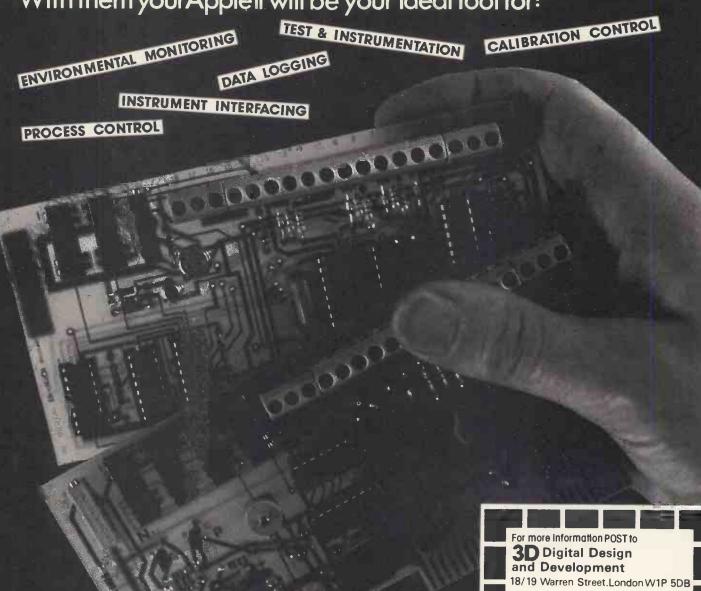
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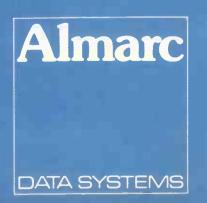
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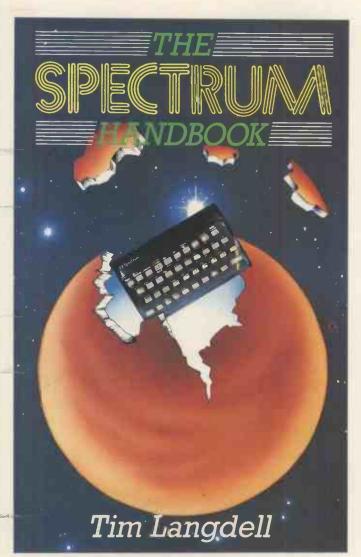
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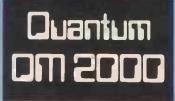
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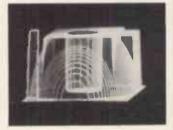
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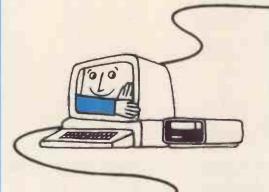


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You are asked to make six collections from places on the road map and deliver them correctly as instructed. You are limited to completing the task within your alotted shift time. You will be penalised for driving on the wrong side of the road, crashing into buildings or road blocks and killing innocent pedestrians. Try to earn the maximum days wages.

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Mountain Rescue

Using the map provided you must lead a rescue team through the mountains looking for the sight of a crashed aircraft which is marked on the map. Unfortunately, you are lost so you will have to use the map in conjunction with the landmarks you can see to find, first, where you are. By the way, you may come across certain mountain animals on your journey from whom you must escape.

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Master Builder

Suitable for all ages from 5 upwards. The player is given the job of repairing a damaged wall using blocks supplied by the computer at random. This game teaches shape recognition to the young and exasperates everyone. Probably the most popular game we have ever created!!!

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Fighter Command

A mission flown completely on instruments where you are pursuing a fleet of ten enemy craft fleeing from you. They will show on your long range radar screen and you must manoeuvre your craft to get them within range of your missiles. If you get too near, they will fire at you and warp away to safety. You only have one chance to destroy incoming missiles with your lasers. Very complicated, and needs great concentration.

Price £7.95

Nightmare Park

If you have never played this type of game before, you're in for a treat. As you make your way along the intricate pathways to the exit, you are constantly given tasks to perform or games to play. Each of these must be successfully completed before you are allowed to continue. It takes a lot of doing. You must remain quick and alert at all times, a little luck is handy, too. Amazing graphics and sounds!!!

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Encounter

A real adventure game in the true sense. It takes the form of a discussion with the computer as to each move you make and it is very difficult. The task is to locate and rescue a young girl who has been kidnapped. During your mission, you will have to deal with viscious thugs, ferocious guard dogs and a sophisticated alarm system. A lively, creative mind is essential to complete this game.

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Scoop

A business decision game where your job is to edit, print and distribute a daily newspaper. Choosing the right editorial material is important as is selection of the advertisements that will bring in the highest revenue. You are told the costs of materials before you print and you must decide how many copies to print to make a profit. You are also given marketing information that will help you decide what price to charge for your publication. By the way, you may well have to deal with union problems and your handling of these is critical to your success.

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Rocket

Terrific maths trainer for 5-11 year olds. Help the rocket across the sky by answering correctly. Answer supplied if you get it wrong three times. Addition, subtraction, multiplication, division. Four levels from easy to impossible.

Frogger

This popular game has now been totally recreated for the Sharp computer. Superb graphics and as fast as you like from beginner level up to super-human. Get each of four frogs across the busy motorway and then hop from boat to log to raft to crocodile and eventually onto a lily pad. Terrific fun!!!

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Apocalpyse

You pilot a bomber trying to land in an area full of high buildings. As your aircraft descends, you must bomb the buildings flat to allow you to land safely. If you don't manage it, you will fly into a tower block. Successful pilots may take off to bomb another city.

Price £4.95

Tombs of Karnak

The king of adventure maze games. First you are alloted a character which will determine your chances in the maze of 50 rooms. Next you must confront the guardian of the maze and the quartermaster where you can barter for the armour and weapons that you will need. Then you start your journey through a labarynth of 50 tombs inhabited by an assortment of lethal beings who you must avoid or kill.

At the end of the game, you will be assessed on your performance and your new, improved character can be saved on cassette for use in further encounters.

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Kentucky Derby

A game for up to five players. You are betting on a five horse race which you actually see taking place. The odds are shown at the start of the race, you place your bets and they're off. You start with £100 and the winner is the first to amass £5,000 or eliminate all the other players. Players with no money must leave the game.

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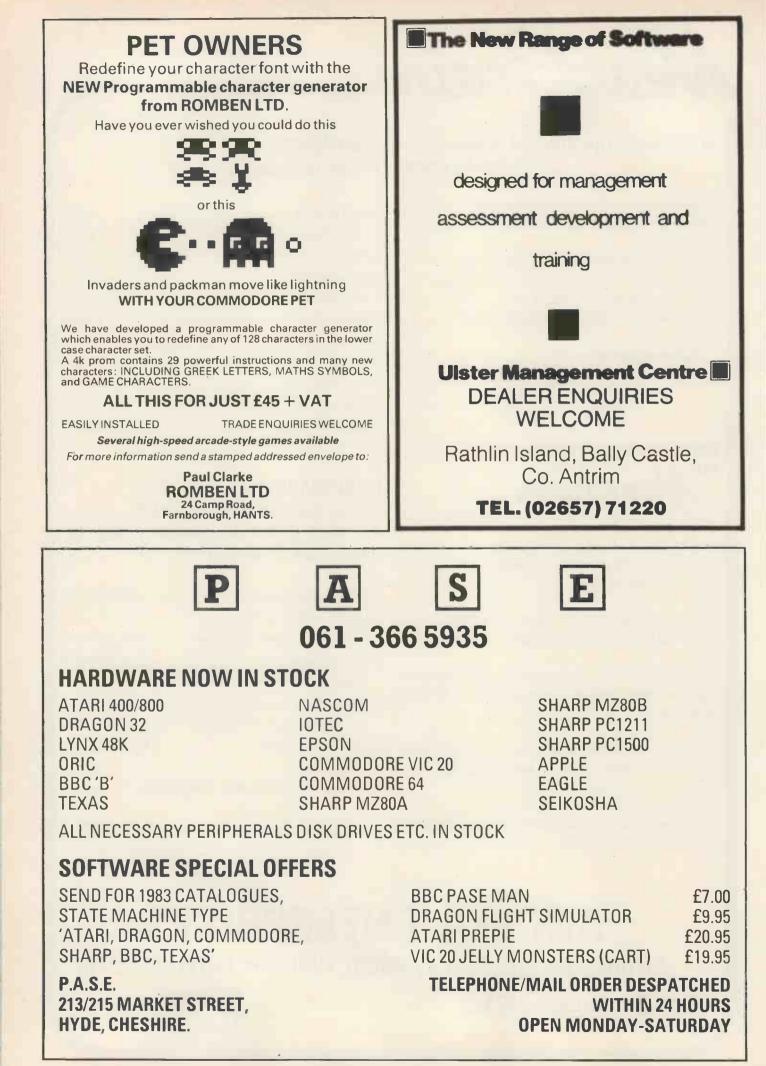
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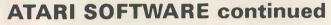
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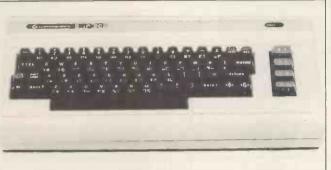
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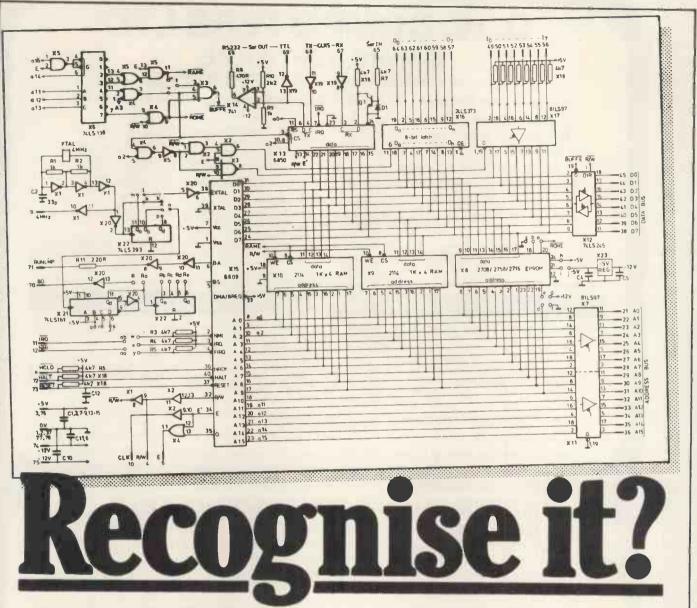


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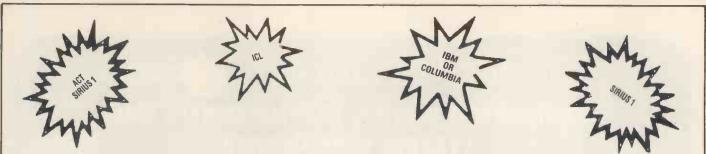
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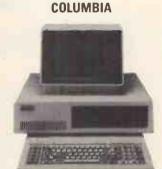
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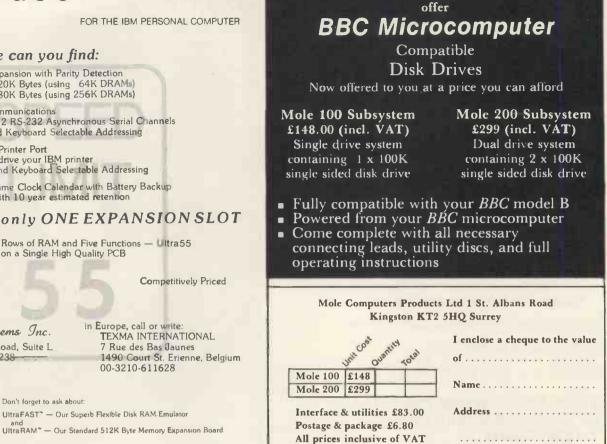
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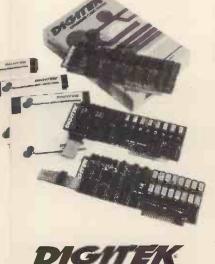
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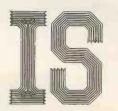
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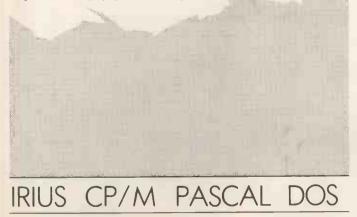
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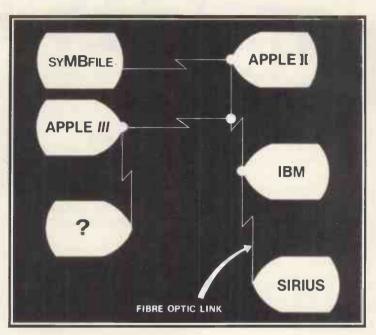


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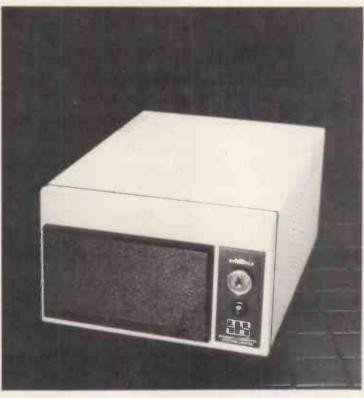


fig II symb/file



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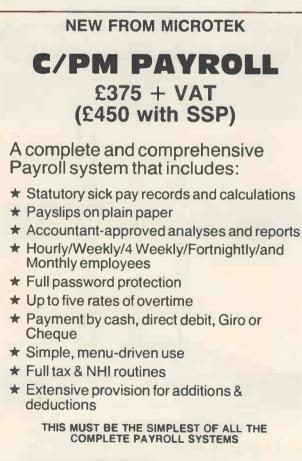
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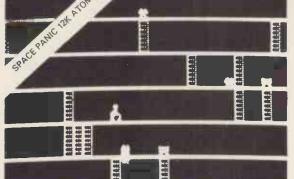
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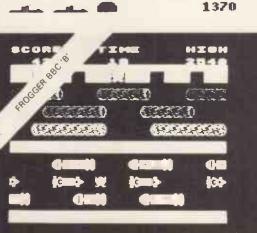
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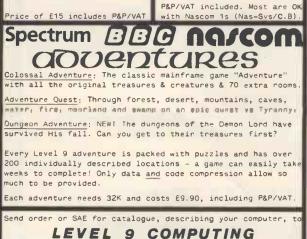
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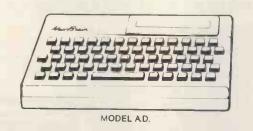
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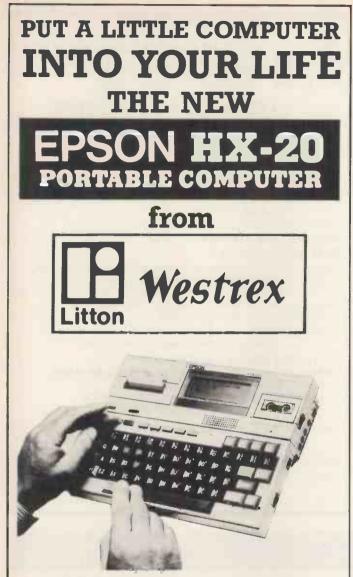
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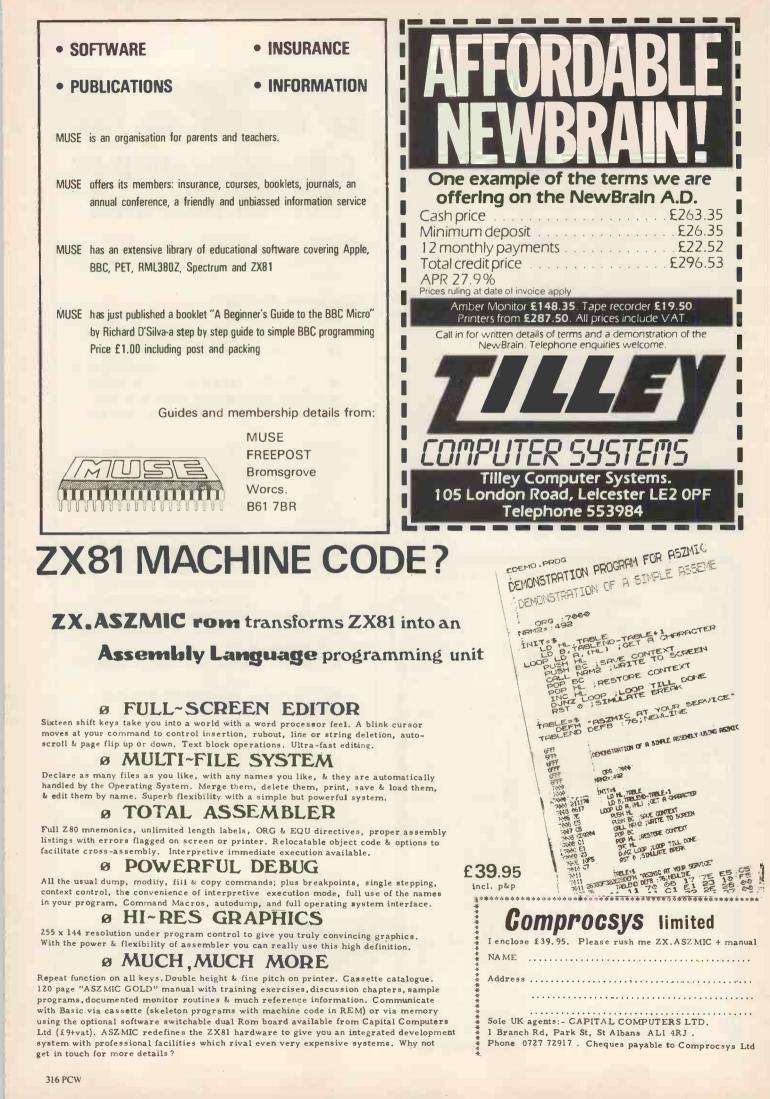
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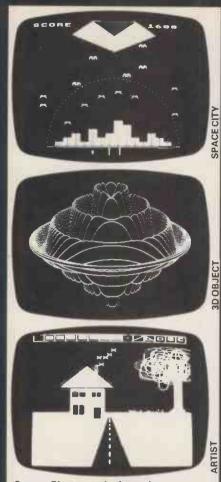
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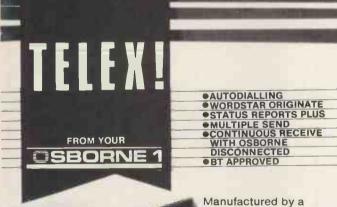
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Erstwhile PCW Editor 'Tebbo' was helpless with laughter recently in the gents' in Atari HQ. Each, er, location sported an Apple logo 'right where you aim'. We've heard of toilet battleships but this is ridiculous. . . Ex-PCW publishers Bunch Books held its annual orgy (sorry -Christmas party) early in December. Editor Rodwell, and Programs Editor Maggie Burton arrived sporting hats with a row of flashing lights on them. We are told the flashing lights were morse code for something very rude in Albanian. The party was held in a very posh restaurant

in Soho, and publisher Felix Dennis is taking everyone back in January to apologise. Commodore now seems to have chosen the Hanover

have chosen the Hanover Trade Fair as *the* place to launch new products. Before some of the machines launched at the '82 Fair were even available in shops, rumours were already circulating about the '83 launch top favourite is for a 16-bit machine of some sort, but cynics are muttering about this being no more than the 8088 plug-in board for the 700 series

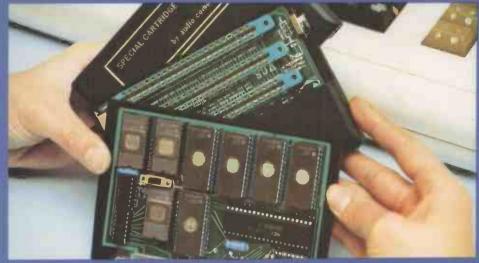
Prospective buyers of the Atari 800 computer will be pleased to know they can get it for £100 less than they would have previously. Advertising blurb says 'Now, save £100 on the one you were going to buy anyway'.

Readers' attention must be drawn to the comical little chart reproduced elsewhere here which appears in the middles of the Oric brochure. Note references to 'pedigree' (from a new company which has never brought out a computer before), 'driveability' (what that? — Ed) and to 'Japanese imitations'. You have to laugh, you know you'll go nuts if you don't.



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• TECHNICAL SPECIFICATIONS

MOTHERBOARD: 3 × 22 way gold plated connectors. Accepts all Commodore cartridges. Accepts Toshiba 2016 or Hitachi 6116 CMOS Ram (qty: 4). Write protect switch fitted. Mode switch and battery connector fitted only when supplied with 8K Hitachi Ram

• SPECIAL RAM CARTRIDGE: uses single 5V supply Dynamic Ram. Transparent refresh without slowing processor speed. Access time: 250ns maximum. Capacity: 16K or 32K bytes, addressed from \$ 2000 - 7FFF and \$A000 - BFFF. Switch fitted to partially

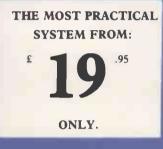
disable any 8K memory block. • SPECIAL EPROM CARTRIDGE: Memory capacity: up to 32K Eproms (4 × 2764s). Programs Eproms from Basic or Machine code programs or directly copies ready made cartridges. All saved programs have separate entry to the Eprom catalog (held in the first Eprom) and can be loaded back and run at any time. Addressed from \$9800 - 9FFF and is

compatible with all Commodore cartridges. • 40 COLUMN ROM (ADVANCE INFORMATION ONLY): 8K bytes. Can com municate with 2nd processor via 2K dual port Ram and interrupt.

Please note that each of the above products is normally available at your local computer store. You can also order them directly from us by mail or telephone. Thank you for the interest shown.

AUDIO-COMPUTERS

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